

# Compiler Design

## Lecture 1: Introduction

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Christophe Dubach

Winter 2026

Timestamp: 2026/01/04 14:22:00

# Disclaimer

It is possible (and even likely) that I will (sometimes) make mistakes and give incorrect information during the live lectures. If you have any doubts, please check the book, the course webpage or ask on the online forum for clarifications.



Short answer: **Prof.**

Longer answer, it's context-sensitive!

- For undergraduate classes, I prefer if students use “Prof.”
- For graduate classes, I’m happy for students to use my first name.



Since COMP520 has both type of students, we will go with Prof. in the **context** of this class.

# A Brief (Professional) History of Christophe Dubach



- 2005: MSc



- 2009: PhD, *Using machine-learning to efficiently explore the architecture/compiler co-design space*
- 2012: Lecturer (Assistant Professor)
- 2017: Reader (Associate Professor)



- 2010: Visiting Scientist  
*LiquidMetal: a language, compiler, and runtime for high level synthesis of reconfigurable hardware*



- 2020: Associate Professor (ECE/CS)
  - ECSE-324 : Computer Organization
  - COMP-520 : Compiler Design

# Class etiquette

- If you are **sick** (e.g. coughing), please wear a mask.  
Be considerate of your classmates.
- **No laptops or phones**, except for note-taking.  
Screens must lie flat on the table to avoid  
distracting others.
- Arrive and leave **on time**.  
Late arrivals and early departures are disruptive.
- Do not hesitate to **ask questions**.  
Simply raise your hand.



## Course outline

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# Course outline

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## Basics

# Compiler Design

This course is an introduction to the full pipeline of modern compilers

- it covers all aspects of the compiler pipeline for modern languages (C, Java, Python, etc.)
- touches on advanced topics related to optimization
- will present how realworld compilers are built

By the end of this class you will have a working knowledge of compilers that allows you to:

- produce fully functional compilers for general-purpose languages targetting real machine assembly.



# Syllabus

- Overview
- Core topics
  - Scanning
  - Parsing
  - Abstract Syntax Tree
  - Semantic analysis
  - Code generation for machine assembly
  - SSA form & Dataflow analysis
  - Register allocation
  - Compiling object oriented languages
  - Garbage collection
- Extra topics (if time allows)
  - Instruction selection
  - Instruction scheduling
  - Realworld IR (*e.g.* LLVM, WebAssembly)

# Class information

4 credit courses

## Schedule:

- Lectures: 3 hours per week
- Prof. office hours: 1 hour per week
- TAs office hours: 2 hours per week

## Lecture

- In-person lecture

## Prerequisites:

- COMP 273/ECSE 324, (COMP 302)

# Teaching Team

Prof.:

- Christophe Dubach ([christophe.dubach@mcgill.ca](mailto:christophe.dubach@mcgill.ca))

TAs:

Aziz Zayed



PhD student  
Equality saturation for  
multi-level IRs.

Jonathan Van der Cruysse



PhD student  
Program rewriting using  
equality saturation.

Paul Teng



PhD student  
Accelerating PyTorch with  
FPGAs.

# Course outline

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## Assessments

# Evaluation

## Coursework only, no exam

- Expect to spend a lot of hours on the coursework (~100+)
- A lot of programming!

## Assessments:

- Five deadlines for the project scattered throughout the term
- One demo at end of course:  
purpose is to check you did the work yourself.

All deadlines will be strictly enforced.

### Demo

if no demo or cannot answer our questions

⇒ will be reported to faculty for suspected academic misconduct.


McGill University values academic integrity. Therefore, all students must understand the meaning and consequences of cheating, plagiarism and other academic offences under the Code of Student Conduct and Disciplinary Procedures. (approved by Senate on 29 January 2003)

# Cheating

Cheating is a serious offense and all suspected cases will be reported to the faculty!

For this course:

- Never share your code or text.
- Never use someone else code or text in your solutions (even if you change it).
- Never consult project code or text that might be on the Internet.
- Always write your own code.
- Do not use automatically generated code (e.g. ChatGPT-generated code), unless you wrote the generator yourself and you submit it together with your code.

 Even if a single line of code is plagiarized/copied, your **WHOLE** coursework will be deemed tainted. If caught, you will be given a zero!

