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Computer professionals who need to understand advanced techniques for designing efficient compilers will need this book. It provides complete coverage of advanced issues in the design of compilers, with a major emphasis on creating highly optimizing scalar compilers. It includes interviews and printed documentation from designers and implementors of real-world compilation systems.

This new, expanded textbook describes all phases of a modern compiler: lexical analysis, parsing, abstract syntax, semantic actions, intermediate representations, instruction selection via tree matching, dataflow analysis, graph-coloring register allocation, and runtime systems. It includes good coverage of current techniques in code generation and register allocation, as well as functional and object-oriented languages, that are missing from most books. In addition, more advanced chapters are now included so that it can be used as the basis for a two-semester or graduate course. The most accepted and successful techniques are described in a concise way, rather than as an exhaustive catalog of every possible variant. Detailed descriptions of the interfaces between modules of a compiler are illustrated with actual C header files. The first part of the book, Fundamentals of Compilation, is suitable for a one-semester first course in compiler design. The second part, Advanced Topics, which includes the advanced chapters, covers the compilation of object-oriented and functional languages, garbage collection, loop optimizations, SSA form, loop scheduling, and optimization for cache-memory hierarchies.

Modern computer architectures designed with high-performance microprocessors offer tremendous potential gains in performance over previous designs. Yet their very complexity makes it increasingly difficult to produce efficient code and to realize their full potential. This landmark text from two leaders in the field focuses on the pivotal role that compilers can play in addressing this critical issue. The basis for all the methods presented in this book is data dependence, a fundamental compiler analysis tool for optimizing programs on high-performance microprocessors and parallel architectures. It enables compiler designers to write compilers that automatically transform simple, sequential programs into forms that can exploit special features of these modern architectures. The text provides a broad introduction to data dependence, to the many transformation strategies it supports, and to its applications to important optimization problems such as parallelization, compiler memory hierarchy management, and instruction scheduling. The authors demonstrate the importance and wide applicability of dependence-based compiler optimizations and give the compiler writer the basics needed to understand and implement them. They also offer cookbook explanations for transforming applications by hand to computational scientists and engineers who are driven to obtain the best possible performance of their complex applications. The approaches presented are based on research conducted over the past two decades, emphasizing the strategies implemented in research prototypes at Rice University and in several associated commercial systems. Randy Allen and Ken Kennedy have provided an indispensable resource for researchers, practicing professionals, and graduate students engaged in designing and optimizing compilers for modern computer architectures. * Offers a guide to the simple, practical algorithms and approaches that are most effective in real-world, high-performance microprocessor and parallel systems. * Demonstrates each transformation in worked examples. * Examines how two case study compilers implement the theories and practices described in each chapter. * Presents the most complete treatment of memory hierarchy issues of any compiler text. * Illustrates ordering relationships with dependence graphs throughout the book. * Applies the techniques to a variety of languages, including Fortran 77, C, hardware definition languages, Fortran 90, and High Performance Fortran. * Provides extensive references to the most sophisticated algorithms known in research.

This book brings a unique treatment of compiler design to the professional who seeks an in-depth examination of a real-world compiler. Chris Fraser of AT & T Bell Laboratories and David Hanson of Princeton University codveloped lcc, the retargetable ANSI C compiler that is the focus of this book. They provide complete source code for lcc; a target-independent front end and three target-dependent back ends are packaged as a single program designed to run on three different platforms. Rather than transfer code into a text file, the book and the compiler itself are generated from a single source to ensure accuracy.

"Modern Compiler Design" makes the topic of compiler design more accessible by focusing on principles and techniques of wide application. By carefully distinguishing between the essential (material that has a high chance of being useful) and the incidental (material that will be of benefit only in exceptional cases) much useful information was packed in this comprehensive volume. The student who has finished this book can expect to understand the workings of and add to a language processor for each of the modern paradigms, and be able to read the literature on how to proceed. The first provides a firm basis, the second potential for growth.

Building an Optimizing Compiler provides a high-level design for a thorough optimizer, code generator, scheduler, and register allocator for a generic modern RISC processor. In the process it addresses the small issues that have a large impact on the implementation. The book approaches this subject from a practical viewpoint. Theory is introduced where intuitive arguments are insufficient; however, the theory is described in practical terms. Building an Optimizing Compiler provides a complete theory for static single assignment methods and partial redundancy methods for code optimization. It also provides a new generalization of register allocation techniques. A single running example is used throughout the book to illustrate the compilation process.

This new, expanded textbook describes all phases of a modern compiler: lexical analysis, parsing, abstract syntax, semantic actions, intermediate representations, instruction selection via tree matching, dataflow analysis, graph-coloring register allocation, and runtime systems. It includes good coverage of current techniques in code generation and register allocation, as well as functional and object-oriented languages, that are missing from most books. In addition, more advanced chapters are now included so that it can be used as the basis for two-semester or graduate course. The most accepted and successful techniques are described in a concise way, rather than as an exhaustive catalog of every possible variant. Detailed descriptions of the interfaces between modules of a compiler are illustrated with actual C header files. The first part of the book, Fundamentals of Compilation, is suitable for a one-semester first course in compiler design. The second part, Advanced Topics, which includes the advanced chapters, covers the compilation of object-oriented and functional languages, garbage collection, loop optimizations, SSA form, loop scheduling, and optimization for cache-memory hierarchies.

This entirely revised second edition of Engineering a Compiler is full of technical updates and new material covering the latest developments in compiler technology. In this comprehensive text you will learn important techniques for constructing a modern compiler. Leading educators and researchers Keith Cooper and Linda Torczon combine basic principles with pragmatic insights from their experience building state-of-the-art compilers. They will help you fully understand important techniques such as compilation of imperative and object-oriented languages, construction of static single assignment forms, instruction scheduling, and graph-coloring register allocation. In-depth treatment of algorithms and techniques used in the front end of a modern compiler Focus on code optimization and code generation, the primary areas of recent research and development Improvements in presentation including conceptual overviews for each chapter, summaries and review questions for sections, and prominent placement of definitions for new terms Examples drawn from several different programming languages

While compilers for high-level programming languages are large complex software systems, they have particular characteristics that differentiate them from other software systems. Their functionality is almost completely well-defined — ideally there exist complete precise descriptions of the source and target languages, while additional descriptions of the interfaces to the operating system, programming system and programming environment, and to other compilers and libraries are often available. The implementation of application systems directly in machine language is both difficult and error-prone, leading to programs that become obsolete as quickly as the computers for which they were developed. With the development of higher-level machine-independent programming languages came the need to offer compilers that were able to translate programs into machine language. Given this basic challenge, the different subtasks of compilation have been the subject of intensive research since the 1950s. This book is not intended to be a cookbook for compilers, instead the authors' presentation reflects the special characteristics of compiler design, especially the existence of precise specifications of the subtasks. They invest effort to understand these precisely and to provide adequate concepts for their systematic treatment. This is the first book in a multivolume set, and here the authors describe what a compiler does, i.e., what correspondence it establishes between a source and a target program. To achieve this the authors specify a suitable virtual machine (abstract machine) and exactly describe the compilation of programs of each source language into the language of the associated virtual machine for an imperative, functional, logic and object-oriented programming language. This book is intended for students of computer science. Knowledge of at least one imperative programming language is assumed, while for the chapters on the translation of functional and logic programming languages it would be helpful to know a modern functional language and Prolog. The book is supported throughout with examples, exercises and program fragments.

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