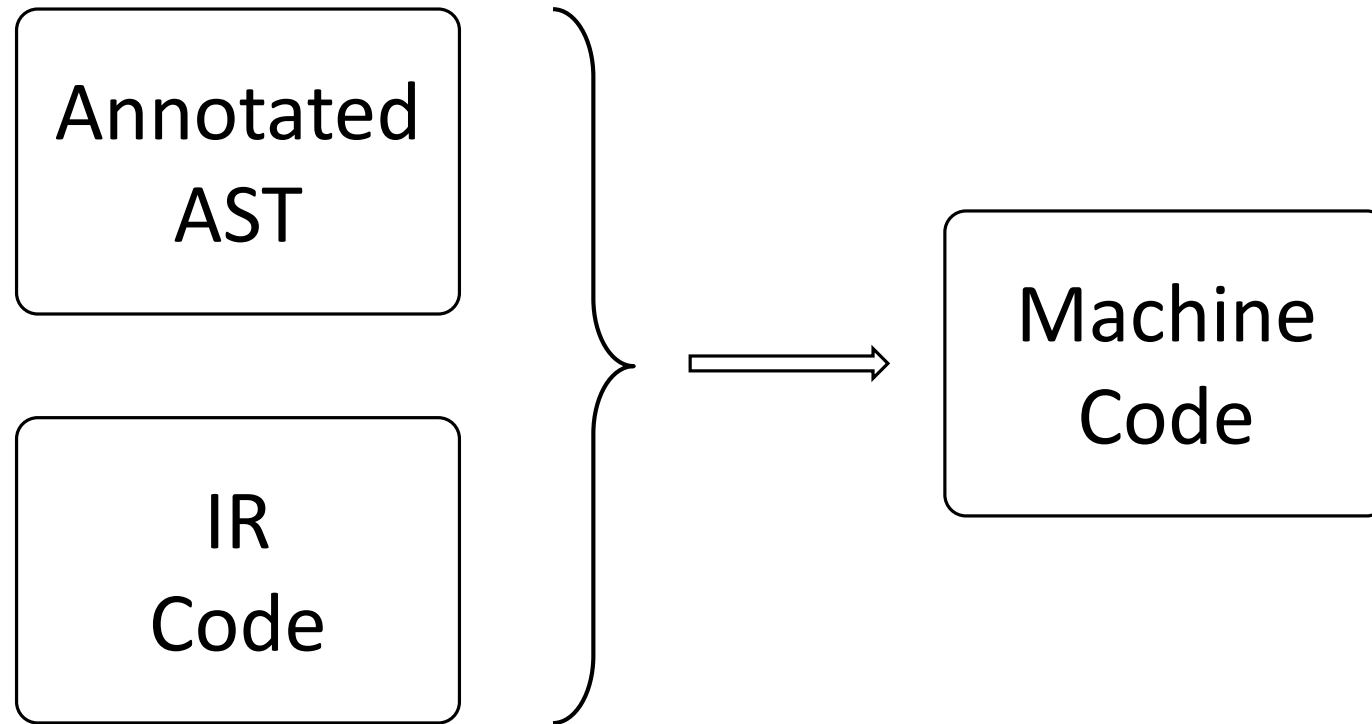


# Code Generation

---

TEACHING ASSISTANT: DAVID TRABISH

# Code Generation



# MIPS Architecture

- MIPS has 32 registers:
  - t0, ..., t9
    - general purpose
  - a0, a1, a2, a3
    - arguments (in some compilers)
  - v0, v1
    - return value, system calls
  - sp, fp
    - stack pointer, frame pointer
  - ra
    - return address

# MIPS Architecture

- Labels

```
data_label_1: .word 17
```

```
data_label_2: .asciiz "abc"
```

```
code_label:
```

```
li $t0, 3
```

```
...
```

# MIPS Architecture

- Basic assignments

```
li $t0, 3  
move $t1, $t2
```

# MIPS Architecture

- Arithmetic instructions operate on registers and constants:
  - add, sub, mul, div, and, or, xor, ...

```
add $t2, $t0, $t1  
mul $t3, t1, 7
```

# MIPS Architecture

- Read from memory:

```
lw $t0, 4($t1)
```

```
lw $t0, label
```

```
lw $t0, label+4
```

```
lw $t0, label+8($t1)
```

# MIPS Architecture

- Write to memory:

```
sw $t0,2($t1)
```

```
sw $t0,label
```

```
sw $t0,label+4
```

```
sw $t0,label+8($t1)
```



# MIPS Architecture

- Branches and Jumps:

```
beq $t1, $t2, label  
bne $t1, 7, label  
j label  
jal label  
jalr $t1
```

# MIPS Architecture

- System calls:
  - Syscall number passed via v0
  - Arguments are passed via a0, a1, a2, a3
- For example, calling **PrintInt(3)**:

```
li $v0, 1
li $a0, 3
syscall
```

# SPIM

```
.data
g_foo: .word 17
g_str: .asciiz "hello"
...
```

} global data

```
.text
{ li $v0, 1
  lw $a0, g_foo
  syscall
{ li $v0, 4
  la $a0, g_str
  syscall
```

} code

# SPIM

```
.data
g_foo: .word 17
g_str: .asciiz "hello"
...
```

} global data

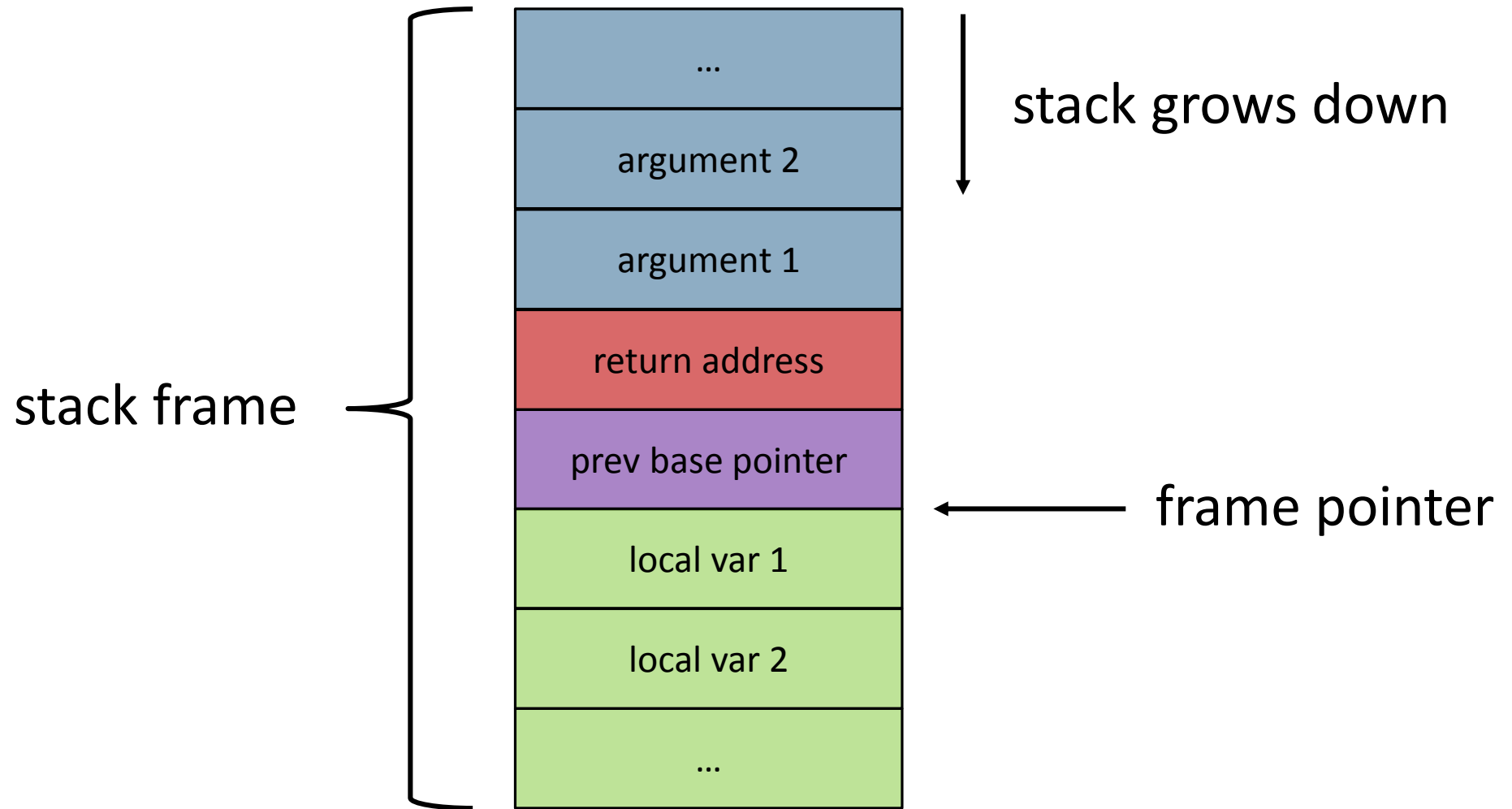
```
PrintInt(17) {
PrintStr("hello") {
    .text
    li $v0, 1
    lw $a0, g_foo
    syscall
    li $v0, 4
    la $a0, g_str
    syscall
}
```

} code

# SPIM

- Running SPIM:
  - `spim -f input_file`
- Interactive debugging:
  - `xspim`
- Tutorials:
  - <https://courses.cs.washington.edu/courses/cse410/08sp/notes/spim/SpimTutorial.pdf>
  - [https://web.stanford.edu/class/cs143/materials/SPIM\\_Manual.pdf](https://web.stanford.edu/class/cs143/materials/SPIM_Manual.pdf)

# Stack



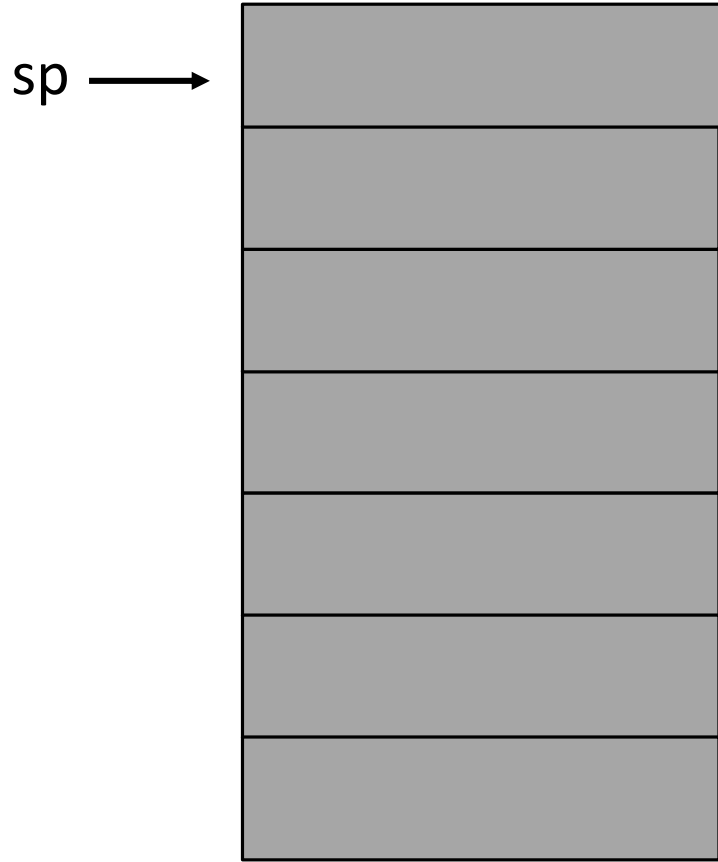
# Stack

```
int f(int x, int y) {  
    int z = x + y;  
    return z;  
}  
int g() {  
    int x = f(10, 20)  
}
```

```
f:  
subu $sp, $sp, 4  
sw $ra, 0($sp)  
subu $sp, $sp, 4  
sw $fp, 0($sp)  
move $fp, $sp  
sub $sp, $sp, 16  
lw $t0, 8($fp)  
lw $t1, 12($fp)  
add $t2, $t0, $t1  
sw $t2, -4($fp)  
lw $v0, -4($fp)  
move $sp, $fp  
lw $fp, 0($sp)  
lw $ra, 4($sp)  
addu $sp, $sp, 8  
jr $ra
```

```
g:  
...  
li $t0, 20  
subu $sp, $sp, 4  
sw $t0, 0($sp)  
li $t0, 10  
subu $sp, $sp, 4  
sw $t0, 0($sp)  
jal f  
addu $sp, $sp, 8  
move $t0, $v0  
...
```

