# UCS1602: COMPILER DESIGN

**TAC - Declarations** 



#### **Session Outcomes**

- At the end of this session, participants will be able to
  - Understand the concepts of intermediate code generation of declaration of variables and procedures



### **Outline**

- Intermediate code
- Declaration of variables
- Declaration procedures



#### **Declarations**

```
P \rightarrow \{ \text{ offset=0 } \} D
D \rightarrow D ; D
D \rightarrow id : T\{ enter(id.name, T.type, offset);
                          offset=offset+T.width }
               { T.type=int; T.width=4 }
T \rightarrow int
                { T.type=real; T.width=8 }
T \rightarrow real
T \rightarrow array[num] \text{ of } T_1  {
                          T.type=array(num.val,T₁.type);
                             T.width=num.val*T<sub>1</sub>.width }
T \rightarrow \uparrow T_1 { T.type=pointer(T_1.type); T.width=4 }
where enter crates a symbol table entry with given values.
```

#### **Nested Procedure Declarations**

- For each procedure we should create a symbol table.
- mktable(previous) create a new symbol table where previous is the parent symbol table of this new symbol table
- enter(symtable,name,type,offset) create a new entry for a variable in the given symbol table.
- enterproc(symtable,name,newsymbtable) create a new entry for the procedure name in the symbol table of its parent.
- addwidth(symtable,width) puts the total width of all entries in the symbol table into the header of that table.
- We will have two stacks:
  - tblptr to hold the pointers to the symbol tables
  - offset to hold the current offsets in the symbol tables in tblptr stack.

#### **Nested Procedure Declarations**

```
P \rightarrow MD { addwidth(top(tblptr),top(offset)); pop(tblptr);
   pop(offset) }
M \rightarrow \varepsilon { t=mktable(nil); push(t,tblptr); push(0,offset) }
D \rightarrow D; D
D \rightarrow \text{proc id } N D ; S
              { t=top(tblptr); addwidth(t,top(offset));
                pop(tblptr); pop(offset);
                enterproc(top(tblptr),id.name,t) }
D → id: T { enter(top(tblptr),id.name,T.type,top(offset));
                 top(offset)=top(offset)+T.width }
N \rightarrow \varepsilon { t=mktable(top(tblptr)); push(t,tblptr); push(0,offset) }
```



### Example

```
Program sort;
   var a:array[1..n] of integer
Procedure readarray
   var i:integer
Procedure exchange(i,j:integer)
Procedure quicksort(m,n:integer)
Var k,v: integer;
   function partition(x,y : integer):integer;
     var I,f: integer;
     begin(main)
  end
```



## Summary

- Intermediate code
- Abstract syntax tree
- Three address code
- Implementation of TAC



## Check your understanding?

1. Generate TAC for the following declaration statements

```
(a) int a;
   real b;
(b) a: array [5] of int
    b: * int (Hint: * \rightarrow pointer)
(c) procedure sample
      x: int;
      y : real
        procedure first
            z:real
```

