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IE - A - 42

\* Consider the input "d=a+b\*2" & "sum=a-10/(c\*d)" & show output of each phase of compiler.

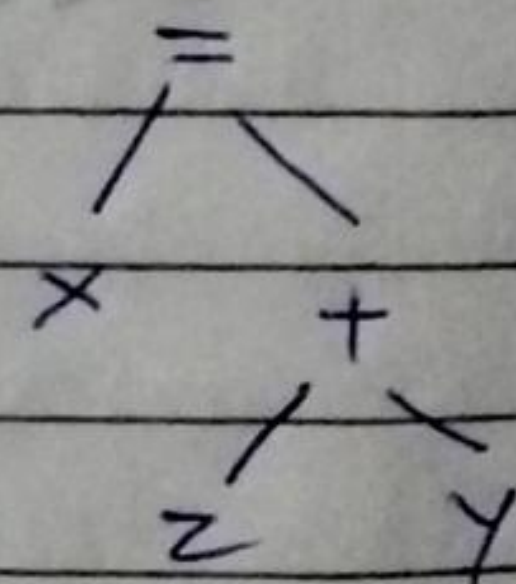
⇒ There are total six phases of compiler.

1) lexical analysis - The lexical analyzer breaks the syntaxes into series of tokens

2) Syntax analysis - It is performed by syntax analyzer. It is also called as parsing. It includes reorganization of declaration expression, statements. The purpose of this is to recombine tokens in such a way that it forms parse tree / syntax tree.

eg :-

$x = z + y$   
x, z, y  
=, +



Parse tree

3) Semantic analysis :- It is used to determine that input has well defined meaning.

4) Intermediate code generation :- The compiler takes input as a source code and generates intermediate code for the machine.



5) Code optimization :- Optimization can be assumed as something that removes unnecessary code lines, and arranges the sequence of statements in order to speed up the program execution without wastage of resources.

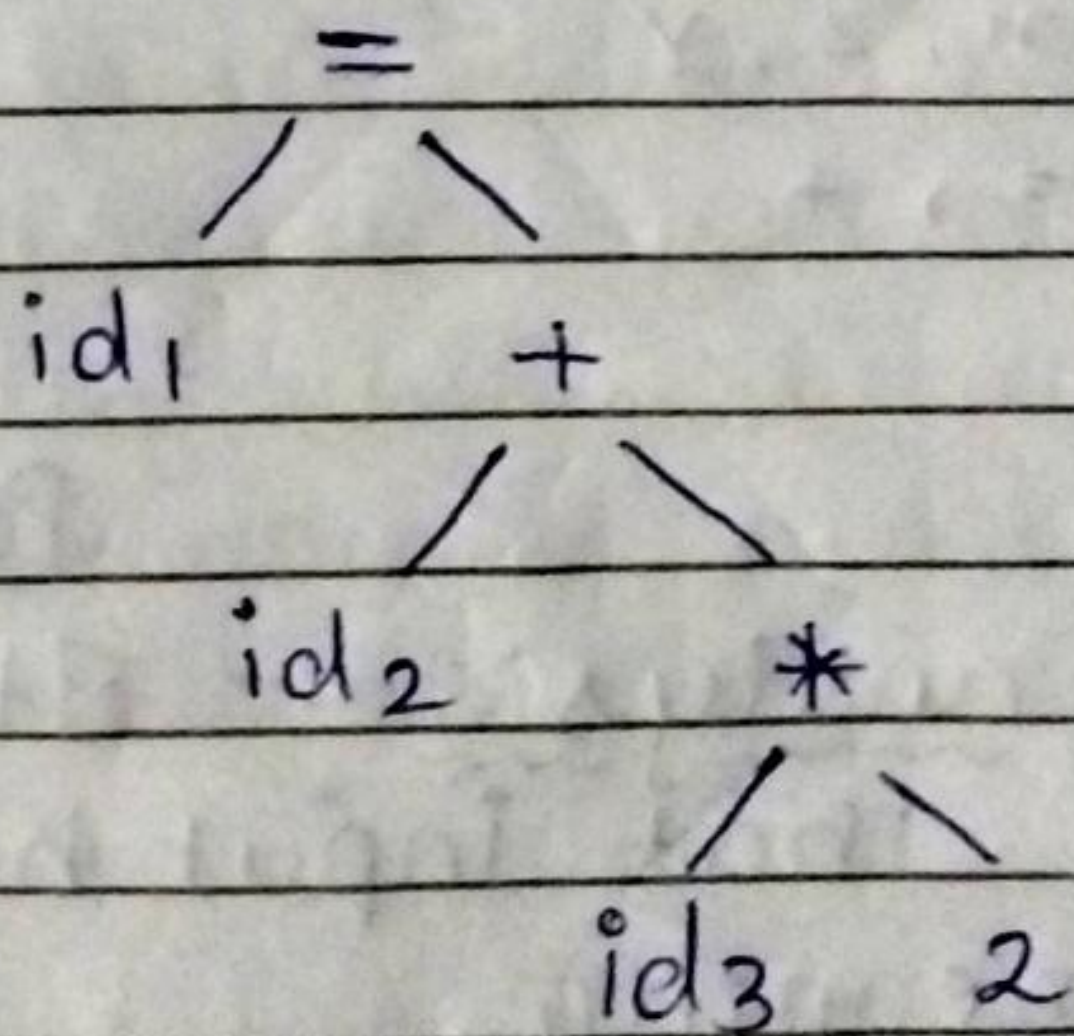
6) Code generation :- The last phase of compiler process is code generation for specific machine. The consideration for this phase memory management, register management, machine specific optimization, machine code.