# Stack



**f:**

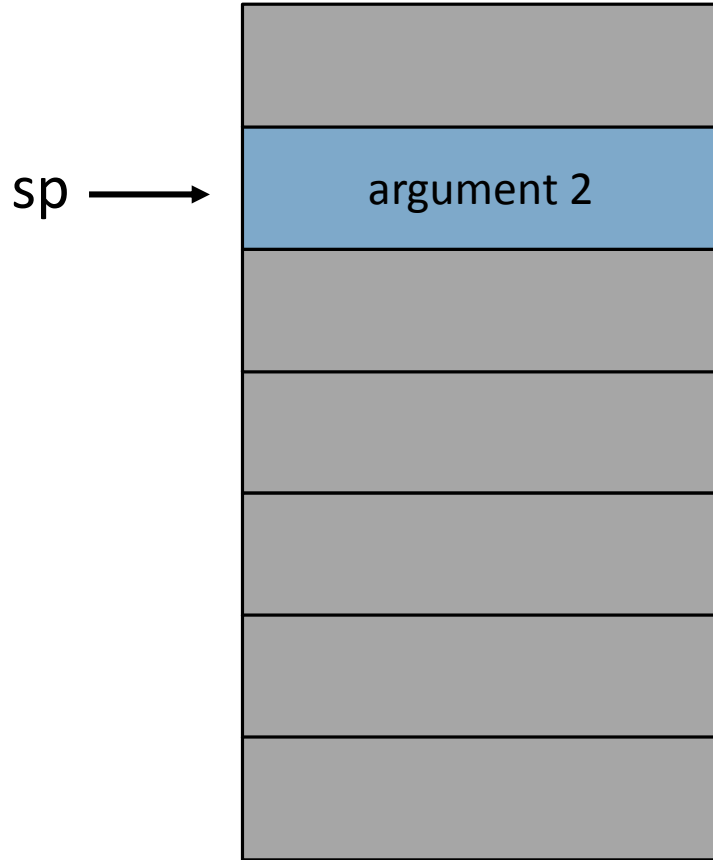
```
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

**g:**

```
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```



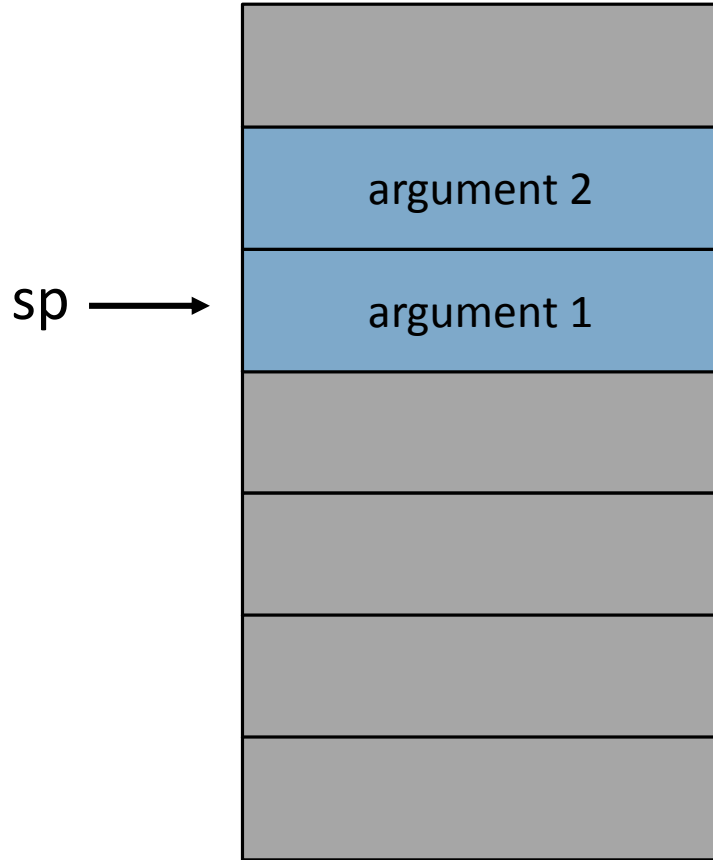
# Stack



```
f:
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

```
g:
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

# Stack



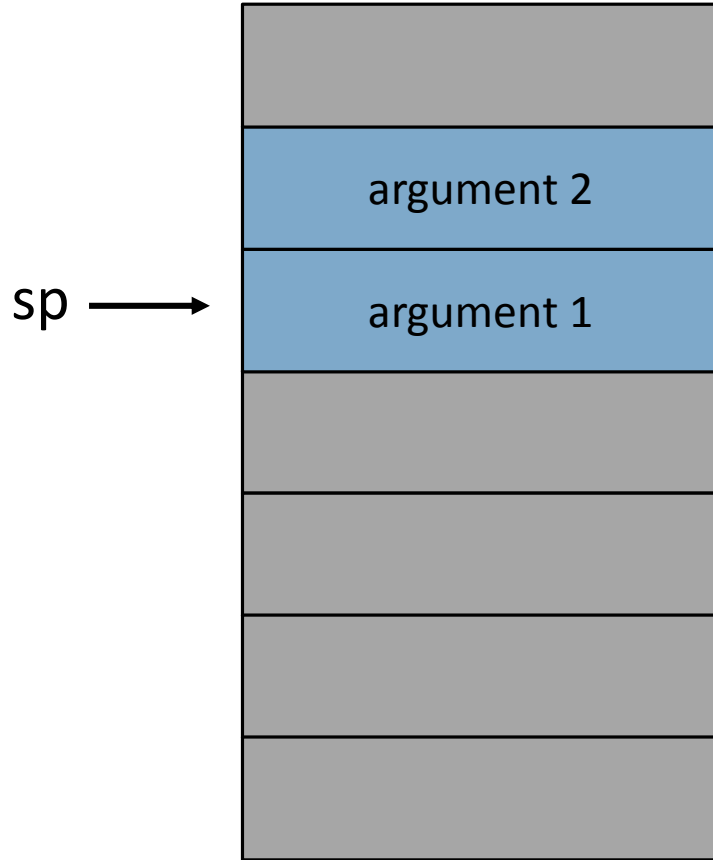
**f:**

```
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

**g:**

```
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

# Stack



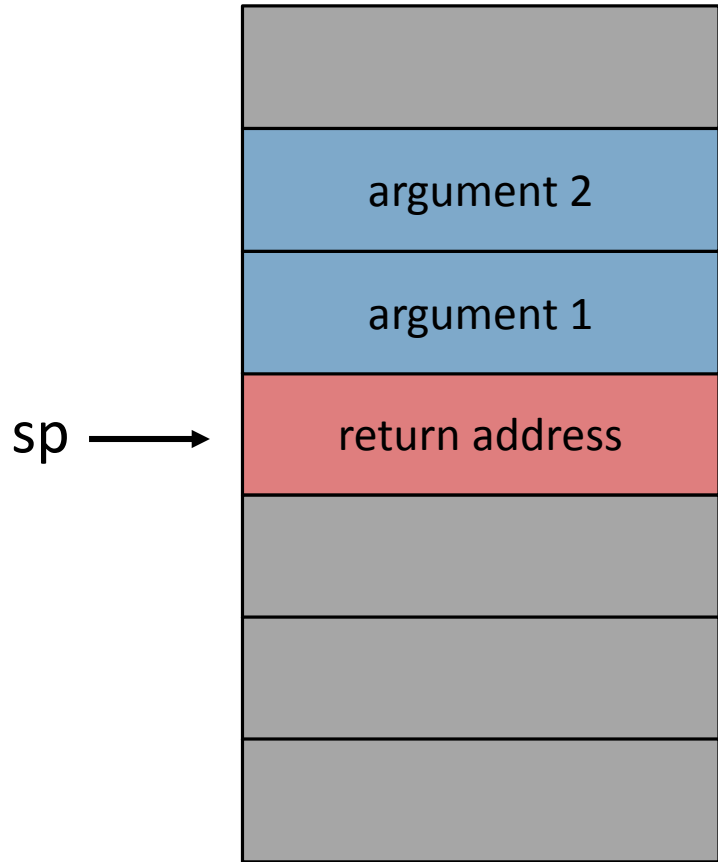
**f:**

```
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

**g:**

```
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

# Stack



**f:**

**subu \$sp, \$sp, 4**

**sw \$ra, 0(\$sp)**

subu \$sp, \$sp, 4

sw \$fp, 0(\$sp)

move \$fp, \$sp

sub \$sp, \$sp, 16

lw \$t0, 8(\$fp)

lw \$t1, 12(\$fp)

add \$t2, \$t0, \$t1

sw \$t2, -4(\$fp)

lw \$v0, -4(\$fp)

move \$sp, \$fp

lw \$fp, 0(\$sp)

lw \$ra, 4(\$sp)

addu \$sp, \$sp, 8

jr \$ra

**g:**

...

li \$t0, 20

subu \$sp, \$sp, 4

sw \$t0, 0(\$sp)

li \$t0, 10

subu \$sp, \$sp, 4

sw \$t0, 0(\$sp)

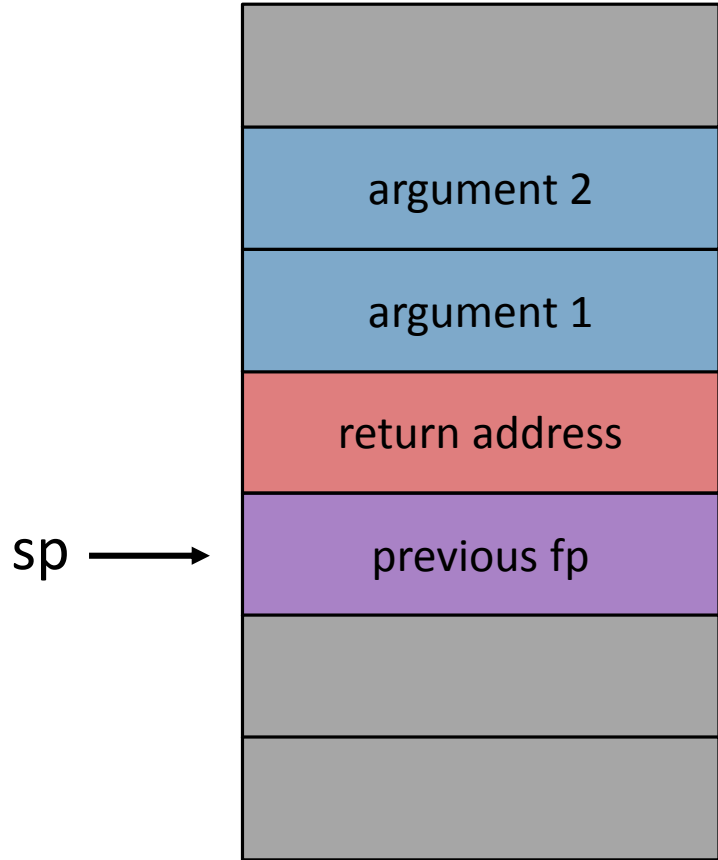
jal f

addu \$sp, \$sp, 8

move \$t0, \$v0

...

# Stack



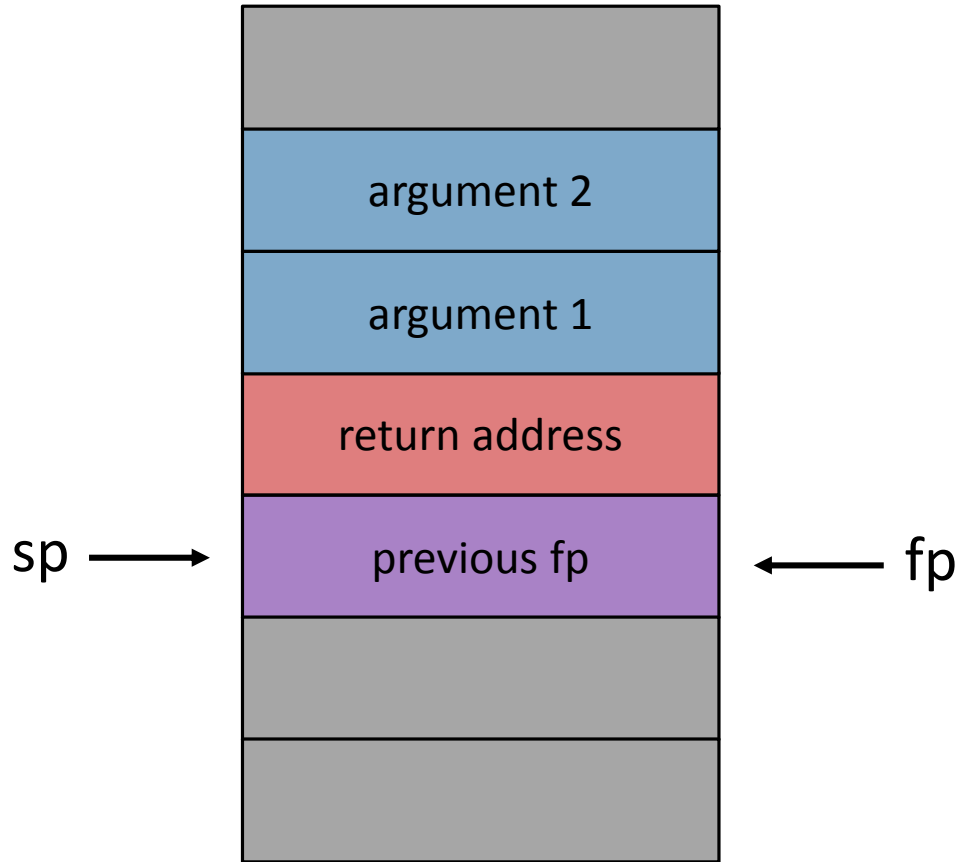
**f:**

```
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

**g:**

