



# CS6660 - Compiler Design

## Introduction

# Course Outline

- Introduction to Compiling
- Lexical Analysis
- Syntax Analysis
  - Context Free Grammars
  - Top-Down Parsing, LL Parsing
  - Bottom-Up Parsing, LR Parsing
- Syntax-Directed Translation
- Run-Time Organization
- Intermediate Code Generation
- Code Optimization
- Code Generation

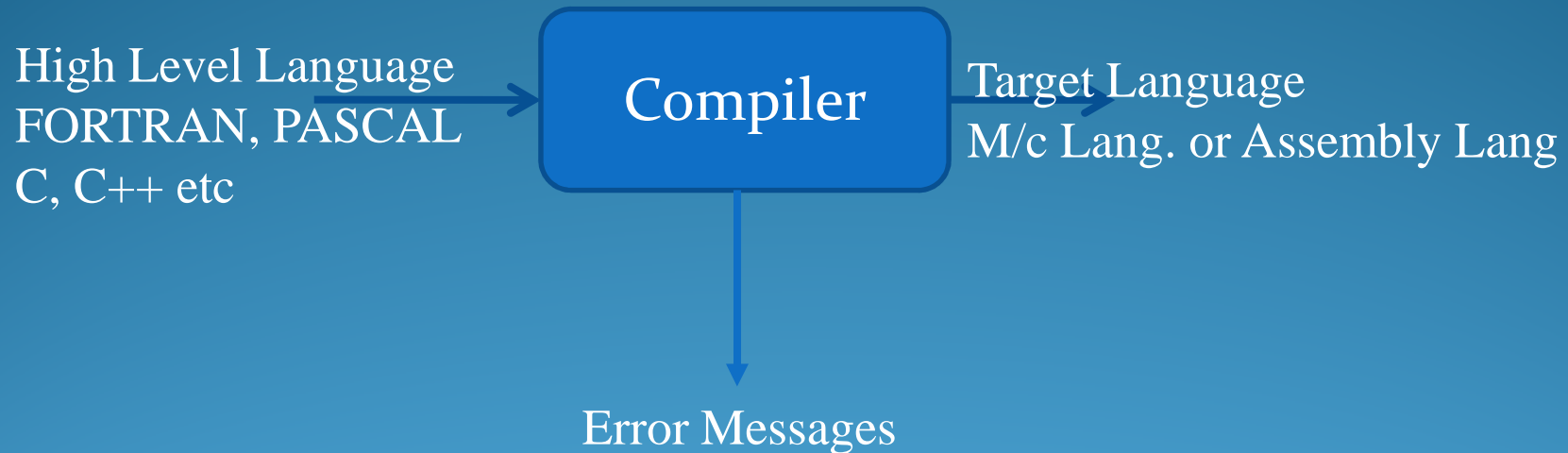
# Introduction to Compiling

- Translators



# Introduction to Compiling

- Compiler



# Introduction to Compiling

- Assembler



# Introduction to Compiling

- Preprocessor

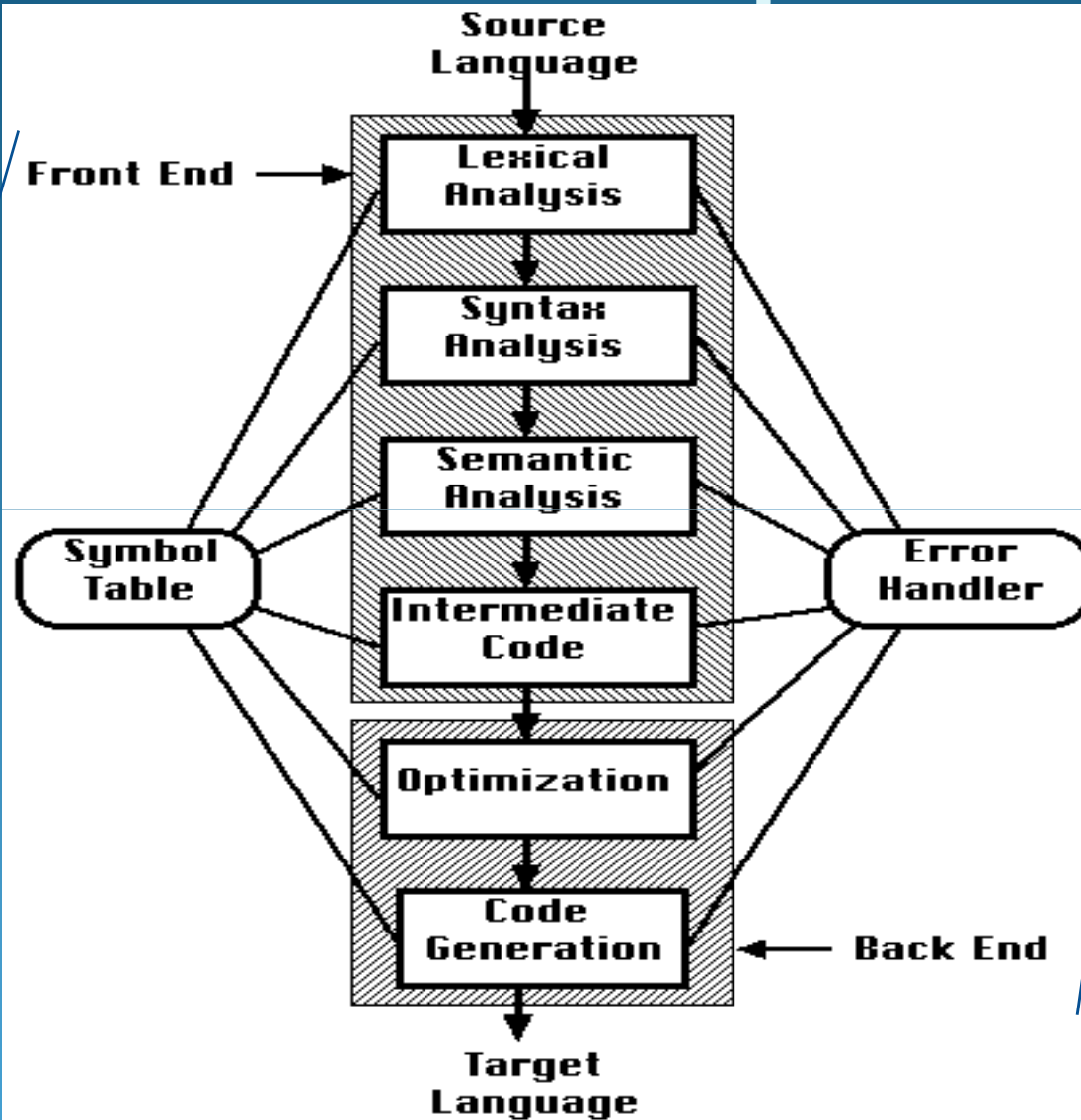


# Introduction to Compiling

- Interpreter
  - Input → Intermediate code
  - Instead of output, performs operations implied by the source program.

# Phases of a Compiler

Analysis/  
Phase



Synthesis  
Phase



# Major parts of Compiler

- **Analysis Phase and Synthesis Phase**
