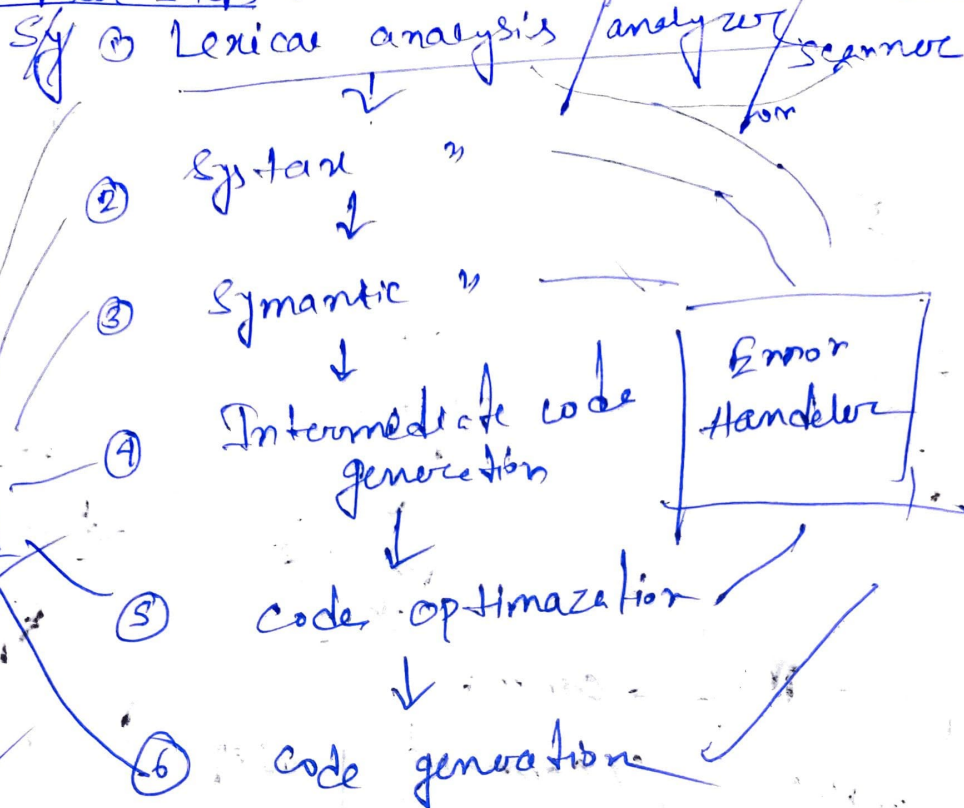


Compiler steps :

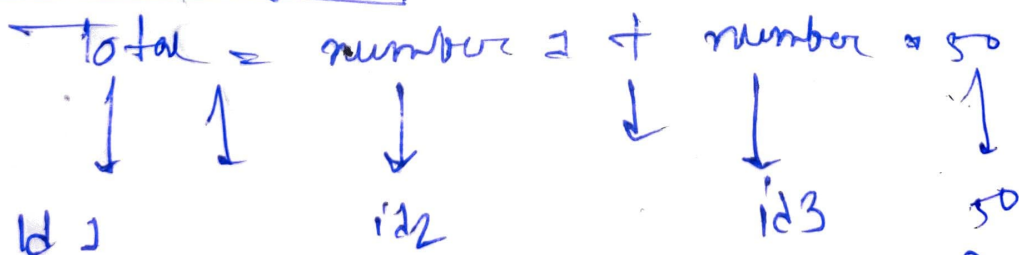


Input \rightarrow source code

$$\text{Total} = \text{number 1} + \text{number} * 50$$

Token \rightarrow sequence of character that have meaning
at a time one character

lexical analysts



Scanning from left to right \rightarrow

$$\boxed{id1 = id2 + id3 * 5}$$

output of the lexical analysis

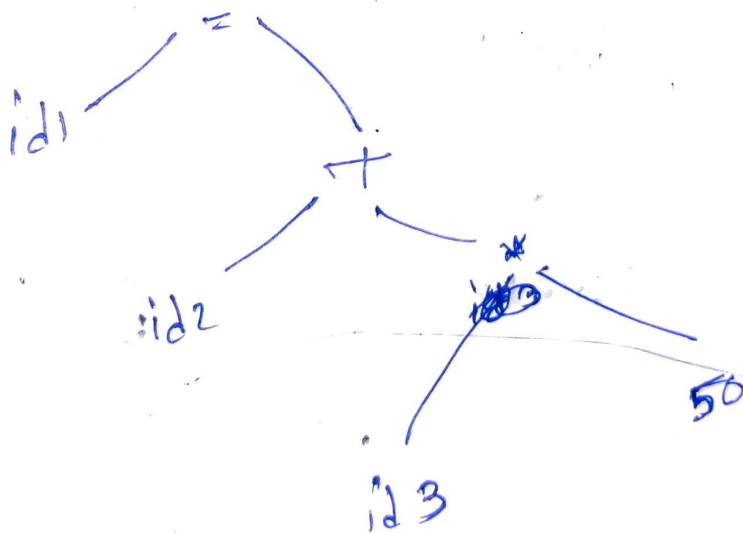
every phase can't connected with two phases

