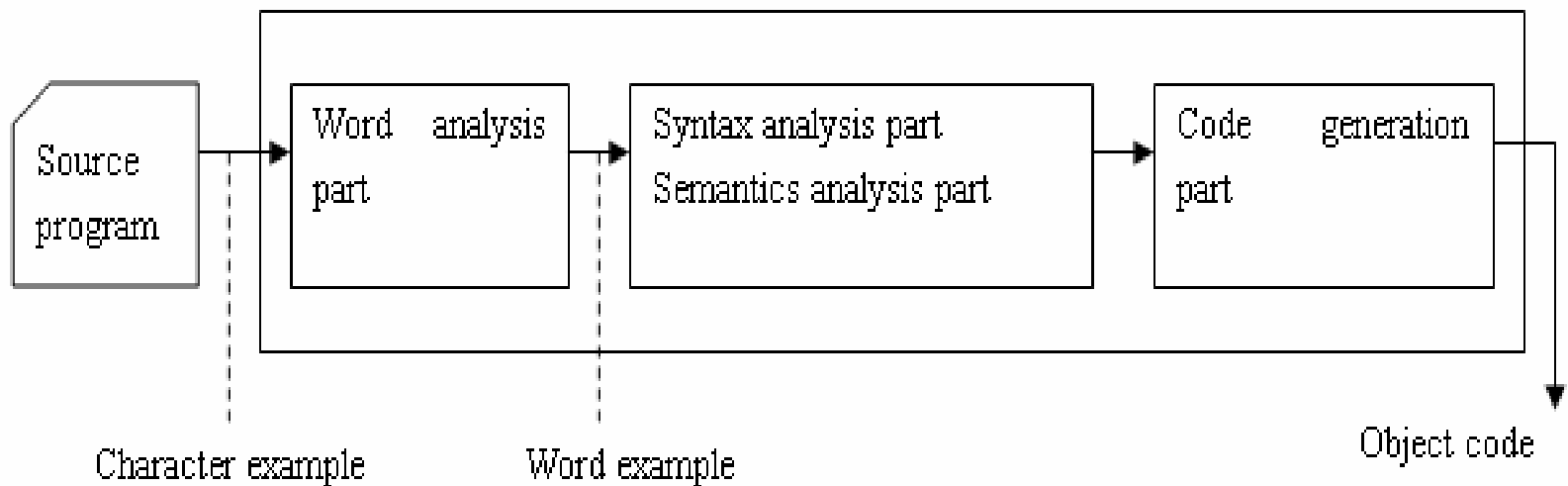




## Unit 2.

# The phases of a Compiler

# Main phases of a compiler





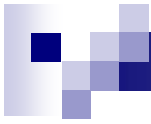
# Phases of a compiler

- Scanner (Lexical Analyser)

Stream of characters making up the source program is read from left to right and grouped into tokens (sequences of characters having a collective meaning)

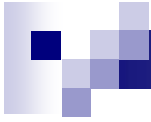
- Parser (Syntax Analyser)

Group the tokens of the source program into grammatical phrases that are used by the compiler to synthesize output



# Phases of a compiler

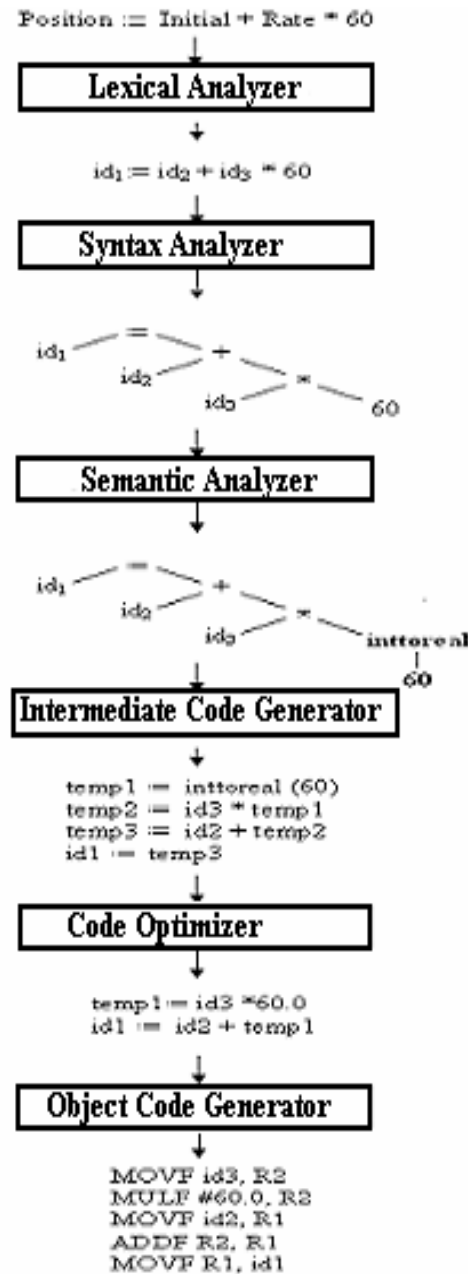
- Semantic Analysis: Check the source program for semantic errors and gather type information for the subsequent code generation phase.
- Intermediate Code Generation: Generate an intermediate representation as a program for an abstract machine.



