

CSE 390B, Autumn 2022

Building Academic Success Through Bottom-Up Computing

# Building Connections & Compiler Phases

Building People Connections in College, Exploring the  
Compiler Phases, Project 7 Overview

# Lecture Outline

## ❖ Building People Connections in College

- Benefits of Building Connections, Networking Strategies

## ❖ Exploring the Compiler Phases

- Scanner: Process of Tokenizing an Input File
- Parser: Making Meaning From Tokens Through ASTs
- Type Checking, Optimization, and Code Generation

## ❖ Project 7 Overview

- Midterm Corrections, Professor Meeting Report

# Benefits of Building Connections

- ❖ Reaching out to your professors, TAs, and peers can be a great way to discover opportunities
- ❖ Taking the time to connect with these people can open several doors and leverage your potential
- ❖ Excellent opportunity for new perspectives and ideas for those who have been in your shoes before
- ❖ Connecting with others helps you find inspiration and build your knowledge and experience

# Strategies for Networking

- ❖ Get involved in communities on campus (e.g., RSOs, TAing, research, part-time campus job)
- ❖ Invest in building relationships with people and developing a presence in their lives
- ❖ Take time to reflect on how others can support you by bringing to them your interests and questions
- ❖ Not all networking efforts will be well-received, but don't be afraid to just go for it

# Discussion on Building Connections

In groups, spend 4-6 minutes discussing these questions:

- ❖ In what ways do you already connection with others on a regular basis? How else can you build your connections?
- ❖ How can you benefit from building your community of people you can network with?
- ❖ What would you share with someone you recently made a connection with?

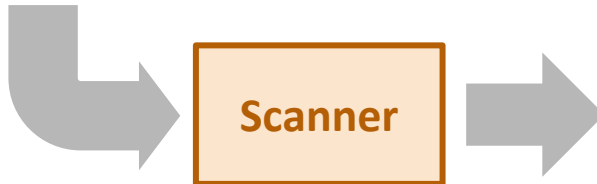
# Lecture Outline

- ❖ Building People Connections in College
  - Benefits of Building Connections, Networking Strategies
  
- ❖ **Exploring the Compiler Phases**
  - **Scanner: Process of Tokenizing an Input File**
  - Parser: Making Meaning From Tokens Through ASTs
  - Type Checking, Optimization, and Code Generation
  
- ❖ Project 7 Overview
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# The Scanner

```
function void main() {  
    var int a, bar;  
    let bar=10; // init  
}
```

Jack



FUNCTION	VOID	ID (main)	
LPAREN	RPAREN	LCURLY	VAR
INT	ID (a)	COMMA	ID (bar)
SEMICOLON	LET	ID (bar)	
EQUALS	NUM (10)	SEMICOLON	
RCURLY			

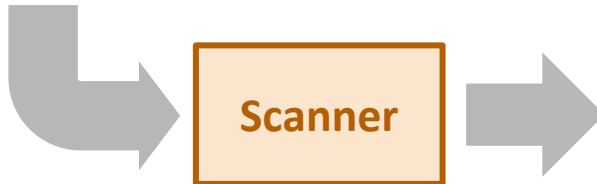
Token Stream

- ❖ Reads a giant string, breaks down into tokens
  - Each token has a type: what role does this token play?
    - E.g., **LCURLY** is a type representing an occurrence of “{”
  - What types do we care about? The “building blocks” of our programming language:
    - Keywords (e.g., **FUNCTION** ), operators (e.g., **EQUALS** ), and punctuation (e.g., **SEMICOLON** or **COMMA** )

# The Scanner

```
function void main() {  
    var int a, bar:  
    let bar=10; // init  
}
```

Jack



FUNCTION	VOID	ID (main)	
LPAREN	RPAREN	LCURLY	VAR
INT	ID (a)	COMMA	ID (bar)
SEMICOLON	LET	ID (bar)	
EQUALS	NUM (10)	SEMICOLON	
RCURLY			

Token Stream

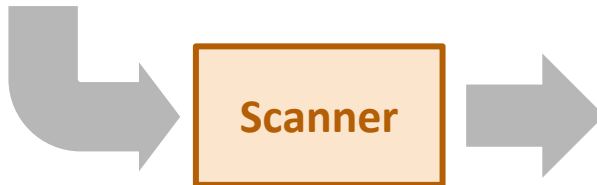
- ❖ In addition to a type, some tokens carry a value:
  - Identifiers (e.g., ID (a) )
  - Numbers (e.g., NUM (10) )
- ❖ Scanner should present a *clean* token stream
  - No whitespace or comments: the rest of the compiler only wants to consider things that change program meaning



