

## GENERATE THREE ADDRESS CODE FOR A SIMPLE PROGRAM USING LEX AND YACC

### AIM:

To design and implement a LEX and YACC program that generates three-address code (TAC) for a simple arithmetic expression or program. The program will:

Recognize expressions like addition, subtraction, multiplication, and division.

Generate three-address code that represents the operations in a way that could be directly translated into assembly code or intermediate code for a compiler.

### ALGORITHM:

#### 1. Lexical Analysis (LEX) Phase:

Input: A string containing an arithmetic expression (e.g.,  $a = b + c * d$ );

Output: A stream of tokens such as identifiers (variables), numbers (constants), operators, and special characters (like  $=$ ,  $;$ ,  $()$ , etc.).

##### 1. Define the Token Patterns:

- o ID: Identifiers (variables) are strings starting with a letter and followed by letters or digits (e.g.,  $a$ ,  $b$ ,  $result$ ).
- o NUMBER: Constants (e.g.,  $1$ ,  $5$ ,  $100$ ).
- o OPERATOR: Arithmetic operators ( $+$ ,  $-$ ,  $*$ ,  $/$ ).
- o ASSIGNMENT: Assignment operator ( $=$ ).
- o PARENTHESIS: Parentheses for grouping ( $($  and  $)$ ).
- o WHITESPACE: Spaces, tabs, and newline characters (which should be ignored).

##### 2. Write Regular Expressions for the Tokens:

- o ID  $\rightarrow [a-zA-Z\_][a-zA-Z0-9\_]*$
- o NUMBER  $\rightarrow [0-9]^+$
- o OPERATOR  $\rightarrow [\+ \- \* \/]$
- o ASSIGN  $\rightarrow [=]$
- o PAREN  $\rightarrow [\(\)]$
- o WHITESPACE  $\rightarrow [\t \n]^+$  (skip whitespace)

##### 3. Action on Tokens:

o When a token is matched, pass it to YACC using `yylval` to store the token values.

#### 2. Syntax Analysis and TAC Generation (YACC) Phase:

Input: Tokens provided by the LEX lexical analyzer.

Output: Three-address code for the given arithmetic expression.

##### 1. Define Grammar Rules:

o Assignment:

bash

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statement: ID '=' expr

This means an expression is assigned to a variable.

o Expressions:

bash

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expr: expr OPERATOR expr

An expression can be another expression with an operator ( $+$ ,  $-$ ,  $*$ ,  $/$ ).

bash

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expr: NUMBER  
expr: ID  
expr: '(' expr ')'

## 2. Three-Address Code Generation:

o For every arithmetic operation, generate a temporary variable (e.g., t1, t2, etc.) to hold intermediate results.

o For  $a = b + c$ , generate:

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t1 = b + c

a = t1

o For  $a = b * c + d$ , generate:

ini

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t1 = b \* c

t2 = t1 + d

a = t2

## 3. Temporary Variable Management:

o Keep a counter (temp\_count) for generating unique temporary variable names (t0, t1, t2, ...).

o Each time a new operation is encountered, increment the temp\_count to generate a new temporary variable.

## 4. Rule Actions:

o When a rule is matched (e.g.,  $\text{expr OPERATOR expr}$ ), generate the TAC and assign temporary variables for intermediate results.

## Detailed Algorithm:

### 1. Initialize Lexical Analyzer:

o Define the token patterns for ID, NUMBER, OPERATOR, ASSIGN, PAREN, and WHITESPACE.

### 2. Define the Syntax Grammar:

o Define grammar rules for:

Assignments:  $\text{ID} = \text{expr}$

Expressions:  $\text{expr} \rightarrow \text{expr OPERATOR expr}$ ,  $\text{expr} \rightarrow \text{NUMBER}$ ,  $\text{expr} \rightarrow \text{ID}$ ,  $\text{expr} \rightarrow (\text{expr})$

### 3. Token Matching:

o LEX: Match input characters against the defined regular expressions for tokens.

o YACC: Use the tokens to parse and apply grammar rules.

### 4. TAC Generation:

o For Assignment:

Upon parsing  $\text{ID} = \text{expr}$ , generate a temporary variable for the result of  $\text{expr}$  and assign it to the variable ID.

o For Arithmetic Operations:

For each operator (e.g., +, -, \*, /), generate temporary variables for intermediate calculations.

### 5. Output TAC:

o Print the generated three-address code, with each expression and its intermediate results represented by temporary variables.

