CS2352 - Principles of Compiler Design Introduction

Course Outline

- Introduction to Compiling
- Lexical Analysis
- Syntax Analysis
 - Context Free Grammars
 - Top-Down Parsing, LL Parsing
 - Bottom-Up Parsing, LR Parsing
- Syntax-Directed Translation
- Run-Time Organization
- Intermediate Code Generation
- Code Optimization
- Code Generation

Translators



Compiler

High Level Language FORTRAN, PASCAL C, C++ etc

Compiler

Target Language
M/c Lang. or Assembly Lang

Error Messages

Assembler



Preprocessor

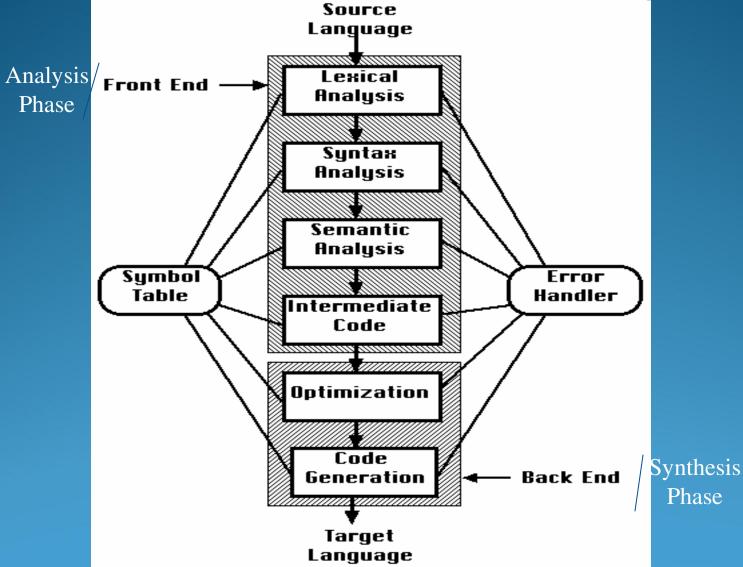
High Level Language

Compiler

Another High Level Language

- Interpreter
 - Input → Intermediate code
 - Instead of output, performs operations implied by the source program.

Phases of a Compiler



Major parts of Compiler

- Analysis Phase and Synthesis Phase
- Analysis phase
 - an intermediate representation is created from the given source program.
 - Lexical Analyzer, Syntax Analyzer and Semantic Analyzer are the parts of this phase.

Synthesis phase

- the equivalent target program is created from this intermediate representation.
- Intermediate Code Generator, Code Generator, and Code Optimizer are the parts of this phase.

Applications

- Techniques used in a lexical analyzer can be used in text editors, information retrieval system, and pattern recognition programs.
- Parser \rightarrow query processing system such as SQL.
- Many software having a complex front-end may need techniques used in compiler design.
- Most of the techniques used in compiler design can be used in Natural Language Processing (NLP) systems.

Overview of Compilation

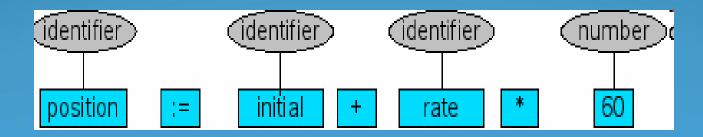
Lexical Analyzer

- Reads Characters from left to right
- Tokens \rightarrow identifiers, keywords, operators, punctuation symbols, multi character operators



Lexical Analyzer Cont...

- position := initial + rate * 60
 - The identifier position.
 - The assignment symbol :=.
 - The identifier initial.
 - The plus sign.
 - The identifier rate.
 - The multiplication sign.
 - The number 60.