# The Scanner: How?

```
function void main() {  
  var int a, bar;  
  let bar=10; // init  
}
```

Jack



FUNCTION

VOID

ID (main)

LPAREN

RPAREN

LCURLY

VAR

INT

ID (a)

COMMA

ID (bar)

SEMICOLON

LET

ID (bar)

EQUALS

NUM (10)

SEMICOLON

RCURLY

Token Stream

- ❖ What if we split the input program on whitespace, and match each segment to a token type? (E.g., “{” → LCURLY)
- ❖ Tempting, but we would end up with “a,” “bar;” “bar=10;”
  - Whitespace is tricky: generally, we want to ignore it, but we can’t count on it being there

# The Scanner: How?

curr



```
; let bar=10;
```

Jack

Accumulated: ;

Token Stream

- ❖ How to distinguish built-in keywords (e.g., “let”) from identifiers (e.g., “bar”)?
  - When token is done, check against list of keywords

# The Scanner: How?

curr



```
; let bar=10;
```

Jack

Accumulated: ;

Token Stream

- ❖ How can we take a line of code in Jack and convert this into a token stream?
  - Keep cursor on current char
  - Break off a token when we complete one
  - If the next char could be part of this token, accumulate it

# The Scanner: How?

curr  
↓  
; let bar=10;  
Jack

Accumulated:



SEMICOLON

Token Stream

- ❖ How can we take a line of code in Jack and convert this into a token stream?
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# The Scanner: How?

**curr**  
↓  
`; let bar=10;`  
Jack

**Accumulated:** 1

SEMICOLON

Token Stream

- ❖ How can we take a line of code in Jack and convert this into a token stream?
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# The Scanner: How?



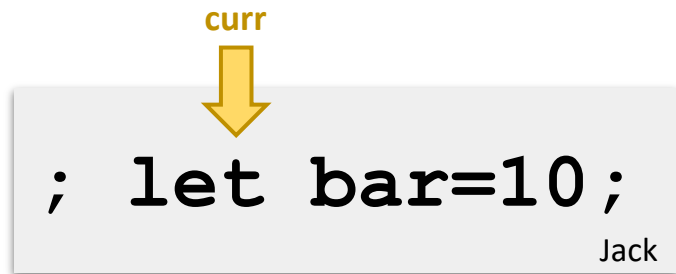
Accumulated: **le**

SEMICOLON

Token Stream

- ❖ How can we take a line of code in Jack and convert this into a token stream?
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# The Scanner: How?



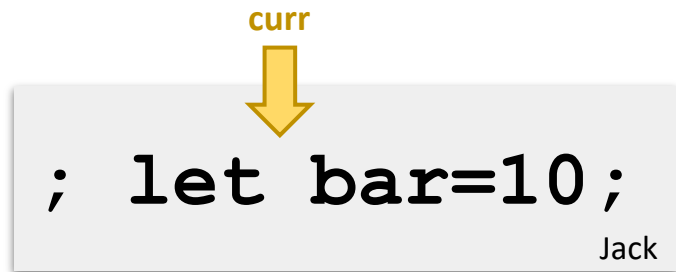
Accumulated: `let`

SEMICOLON

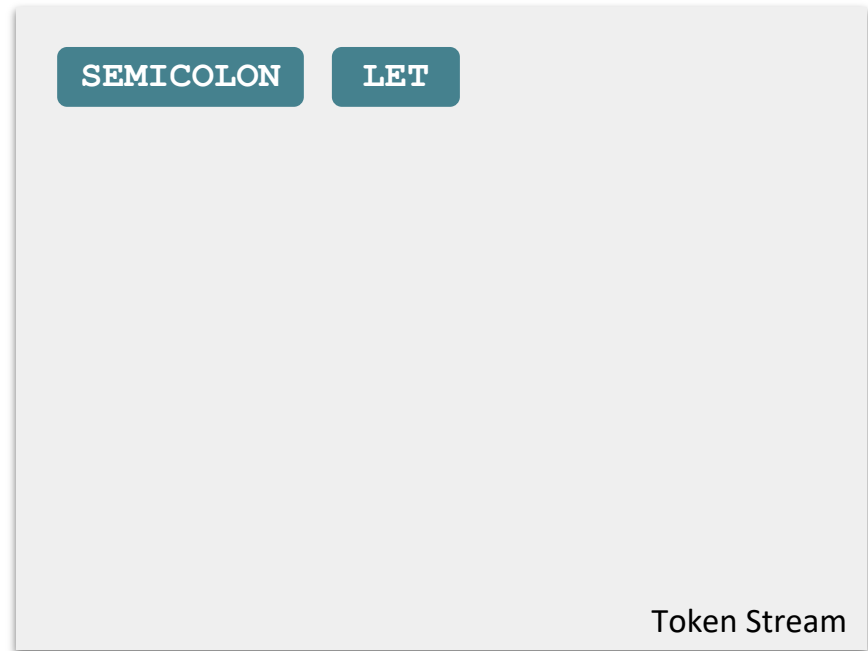
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# The Scanner: How?



