

CS-320

**Computer language processing**

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Cursus	Sem.	Type
Communication systems	BA6	Opt.
Computer science minor	E	Opt.
Computer science	BA6	Opt.

Language of teaching	English
Credits	6
Session	Summer
Semester	Spring
Exam	During the semester
Workload	180h
Weeks	14
<b>Hours</b>	<b>6 weekly</b>
Courses	2 weekly
Exercises	2 weekly
Project	2 weekly
<b>Number of positions</b>	

**Summary**

We teach the fundamental aspects of analyzing and interpreting computer languages, including the techniques to build compilers. You will build a working compiler from an elegant functional language into machine code using a popular backend called LLVM (<https://llvm.org>)

**Content**

See <https://lara.epfl.ch/w/cc>

1. Overview, source languages and run-time models
2. Review of formal languages
3. Lexical analysis
4. Syntactic analysis (parsing)
5. Name analysis
6. Type checking
7. Code generation
8. Correctness of compilers

**Keywords**

programming language;  
 compiler;  
 interpreter;  
 regular expression;  
 context-free grammar;  
 type system;  
 code generation;  
 static code analysis

**Learning Prerequisites****Recommended courses**

Discrete Mathematics  
 Theory of computation  
 Functional Programming  
 Computer architecture

**Learning Outcomes**

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

- Design a programming language
- Construct a compiler
- Coordinate development with project partner
- Formulate correctness conditions for compiler
- Estimate time to implement a programming language feature
- Produce a working programming language implementation
- Decide which language features make implementation difficult
- Specify programming language and compiler functionality

### Transversal skills

- Assess progress against the plan, and adapt the plan as appropriate.
- Evaluate one's own performance in the team, receive and respond appropriately to feedback.
- Respect the rules of the institution in which you are working.
- Continue to work through difficulties or initial failure to find optimal solutions.
- Demonstrate a capacity for creativity.
- Take feedback (critique) and respond in an appropriate manner.
- Make an oral presentation.
- Write a scientific or technical report.

### Teaching methods

Lectures, exercises, labs

### Expected student activities

- Follow lectures
- Project work, independently and under supervision of assistants

### Assessment methods

The grade is based on a midterm exam (30%) as well as programming, testing, documentation, and presentation of several projects done on student's own laptops during the semester (70%).

Different groups of students may be assigned different variants of projects. There may be small but unavoidable variations in the difficulty of different variants.

### Supervision

Office hours	Yes
Assistants	Yes
Forum	Yes

### Resources

#### Bibliography

Andrew W. Appel, **Modern compiler implementation in Java** (or **ML**), Addison-Wesley 1997 (full PDF available from EPFL library)

Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman: **Compilers: Principles, Techniques, and Tools** (2nd Edition, 2006)

#### Ressources en bibliothèque

- [Modern compiler implementation in Java / Appel](#)

- [Compilers, principle, techniques and tools / Aho](#)

#### **Notes/Handbook**

<http://lara.epfl.ch/w/cc>

Faboulous and gently paced videos: <https://www.coursera.org/course/compilers>

#### **Websites**

- <https://lara.epfl.ch/w/cc>

#### **Moodle Link**

- <https://go.epfl.ch/CS-320>

#### **Prerequisite for**

Advanced compiler construction

Recommended for Foundations of software