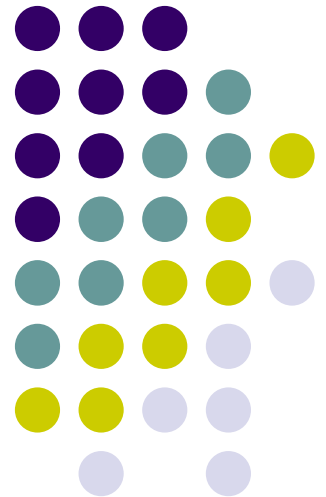
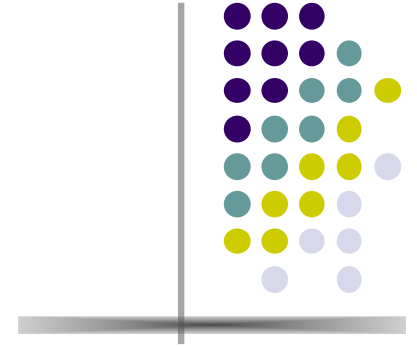


Semantics & Intermediate Representation

Arrays
(Homogeneous non-atomic elements)

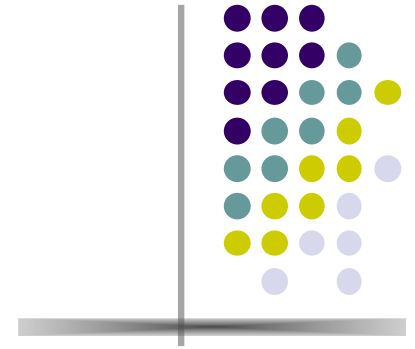


ARRAYS



- *One of the most important features in any programming language within the **Imperative Paradigm** (and also in **OO**) is the possibility to identify under **ONE single name** a “memory chunk” that stores multiple **homogeneous values**.*
- *This feature allow us to avoid declaring multiple variables to store “**related-values**”.*
- *Its a “chunk” of **continuous memory** that stores same-type (homogeneous) values.*

How do we store Arrays?



*How we
declare vars?*

`int i, j;`

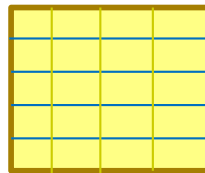
*Our mental image
of a var*



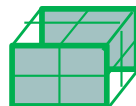
`int A[6];`



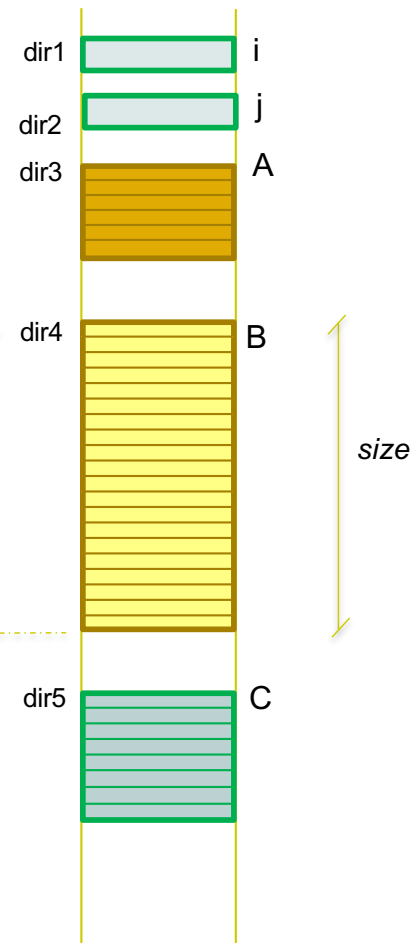
`int B[5][4];`



`int C[2][2][2];`

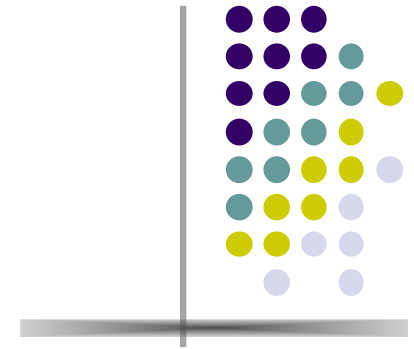


*How we store
then in RunTime*



*dir3, dir4, dir5 are the
initial (base) address for a
non-atomic element*

How do we store Arrays?



