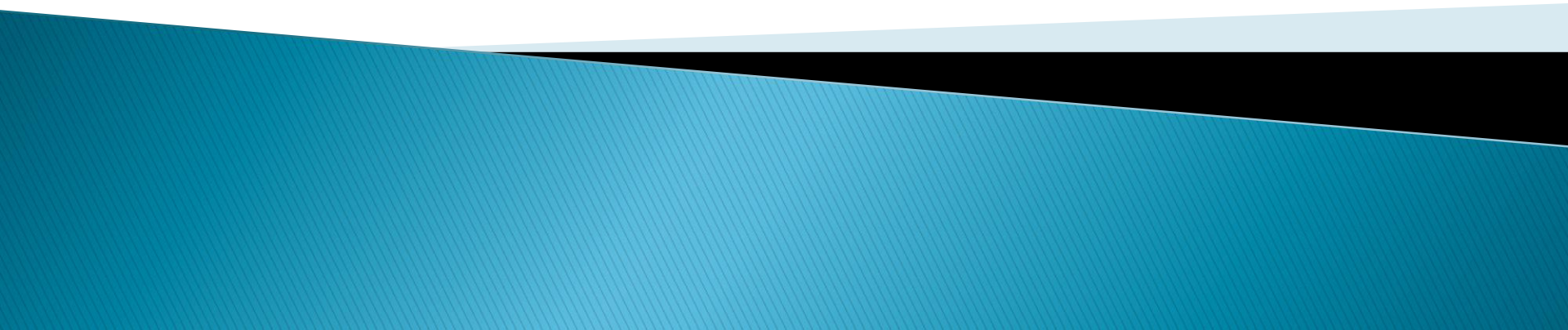
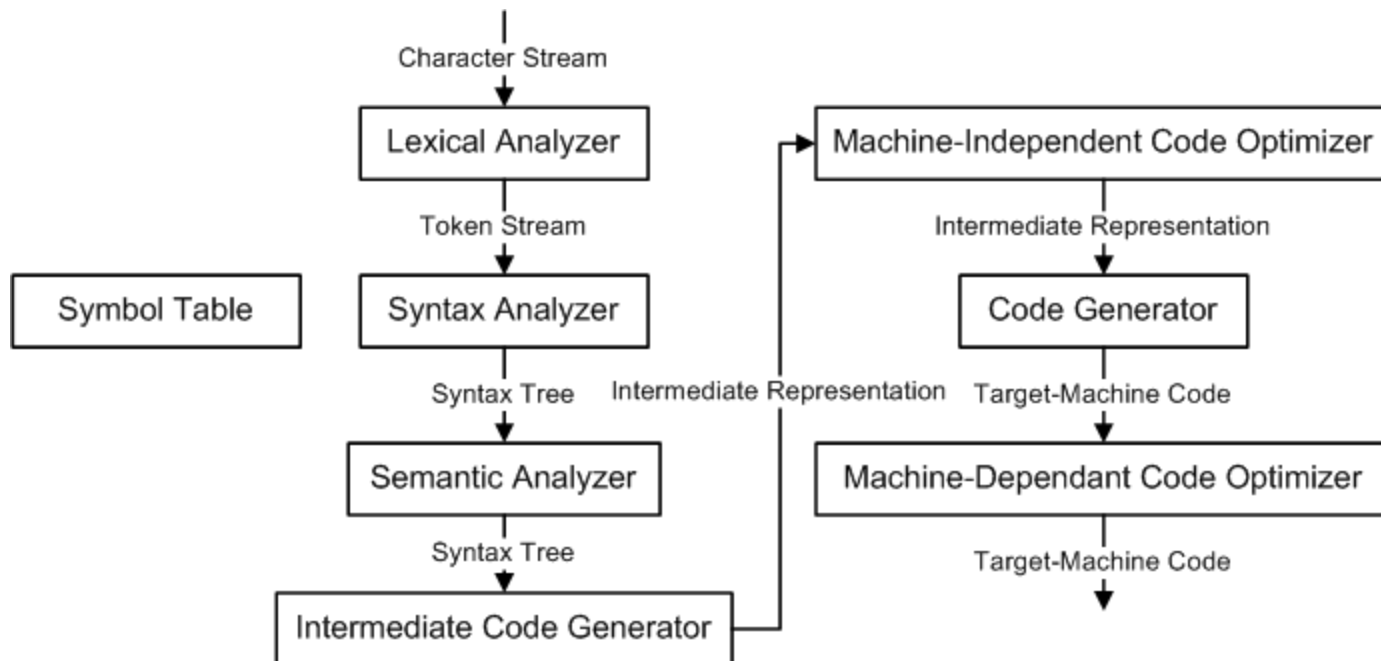