```
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

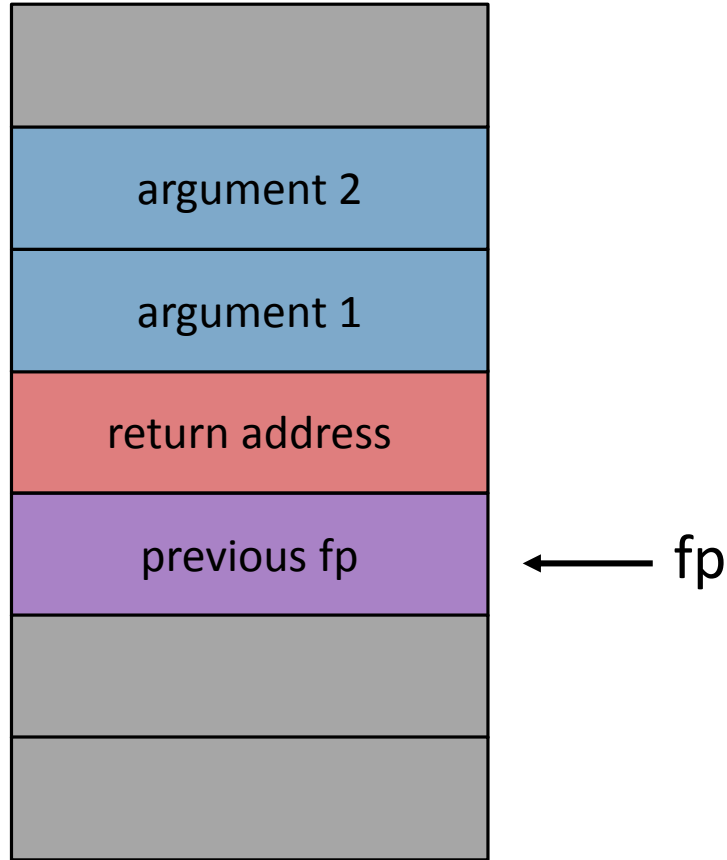
# Stack



```
f:
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

```
g:
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

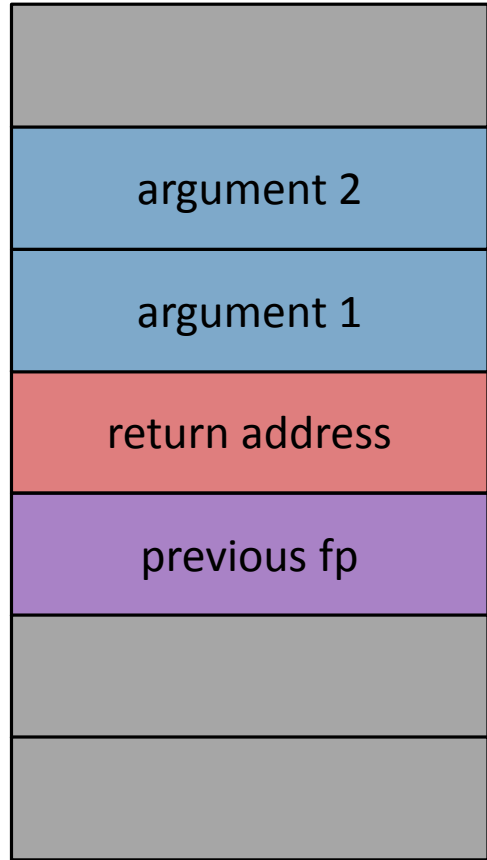
# Stack



```
f:
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

```
g:
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

# Stack



prologue

**f:**

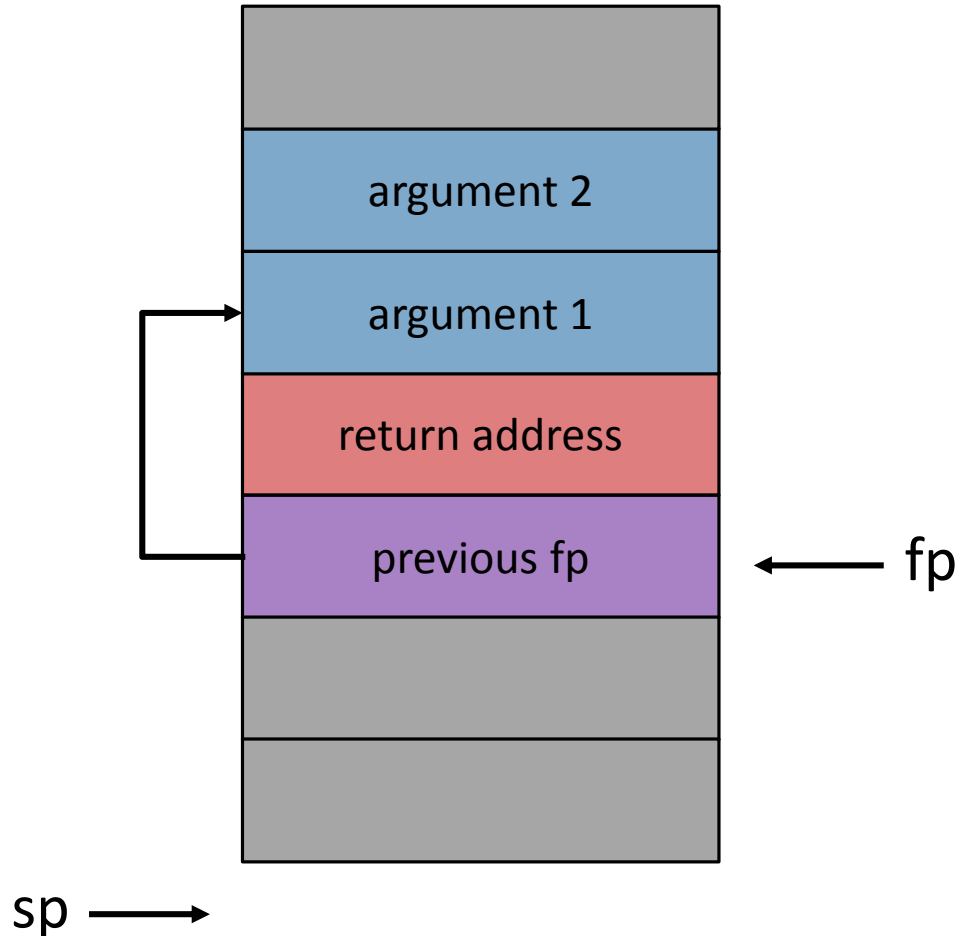
```
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

**g:**

```
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```



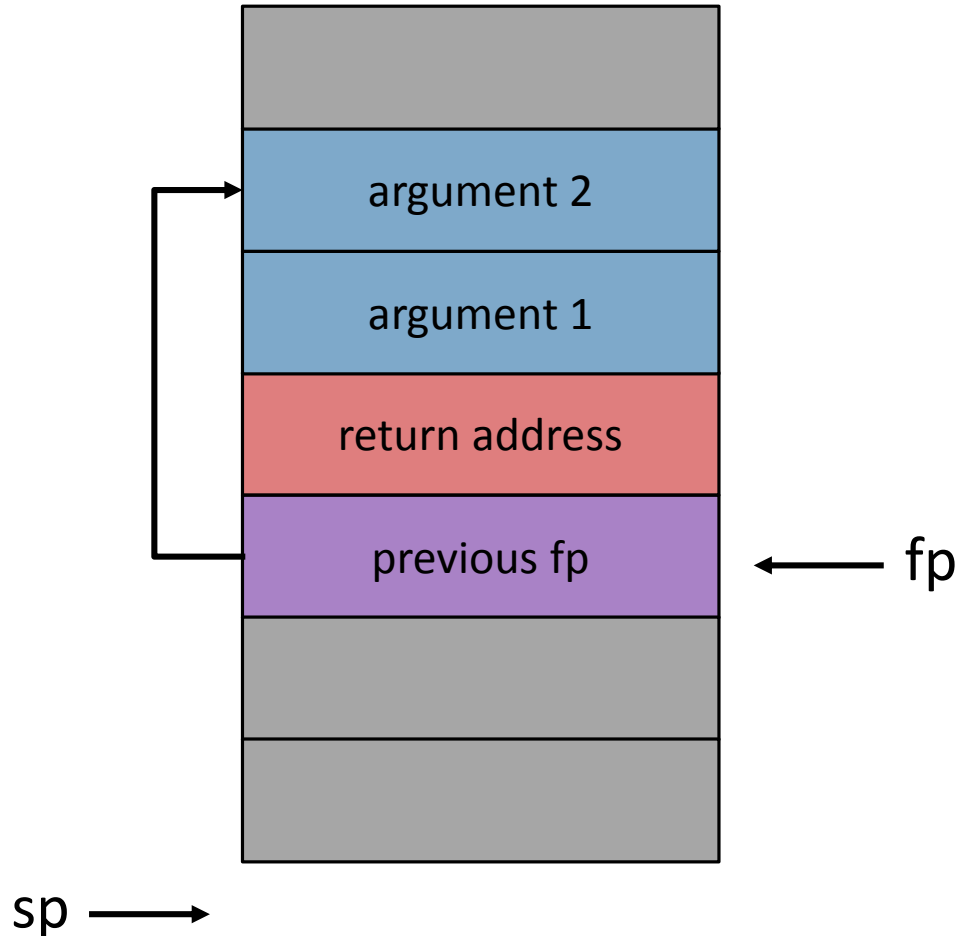
# Stack



```
f:
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
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add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

```
g:
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

# Stack



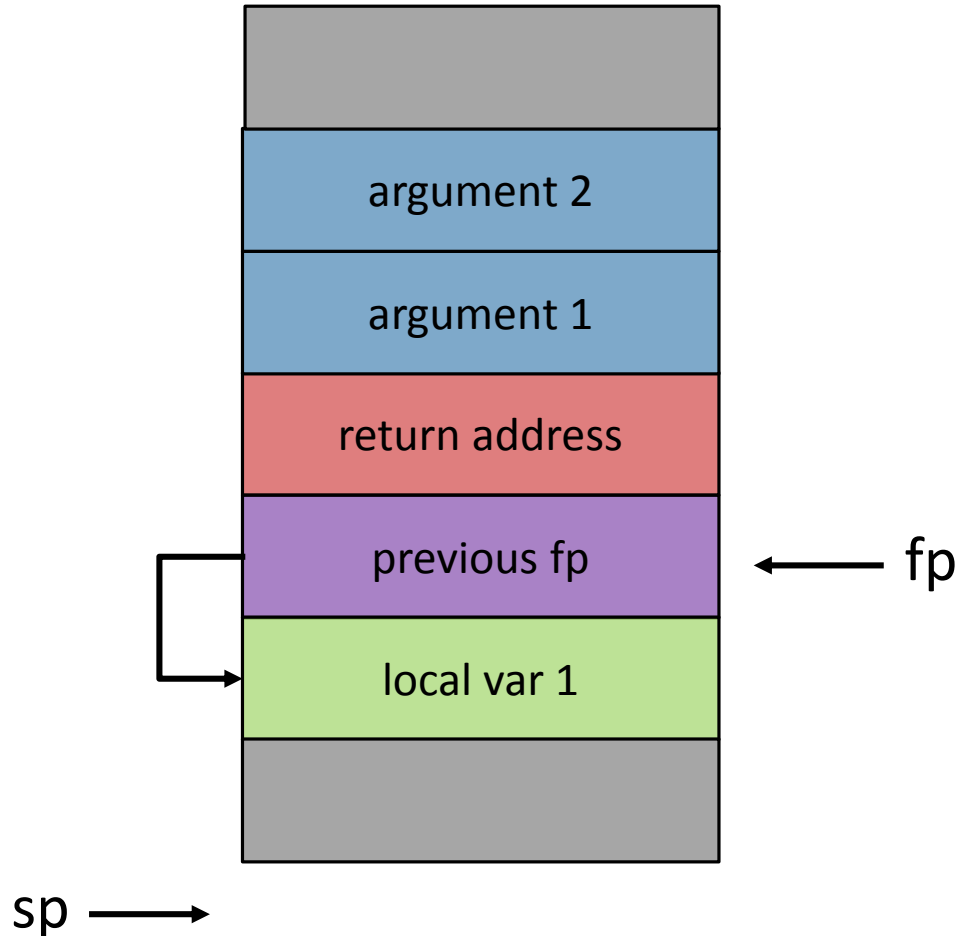
**f:**

```
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
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lw $t0, 8($fp)
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add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

**g:**

