

# UNIVERSITY OF ENGINEERING & MANAGEMENT, KOLKATA

Course Name : Compiler Design

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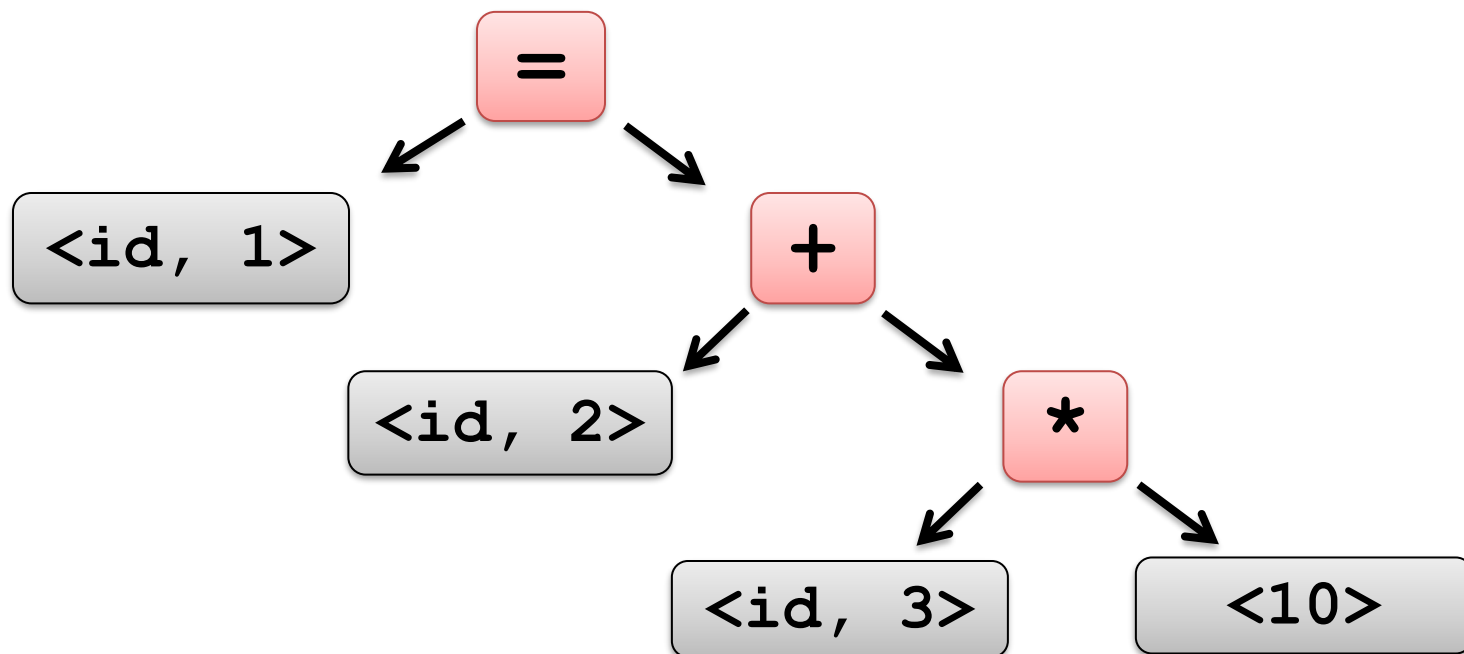
# Intermediate Code Generator

- Intermediate Code Generator converts the unambiguous parse tree to an intermediate machine dependent representation.
- There can be different ways of representations
- Three-address code is one such representation.

