

Q3 my

In compiler design, error handling is crucial phase that ensures a compiler can detect & manage errors.

Primary objective is to identify, report & if possible continue with compilation.

Types of errors

- 1) Lexical errors. eg `int 2x = 10` → variable name doesn't begin with number
- 2) Syntax error. eg `if (a > b { }`
- 3) Semantic error. eg `int x = "abc";`
- 4) Runtime error. eg division by zero
- 5) Logical error. eg code correct, logic incorrect.

Phases of error handling

- 1) Lexical analyser: Replace/skip invalid characters.
- 2) Syntax analysis: Use parse tree modifications
- 3) Semantic analysis: Logs type mismatch / undeclared variable
- 4) Intermediate/code generation: Recover by generating placeholder ^{use} or default code

Recovery strategies

- 1) Panic mode: Skip tokens until a synchronising token is found.
This is simple & fast, but might skip too much.
eg. if `)` is missing in `if (x > 10, then`
skip till next `)` or `;`.

- 2) Phrase level: Replace / insert token to repair old ones.
eg. replace 'fi' with 'if'
- 3) Error productions: Extend grammar to catch errors.
eg. add rule $B \rightarrow E +)$ to detect extra ')'
- 4) Global correction: Modify entire program to catch minute errors. This is most accurate, but quite expensive.

Error reporting

This is of two types:

- 1) Immediate: Shows line number, error type etc.
- 2) Multiple errors: ~~can~~ helps to solve the root cause by reporting all the places that lead to the error.

Q4) Ans

A compiler converts high-level source code to machine code. This allows the program to actually run.

A ~~comp~~ compiler must ensure:

- 1) Correctness (follows defined C.F.G.)
- 2) Efficiency (generates ~~off~~ optimized code)
- 3) Speed (fast translation)
- 4) Error detection (compile-time errors)

Phases of compiler

Input

Phases of compiler

1) Input: Source code

1) Lexical Analysis

2) Output: Tokens.

Converts code into meaningful units

e.g. `int x=10` \Rightarrow `int` `id(x)` `=` `num(10)`;

Input: Tokens

Output: Parse Tree

2) Syntax Analysis

Checks for proper grammar using CFG.

\nexists if $(x > y) \{ \}$ \checkmark

if $(x > y) \{ \}$ $\{ \}$ \times

3) Semantic Analysis: Input: parse tree

O/p: Symbol tree

Checks for meaning - type compatibility, undeclared variable

e.g. checks for errors in `int x = "hello";`

4) Intermediate Code Generation: I/p \Rightarrow Annotated tree

O/p: Intermediate Representation (IR)

Produce easy-to-optimize machine code

5) Code Optimization: I/p \Rightarrow IR

O/p \Rightarrow Optimized IR.

Remove redundancies, improve performance.

6) Code generation: I/p \Rightarrow Optimized IR

O/p \Rightarrow Machine code

Generate machine code.

Here, there is first machine independent code generation, optimization, and after that machine dependent part. Compiler also does symbol table management & error handling.