Check-in

Review: Regular expressions

Write your name and answer the following on a piece of paper

- Explain the difference between the languages recognized by these regular expressions:
  1. `(cake)|(death)`
  2. `cake|death`

- Create a regular expression that is as short as possible (in terms of characters used to write down the regular expression) but matches the same language as:
  `a|(aa)|(a*)`

- The ? operator is sometimes used to denote "zero or one" repetitions of its operand. As as example `a((bc)?)` matches
  - `a` (0 repetitions of `bc`)
  - `abc` (1 repetition of `bc`).

  Using the operators listed previously, change the above regular expression so that it doesn't use the ? operator but specifies the same language of strings. *Hint: you may use the empty string symbol ε in your answer*

KU | EECS | Drew Davidson

1 – Overview

A Big Whoops!

Administrivia & Announcements

EECS 665

Elect Engr & Computer Science - Compiler Construction (4) Fall 2024

Compilation of programming language constructs. Organization of a compiler including symbol tables, lexical analysis, syntax analysis, intermediate and object code generation, error diagnostics, code optimization techniques and run-time structures in a block-structured language such as C or Rust. Programming assignments include construction of various modules of a compiler. Prerequisite: EECS 348, EECS 468, EECS 510, and upper-level eligibility.

Type	Time/Place and Instructor	Credit Hours	Class #	Seats Available
LEC	Davidson, Andrew	4	**23333** (Save)	23
Notes	MWF 03:00 - 03:50 PM LEEP2 2300 - LAWRENCE			
LBN		4	**23339** (Save)	1
Notes	Th 10:00 - 11:50 AM EATN 1005D - LAWRENCE			
LBN		4	**23340** (Save)	3
Notes	Tu 11:00 - 12:50 PM EATN 1005D - LAWRENCE			
LBN		4	**23341** (Save)	2
Notes	Th 12:00 - 01:50 PM EATN 1005D - LAWRENCE			
LBN		4	**28125** (Save)	10
Notes	Tu 08:00 - 09:50 AM EATN 1005D - LAWRENCE			
LBN		4	**28126** (Save)	2
Notes	M 10:00 - 11:50 AM EATN 1005D - LAWRENCE			

A Big Whoops!

Administrivia & Announcements

My (Lame) Excuse

- I've taught this class EVERY offering for the last 6 years, I don't think we've ever had a Monday lab
- This lab was added late, when the course cap was raised
- It's usually 1 GTA per 2 labs, and I only have 2 GTAs

We ARE having lab this week!

- I *personally* teach every lab the first week of class every semester
- I really want everyone to attend in the first week so I have a chance to meet you / learn your name

A Big Whoops!

Administrivia & Announcements

What we'll do

- If you're in the Monday lab, you **automatically** get credit for the first week
- If you're in the Monday lab, I'd really appreciate if you attend any other lab
- I'll post a video version of the lab that you can watch

Housekeeping

Administrivia & Announcements

Assignments

- Entry Survey out now
  - Due **tonight** at 11:59 PM
- Written Work #1 out after class
  - Due Wednesday at the beginning of class.
- Lab 1 out tonight
  - Due next Monday at 3:00 PM
- Lab 2 out by Friday
  - Due next next Monday at 3:00 PM
  - Will be the subject of in-person labs next week

Today's Roadmap

Lecture Outline

- Orientation
  - About me
  - About you
  - About the course
- Overview the Compiler
- Lexical Specification

About Me

~~(Assistant)~~ Professor
Andrew “Drew” Davidson

Pronouns: he/him/his

What to call me

About Me

- **Preferred:** “Drew”
- **Ok:** “Professor Davidson”, “Dr. Davidson”
- **Never:** “Andy”, “Andrew”, “Mr. Davidson”, “Dr. Drew”

Dr. Drew (Extremely not me) [1]

[1]: Credit: www.podcastone.com/Dr-Drew-Show

About Me: The Job of a Professor

About the class: FAQ

The actual start of my job offer letter from KU:

Dear Drew

We are delighted that you will be joining the Department of Electrical Engineering and Computer Science (EECS). The terms and conditions of your appointment are set forth in your official offer of employment from the University. This letter provides details and expectations specific to your academic unit.

Responsibilities

Distribution of Effort (FTE).

The 1.0 FTE for this initial appointment is distributed as follows:

0.4 FTE Teaching/Advising
0.4 FTE Research
0.2 FTE Service

I'm a Busy Little Honeybee!

About Me

I love my job!

- But there is a lot of it
- I'd happily spend 40hrs/wk just on this class

Takeaways

- Delays in email/grading can happen
- ~~I'm too busy to help?~~
- Office hours are *just for you*
- I try to scale my help

No! I'm here for you!

