
Compiler Construction Using LOTOS NT

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Formal specification languages

- **LOTOS** [International Standard ISO 8807]
 - Communicating asynchronous processes
 - Abstract Data Types (equational programming)
 - Compilers: **CAESAR** [process part], **CAESAR.ATD** [data part]
- **E-LOTOS** [International Standard ISO 15437]
 - Enhancements to **LOTOS** (work between 1993 and 2001)
 - Timed communicating processes
 - Functional data types
 - Modules and interfaces
- **LOTOS NT** [INRIA/VASY]
 - Dialect of **E-LOTOS**
 - Since 1998: **TRAIAN**, a compiler for **LOTOS NT** data part



Overview of LOTOS NT data part

- A **first-order functional** language with an **imperative** syntax
- **Data types**
 - Base types: bool, int, real, string, ...
 - Constructive types used to define abstract trees
 - Particular cases: enum, records, lists, trees, etc.
 - Fixed size arrays (not implemented yet)
- **Functions**
 - Functions with in/out/in-out parameters
 - Variable assignments and **return** statement
 - Side effects forbidden
 - Static analysis (typing, variable initialization, ...)
 - Standard control structures (**if-then-else**, **while**, etc.)
 - Pattern matching (**case**)
 - Exception handling
- **Connection to external C types and functions**



The TRAIAN compiler

Generates C code for the **LOTOS NT** data part

- **TRAIAN 1.0** released in 1998
- **TRAIAN 2.3** (April 2003)
 - More than 55 000 lines of **SYNTAX + FNC2**
 - Optimizations to reduce data space consumption:
pointer minimization, particular types, etc.
 - Benefit from experience on **CAESAR.ADT**
- Free download: 71 sites in 2002