# Intermediate Code Generator

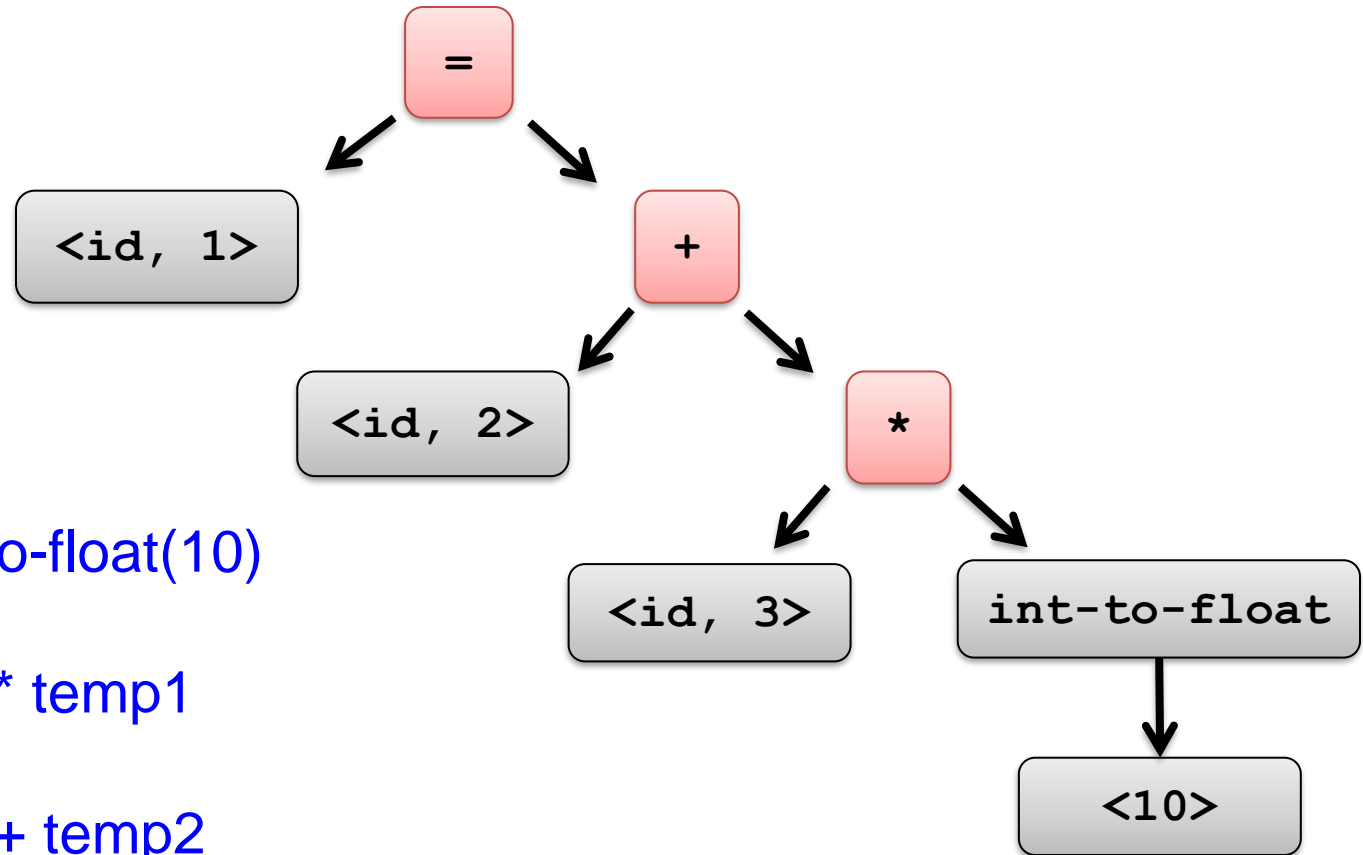
- Input character stream : **a = b + c \* 10**
- Token Stream :

`<id, 1> <=> <id, 2> <+> <id, 3> <*> <10>`



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## Intermediate Code Generator



`temp1 := int-to-float(10)`

`temp2 := id3 * temp1`

`temp3 := id2 + temp2`

`id1 := temp3`

# Code Optimization

- Automatically modify programs so that they
  - Run faster
  - Use less resources (memory, registers, space, fewer fetches etc.)
- Some common optimizations
  - Common sub-expression elimination
  - Dead code elimination , etc.

# Code Optimization

**After Intermediate Code Generation**

temp1 := int-to-float(10)

temp2 := id3 \* temp1

temp3 := id2 + temp2

id1 := temp3

**After Code Optimization**

temp1 := id3 \* int-to-float(10)

id1 := temp1 + id2

# Code Generation

- **Abstractions at the source level**

identifiers, operators, expressions, statements, conditionals, iteration, functions (user defined, system defined or libraries)

- **Abstraction at the target level**

memory locations, registers, stack, opcodes, addressing modes, system libraries, interface to the operating systems

- Code generation is mapping from source level abstractions to target machine abstractions

# Code Generation

- Map identifiers to locations (memory/storage allocation)
- Explicate variable accesses (change identifier reference to relocatable/absolute address)
- Map source operators to opcodes or a sequence of opcodes



# Code Generation

- Convert conditionals and iterations to a test/jump or compare instructions
- Layout parameter passing protocols: locations for parameters, return values, layout of activations frame etc.
- Interface calls to library, runtime system, operating systems

# Code Generation

## Optimized Code

temp1 := id3 \* int-to-float(10)

