

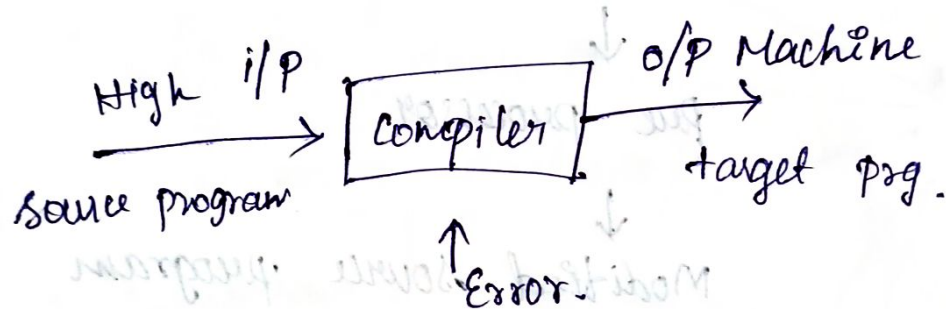
Compiler Design.

High level language \rightarrow developed by humans
& readable by humans

Machine level language \rightarrow not readable by humans.

Compiler :

It is a software which converts high level lang to low level language.

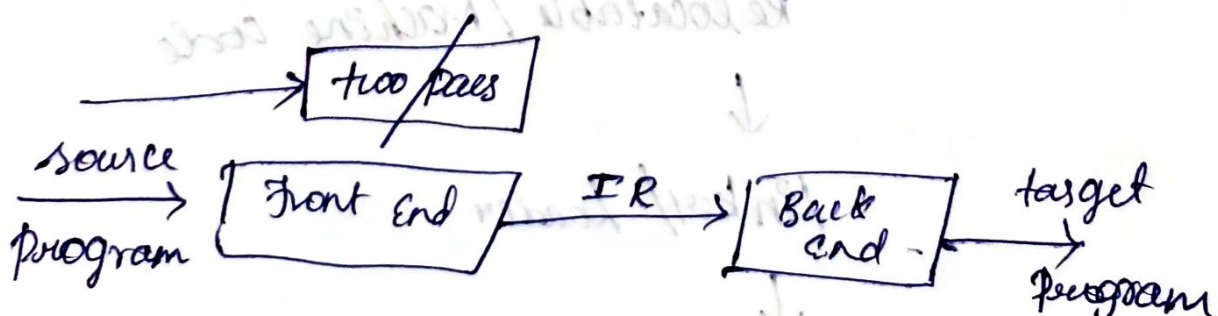


Types of Compiler:

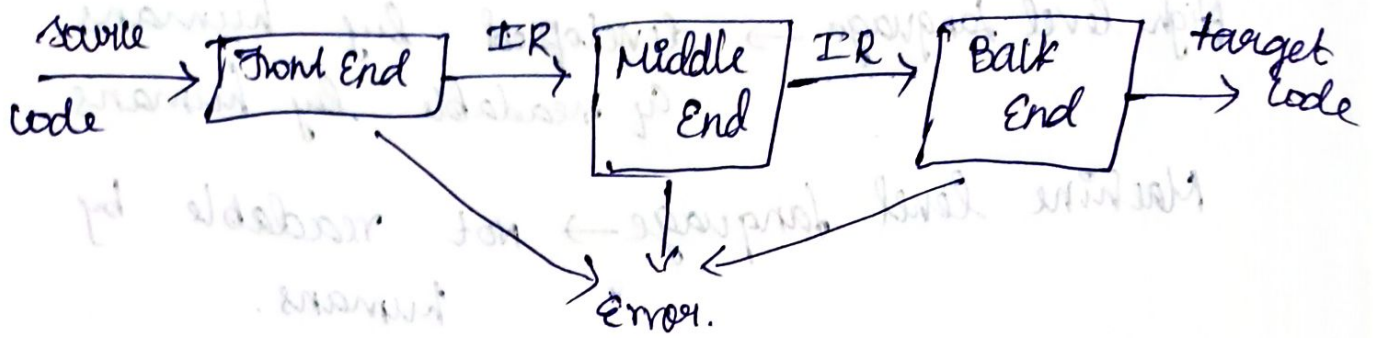
Single Pass:



Two Pass:

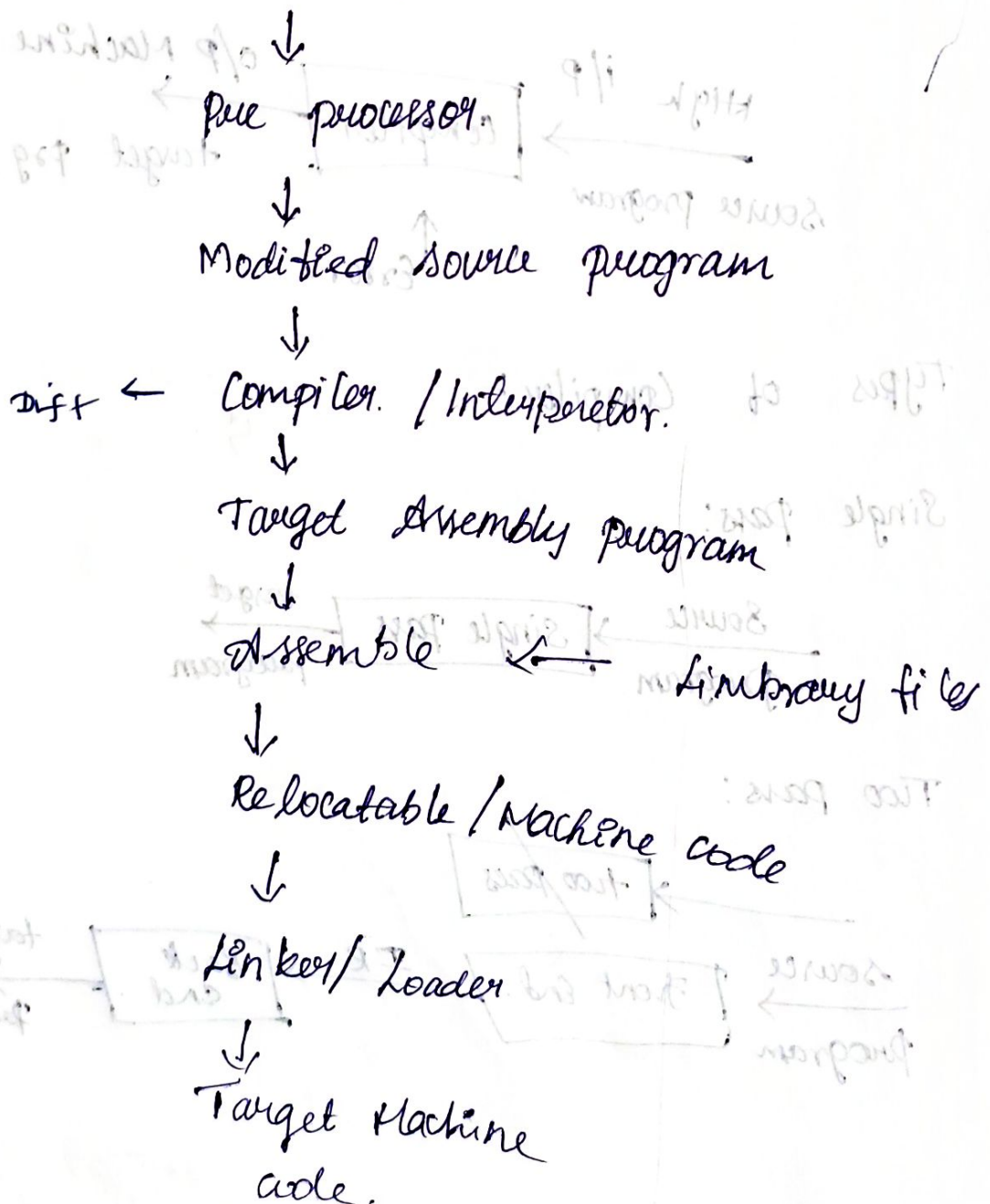


Multi pass :