- **Analysis phase**
  - an intermediate representation is created from the given source program.
  - Lexical Analyzer, Syntax Analyzer and Semantic Analyzer are the parts of this phase.
- **Synthesis phase**
  - the equivalent target program is created from this intermediate representation.
  - Intermediate Code Generator, Code Generator, and Code Optimizer are the parts of this phase.

# Applications

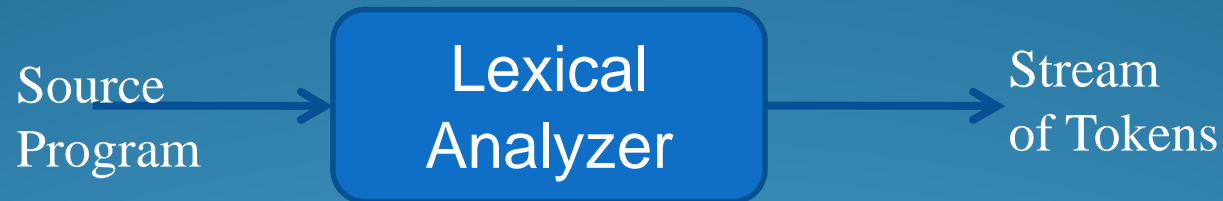
- Techniques used in a **lexical analyzer** can be used in **text editors, information retrieval system, and pattern recognition programs.**
- Parser → query processing system such as SQL.
- Many software having a complex front-end may need techniques used in compiler design.
- Most of the techniques used in compiler design can be used in Natural Language Processing (NLP) systems.