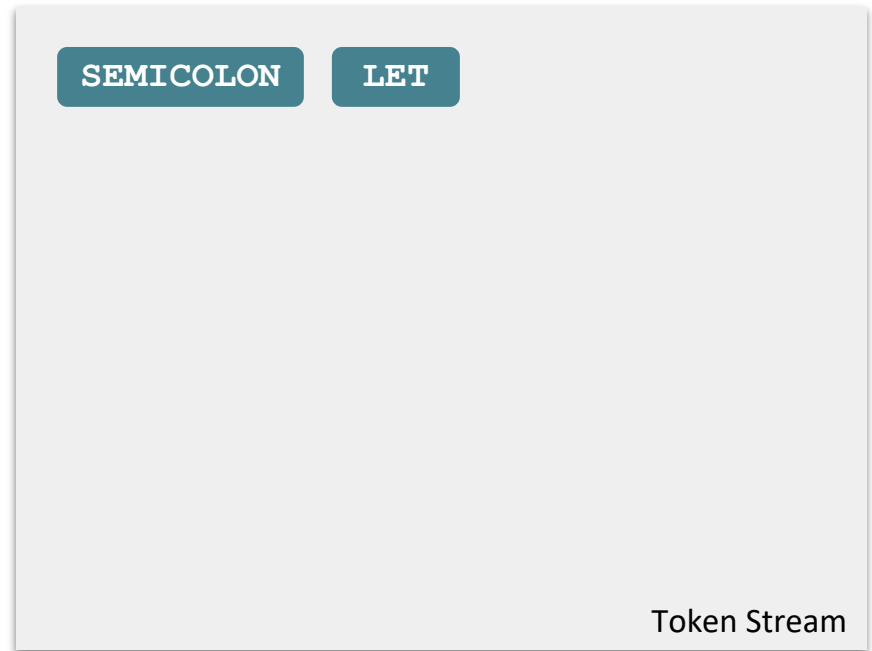
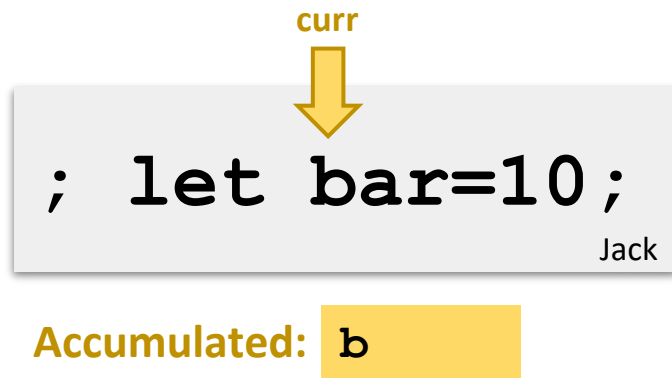
Accumulated:



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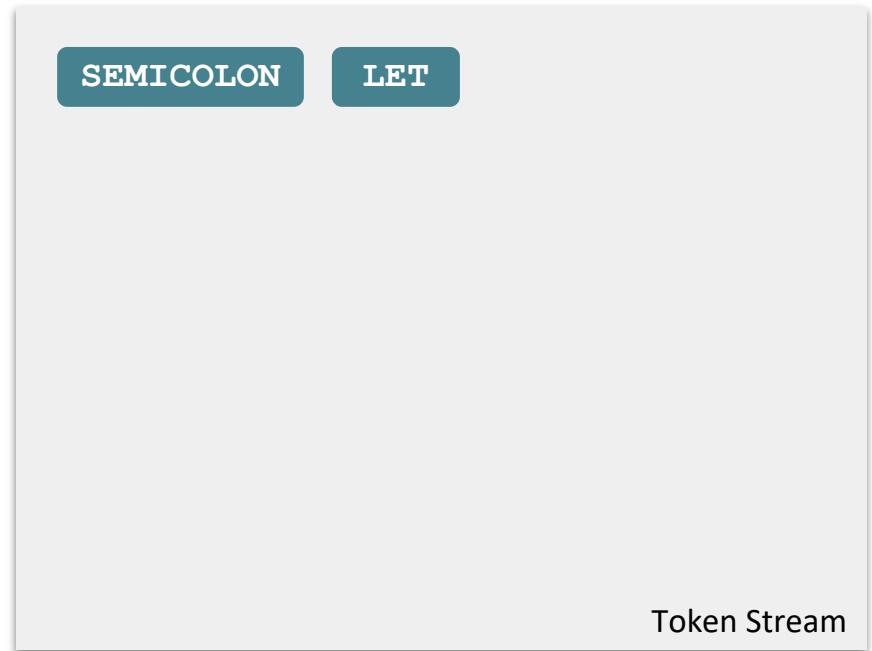
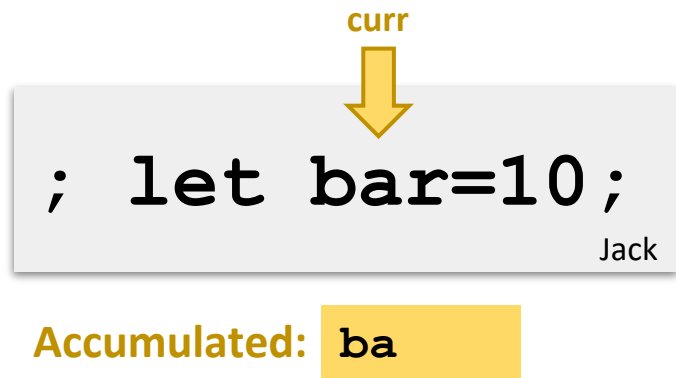


# The Scanner: How?



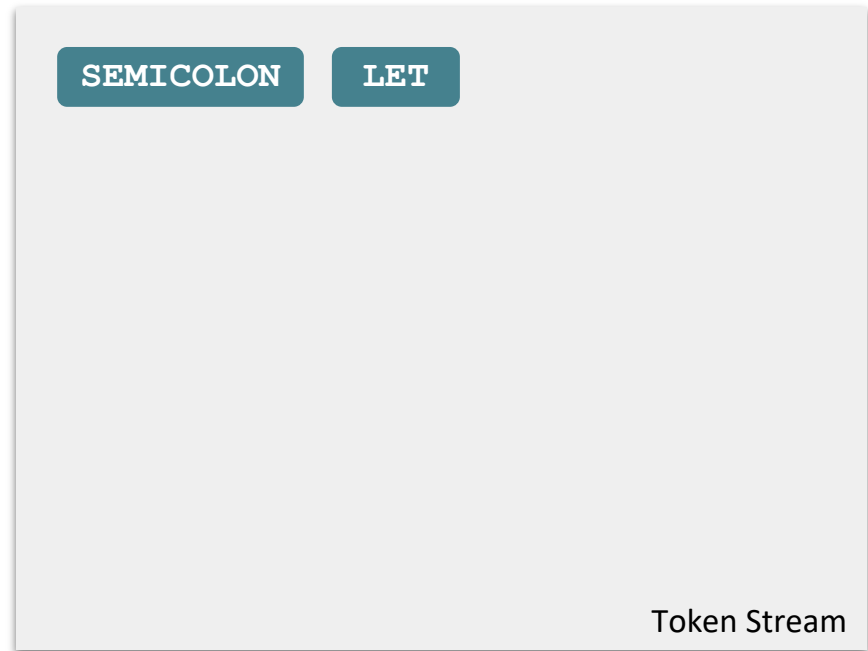
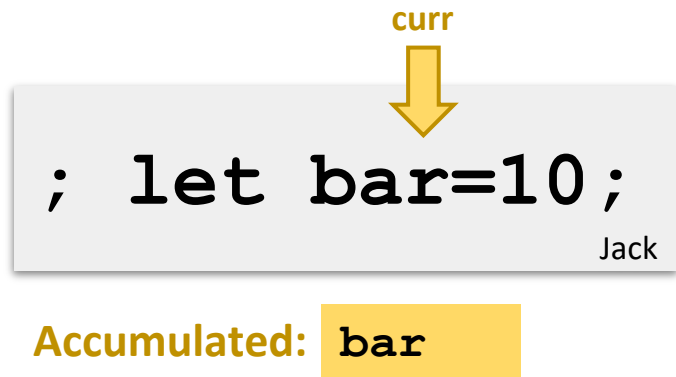
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# The Scanner: How?



- ❖ How can we take a line of code in Jack and convert this into a token stream?
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# The Scanner: How?

