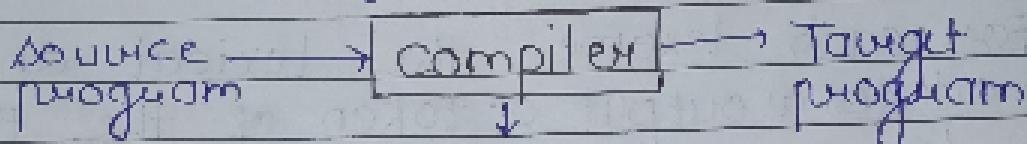


## UNIT I:

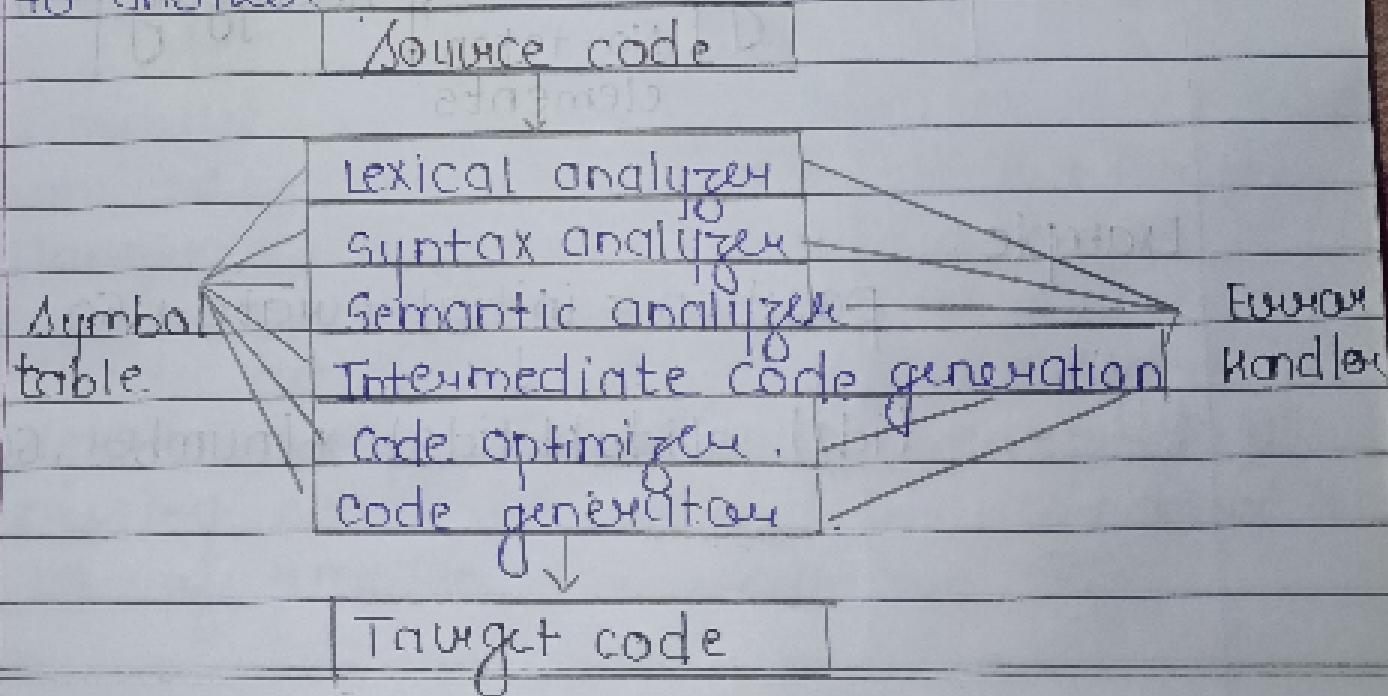
## Introduction to Compiler

- Compiler is a program that converts high level language into its equivalent machine language.
- An important part of this translation process is the compiler reports to its user the presence of errors in the source program.



## \* Phases of Compiler

Conceptually, a compiler operates in phases, each of which transforms the source program from one representation to another.



## Q.5 [Lexical analysis phase]

Answer :- The first phase of a compiler is called lexical analysis and this is also called as token analysis.

- 1) It reads the stream of characters reading up the source program and groups the characters into meaningful sequences called lexemes.

For each lexeme, the lexical analyzer produces a output of token of the form (token-name, attribute value). It is that it passes on the subsequent phase of syntax analysis.