```
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

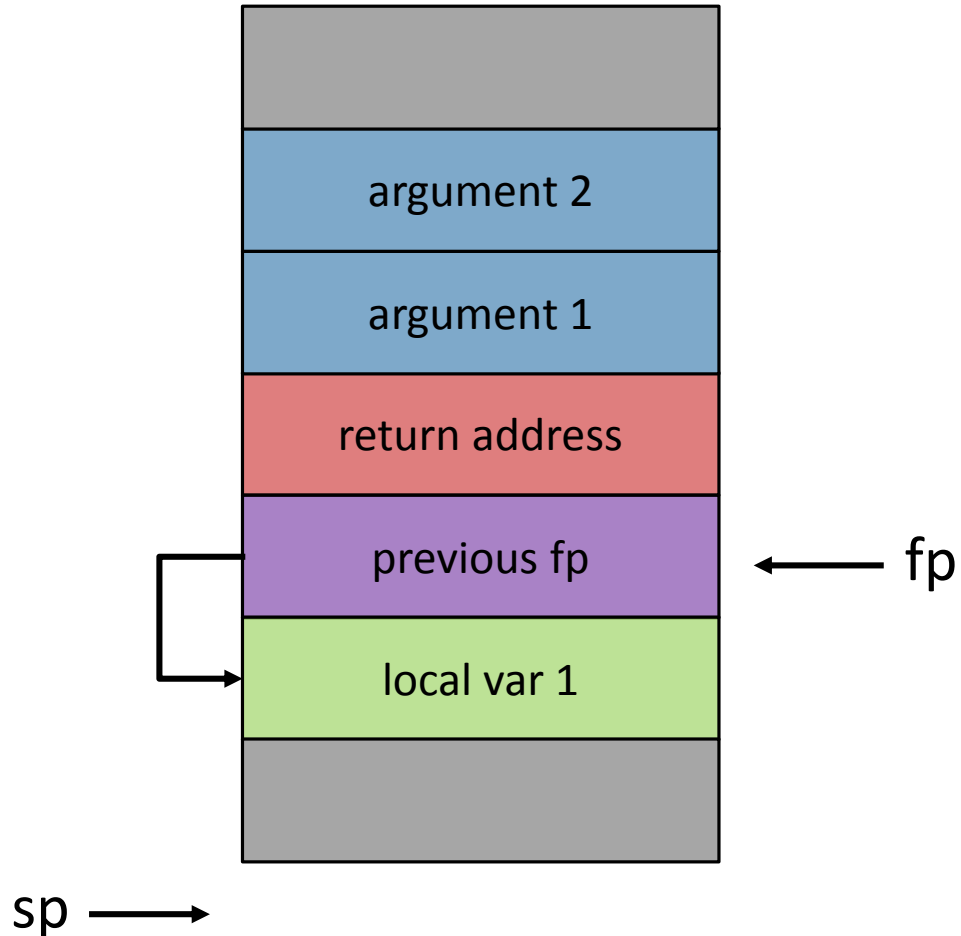
# Stack



```
f:
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

```
g:
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

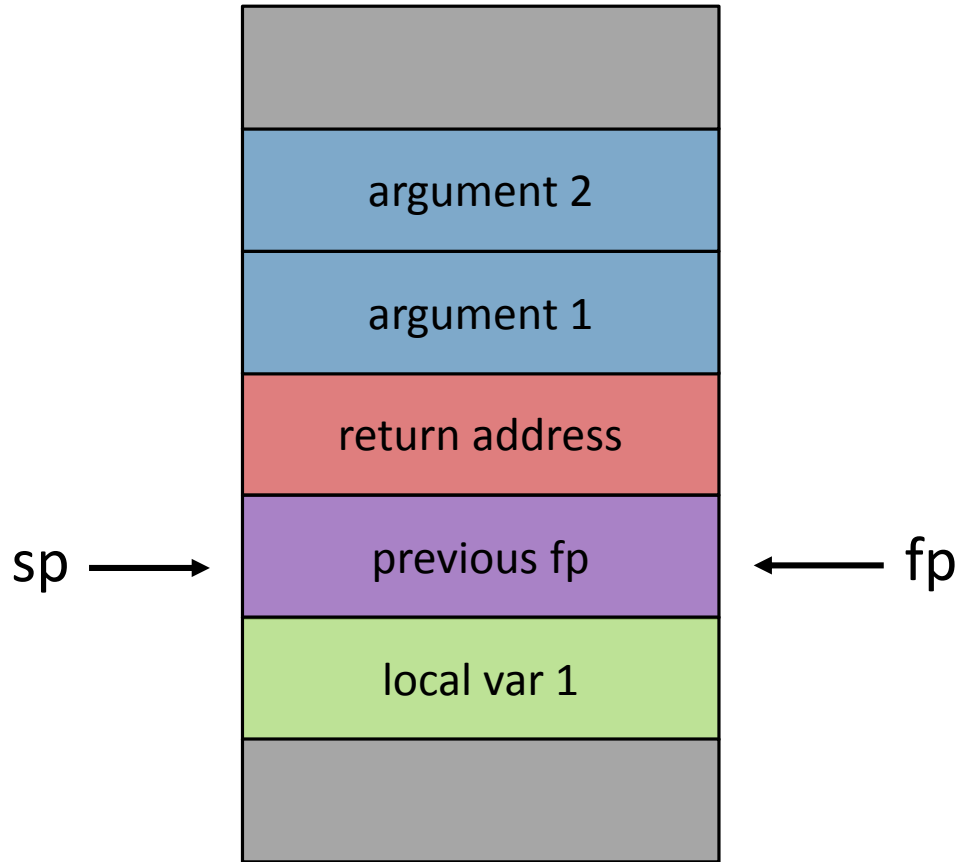
# Stack



```
f:
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
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lw $t0, 8($fp)
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add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

```
g:
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

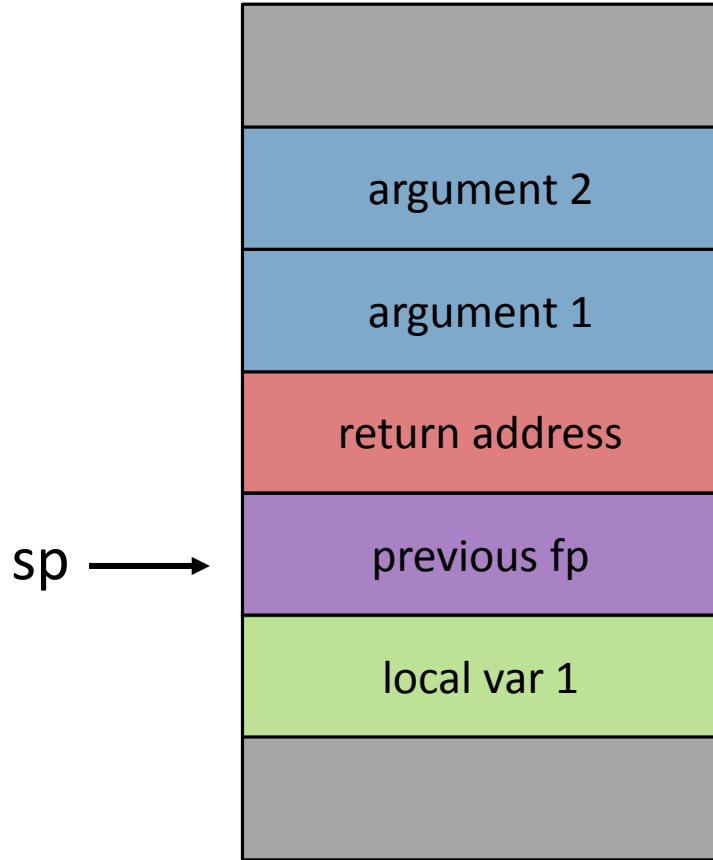
# Stack



```
f:
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

```
g:
...
li $t0, 20
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li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

# Stack



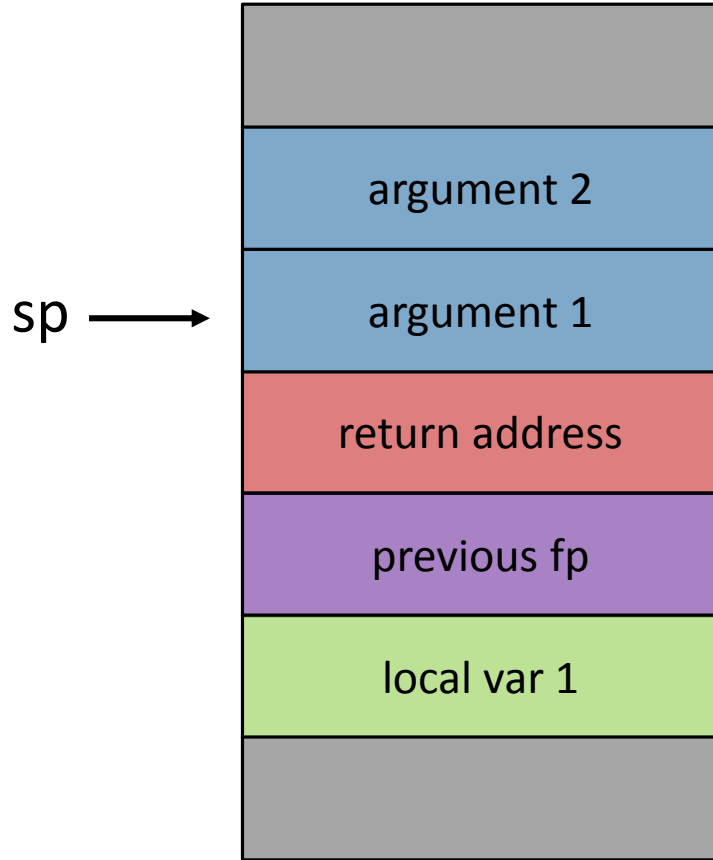
**f:**

```
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
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lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

**g:**

```
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

# Stack



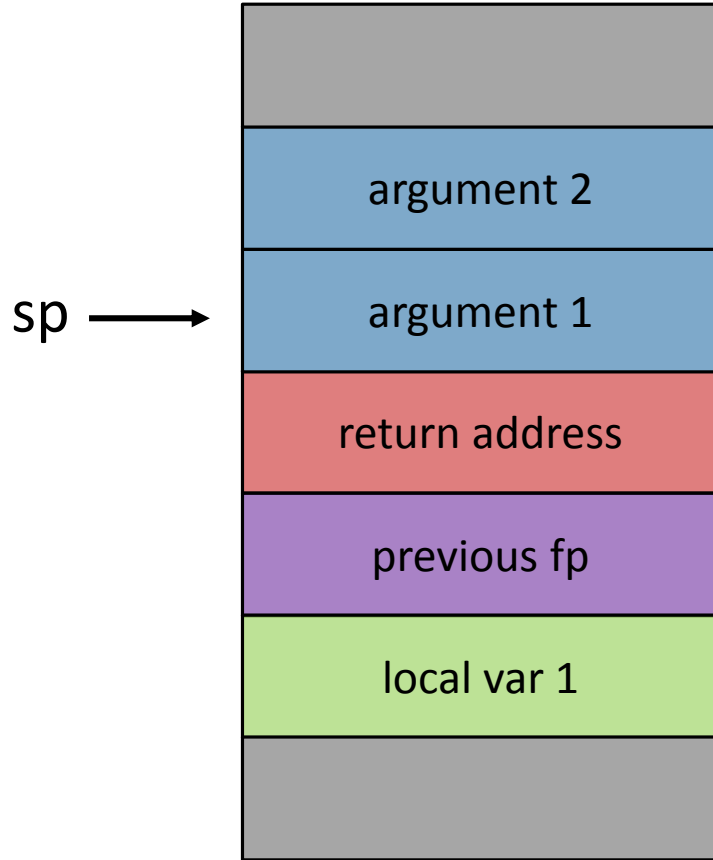
**f:**

```
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
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add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

**g:**

