CISC 458 / 858  Programming Language Processors  
Winter 2015

Professor  J.R. Cordy, Rm. 625 Goodwin Hall, phone 533-6054, email cordy@cs.queensu.ca
Office hours: Wed 14:00-15:00, other times by appointment.

Lectures  Wed evening 18:30 - 21:30, Walter Light Hall 210

Tutor  Doug Martin, Rm. 624 Goodwin Hall, email doug@cs.queensu.ca.

Tutorials  TBA, tentatively Thu evening 18:30-19:30, place TBA, beginning Thursday Jan 15
Attendance at tutorials is important. Material covered will include practical information which will greatly aid you in completing the course project and which is not covered by the lectures or text.

Lectures will follow the textbook closely, with additional explanation, examples and material presented in class. I suggest that you follow the lectures in the text and make notes in the margins rather than keep separate lecture notes.

References  PT: A Pascal Subset, J.A. Rosselet, University of Toronto, 1980.
These are all reprinted as appendices in the textbook.

Marking  4 Quizzes  20%  Team Project  40%  Final Exam  40%
There is no “examination only” option in this course. However, you must pass the final examination to pass the course, and you must get at least B on the exam to get an A in the course.

Quizzes  There will be four 20 minute quizzes on the lecture material.
Quizzes will be given in class at the beginning of the lecture time. Each quiz will cover the lecture and textbook material up to and including the immediately preceding class, or as specified. Tentative quiz dates are :

Course Project  The course project will consist of implementing a small set of language extensions to an existing compiler for a modest programming language. The project will be done in teams of 3 to be chosen (by you) and registered with the instructor by Wednesday Jan 21. Graduate (CISC 858) students will form teams of 2 separate from undergraduate teams.
Projects will be marked teamwise, which is to say each member of the team will receive the team mark for the project part of the course (although part of the mark will be a self-evaluation of the members of your team). It is the team members’ responsibility to insure that work on the project is divided more or less equally among the members of the team. If your team begins to develop problems in this regard, see me immediately. The end of the course is much too late to entertain complaints that members of your team did not do their share of the work. Be sure that every team member has some participation in every phase – examination questions can depend on you understanding every phase of the project.

The project is designed to give you realistic experience in the practice of software engineering as well as providing hands-on experience in building a programming language compiler. The compiler system you will be working with uses the same practical compiler construction technique (S/SL) that is used in IBM’s high-quality compilers for Cobol and other languages and is based on the same top down parsing methods used in Gnu C, Ruby, Python and many other modern language processors. Thus it serves as a good example of the application of modern techniques of compiler construction.

The compiler has been carefully structured into four functionally independent components, and thus serves as a good example of medium-scale software engineering as well. As part of the project it will be necessary to read, understand and modify each module of the compiler, providing you with real experience in software maintenance, the task that accounts for over 85% of the time of practicing software engineers. Finally, because you will be undertaking the project in teams, you will be faced with a realistic problem in software project management.

The compiler will be implemented in four phases. Project phases will be handed out and due at the beginning of the Wednesday lecture, with tentative start and due dates for each phase on :

<table>
<thead>
<tr>
<th>Phase</th>
<th>Handed out</th>
<th>Due</th>
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<tbody>
<tr>
<td>1. Scanner/Screener</td>
<td>Wed Jan 21</td>
<td>Wed Feb 4</td>
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<tr>
<td>2. Parser</td>
<td>Wed Feb 4</td>
<td>Wed Feb 25</td>
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<tr>
<td>4. Code Generator / Interpreter</td>
<td>Wed Mar 18</td>
<td>Fri Mar 3</td>
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Lateness Policy
Work is normally due electronically, by 4pm on the due date. Work handed in late will not be marked unless accompanied by a convincing explanation with documentation.

Computing System & Language
CASlab undergraduate server Linux (linux[1234].caslab.queensu.ca), using PT Pascal, which is a subset of standard Pascal (yuck!), and the actual compiler you will be working on! Your first problem (starting now) is learning to program in PT Pascal.

Course Outline
I. Introduction, Overview, Basic Concepts, Compiler Structure
II. S/SL - Syntax/Semantic Language
III. Lexical and Syntactic Specification of Programming Languages
IV. Scanning and Screening
V. Parsing
VI. Runtime Model
VII. Semantic Analysis
VIII. Implementing the Runtime Model
IX. Storage Allocation
X. Code Generation
XI. Bytecode Interpretation