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The Compiler Design Handbook - Y.N. Srikant 2002-09-25
The widespread use of object-oriented languages and Internet security concerns are just the beginning. Add embedded systems, multiple memory banks, highly pipelined units operating in parallel, and a host of other advances and it becomes clear that current and future computer architectures pose immense challenges to compiler designers-challenges th
Crafting a Compiler - Charles N. Fischer 1988
Software -- Programming Languages.
Compiler Design: Principles, Techniques and Tools - Terence Halsey 2018-02-13
A computer program that aids the process of transforming a source code language into another computer language is called compiler. It is used to create executable programs. Compiler design refers to the designing, planning, maintaining, and creating computer languages, by performing run-time organization, verifying code syntax, formatting outputs with respect to linkers and assemblers, and by generating efficient object codes. This book provides comprehensive insights into the field of compiler design. It aims to shed light on some of the unexplored aspects of the subject. The text includes topics which provide in-depth information about its techniques, principles and tools. This textbook is an essential guide for both academicians and those who wish to pursue this discipline further.
Modern Compiler Implementation in C - Andrew W. Appel 2004-07-08
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.
Principles of Compiler Design - Aho Alfred V 1998

Database Systems: The Complete Book - Hector Garcia-Molina 2008

Embedded Computing - Joseph A. Fisher 2005
"Embedded Computing is enthralling in its clarity and exhilarating in its scope. If the technology you are working on is associated with VLIWs or "embedded computing", then clearly it is imperative that you read this book. If you are involved in computer system design or programming, you must still read this book, because it will take you to places where the views are spectacular. You don't necessarily have to agree with every point the authors make, but you will understand what they are trying to say, and they will make you think." From the Foreword by Robert Colwell, R&E Colwell & Assoc. Inc The fact that there are more

embedded computers than general-purpose computers and that we are impacted by hundreds of them every day is no longer news. What is news is that their increasing performance requirements, complexity and capabilities demand a new approach to their design. Fisher, Faraboschi, and Young describe a new age of embedded computing design, in which the processor is central, making the approach radically distinct from contemporary practices of embedded systems design. They demonstrate why it is essential to take a computing-centric and system-design approach to the traditional elements of nonprogrammable components, peripherals, interconnects and buses. These elements must be unified in a system design with high-performance processor architectures, microarchitectures and compilers, and with the compilation tools, debuggers and simulators needed for application development. In this landmark text, the authors apply their expertise in highly interdisciplinary hardware/software development and VLIW processors to illustrate this change in embedded computing. VLIW architectures have long been a popular choice in embedded systems design, and while VLIW is a running theme throughout the book, embedded computing is the core topic. Embedded Computing examines both in a book filled with fact and opinion based on the authors many years of R&D experience. Features: · Complemented by a unique, professional-quality embedded tool-chain on the authors' website, http://www.vliw.org/book · Combines technical depth with real-world experience · Comprehensively explains the differences between general purpose computing systems and embedded systems at the hardware, software, tools and operating system levels. · Uses concrete examples to explain and motivate the trade-offs.
A Programmer's Companion to Algorithm Analysis - Ernst L. Leiss 2006-09-26
Until now, no other book examined the gap between the theory of algorithms and the production of software programs. Focusing on practical issues, A Programmer's Companion to Algorithm Analysis carefully details the transition from the design and analysis of an algorithm to the resulting software program. Consisting of two main complementary
Computer Organization and Design - John L. Hennessy 1998
The performance of software systems is dramatically affected by how well software designers understand the basic hardware technologies at work in a system. Similarly, hardware designers must understand the far-reaching effects their design decisions have on software applications. For readers in either category, this classic introduction to the field provides a look deep into the computer. It demonstrates the relationships between the software and hardware and focuses on the foundational concepts that are the basis for current computer design.
The Design and Analysis of Computer Algorithms - Alfred V. Aho 1974-09

Compilers: Principles, Techniques, & Tools, 2/E - Aho 2008-09

Data Structures and Algorithms - Aho Alfred V. 1983

Compilers - Alfred V. Aho 2007
"This new edition of the classic "Dragon" book has been completely revised to include the most recent developments to compiling. The book provides a thorough introduction to compiler design and continues to emphasize the applicability of compiler technology to a broad range of problems in software design and

development. The first half of the book is designed for use in an undergraduate compilers course while the second half can be used in a graduate course stressing code optimization."--BOOK JACKET.