Language processing system :-

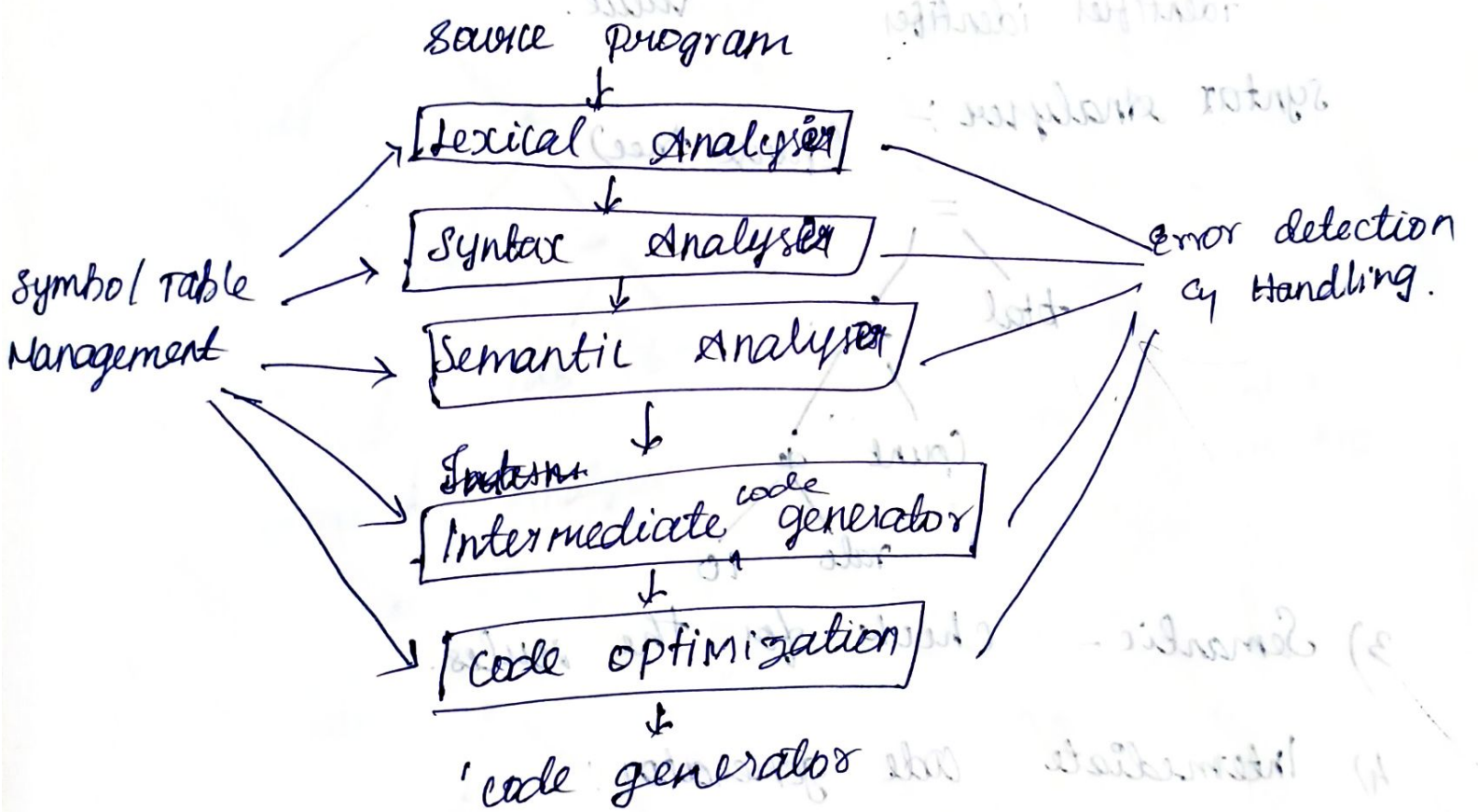
Source program



cousins of compiler:-

- Compiles
- Loader
- Interpreter
- Assembler.
- Preprocessor

Phases of compiler:-



Analysis part : Lang. dep (Language dependent) / Machine independent

Synthesis part : Mac. dep

$\text{Total} = \text{count} + \text{rate} * 10$

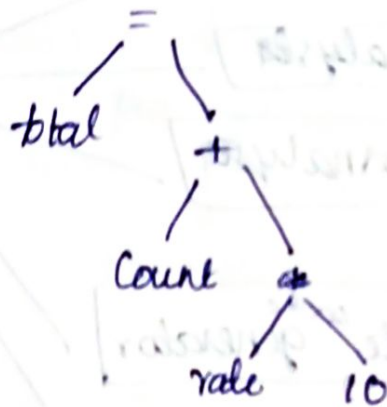
Lexical Analyser :-

It scan source program and gives sequence of strings.

$\text{Total} = \text{count} + \text{rate} * 10$

↓ operator ↓ operator ↓
identifies identifies value.

Syntax Analyser :- (parse tree)



3) Semantic - check for the rules.