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# Overview of Compilation

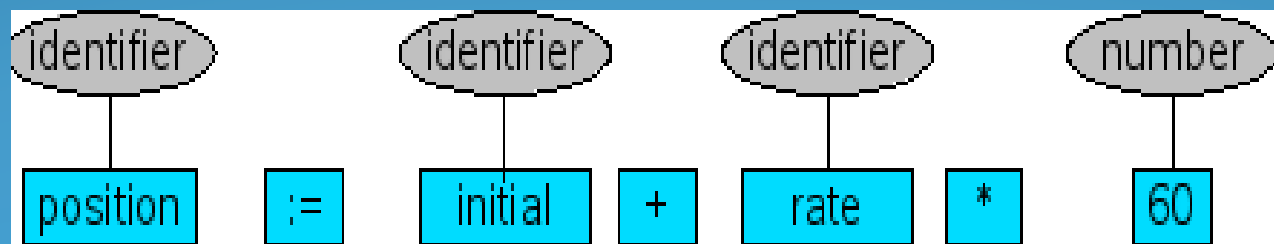
# Lexical Analyzer

- Reads Characters from left to right
- Tokens → identifiers, keywords, operators, punctuation symbols, multi character operators



# Lexical Analyzer Cont...

- `position := initial + rate * 60`
  - The identifier `position`.
  - The assignment symbol `:=`.
  - The identifier `initial`.
  - The plus sign.
  - The identifier `rate`.
  - The multiplication sign.
  - The number `60`.



# Syntax Analyzer

- Parser also know as Hierarchical analysis



- Performs 2 functions
  - Checks the token if they occur in patterns specified by the source language
  - Construct a tree like structure that can be used by the subsequent phases