This drives several course policies

Interacting with Me

About Me

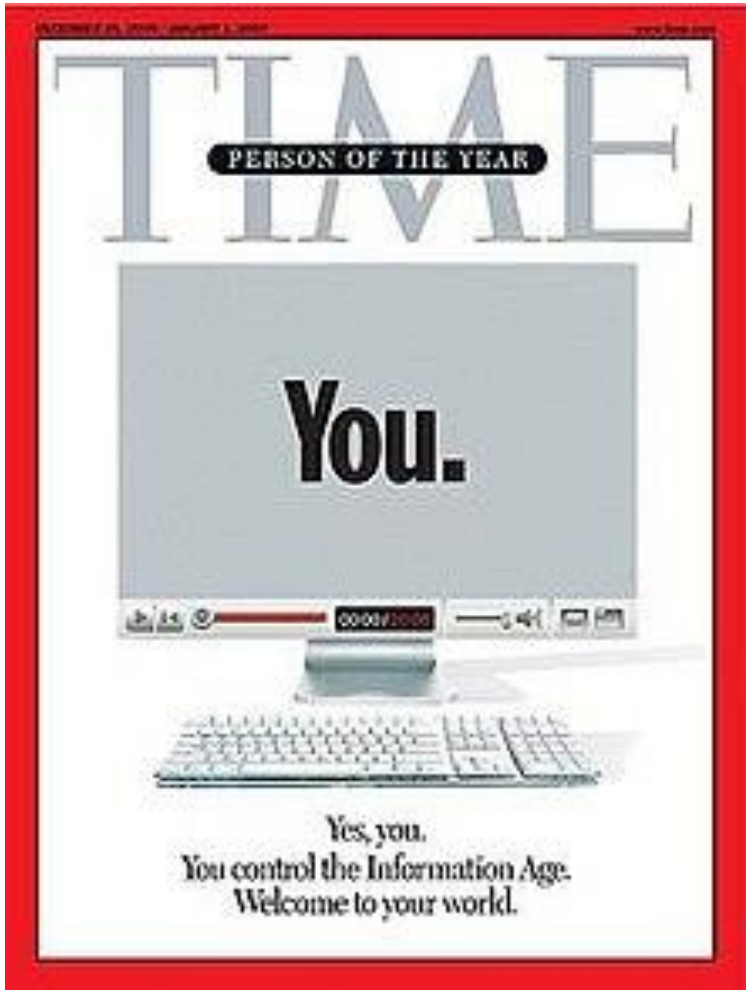
I am pretty friendly *(I think)*

- I'll make an effort to learn every student's name
- If you see me outside of class, feel free to say "hi!"

I like when you visit office hours

- Appreciate when you come with a specific question

About You


TIME
PERSON OF THE YEAR
You.
Yes, you.
You control the Information Age.
Welcome to your world.

Your Time is Valuable!

Orientation - About You

There are a lot of assignments

- Most of them are very quick

You don’t have to come to class

- You are rewarded for doing so

One Small Favor

Orientation - About You

Help me to make this class pleasant

- If you come to class, try to engage
  - Frown when you are confused
  - Grin when you are amused
  - Ask questions if you have them
- If you have feedback, let me know!

This course is built for y'all

Orientation - About You

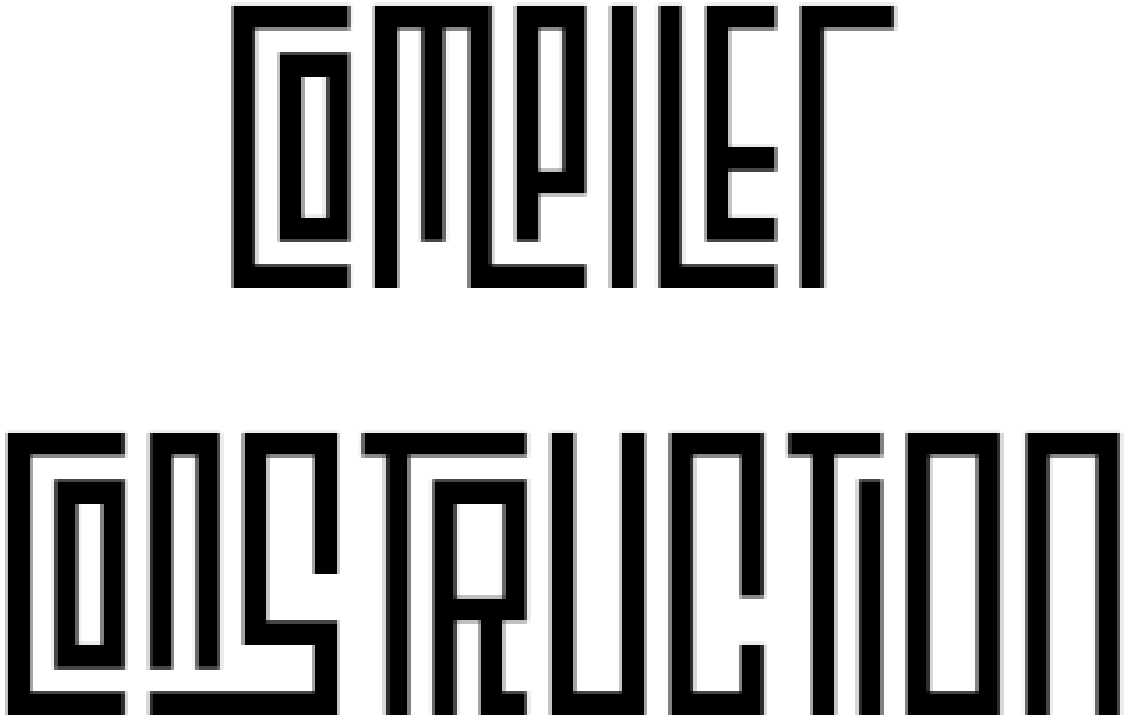
I value feedback

- This course improves by matching your needs
- I encourage questions, comments, etc. (within reason)

I've taught this course before

…but I've never taught **YOU** this course before

About The Class



What I think you NEED to Know

About the class

Read the syllabus: https://compilers.cool/syllabus.pdf

What I think you WANT to Know

About the class

How ‘bout that Covid, eh?