```
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

# Stack



**f:**

```
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
```

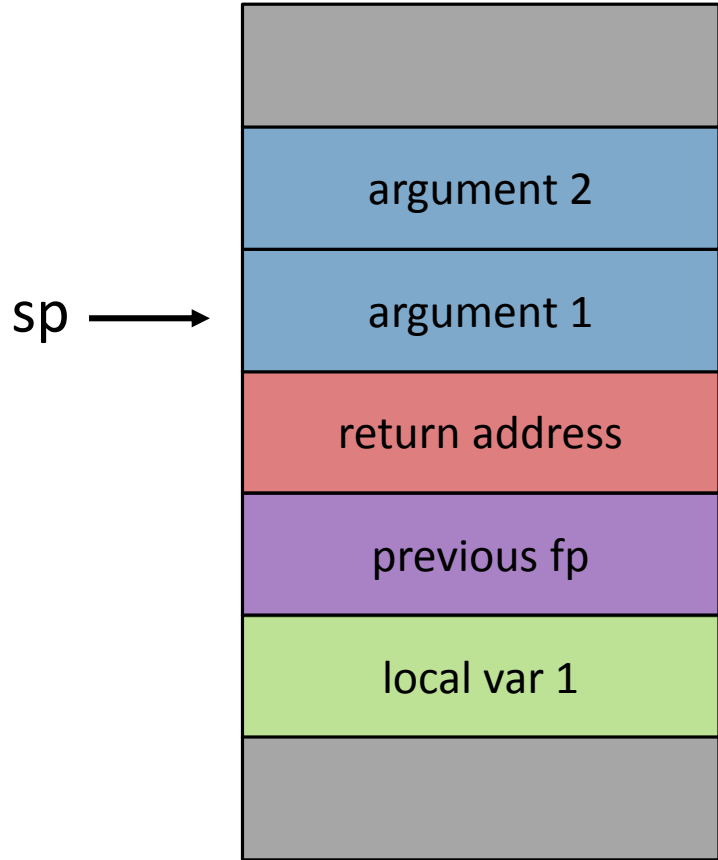
**jr \$ra**

**g:**

```
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```



# Stack



**f:**

```
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
```

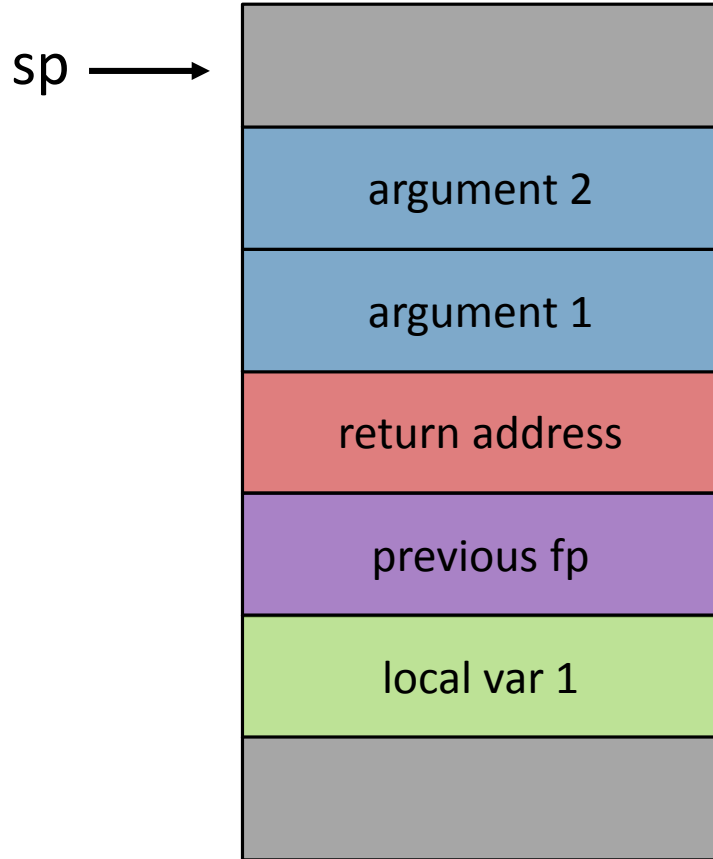
epilogue {

```
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

**g:**

```
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

# Stack



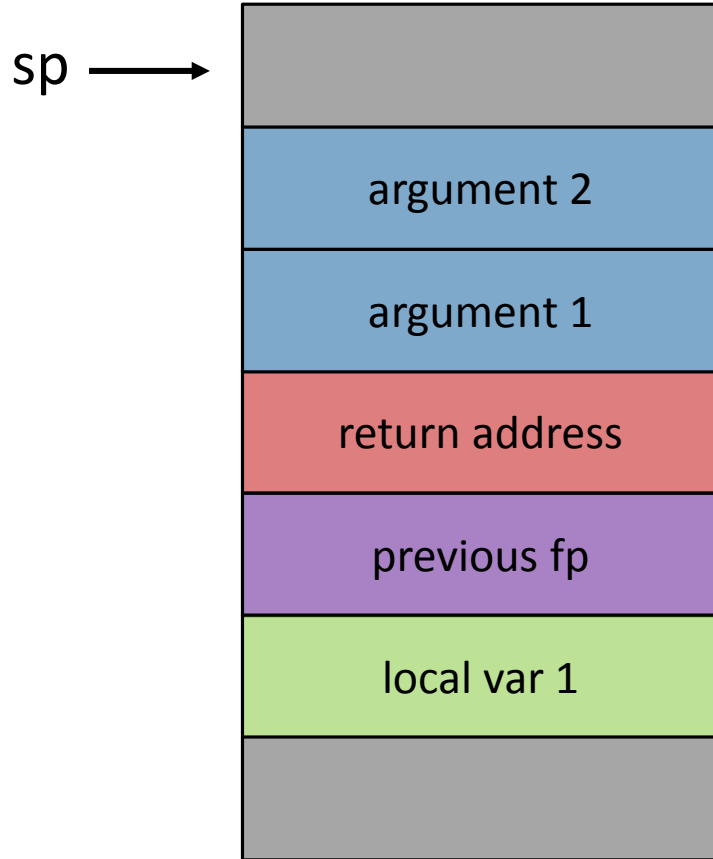
**f:**

```
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

**g:**

```
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

# Stack



**f:**

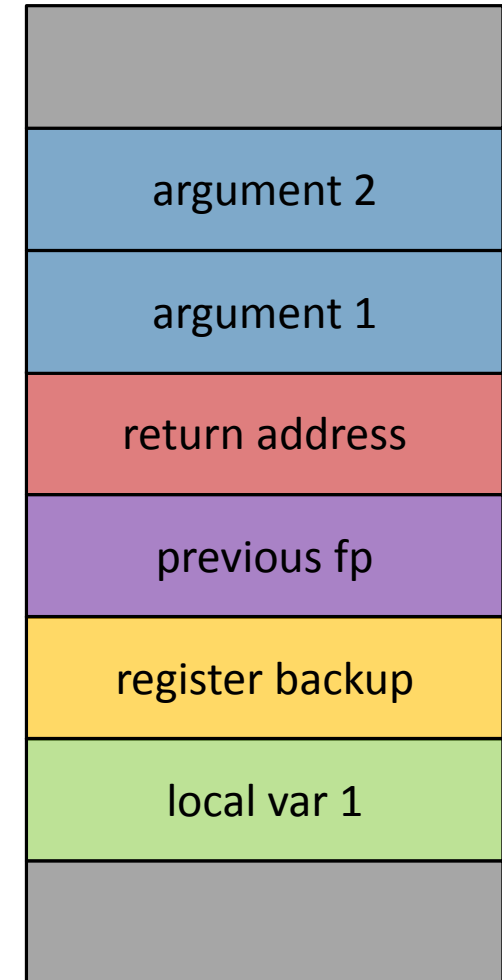
```
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
sub $sp, $sp, 16
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -4($fp)
lw $v0, -4($fp)
move $sp, $fp
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

**g:**

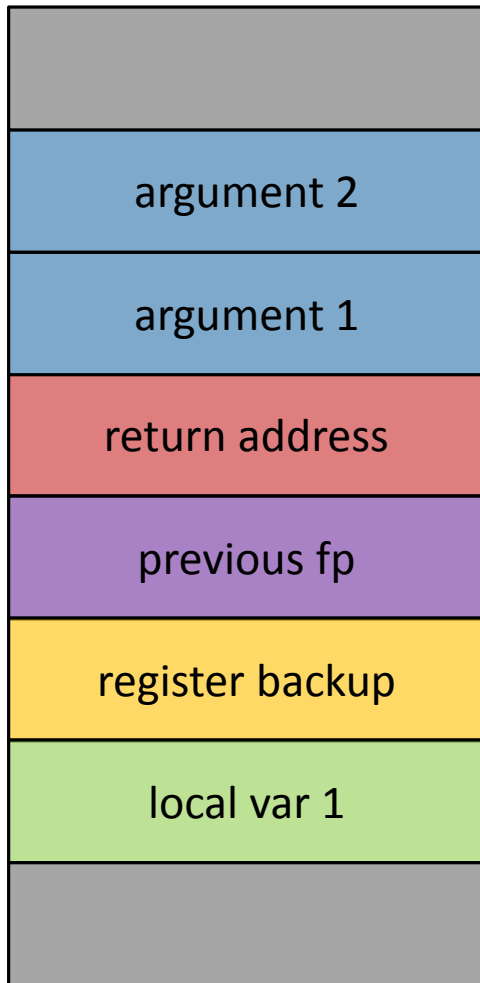
```
...
li $t0, 20
subu $sp, $sp, 4
sw $t0, 0($sp)
li $t0, 10
subu $sp, $sp, 4
sw $t0, 0($sp)
jal f
addu $sp, $sp, 8
move $t0, $v0
...
```

# Register Backup

- Called functions may modify registers
- Backup at the **prologue**
- Restore at the **epilogue**



# Register Backup: Prologue



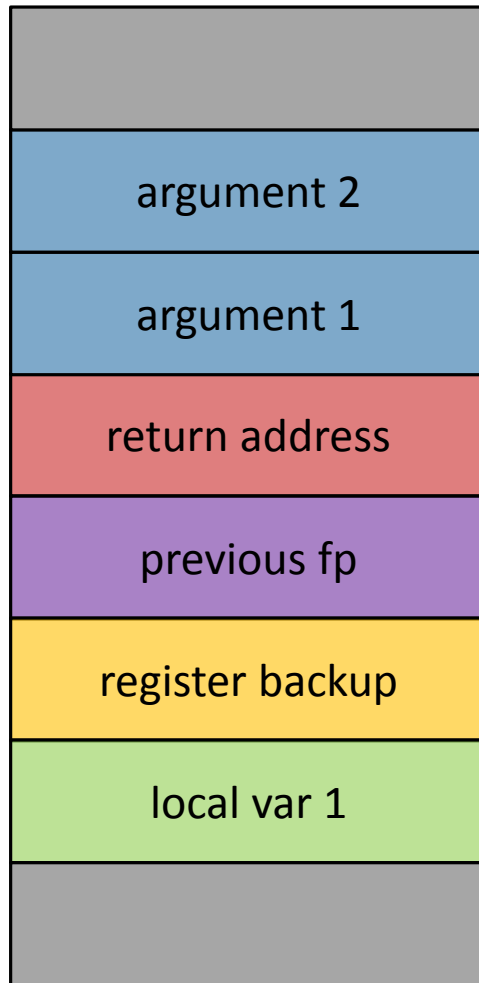
**f:**

```
subu $sp, $sp, 4
sw $ra, 0($sp)
subu $sp, $sp, 4
sw $fp, 0($sp)
move $fp, $sp
```

backup {

```
subu $sp, $sp, 4
sw $t0, 0($sp)
...
subu $sp, $sp, 4
sw $t9, 0($sp)
sub $sp, $sp, 16
```

# Register Backup: Epilogue

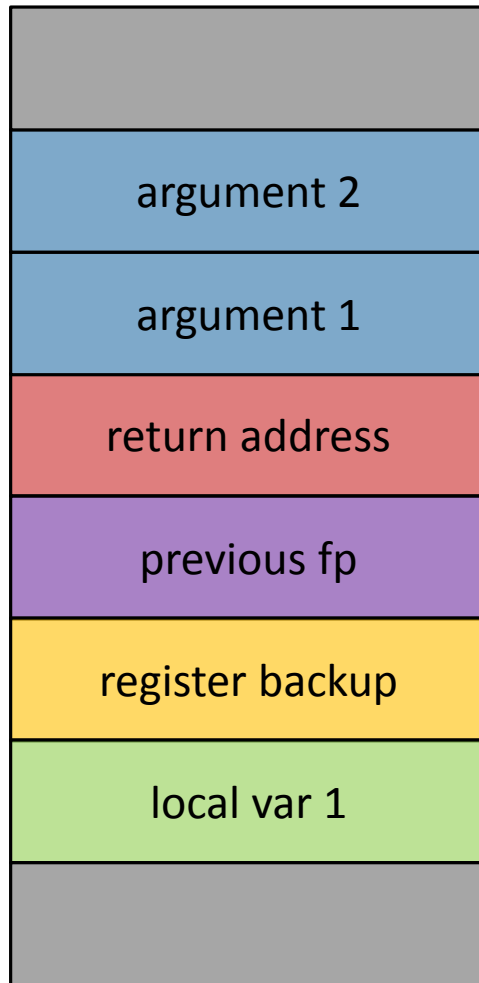


```
f:
...

move $sp, $fp
lw $t0, -4($sp)
...
lw $t9, -40($sp)
lw $fp, 0($sp)
lw $ra, 4($sp)
addu $sp, $sp, 8
jr $ra
```

restore {

# Register Backup



```
f:
...
lw $t0, 8($fp)
lw $t1, 12($fp)
add $t2, $t0, $t1
sw $t2, -44($fp)
lw $v0, -44($fp)
...
```

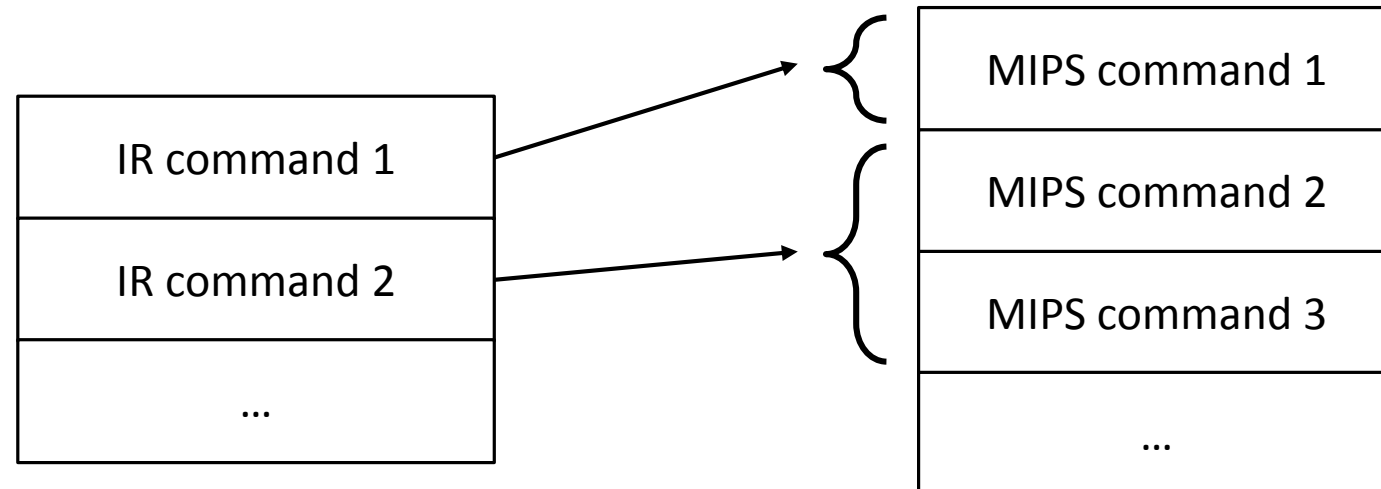
# Translating IR to MIPS

- Our IR is likely to use too many registers
- Assume for now, that the number of IR registers is reduced
  - Every **IR register** mapped to a **CPU register** (t0, ... t9)
- We will see later how to compute this **register allocation**



# Translating IR to MIPS

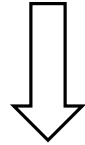
- Translate global variable initializations
- Translate the IR instructions for each function
  - Implement a translation function for each IR instruction
  - If the translation requires additional registers:
    - Use registers s0, s1, ...