# Phases of a compiler

- Code optimization : Improve the intermediate code so that faster running code will result
- Code generation: Generation of target code, consisting normally of relocatable machine code or assembly code

# Translation of a statement





# Phase 1:Lexical Analysis

- Scanner: Converts the stream of input characters into a stream of tokens that becomes the input to the following phase (parsing)
- Tasks of a scanner
  - Group characters into tokens
  - Token: the syntax unit
  - Categorization of tokens.



# Types of tokens

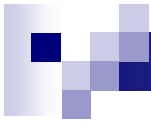
TOKEN	NUMBER
<b>identifier</b>	1
<b>number</b>	2
<b>=</b>	3
<b>+</b>	4
<b>-</b>	5
<b>;</b>	6
<b>==</b>	7
<b>if</b>	8
<b>else</b>	9
<b>(</b>	10
<b>)</b>	11





## Phase 2: Parsing

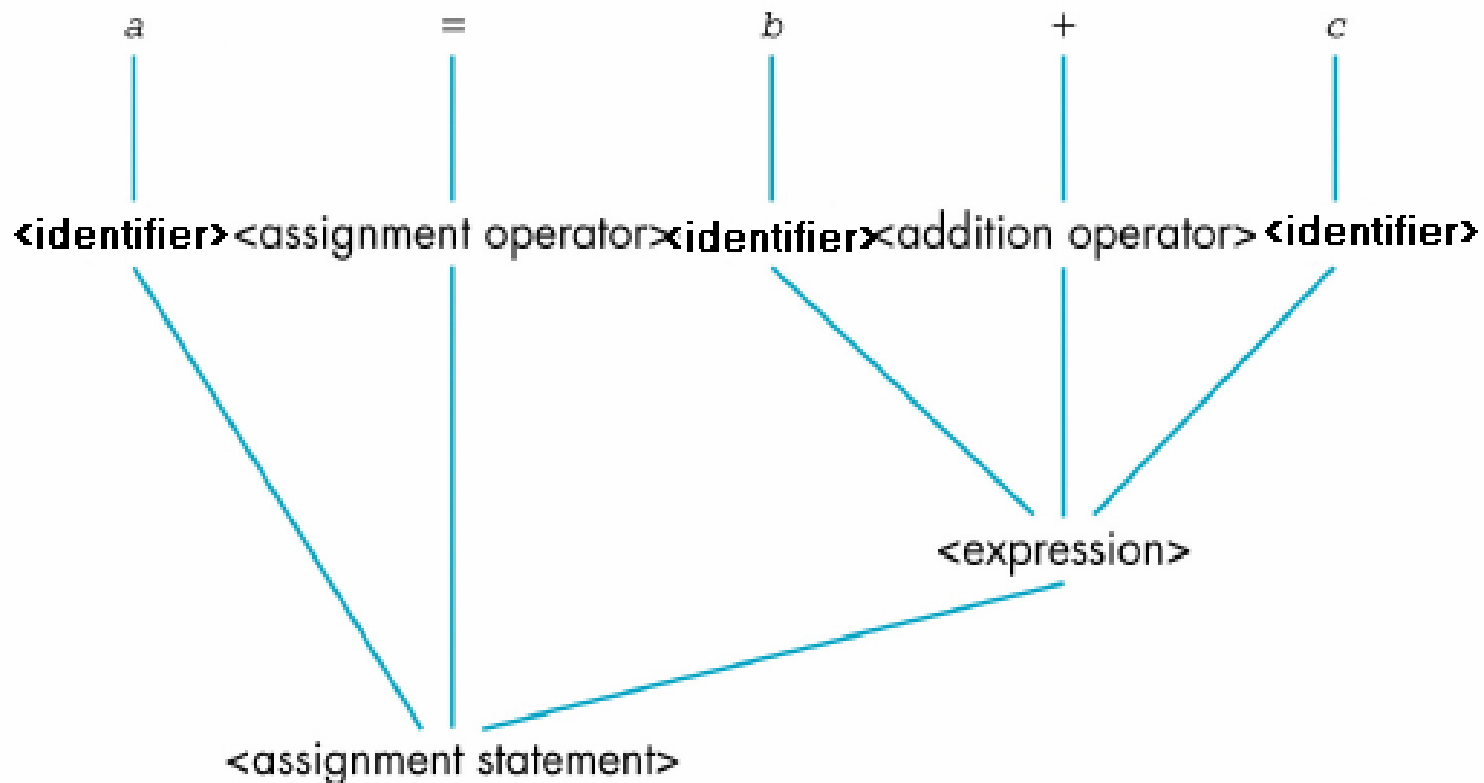
- The process of determining if a string of token can be generate by a grammar
- Is executed by a parser



