

CISC / CMPE 458 Programming Language Processors

Winter 2020

Preliminary Schedule

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 Wednesday evening 18:30 - 21:30, WLH 210

Tutors Karim Jahed, Joey Sun, Carson Cook

Tutorials Thursday evening 6:30-7:30 pm, Botterell Hall B139, beginning Thursday Jan 16

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.

Advising Monday & Tuesday time TBA, Goodwin Hall 230, beginning Monday Jan 27
Thursday 7:30-8:30pm following tutorial, Botterell Hall B139, beginning Thu Jan 23

Textbook *Introduction to Compiler Construction Using the Syntax/Semantic Language, 5th edition*, J.R. Cordy, Queen's 2006. (Available at the book store.)

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.

Specification of S/SL: Syntax/Semantic Language,
J.R. Cordy and R.C. Holt, University of Toronto, 1980.

A Tutorial Introduction to S/SL: Syntax/Semantic Language,
R.C. Holt, J.R. Cordy and D.B. Wortman, 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 :

Wed Jan 29 Wed Feb 12 Wed Mar 11 Wed Apr 1

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 4 to be chosen (by **you**) and registered with the instructor by Wednesday Jan 22.

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 your 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 some of IBM's high-quality compilers for PL/I and other languages and is based on the same top down parsing method 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 :

Phase	Handed out	Due
1. Scanner/Screeener	Wed Jan 22	Wed Feb 5
2. Parser	Wed Feb 5	Wed Feb 26
3. Semantic Analysis	Wed Feb 26	Wed Mar 18
4. Code Generator	Wed Mar 18	Wed Apr 8

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.

Computing System & Language

CASlab undergraduate server Linux (linux[123456].caslab.queensu.ca), using PT Pascal, 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