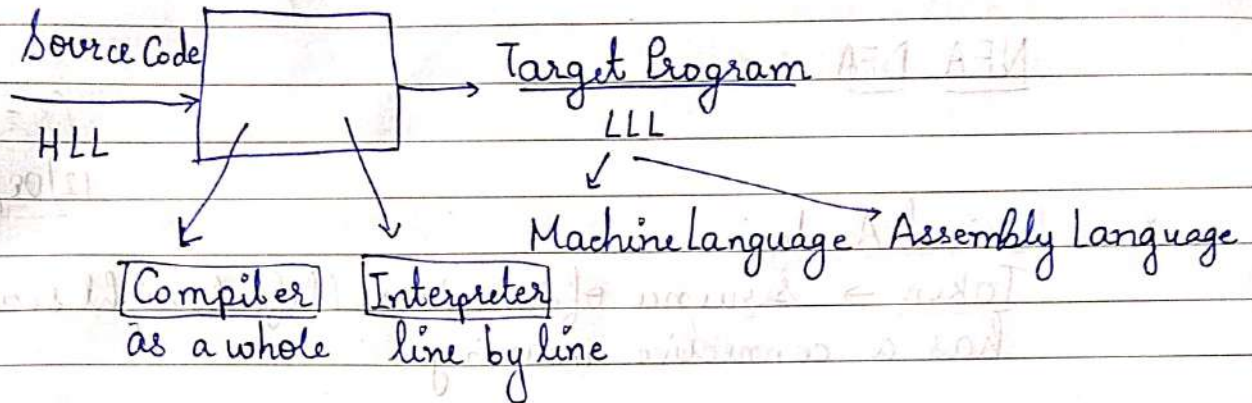


Compiler Design

Interpreter



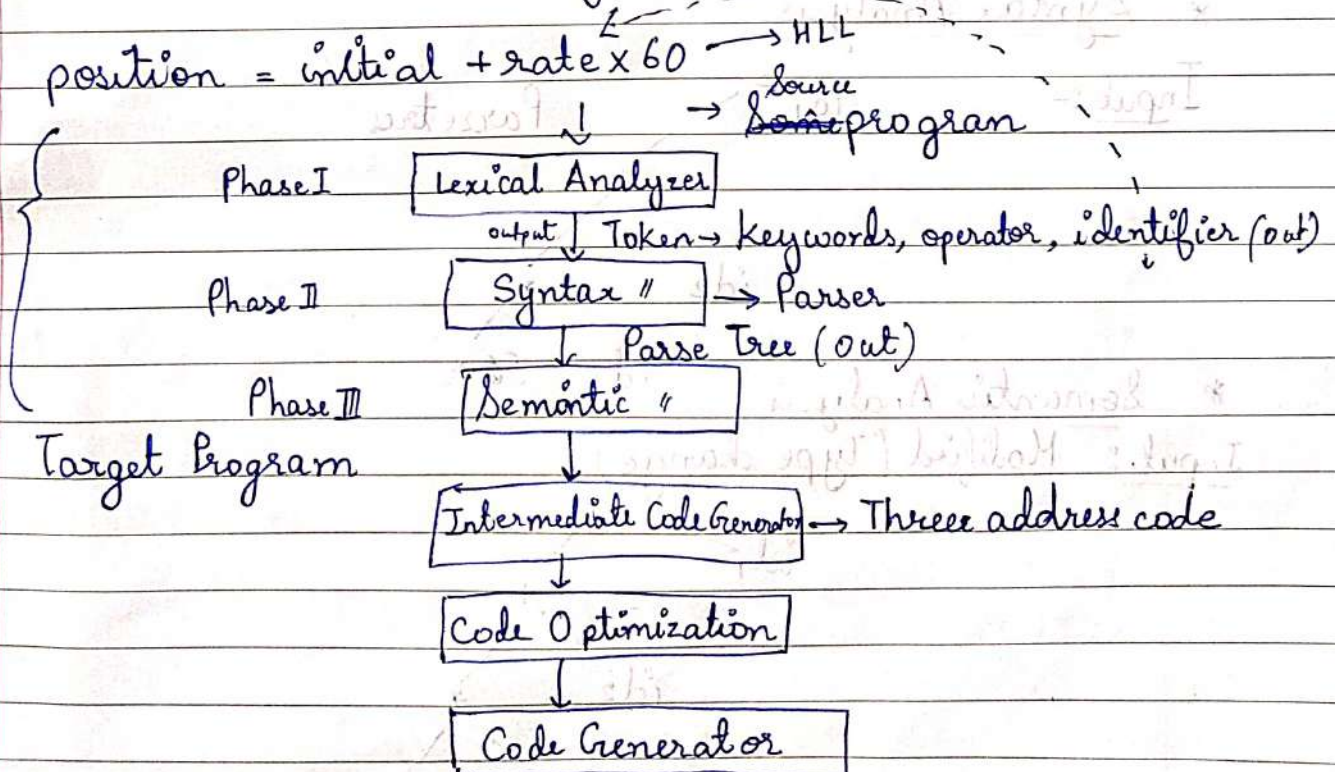
Advantage: Debugging is easier in Interpreter.

Disadvantage: Time consuming → Interpreter.