## Phase 2: Parsing

- Output of a parser:
  - Parse tree (if any)
  - Error Message (otherwise)
- If a parse tree is built successfully, the program is grammatically correct

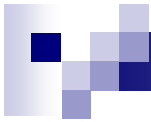
# Example: statement $a = b + c$





# Grammars, languages, BNF, syntax diagrams

- Bộ phân tích cú pháp cần đưa ra phân tích cho mỗi câu của ngôn ngữ (chương trình)
- BNF (Backus-Naur Form) is a meta language used to express grammars of programming languages
- Syntax Diagrams : A pictorial diagram showing the rules for forming an instruction in a programming language, and how the components of the statement are related. Syntax diagrams are like directed graphs.



# Grammars, languages, BNF, syntax diagrams

- BNF and formal grammars use 2 types of symbol
- Terminals :
  - Tokens of the language
  - Never appear in the left side of any production
- Nonterminals
  - Intermediate symbol to express structures of a language
  - Must be in a left side of at least one production
  - Enclose in `<>`



# Grammars, languages, BNF, syntax diagrams

- Start symbol :
  - Nonterminal of the first level
  - Appear at the root of parse tree



# Parsing: Concept and techniques

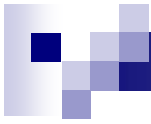
- Continuously apply grammatical rules until a string of terminal is generated.
- If the parser convert first symbol into the input string, it is syntactically correct
- Otherwise, string is not syntactically correct



## Parsing: Concept and techniques

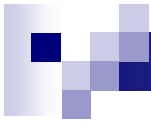
- The most important thing of a compiler: grammar
- Grammar includes all structures of a program
- Not includes any other rule





# Parsing: Concept and techniques

- Grammar must be unambiguous
- If grammar is ambiguous, more than one parse tree can be created



## Phase 3: Semantic Analysis

- Certain check are performed to ensure that the components of a program fit together meaningfully
- To generate code, source program must be syntactically and semantically correct



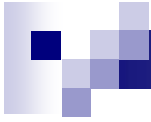
## Phase 4: Intermediate code generation

- Source program is transferred to an equivalent program in intermediate code by intermediate code generator
- *Intermediate code* is machine independent



# Advantages of Intermediate Code

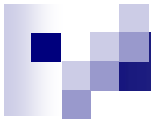
- 1. Easy to translate into object code.**
- 2. Code optimizer can be applied before code generation**
- 3. Decrease time cost**



# Intermediate Code

## ■ Alternatives

- Parse Tree
- Postfix Notation
- Three Address Code



# Phase 5: Code Generator

- Input: Intermediate code of source program
- Output: Object program
  - Assembly code
  - Virtual machine code



# Problems

- Input
- Output
- Set of instruction
- Register allocation
- Object machine