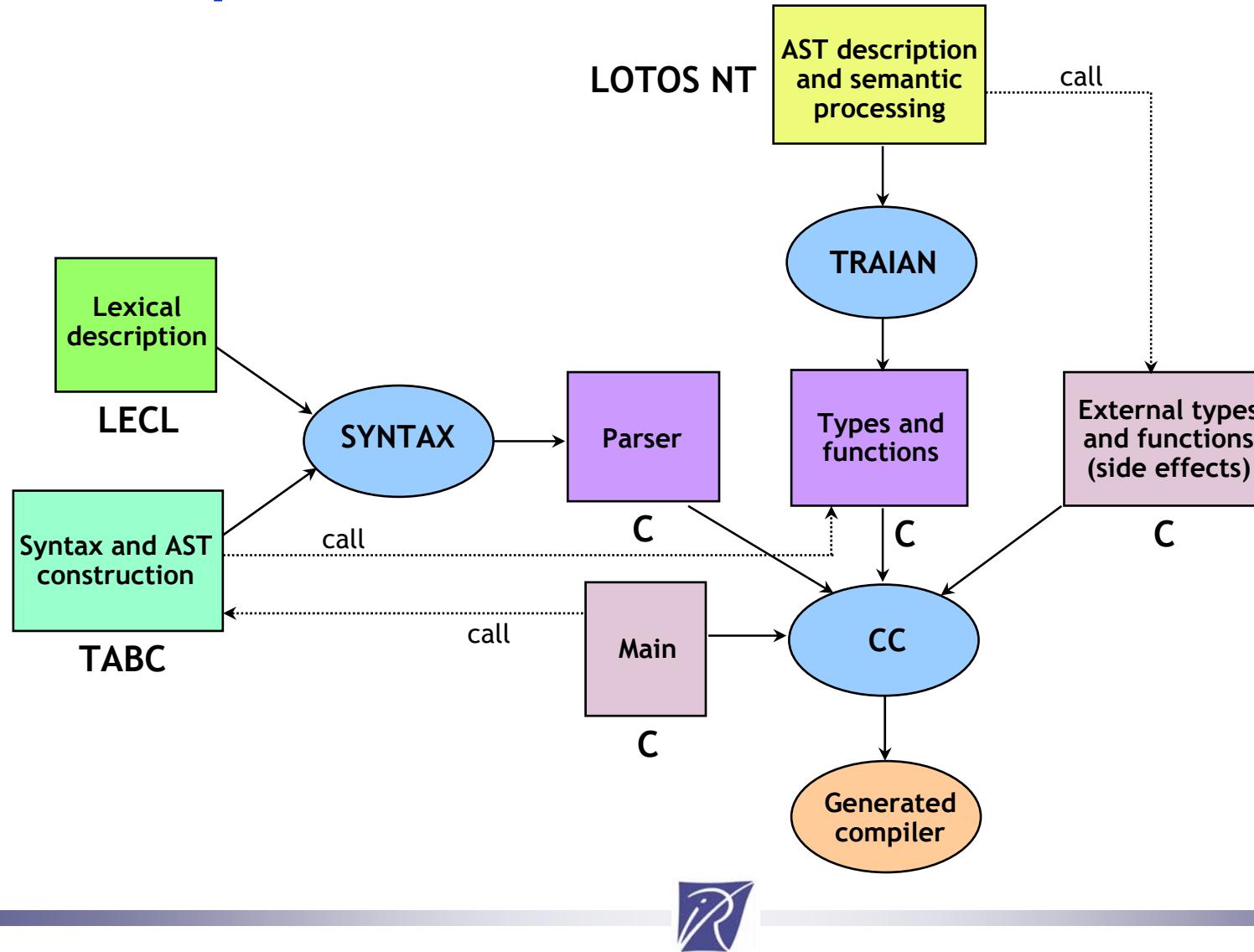


Compiler construction using TRAIAN

- Compiler construction technology based on
 - The **SYNTAX** parser generator (INRIA)
 - LOTOS NT and the **TRAIAN** compiler
- Illustration: Statements of a simple procedural language named **simproc**



The SYNTAX + TRAIAN compiler construction technology



Abstract tree definition (excerpt of simproc.lnt - LOTOS NT)

```
type STMT is !implementedby "C_TYPE_STMT"
  ASSIGN (V : VARIABLE, E : EXPR)
    !implementedby "C_ASSIGN",
  --
  CALL (PROCID : ID, ACTUALS : PARAMETER_LIST)
    !implementedby "C_CALL",
  --
  IF_THEN_ELSE
  (
    E : EXPR,
    S_THEN : STMTS,
    S_ELSE : STMTS
  ) !implementedby "C_IF_THEN_ELSE",
  --
  ...
end type
```



Lexical description (simproc.lecl - LECL)

Classes

SPACE = SP + HT + NL + FF ;

Tokens

Comments = -{ SPACE | "%" "%" {^EOL}* EOL }+ ;

%ID = LETTER {["_"] (LETTER | DIGIT)}* ;

%INT = {DIGIT}+ ;



Syntax description

(excerpt of simproc.tabc - TABLES C)

* Attribute declarations

```
$TABC_STMT (<BNF_STMT>) : C_TYPE_STMT ;  
$T ABC_VARIABLE (<BNF_VAR>) : C_TYPE_VARIABLE ;  
$TABC_EXPR (<BNF_EXPR>) : C_TYPE_EXPR ;
```

...

* BNF rules and attribute definitions

```
<BNF_STMT> = <BNF_VAR> ":"= <BNF_EXPR> ;
```

```
$TABC_STMT (<BNF_STMT>)  
$TABC_STMT (<BNF_STMT>) =  
    C_ASSIGN ($TABC_VARIABLE (<BNF_VAR>), $TABC_EXPR (<BNF_EXPR>));
```

```
<BNF_VAR> = %ID;
```

```
$TABC_VARIABLE (<BNF_VAR>)  
$TABC_VARIABLE (<BNF_VAR>) = C_VAR ($pste ("%ID"));  
...
```



AST traversals

(excerpt of simproc.lnt - LOTOS NT)

```
function CHECK_STMT (INSTR : STMT, SYMBOLS : S_TABLE) : BOOL is
  case INSTR is var ... in
    ASSIGN (VAR1, EXP1) ->
      var ... in
        VAR_TYPE := CHECK_VAR (VAR1, SYMBOLS);
        EXPR_TYPE := CHECK_EXPR (EXP1, SYMBOLS);
        CORRECT := (VAR_TYPE == EXPR_TYPE) and (EXPR_TYPE != TYPE_ERROR);
        if not CORRECT then
          eval PRINT_ERROR ("type mismatch")
        end if;
        return CORRECT
      end var
    | CALL (PROCID, ACTUALS) -> ...
    | IF_THEN_ELSE (EXP1, INSTS1, INSTS2) -> ...
  end case
end function
```