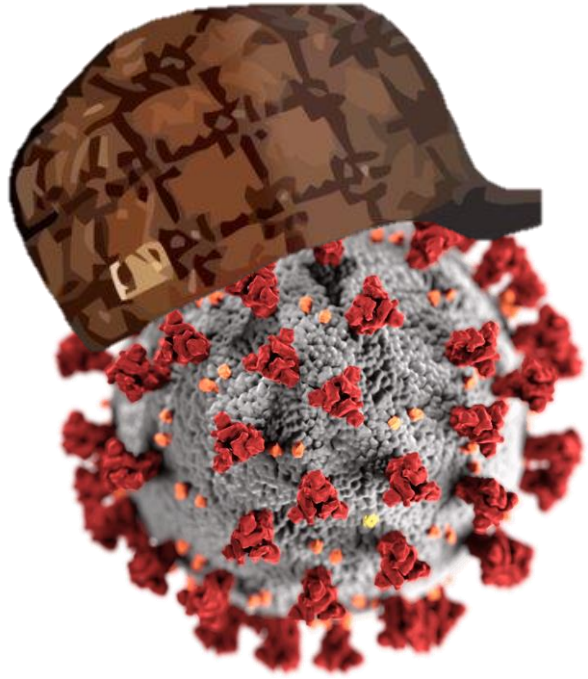
About the class

Too Sick for Class?

- You’re never *required* to come to class (except for tests)
- If you’re too sick for a test, we’ll do a makeup

Too Sick to work?

- Homework should take way less time than you’re given
- Projects can collectively be turned in 6 days late for no penalties



Is This Class Hard?

About the class: FAQ

Definitely this option

Is Drew a Good Teacher?

About the class: FAQ

My core philosophy: teach the class I'd want to take

Is Drew a Good Teacher?

About the class: FAQ

My couse design goal: teach the class I'd want to take

- Put a lot of material in the course
- Only post assignments after material is covered
- Allow more time on assignments than needed
- Make myself available
  - Phone alerts for Piazza posts
  - Respect office hours
- Never require participation, always reward it
- Provide lots of status/understanding checks
  - The class is out of exactly 1000 points
  - Frequent assignments, exercises in the class readings
  - If you want to go above and beyond, extra assignments

Is This Class Hard?

About the class: FAQ

Definitely this option

Let's go with "conceptually complex"

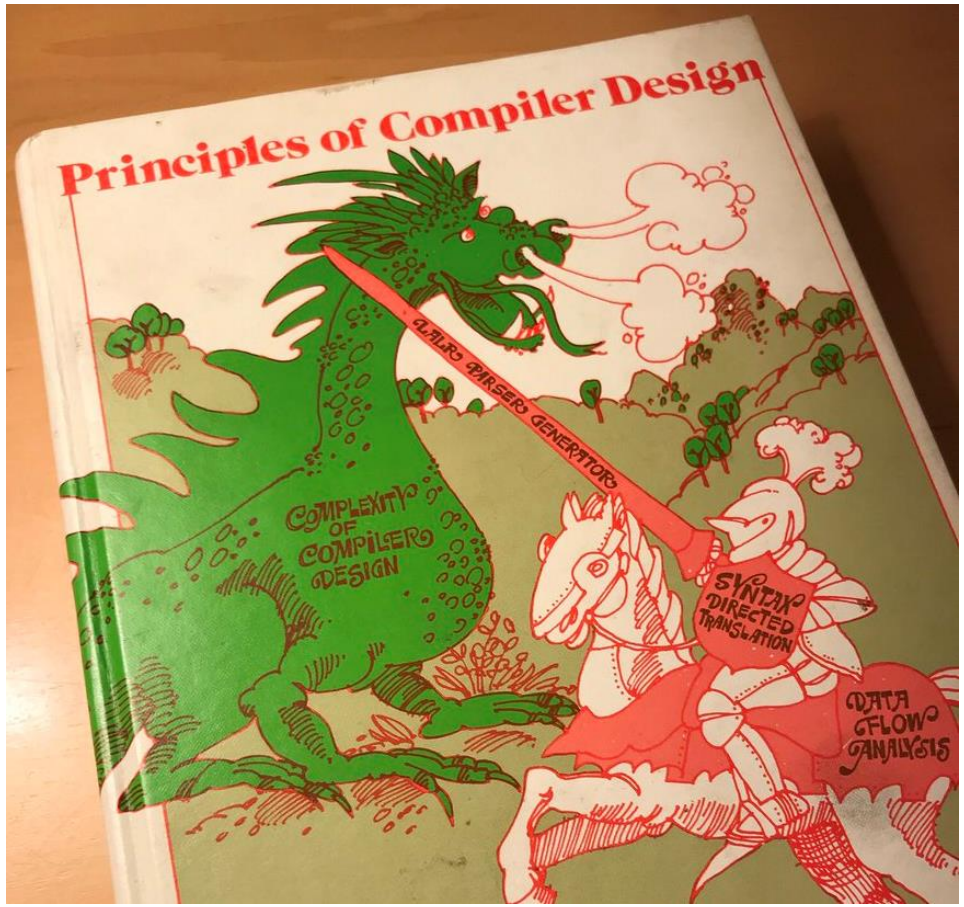
may depend on definition of "hard"