**curr**  
↓  
`; let bar=10;`  
Jack

**Accumulated:** =

SEMICOLON

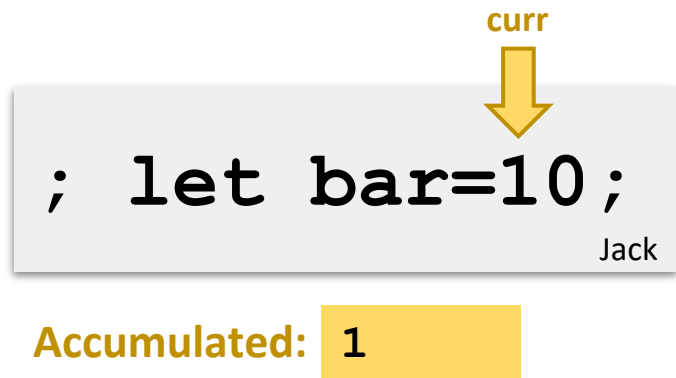
LET

ID (bar)

Token Stream

- ❖ How can we take a line of code in Jack and convert this into a token stream?
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# The Scanner: How?



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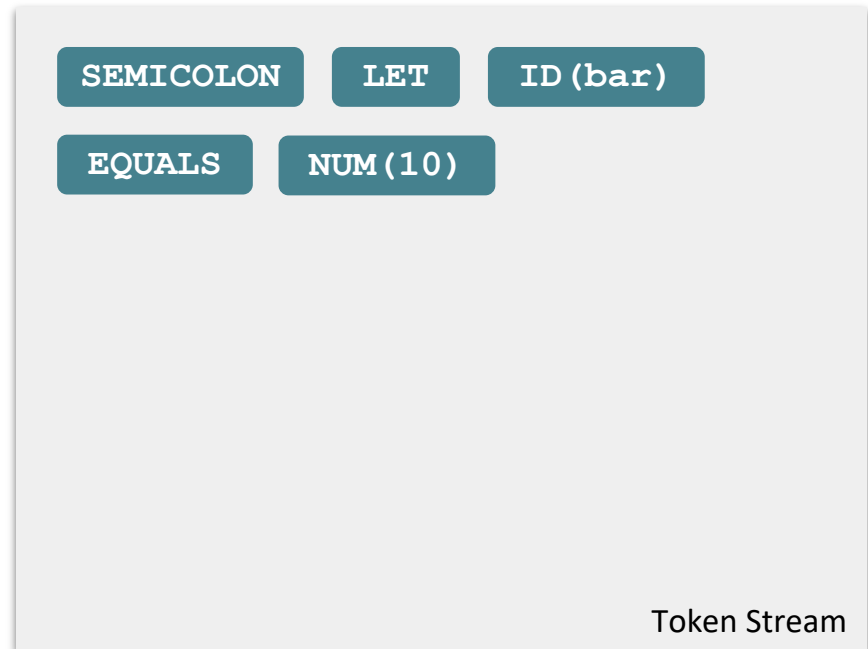


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  - Keep cursor on current char
  - Break off a token when we complete one
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# The Scanner: How?

**curr**  
↓  
`; let bar=10;`  
Jack

**Accumulated:** ;



- ❖ How can we take a line of code in Jack and convert this into a token stream?
  - Keep cursor on current char
  - Break off a token when we complete one
  - If the next char could be part of this token, accumulate it

# The Scanner: How?

`; let bar=10;`  
Jack

curr  
↓

Accumulated:



SEMICOLON LET ID (bar)  
EQUALS NUM (10) SEMICOLON

Token Stream

- ❖ How can we take a line of code in Jack and convert this into a token stream?
  - Keep cursor on current char
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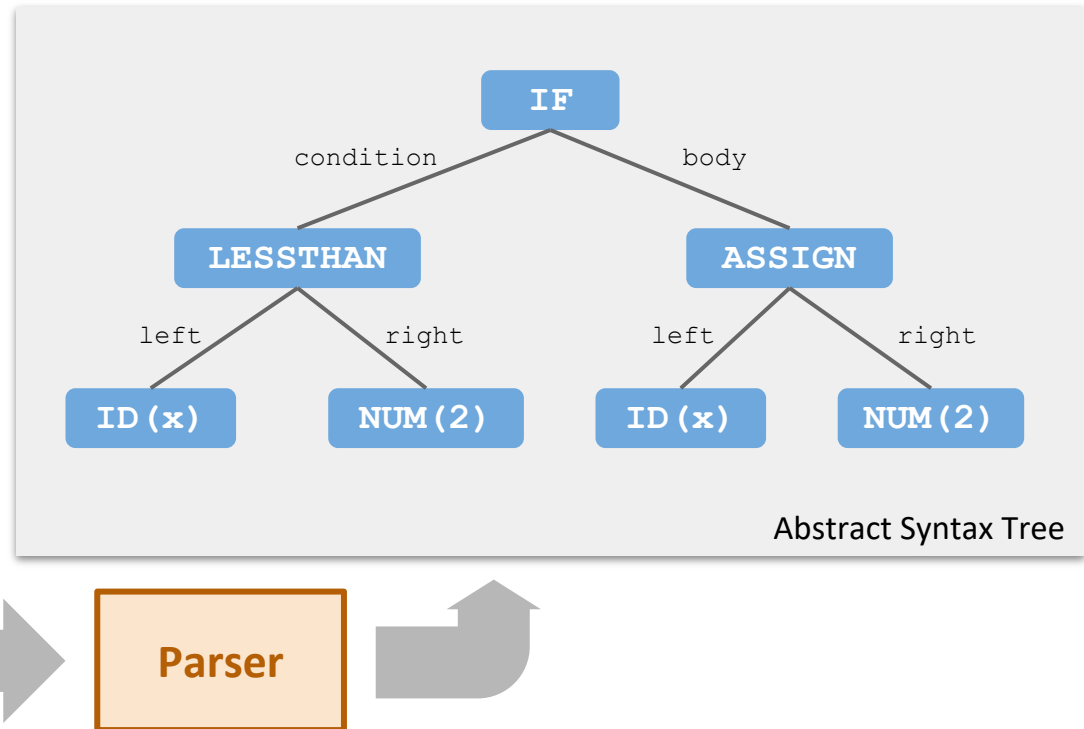
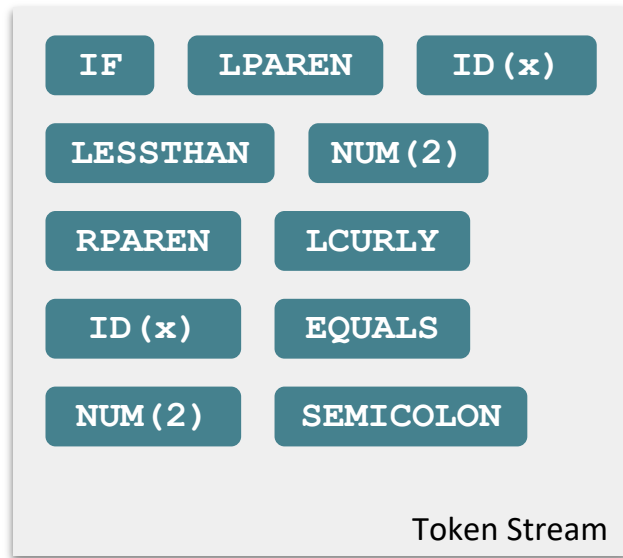
# The Scanner: Why?

- ❖ Fundamentally: The compiler can't reason about a massive string, so we need to boil it down to its meaning
  - A great place to start is grouping characters that form a “word”
  
- ❖ Engineering-wise: Separation of concerns
  - A stream of tokens is an important abstraction for many file-processing tasks, not just compiling
  - Cleaning away whitespace and comments makes rest of compiler simpler