Compiler Construction

(Week 1, Lecture 2)



Phases of a Compiler



Phases of a Compiler

Translation of an Assignment Statement

position = initial + rate * 60

Lexical Analyzer

$\langle id, 1 \rangle \langle = \rangle \langle id, 2 \rangle \langle + \rangle \langle id, 3 \rangle \langle * \rangle \langle 60 \rangle$

Syntax Analyzer

$\langle id, 1 \rangle = \langle id, 2 \rangle + \langle id, 3 \rangle * 60$

Semantic Analyzer

$\langle id, 1 \rangle = \langle id, 2 \rangle + \langle id, 3 \rangle * \text{inttofloat}(60)$

Intermediate Code Generator

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

Code Optimizer

t1 = id3 * 60.0
id1 = id2 + t1

Code Generator

LDF R2, id3
MULF R2, R2, #60.0
LDF R1, id2
ADDF R1, R1, R2
STF id1, R1

1	position	...
2	initial	...
3	rate	...

SYMBOL TABLE

Phases of a Compiler

- ▶ Lexical Analysis
 - Reads the stream of characters making up the source program and groups the characters into meaningful sequences called lexemes. For each lexeme, the lexical analyzer produces as output a token of the form <token-name, attribute-value>.

Phases of a Compiler

- ▶ Syntax Analysis (Parsing)
 - Uses the tokens produced by the lexical analyzer to create a tree-like intermediate representation that depicts the grammatical structure of the token stream.

Phases of a Compiler

▶ Semantic Analysis

- Uses the syntax tree and the information in the symbol table to check the source program for semantic consistency with the language definition.
- Also gathers type information and saves it in either the syntax tree or the symbol table, for subsequent use during intermediate-code generation.

Phases of a Compiler

- ▶ Intermediate Code Generation
 - May construct one or more intermediate representations.
 - Syntax trees are a form of intermediate representation, commonly used during syntax and semantic analysis.
 - Many compilers generate an explicit low-level or machine-like intermediate representation.

Phases of a Compiler

▶ Code Optimization

- Attempts to improve the intermediate code so that better target code will result.
- Usually better means faster, but other objectives may be desired, such as shorter code, or target code that consumes less power.

Phases of a Compiler

▶ Code Generation

- Takes as input an intermediate representation of the source program and maps it into the target language.
- If the target language is machine code, registers or memory locations are selected for each of the variables used by the program.
- The intermediate instructions are translated into sequences of machine instructions that perform the same task.
- Crucial aspect: Judicious assignment of registers.

Phases of a Compiler

- ▶ Symbol-Table Management
 - Record the variable names used in the source program and collect information about various attributes of each name.
 - These attributes may provide information about the storage allocated for a name, its type, its scope.
 - Procedure names: , number and types of arguments, the method of passing each argument and the type returned.

Phases of a Compiler

- ▶ Grouping of Phases into Passes
 - Logical organization of a compiler.
 - Activities from several phases may be grouped together into a pass that reads an input file and writes an output file.
 - Example:
 - Front-end phases (lexical analysis, syntax analysis, semantic analysis and intermediate code generation) – One pass.
 - Code optimization – An optional pass.
 - Back-end pass consisting of code generation for a particular target machine.

Compiler Construction Tools

- ▶ Scanner generators to produce lexical analyzers from a regular-expression description of the tokens of a language, e.g. Lex, Flex.
- ▶ Parser generators to automatically produce syntax analyzers from a grammatical description of a programming language, e.g. Yacc and Bison.

Compiler Construction Tools

- ▶ Syntax-directed translation engines that produce collections of routines for walking a parse tree and generating intermediate code. Syntax-directed translation engines that produce collections of routines for walking a parse tree and generating intermediate code.

Compiler Construction Tools

- ▶ Code-generator generators that produce a code generator from a collection of rules for translating each operation of the intermediate language into the machine language for a target machine.

Compiler Construction Tools

- ▶ Data-flow analysis engines that facilitate the gathering of information about how values are transmitted from one part of a program to each other part. Data-flow analysis is a key part of code optimization.
- ▶ Compiler-construction toolkits that provide an integrated set of routines for constructing various phases of a compiler.