# Translating IR

- Assignments (constant)

`t1 = c`

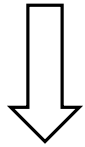


`li $t1, c`

# Translating IR

- Assignments (read from memory)
- For local variables and parameters:

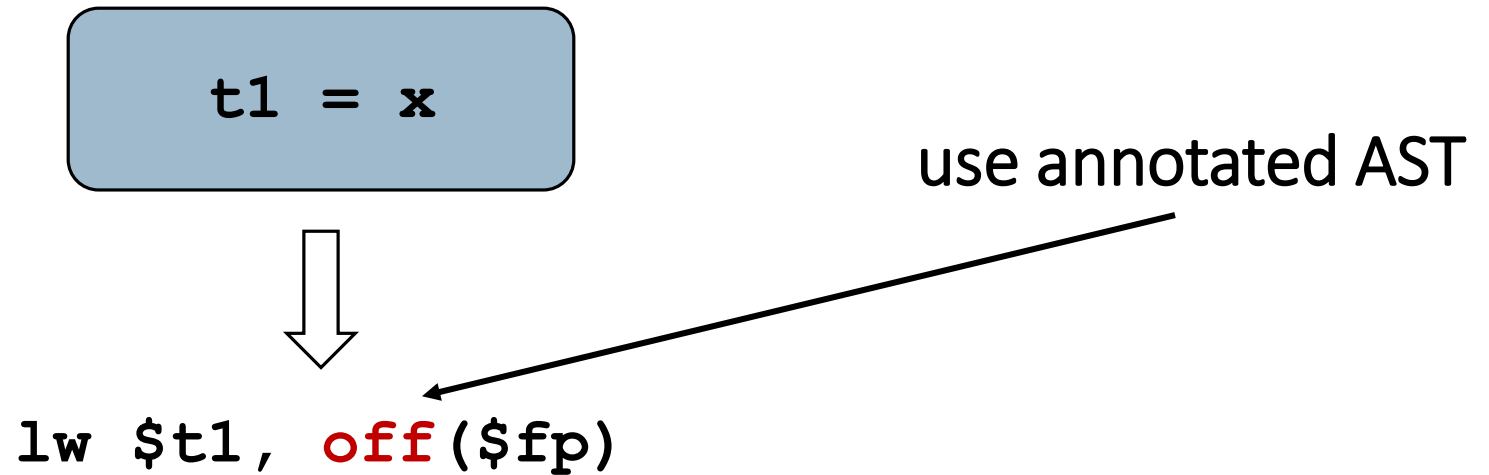
**t1 = x**



**lw \$t1, off(\$fp)**

# Translating IR

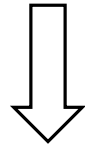
- Assignments (read from memory)
- For local variables and parameters:



# Translating IR

- Assignments (write to memory)
- For local variables and parameters:

**x = t1**

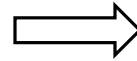


**sw \$t1, off(\$fp)**

# Translating IR

- Global initializations (integers)

```
int g_1 = 7;
```

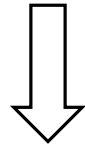


```
.data:  
g_1: .word 7
```

# Translating IR

- Assignments (read from memory)
- For global variables:

`t1 = g_var`

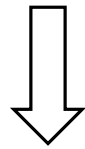


```
g_var: .word 17
...
lw $t1, g_var
```

# Translating IR

- Assignments (write to memory)
- For global variables:

`g_var = t1`



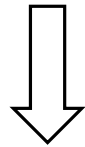
```
g_var: .word 17
...
sw $t1, g_var
```



# Translating IR

- Arithmetic operation

```
t0 = add t1, t2
```

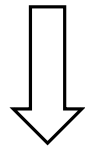


```
add $t0, $t1, $t2
```

# Translating IR

- Arithmetic operation

`t0 = add t1, t2`

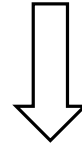


```
add $t0, $t1, $t2
ble $t0, max, end
li $t0, max
end:
# more checks...
```

# Translating IR

- Branch

```
beq t1, t2, label
```

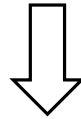


```
beq $t1, $t2, label
```

# Translating IR

- Function call

```
t0 = call f(t1, t2)
```

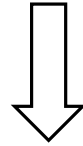


```
subu $sp, $sp, 4  
sw $t2, 0($sp)  
subu $sp, $sp, 4  
sw $t1, 0($sp)  
jal f  
addu $sp, $sp, 8  
move $t0, $v0
```

# Translating IR

- Return (in a function f)
- Store result in **v0** and jump to f's **epilogue label** (f\_epilogue)

**return t1**



```
move $v0, $t1  
j f_epilogue
```

# Translating IR

```
int g = 70;  
int f(int x) {  
    int z = x;  
    if (z) {  
        z = g  
    }  
    return z;  
}
```

```
f:  
t1 = x  
z = t1  
t2 = z  
beq t2, 0, end  
t3 = g  
z = t3  
end:  
t4 = z  
return t4
```

# Translating IR

```
.data  
g: .word 70
```

```
int g = 70;  
int f(int x) {  
    int z = x;  
    if (z) {  
        z = g  
    }  
    return z;  
}
```

```
f:  
t1 = x  
z = t1  
t2 = z  
beq t2, 0, end  
t3 = g  
z = t3  
end:  
t4 = z  
return t4
```

# Translating IR

```
int g = 70;
int f(int x) {
    int z = x;
    if (z) {
        z = g
    }
    return z;
}
```

```
f:
t1 = x
z = t1
t2 = z
beq t2, 0, end
t3 = g
z = t3
end:
t4 = z
return t4
```

```
.data
g: .word 70
.text
f:
```



# Translating IR

```
int g = 70;
int f(int x) {
    int z = x;
    if (z) {
        z = g
    }
    return z;
}
```

```
f:
t1 = x
z = t1
t2 = z
beq t2, 0, end
t3 = g
z = t3
end:
t4 = z
return t4
```

```
.data
g: .word 70
.text
f:
# prologue here
...
```

# Translating IR

```
int g = 70;
int f(int x) {
    int z = x;
    if (z) {
        z = g
    }
    return z;
}
```

```
f:
t1 = x
z = t1
t2 = z
beq t2, 0, end
t3 = g
z = t3
end:
t4 = z
return t4
```

```
.data
g: .word 70
.text
f:
# prologue here
...
lw $t1, 8($fp)
```

# Translating IR

```
int g = 70;
int f(int x) {
    int z = x;
    if (z) {
        z = g
    }
    return z;
}
```

```
f:
t1 = x
z = t1
t2 = z
beq t2, 0, end
t3 = g
z = t3
end:
t4 = z
return t4
```

```
.data
g: .word 70
.text
f:
# prologue here
...
lw $t1, 8($fp)
sw $t1, -44($fp)
```

# Translating IR

```
int g = 70;
int f(int x) {
    int z = x;
    if (z) {
        z = g
    }
    return z;
}
```

```
f:
t1 = x
z = t1
t2 = z
beq t2, 0, end
t3 = g
z = t3
end:
t4 = z
return t4
```

```
.data
g: .word 70
.text
f:
# prologue here
...
lw $t1, 8($fp)
sw $t1, -44($fp)
lw t2, -44($fp)
```

# Translating IR

```
int g = 70;
int f(int x) {
    int z = x;
    if (z) {
        z = g
    }
    return z;
}
```

```
f:
t1 = x
z = t1
t2 = z
beq t2, 0, end
t3 = g
z = t3
end:
t4 = z
return t4
```

```
.data
g: .word 70
.text
f:
# prologue here
...
lw $t1, 8($fp)
sw $t1, -44($fp)
lw $t2, -44($fp)
beq $t2, 0, end
```

# Translating IR

```
int g = 70;
int f(int x) {
    int z = x;
    if (z) {
        z = g
    }
    return z;
}
```

```
f:
t1 = x
z = t1
t2 = z
beq t2, 0, end
t3 = g
z = t3
end:
t4 = z
return t4
```

```
.data
g: .word 70
.text
f:
# prologue here
...
lw $t1, 8($fp)
sw $t1, -44($fp)
lw $t2, -44($fp)
beq $t2, 0, end
lw $t3, g
```

# Translating IR

```
int g = 70;
int f(int x) {
    int z = x;
    if (z) {
        z = g
    }
    return z;
}
```

```
f:
t1 = x
z = t1
t2 = z
beq t2, 0, end
t3 = g
z = t3
end:
t4 = z
return t4
```

```
.data
g: .word 70
.text
f:
# prologue here
...
lw $t1, 8($fp)
sw $t1, -44($fp)
lw $t2, -44($fp)
beq $t2, 0, end
lw $t3, g
sw $t3, -44($fp)
```

# Translating IR

```
int g = 70;
int f(int x) {
    int z = x;
    if (z) {
        z = g
    }
    return z;
}
```

```
f:
t1 = x
z = t1
t2 = z
beq t2, 0, end
t3 = g
z = t3
end:
t4 = z
return t4
```

```
.data
g: .word 70
.text
f:
# prologue here
...
lw $t1, 8($fp)
sw $t1, -44($fp)
lw $t2, -44($fp)
beq $t2, 0, end
lw $t3, g
sw $t3, -44($fp)
end:
```



# Translating IR

```
int g = 70;
int f(int x) {
    int z = x;
    if (z) {
        z = g
    }
    return z;
}
```

```
f:
t1 = x
z = t1
t2 = z
beq t2, 0, end
t3 = g
z = t3
end:
t4 = z
return t4
```

```
.data
g: .word 70
.text
f:
# prologue here
...
lw $t1, 8($fp)
sw $t1, -44($fp)
lw $t2, -44($fp)
beq $t2, 0, end
lw $t3, g
sw $t3, -44($fp)
end:
lw $t4, -44($fp)
```

# Translating IR

```
int g = 70;
int f(int x) {
    int z = x;
    if (z) {
        z = g
    }
    return z;
}
```

```
f:
t1 = x
z = t1
t2 = z
beq t2, 0, end
t3 = g
z = t3
end:
t4 = z
return t4
```

```
.data
g: .word 70
.text
f:
# prologue here
...
lw $t1, 8($fp)
sw $t1, -44($fp)
lw $t2, -44($fp)
beq $t2, 0, end
lw $t3, g
sw $t3, -44($fp)
end:
lw $t4, -44($fp)
move $v0, $t4
j f_epilogue
```