# Syntax Analyzer Cont...

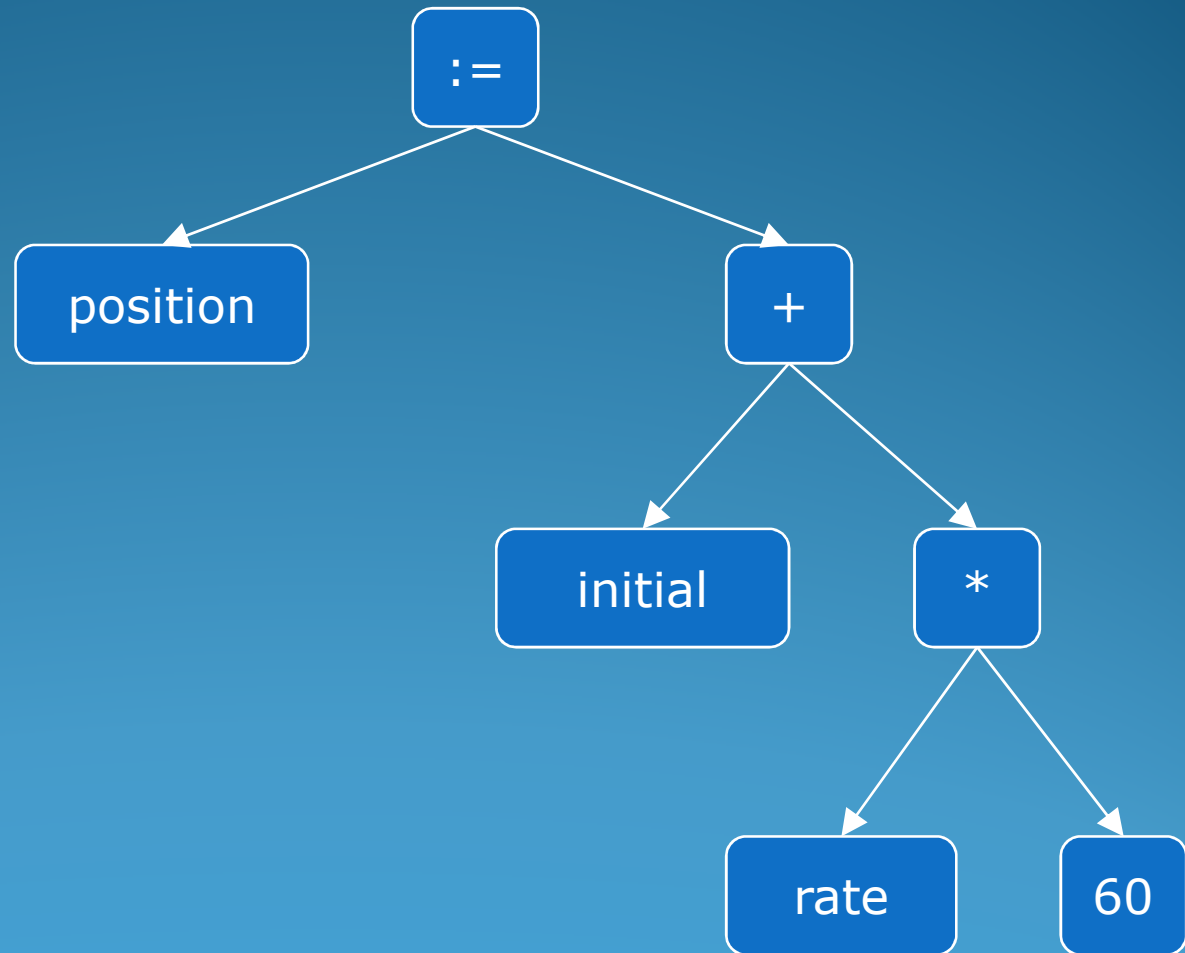
- The hierarchical structure of programs is usually described by recursive rules like the following ones that describe expressions:
  1. Any *Identifier* is an *expression*.
  2. Any *Number* is an *expression*.
  3. If *Expression1* and *Expression2* are expressions, then so are:
    - a.  $\text{Expression1} + \text{Expression2}$
    - b.  $\text{Expression1} * \text{Expression2}$
    - c.  $(\text{Expression1})$
  4. If *Identifier1* is an identifier and *Expression2* is an expression, then  $\text{Identifier1} := \text{Expression2}$  is a statement.
  5. If *Expression1* is an expression and *Statement2* is a statement, then
    - a.  $\text{while } (\text{Expression1}) \text{ do } \text{Statement2}$
    - b.  $\text{if } (\text{Expression1}) \text{ then } \text{Statement2}$  are statements.

# Syntax Analyzer Cont...

- According to rule (1)
- position, initial and rate are expressions.
- Rule (2) states that 60 is an expression.
- Rule (3) says that  $\text{rate} * 60$  is an expression
- Finally Rule (4) says that  $\text{initial} + \text{rate} * 60$  is an expression.

