

- 1 Lexical Analysis or Lexical Analyzer/Scanner
- 2 Syntax Analyzer
- 3 Semantic Analysis

All these are connected with Error Handler.

- 4 Intermediate Code Generation
- 5 Code Optimization
- 6 Code generation

All these are also connected with

Symbol Table

Input is source code

Total = number 1 + number * 50

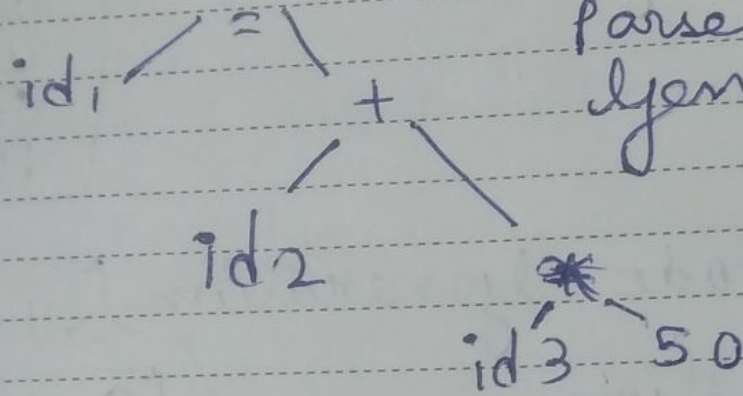
id1 id2 id3 constant

Token is sequence of character with collective meaning.

Delimiter

id1 = id2 + id3 * 50

↓ After Syntan Analysis
Parse tree

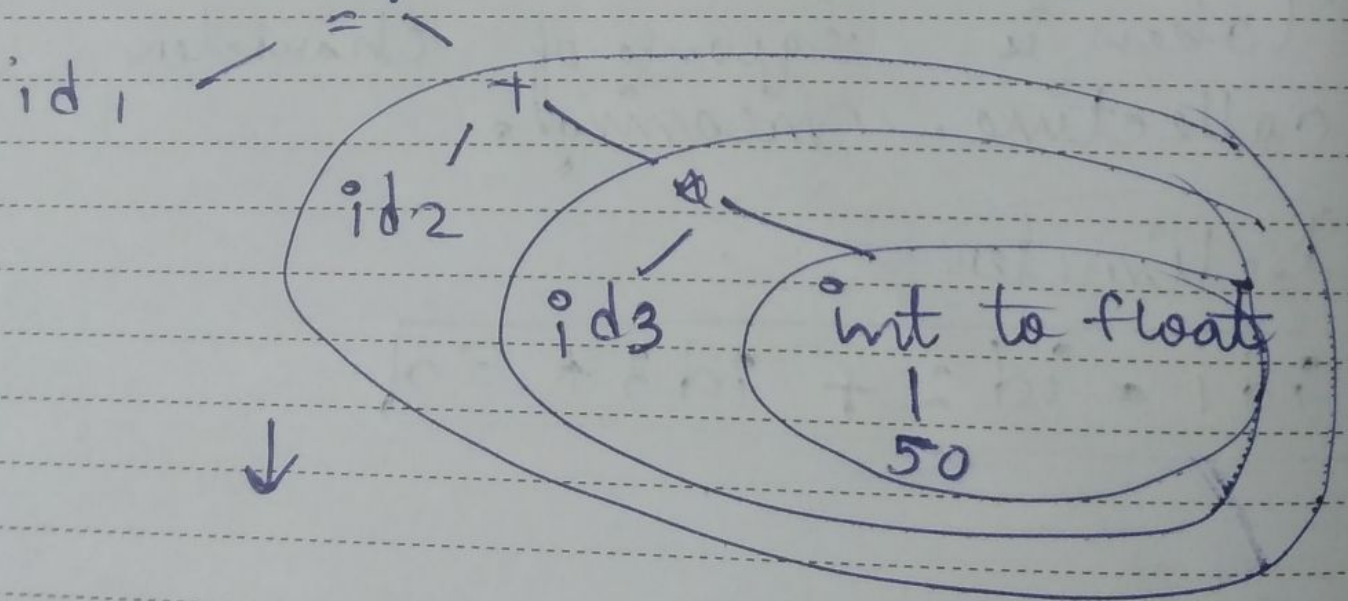


↓
Parse tree generation

(Now semantic → only for checking purpose)

