

Compiler Construction

Lecture # 04

Mr. Usman Wajid

usman.wajid@nu.edu.pk

January 31, 2023



National University
of Computer & Emerging Sciences

Phases of Compiler: Lexical Analysis

① Lexical Analysis:

- 1st phase of Compiler, also known as Scanner

Phases of Compiler: Lexical Analysis

① Lexical Analysis:

- 1st phase of Compiler, also known as Scanner
- it verifies that input character sequence is lexically valid

① Lexical Analysis:

- 1st phase of Compiler, also known as Scanner
- it verifies that input character sequence is lexically valid
- groups stream of characters into meaningful sequence of lexemes

① Lexical Analysis:

- 1st phase of Compiler, also known as Scanner
- it verifies that input character sequence is lexically valid
- groups stream of characters into meaningful sequence of lexemes
- each lexeme is assigned a token of the form (token-name, attribute-value)

① Lexical Analysis:

- 1st phase of Compiler, also known as Scanner
- it verifies that input character sequence is lexically valid
- groups stream of characters into meaningful sequence of lexemes
- each lexeme is assigned a token of the form (token-name, attribute-value)
- discards white space and comments

Lexical Analysis: Tokens

Lexical Analysis: Tokens

- **Tokens** (token-name, attribute-value)

Lexical Analysis: Tokens

- **Tokens** (token-name, attribute-value)
 - **Token-name:** is an abstract symbol that is used during syntax analysis

- **Tokens** (token-name, attribute-value)
 - **Token-name:** is an abstract symbol that is used during syntax analysis
 - **Attribute-value:** points to an entry in the symbol table for this token. Information from the symbol-table entry is needed for semantic analysis and code generation

Lexical Analysis: Tokens example

- source language input,

```
position = initial + rate * 60
```

Lexical Analysis: Tokens example

- source language input,

```
position = initial + rate * 60
```

- Symbol table,

Lexemes	Tokens
position	(id,1)
=	(=)
initial	(id,2)
+	(+)
rate	(id,3)
*	(*)
60	(60)

Lexical Analysis: Tokens example

- source language input,

```
position = initial + rate * 60
```

- Symbol table,

Lexemes	Tokens
position	(id,1)
=	(=)
initial	(id,2)
+	(+)
rate	(id,3)
*	(*)
60	(60)

- After lexical analysis,

(id,1) (=) (id,2) (+) (id,3) (*) (60)

Phases of Compiler: Syntax Analysis

② Syntax Analysis:

② Syntax Analysis:

- 2nd phase of Compiler, also known as Parser

② Syntax Analysis:

- 2nd phase of Compiler, also known as Parser
- the first component of the tokens, i.e., token-name, is used to construct a syntax tree

② Syntax Analysis:

- 2nd phase of Compiler, also known as Parser
- the first component of the tokens, i.e., token-name, is used to construct a syntax tree
- reflects the grammatical structure of the token stream

② Syntax Analysis:

- 2nd phase of Compiler, also known as Parser
- the first component of the tokens, i.e., token-name, is used to construct a syntax tree
- reflects the grammatical structure of the token stream
- in Syntax tree, each inner node represents an operation and the children of the node represents the arguments of the operation

③ Semantic Analysis:

③ Semantic Analysis:

- the syntax tree and symbol table is used as input in parallel to check the semantic consistency

③ Semantic Analysis:

- the syntax tree and symbol table is used as input in parallel to check the semantic consistency
- an important role of semantic analysis is type checking

③ Semantic Analysis:

- the syntax tree and symbol table is used as input in parallel to check the semantic consistency
- an important role of semantic analysis is type checking
- An example, compiler report an error if a floating point number is used in index array

④ Intermediate Code Generation:

④ Intermediate Code Generation:

- An intermediate machine-like assembly language representation is generated in this phase

④ Intermediate Code Generation:

- An intermediate machine-like assembly language representation is generated in this phase
- For example, a three-address intermediate code contains three operands per instruction in assembly language

④ Intermediate Code Generation:

- An intermediate machine-like assembly language representation is generated in this phase
- For example, a three-address intermediate code contains three operands per instruction in assembly language
- ```
t1 = intofloat (60)
t2 = id3 * t1
t3 = id2 + t2
id1 = t3
```

## ④ Intermediate Code Generation:

- An intermediate machine-like assembly language representation is generated in this phase
- For example, a three-address intermediate code contains three operands per instruction in assembly language
- ```
t1 = intofloat (60)
t2 = id3 * t1
t3 = id2 + t2
id1 = t3
```
- each three- address code has at most one operator on the right side

④ Intermediate Code Generation:

- An intermediate machine-like assembly language representation is generated in this phase
- For example, a three-address intermediate code contains three operands per instruction in assembly language
- ```
t1 = intofloat (60)
t2 = id3 * t1
t3 = id2 + t2
id1 = t3
```
- each three- address code has at most one operator on the right side
- temporary names such as t1, t2 and t3 are used to store the computed value

## ⑤ Code Optimization

## ⑤ Code Optimization

- It improves the intermediate code to fine-tune the target code

## ⑤ Code Optimization

- It improves the intermediate code to fine-tune the target code
- hence, improves time and space efficiency

## ⑤ Code Optimization

- It improves the intermediate code to fine-tune the target code
- hence, improves time and space efficiency
- the optimized code (in the previous example) would be

```
t1 = id3 * 60.0
id1 = id2 + t1
```



## ⑥ Code Generation:

- It maps intermediate machine-like representation into target language

## ⑥ Code Generation:

- It maps intermediate machine-like representation into target language
- the generated code (in the previous) would be,

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

## ⑥ Code Generation:

- It maps intermediate machine-like representation into target language
- the generated code (in the previous) would be,

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

- the first operand of each instruction specifies a destination

## ⑥ Code Generation:

- It maps intermediate machine-like representation into target language
- the generated code (in the previous) would be,

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

- the first operand of each instruction specifies a destination
- R1, R2 and R2 are memory registers

## ⑥ Code Generation:

- It maps intermediate machine-like representation into target language
- the generated code (in the previous) would be,

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

- the first operand of each instruction specifies a destination
- R1, R2 and R2 are memory registers
- The F in each instruction depicts floating-point numbers