The class <u>should be</u> hard, because constructing compilers <u>is</u> hard

Let's judge a book by it's cover

About the class: A brief aside on complexity

- Programming Languages
  - Cute teddy bear!
- Operating Systems
  - Fun circus!
- Compilers…
  - A dragon to murder
  - (and the dragon is pissed)

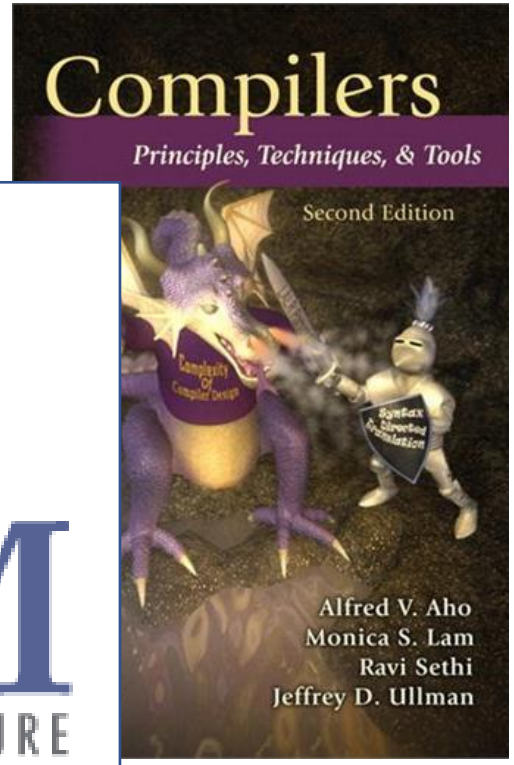


That's just one book, right?

About the class: A brief aside on complexity

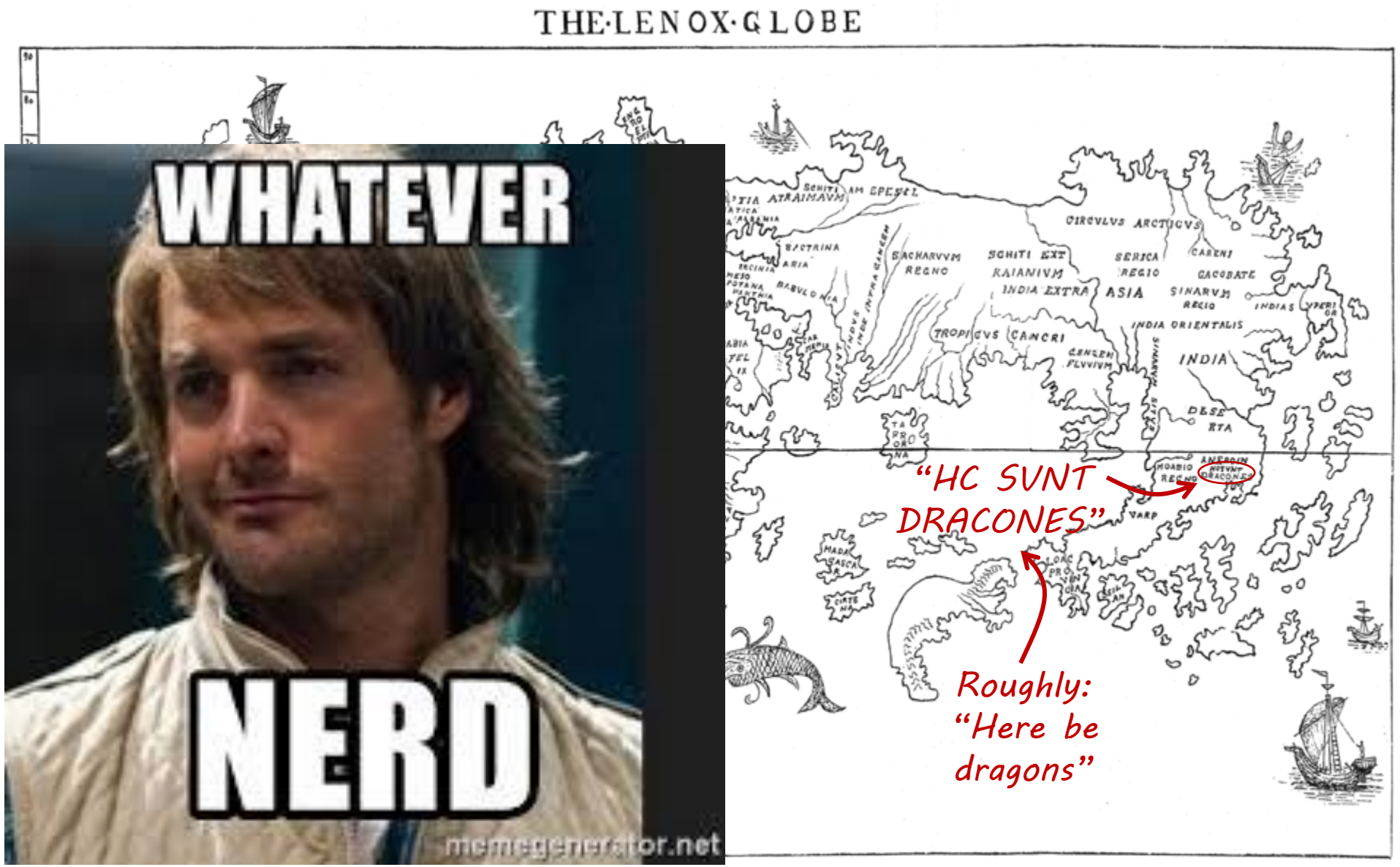
Uhh, actually dragons are like a whole thing