Data Structures and Algorithm Analysis in Java, Third Edition - Clifford A. Shaffer 2012-09-06
Comprehensive treatment focuses on creation of efficient data structures and algorithms and selection or design of data structure best suited to specific problems. This edition uses Java as the programming language.

Structure and Interpretation of Computer Programs, second edition - Harold Abelson 1996-07-25
Structure and Interpretation of Computer Programs has had a dramatic impact on computer science curricula over the past decade. This long-awaited revision contains changes throughout the text. There are new implementations of most of the major programming systems in the book, including the interpreters and compilers, and the authors have incorporated many small changes that reflect their experience teaching the course at MIT since the first edition was published. A new theme has been introduced that emphasizes the central role played by different approaches to dealing with time in computational models: objects with state, concurrent programming, functional programming and lazy evaluation, and nondeterministic programming. There are new example sections on higher-order procedures in graphics and on applications of stream processing in numerical programming, and many new exercises. In addition, all the programs have been reworked to run in any Scheme implementation that adheres to the IEEE standard.

Compiler Construction - Kenneth C. Louden 1997
This compiler design and construction text introduces students to the concepts and issues of compiler design, and features a comprehensive, hands-on case study project for constructing an actual, working compiler

Concepts Of Programming Languages - Sebesta 2016
Introduces students to the fundamental concepts of computer programming languages and provides them with the tools necessary to evaluate contemporary and future languages. An in-depth discussion of programming language structures, such as syntax and lexical and syntactic analysis, also prepares students to study compiler design. The Eleventh Edition maintains an up-to-date discussion on the topic with the removal of outdated languages such as Ada and Fortran. The addition of relevant new topics and examples such as reflection and exception handling in Python and Ruby add to the currency of the text. Through a critical analysis of design issues of various program languages, Concepts of Programming Languages teaches students the essential differences between computing with specific languages. Robert W. Sebesta is Associate Professor Emeritus, Computer Science Office, UCCS, University of Colorado at Colorado Springs. -- Publisher's note.

Introduction to Automata Theory, Languages, and Computation - John E. Hopcroft 2014
This classic book on formal languages, automata theory, and computational complexity has been updated to present theoretical concepts in a concise and straightforward manner with the increase of hands-on, practical applications. This new edition comes with Gradiance, an online assessment tool developed for computer science. Please note, Gradiance is no longer available with this book, as we no longer support this product.

Compiler Design - Anuradha A. Puntambekar 2011

Instruction Selection - Gabriel Hjort Blindell 2016-06-03
This book presents a comprehensive, structured, up-to-date survey on instruction selection. The survey is structured according to two dimensions: approaches to instruction selection from the past 45 years are organized and discussed according to their fundamental principles, and according to the characteristics of the supported machine instructions. The fundamental principles are macro expansion, tree covering, DAG covering, and graph covering. The machine instruction characteristics introduced are single-output, multi-output, disjoint-output, inter-block, and interdependent machine instructions. The survey also examines problems that have yet to be addressed by existing approaches. The book is suitable for advanced undergraduate students in computer science, graduate students, practitioners, and researchers.