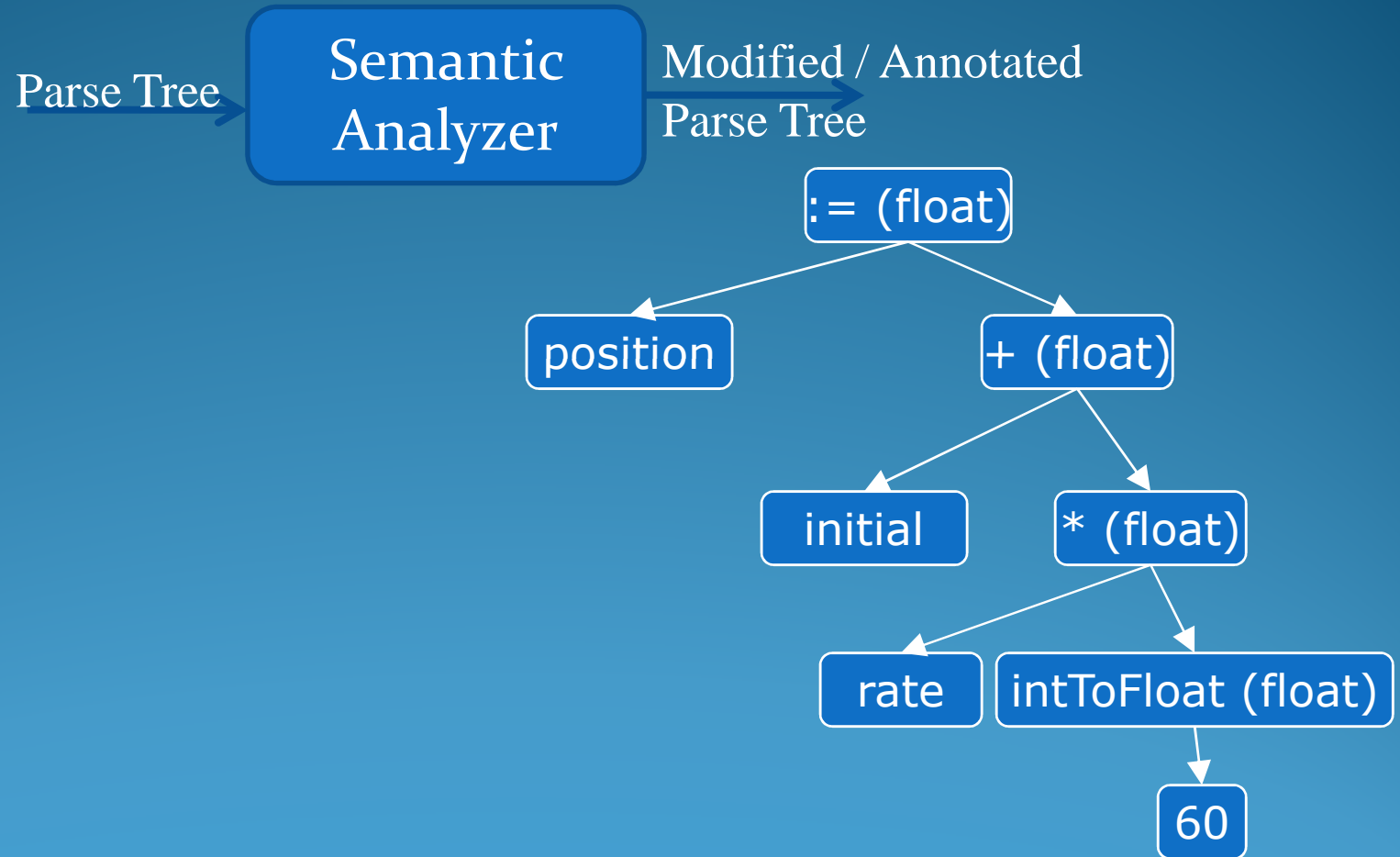


# Syntax Analyzer Cont...



# Semantic Analyzer

- Checks for (more) "static semantic" errors



# Intermediate Code Generator

- Variety of Intermediate Representations



```
temp1 := inttofloat(60)
temp2 := rate * temp1
temp3 := initial + temp2
position := temp3
```

# Intermediate Code Generator

- Properties of 3 Address Code
  - Atmost one operator other than assignment operator.
  - Compiler must generate a temporary name to hold the value computed by each instruction.
  - Some 3 address instruction can have less than 3 operands.

# Code Optimizer

- Tries to improve code to
  - Run faster
  - Be smaller
  - Consume less energy



```
temp1:=id3*60.0  
id1:=id2+temp1
```

# Code Generator



MOVF id3,R2

MULF #60.0,R2

MOVF id2,R1

ADDF R2,R1

MOVF R1,id1

# Symbol Table

- Keep track of names declared in the program
- Separate level for each scope
- Linear List → Slow but easy to implement
- Hash table → Complex to implement but fast.

# Error Handler

- Involves
  - Detection of errors
  - Reporting Errors
  - Recovery of Errors.