On the other hand, you are allowed to:

- Share and discuss ideas
- Help someone else debug their code if they are stuck (you can point out at their errors, but never write code for them!)
- If you obtain any help, always **write the name(s) of your sources** and explicitly state how your submission (via a README file for instance)



In accord with McGill University's Charter of Students' Rights, students in this course have the right to submit in English or in French any written work that is to be graded.  
(approved by Senate on 21 January 2009)

If you notice any **marking issues** with your assignment:

- you should raise the issue on ED (in a private post) immediately and
- this must be done **within 7 days** of receiving the grade.

The final caculated grade will be rounded to the closest integer, for instance:

- $64.4\% \Rightarrow 64\%$
- $64.5\% \Rightarrow 65\%$

# Participation bonus

To encourage participation, you can obtain a bonus (up to 2%) if you attend regularly the lecture in person.

Participation will be sampled in class at random interval throughout the term. Based on the sampling data:

- attendance  $\geq 80 \Rightarrow 2\%$  bonus
- attendance  $\geq 60 \Rightarrow 1\%$  bonus

Course outline

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Course material

# Course Material

## Course website

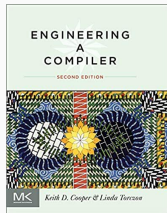
- <https://www.cs.mcgill.ca/~cs520/>
- Contains schedule, deadlines, slides

## Slides:

- Available on course website before each lecture

## Textbook (not strictly required):

- Keith Cooper & Linda Torczon: Engineering a Compiler, Elsevier, 2004.
- Older edition available freely here:  
<https://dl.acm.org/doi/book/10.5555/2737838>



## Discussion forum: ED

### Action

Create an account and subscribe to the course on ED (link on the website).

## Coursework on CS Gitlab:

- link to git repo will be available from the website
- contains project description and initial code template (will be released next week)

### Action

- Create a CS gitlab account. More information on the course webpage on how to do it.

# Course outline

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Project

# Project

Write a compiler from scratch

- Written in Java for a subset of C
  - includes pointers, recursion, structs, memory allocation, ...
- Backend will target a real RISC assembly (MIPS)
- Generated code executable in a simulator

Input: C code

```
int fact(int n) {  
    if (n<1)  
        return 1;  
    return n*fact(n-1);  
}
```


Output: MIPS assembly

```
fact:  li      $2,1      # 0x1  
      blez   $4,$L9  
      mult   $2,$4  
$L7:   addiu  $4,$4,-1  
      mflo   $2  
      mult   $2,$4  
      bne    $4,$0,$L7  
$L9:   j      $31
```



**Five parts**, worth 20% each, due ~every three weeks:

1. Parser
2. Abstract Syntax Tree + Semantic Analyser
3. Code generator
4. Register allocator
5. Support for object-oriented features (or maybe alternative project with LLVM, to be confirmed later)

 Each part builds on top of the previous one, and no intermediate solution will be provided.

To pass this course you will have to build the whole compiler!

## Cumulative grading scheme

Each part introduces new functionality and a corresponding set of tests. At each deadline, your submission is evaluated against:

- the tests associated with the current part, and
- all tests from previous parts.

If your compiler scores better on an earlier part than it did at the original deadline, your grade for that earlier part is automatically increased. Grades for earlier parts never decrease.

This grading scheme mirrors real compiler development: early passes may be incomplete, but correctness and coverage are expected to improve as the compiler evolves.

## Deadlines:

- can be found on the course webpage
- are strictly enforced

## No extension policy

- No extension will be given;
- The cumulative grading policy ensures that your work can still be assessed at the next deadline in extraordinary circumstances;
- You must manage your time well (start early!);
- Note that the last deadline is final.

## Marking

- done by pulling the content of your repository at the deadline
- mark only depends on number of test passed:  
we reward results, not efforts

## Demo

- Last few days of term (during exam session)
- passing the demo is mandatory to pass the course

# Coursework is challenging

Coursework requires good programming skills:

- good knowledge of **Java**:  
*e.g.* exceptions, recursion, inheritance, ...
- basic knowledge of **C**:  
*e.g.* pointers, struct, ...
- basic knowledge of **assembly**:  
*e.g.* registers, branches, addresses, ...

Assumes basic knowledge of Unix command line and git

- cp, mv, ls, ...
- git commit, git merge, git checkout, ...

Using Git on the command line will be necessary for the coursework

# Coursework marking and scoreboard

- Automated system to evaluate coursework
- Mark is a function of how many programs compile successfully
- Nightly build of your code with scoreboard updated daily

Provided as best-effort service, do not rely on it!!!

Auto-marking & scoreboard will start 1–2 weeks from now.

