

# CS419 Compiler Construction

## A Simple One-Pass Compiler [Chapter 2]

### Lecture 3

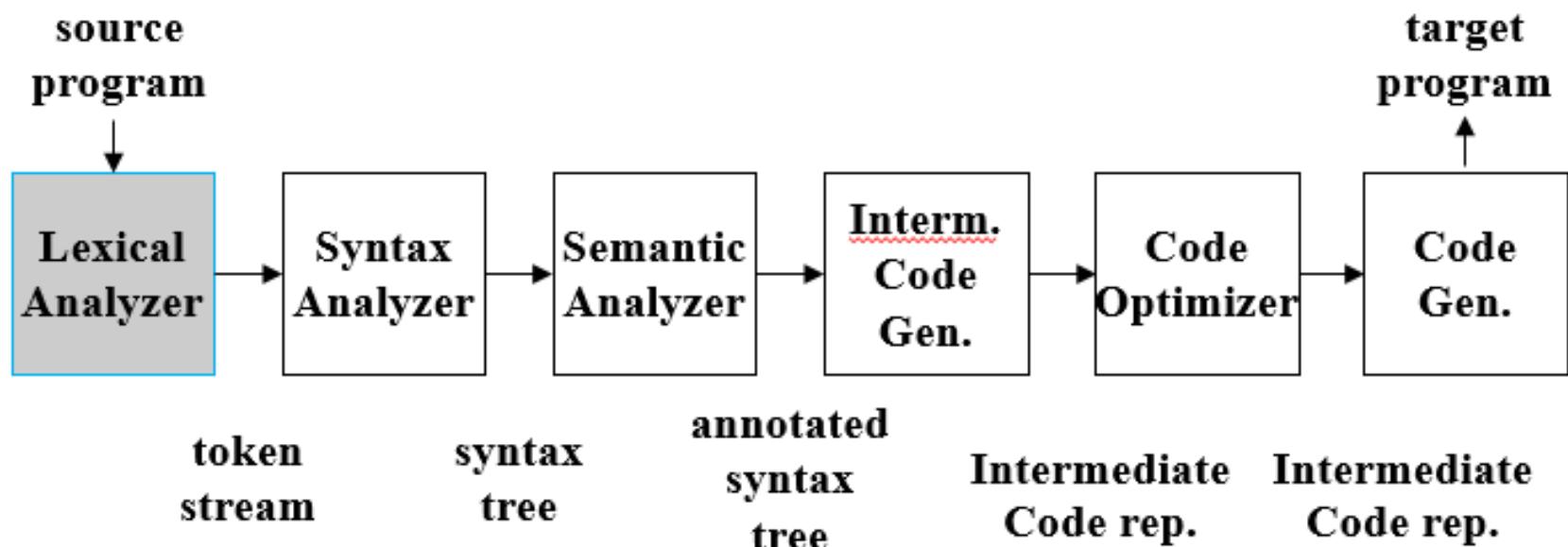
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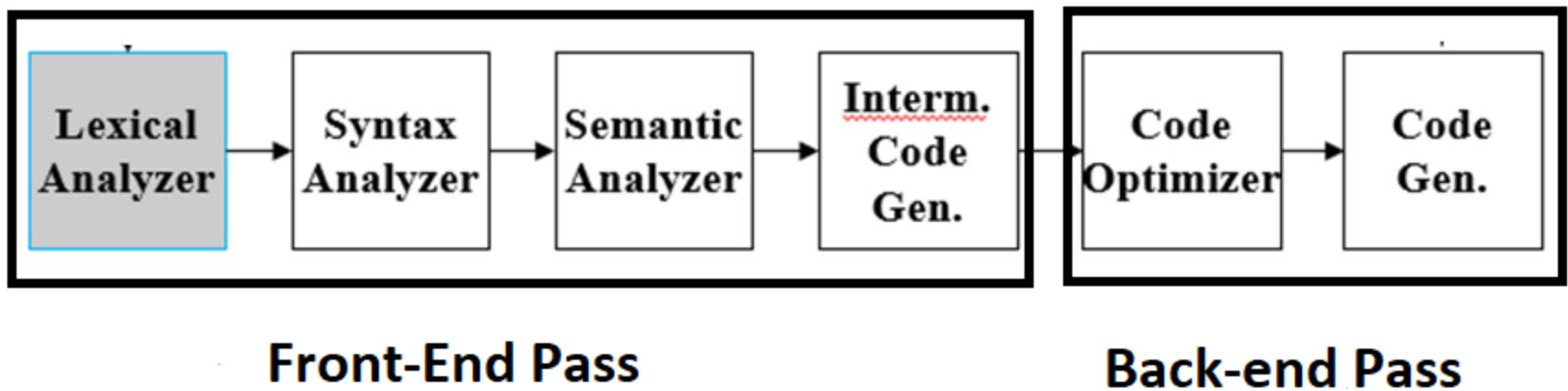
**Originally from slides by Dr. Robert A. Engelen**