4) Intermediate code generator:

- quadruple
- triple
- postfix

5) Code optimizers

6) Code generator (Assembly Lang)

$a = b + c * 60.$



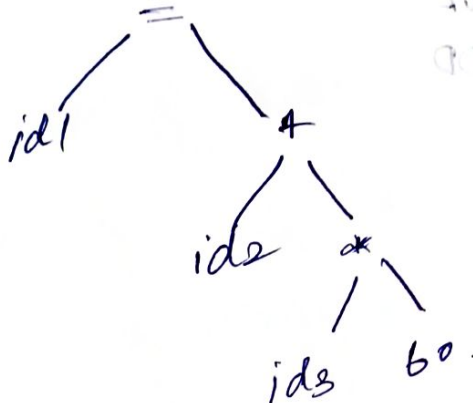
Lexical Analyser



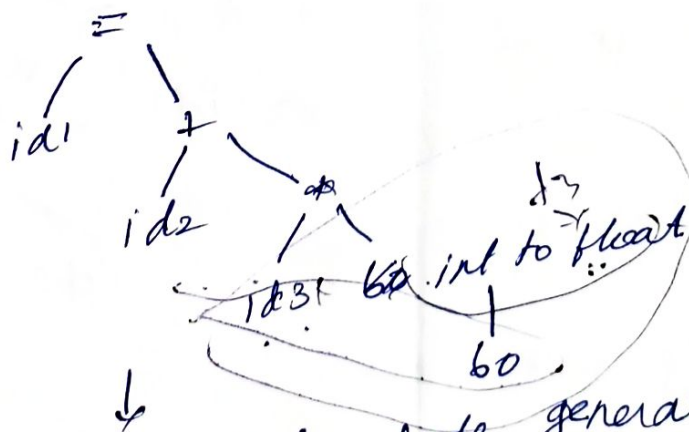
$id1 = id2 + id3 * 60.$



Syntax Analyser



Semantic Analyser



Intermediate Code generator.

$t3 = \text{int to float}(60)$

$t2 = id3 * t3$

$t1 = id2 + t2$

$id1 = t1$

Optimize

Example

1385
1303

(0.5) 1385 * 80 = 110800

0.00 * 100 = 0

1.1 * 100 = 110



Example

0.5, 0.01, 1.1

0.00, 0.01, 1.1

1.1, 0.01, 1.1

0.00, 0.01, 1.1

total = count +
rate * 10

optimize

$$t1 = id3 * float(60)$$

$$t1 = id3 * 60.0$$

$$id1 = id2 + t1$$

↓
Code generate

MOVF id3, R2

MULF #60, R2

MOVF id2, R1

ADDF R1, R2

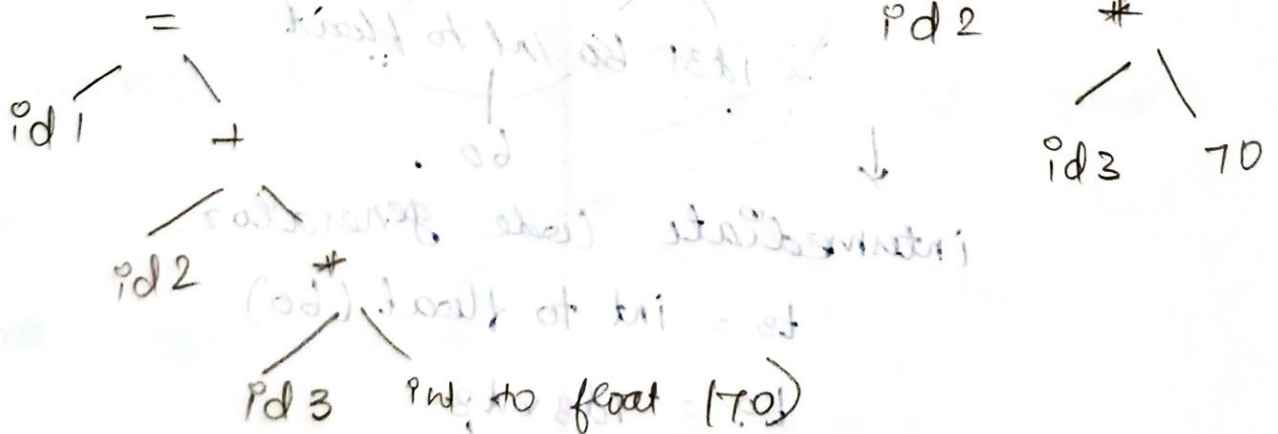
MOV
MUL
ADD

$$total = count + rate * 70$$

lexical

$$id1 = id2 + id3 * 70$$

semantic



Syntax

In code generator.

$t1 = \text{int to float}(70)$

$t2 = \text{id3} * t1$

$t3 = \text{id2} + t2$

$\text{id1} = t3$

code optimizer

$t1 = \text{id8} * 70.0$

$\text{id1} = \text{id2} + t1$

MOVF id3, R2

MULF #70, R2

MOVF id2, R1

ADDF R1, R2

Code generator

MOVF id8, R2

MULF #70, R2

MOVF id2, R1

ADDF R1, R2

Unit - II (Lexical Analyzer) → What is
↳ role.

