Algorithm- Assembler First Pass

1. *loc_cntr* := 0; (default value)
   pooltab_ptr := 1; POOLTAB [1] := 1;
   littab_ptr := 1;
2. While next statement is not an END statement
   (a) If label is present then
   this_label := symbol in label field;
   Enter (*this_label*, *loc_cntr*) in SYMTAB.
   (b) If an LTORG statement then
   (i) Process literals LITTAB [POOLTAB [*pooltab_ptr*]] ... LITTAB [*littab_ptr*−1] to allocate memory and put the address in the *address* field. Update *loc_cntr* accordingly.
   (ii) *pooltab_ptr* := *pooltab_ptr* + 1;
   (iii) POOLTAB [*pooltab_ptr*] := *littab_ptr*;
   (c) If a START or ORIGIN statement then
   loc_cntr := value specified in operand field;
   (d) If an EQU statement then
   (i) *this_addr* := value of <*address spec*>;
   (ii) Correct the symtab entry for *this_label* to (*this_label*, *this_addr*).

(e) If a declaration statement then

(i) *code* := code of the declaration statement;

(ii) *size* := size of memory area required by DC/DS.

(iii) *loc_cntr* := *loc_cntr* + *size*;

(iv) Generate IC '(DL, *code*) ⋯'.

(f) If an imperative statement then

(i) *code* := machine opcode from OPTAB;

(ii) *loc_cntr* := *loc_cntr* + instruction length from OPTAB;

(iii) If operand is a literal then

this_literal := literal in operand field;

LITTAB [*littab_ptr*] := *this_literal*;

littab_ptr := *littab_ptr* + 1;

else (i.e. operand is a symbol)

this_entry := SYMTAB entry number of operand;

Generate IC '(IS, *code*)(S, *this_entry*)';

3. (Processing of END statement)

(a) Perform step 2(b).

(b) Generate IC '(AD,02)'.

(c) Go to Pass II.

Intermediate code for Imperative Statements

We consider two variants of intermediate code which differ in the information contained in their operand fields. For simplicity, the address field is assumed to contain identical information in both variants.

Variant I and Variant II

Variant I

```
        START   200             (AD,01)   (C,200)
        READ    A               (IS,09)   (S,01)
LOOP    MOVER   AREG, A         (IS,04)   (1)(S,01)
          :                       :
        SUB     AREG, ='1'      (IS,02)   (1)(L,01)
        BC      GT, LOOP        (IS,07)   (4)(S,02)
        STOP                    (IS,00)
A       DS      1               (DL, 02)  (C,1)
        LTORG                   (DL,05)
        ...                     ...
```

The first operand is represented by a single digit number which is a code for a register (1-4 for AREG-DREG) or the condition code itself (1-6 for LT-ANY). The second operand, which is a memory operand, is represented by a pair of the form

(*operand class, code*)