... 1)  $d = a + b * 2$

$\Rightarrow$  1) Lexical Analyzer :-

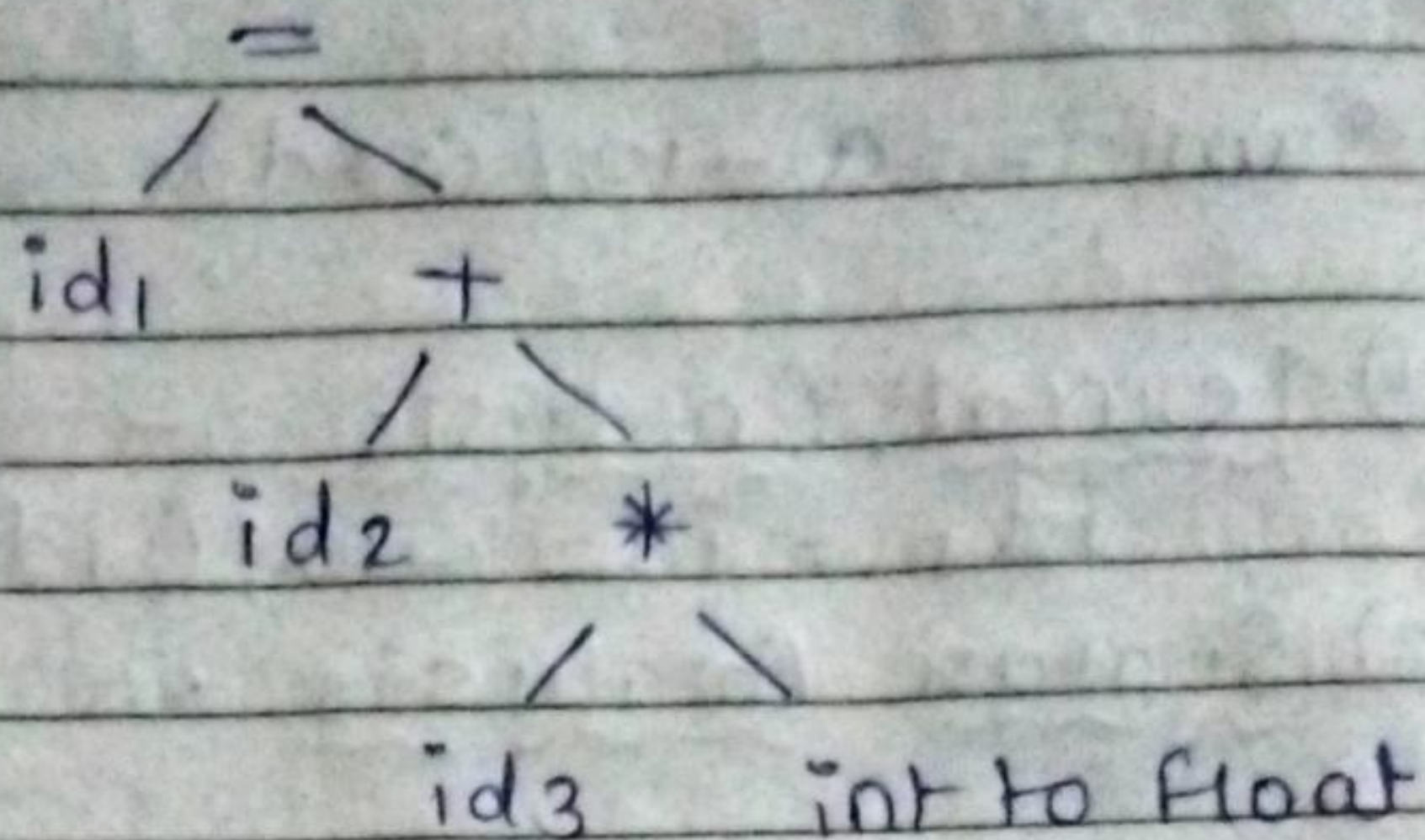
$id_1 = id_2 + id_3 * 2$

2) Syntax analyzer :-



3) Semantic analysis :-





4) Intermediate code generation :-

$t_1 = \text{int to float}(2)$   
 $t_2 = \text{id}_3 * t_1$   
 $t_3 = \text{id}_2 + t_2$   
 $\text{id}_1 = t_3$