After semantic → output is parse tree, but modified parse tree

↓ After Semantic Analysis



Front end \rightarrow Depends on source code
Back end \rightarrow Depends on intermediate code

we generate intermediate code
using three address code
and DAG (Directed Acyclic Graph)

$t_1 = \text{int to } \overset{\text{float}}{\text{real}}(50)$
 $t_2 = id3 * t_1$
 $t_3 = id2 + t_2$
 $id1 = t_3$ \rightarrow 3 address code

3 address code
eg
 $x = y op z$
 $x = y$

Code Optimization

$t_3 = id3 * 50.0$
 $id1 = id2 + t_3$ } Intermediate Code
for 2 statements, time req is less.

Represent in Machine level language

Binary \rightarrow ~~Hex~~ Code

\rightarrow OS is

Assembly \rightarrow Mnemonics, operator/operand

MOV F
instruction

• MOVF R2, #50
(50 is stored in R2)

• MULF R2, id3
multiply \times

• MOVF R1, ~~R2~~
• ADD F R1, id2

Target Code
from Source Program

example

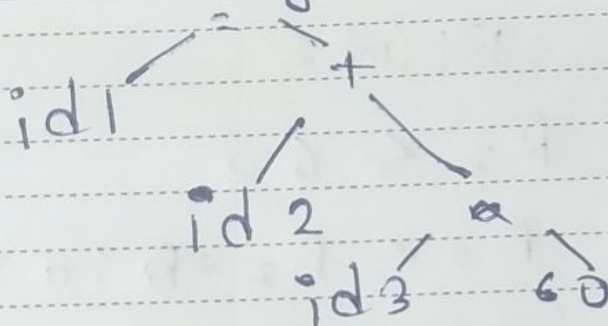
floating point

eg: ~ position = initial + rate * 60

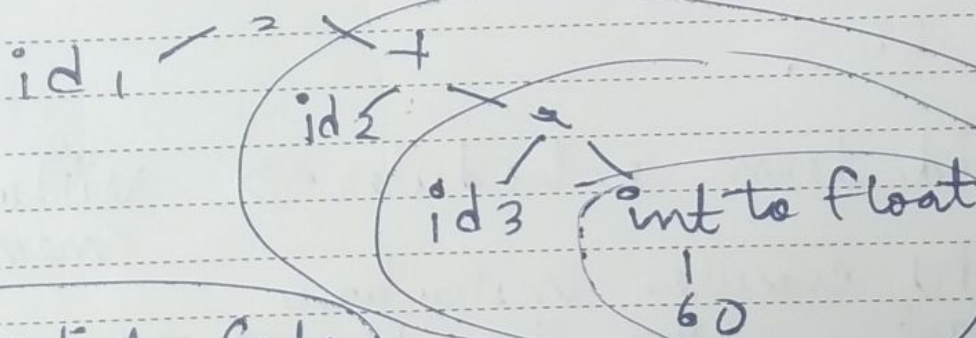
lexer

id1 id2 id3 * 60

Syntax Analysis



Semantic Analysis



Intermediate Code

t1 = inttofloat(60)
t2 = id3 * t1
t3 = id2 + t2
id1 = t3

Code optimization

t3 = id3 * 60.0
id1 = id2 + t3

final assembly code

Code generation

- MOVF R2, #60
- MULF R2, id3
- MOVF R1, R2
- ADDF R1, id2

Just
doing →

$R_2 \leftarrow 60$

$R_2 \leftarrow R_2 \times id3$

$R_1 \leftarrow R_2$

$R_1 \rightarrow R_1 + id2$