### Lexical analysis

lexeme → scanning → Eliminate No-token elements

Example :

```
{ id1 } - { id2 } + { id3 } * number , so }
```

Position = initial + (size \* 3)

Ex-1

int main ()

{ a = 10 ;

cout << a ;

return 0 ; }

Ex-2 will mean one :

```
int main () { cout << "a = 10" ; }
```

Advantages : It reduces the complexity of the program by eliminating the tokens.

Disadvantages : It increases the complexity of the program.

Efficiency : It improves the efficiency of the parsing process because it breaks down the input into smaller, more manageable chunks.

Size of tokens

It allows for the use of keywords or identifiers which may be misspelled.

Example : Identifier . Square braces [ ] . Minus

3) Error detection : The lexical analyzer can detect new words which are misspelled (onyms), but may be correctly spelt. Thus it can save time in the debugging process.

### \* Disadvantages

1) Complexity : It is complex and requires a lot of computational power.

2) Increased code size : The addition of long and unusual words can increase the size of the code, making it more difficult to learn and understand.

Q. 5 Write difference betw. phase 1 & phase 2

### Frustated

### Phase 1

### Phase 2

Functional stages	Number of times	Q. 6 Explain the advantages of recursive model of compilation.
1) Definition of the compilation. The compiler takes input from user like entire program or source code.	Once	• Facilitates optimization.
2) Focus , Specific task performed through the code changed.	Overall iteration	• Provides better readability.
3) Simularity , Biodealer, acronym passing multiple steps.	Elmer, individual	• Clean separation of the subtasks down the complex program into well-defined stages, making it easier to understand.

Functional stages	Number of times	Q. 7 Explain the disadvantages of recursive model of compilation.
1) Definition of the compilation. The compiler takes input from user like entire program or source code.	Once	• Redundancy : The modularity allows few components to have many abilities.
2) Focus , Specific task performed through the code changed.	Overall iteration	• Redundancy : The modularity allows few components to have many abilities.
3) Simularity , Biodealer, acronym passing multiple steps.	Elmer, individual	• Redundancy : The modularity allows few components to have many abilities.

Functional stages	Number of times	Q. 8 Explain the disadvantages of recursive model of compilation.
1) Definition of the compilation. The compiler takes input from user like entire program or source code.	Once	• Redundancy : The modularity allows few components to have many abilities.
2) Focus , Specific task performed through the code changed.	Overall iteration	• Redundancy : The modularity allows few components to have many abilities.
3) Simularity , Biodealer, acronym passing multiple steps.	Elmer, individual	• Redundancy : The modularity allows few components to have many abilities.

Functional stages	Number of times	Q. 9 Explain the disadvantages of recursive model of compilation.
1) Definition of the compilation. The compiler takes input from user like entire program or source code.	Once	• Redundancy : The modularity allows few components to have many abilities.
2) Focus , Specific task performed through the code changed.	Overall iteration	• Redundancy : The modularity allows few components to have many abilities.
3) Simularity , Biodealer, acronym passing multiple steps.	Elmer, individual	• Redundancy : The modularity allows few components to have many abilities.

Functional stages	Number of times	Q. 10 Explain the disadvantages of recursive model of compilation.
1) Definition of the compilation. The compiler takes input from user like entire program or source code.	Once	• Redundancy : The modularity allows few components to have many abilities.
2) Focus , Specific task performed through the code changed.	Overall iteration	• Redundancy : The modularity allows few components to have many abilities.
3) Simularity , Biodealer, acronym passing multiple steps.	Elmer, individual	• Redundancy : The modularity allows few components to have many abilities.

Functional stages	Number of times	Q. 11 Explain the disadvantages of recursive model of compilation.
1) Definition of the compilation. The compiler takes input from user like entire program or source code.	Once	• Redundancy : The modularity allows few components to have many abilities.
2) Focus , Specific task performed through the code changed.	Overall iteration	• Redundancy : The modularity allows few components to have many abilities.
3) Simularity , Biodealer, acronym passing multiple steps.	Elmer, individual	• Redundancy : The modularity allows few components to have many abilities.

### 1) Portability:

- Intermediate representation: The use of an intermediate representation between compilation and synthesis makes the compiler more adaptable to different target machine architectures.

on flow of phases. The order and the number of passes within each phase can be adjusted for specific compiler needs.