# Compiler Phases



# Grouping Compiler Phases into Passes

- The activities from several phases could be grouped into one *pass*
- Example:
  - The lexical analysis, syntax analysis, semantic analysis, and intermediate code are grouped as the **front-end pass**
  - Code generation is the **back-end pass**



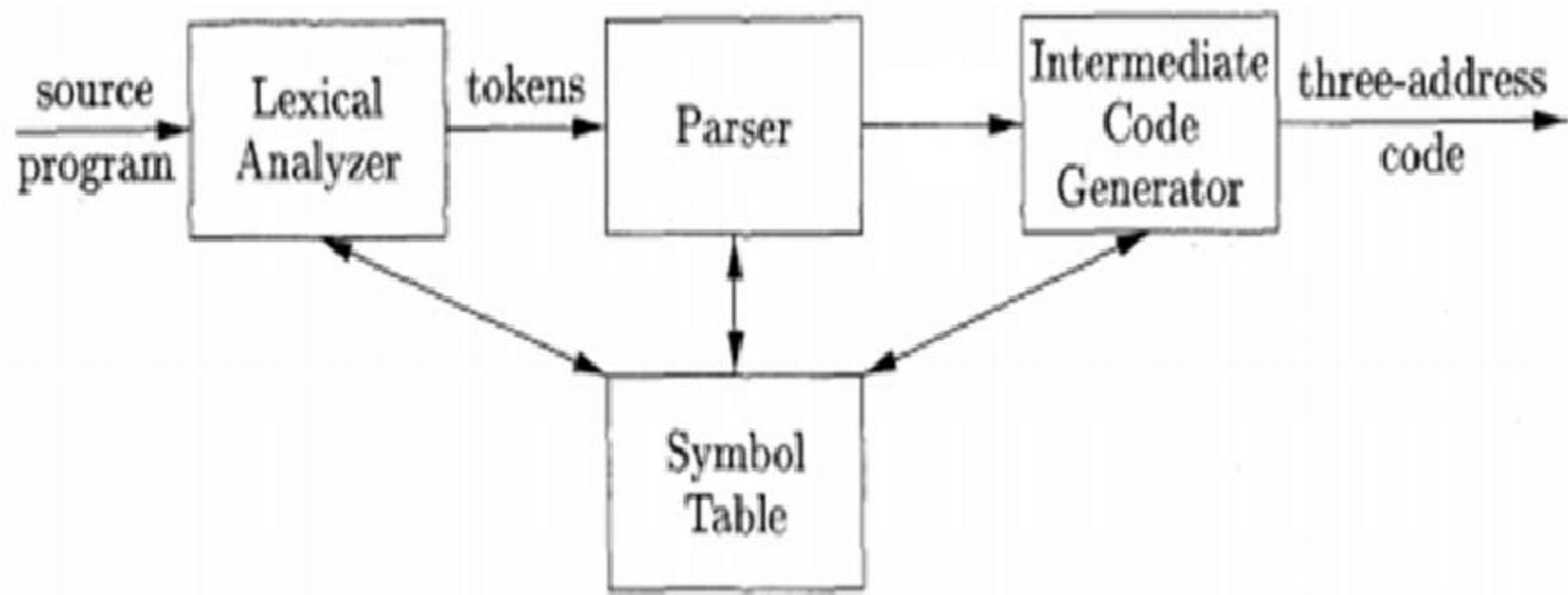
# Compiler Phases – Front-End Pass

Phase	Output	Sample
<i>Programming</i>	Source string	<b>A=B+60</b>
<i>Lexical analyzer (Scanner)</i> Drops down spaces and creates <b>token strings for non-spaces</b>	<b>Token strings</b>	'A', '=', 'B', '+', '60' And <i>symbol table</i> for identifiers
<i>Syntax analyzer (Parser)</i> creates a tree representation that shows the <b>grammatical structure of the token string</b>	<b>Pars tree</b> (each interior node represents an <b>operation</b> and the children of the node represent the <b>arguments</b> of the operation)	<pre>       =      / \     A   +         / \        B   60   </pre>
<i>Semantic analyzer</i> constructs an abstract syntax tree with attributes.  <i>Syntax Directed Translator</i> Translates the abstract syntax tree into an array of actions	<b>Abstract Syntax Tree with attributes.</b>  <b>Array of actions.</b>	<pre>       =      / \     A   +         / \        B   inttofloat                            60   </pre>
<i>Intermediate code generator</i> generates a <b>machine-like representation</b> .	<b>Three-address code</b>	<b>t1 = inttofloat(60)</b> <b>t2 = B + t1</b> <b>A = t2</b>

