

CS-420

Advanced compiler construction

Schinz Michel

Cursus	Sem.	Type
Computer science	MA2	Opt.
Cybersecurity	MA2	Opt.

Language of teaching	English
Credits	4
Session	Summer
Semester	Spring
Exam	During the semester
Workload	120h
Weeks	14
Hours	4 weekly
Courses	2 weekly
Project	2 weekly
Number of positions	

Summary

Students learn several implementation techniques for modern functional and object-oriented programming languages. They put some of them into practice by developing key parts of a compiler and run time system for a simple functional programming language.

Content

Part 1: implementation of high-level concepts

- functional languages: closures, continuations, tail call elimination,
- object-oriented languages: object layout, method dispatch, membership test.

Part 2: optimizations

- compiler intermediate representations (RTL, SSA, CPS),
- inlining and simple optimizations,
- register allocation,
- instruction scheduling.

Part 3: run time support

- interpreters and virtual machines,
- memory management (including garbage collection).

Keywords

compilation, programming languages, functional programming languages, object-oriented programming languages, code optimization, register allocation, garbage collection, virtual machines, interpreters, Scala.

Learning Prerequisites**Recommended courses**

Computer language processing

Important concepts to start the course

Excellent knowledge of Scala and C programming languages

Learning Outcomes

By the end of the course, the student must be able to:

- Assess / Evaluate the quality of a compiler intermediate representation
- Design compilers and run time systems for object-oriented and functional programming languages
- Implement rewriting-based compiler optimizations
- Implement efficient virtual machines and interpreters
- Implement mark and sweep or copying garbage collectors

Teaching methods

Ex Cathedra, mini-project

Assessment methods

Continuous control (mini-project 80%, final exam 20%)

Supervision

Office hours	No
Assistants	Yes
Forum	Yes

Resources

Virtual desktop infrastructure (VDI)

No

Ressources en bibliothèque

- [Engineering a Compiler / Cooper](#)
- [Modern Compiler Implementation in Java / Appel](#)
- [The garbage collection handbook : the art of automatic memory management / Jones](#)
- [Compiling with continuations / Appel](#)

Websites

- <https://cs420.epfl.ch/>