### 3) Facilitates optimization

- Optimization scope: The intermediate representation provides a level of abstraction that allows the compiler to see the code's overall structure.
- Optimization passes: Within the synthesis phase, you can implement multiple passes.

### 4) Improved error reporting

- Specific errors: Each phase focuses on a specific aspect of compilation. It isolates errors related to syntax, semantics, or code generation to the responsible phases.

### 5) Flexibility:

- Pass organization: While there are common

Category	Token	Lexeme	Pattern
Definition	It is basically a sequence of characters that are treated as a unit.	It is a sequence of characters in the set of rules defined by the grammar that are matched by the scanner to create a token.	
Identifier	All reserved keywords of that language.	int, goto	The sequence of characters that make the keyword.
Type Identifier	Name and variants, qualifiers.	main()	It must start with the alphabet, followed by the printables.
Operator	All operations are considered tokens.	+, -	a digit.
Literal	A grammatical "Welcome!" or boolean literal.	"	any string of characters.

Ques 2  
What are the components of a compiler?

The second phase of the compiler is analysis and then translating.

The power user has built components which takes produced by the lexical parser. Consider a character-like language which has identifiers, then decide what kind of characters it consists of. Then token. After that we can build a grammar for the language. For example for multiplication rule \* so

Arithmatic rule

Positional rule

Initial

date

go

3) Semantic analysis

The third phase of compiler is semantic analysis.

It also performs type checking along with it.

In either the parser tree can the symbol table + lexeme + subsequent use + using rules relate to code generation.

For important part of semantic rules is type checking.

Example

int i; initial { i = 1; } int j; i = j;

int i; initial { i = 1; } int j; i = j;

int i; initial { i = 1; } int j; i = j;

Intermediate code generation

Translates the written program abstract tree into an intermediate representation which is a language independent code format.

Example: Compiles from Pascal or C code generated for different target architecture.

5) Code optimization

• Converts the intermediate code to improve the efficiency by applying various

## optimization techniques

This stage is not always present. And the implementation can vary significantly based on the compiler writer's priorities.

### Code generation

Translate the optimized intermediate code into the target machine language specific to the intended hardware platform.

## Q 2 Explain various compiler construction tools in details.

Ans: They are specialized tools that help in the implementation of various phases of the compiler.

### i) Parser Generation

To produce syntax checkers based on grammar that takes input in the form of the language of a programming language.

Example : EBNF, PCP

### CFG →

Parser

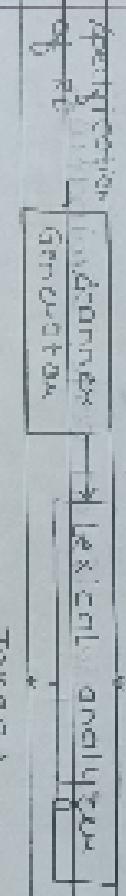
Generation

Parse tree

### v) Source Generation

The generated lexical structures from the parser consist of the decimal representation of characters of a language. To generate tokens, it needs to identify RE.

Example : If you have source program



### vi) Syntax directed translation engine

It takes the parse tree as input and generates intermediate code with the help of semantics. Each parse tree node has some basic technique semantic associated with it.

Example : Attribute grammar

### vii) Abstract code generation

It takes intermediate code as input and converts it into machine language. Each intermediate language instruction is having fixed size, a set of rules and thus best into the code generator as input.

Example : LLVM, ER, SCC, RISC-V

## 5) Data-flow analysis engines

- It is used for code optimization and can generate the optimized code. It is an integral part of code optimization that collects the info. of the values that flow from one part of program to another.

Example: Dead code elimination

dead code elimination between loops

ban fuga ni bo sikit swing, ult wakt FT.  
sewaktu bila abu etnikmatoi atwur  
abangut swing dpt. etnikmatoi tawuh  
nippin dofflebut minan ud ora sed  
ti adtia bat  
mengapit studiutta i siquepa

automaq code sitematu / H

ban fuga ni bo sikit etnikmatoi ult wakt FT.  
dpt. etnikmatoi sikit ntar ti tawuh  
ban fuga ni bo sikit etnikmatoi ult wakt FT.  
ult ban fuga ni bo sikit etnikmatoi ult wakt FT.  
ban fuga ni bo sikit etnikmatoi ult wakt FT.  
ban fuga ni bo sikit etnikmatoi ult wakt FT.