# Lecture Outline

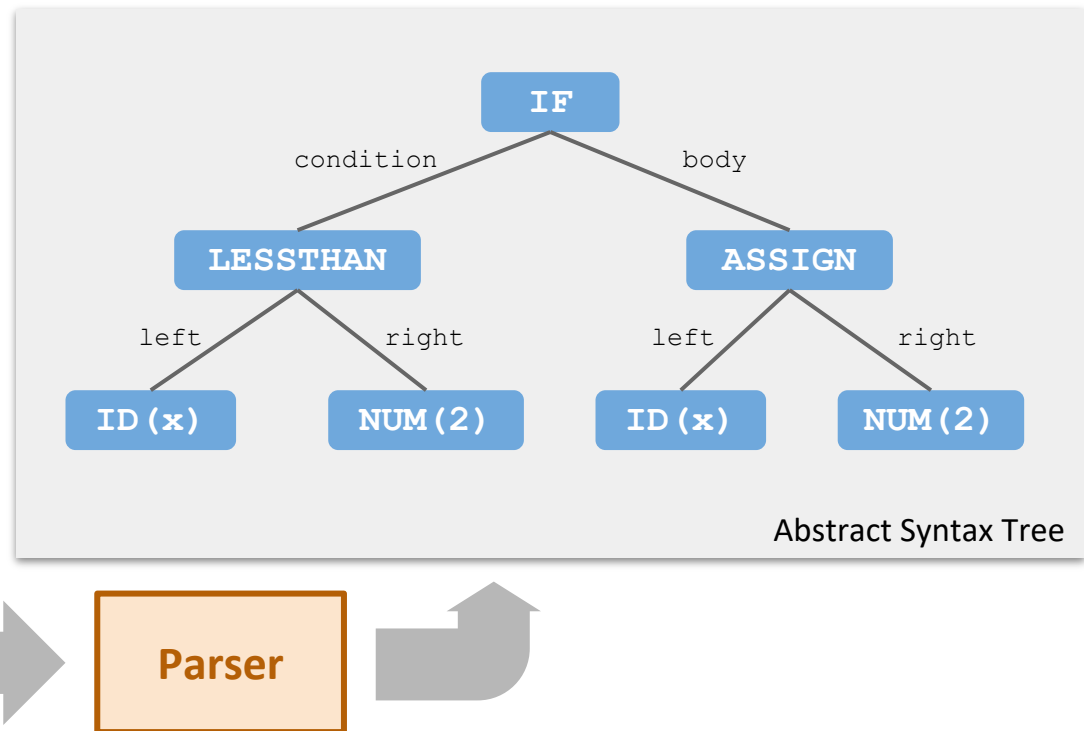
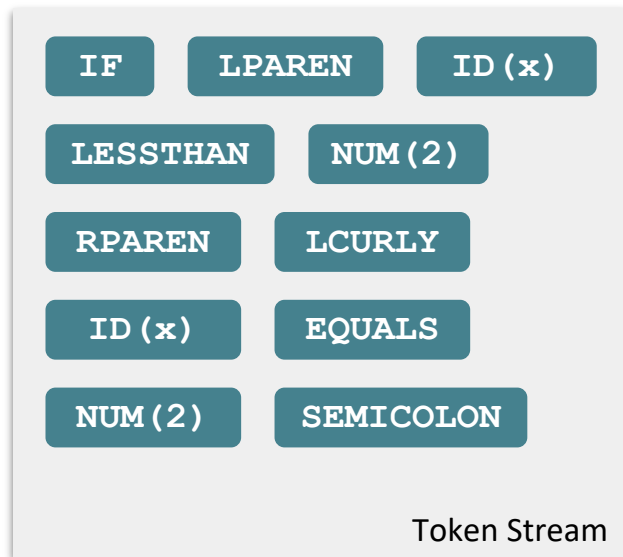
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# The Parser



- ❖ Takes in the *flat* token stream and outputs a *structured* tree representation of program constructs
- ❖ Result: an **Abstract Syntax Tree**
  - Captures the structural features of the program
  - **Important distinction:** cares about **big-picture syntax** (E.g., entire `if` statement) rather than **nitty-gritty syntax** (E.g., semicolons, parentheses, even word “if” used to write that `if` statement)

# The Parser: How?



- ❖ Like scanner: single pass-through token stream, building up as we go
- ❖ Intuition: If we see **IF** and **LPAREN** , we are entering an if statement and next we must see a complete expression
  - Keep reading until we have a complete expression (recursively parse that) and attach on the condition side of the **IF**

# Describing a Programming Language

- ❖ Many ways to define programming languages, some formal
  - We won't cover language definition in depth
  - See CSE 341, CSE 401, CSE 402
- ❖ Example: Statements vs. Expressions

## Statements

*Perform an action*

- ❖ Assignment Statement

```
x = y;
```

- ❖ If Statement

```
if (x == 0) {  
    x = y;  
}
```

## Expressions

*Evaluate to a result*

- ❖ Operators

```
x == 0;
```

- ❖ Variable

```
x
```

- ❖ Constant

```
24
```

# Describing a Programming Language

- ❖ These broad categories lend themselves well to recursive definitions
  - Easily express all possible configurations of the language constructs

## Symbolic Example

```
if (x == 0) {  
    x = y;  
}
```

## General Definition of an if Statement

```
if ( [EXPRESSION] )  
{  
    [STATEMENT]  
    [STATEMENT]  
    ...  
}
```