Assembly Language: converts assembly language to machine level language. (Low level → low level)

We will learn compiling here (not execution).

$$\text{position} = \text{initial} + \text{rate} \times 60$$



Compiler Design
Aho, Ullman, Sethi

Compiler
Sridha

NFA DFA

(Q, Σ , δ , F)
12/08/2022

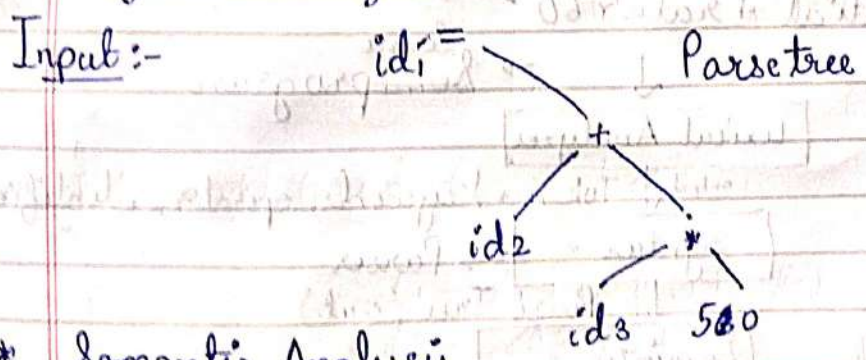
* Lexical Analysis

Token \rightarrow Sequence of characters (left to right scan) that has a connective meaning.

Inputs: Total = num + num1 * 50
 $\downarrow \quad \downarrow \quad \downarrow \quad \downarrow \quad \downarrow \quad \downarrow$
id1 id2 op1 id3 op2 50

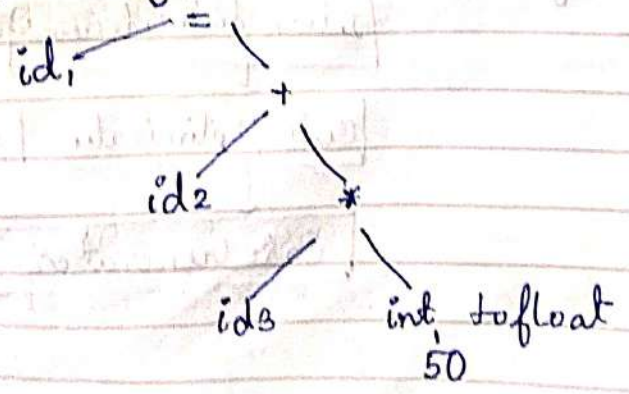
Outputs: id1 = id2 + id3 * 50 (presented in tokens)
(stored in symbol table)

* Syntax Analysis



* Semantic Analysis

Input: Modified (Type change)



Date ____ / ____ / ____

* Intermediate Code Generator

Using temporary variable store $t_1 = (\text{int to float}) 50$.

Another temporary variable store, $t_2 = id_3 * t_1$
 $t_3 = id_2 + t_2$
 $id_1 = t_3$

~~MUL id3, t1, t2~~
~~ADD id2, t2~~

MUL t2, id3, t1
STORE t2
ADD t3, id2, t2
STORE t3
MOV id1, t3

x

* Code optimization

$t_3 = id_3 * 50.0$
 $id_1 = id_2 + t_3$

Low LL \rightarrow Binary, Assembly

MOV F R2, #50
MUL F R2, id3
MOV F R1, R2
ADD F R1, id2
~~MOV~~

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

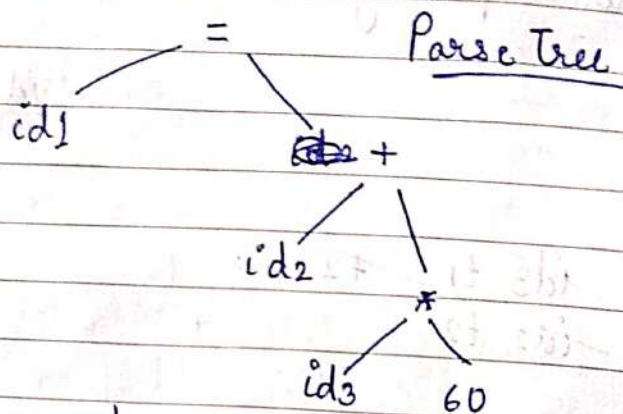
~~1.~~ 1. Lexical Analysis

Input: $\text{Position} = \text{Initial} + \text{rate} * 60$
 $\downarrow \quad \downarrow \quad \downarrow \quad \downarrow \quad \downarrow \quad \downarrow$
 $id_1 \quad op_1 \quad id_2 \quad op_2 \quad id_3 \quad 60$

Output: $id1 = id2 + id3 * 60$ (sent to Syntax Analyzer)

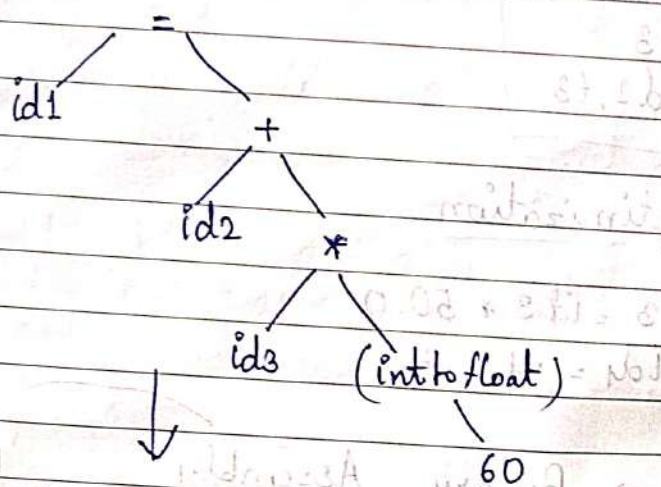
* Syntax Analyzer

Input:



* Semantic Analyzer

Input:



* Intermediate Code Generator

$t1 = (\text{int to float}) 60$

$t2 = id3 * t1$

$t3 = id2 + t2$

$id1 = id2$

* Code Optimization

$t3 = id3 * 60.0$

$id1 = id2 + t3$

Date ____ / ____ / ____

Low LL

MOVF R1, #60

MULF R0, id3

~~MOVF R1, R2~~

ADD F R1, id2