## UNIT - III

### Intermediate code generation

Guru

- Q.1 Syntax directed translation (SDT)
- It has augmented rules to the grammar that facilitates semantic analysis.
  - It involves passing information bottom up and top-down to the parse tree in form of attributes attached to the node.
  - SDT rules use
    - i) Lexical values of node
    - ii) Constant
    - iii) Attribute associated with the non-terminals in their definitions.

The general approach to syntax-directed translation is to construct parse tree by syntax tree and compute the values of attributes of the nodes of the tree by visiting them in some order.

In many cases, translation can be done during parsing passing without building an explicit tree.

Example: Write the example in C++

$$E \rightarrow E + T \quad \{ E\text{-val} = E\text{-val} + T\text{-val} \}$$

$$E \rightarrow T \quad \{ E\text{-val} = T\text{-val} \}$$

$$T \rightarrow F * F \quad \{ T\text{-val} = T\text{-val} * F\text{-val} \}$$

100  
Page

100  
Page

100  
Page

$T \rightarrow F$   
 $F \rightarrow id$   
 $val = id.level$

Q3

Synthesized  
attribute

Erased  
attribute

we know  $S = 2 + 3 * 4$

Q3

synthesized attribute

erased attribute

$E \rightarrow id + Term - char - w$   
 $level + SQL - w$

Q3

value is determined by the attribute value of child nodes. current sum shift

$T \rightarrow a + b - c$   
 $a = level = 4$

Q3

value is determined by the attribute value of child nodes. current sum shift

$F \rightarrow T \cup g$   
 $T \rightarrow a + b - c$   
 $a = level = 4$

Q3

value is determined by the attribute value of child nodes. current sum shift

$G \rightarrow a + b - c$   
 $a = level = 4$

Q3

value is determined by the attribute value of child nodes. current sum shift

synthesized attribute  
is a kind of attribute

Q3

it can be evaluated

which each product is associated with it in a particular rule.

Q3

can be combined by both horizontal and vertical

- It is a generalization of EFG in which each product is associated with it in a particular rule.

Q3

combined by non-terminal

- The other one can be obtained from the number type of grammar

Q3

value is determined by the attribute value of child nodes. current sum shift

synthesized attribute

Q3

value is determined by the attribute value of child nodes. current sum shift

synthesized attribute

Q3

value is determined by the attribute value of child nodes. current sum shift

Q: What are the difficulties in handwritten recognition?

A: Handwritten fonts are complex.

\* alias name: Surrogates for multiple forms of the same character.

\* stroke order: Order in which strokes are made.

\* vector: Encoded in child nodes of tree structure.

\* gesture: Intra-stroke attributes.

\* baseline: Horizontal reference line.

\* relative position: Relative position of characters.

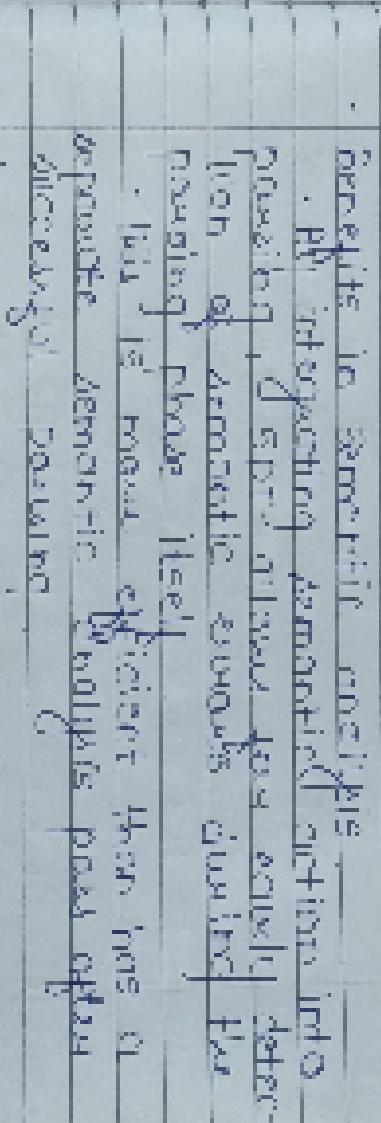
\* length: Length of stroke.

\* angle: Angle of stroke.

\* width: Width of stroke.

\* pen-down: Stroke starts.

\* Example: Every handwritten font has a vector representation.



\* stroking order: In which phase strokes are made and what?

\* Scribble: Is remembered in the segment.