Syntax analysis

Input is \rightarrow token

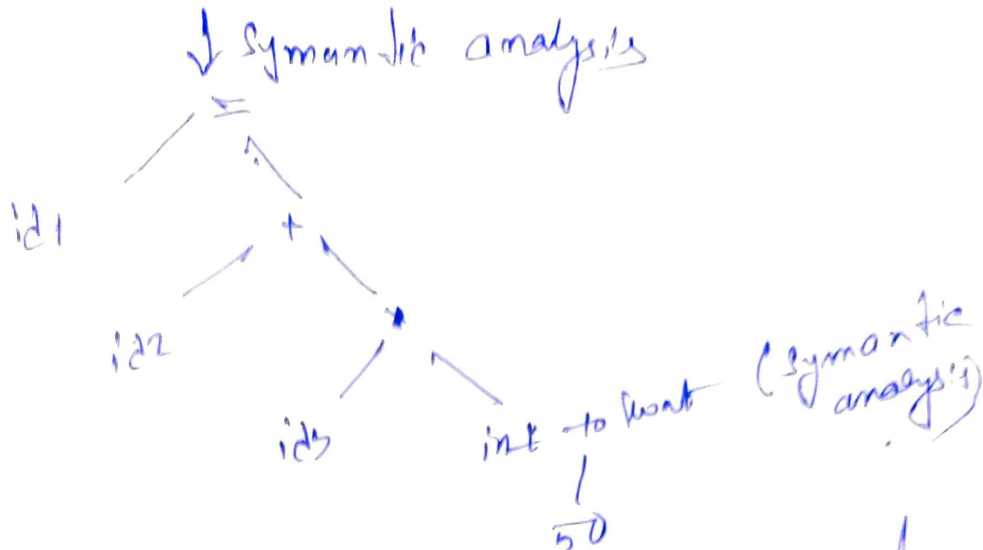
$$\boxed{id1 = id2 + id3 * 50}$$

\downarrow Syntax



parse tree

after syntax analysis the output is parse tree



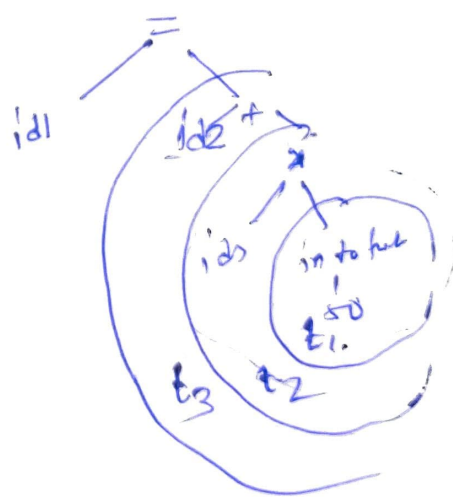
Front-end → depend on source code.

Back-end → depend on intermediate code.

Intermediate code → Three address code

DAQ

movf $t_1 = \text{int-to-float}(50)$
 $t_2 = id3 + t_1$
 $t_3 = id2 + t_2$
 $id1 = t_3$



Intermediate code

Three address code
 [format $x = y \text{ op } z$]
 [3 operand]

code optimization : ~~After~~

steps

2

$t3 = id3 * 50.0$
 $id1 = id2 + t3$

Machine level language

Binary
Assembler

Assembly level language

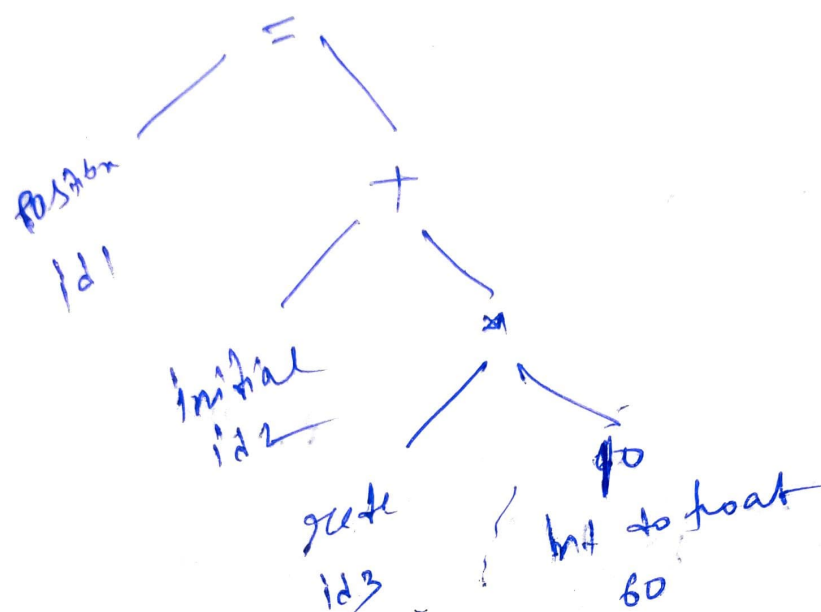
MOV F // move the floating point num
MOV R2 #50
MULF R2, id3 // multiplied with 163 and store in R2
MOV R1, ~~R2~~ R2
ADD F R1, id2
~~MOV F~~

MOV R1 #66
MULF R1, id3
ADD R R1, id2

Binary

$$\text{Position} = \text{Initial} + \text{rate} * 60$$

Position id1 Initial id2 rate id3 60 11 lexical



$R_1 = \text{int to float}(60)$

$R_2 = \text{rate id3} * R_1$

$R_3 = \text{Initial id2} + R_2$

$\text{Position id1} = R_3$

Code optimization

$R_3 = \text{rate} * 60.0$

$\text{Position} = \text{Initial} + R_3$

Assembler Lanes

MOVF R2 #60

MULF R2, rate(id3)

MOVF R1, R2

ADDR R1, initial(id1)