5) code optimization :-

$t_1 = \text{id}_3 * 2.0$   
 $\text{id}_1 = \text{id}_2 + t_1$

6) code generation :-

MOV  $R_1, \text{id}_3$   
 MULF  $R_1, 2.0$   
 MOVF  $R_2, \text{id}_2$   
 ADDF  $R_1, R_2$   
 MOVF  $\text{id}_1, R_1$



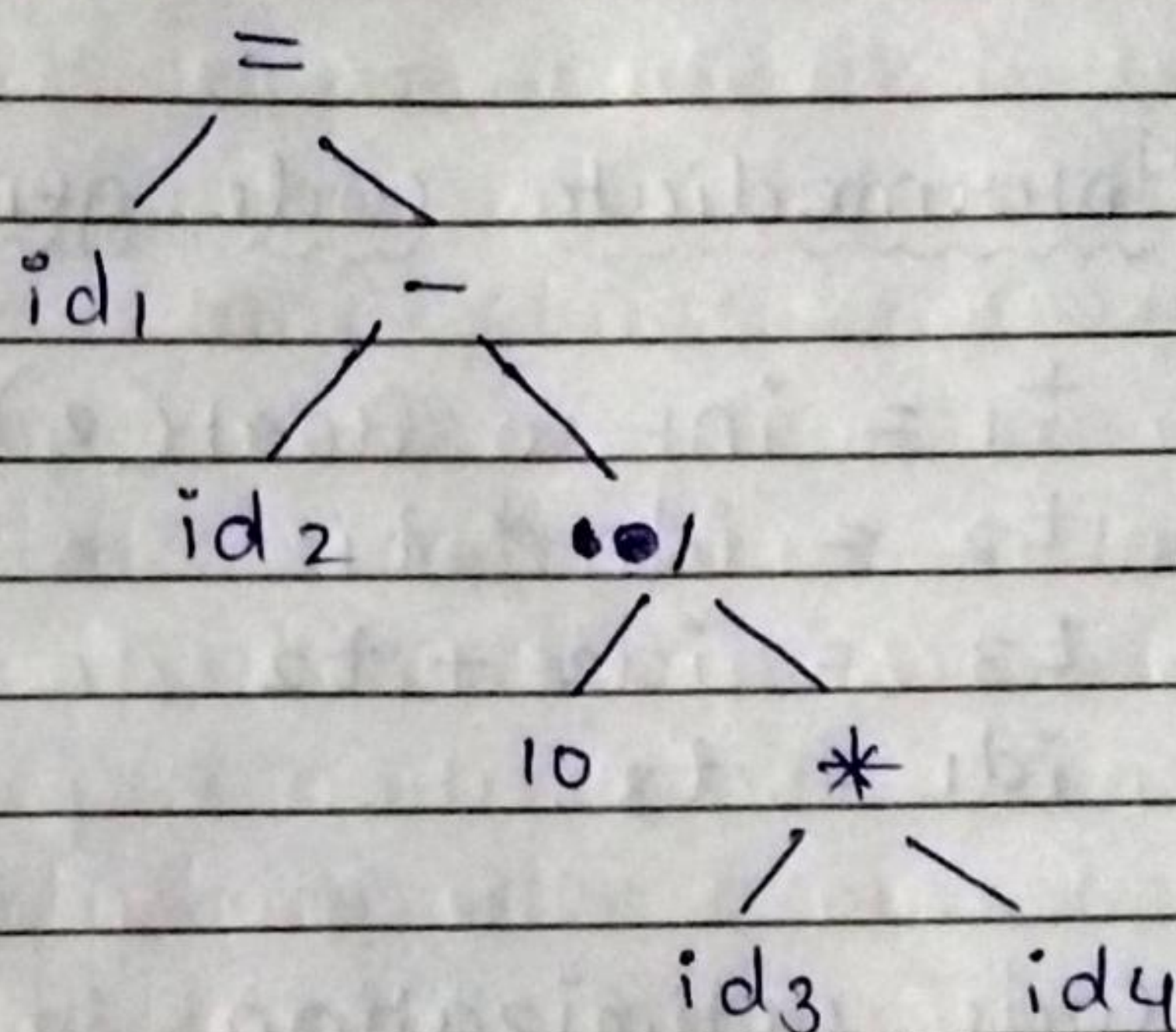
...2)  $Sum = a - 10 / (c * d)$

→

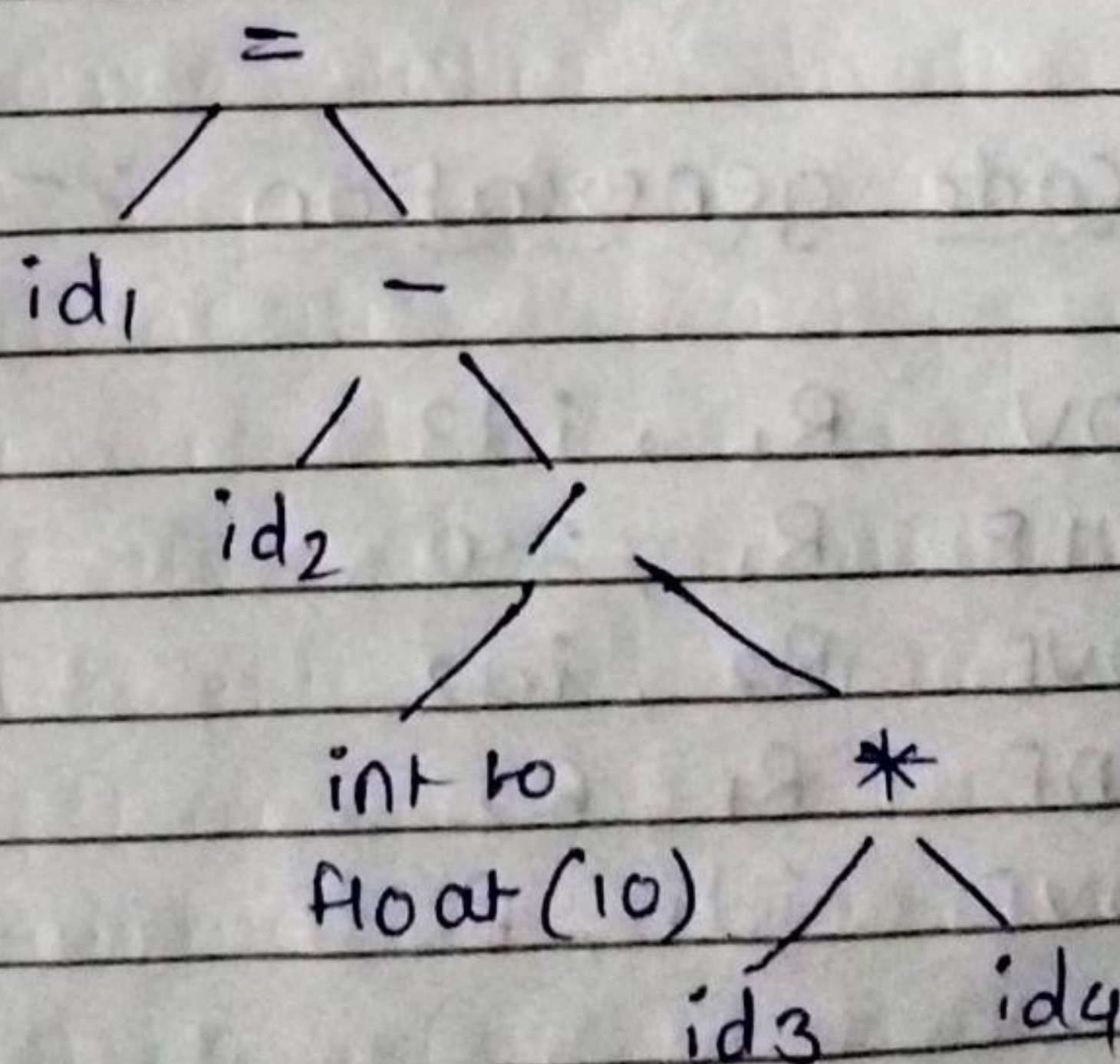
1) Lexical Analysis :-

$id_1 = id_2 - 10 / (id_3 * id_4)$

2) Syntax Analysis :-



3) Semantic analysis :-





#### 4) Intermediate code generation :-

$t_1 = \text{int to float}(10)$

$t_2 = id_3$  ;  $t_3 = id_4$

$t_4 = id_3 - id_4$

$t_5 = t_1 / t_4$

$t_6 = id_2 - t_5$

$id_1 = t_6$

#### 5) Code optimization :-

$t_1 = \text{int to float}(10)$

$t_2 = id_3 * id_4$

$t_3 = t_1 / t_2$

$t_4 = id_2 - id_3$

$id_1 = t_4$

#### 6) code generation :-

MOV F  $id_3$ ,  $R_2$

MUL F  $id_4$ ,  $R_2$

DIV F  $10.00$ ,  $R_2$

SUB F  $id_2$ ,  $R_3$

MOV F  $R_2$ ,  $id_1$

#### • Conclusion :-

Thus we have learned the concept of phasis of compiler.