

Contents



| | |
|----------|-------|
| Foreword | xxi |
| Preface | xxiii |

FOUNDATIONS

3

| | |
|--|-----------|
| I Introduction | 5 |
| 1.1 The Art of Language Design | 7 |
| 1.2 The Programming Language Spectrum | 10 |
| 1.3 Why Study Programming Languages? | 14 |
| 1.4 Compilation and Interpretation | 16 |
| 1.5 Programming Environments | 24 |
| 1.6 An Overview of Compilation | 25 |
| 1.6.1 Lexical and Syntax Analysis | 27 |
| 1.6.2 Semantic Analysis and Intermediate Code Generation | 29 |
| 1.6.3 Target Code Generation | 33 |
| 1.6.4 Code Improvement | 33 |
| 1.7 Summary and Concluding Remarks | 35 |
| 1.8 Exercises | 36 |
| 1.9 Explorations | 37 |
| 1.10 Bibliographic Notes | 39 |
| 2 Programming Language Syntax | 41 |
| 2.1 Specifying Syntax: Regular Expressions and Context-Free Grammars | 42 |
| 2.1.1 Tokens and Regular Expressions | 43 |
| 2.1.2 Context-Free Grammars | 46 |
| 2.1.3 Derivations and Parse Trees | 48 |

| | |
|--|-----|
| 2.2 Scanning | 51 |
| 2.2.1 Generating a Finite Automaton | 55 |
| 2.2.2 Scanner Code | 60 |
| 2.2.3 Table-Driven Scanning | 63 |
| 2.2.4 Lexical Errors | 63 |
| 2.2.5 Pragmas | 65 |
| 2.3 Parsing | 67 |
| 2.3.1 Recursive Descent | 70 |
| 2.3.2 Table-Driven Top-Down Parsing | 76 |
| 2.3.3 Bottom-Up Parsing | 87 |
| 2.3.4 Syntax Errors | 99 |
| 2.4 Theoretical Foundations | 100 |
| 2.4.1 Finite Automata | 13 |
| 2.4.2 Push-Down Automata | 13 |
| 2.4.3 Grammar and Language Classes | 18 |
| 2.4.4 Context-Free Grammars | 19 |
| 2.5 Summary and Concluding Remarks | 101 |
| 2.6 Exercises | 102 |
| 2.7 Explorations | 108 |
| 2.8 Bibliographic Notes | 109 |
| 3 Names, Scopes, and Bindings | 111 |
| 3.1 The Notion of Binding Time | 112 |
| 3.2 Object Lifetime and Storage Management | 114 |
| 3.2.1 Static Allocation | 115 |
| 3.2.2 Stack-Based Allocation | 117 |
| 3.2.3 Heap-Based Allocation | 118 |
| 3.2.4 Garbage Collection | 120 |
| 3.3 Scope Rules | 121 |
| 3.3.1 Static Scoping | 123 |
| 3.3.2 Nested Subroutines | 124 |
| 3.3.3 Declaration Order | 127 |
| 3.3.4 Modules | 132 |
| 3.3.5 Module Types and Classes | 136 |
| 3.3.6 Dynamic Scoping | 139 |
| 3.4 Implementing Scope | 143 |
| 3.4.1 Symbol Tables | 29 |
| 3.4.2 Association Lists and Central Reference Tables | 33 |
| 3.5 The Meaning of Names within a Scope | 144 |
| 3.5.1 Aliases | 144 |

| | |
|--|-----|
| 3.5.2 Overloading | 146 |
| 3.5.3 Polymorphism and Related Concepts | 148 |
| 3.6 The Binding of Referencing Environments | 151 |
| 3.6.1 Subroutine Closures | 153 |
| 3.6.2 First-Class Values and Unlimited Extent | 154 |
| 3.6.3 Object Closures | 157 |
| 3.7 Macro Expansion | 159 |
| 3.8 Separate Compilation | 161 |
| 3.8.1 Separate Compilation in C | 39 |
| 3.8.2 Packages and Automatic Header Inference | 40 |
| 3.8.3 Module Hierarchies | 42 |
| 3.8.3 Module Hierarchies | 43 |
| 3.9 Summary and Concluding Remarks | 162 |
| 3.10 Exercises | 163 |
| 3.11 Explorations | 171 |
| 3.12 Bibliographic Notes | 172 |
| 4 Semantic Analysis | 175 |
| 4.1 The Role of the Semantic Analyzer | 176 |
| 4.2 Attribute Grammars | 180 |
| 4.3 Evaluating Attributes | 182 |
| 4.4 Action Routines | 191 |
| 4.5 Space Management for Attributes | 196 |
| 4.5.1 Bottom-Up Evaluation | 49 |
| 4.5.2 Top-Down Evaluation | 49 |
| 4.5.2 Top-Down Evaluation | 54 |
| 4.6 Decorating a Syntax Tree | 197 |
| 4.7 Summary and Concluding Remarks | 204 |
| 4.8 Exercises | 205 |
| 4.9 Explorations | 209 |
| 4.10 Bibliographic Notes | 210 |
| 5 Target Machine Architecture | 213 |
| 5.1 The Memory Hierarchy | 65 |
| 5.2 Data Representation | 66 |
| 5.2.1 Integer Arithmetic | 68 |
| 5.2.2 Floating-Point Arithmetic | 69 |
| 5.2.2 Floating-Point Arithmetic | 72 |