id1 := temp1 + id2

## Target Assembly Level Code

LDF R2, id3

MULF R2, R2, #10.0

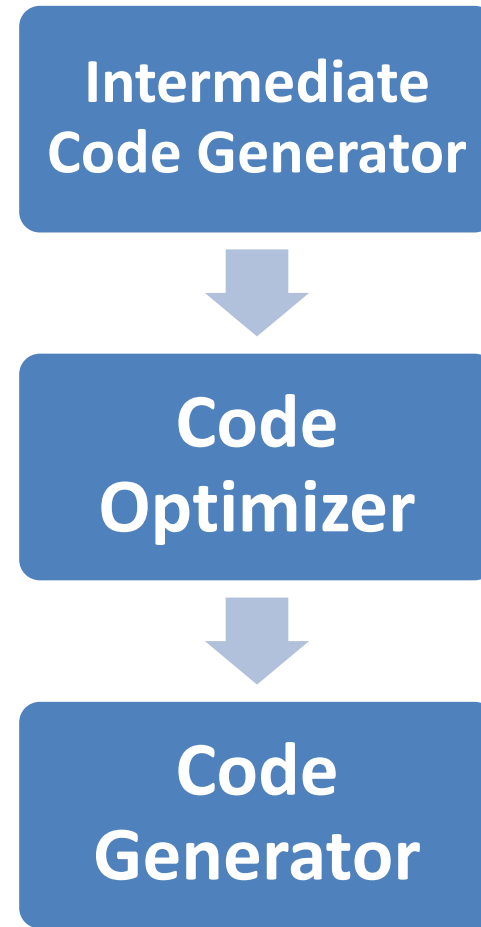
LDF R1, id2

ADDF R1, R1, R2

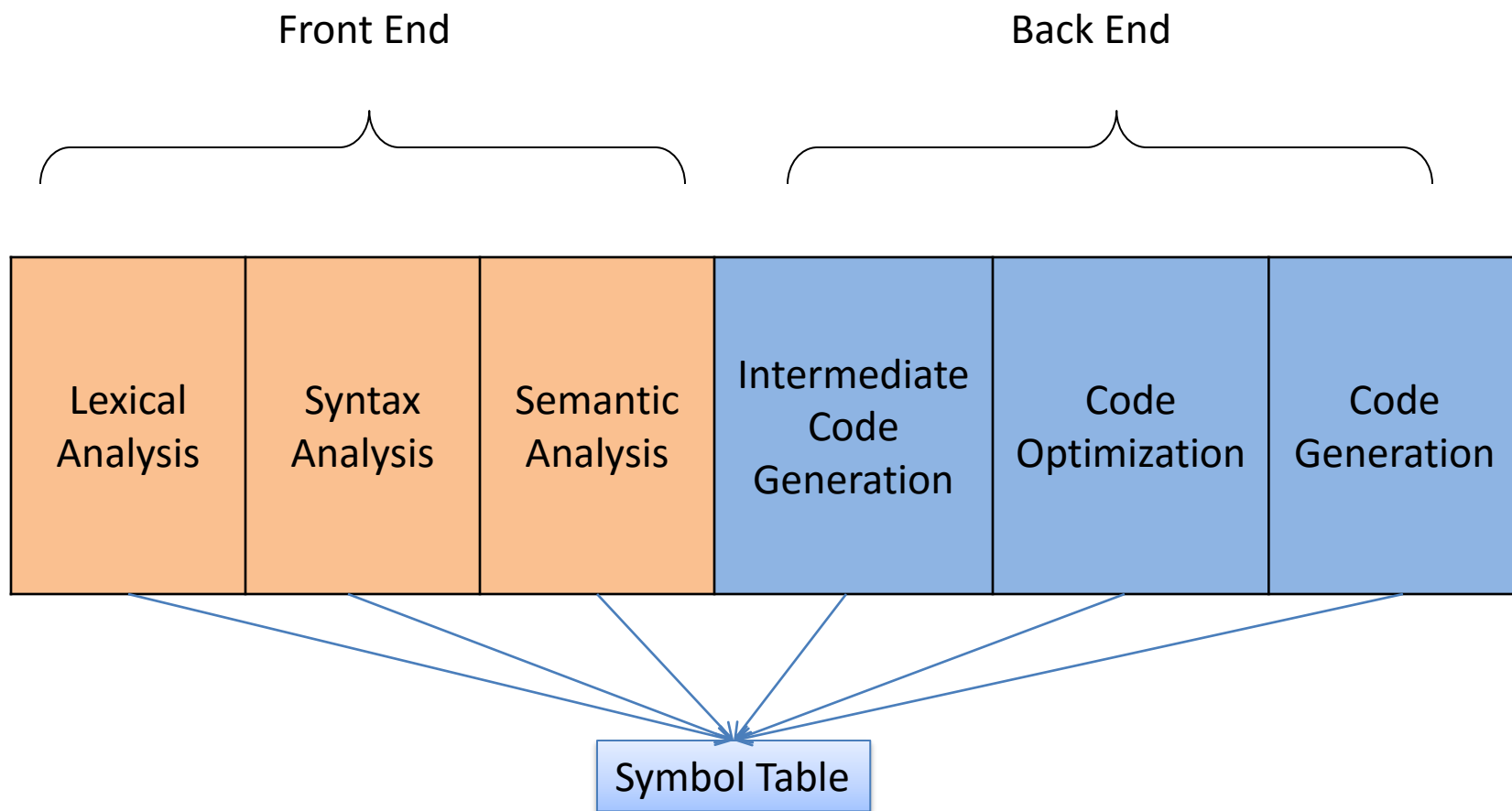
STF id1, R1

# Compilation Phases

- Back End Compilation
- Machine Dependent



# Full Picture



# Thank You