Compilation of a program proceeds through a fixed series of phases.

- Each phase uses an (intermediate) form of the program produced by an earlier phase.
- Subsequent phases operate on lower-level code representations.

Each phase may consist of a number of passes over the program representation.

- Pascal, FORTRAN, and C languages designed for one-pass compilation, which explains the need for function prototypes.
- Single-pass compilers need less memory to operate.
- Java and Ada are multi-pass.
COMPILER PHASES

The compiling process phases are listed below.
- Lexical analysis
- Syntax analysis
- Semantic analysis
- Intermediate (machine-independent) code generation
- Intermediate code optimization
- Target (machine-dependent) code generation
- Target code optimization
Front-End Analysis

1. Source Program
2. Scanner (Lexical Analysis)
3. Tokens
4. Parser (Syntax Analysis)
5. Parse Tree
6. Semantic Analysis & Intermediate Code Generation
7. Abstract Syntax Tree

Back-End Synthesis

1. Abstract Syntax Tree
3. Modified Intermediate Form
4. Target Code Generation
5. Assembly or Object Code
6. Machine-Specific Code Improvement
7. Modified Assembly or Object Code
Lexical analysis is the process of tokenizing characters that appear in a program. A scanner (or lexer) groups characters together into meaningful tokens which are then sent to the parser.

What we write:

```c
int main()
{
    int i = getInt(), j = getInt();
    while(i!=j){
        if(i > j) i = i - j;
        else j = j - i;
    }
    putInt(i);
}
```

What the scanner picks up:

```
i', 'n', 't', ' ', 'm', 'a', 'i', 'n', '(', ')', '{'...
```
LEXICAL ANALYSIS

As the scanner reads in the characters, it produces meaningful tokens.

Tokens are typically defined using *regular expressions*, which are understood by a lexical analyzer generator such as lex.

What the scanner picks up:  The resulting tokens:

'\', 'n', 't', ' ', 'm', 'a', 'i', 'n', '(', ')', '{', ....  int, main, (, ), {, int, i, =, getint, (, ), ....
LEXICAL ANALYSIS

What kinds of errors can be caught in the lexical analysis phase?
LEXICAL ANALYSIS

What kinds of errors can be caught in the lexical analysis phase?

• Invalid tokens.

• An example in C: int i = @3;

  @ is an invalid token in C
Syntax analysis is performed by a parser which takes the tokens generated by the scanner and creates a parse tree which shows how tokens fit together within a valid program.

The structure of the parse tree is dictated by the grammar of the programming language.

- Typically, a context-free grammar which is a set of recursive rules for generating valid patterns of tokens.
CONTEXT-FREE GRAMMARS

Context-free grammars define the syntax of a programming language.

Generally speaking, context-free grammars contain recursive rewrite rules (productions) of the following form:

\[ N \rightarrow w \]

where \( N \) is a non-terminal symbol and \( w \) is a string of terminal symbols and/or non-terminal symbols. Alternatively, \( w \) could also be \( \epsilon \), an empty string.
Here’s a little example. The starting non-terminal is program.

```
program  →  statement
statement →  if ( condition ) { statement }
statement →  assignment
assignment →  exp = exp ;
condition →  exp > exp
condition →  exp < exp
exp       →  id
```
What kind of code does this CFG admit?

```
a = b;
if(a > b){
b = c;
}
```

```
if(a > b){
    if(a > c){
b = d;    
    }
}
```
SYNTAX ANALYSIS

How can we use our CFG to create the parse tree?

```
program  →  statement
statement →  if ( condition ) { statement }
statement →  assignment
assignment →  exp  =  exp  ;
condition →  exp  >  exp
condition →  exp  <  exp
exp   →  id

a = b;
```
SYNTAX ANALYSIS

A more complicated example...

```
program  ->  statement
statement -> if ( condition ) { statement }
statement -> assignment
assignment -> exp = exp ;
condition  ->  exp > exp
condition  ->  exp < exp
exp    ->  id

if(a > b){
    b = c;
}
```
What kinds of errors are caught by the parser?
What kinds of errors are caught by the parser?

- Syntax errors: invalid sequences of tokens.
- Example in C: `a * b = c;`
Semantic analysis is the process of attempting to discover whether a valid pattern of tokens is actually meaningful.

Even if we know that the sequence of tokens is valid, it may still be an incorrect program.

For example: \( a = b; \)

What if \( a \) is an int and \( b \) is a character array?

To protect against these kinds of errors, the semantic analyzer will keep track of the types of identifiers and expressions in order to ensure they are used consistently.
SEMANTIC ANALYSIS

• Static Semantic Checks: semantic rules that can be checked at compile time.
  • Type checking.
  • Every variable is declared before being used.
  • Identifiers are used in appropriate contexts.
  • Checking function call arguments.

• Dynamic Semantic Checks: semantic rules that are checked at run time.
  • Array subscript values are within bounds.
  • Arithmetic errors, e.g. division by zero.
  • Pointers are not dereferenced unless pointing to valid object.
  • When a check fails at run time, an exception is raised.
Semantic analysis is typically performed by creating a symbol table that stores necessary information for verifying consistency.

A typical intermediate form of code produced by the semantic analyzer is an Abstract Syntax Tree (AST), which is annotated with pointers to the symbol table.

Let's look at our previous example and add some more rules to make it viable.

```
int a = 2;
int b = 1;
int c = 4;
if(a > b){
    b = c;
}
```

```
program → statement
statement → if ( condition ) { statement }
statement → assignment
statement → type exp = num ; statement
assignment → exp = exp ;
condition → exp > exp
condition → exp < exp
exp → id
type → int
```
Our updated parse tree, which is sometimes also known as a Concrete Syntax Tree.
Here is an equivalent AST with symbol table.
The goal of the AST is to produce an intermediate form of the code that removes the “artificial” nodes and annotates the rest with useful information. Some compilers use alternative intermediate forms, but the goal is the same.
Assuming C++, what kinds of errors are these (lexical, syntax, semantic)?

- `int = @3;`
- `int = ?3;`
- `int y = 3; x = y;`
- "Hello, World!"
- `int x; double y = 2.5; x = y;`
- `void sum(int, int); sum(1,2,3);`
- `myint++`
- `z = y/x; // y is 1, x is 0`
Assuming C++, what kinds of errors are these (lexical, syntax, semantic)?

- `int = @3;`  // Lexical
- `int = ?3;`  // Syntax
- `int y = 3; x = y;`  // Static Semantic
- "Hello, World!"  // Syntax
- `int x; double y = 2.5; x = y;`  // Static Semantic
- `void sum(int, int); sum(1,2,3);`  // Static Semantic
- `myint++`  // Syntax
- `z = y/x;`  // y is 1, x is 0  // Dynamic Semantic
Once the AST (or alternative intermediate form) has been generated, the compiler can perform machine-independent code optimization.

The goal is to modify the code so that it is quicker and uses resources more efficiently. There is an additional optimization step performed after the creation of the object code.
The goal of the Target Code Generation phase is to translate the intermediate form of the code (typically, the AST) into object code.

In the case of languages that translate into assembly language, the code generator will first pass through the symbol table, creating space for the variables.

Next, the code generator passes through the intermediate code form, generating the appropriate assembly code.

As stated before, the compiler makes one more pass through the object code to perform further optimization.
Next Lecture

Regular Expressions and Context-Free Grammars