| | |
|---|-----|
| 5.3 Instruction Set Architecture | 75 |
| 5.3.1 Addressing Modes | 75 |
| 5.3.2 Conditions and Branches | 76 |
| 5.4 Architecture and Implementation | 78 |
| 5.4.1 Microprogramming | 79 |
| 5.4.2 Microprocessors | 80 |
| 5.4.3 RISC | 81 |
| 5.4.4 Multithreading and Multicore | 82 |
| 5.4.5 Two Example Architectures: The x86 and MIPS | 84 |
| 5.5 Compiling for Modern Processors | 91 |
| 5.5.1 Keeping the Pipeline Full | 91 |
| 5.5.2 Register Allocation | 96 |
| 5.6 Summary and Concluding Remarks | 101 |
| 5.7 Exercises | 103 |
| 5.8 Explorations | 107 |
| 5.9 Bibliographic Notes | 109 |

CORE ISSUES IN LANGUAGE DESIGN

217

| | |
|--|-----|
| 6 Control Flow | 219 |
| 6.1 Expression Evaluation | 220 |
| 6.1.1 Precedence and Associativity | 222 |
| 6.1.2 Assignments | 224 |
| 6.1.3 Initialization | 233 |
| 6.1.4 Ordering within Expressions | 235 |
| 6.1.5 Short-Circuit Evaluation | 238 |
| 6.2 Structured and Unstructured Flow | 241 |
| 6.2.1 Structured Alternatives to <code>goto</code> | 242 |
| 6.2.2 Continuations | 245 |
| 6.3 Sequencing | 246 |
| 6.4 Selection | 247 |
| 6.4.1 Short-Circuited Conditions | 248 |
| 6.4.2 Case/Switch Statements | 251 |
| 6.5 Iteration | 256 |
| 6.5.1 Enumeration-Controlled Loops | 256 |
| 6.5.2 Combination Loops | 261 |

| | |
|---|------------|
| 6.5.3 Iterators | 262 |
| 6.5.4 Generators in Icon | 268 |
| 6.5.5 Logically Controlled Loops | 268 |
| 6.6 Recursion | 270 |
| 6.6.1 Iteration and Recursion | 271 |
| 6.6.2 Applicative- and Normal-Order Evaluation | 275 |
| 6.7 Nondeterminacy | 277 |
| 6.8 Summary and Concluding Remarks | 278 |
| 6.9 Exercises | 279 |
| 6.10 Explorations | 285 |
| 6.11 Bibliographic Notes | 287 |
| 7 Data Types | 289 |
| 7.1 Type Systems | 290 |
| 7.1.1 Type Checking | 291 |
| 7.1.2 Polymorphism | 291 |
| 7.1.3 The Meaning of “Type” | 293 |
| 7.1.4 Classification of Types | 294 |
| 7.1.5 Orthogonality | 301 |
| 7.2 Type Checking | 303 |
| 7.2.1 Type Equivalence | 303 |
| 7.2.2 Type Compatibility | 310 |
| 7.2.3 Type Inference | 314 |
| 7.2.4 The ML Type System | 316 |
| 7.3 Records (Structures) and Variants (Unions) | 317 |
| 7.3.1 Syntax and Operations | 318 |
| 7.3.2 Memory Layout and Its Impact | 319 |
| 7.3.3 With Statements | 323 |
| 7.3.4 Variant Records (Unions) | 324 |
| 7.4 Arrays | 325 |
| 7.4.1 Syntax and Operations | 326 |
| 7.4.2 Dimensions, Bounds, and Allocation | 330 |
| 7.4.3 Memory Layout | 335 |
| 7.5 Strings | 342 |
| 7.6 Sets | 344 |
| 7.7 Pointers and Recursive Types | 345 |
| 7.7.1 Syntax and Operations | 346 |