*How we
declare vars?*

```
int i, j;
```

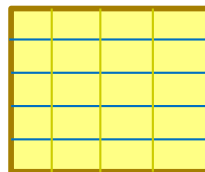
*Our mental image
of a var*



```
int A[6];
```



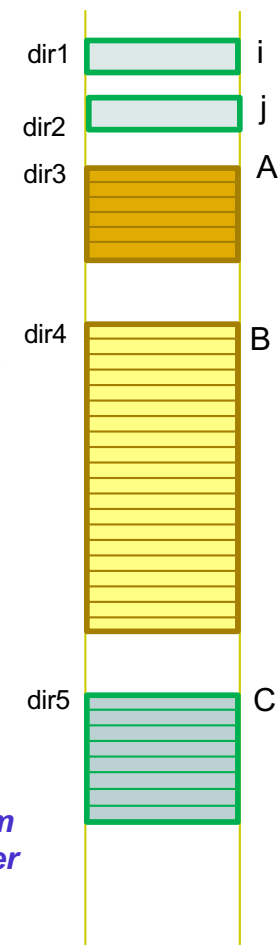
```
int B[5][4];
```



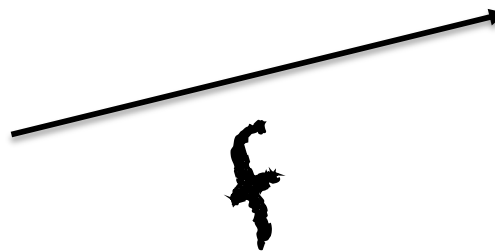
```
int C[2][2][2];
```



*How we store
then in RunTime*



*It requires a
function that "flattens" the
non-atomic element*



$B[i + j][j * 2 - i] ?$

*How to determine, in compile-time,
which is the specific cell for the item
 $B[i + j][j * 2 - i]$? (knowing that neither
 i nor j have values yet).*

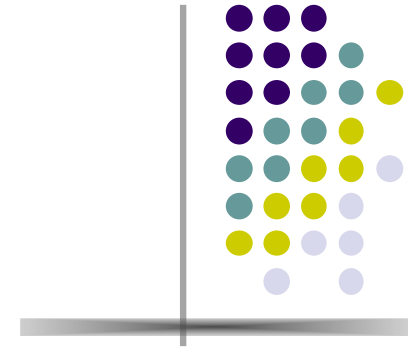


How do we access an element of the Array?

- *We have the initial address of the array and, based on, that we must “calculate” the required offset (f) to access a specific element within the array.*
- *The main issue in Compile-time is that we don’t have VALUES, so there’s no way we can “calculate” anything; but we can add all the calculations to the intermediate code and let the Virtual Machine execute them to address a specific cell.*

$$\text{Address(id}[s_1, s_2, \dots, s_n] = \text{BaseAddress(id)} + f(\text{id}[s_1, s_2, \dots, s_n])$$

Formula Translation for the MOST general Array declaration



Lets have this array declaration:

int **id**[**linf**₁..**lsup**₁][**linf**₂..**lsup**₂] ... [**linf**_n..**lsup**_n]

where **linf**_x stands for lower limit (not necessarily 0) and **lsup**_x for the upper limit

this variable is accessed as:

id [**s**₁, **s**₂,.. **s**_n]

where **s**_k stands for the indexing expression

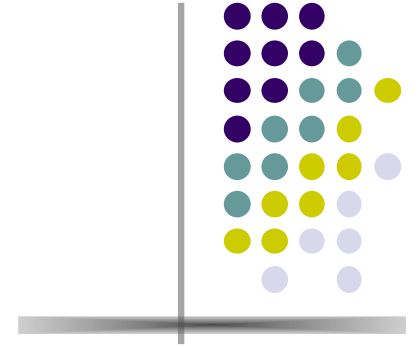
The formula to calculate the address of a single cell is:

$$\text{Address}(\text{ id}[\mathbf{s}_1, \mathbf{s}_2, \dots, \mathbf{s}_n]) = \text{BaseAddress}(\text{id}) + f(\text{id}[\mathbf{s}_1, \mathbf{s}_2, \dots, \mathbf{s}_n])$$

