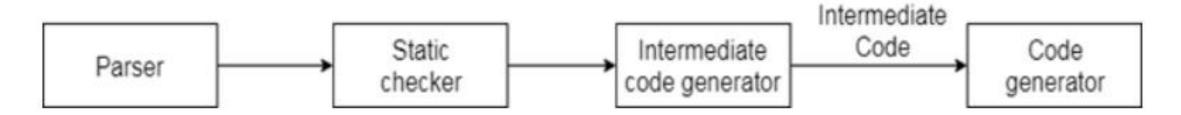
THREE ADDRESS CODE (Module V)

Dr Jasmine Selvakumari Jeya I
Senior Associate Professor
School of Computing Science and Engineering
VIT Bhopal University
jasmineselvakumarijeya@vitbhopal.ac.in

Three Address Code

- Three-address code is an intermediate code. It is used by the optimizing compilers.
- In three-address code, the given expression is **broken down** into several separate instructions. These instructions can easily translate into assembly language.
- Each three address code instruction has at most three operands. It is a combination of assignment and a binary operator.
- Intermediate code is used to translate the source code into the machine code. Intermediate code lies between the highlevel language and the machine language.



An assembly language is a type of low-level programming language that is intended to communicate directly with a computer's hardware. Unlike machine language, which consists of binary and hexadecimal characters, assembly languages are designed to be readable by humans.

Example of assembly language

"EAX," "EBX" and "ECX" are the **variables**. The first line of code loads "3" into the register "eax." The second line of code loads "4" into the register "ebx." Finally, the last line of code adds "eax" and "ebx" and stores the result of the addition, which is seven, in "ecx."

Examples

Given Expression

$$a := (-c * b) + (-c * d)$$

Three-address code is as follows

$$t_1 := -c$$
 $t_2 := t_1^* b$
 $t_3 := -c$
 $t_4 := t_3^* d$
 $t_5 := t_2^* + t_4^*$
 $a := t_5^*$

Implementation of Three Address Code

The three address code can be represented in two forms:

- 1. Quadruples
- 2. Triples

Quadruples

The quadruples have four fields to implement the three address code. The field of quadruples contains the name of the

- 1. Operator,
- 2. The first source operand,
- 3. The second source operand and
- 4. The result respectively.

Cont...

Operator
Source 1
Source 2
Destination

Fig: Quadruples field

Example

$$a := -b * c + d$$

Three-address code is as follows:

$$t_1 := -b$$

$$t_2 := c + d$$

$$t_3 := t_1 * t_2$$

$$a := t_3$$

These statements are represented by quadruples as follows:

$$t_1 := -b$$
 $t_2 := c + d$
 $t_3 := t_1 * t_2$
 $a := t_3$

	Operator	Source 1	Source 2	Destination
(0)	uminus	b	-	t ₁
(1)	+	С	d	t ₂
(2)	*	t ₁	t ₂	t ₃
(3)	:=	t ₃	-	а

Triples

- The triples have three fields to implement the three address code. The field of triples contains the name of the operator, the first source operand and the second source operand.
- In triples, the results of respective sub-expressions are denoted by the position of expression. Triple is equivalent to DAG while representing expressions.

Operator
Source 1

Fig: Triples field

Example

a := -b * c + d

Three address

code is as follows:

$$t_1 := -b$$
 $t_2 := c + d$
 $t_3 := t_1 * t_2$
 $a := t_3$

	Operator	Source 1	Source 2
(0)	uminus	b	-
(1)	+	С	d
(2)	*	(0)	(1)
(3)	:=	(2)	-

Indirect Triple Representation

	Operator	Source 1	Source 2
(0)	uminus	b	-
(1)	+	С	d
(2)	*	(41)	(42)
(3)	:=	(43)	-

Index	Indirect Index
(0)	(41)
(1)	(42)
(2)	(43)
(3)	(44)

Problem-01

1. Write Three Address Code for the following expression-

$$a = b + c + d$$

$$a = b + c + d$$

Solution

$$(1) T1 = b + c$$

$$(2) T2 = T1 + d$$

$$(3) a = T2$$

Consider expression a = b * - c + b * - c. The three address code is:

```
t1 = uminus c
t2 = b * t1
t3 = uminus c
t4 = b * t3
t5 = t2 + t4
a = t5
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Problem-02

2. Write Three Address Code for the following expression-

$$-(a \times b) + (c + d) - (a + b + c + d)$$

Solution-

$$(1) T1 = a x b$$

$$(2) T2 = uminus T1$$

$$(3) T3 = c + d$$

$$(4) T4 = T2 + T3$$

$$(5) T5 = a + b$$

$$(6) T6 = T3 + T5$$

$$(7) T7 = T4 - T6$$

Problem-03:

3. Write Three Address Code for the following expression-If A < B then 1 else 0

Solution-

- (1) If (A < B) goto (4)
- (2) T1 = 0
- (3) goto (5)
- (4) T1 = 1
- (5)

Problem-04:

4. Write Three Address Code for the following expression-

• If A < B and C < D then t = 1 else t = 0

If A < B and C < D then t = 1 else t = 0

Solution-

- (1) If (A < B) goto (3)
- (2) goto (4)
- (3) If (C < D) goto (6)
- (4) t = 0
- (5) goto (7)
- (6) t = 1
- (7)