| | |
|--|------------|
| 7.7.2 Dangling References | 356 |
| 7.7.3 Garbage Collection | 357 |
| 7.8 Lists | 364 |
| 7.9 Files and Input/Output | 367 |
| 7.9.1 Interactive I/O | 367 |
| 7.9.2 File-Based I/O | 368 |
| 7.9.3 Text I/O | 368 |
| 7.10 Equality Testing and Assignment | 368 |
| 7.11 Summary and Concluding Remarks | 371 |
| 7.12 Exercises | 373 |
| 7.13 Explorations | 379 |
| 7.14 Bibliographic Notes | 380 |
| 8 Subroutines and Control Abstraction | 383 |
| 8.1 Review of Stack Layout | 384 |
| 8.2 Calling Sequences | 386 |
| 8.2.1 Displays | 389 |
| 8.2.2 Case Studies: C on the MIPS; Pascal on the x86 | 389 |
| 8.2.3 Register Windows | 390 |
| 8.2.4 In-Line Expansion | 391 |
| 8.3 Parameter Passing | 393 |
| 8.3.1 Parameter Modes | 394 |
| 8.3.2 Call-by-Name | 402 |
| 8.3.3 Special-Purpose Parameters | 403 |
| 8.3.4 Function Returns | 408 |
| 8.4 Generic Subroutines and Modules | 410 |
| 8.4.1 Implementation Options | 412 |
| 8.4.2 Generic Parameter Constraints | 414 |
| 8.4.3 Implicit Instantiation | 416 |
| 8.4.4 Generics in C++, Java, and C# | 417 |
| 8.5 Exception Handling | 418 |
| 8.5.1 Defining Exceptions | 421 |
| 8.5.2 Exception Propagation | 423 |
| 8.5.3 Implementation of Exceptions | 425 |
| 8.6 Coroutines | 428 |
| 8.6.1 Stack Allocation | 430 |
| 8.6.2 Transfer | 432 |

| | |
|--|-------------|
| 8.6.3 Implementation of Iterators | © 201 · 433 |
| 8.6.4 Discrete Event Simulation | © 205 · 433 |
| 8.7 Events | 434 |
| 8.7.1 Sequential Handlers | 434 |
| 8.7.2 Thread-Based Handlers | 436 |
| 8.8 Summary and Concluding Remarks | 438 |
| 8.9 Exercises | 439 |
| 8.10 Explorations | 446 |
| 8.11 Bibliographic Notes | 447 |
| 9 Data Abstraction and Object Orientation | 449 |
| 9.1 Object-Oriented Programming | 451 |
| 9.2 Encapsulation and Inheritance | 460 |
| 9.2.1 Modules | 460 |
| 9.2.2 Classes | 463 |
| 9.2.3 Nesting (Inner Classes) | 465 |
| 9.2.4 Type Extensions | 466 |
| 9.2.5 Extending without Inheritance | 468 |
| 9.3 Initialization and Finalization | 469 |
| 9.3.1 Choosing a Constructor | 470 |
| 9.3.2 References and Values | 472 |
| 9.3.3 Execution Order | 475 |
| 9.3.4 Garbage Collection | 477 |
| 9.4 Dynamic Method Binding | 478 |
| 9.4.1 Virtual and Nonvirtual Methods | 480 |
| 9.4.2 Abstract Classes | 482 |
| 9.4.3 Member Lookup | 482 |
| 9.4.4 Polymorphism | 486 |
| 9.4.5 Object Closures | 489 |
| 9.5 Multiple Inheritance | 491 |
| 9.5.1 Semantic Ambiguities | © 215 |
| 9.5.2 Replicated Inheritance | © 217 |
| 9.5.3 Shared Inheritance | © 220 |
| 9.5.4 Mix-In Inheritance | © 222 |
| 9.6 Object-Oriented Programming Revisited | 492 |
| 9.6.1 The Object Model of Smalltalk | © 227 · 493 |
| 9.7 Summary and Concluding Remarks | 494 |



