

# Step5: Generating *Tiny* Assembly Code

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- In the fifth step of this course project, you will implement a compiler pass that generates *Tiny*: a two-address assembly code
- We will use the string-matching instruction selection scheme studied in lecture 10: the compiler maps each instruction in the three-address code, in isolation, into an equivalent sequence of *tiny* instructions
  - Implementing peephole optimization is not required
- We will use a software simulator to execute and test the compiled *Tiny* programs
  - For simplicity, we will assume the simulator allows infinite number of physical registers

# Instruction Selection Examples



## Three-address code

## Tiny code

READI     A



sys readi     A

STOREI     \$T1, A



move     r1 , A

ADDI         \$T1, A, \$T2



move         r1 , r2  
addi         A , r2

GE             \$T1, \$T2, L1



cmpi         r1 , r2  
jge             L1



# Translation Example 1

Micro Program	Three-Address IR code	Tiny Assembly Code
<pre> PROGRAM test BEGIN   INT a;   INT b;   INT c;    FUNCTION VOID main( )   BEGIN      READ(a,b) ;     c := 1 / a - b * 2 ;     WRITE(c);    END END </pre>	<pre> LABEL main READI a READI b DIVI 1 a \$T1 MULTI b 2 \$T2 SUBI \$T1 \$T2 \$T3 STOREI \$T3 c WRITEI c </pre>	<pre> var a var b var c label main sys readi a sys readi b move 1 r1 divi a r1 move b r2 mul 2 r2 move r1 r3 subi r2 r3 move r3 c sys writei c </pre>



# Translation Example 2

Micro Program	Three-Address IR code	Tiny Assembly Code
<pre> PROGRAM test BEGIN   INT a;   INT b;    FUNCTION VOID main( )   BEGIN     READ(a) ;     IF ( a &gt; 0 )       b := 1 ;     ELSE       b := 0 ;     ENDIF     WRITE(b);   END END </pre>	<pre> LABEL main READI a LE a 0 L1 STOREI 1 b JUMP L2 LABEL L1 STOREI 0 b LABEL L2 WRITEI b </pre>	<pre> var a var b label main sys readi a move 0 r1 cmpi a r1 jle L1 move 1 b jmp L2 label L1 move 0 b label L2 sys writei b </pre>

# How To Use *Tiny* Simulator?

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- Find “Tiny Documentation” on the course webpage for information about:
  - Available *Tiny* instructions and their format
  - How to build the simulator
  - How to execute *Tiny* programs on the simulator

# Step 5 Test Cases and Output

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- Your compiler should now be complete: accepts input programs that are written in *MICRO* and produces a machine code program written in *Tiny*
- The course web page has a set of input *MICRO* code examples and the expected output *Tiny* code for each *MICRO* code example
- The simulator is also available, along with the expected output by the simulator when executing the *Tiny* program of each *MICRO* code example
- Due: TBA