External types

Excerpt of simproc.lnt

```
type SYMBOL_TABLE is
    !external !implementedby "C_SYMTAB"
end type
```

Excerpt of simproc.t

```
typedef struct {
    ...
} C_SYMTAB [MAX_ENTRIES];
```



External functions

Excerpt of simproc.lnt

```
function PRINT_ERROR (S : STRING) is
    !external !implementedby "C_EXT_PRINT_ERROR"
end function
```

Excerpt of simproc.f

```
void C_EXT_PRINT_ERROR (ERROR_MSG)
    ADT_STRING ERROR_MSG;
{
    ADT_PRINT_STRING (stdout, "error : ");
    ADT_PRINT_STRING (stdout, ERROR_MSG) ;
    ADT_PRINT_STRING (stdout, "\n");
}
```

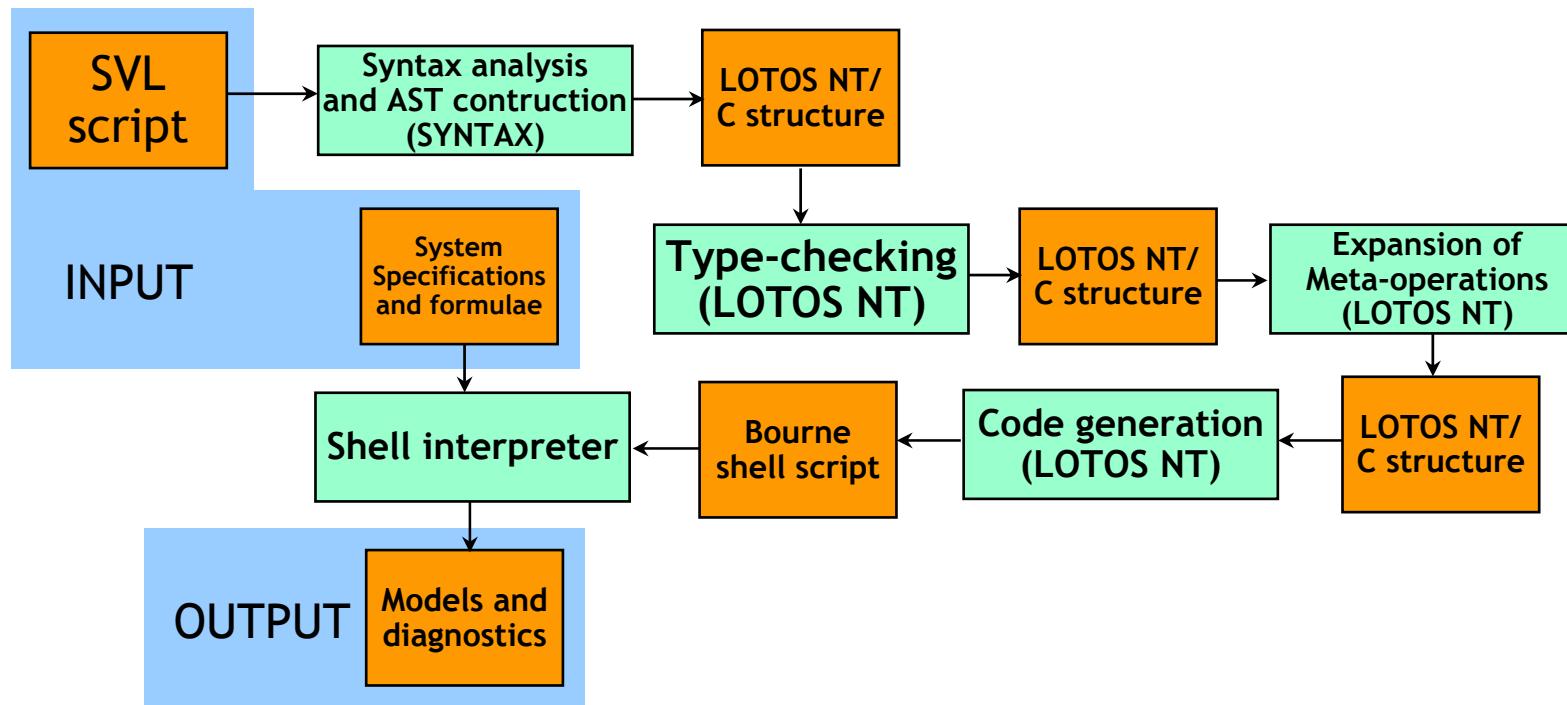


Compilers already developed using LOTOS NT



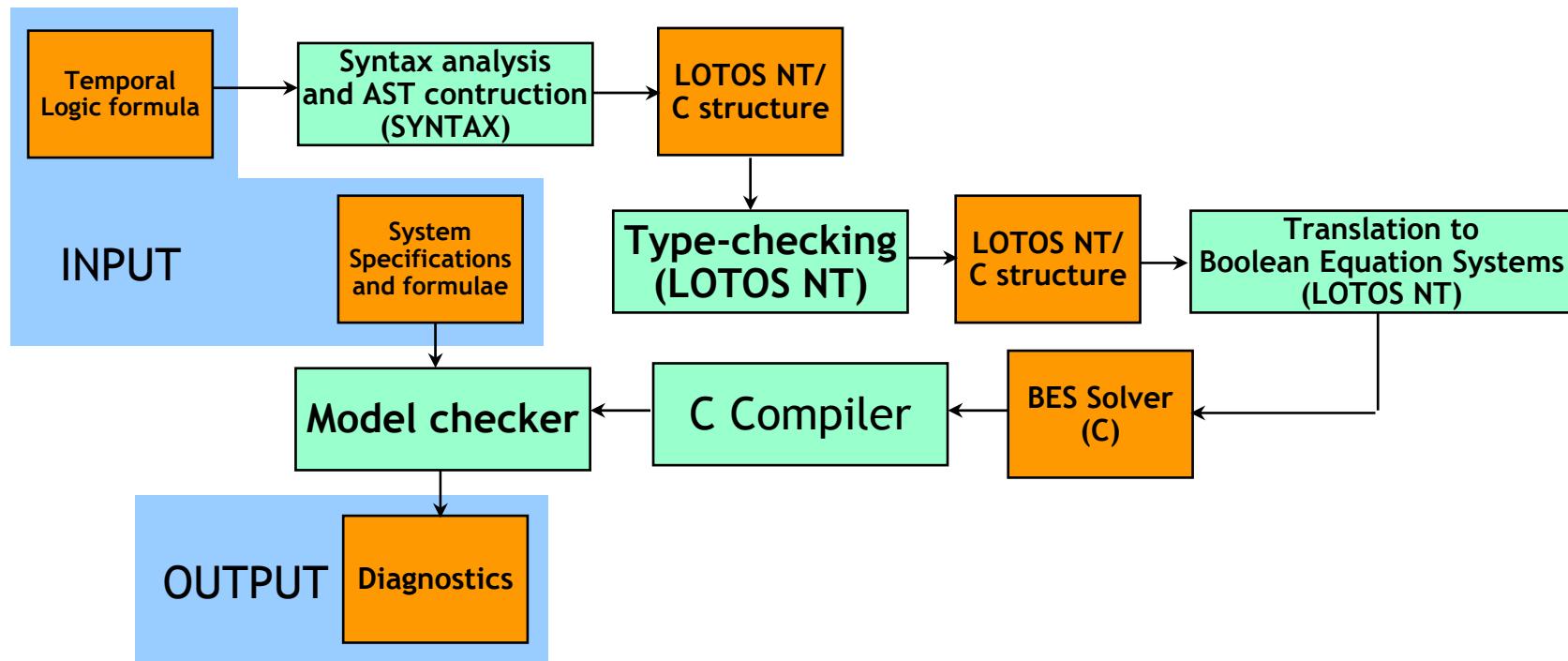
The SVL 2.0 compiler

Scripting language dedicated to verification



- **SYNTAX:** 1 250 lines
 - **LOTOS NT:** 2 940 lines
 - Hand-written **C**: 370 lines
 - Distributed within **CADP** since July 2001
- ⇒ generated **C**: 12 400 lines