# Coursework will be rewarding

You will understand what happens when you type: `$ gcc hello.c`

But also:

- Will deepened your understanding of computing systems (from language to hardware)
- Will improve your programming skills

## Quotes from past course evaluations

*Anonymous, Winter 2025 The course is a massive work load, but the content is fun and it's enjoyable to work on a substantive piece of software. Seeing everything come together is hugely satisfying.*

*Anonymous, Winter 2023 Even though I got the metaphorical beating of my life with the project, it was a great way to learn*



# Asking for help

All communications with the instructors or TAs must be done:

- in class
- at the TAs / Prof office hours
- on the online discussion forum

**No email communication**, unless it is a very personal matter.

Note that no guaranteed response time is provided for the discussion forum. Questions submitted less than 48 hours before a deadline will not be answered.

## A few last words on the course

- Attendance and interaction encouraged (feedback is welcome)

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- Do make use of office hours! Especially if you are struggling.

What is a compiler?

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# Compilers

## What is a compiler?

A program that *translates* an executable program in one language into an executable program in another language.

The compiler might improve the program, in some way.

## What is an interpreter?

A program that directly *execute* an executable program, producing the results of executing that program

Examples:

- C is typically compiled
- R is typically interpreted
- Java is compiled to bytecode, then interpreted or compiled (just-in-time) within a Java Virtual Machine (JVM)



# A Broader View

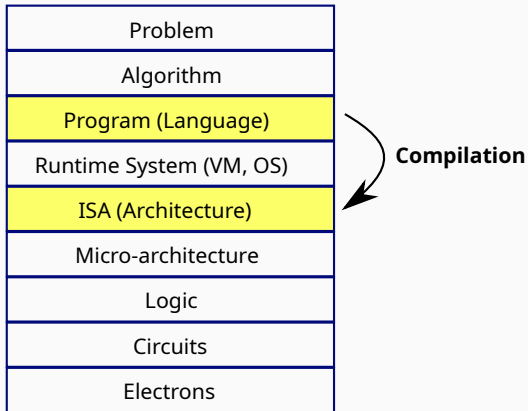
## Compiler technology

- Goals: improved performance and language usability  
Making it practical to use the full power of the language
- Trade-off: preprocessing time versus execution time (or space)
- Performance of both compiler and application must be acceptable to the end user

## Examples:

- Macro expansion / Preprocessing
- Database query optimisation
- Javascript just-in-time compilation
- Emulation: e.g. Apple's Intel transition from PowerPC (2006)

# System Stack



Why studying compilers?

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# New programming languages keeps emerging

No less than 30 new general purpose languages designed just between 2010—2020

- Rust, Dart, Kotlin, TypeScript, Julia, Swift, ...

Plenty of DSLs (Domain Specific Languages):

- Latex, SQL, SVG, HTML, DOT, Markdown, XPath, Makefiles, ...

Perhaps one day you will create your own?

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Writing a compiler exposes **practical algorithmic & engineering issues**:

- approximating hard problems; efficiency & scalability

# Intrinsic interest

Compilers involve ideas from different parts of computer science

Artificial intelligence	Greedy algorithms Heuristic search techniques
Algorithms	Graph algorithms Dynamic programming
Theory	DFA & PDA, pattern matching Fixed-point algorithms
Systems	Allocation & naming Synchronisation, locality
Architecture	Pipeline & memory hierarchy management Instruction set
Software engineering	Design pattern (visitor) Code organisation

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Compiler construction poses challenging and interesting problems.

## Speed:

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## Interaction between software & hardware:

- Success requires mastery of complex interactions

# The first compiler: FORTRAN

Before FORTRAN, programs were written in assembly.

## First compiler

- Implemented in the 1950s.
- Had to overcome deep skepticism; and
- Paid less attention to language design and more on performance of generated code.

## Making languages usable

*It was our belief that if FORTRAN, during its first months, were to translate any reasonable "scientific" source program into an object program only half as fast as its hand coded counterpart, then acceptance of our system would be in serious danger.*

*...*

*I believe that had we failed to produce efficient programs, the widespread use of languages like FORTRAN would have been seriously delayed.*

John Backus (1978)



This is (most likely) going to be the largest piece of software you will write while at McGill.

This course will:

- strengthen your programming skills
- help you understand more deeply programming language features
- help you achieve a much better understanding of the computing system stack
- add a very nice line on your CV: **compilers are considered the most challenging software to write by many!**

## The View from 35000 Feet

- How a compiler works
- What I think is important
- What is hard and what is easy