## PROGRAM:

### LEX file (expr.l)

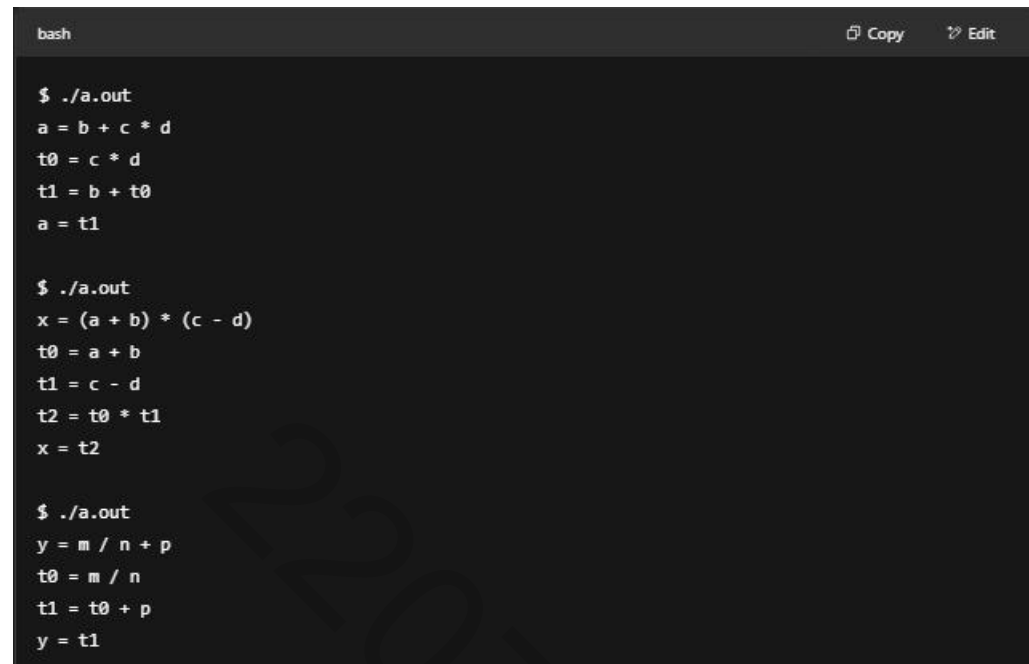
```
%{
#include "y.tab.h"
}%
%%
[0-9]+ { yylval.str = strdup(yytext); return NUMBER; }
[a-zA-Z_][a-zA-Z0-9_]* { yylval.str = strdup(yytext); return ID; }
[+ \- * / = ( ) ] { return yytext[0]; }
[ \t\n ] { /* Ignore whitespace */ }
. { printf("Unexpected character: %s\n", yytext); }
%%
```

### YACC Program expr.y

```
%{
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
int temp_count = 0;
char* new_temp() {
char* temp = (char*)malloc(8);
sprintf(temp, "t%d", temp_count++);
return temp;
}
void emit(char* result, char* op1, char op, char* op2) {
printf("%s = %s %c %s\n", result, op1, op, op2);
}
void emit_assign(char* id, char* expr) {
printf("%s = %s\n", id, expr);
}
}%
%union {
char* str;
}
%token <str> ID NUMBER
%type <str> expr term factor
%left '+' '-'
%left '*' '/'
%%
statement : ID '=' expr { emit_assign($1, $3); }
;
expr : expr '+' term { $$ = new_temp(); emit($$, $1, '+', $3); }
| expr '-' term { $$ = new_temp(); emit($$, $1, '-', $3); }
| term { $$ = $1; }
;
term : term '*' factor { $$ = new_temp(); emit($$, $1, '*', $3); }
| term '/' factor { $$ = new_temp(); emit($$, $1, '/', $3); }
| factor { $$ = $1; }
;
factor : '(' expr ')' { $$ = $2; }
| NUMBER { $$ = $1; }
| ID { $$ = $1; }
;
%%
int main() {
yyparse();
return 0;
}
void yyerror(const char* s) {
```

```
fprintf(stderr, "Error: %s\n", s);  
}
```

#### OUTPUT:



```
bash Copy Edit  
  
$ ./a.out  
a = b + c * d  
t0 = c * d  
t1 = b + t0  
a = t1  
  
$ ./a.out  
x = (a + b) * (c - d)  
t0 = a + b  
t1 = c - d  
t2 = t0 * t1  
x = t2  
  
$ ./a.out  
y = m / n + p  
t0 = m / n  
t1 = t0 + p  
y = t1
```

#### RESULT:

Thus the process effectively tokenizes the input, parses it according to defined grammar rules, and generates the corresponding Three-Address Code, facilitating further compilation or interpretation stages.