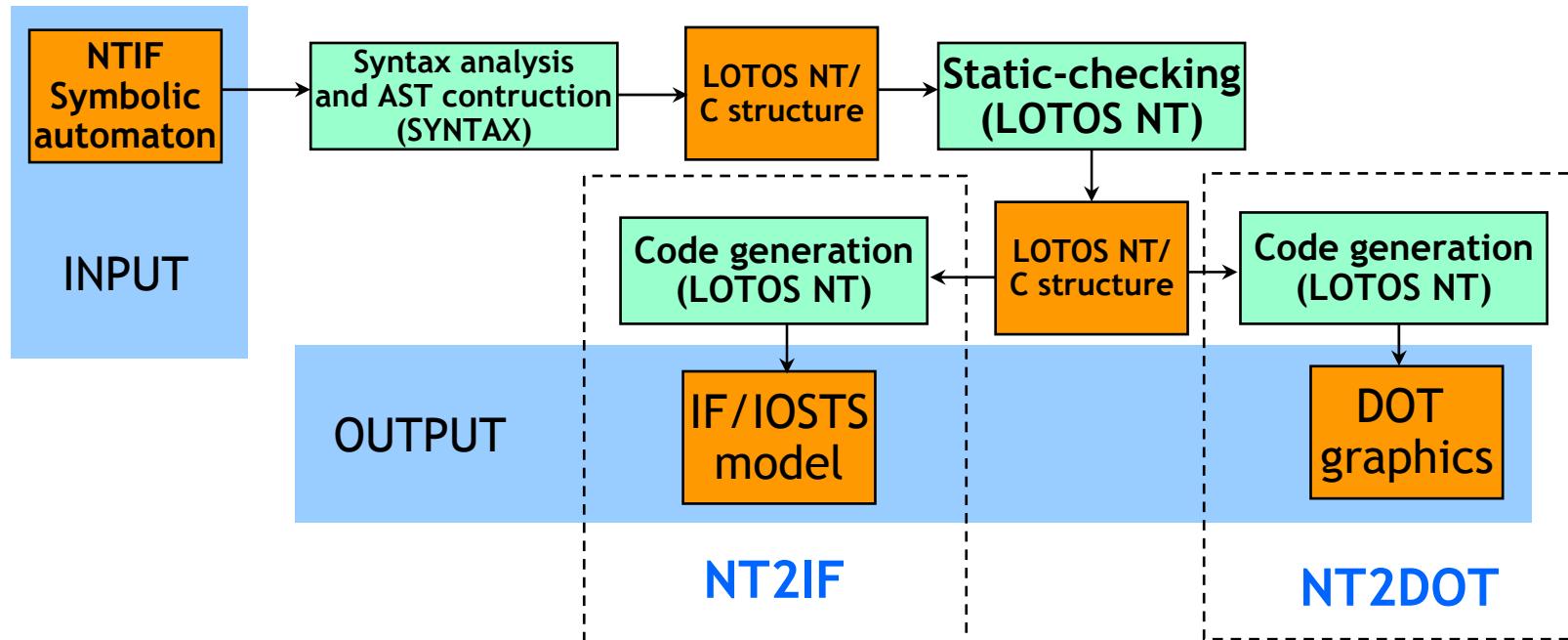
The Evaluator 4.0 model checker



- SYNTAX: 3 600 lines
LOTOS NT: 11 500 lines
Hand-written C: 3 900 lines ⇒ generated C: 45 000 lignes
- Distributed in next release of CADP

The NTIF tools

Symbolic automata processing



- **SYNTAX:** 1 620 lines
 - **LOTOS NT:** 3 620 lines
 - Hand-written **C:** 1 200 lines
- ⇒ generated **C**: 20 600 lignes

Strengths of the technology

- **Fast development**
 - The technology is simple and easy to learn
 - SYNTAX flexibility for parser generation: accepts a large class of BNF grammars, powerful error recovery
- **Maintainable and robust code**
 - Readable LOTOS NT code
 - TRAIAN static checks: strong typing, case exhaustivity, uninitialized variables, uncaught exceptions
 - Direct pointer manipulations avoided
 - Efficient generated code



Strengths of the technology (continued)

- Portability
 - Tools available on Solaris, Linux, and Windows
 - Standard C code generated
 - Straightforward interface with C
- Life time
 - SYNTAX is stable and mature
 - LOTOS NT / TRAIAN are stable and actively supported



Conclusions

- A simple and working solution...
- **LOTOS NT**: A formal specification language well-suited to implementing compilers
- Future:
 - New tools will be developed using this technology
 - Bootstrap: **TRAIAN 3.0** written in **LOTOS NT**
- **TRAIAN** is freely available at

<http://www.inrialpes.fr/vasy/traijan>