# Compiler Phases – Back-End Pass

Phase	Output	Sample
<i>Code optimization (optional)</i> improves the intermediate code to make it <b>faster, shorter, etc...</b>	Three-address code, quads, or RTL (Register Transfer Level)	<code>t1 = inttofloat(60)</code> <code>A = B + t1</code>
<i>Code generation</i> maps the intermediate code into the <b>target language</b>	Assembly code	<code>MOVF #60.0,r1</code> <code>ADDF r1,r2</code> <code>MOVF r2,A</code>
<i>Peephole optimizer</i> changing the small set of instructions to an equivalent set that has <b>better performance</b>	Assembly code	<code>ADDF #60.0,r2</code> <code>MOVF r2,A</code>

# A model of a compiler front-end pass



# Compiler-Construction Tools

- Software development tools are available to implement one or more compiler phases
  - **Scanner generator** (lexical analyzer): finds the source code tokens.
  - **Parser generator** (syntax and Semantics analyzers): describes the input to a source code program.

# Compiler-Construction Tools

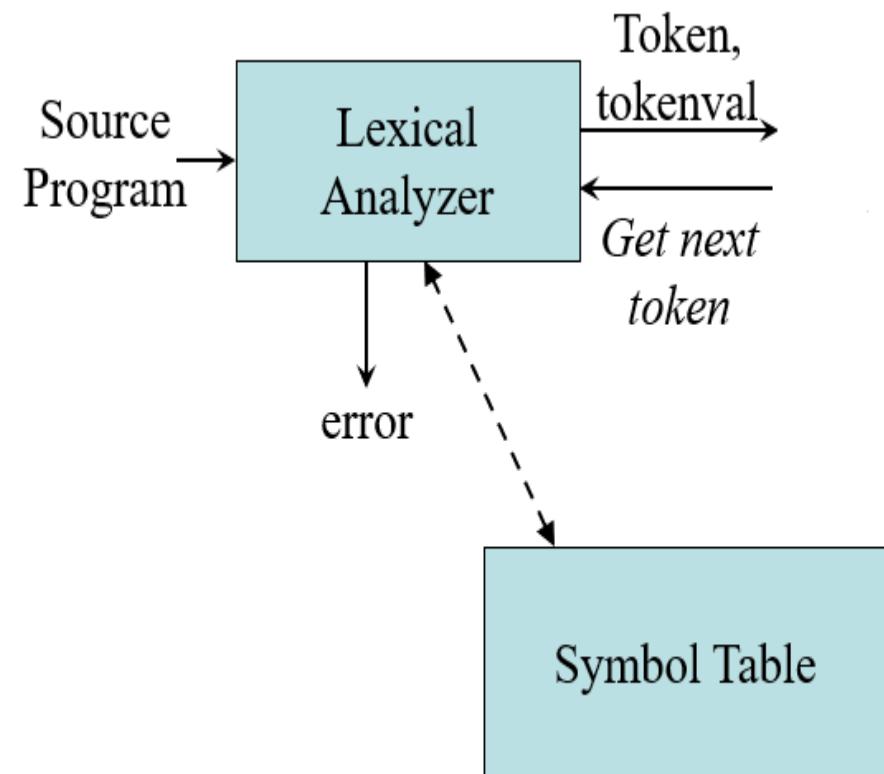
- **Syntax-directed translation engine** translates source code strings into a sequence of actions by attaching each action to one rule of a grammar.
- **Automatic code generator**: a program that enables to generate the target code automatically.
- **Dataflow engine**: helps in improving the efficiency of the compiler code generation.