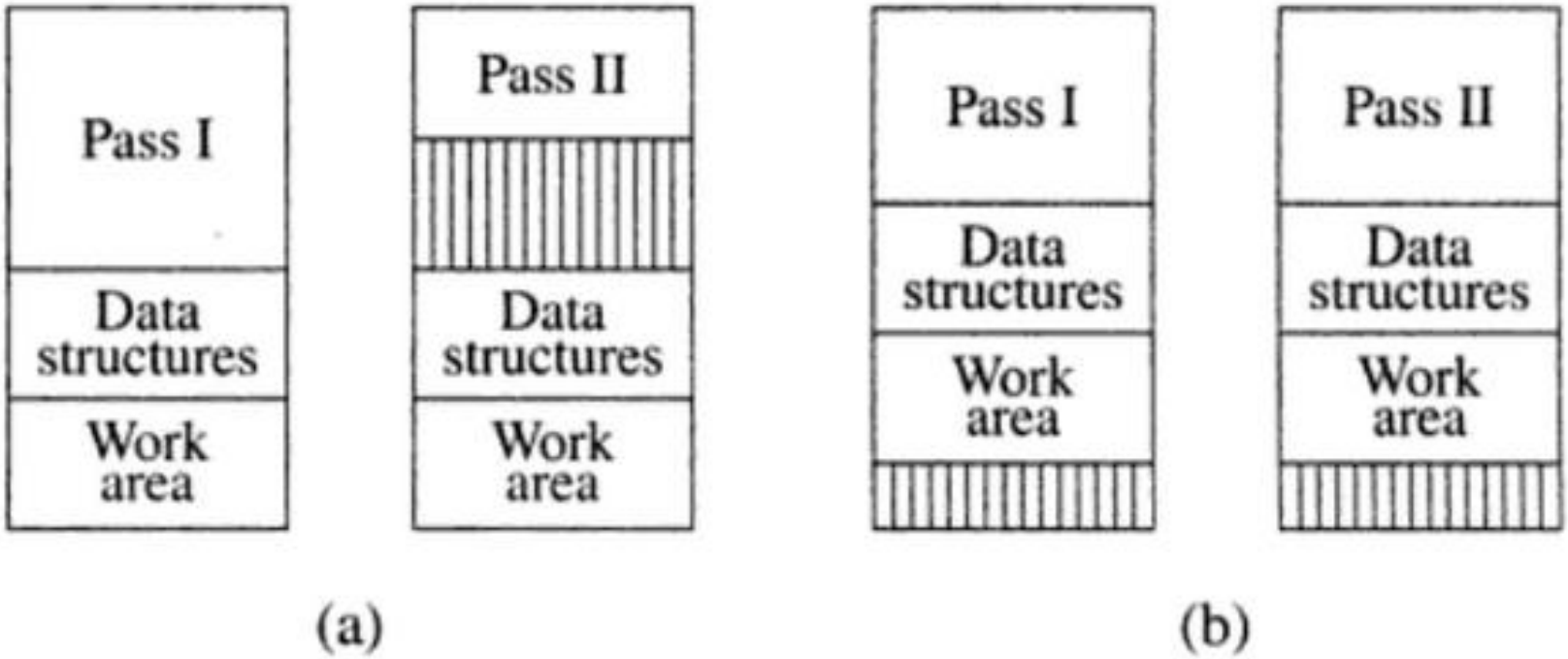
where *operand class* is one of C, S and L standing for constant, symbol and literal, respectively (see Fig. 4.12). For a constant, the *code* field contains the internal representation of the constant itself. For example, the operand descriptor for the statement START 200 is (C, 200). For a symbol or literal, the *code* field contains the ordinal number of the operand's entry in SYMTAB or LITTAB. Thus entries for a symbol XYZ and a literal ='25' would be of the form (S, 17) and (L, 35) respectively.

Variant II

This variant differs from variant I of the intermediate code in that the operand fields of the source statements are selectively replaced by their processed forms (see Fig. 4.13). For declarative statements and assembler directives, processing of the operand fields is essential to support LC processing. Hence these fields contain the processed forms. For imperative statements, the operand field is processed only to identify literal references. Literals are entered in LITTAB, and are represented as (L, *m*) in IC. Symbolic references in the source statement are not processed at all during Pass I.

```
        START   200             (AD,01)   (C,200)
        READ    A               (IS,09)   A
LOOP    MOVER   AREG, A         (IS,04)   AREG, A
          :                       :
        SUB     AREG, ='1'      (IS,02)   AREG, (L,01)
        BC      GT, LOOP        (IS,07)   GT, LOOP
        STOP                    (IS,00)
A       DS      1               (DL,02)   (C,1)
        LTORG                   (DL,05)
```