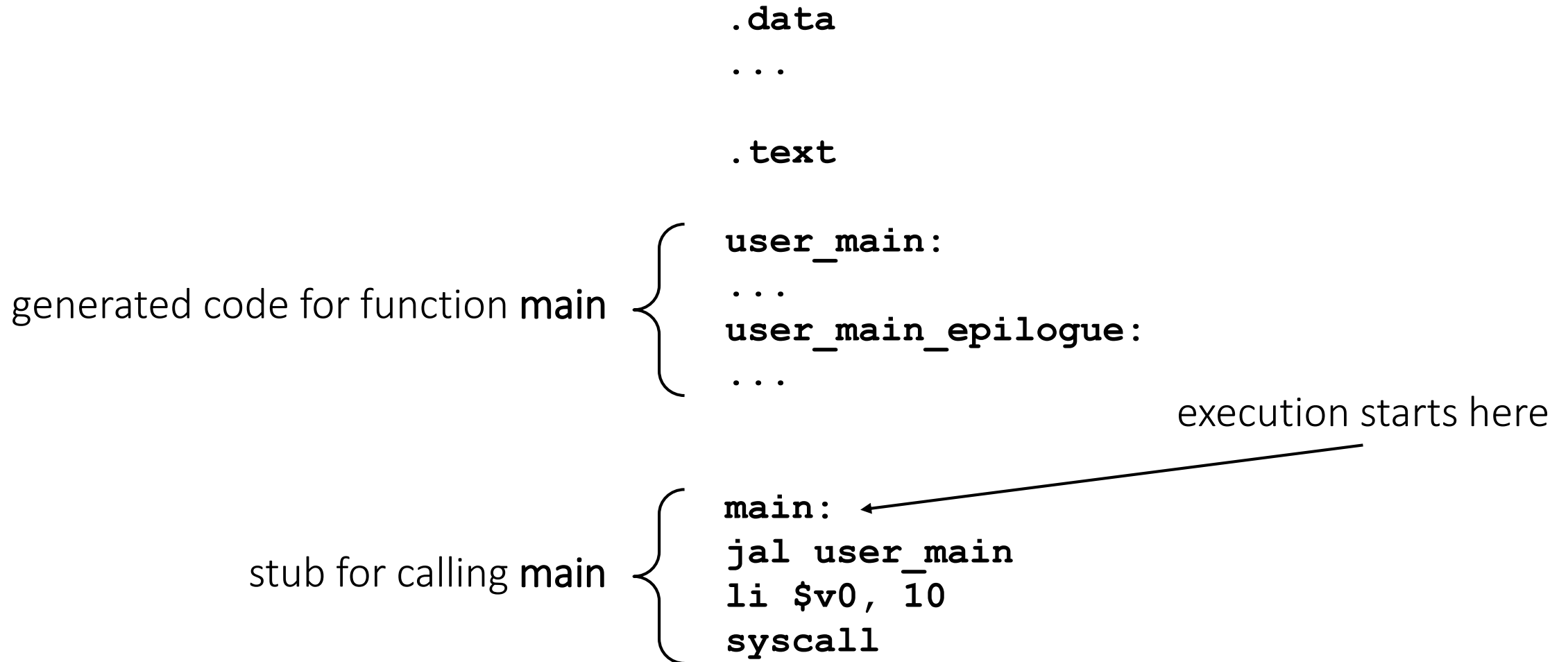
# Translating IR

```
int g = 70;
int f(int x) {
    int z = x;
    if (z) {
        z = g
    }
    return z;
}
```

```
f:
t1 = x
z = t1
t2 = z
beq t2, 0, end
t3 = g
z = t3
end:
t4 = z
return t4
```

```
.data
g: .word 70
.text
f:
# prologue here
...
lw $t1, 8($fp)
sw $t1, -44($fp)
lw $t2, -44($fp)
beq $t2, 0, end
lw $t3, g
sw $t3, -44($fp)
end:
lw $t4, -44($fp)
move $v0, $t4
j f_epilogue
f_epilogue:
# epilogue here
...
```

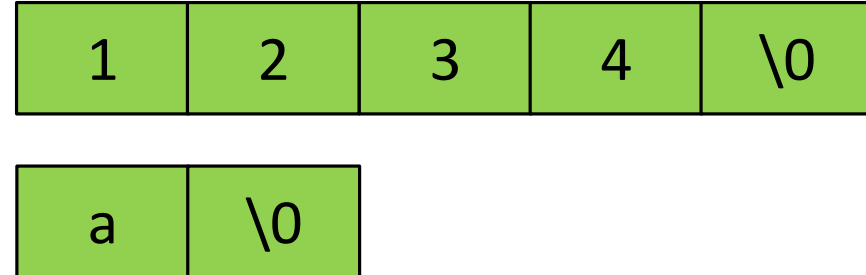
# Calling *main*



# Strings

- We use null terminated strings
- Every character is one byte

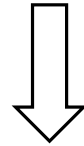
```
string s1 = "1234";  
string s2 = "a";  
...  
...
```



# Strings

- Constant assignment

`t0 = "1234"`



`la $t0, str_const`



goes to **code section**

**.data**

`str_const: .asciiz "1234"`



must be defined in **data section**

# Strings

- Global variable initialization

```
string z := "1234";
```

```
.data  
z_str: .asciiz "1234"  
z: .word z_str
```

# Strings

- Assume that *s1* and *s2* are strings

```
if (s1 == s2) {  
    ...  
}
```

```
t1 = s1;  
t2 = s2;  
t3 = str_eq t1, t2  
beq t3, 0, label  
...
```



# Strings

- Inline string comparison

```
t1 = s1;  
t2 = s2;  
t3 = str_eq t1, t2  
beq t3, 0, label  
...
```

```
li $t3, 1 // result  
move $s0, $t1  
move $s1, $t2  
str_eq_loop:  
lb $s2, 0($s0)  
lb $s3, 0($s1)  
bne $s2, $s3, neq_label  
beq $s2, 0, str_eq_end  
addu $s0, $s0, 1  
addu $s1, $s1, 1  
j str_eq_loop  
neq_label:  
li $t3, 0  
str_eq_end:
```

# Strings

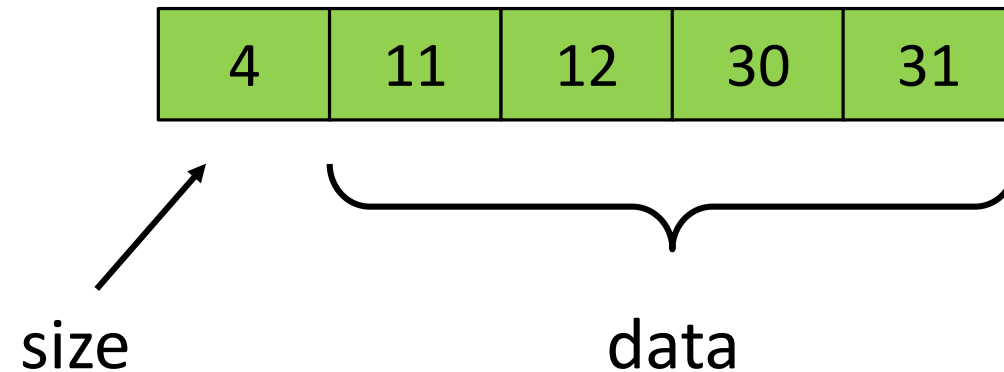
- Alternatively, create a function `str_eq`

```
t1 = s1;  
t2 = s2;  
t3 = str_eq t1, t2  
beq t3, 0, label  
...
```

```
subu $sp, $sp, 4  
sw $t2, 0($sp)  
subu $sp, $sp, 4  
sw $t1, 0($sp)  
jal str_eq  
addu $sp, $sp, 8  
move $t3, $v0
```

# Arrays

- Each cell is 4 bytes (*int* or *pointer*)
- First cell is the **size** of the array
- The rest of the cells contain **data**



# Arrays

- Creating arrays

```
t0 = new_array t1
```

```
li $v0, 9
move $a0, $t1
add $a0, $a0, 1
mul $a0, $a0, 4
syscall
move $t0, $v0
li $s0, $t1
sw $s0, 0($t0)
```

# Arrays

- Array access

```
t0 = array_access t1, t2
```

```
move $s0, $t2
add $s0, $s0, 1
mul $s0, $s0, 4
addu $s0, $t1, $s0
lw $t0, 0($s0)
```

# Arrays

- Checking access violation

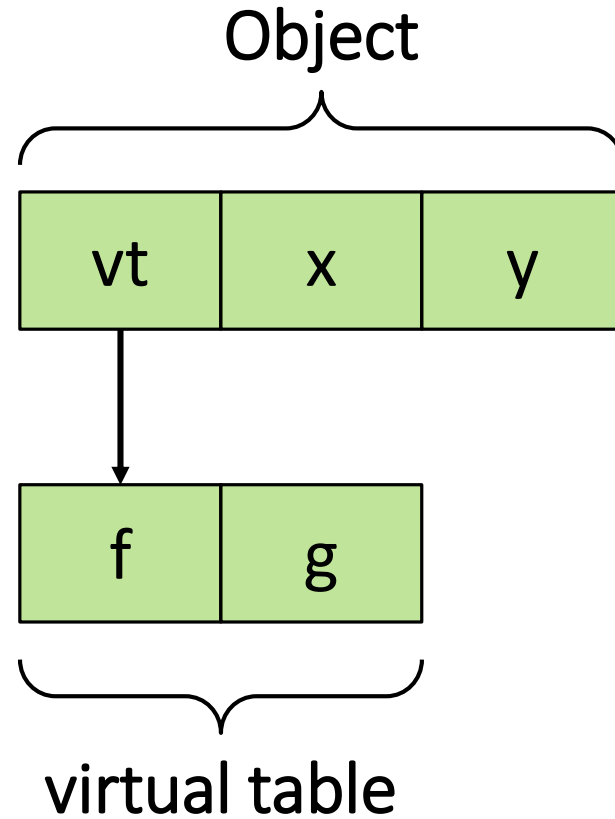
```
t0 = array_access t1, t2
```

```
bltz $t2, abort
lw $s0, 0($t1)
bge $t2, $s0, abort
move $s0, $t2
add $s0, $s0, 1
mul $s0, $s0, 4
addu $s0, $t1, $s0
lw $t0, 0($s0)
...
abort:
li $v0, 10
syscall
```

# Classes

# Class Layout

```
class A {  
    int x;  
    string y;  
    int f() { ...  
    int g() { ...  
}
```

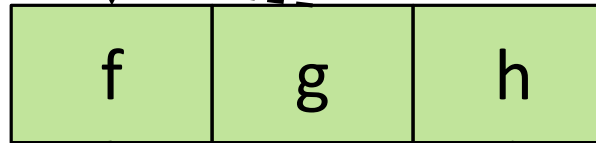
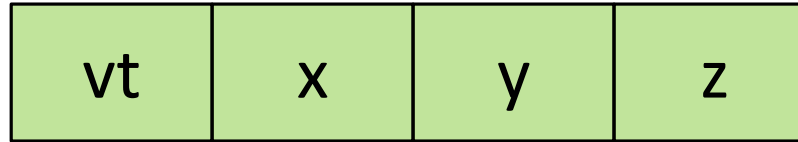




# Class Layout

```
class A {  
    int x;  
    string y;  
    int f() { ...  
    int g() { ...  
}
```

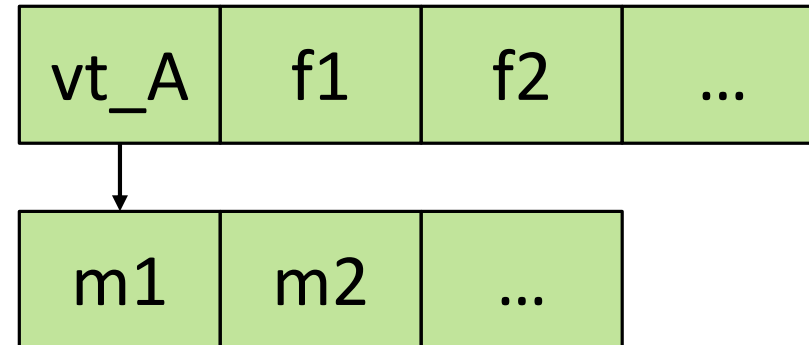
```
class B extends A {  
    int z;  
    int f() { ...  
    int h() { ...  
}
```



} B's layout

# Creating Objects

```
class A {  
    int f1 = c;  
    ...  
    int m1() { ...  
    ...  
}  
  
A a = new A;
```



# Creating Objects

```
class A {  
    int f1 = c;  
    ...  
    int m1() { ...  
    ...  
}
```

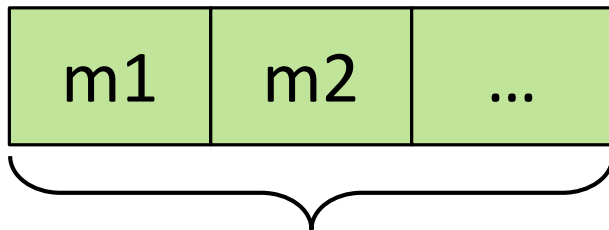
```
A a = new A;
```

```
t0 = new_class A  
a = t0
```

IR

# Creating Objects

```
t0 = new_class A
```

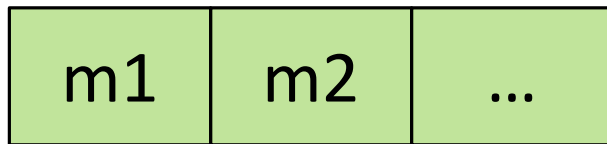


virtual table

# Creating Objects

```
t0 = new_class A
```

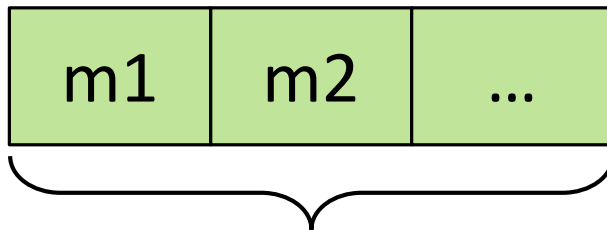
```
.data  
vt_A:  
  .word m1  
  .word m2  
  ...
```



virtual table

# Creating Objects

```
t0 = new_class A
```



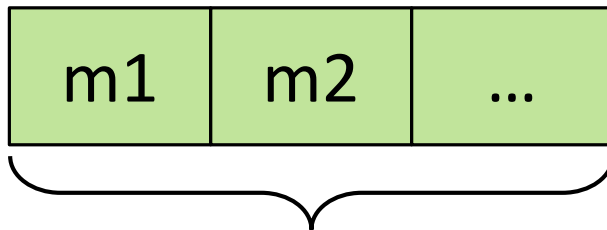
virtual table

```
.data  
vt_A:  
    .word m1  
    .word m2  
    ...
```

```
li $v0, 9  
li $a0, size-of-A  
syscall  
move $t0, $v0
```