Introduction to Compilers and Language Design - Douglas Thain 2019-07-24
A compiler translates a program written in a high level language into a program written in a lower level

language. For students of computer science, building a compiler from scratch is a rite of passage: a challenging and fun project that offers insight into many different aspects of computer science, some deeply theoretical, and others highly practical. This book offers a one semester introduction into compiler construction, enabling the reader to build a simple compiler that accepts a C-like language and translates it into working X86 or ARM assembly language. It is most suitable for undergraduate students who have some experience programming in C, and have taken courses in data structures and computer architecture.

Dictionary of Logic as Applied in the Study of Language - W. Marciszewski 2013-06-29
1. STRUCTURE AND REFERENCES 1.1. The main part of the dictionary consists of alphabetically arranged articles concerned with basic logical theories and some other selected topics. Within each article a set of concepts is defined in their mutual relations. This way of defining concepts in the context of a theory provides better understand ing of ideas than that provided by isolated short defmitions. A disadvantage of this method is that it takes more time to look something up inside an extensive article. To reduce this disadvantage the following measures have been adopted. Each article is divided into numbered sections, the numbers, in boldface type, being addresses to which we refer. Those sections of larger articles which are divided at the first level, i.e. numbered with single numerals, have titles. Main sections are further subdivided, the subsections being numbered by numerals added to the main section number, e.g. I, 1.1, 1.2, ... , 1.1.1, 1.1.2, and so on. A comprehensive subject index is supplied together with a glossary. The aim of the latter is to provide, if possible, short defmitions which sometimes may prove sufficient. As to the use of the glossary, see the comment preceding it.

Introduction to Automata Theory, Languages, and Computation - John E. Hopcroft 1979
Preliminaries. Finite automata and regular expressions. Properties of regular sets. Context-free grammars. Pushdown automata; Properties of context-free languages. Turing machines. Undecidability. The Cohmsky hierarchy. Heteministic context-free languages. Closure properties of families of languages. Computational complexity theory. Intractable problems. Highlights of other important language classes.

Compiler Construction - Niklaus Wirth 1996
A refreshing antidote to heavy theoretical tomes, this book is a concise, practical guide to modern compiler design and construction by an acknowledged master. Readers are taken step-by-step through each stage of compiler design, using the simple yet powerful method of recursive descent to create a compiler for Oberon-0, a subset of the author's Oberon language. A disk provided with the book gives full listings of the Oberon-0 compiler and associated tools. The hands-on, pragmatic approach makes the book equally attractive for project-oriented courses in compiler design and for software engineers wishing to develop their skills in system software.

Engineering a Compiler - Keith Cooper 2011-01-18
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

Lex & Yacc - John R. Levine 1992
Shows programmers how to use two UNIX utilities, lex and yacc, in program development. The second edition contains completely revised tutorial sections for novice users and reference sections for advanced users. This edition is twice the size of the first, has an expanded index, and covers Bison and Flex.

Modern Compiler Implementation in ML - Andrew W. Appel 2004-07-08
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.

On Macintosh Programming - Daniel K. Allen 1990

The Design and Analysis of Algorithms - Dexter C. Kozen 2012-12-06

These are my lecture notes from CS681: Design and Analysis of Algo rithms, a one-semester graduate course I taught at Cornell for three consec utive fall semesters from '88 to '90. The course serves a dual purpose: to cover core material in algorithms for graduate students in computer science preparing for their PhD qualifying exams, and to introduce theory students to some advanced topics in the design and analysis of algorithms. The material is thus a mixture of core and advanced topics. At first I meant these notes to supplement and not supplant a textbook, but over the three years they gradually took on a life of their own. In addition to the notes, I depended heavily on the texts • A. V. Aho, J. E. Hopcroft, and J. D. Ullman, The Design and Analysis of Computer Algorithms. Addison-Wesley, 1975. • M. R. Garey and D. S. Johnson, Computers and Intractibility: A Guide to the Theory of NP-Completeness. w. H. Freeman, 1979. • R. E. Tarjan, Data Structures and Network Algorithms. SIAM Regional Conference Series in Applied Mathematics 44, 1983. and still recommend them as excellent references.

