

Ex-no: 7  
07-11-2024

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**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**  
**UCS2702 - Compiler Lab**  
**Programming Assignment-7 Implementation of code optimization techniques**

**Consider the Three Address Code sequences and apply the following techniques to optimize the code.**

**Constant folding**

**Algebraic identities**

**Strength reduction**

**Dead code elimination**

**Input:**

**t1= 5\*3**

**t2=a+0**

**t3=b\*1**

**t4=b\*d**

**t5=d\*\*2**

**t6=b\*d**

**Output:**

**t1=15**

**t3=b**

**t4=b\*d**

**t5=b\*b**

**Program code:**

**optimize.l**

```
%{
```

```
#include "optimize.tab.h"
```

```
%}
```

```
digit  [0-9]+
```

```
variable [a-zA-Z][a-zA-Z0-9]*
```

```
%%
```

```
{digit}    { yylval.intval = atoi(yytext); return NUMBER; }
```

```
{variable} { yylval.strval = strdup(yytext); return VARIABLE; }
```

```
"="        { return ASSIGN; }
```

```
"**"       { return POWER; }
```

```
"*"        { return MULTIPLY; }
```

```
"+"        { return ADD; }
```

```
\n         { return NEWLINE; }
```

```
[ \t]      { /* ignore whitespace */ }
```

```
.      { return yytext[0]; }
```

```
%%
```

```
int yywrap() {  
    return 1;  
}
```

### **optimize.y**

```
%{  
#include <stdio.h>  
#include <stdlib.h>  
#include <string.h>  
void yyerror(const char *s);  
int yylex();
```

```
typedef struct {  
    char *name;  
    char *expression;  
} entry;
```

```
entry symbol_table[100];  
int symbol_table_index = 0;
```

```
int lookup(char *expr);  
void add_expression(char *name, char *expr);  
char *concatenate(char *a, char *op, char *b);  
int is_constant(char *name);
```

```
%}
```

```
%union {  
    int intval;  
    char *strval;  
}
```

```
%token <intval> NUMBER  
%token <strval> VARIABLE  
%token ASSIGN MULTIPLY ADD POWER NEWLINE
```

```
%left ADD  
%left MULTIPLY  
%right POWER
```

```
%type <strval> expression line
```

```
%%
```

```
input:  
    | input line NEWLINE
```

;

line:

```
VARIABLE ASSIGN expression {
    int index = lookup($3);
    if (index == -1) {
        // Expression not yet seen, so we add it
        add_expression($1, $3);
        printf("%s = %s\n", $1, $3);
    } else {
        // Expression already exists, skip duplicate
        printf("// Duplicate of %s; skipping %s\n", symbol_table[index].name, $1);
    }
}
;
```

expression:

```
NUMBER {
    char buffer[12];
    sprintf(buffer, "%d", $1);
    $$ = strdup(buffer);
}
| VARIABLE {
    $$ = strdup($1);
}
| expression MULTIPLY expression {
    if (is_constant($1) && is_constant($3)) {
        char buffer[12];
        sprintf(buffer, "%d", atoi($1) * atoi($3));
        $$ = strdup(buffer);
    } else if (strcmp($1, "1") == 0) $$ = $3;
    else if (strcmp($3, "1") == 0) $$ = $1;
    else {
        $$ = concatenate($1, "*", $3);
    }
}
| expression ADD expression {
    if (is_constant($1) && is_constant($3)) {
        char buffer[12];
        sprintf(buffer, "%d", atoi($1) + atoi($3));
        $$ = strdup(buffer);
    } else if (strcmp($1, "0") == 0) $$ = $3;
    else if (strcmp($3, "0") == 0) $$ = $1;
    else {
        $$ = concatenate($1, "+", $3);
    }
}
| expression POWER expression {
    if (strcmp($3, "2") == 0) $$ = concatenate($1, "**", $1);
    else $$ = concatenate($1, "**", $3);
}
;
```

%%

```
int main() {  
    yyparse();  
    return 0;  
}
```

```
void yyerror(const char *s) {  
  
}
```

```
int lookup(char *expr) {  
    for (int i = 0; i < symbol_table_index; i++) {  
        if (strcmp(symbol_table[i].expression, expr) == 0) {  
            return i;  
        }  
    }  
    return -1;  
}
```

```
void add_expression(char *name, char *expr) {  
    symbol_table[symbol_table_index].name = strdup(name);  
    symbol_table[symbol_table_index].expression = strdup(expr);  
    symbol_table_index++;  
}
```

```
int is_constant(char *name) {  
    for (int i = 0; name[i] != '\0'; i++) {  
        if (name[i] < '0' || name[i] > '9') return 0;  
    }  
    return 1;  
}
```

```
char *concatenate(char *a, char *op, char *b) {  
    char *result = malloc(strlen(a) + strlen(op) + strlen(b) + 1);  
    sprintf(result, "%s%s%s", a, op, b);  
    return result;  
}
```

### **input.txt**

```
t1= 10 * 10  
t2= a + 0  
t3= b * 1  
t4= c * d  
t5= c**2  
t6= c * d  
t7= c * d  
t8= a + 0
```

### **input2.txt**

t1=5\*3  
t2=a+0  
t3=b\*1  
t4=b\*d  
t5=d\*\*2  
t6=b\*d

**output:**

```
rohith@rohith: ~/Desktop/Compiler Design TCP/Ex-7 Implementation of code optimization techniques
rohith@rohith:~/Desktop/Compiler Design TCP/Ex-7 Implementation of code optimization techniques$ bison -d optimize.y
optimize.y:26 parser name defined to default : "parse"
rohith@rohith:~/Desktop/Compiler Design TCP/Ex-7 Implementation of code optimization techniques$ flex optimize.l
rohith@rohith:~/Desktop/Compiler Design TCP/Ex-7 Implementation of code optimization techniques$ gcc -o optimize optimize.tab.c lex.yy.c
rohith@rohith:~/Desktop/Compiler Design TCP/Ex-7 Implementation of code optimization techniques$ ./optimize < input.txt
t1 = 100
t2 = a
t3 = b
t4 = c*d
t5 = c*c
// Duplicate of t4; skipping t6
// Duplicate of t4; skipping t7
// Duplicate of t2; skipping t8
rohith@rohith:~/Desktop/Compiler Design TCP/Ex-7 Implementation of code optimization techniques$ ./optimize < input2.txt
t1 = 15
t2 = a
t3 = b
t4 = b*d
t5 = d*d
rohith@rohith:~/Desktop/Compiler Design TCP/Ex-7 Implementation of code optimization techniques$
```