But why dragons?



Dragons: symbols of the unknowable

About the class: A brief aside on complexity



This Class is About Complexity of Design

About the class: A brief aside on complexity

We'll wield the classic tools to combat complexity:

- Formalisms
- Abstractions
- Modularity
- Disciplined software design

Explore Design Complexity through Implementation

About the class

Let's Build a Compiler!

- Seems like a good thing to do in a class called "Compiler Construction"
- Regardless of your interest in compilers, you'll get to do some non-trivial code development

Today's Lecture Roadmap

Lesson Outline

- Orientation
  - About you
  - About me
  - About the course
- Overview the Compiler
- Lexical Specification

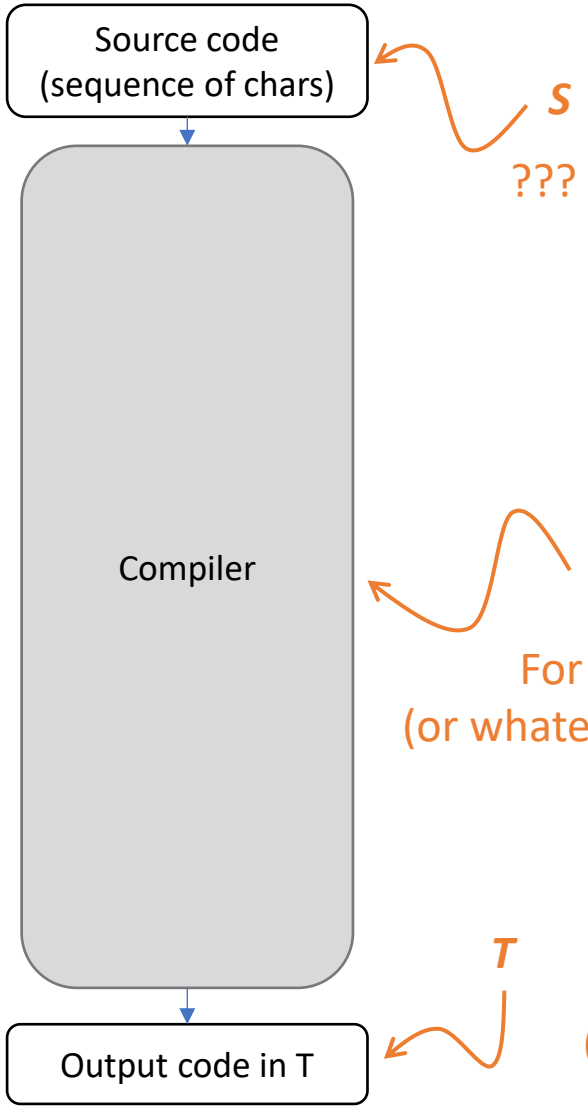
What is a Compiler?

Overview the Compiler

(Audience participation)

What is a Compiler?

Overview the Compiler



Our working definition of a compiler

A recognizer of source language S and a translator from source language S to target language T written in host language H

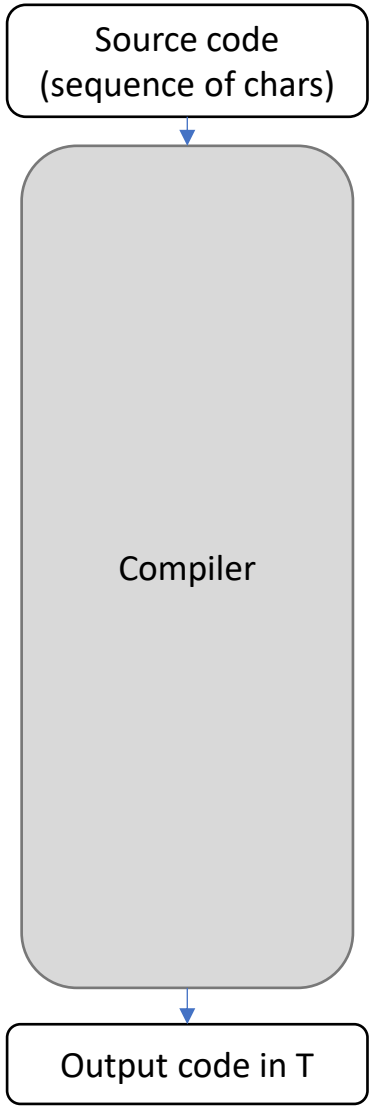
Our compiler

Host Language H = C++
Target language T = X64
Source language = ???