Modern Compiler Design - Dick Grune 2012-07-20

"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.

Foundations of Data Science - Avrim Blum 2020-01-23

This book provides an introduction to the mathematical and algorithmic foundations of data science, including machine learning, high-dimensional geometry, and analysis of large networks. Topics include the counterintuitive nature of data in high dimensions, important linear algebraic techniques such as singular value decomposition, the theory of random walks and Markov chains, the fundamentals of and important algorithms for machine learning, algorithms and analysis for clustering, probabilistic models for large networks, representation learning including topic modelling and non-negative matrix factorization, wavelets and compressed sensing. Important probabilistic techniques are developed including the law of large numbers, tail inequalities, analysis of random projections, generalization guarantees in machine learning, and moment methods for analysis of phase transitions in large random graphs. Additionally, important structural and complexity measures are discussed such as matrix norms and VC-dimension. This book is suitable for both undergraduate and graduate courses in the design and analysis of algorithms for data.

Mastering Algorithms with C - Kyle Loudon 1999

A comprehensive guide to understanding the language of C offers solutions for everyday programming tasks and provides all the necessary information to understand and use common programming techniques. Original. (Intermediate).

Compilers: Principles, Techniques and Tools (for Anna University), 2/e - Alfred V. Aho 2003

Operating Systems and Middleware - Max Hailperin 2007

By using this innovative text, students will obtain an understanding of how contemporary operating systems and middleware work, and why they work that way.

Introduction to Compiler Design - Torben Ægidius Mogensen 2017-10-29

The second edition of this textbook has been fully revised and adds material about loop optimisation, function call optimisation and dataflow analysis. It presents techniques for making realistic compilers for simple programming languages, using techniques that are close to those used in "real" compilers, albeit in places slightly simplified for presentation purposes. All phases required for translating a high-level language to symbolic machine language are covered, including lexing, parsing, type checking, intermediate-code generation, machine-code generation, register allocation and optimisation, interpretation is covered briefly. Aiming to be neutral with respect to implementation languages, algorithms are presented in pseudo-code rather than in any specific programming language, but suggestions are in many cases given for how these can be realised in different language flavours. Introduction to Compiler Design is intended for an introductory course in compiler design, suitable for both undergraduate and graduate courses depending on which chapters are used.

Computer Books and Serials in Print - 1985

Introduction to Compiler Construction - Thomas W. Parsons 1992-03-15

Modern Compiler Design - Galles 2007-09

A Practical Overview Of All Important Theoretical Topics Mixed With Many Examples. This Book Includes An Integrated Java Project That Leads To A Rich Understanding Of The Issues Involved In Compiler Design.

Data Structures, Algorithms, and Program Style - James F. Korsh 1986

Compiler Construction - William M. Waite 2012-12-06

Compilers and operating systems constitute the basic interfaces between a programmer and the machine for which he is developing software. In this book we are concerned with the construction of the former. Our intent is to provide the reader with a firm theoretical basis for compiler construction and sound engineering principles for selecting alternate methods, imple menting them, and integrating them into a reliable, economically viable product. The emphasis is upon a clean decomposition employing modules that can be re-used for many compilers, separation of concerns to facilitate team programming, and flexibility to accommodate hardware and system constraints. A reader should be able to understand the questions he must ask when designing a compiler for language X on machine Y, what tradeoffs are possible, and what performance might be obtained. He should not feel that any part of the design rests on whim; each decision must be based upon specific, identifiable characteristics of the source and target languages or upon design goals of the compiler. The vast majority of computer professionals will never write a compiler. Nevertheless, study of compiler technology provides important benefits for almost everyone in the field . • It focuses attention on the basic relationships between languages and machines. Understanding of these relationships eases the inevitable tran sitions to new hardware and programming languages and improves a person's ability to make appropriate tradeoft's in design and implementa tion .