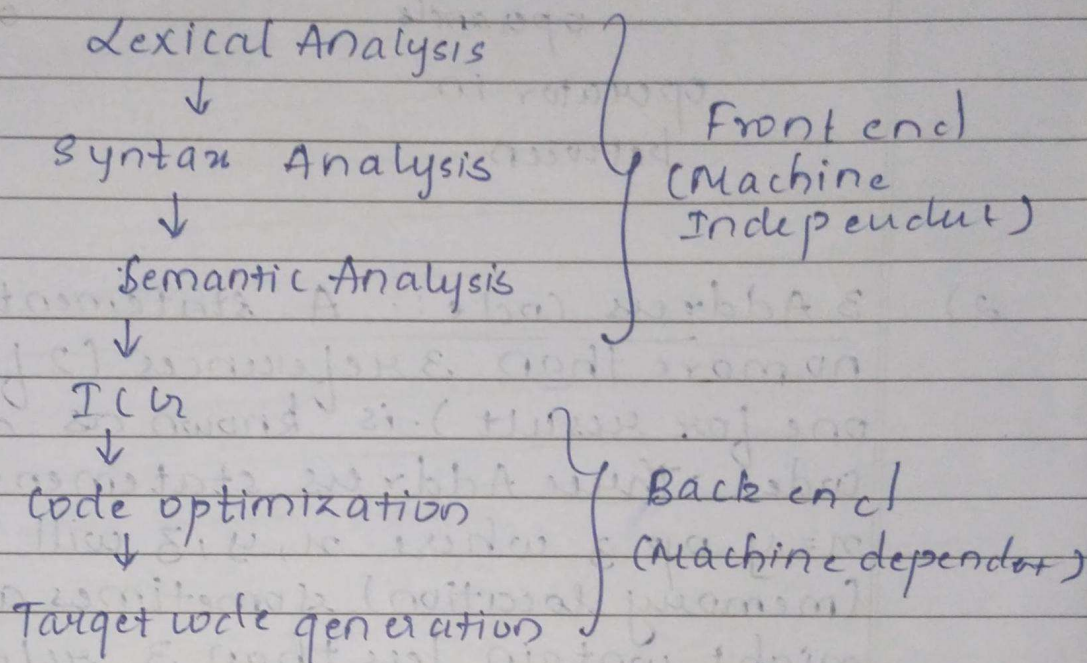


Aim - Implement intermediate code generation using lex and yacc

Theory:



If machine code is generated directly from source code then for  $n$  target machines we will have  $n$  optimizers and  $n$  code generators but if we will have a machine independent intermediate code, we will have only one optimizer.

Intermediate code, we will have only one optimizer. Intermediate code can be either language specific (e.g., byte code for Java) or language independent (3 Address code). The following are intermediate code representations:



# 1) Postfix Notation / Reverse Polish Notation / Suffix Notation

→ eg: infix =  $a + b$       postfix =  $a b +$

$\underbrace{a \quad b}_{\text{operands}} \quad \underbrace{+}_{\text{operator in between}}$ 
 $\underbrace{a \quad b}_{\text{operands}} \quad \underbrace{+}_{\text{operator in end}}$

## 2) 3 Address code: A statement involving no more than 3 references (2 for operands & one for result) is known as a 3 Address code. Three Address statement is of form $x = y \text{ op } z$ where $x, y, z$ will have address (memory location) sometimes a statement might contain less than 3 references but its still called 3 Address Statement.

There are 3 ways to represent 3 Address code in

- quadruples
- Triple
- Indirect Triple

## 1) Syntax Tree: Condensed form of a parse tree. The operator & keyword nodes of the parse tree tree moves to their parents and a chain of single production is replaced by single link in syntax tree. The internal nodes are operators and child nodes are operands.



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Triple:-	op	arg1	arg2	Indirect triple
	+	a	b	10 (0)
	-	(0)	-	11 (1)
	+	c	d	12 (2)
	*	(1)	(2)	13 ((3))
	+	(0)	c	14 (4)
	-	(3)	(4)	15 (5)