Audience Participation:
What should we name our language?

What is a Compiler?

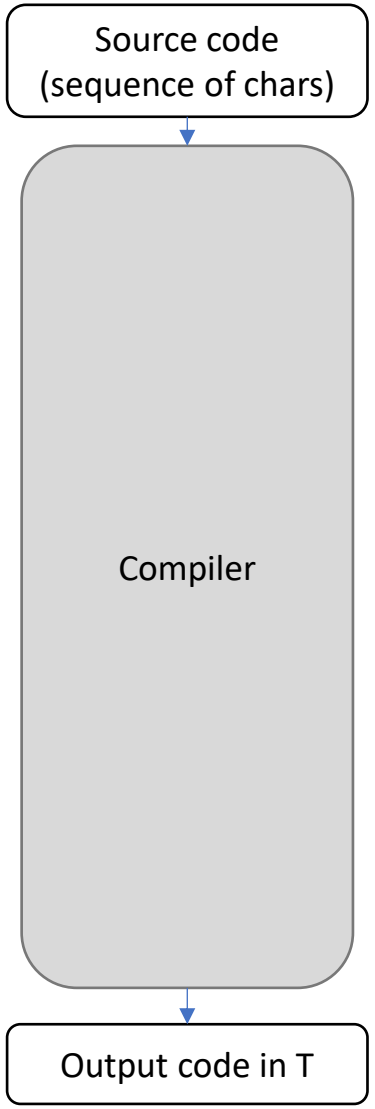
Overview the Compiler



Great! With our language defined, we can resume exploring the compiler's structure

What is a Compiler?

Overview the Compiler



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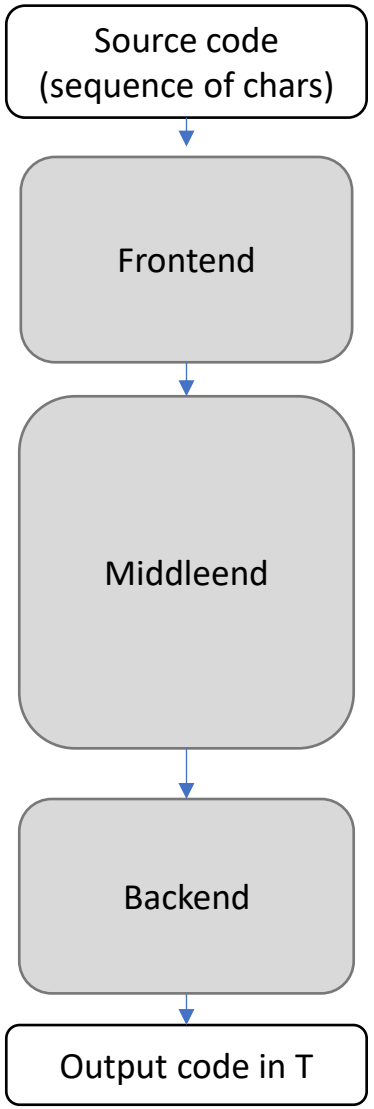


