

| Regulations 2022                     |                             |               |          |          |          |               |           |            |
|--------------------------------------|-----------------------------|---------------|----------|----------|----------|---------------|-----------|------------|
| Department of Information Technology |                             |               |          |          |          |               |           |            |
| Course Code                          | Course Title                | Hours / Weeks |          |          | Credits  | Maximum Marks |           |            |
|                                      |                             | L             | T        | P        | C        | CA            | EA        | Total      |
| <b>422ITT06</b>                      | <b>COMPILER ENGINEERING</b> | <b>3</b>      | <b>0</b> | <b>0</b> | <b>3</b> | <b>40</b>     | <b>60</b> | <b>100</b> |

#### OBJECTIVE(S):

- To learn about automata theory and regular expressions.
- To learn to design and implement a lexical analyzer.
- To learn the role of a parser and to study the different ways of parsing tokens.
- To study the process of Intermediate Code generation and its representations.
- To study the concepts of machine code generation.
- To study the concepts of Code Optimization

#### PREREQUISITES: Nil

### UNIT-I INTRODUCTION TO AUTOMATA THEORY AND REGULAR EXPRESSIONS 9

Finite Automata – Deterministic Finite Automata – Non-deterministic Finite Automata – NFA to DFA – Finite Automata with Epsilon Transitions – Epsilon-NFA to DFA – Kleene's Theorem – Minimization of Automata – Regular Expressions – Equivalence between Regular Expression and Automata – Properties of Regular Expressions.

### UNIT-II LEXICAL ANALYSIS 7

The Structure of a Compiler – Evolution of Programming Languages – Application of Compiler Technology – Lexical Analysis – Role of Lexical Analyzer – **Input Buffering** - Specification and Recognition of Tokens – Lexical Analyzer Generators.

### UNIT-III SYNTAX ANALYSIS 11

Introduction – Context Free Grammar – **Writing a grammar** - Top Down Parsing – Recursive Descent Parsing – Predictive Parsing – NonRecursive Predictive Parsing – Error Recovery – Bottom Up Parsing – LR Parsers – Construction of SLR (1) Parsing Table, Canonical LR (1) Parsing Table and LALR (1) Parsing Table – Parser Generators.

### UNIT-IV INTERMEDIATE CODE GENERATION 9

Symbol Table – Construction – Syntax Directed Definitions – Evaluation Orders for Syntax Directed Definitions – Applications of Syntax Directed Translation – Intermediate Code Generation – Three Address Code – Types and Declarations – Expression Translation – Type Checking – **Control Flow-Back Patching**.

### UNIT-V CODE GENERATION AND OPTIMIZATION 9

Issues – Design of Code Generator – Addresses in the Target Code – Basic Blocks in Flow Graph – Simple Code Generator – Peephole Optimization – Machine Independent Optimization – Principal Sources of Optimizations – Bootstrapping a Compiler – Compiling Compilers – Full Bootstrap.

Total Hours: 45

### OUTCOMES:

Upon completion of the course, the students will be able to:

CO1: Understand the construction of deterministic and nondeterministic automata.

CO2: Understand the concept of lexical analysis and various phases of a compiler

CO3: Apply different parsing algorithms to develop the parsers for a given grammar.

CO4: Represent the intermediate code for the source languages

CO5: Design and analyze code generation schemes and various optimization techniques.

Mapping of CO's with PO and PSO

| CO/PO | PO1 | PO2 | PO3 | PO4 | PO5 | PO6 | PO7 | PO8 | PO9 | PO10 | PO11 | PO12 | PS01 | PS02 | PS03 |
|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|------|------|------|
| C01   | 3   | 2   | 2   | 3   | 3   | -   | -   | -   | -   | -    | -    | 3    | 1    | -    | -    |
| C02   | 3   | 3   | 2   | 3   | -   | -   | -   | -   | -   | -    | -    | 3    | 1    | 3    | -    |
| C03   | 3   | 3   | 2   | 3   | 3   | -   | -   | -   | -   | -    | --   | 3    | -    | 2    | 3    |
| C04   | 3   | 2   | 3   | 3   | -   | -   | -   | -   | -   | -    | -    | 3    | -    | 2    | 3    |
| C05   | 2   | 2   | 3   | 3   | 3   | -   | -   | -   | -   | -    | -    | 3    | -    | 2    | 3    |
| AVG   | 3   | 2   | 2   | 3   | 3   | -   | -   | -   | -   | -    | -    | 3    | 1    | 2    | 3    |

### TEXT BOOKS:

1. Alfred V. Aho, Monica S. Lam, Ravi Sethi, and Jeffrey D. Ullman, "Compilers: Principles, Techniques, and Tools", Second Edition, Pearson Education, 2023.
2. John Hopcroft, Rajeev Motwani, Jeffrey Ullman, "Introduction To Automata Theory Languages, and Computation", Third Edition, Pearson Education, 2021.

### REFERENCES:

- 1.Dhamdhare D M, "Compiler Construction Principles and Practice" Second edition, Macmillan India Ltd., New Delhi, 2005.
2. Torbengidius Mogensen, "Basics of Compiler Design", Springer, 2011.
3. Charles N, Ron K Cytron, Richard J LeBlanc Jr., "Crafting a Compiler", Pearson Education, 2010.
4. K. D. Cooper, L. Torczon, "Engineering a Compiler", Morgan-Kaufmann, Second Edition, 2011.
5. Micheal Sipser, "Introduction to the Theory of Computation", Third Edition, 2014.