# Lexical Analyzer (Scanner Generator) Tasks

- Typical tasks of the lexical analyzer:
  - Remove white spaces and comments
  - Encode constants as tokens
  - Recognize keywords
  - Recognize identifiers and store identifier names in a global symbol table

# The Role of Lexical Analyzer

- Reads the input characters of the **source program**, group them into **lexemes**.
- Produce a sequence of **tokens** for lexemes.
- Interact with the **symbol table**
  - Inserts lexeme into the symbol table for new identifier
  - Retrieves information about existing lexemes from the symbol table.

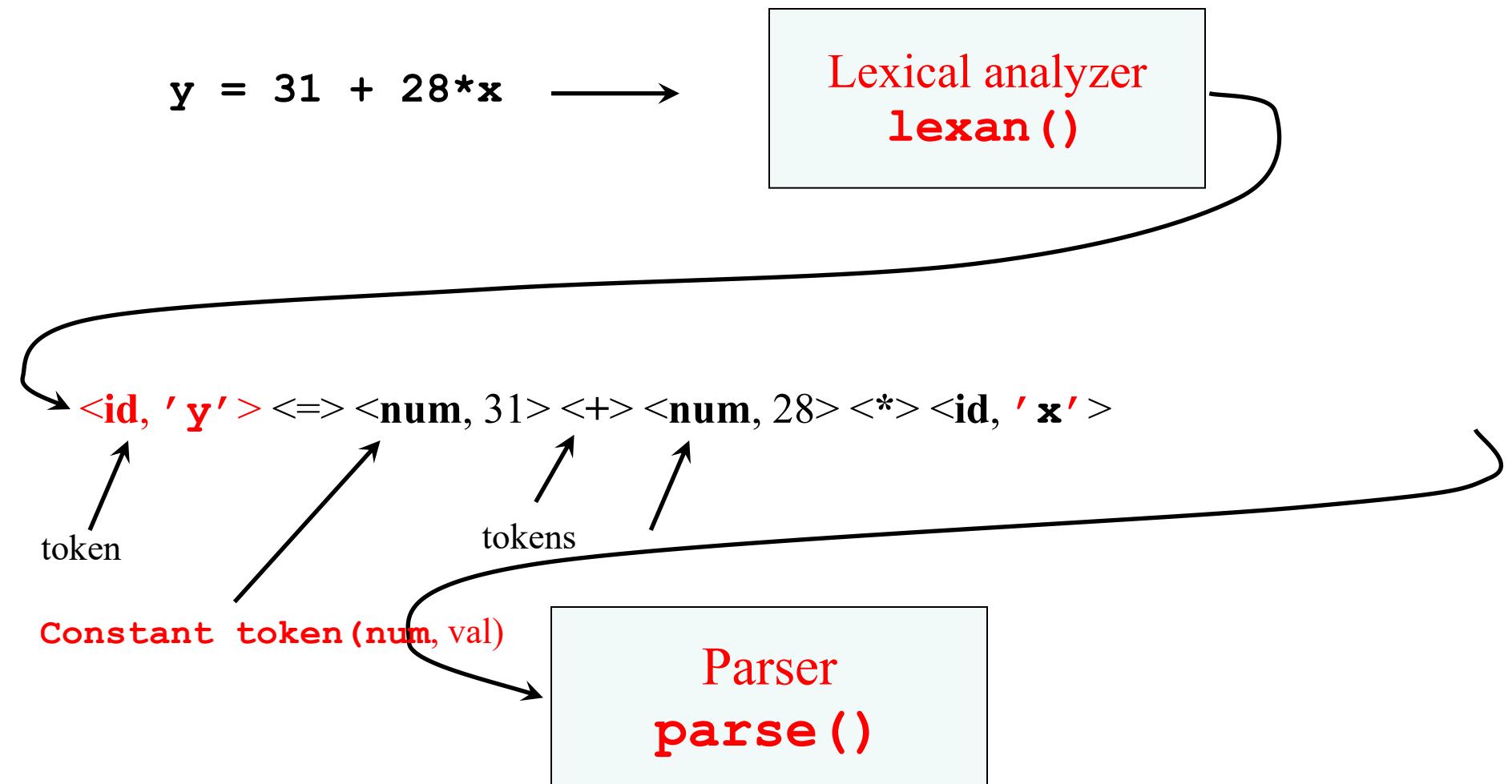


# Lexemes, Tokens and Patterns

- *Lexemes* are the specific character strings in the source program that form a token
  - Example: **abc**, **y**, **31**
- A *token* is the smallest element of a program that has meaningful to the compiler
  - A pair consists of a **token name** and an **optional attribute** (for operands)
  - Examples: <**id**, pointer to symbol-table entry>, <**num**, integer value >, <=>
- *Patterns* are rules describing the set of lexemes belonging to a token
  - Example: “*letter followed by letter or digits*”