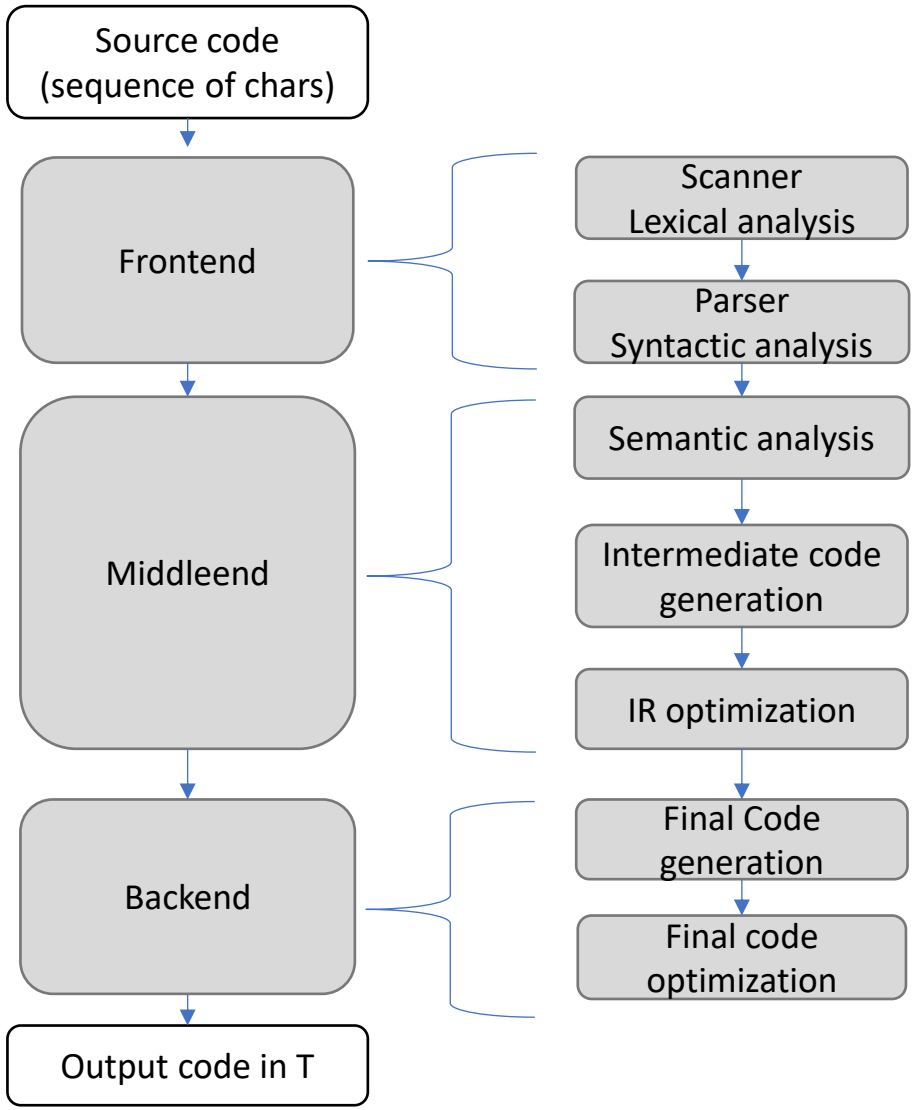
Traditional compilers

Divided into phases

- Frontend: input handling
- Middleend: program reasoning
- Backend: output handling

What is a Compiler?

Overview the Compiler



What do these modules do?

Traditional compilers

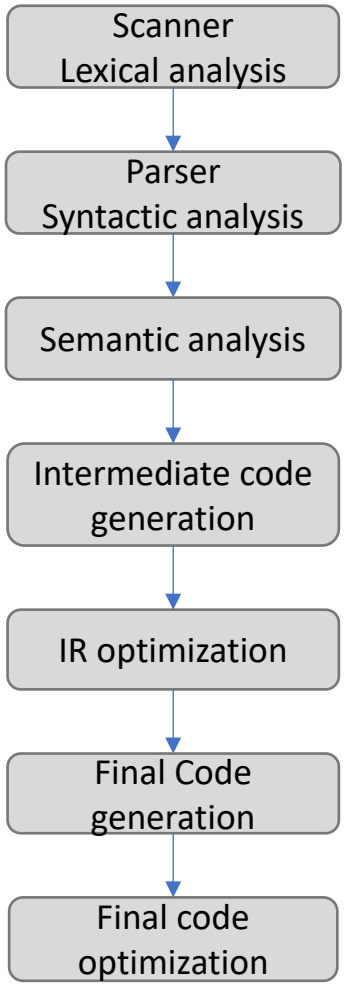
Divided into phases

- Frontend: input handling
- Middleend: program reasoning
- Backend: output handling

Phases further divided into modules

What is a Compiler?

Overview the Compiler



Scanner: Transform input characters into tokens (the "words" of the language)

Parser: arrange tokens into syntax (the "sentences" and "paragraphs" of the language)

Semantic Analysis: Check properties of the AST and add metadata

- **Name analysis:** bind identifiers to their symbols
- **Type analysis:** associate types with operations

Intermediate codegen: Transform AST into a more "operational" internal representation

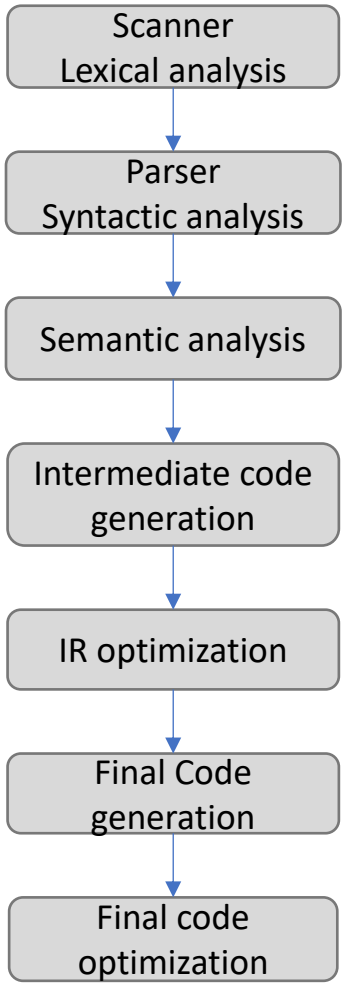
Intermediate Representation Optimization: Structural improvements

Final Code Generation: Translate IR into target language representation

Final Code Optimization: target-specific optimizations

Compiler's Recognizer Duties

Overview the Compiler



Scanner: Transform input characters into tokens (the "words" of the language)

Lexical errors

Parser: arrange tokens into syntax (the "sentences" and "paragraphs" of the language)

Syntactic errors

Semantic Analysis: Check properties of the AST and add metadata

Naming errors

Name analysis: bind identifiers to their symbols

Type analysis: associate types with operations

Type errors

Intermediate codegen: Transform AST into a more "operational" internal representation