## Token Stream Definition

```
IF LPAREN  
[EXPRESSION] RPAREN  
LCURLY [STATEMENT]  
[STATEMENT] ...  
RCURLY
```

# Lecture Outline

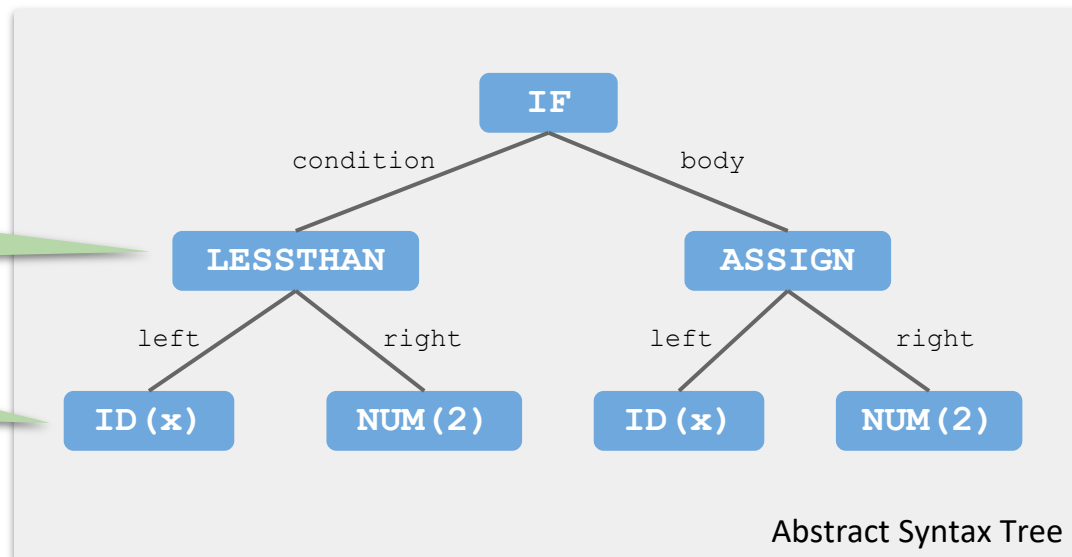
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# Type Checking (Semantic Analysis)

- ❖ Given the abstract syntax tree, run checks over it to ensure that it fits within constraints of the language
  - Do the types match up?
- ❖ Collect additional info for code generation, such as number and the type of arguments in each function

Does this expression evaluate to a Boolean?

Is the variable “x” defined at this point?





# Optimization

- ❖ Code improvement: change correct code into semantically equivalent but “better” code
- ❖ Example: If something is computed every iteration of a while loop, the compiler could yank that computation out and compute it just once before entering the loop
  - Here, “better” means faster
- ❖ But requires caution: what if the value changes on each iteration of the loop?
  - “Semantically equivalent” means user sees same outcome

# Code Generation

- ❖ One way to think of compiler is converting from string in source language to  $\rightarrow$  its actual, abstract “meaning”
- ❖ Code generation is converting that “meaning” into a string in the destination language
- ❖ At its core, all that the code generation phase does is read through the Abstract Syntax Tree and print a set of statements depending on the AST node

# Lecture Outline

- ❖ Midterm Debrief
  - Grading Observations and Next Steps
  
- ❖ Introduction to Compilers
  - Scanner: Process of Tokenizing an Input File
  - Parser: Making Meaning From Tokens Through ASTs
  - Type Checking, Optimization, and Code Generation
  
- ❖ **Project 7 Overview**
  - **Midterm Corrections, Professor Meeting Report**

# Project 7 Overview

## ❖ Part I: Midterm Corrections

- Due on 11/23 (Wednesday) at 11:59pm (no late days can be used on this part)
- Open-notes, open-tools
- Only need to redo the problems that you missed
- After midterm corrections, your midterm grade will be updated to be the average of your original midterm score and your redo score
- Reach out to the course staff for support

## ❖ Part II: Professor Meeting Report

- Due in two weeks on 12/1 at 11:59pm
- Schedule the meeting as early as possible
- Please do not tell your professor this is for an assignment

# Project 7, Part I: Midterm Corrections

- ❖ Review feedback from the course staff, celebrate the questions you got right, reflect on which areas you can continue to grow in
- ❖ If you think a problem was graded incorrectly, feel free to submit a regrade request on Gradescope
  - Don't be afraid to challenge our grading
  - This is a great learning opportunity for us all
- ❖ You can earn up to 50% of the points back that you missed on the midterm

# Professor Meeting Report Discussion

In groups, spend 4-6 minutes discussing these questions:

- ❖ Which professors are you thinking about reaching out to? Why do you choose them?
- ❖ What questions would you ask to your professor? Why did you choose those questions?
- ❖ How can you apply the skill of meeting with professors in different contexts to help you succeed as a UW student? In your career?

# Lecture 15 Reminders

- ❖ **Project 6: Mock Exam Problem & Building a Computer due tonight (11/17) at 11:59pm**
- ❖ **Project 7: Midterm Corrections & Professor Meeting**  
Report released, due next **Wednesday** (11/23) at 11:59pm
  - *Eric will host an extra office hours next Tuesday (11/22) at 1:30pm*
- ❖ **Course staff support**
  - Eric has office hours in CSE2 153 today after lecture
  - Feel free to post your questions on the Ed board as well