

# How to Write a Compiler

## ASU Textbook Chapter 11

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# Planning

- The best and complete way to learn to write a compiler is
  - take a compiler course for the “theory”;
  - read the code of a compiler;
  - write a compiler by yourself.
- The planning stage:
  - Source language issues:
    - ▷ *The size of the language.*
    - ▷ *Will the language evolve?*
  - Target language issues:
    - ▷ *Instruction set.*
    - ▷ *Registers.*
    - ▷ *Fancy instructions.*
  - Performance criteria:
    - ▷ *Changes according to the hardware development.*
    - ▷ *Portability.*
    - ▷ *Error correction: for both expert and novice users.*
    - ▷ *Optimization.*

# Developing

- Find an existing language and adapt it for your needs.
- If you read some UNIX C (respectively PASCAL) compiler, they are written in C (respectively, PASCAL):
  - This is called bootstrapping.
  - How can this be possible and how was the first compiler compiled?
  - Usual strategy:
    - ▷ Find an existing compiler (could be an assembly language).
    - ▷ Write a simple compiler for a fairly restricted subset of language.
    - ▷ For example in PASCAL, does not allow ARRAY, RECORD, POINTER.
    - ▷ Call this a restricted language.
    - ▷ Write in the restricted language a compiler, that handles advanced features.
    - ▷ Another example: C and C++.

# Developing environments

- **Developing environment:**
  - Use UNIX “make” to management a project.
  - Use lexical analyzer (LEX) and compiler-compiler (YACC) to simplify your task.
  - Use “profile” to determine the bottleneck of implementation.
- **Testing and maintenance:**
  - Must generate correct code.
  - Regression tests:
    - ▷ *Maintain a series of tests of which must be passed after.*
    - ▷ *Re-pass the suite of tests once a revision is done to the compiler.*
  - Documentation.
- **A crucial element in being able to maintain a compiler is good programming style and good documentation.**