# Tokens Structures

Token defined as <identifier | number, value> or <operation | assignment>

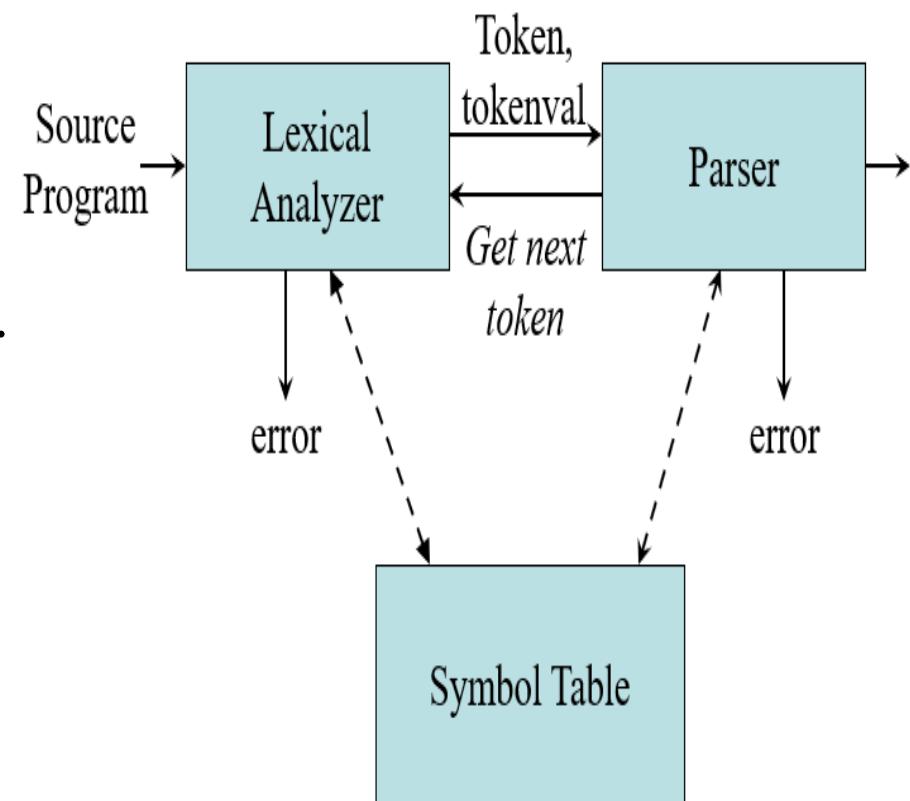


# Lexemes - Example

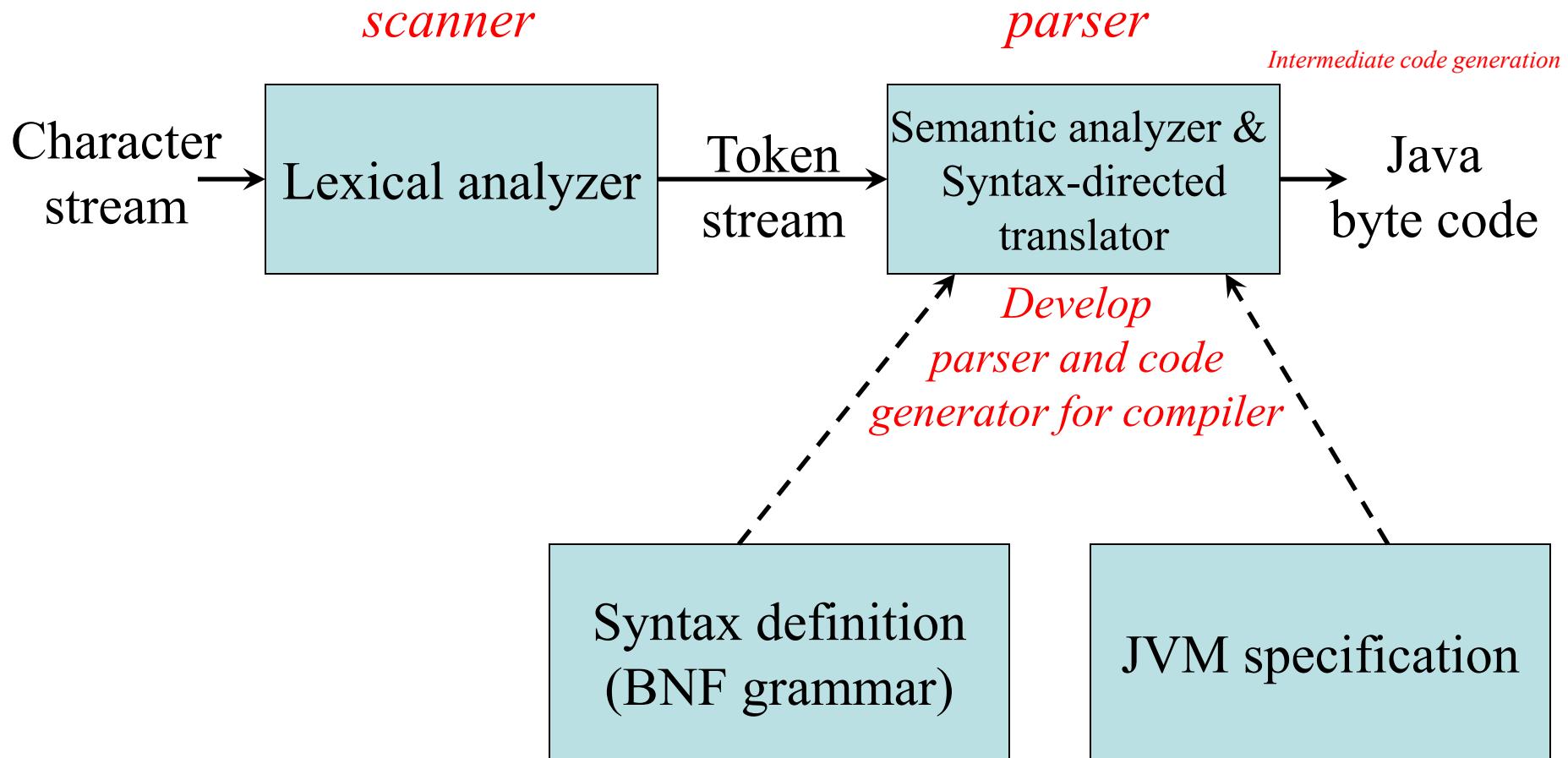
Token	Description	Example
<b>if</b>	Characters i,f	if
<b>id</b>	Letter followed by letters or digits	Pi, score, D2
<b>num</b>	Any numeric constant	3.12159, 0 , 6.2
<b>string</b>	Any set of characters surrounded by “ ”	“CS419”
<b>comparison</b>	Less than, greater than, ...	<=, !=

# Interaction of the Lexical Analyzer with the Parser

- The parser calls the lexical analyzer to get next token
  - The analyzer reads input characters
  - Identifies the next lexeme.
  - Identifies the next token, which is returned to the parser.
- The lexical analyzer correlates errors generated by the compiler with the source code.



# The Enhanced Front-End pass Structure



# Separated Lexical Analyzer and Parser Phases

- Why the analysis phase in compiler is separated into lexical analyzer and parser?
- Simplifies the design of the compiler
  - Parser does not deal with comments + whitespaces
- Provides efficient implementation
  - Apply systematic techniques that focus on implementing lexical analyzer
  - Speed up the compiler by using stream buffering methods to scan input
- Improves compiler portability
  - Input-device-specific individualities can be restricted to the lexical analyzer

# Building Simple Java Compiler

- The main objective of this course is to develop a simple Java compiler that performs the tasks of the front-end pass of a compiler, specifically:
  - Lexical analysis
  - Parsing
  - Intermediate code generation

# The Project Outline

- Building a simple Java compiler using:
  - Lexical Analysis
  - Syntax Analysis
    - Syntax definition
    - Syntax-directed translation
  - Parsing (Semantics Analysis)
  - Symbol Tables
  - Intermediate Code Generation