Comparison of the variants



Memory requirements using (a) variant I, (b) variant II

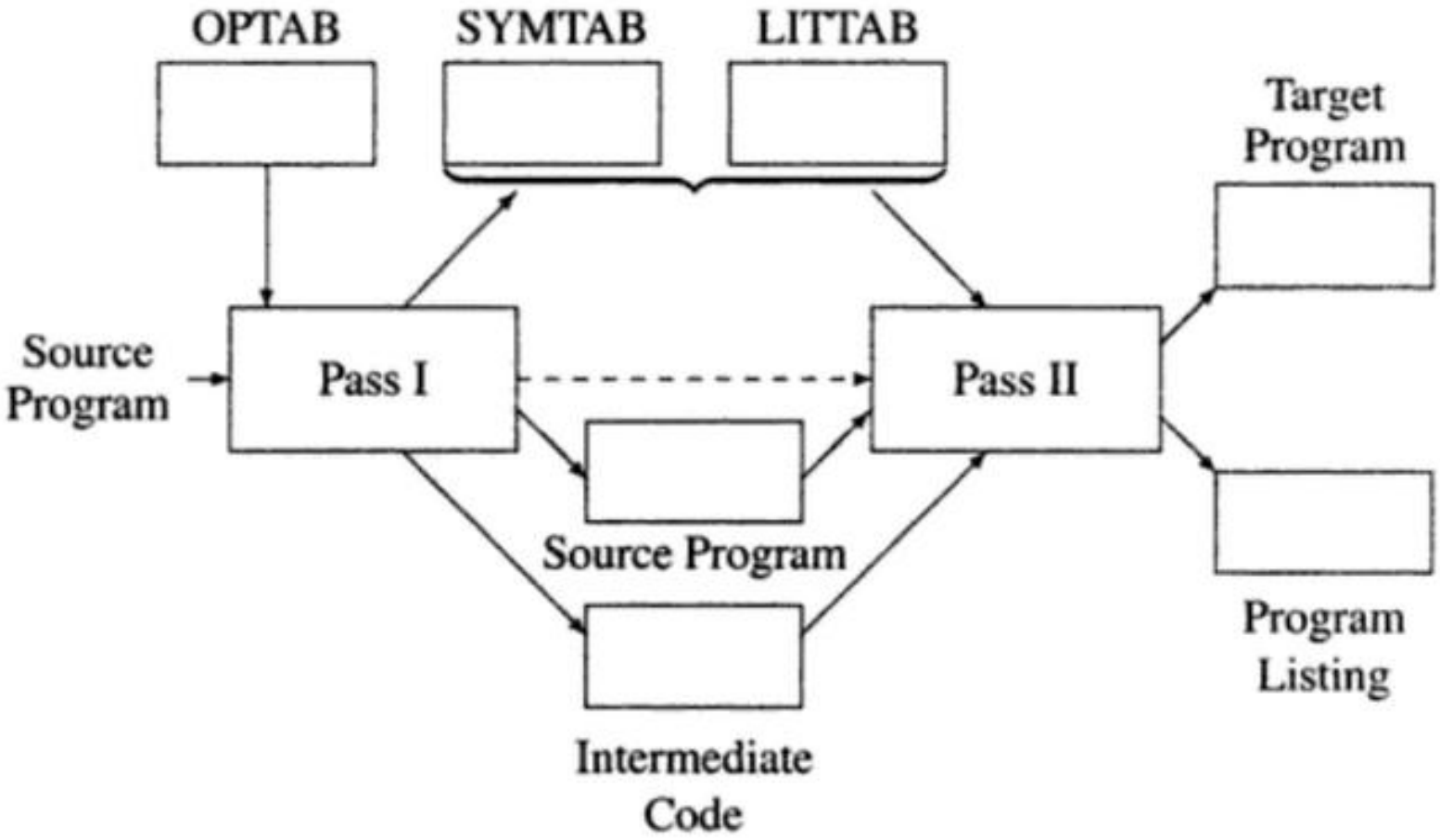
Comparison of the variants

Variant I of the intermediate code appears to require extra work in Pass I since operand fields are completely processed. However, this processing considerably simplifies the tasks of Pass II—a look at the IC of Fig. 4.12 confirms this. The functions of Pass II are quite trivial. To process the operand field of a declaration statement, we only need to refer to the appropriate table and obtain the operand address. Most declarations do not require any processing, e.g. `DC`, `DS` (see Section 4.4.5), and `START` statements, while some, e.g. `LTORG`, require marginal processing. The IC is quite compact—it can be as compact as the target code itself if each operand reference like (S, *n*) can be represented in the same number of bits as an operand address in a machine instruction.

Comparison of the variants

Variant II reduces the work of Pass I by transferring the burden of operand processing from Pass I to Pass II of the assembler. The IC is less compact since the memory operand of a typical imperative statement is in the source form itself. On the other hand, by making Pass II to perform more work, the functions and memory requirements of the two passes get better balanced. Figure 4.14 illustrates the advantages of this aspect. Part (a) of Fig. 4.14 shows memory utilization by an assembler using variant I of IC. Some data structures, viz. symbol table, are passed in the memory while IC is presumably written in a file. Since Pass I performs much more processing than Pass II, its code occupies more memory than the code of Pass II. Part

Pass II of an assembler



Pass II of an assembler

- Tables

For efficiency reasons SYMTAB must remain in main memory throughout Passes I and II of the assembler. LITTAB is not accessed as frequently as SYMTAB, however it may be accessed sufficiently frequently to justify its presence in the memory. If memory is at a premium, it is possible to hold only part of LITTAB in the memory because only the literals of the current pool need to be accessible at any time. For obvious reasons, no such partitioning is feasible for SYMTAB. OPTAB should be in memory during Pass I.

Pass II of an assembler

- Source Program and Intermediate Code

The source program would be read by Pass I on a statement by statement basis. After processing, a source statement can be written into a file for subsequent use in Pass II. The IC generated for it would also be written into another file. The target code and the program listings can be written out as separate files by Pass II. Since all these files are sequential in nature, it is beneficial to use appropriate blocking and buffering of records.