DFA - NFA

DFA to NFA $\Sigma = \{0,1\}$ → Tokens uses.
↳ Terminologies.

Regular expression → NFA → Regular expression.

NFA to DFA → Regular expression to
NFA.

E-NFA

Kleene's theorem.

DFA - Minimization.

identifies recognize partial
regular expression

Lang processing model. Unit - I (PT)

Assembler, Preprocessor, Linker, Loader, Diagram
(Interpreter, compiler diff)

Lexical analysis conversion (phases of compiler
($A = B + C \times 60$)

Types of compiler

Backend, front-end, } → diagrams,
problems in single pass.

Language processing Model.

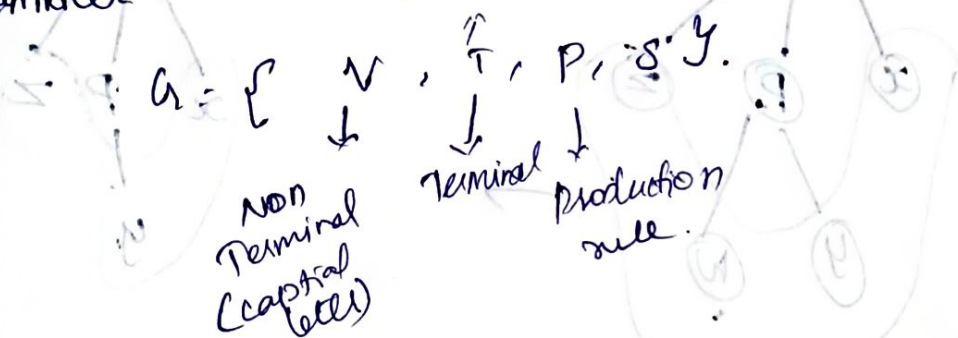
Course of compiler -

Assembler, compiler, loader → diagrammatic
representation

Unit - III Semantic analyzer.

- Grammar, CFG Convention
- left, right most derivation
- Parse tree from Given grammar or input string.
- TOP, down parsing
- Bottom, ^{UP}down parsing. → converting data from one format to another.

Grammar - used to derive some language.

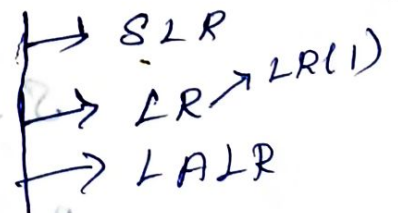


TOP down parsing:-

↓
To select correct appropriate production rule.

→ process of converting or transferring data from one part or format to another.

- (Recursive descent) TOP down parse
- Bottom up parse.
- Backtracking
- Predictive
- Operator Precedence
- LR parse



$\delta / \delta A \leftarrow A$

$\delta / \delta \leftarrow A$

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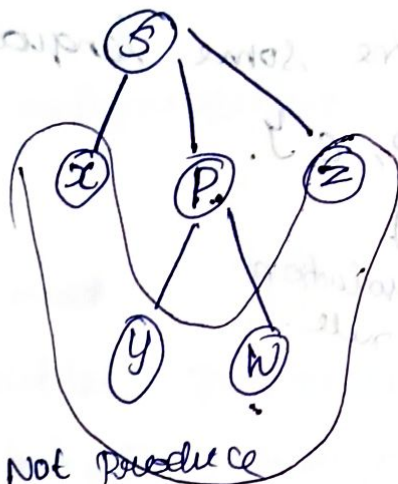
top down parse (backtracking)

from root to children or leaf.

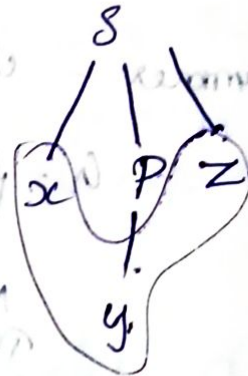
$$S \rightarrow x P z$$

$$I/P: xyz$$

$$P \rightarrow (y w) y.$$



Not produce
i/p string



left recursion

$$A \rightarrow A \alpha / B$$

$$A \rightarrow B A'$$

$$A' \rightarrow \alpha A' / \epsilon$$

→ proof

$$S \rightarrow ABC$$

$$A \rightarrow Aa / Ad / c$$

soln:

$$S \rightarrow ABC$$

$$S \rightarrow Aa / b$$

$$A \rightarrow b A'$$

$$A' \rightarrow a A' / \epsilon$$

(implementing proof)

$$A \rightarrow Ad / b$$

$$A \rightarrow b A'$$

$$A' \rightarrow b A' / \epsilon$$