20-Dec-10

Syntax Analyzer

Parser also know as Hierarchical analysis



- Performs 2 functions
 - Checks the token if they occur in patterns specified by the source language
 - Construct a tree like structure that can be used by the subsequent phases

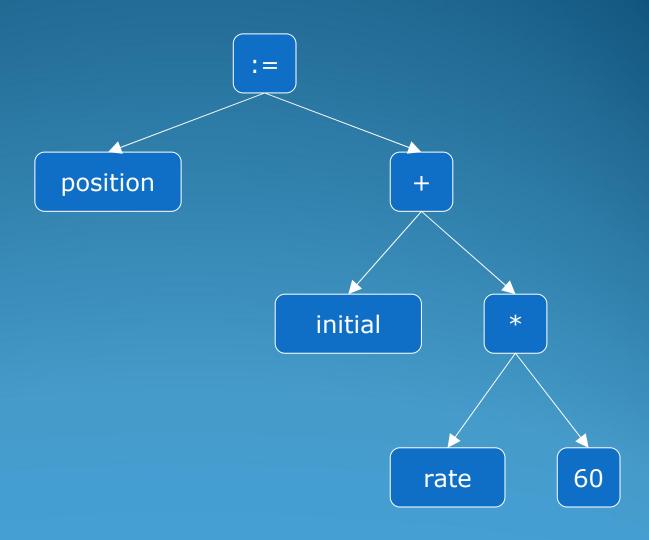
Syntax Analyzer Cont...

- The hierarchical structure of programs is usually described by recursive rules like the following ones that describe expressions:
- 1. Any *Identifier* is an expression.
- 2. Any Number is an expression.
- 3. If Expression1 and Expression2 are expressions, then so are:
 - Expression1+Expression2
 - Expression 1*Expression 2
 - c. (Expression1)
- 4. If Identifier1 is an identifier and Expression2 is an expression, then Identifier1 := Expression2 is a statement.
- 5. If Expression 1 is an expression and Statement 2 is a statement, then
 - a. while (Expression1) doStatement2
 - b. if (Expression1) then Statement2 are statements.

Syntax Analyzer Cont...

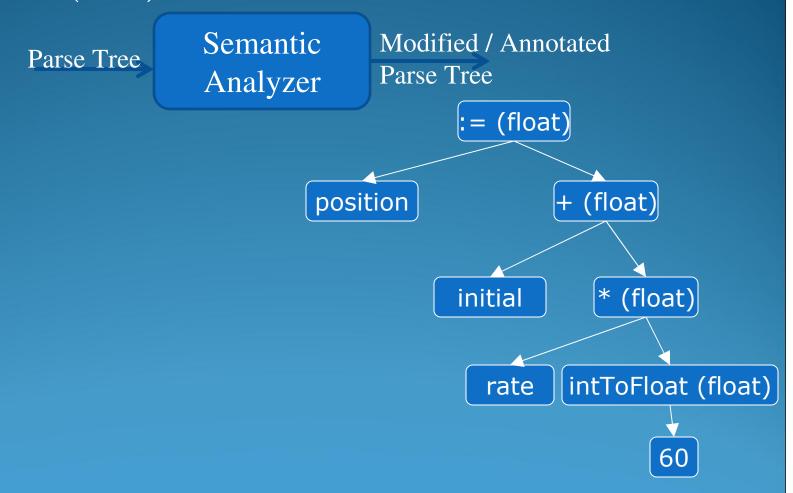
- According to rule (1)
- position, initial and rate are expressions.
- Rule (2) states that 60 in an expression.
- Rule (3) says that rate * 60 is an expression
- Finally Rule (4) says that initial + rate * 60 is an expression.

Syntax Analyzer Cont...



Semantic Analyzer

• Checks for (more) "static semantic" errors



Intermediate Code Generator

Variety of Intermediate Representations



```
temp1 := inttofloat(60)
```

temp2 := rate * temp1

temp3 := initial + temp2

position := temp3

Intermediate Code Generator

- Properties of 3 Address Code
 - Atmost one operator other than assignment operator.
 - Compiler must generate a temporary name to hold the value computed by each instruction.
 - Some 3 address instruction can have less than 3 operands.

Code Optimizer

- Tries to improve code to
 - Run faster
 - Be smaller
 - Consume less energy

Intermediate Code Optimized Code Optimizer Code

temp1:=id3*60.0

id1:=id2+temp1

Code Generator

Optimized Code

Code Generator

Target Program

MOVF id3,R2
MULF #60.0,R2
MOVF id2,R1
ADDF R2,R1
MOVF R1,id1

Symbol Table

- Keep track of names declared in the program
- Separate level for each scope
- Linear List \rightarrow Slow but easy to implement
- Hash table \rightarrow Complex to implement but fast.

Error Handler

- Involves
 - Detection of errors
 - Reporting Errors
 - Recovery of Errors.