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Soggetti Programming languages (Electronic computers)

Mathematical logic Software engineering Artificial intelligence Computer logic

Programming Languages, Compilers, Interpreters

Mathematical Logic and Formal Languages

Software Engineering Artificial Intelligence

Logics and Meanings of Programs

Lingua di pubblicazione Inglese

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Nota di contenuto Myths and facts about the efficient implementation of finite automata

and lexical analysis -- Generalised recursive descent parsing and follow-determinism -- Analyzing direct non-local dependencies in attribute grammars -- Storage allocation strategies for recursive attribute evaluators -- Basic-block graphs: Living dinosaurs? -- Analysis of loops -- A new approach to control flow analysis -- Flow logics for constraint based analysis -- Extended SSA mumbering: Introducing SSA properties to languages with multi-level pointers -- Strength reduction via SSAPRE -- Detecting parallelism in C programs with recursive data structures -- Live range splitting in a graph coloring register allocator -- Challenges and opportunities visual

programming languages bring to programming language research -Local stack allocation -- A new fast algorithm for optimal register
allocation in modulo scheduled loops -- A code motion framework for
global instruction scheduling -- VLIW compilation techniques for
superscalar architectures -- Issues in translating Smalltalk to Java -Intermodular slicing of object-oriented programs -- Portable
debugging and profiling -- The Eli system -- Lrc — a generator for
incremental language-oriented tools -- An extended static checker for
modula-3 -- Cool: A control-flow generator for system analysis.

Sommario/riassunto

This book constitutes the refereed proceedings of the 7th International Conference on Compiler Construction, CC '98, held as part of the European Joint Conference on the Theory and Practice of Software, ETAPS '98, in Lisbon, Portugal, in March/April 1998. The volume presents 19 revised full papers selected from a total of 50 submissions; also four system demonstrations and an abstract of an invited talk are included. The papers cover the classical issues of compiler construction centered around computer languages and their processors, with an emphasis on practical methods and tools, but also other aspects of language processing are addressed like interpretation, editing, and debugging.