| | |
|--|------------|
| 9.8 Exercises | 495 |
| 9.9 Explorations | 498 |
| 9.10 Bibliographic Notes | 499 |
| ALTERNATIVE PROGRAMMING MODELS | 503 |
| 10 Functional Languages | 505 |
| 10.1 Historical Origins | 506 |
| 10.2 Functional Programming Concepts | 507 |
| 10.3 A Review/Overview of Scheme | 509 |
| 10.3.1 Bindings | 512 |
| 10.3.2 Lists and Numbers | 513 |
| 10.3.3 Equality Testing and Searching | 514 |
| 10.3.4 Control Flow and Assignment | 515 |
| 10.3.5 Programs as Lists | 517 |
| 10.3.6 Extended Example: DFA Simulation | 519 |
| 10.4 Evaluation Order Revisited | 521 |
| 10.4.1 Strictness and Lazy Evaluation | 523 |
| 10.4.2 I/O: Streams and Monads | 525 |
| 10.5 Higher-Order Functions | 530 |
| 10.6 Theoretical Foundations | 534 |
| 10.6.1 Lambda Calculus | 237 |
| 10.6.2 Control Flow | 239 |
| 10.6.3 Structures | 242 |
| 10.6.3 Structures | 244 |
| 10.7 Functional Programming in Perspective | 534 |
| 10.8 Summary and Concluding Remarks | 537 |
| 10.9 Exercises | 538 |
| 10.10 Explorations | 542 |
| 10.11 Bibliographic Notes | 543 |
| 11 Logic Languages | 545 |
| 11.1 Logic Programming Concepts | 546 |
| 11.2 Prolog | 547 |
| 11.2.1 Resolution and Unification | 549 |
| 11.2.2 Lists | 550 |

| | |
|---|------------|
| 11.2.3 Arithmetic | 551 |
| 11.2.4 Search/Execution Order | 552 |
| 11.2.5 Extended Example: Tic-Tac-Toe | 554 |
| 11.2.6 Imperative Control Flow | 557 |
| 11.2.7 Database Manipulation | 561 |
| 11.3 Theoretical Foundations | 566 |
| 11.3.1 Clausal Form | 253 |
| 11.3.2 Limitations | 254 |
| 11.3.3 Skolemization | 255 |
| 11.4 Logic Programming in Perspective | 566 |
| 11.4.1 Parts of Logic Not Covered | 566 |
| 11.4.2 Execution Order | 567 |
| 11.4.3 Negation and the “Closed World” Assumption | 568 |
| 11.5 Summary and Concluding Remarks | 570 |
| 11.6 Exercises | 571 |
| 11.7 Explorations | 573 |
| 11.8 Bibliographic Notes | 573 |
| 12 Concurrency | 575 |
| 12.1 Background and Motivation | 576 |
| 12.1.1 The Case for Multithreaded Programs | 579 |
| 12.1.2 Multiprocessor Architecture | 581 |
| 12.2 Concurrent Programming Fundamentals | 586 |
| 12.2.1 Communication and Synchronization | 587 |
| 12.2.2 Languages and Libraries | 588 |
| 12.2.3 Thread Creation Syntax | 589 |
| 12.2.4 Implementation of Threads | 598 |
| 12.3 Implementing Synchronization | 603 |
| 12.3.1 Busy-Wait Synchronization | 604 |
| 12.3.2 Nonblocking Algorithms | 607 |
| 12.3.3 Memory Consistency Models | 610 |
| 12.3.4 Scheduler Implementation | 613 |
| 12.3.5 Semaphores | 617 |
| 12.4 Language-Level Mechanisms | 619 |
| 12.4.1 Monitors | 619 |
| 12.4.2 Conditional Critical Regions | 624 |
| 12.4.3 Synchronization in Java | 626 |

| | |
|---|---------------|
| 12.4.4 Transactional Memory | 629 |
| 12.4.5 Implicit Synchronization | 633 |
| 12.5 Message Passing | 637 |
| 12.5.1 Naming Communication Partners | (c) 263 |
| 12.5.2 Sending | (c) 267 |
| 12.5.3 Receiving | (c) 272 |
| 12.5.4 Remote Procedure Call | (c) 278 |
| 12.6 Summary and Concluding Remarks | 638 |
| 12.7 Exercises | 640 |
| 12.8 Explorations | 645 |
| 12.9 Bibliographic Notes | 647 |
| 13 Scripting Languages | 649 |
| 13.1 What Is a Scripting Language? | 650 |
| 13.1.1 Common Characteristics | 652 |
| 13.2 Problem Domains | 655 |
| 13.2.1 Shell (Command) Languages | 655 |
| 13.2.2 Text Processing and Report Generation | 663 |
| 13.2.3 Mathematics and Statistics | 667 |
| 13.2.4 "Glue" Languages and General-Purpose Scripting | 668 |
| 13.2.5 Extension Languages | 676 |
| 13.3 Scripting the World Wide Web | 680 |
| 13.3.1 CGI Scripts | 680 |
| 13.3.2 Embedded Server-Side Scripts | 681 |
| 13.3.3 Client-Side Scripts | 686 |
| 13.3.4 Java Applets | 686 |
| 13.3.5 XSLT | (c) 287 • 689 |
| 13.4 Innovative Features | 691 |
| 13.4.1 Names and Scopes | 691 |
| 13.4.2 String and Pattern Manipulation | 696 |
| 13.4.3 Data Types | 704 |
| 13.4.4 Object Orientation | 710 |
| 13.5 Summary and Concluding Remarks | 717 |
| 13.6 Exercises | 718 |
| 13.7 Explorations | 723 |
| 13.8 Bibliographic Notes | 724 |