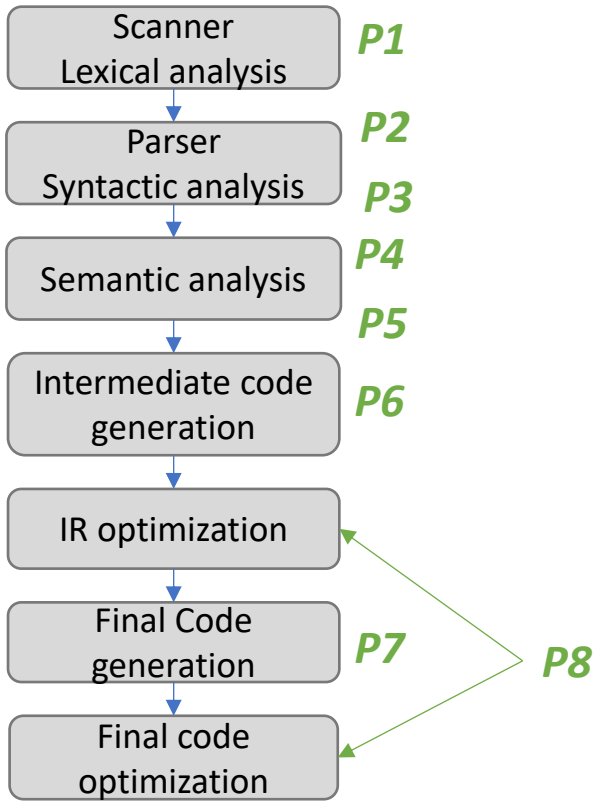
Intermediate Representation Optimization: Structural improvements

Final Code Generation: Translate IR into target language representation

Final Code Optimization: target-specific optimizations

Our Class Workflow

Overview the Compiler



We'll work through the compiler front-to-back

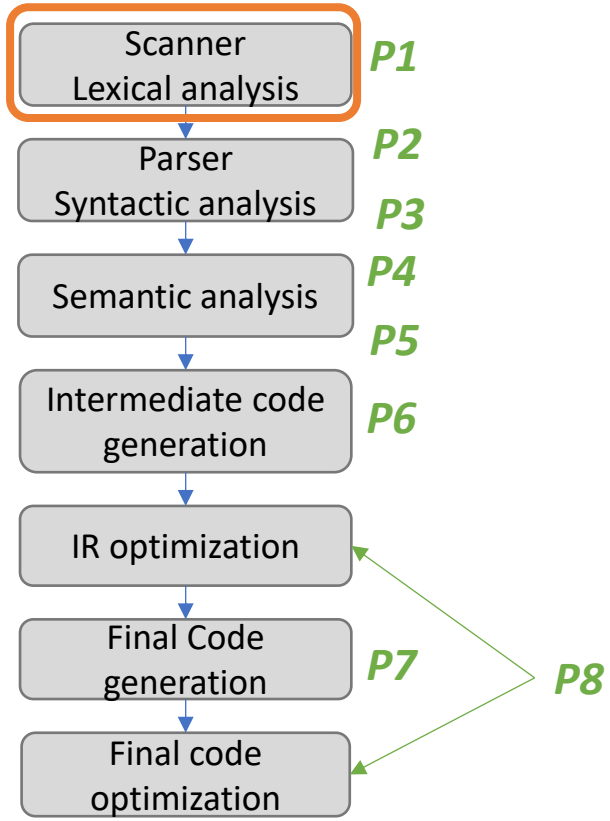
- Pause on background information as needed
- Review underlying theory, implementation details, and techniques as needed

Often need to…

- Precisely define / express some language concept
- Build a recognizer of that concept
- Build a translator for that concept

Exploring Lexical Analysis Design

Lexicial Analysis



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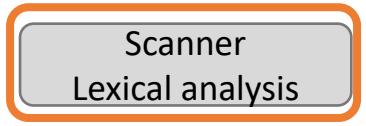
Exploring Lexical Analysis Design

Overview the Compiler



Often need to…

- Precisely define / express some language concept
- Build a recognizer of that concept
- Build a translator for that concept

We'll use some (hopefully) familiar theory techniques in building the scanner:

- Regular Languages / Regular Expressions
- Deterministic Finite Automata
- Nondeterministic Finite Automata

These would be good concepts to review if you're shaky on them

Lexical Definition

Overview the Compiler

Describe the tokens (i.e. the “words”) of the language using regular expressions

Token	Examples	RegEx
Integer Literal	1 230	0|(1|2|3|4|5|6|7|8|9)(0|1|2|3|4|5|6|7|8|9)*
star	*	“*”

001

Lecture Wrap-Up

Goodbye for now!

Summary

- Working definition of a compiler
- Compiler overview
  - Phases of the compiler
  - Modules of the phases

Next Lecture

- Describe how we can build a token recognizer from the specification

Your ToDos:

- Survey due at midnight tonight
- If you missed class, C1 is due Sunday at midnight
- Familiarize yourself with https://compilers.cool
- Sign up for Piazza
- If you need some theory review, check out https://compilers.cool/theory_review/