# Creating Objects

```
t0 = new_class A
```



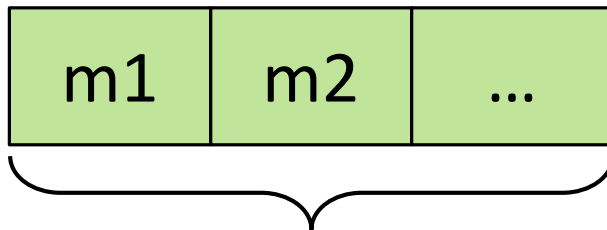
virtual table

```
.data  
vt_A:  
    .word m1  
    .word m2  
    ...
```

```
li $v0, 9  
li $a0, size-of-A  
syscall  
move $t0, $v0  
la $s0, vt_A  
sw $s0, 0($t0)
```

# Creating Objects

```
t0 = new_class A
```



virtual table

```
.data  
vt_A:  
    .word m1  
    .word m2  
    ...
```

```
li $v0, 9  
li $a0, size-of-A  
syscall  
move $t0, $v0  
la $s0, vt_A  
sw $s0, 0($t0)  
li $s0, c  
sw $s0, 4($t0)  
...
```

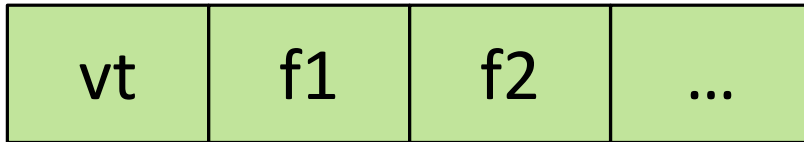


# Field Access

```
t0 = field_access t1, f
```

```
lw $t0, off($t1)
```

use annotated AST

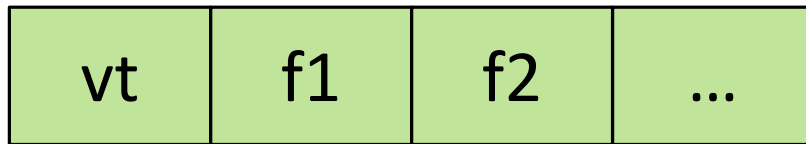


t1

# Field Access

```
t0 = field_access t1, f
```

```
beq $t1, 0, abort  
lw $t0, off($t1)  
...  
abort:  
li $v0, 10  
syscall
```

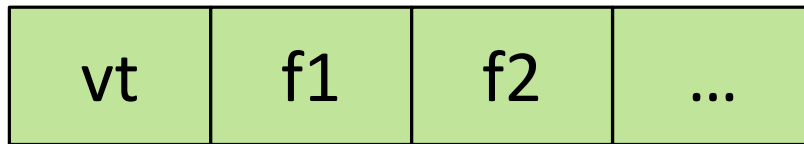


t1

# Field Access

```
field_set t1, f, t1
```

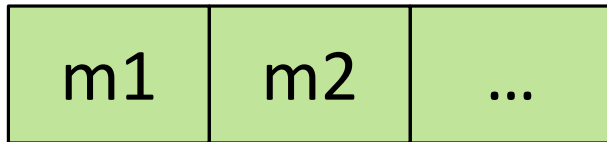
```
beq $t0, 0, abort  
sw $t1, off($t0)  
...  
abort:  
li $v0, 10  
syscall
```



t1

# Method Calls

```
t2 = virtual_call t0, m, t1
```

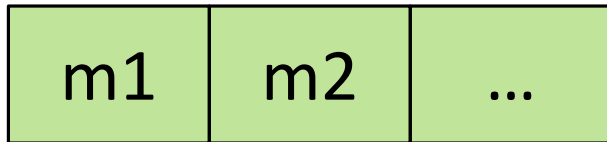


virtual table

# Method Calls

```
t2 = virtual_call t0, m, t1
```

```
subu $sp, $sp, 4  
sw $t1, 0($sp)
```

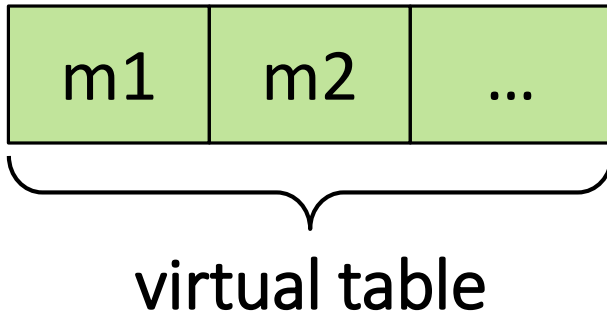


virtual table

# Method Calls

```
t2 = virtual_call t0, m, t1
```

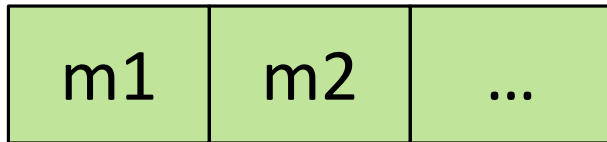
```
subu $sp, $sp, 4  
sw $t1, 0($sp)  
subu $sp, $sp, 4  
sw $t0, 0($sp)
```



# Method Calls

```
t2 = virtual_call t0, m, t1
```

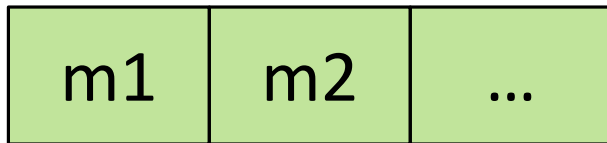
```
subu $sp, $sp, 4  
sw $t1, 0($sp)  
subu $sp, $sp, 4  
sw $t0, 0($sp)  
lw $s0, 0($t0)
```



virtual table

# Method Calls

```
t2 = virtual_call t0, m, t1
```



virtual table

```
subu $sp, $sp, 4  
sw $t1, 0($sp)  
subu $sp, $sp, 4  
sw $t0, 0($sp)  
lw $s0, 0($t0)  
lw $s1, off($s0)
```

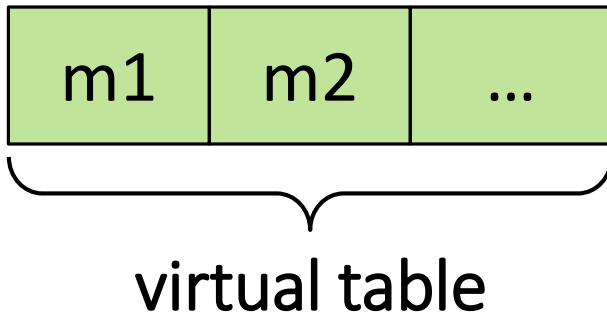
use annotated AST



# Method Calls

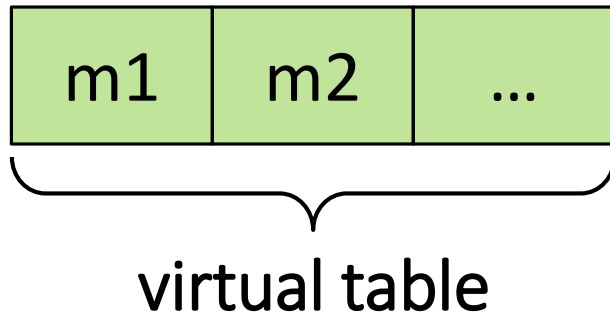
```
t2 = virtual_call t0, m, t1
```

```
subu $sp, $sp, 4  
sw $t1, 0($sp)  
subu $sp, $sp, 4  
sw $t0, 0($sp)  
lw $s0, 0($t0)  
lw $s1, off($s0)  
jalr $s1
```



# Method Calls

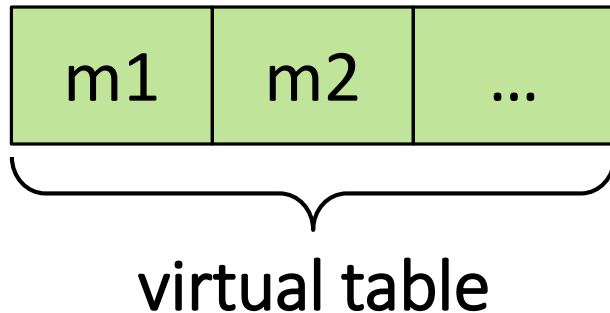
```
t2 = virtual_call t0, m, t1
```



```
subu $sp, $sp, 4  
sw $t1, 0($sp)  
subu $sp, $sp, 4  
sw $t0, 0($sp)  
lw $s0, 0($t0)  
lw $s1, off($s0)  
jalr $s1  
addu $sp, $sp, 8
```

# Method Calls

```
t2 = virtual_call t0, m, t1
```



```
subu $sp, $sp, 4
sw $t1, 0($sp)
subu $sp, $sp, 4
sw $t0, 0($sp)
lw $s0, 0($t0)
lw $s1, off($s0)
jalr $s1
addu $sp, $sp, 8
move $t2, $v0
```

# Method Calls

```
class A {  
    void m1(int x) {}  
    void m2(int x) {}  
}  
class B extends A {  
    void m2(int x) {}  
}
```

```
B b = new B;  
z = b.m2(7)
```

```
t0 = new_class B  
b = t0  
t1 = b  
t2 = 7  
t3 = virtual_call t1, m2, t2  
z = t3
```

IR

# Method Calls

```
t0 = new_class A
b = t0
t1 = b
t2 = 7
t3 = virtual_call t1, m2, t2
z = t3
```

```
.data
vt_B:
.word A_m1
.word B_m2
```

} data section

# Method Calls

```
t0 = new_class A
b = t0
t1 = b
t2 = 7
t3 = virtual_call t1, m2, t2
z = t3
```

```
.data
vt_B:
.word A_m1
.word B_m2
```

} data section

```
li $v0, 9
li $a0, 4
syscall
move $t0, $v0
la $s0, vt_B
sw $s0, 0($t0)
```

# Method Calls

```
t0 = new_class A
b = t0
t1 = b
t2 = 7
t3 = virtual_call t1, m2, t2
z = t3
```

```
.data
vt_B:
.word A_m1
.word B_m2
```

} data section

```
li $v0, 9
li $a0, 4
syscall
move $t0, $v0
la $s0, vt_B
sw $s0, 0($t0)
sw $t0, off_b($fp)
```

# Method Calls

```
t0 = new_class A
b = t0
t1 = b
t2 = 7
t3 = virtual_call t1, m2, t2
z = t3
```

```
.data
vt_B:
.word A_m1
.word B_m2
```

} data section

```
li $v0, 9
li $a0, 4
syscall
move $t0, $v0
la $s0, vt_B
sw $s0, 0($t0)
sw $t0, off_b($fp)
lw $t1, off_b($fp)
```



# Method Calls

```
t0 = new_class A
b = t0
t1 = b
t2 = 7
t3 = virtual_call t1, m2, t2
z = t3
```

```
.data
vt_B:
.word A_m1
.word B_m2
```

} data section

```
li $v0, 9
li $a0, 4
syscall
move $t0, $v0
la $s0, vt_B
sw $s0, 0($t0)
sw $t0, off_b($fp)
lw $t1, off_b($fp)
li $t2, 7
```

# Method Calls

```
t0 = new_class A
b = t0
t1 = b
t2 = 7
t3 = virtual_call t1, m2, t2
z = t3
```

```
.data
vt_B:
.word A_m1
.word B_m2
```

} data section

```
li $v0, 9
li $a0, 4
syscall
move $t0, $v0
la $s0, vt_B
sw $s0, 0($t0)
sw $t0, off_b($fp)
lw $t1, off_b($fp)
li $t2, 7
subu $sp, $sp, 4
sw $t2, 0($sp)
subu $sp, $sp, 4
sw $t1, 0($sp)
lw $s0, 0($t1)
lw $s1, 4($s0)
jalr $s1
addu $sp, $sp, 8
move $t3, $v0
```

# Method Calls

```
t0 = new_class A
b = t0
t1 = b
t2 = 7
t3 = virtual_call t1, m2, t2
z = t3
```

```
.data
vt_B:
.word A_m1
.word B_m2
```

} data section

```
li $v0, 9
li $a0, 4
syscall
move $t0, $v0
la $s0, vt_B
sw $s0, 0($t0)
sw $t0, off_b($fp)
lw $t1, off_b($fp)
li $t2, 7
subu $sp, $sp, 4
sw $t2, 0($sp)
subu $sp, $sp, 4
sw $t1, 0($sp)
lw $s0, 0($t1)
lw $s1, 4($s0)
jalr $s1
addu $sp, $sp, 8
move $t3, $v0
sw $t3, off_z($fp)
```