| | |
|---|-----------|
| 14 Building a Runnable Program | 729 |
| 14.1 Back-End Compiler Structure | 729 |
| 14.1.1 A Plausible Set of Phases | 730 |
| 14.1.2 Phases and Passes | 734 |
| 14.2 Intermediate Forms | 733 · 734 |
| 14.2.1 Diana | 733 |
| 14.2.2 The gcc IFs | 736 |
| 14.2.3 Stack-Based Intermediate Forms | 736 |
| 14.3 Code Generation | 738 |
| 14.3.1 An Attribute Grammar Example | 738 |
| 14.3.2 Register Allocation | 741 |
| 14.4 Address Space Organization | 744 |
| 14.5 Assembly | 746 |
| 14.5.1 Emitting Instructions | 748 |
| 14.5.2 Assigning Addresses to Names | 749 |
| 14.6 Linking | 750 |
| 14.6.1 Relocation and Name Resolution | 751 |
| 14.6.2 Type Checking | 751 |
| 14.7 Dynamic Linking | 754 |
| 14.7.1 Position-Independent Code | 754 |
| 14.7.2 Fully Dynamic (Lazy) Linking | 754 |
| 14.8 Summary and Concluding Remarks | 755 |
| 14.9 Exercises | 756 |
| 14.10 Explorations | 758 |
| 14.11 Bibliographic Notes | 759 |
| 15 Run-time Program Management | 761 |
| 15.1 Virtual Machines | 764 |
| 15.1.1 The Java Virtual Machine | 766 |
| 15.1.2 The Common Language Infrastructure | 775 |
| 15.2 Late Binding of Machine Code | 784 |
| 15.2.1 Just-in-Time and Dynamic Compilation | 785 |
| 15.2.2 Binary Translation | 791 |

| | |
|--|------------|
| 15.2.3 Binary Rewriting | 795 |
| 15.2.4 Mobile Code and Sandboxing | 797 |
| 15.3 Inspection/Introspection | 799 |
| 15.3.1 Reflection | 799 |
| 15.3.2 Symbolic Debugging | 806 |
| 15.3.3 Performance Analysis | 809 |
| 15.4 Summary and Concluding Remarks | 811 |
| 15.5 Exercises | 812 |
| 15.6 Explorations | 815 |
| 15.7 Bibliographic Notes | 816 |
| 16 Code Improvement | 817 |
| 16.1 Phases of Code Improvement | 321 |
| 16.2 Peephole Optimization | 323 |
| 16.3 Redundancy Elimination in Basic Blocks | 325 |
| 16.3.1 A Running Example | 328 |
| 16.3.2 Value Numbering | 328 |
| 16.4 Global Redundancy and Data Flow Analysis | 331 |
| 16.4.1 SSA Form and Global Value Numbering | 336 |
| 16.4.2 Global Common Subexpression Elimination | 336 |
| 16.5 Loop Improvement I | 339 |
| 16.5.1 Loop Invariants | 346 |
| 16.5.2 Induction Variables | 347 |
| 16.6 Instruction Scheduling | 348 |
| 16.7 Loop Improvement II | 351 |
| 16.7.1 Loop Unrolling and Software Pipelining | 355 |
| 16.7.2 Loop Reordering | 355 |
| 16.8 Register Allocation | 359 |
| 16.9 Summary and Concluding Remarks | 366 |
| 16.10 Bibliographic Notes | 370 |
| A Programming Languages Mentioned | 377 |
| B Language Design and Language Implementation | 819 |
| C Numbered Examples | 831 |
| Bibliography | 835 |
| Index | 849 |