$$\text{Address}(\text{ id } [\mathbf{s}_1, \mathbf{s}_2, \dots, \mathbf{s}_n]) = \text{BaseA}(\text{id}) + (\mathbf{s}_1 - \text{linf}_1) * d_2 * d_3 * \dots * d_n + (\mathbf{s}_2 - \text{linf}_2) * d_3 * d_4 * \dots * d_n + \dots + (\mathbf{s}_{n-1} - \text{linf}_{n-1}) * d_n + (\mathbf{s}_n - \text{linf}_n)$$

where d_k stands for the “size” of dimension-i = **lsup**_k – **linf**_k + 1

Formula Traslation for the MOST general Array declaration



Let's apply a little algebra to make it simple:

$$m_1 = d_2 * d_3 * \dots * d_n$$

$$m_2 = d_3 * \dots * d_n$$

..

$$m_{n-1} = d_n$$

$$m_n = 1$$

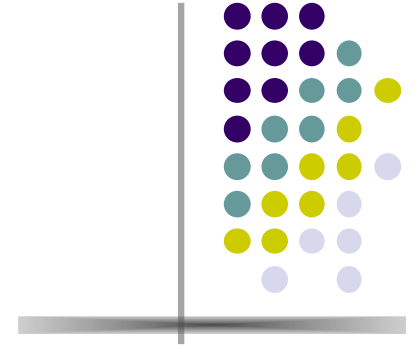
$$\text{Address}(\text{id } [s_1, s_2, \dots, s_n]) = \text{BaseA}(\text{id}) + s_1 * m_1 + s_2 * m_2 + \dots + s_{n-1} * m_{n-1} + s_n + K$$

$$\text{where } K \text{ stands for: } K = - (\text{linf}_1 * m_1 + \text{linf}_2 * m_2 + \dots + \text{linf}_n)$$

this K is a “constant” that transfer all dimensions to 0 (for non-zero lower-limits).

If the Array declaration is C-style, this constant is 0.

Formula Traslation for the MOST general Array declaration



Let's make it even simpler:

General formula for N-Dimensions

$$\text{Address(id [s}_1\text{,s}_2\text{,..s}_n\text{])} = \text{BaseA(id)} + s_1*m_1 + s_2*m_2 + \dots + s_{n-1}*m_{n-1} + s_n + K$$

Formula for 1 Dimension:

$$\text{Address(id [s}_1\text{])} = \text{BaseA(id)} + s_1 + K$$

Formula for 2 Dimensions:

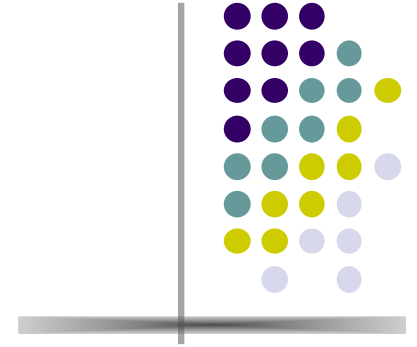
$$\text{Address(id [s}_1\text{,s}_2\text{])} = \text{BaseA(id)} + s_1*m_1 + s_2 + K$$

Formula for 3 Dimensions:

$$\text{Address(id [s}_1\text{,s}_2\text{, s}_3\text{])} = \text{BaseA(id)} + s_1*m_1 + s_2 * m_2 + s_3 + K$$

...

Formula Traslation for a C-style Array declaration



General formula for N-Dimensions

$$\text{Address(id [s}_1, s_2, \dots s_n]) = \text{BaseA(id)} + s_1 * m_1 + s_2 * m_2 + \dots + s_{n-1} * m_{n-1} + s_n$$

Formula for 1 Dimension:

$$\text{Address(id [s}_1]) = \text{BaseA(id)} + s_1$$

Formula for 2 Dimensions:

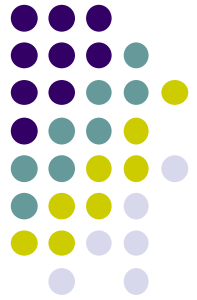
$$\text{Address(id [s}_1, s_2]) = \text{BaseA(id)} + s_1 * d_2 + s_2$$

Formula for 3 Dimensions:

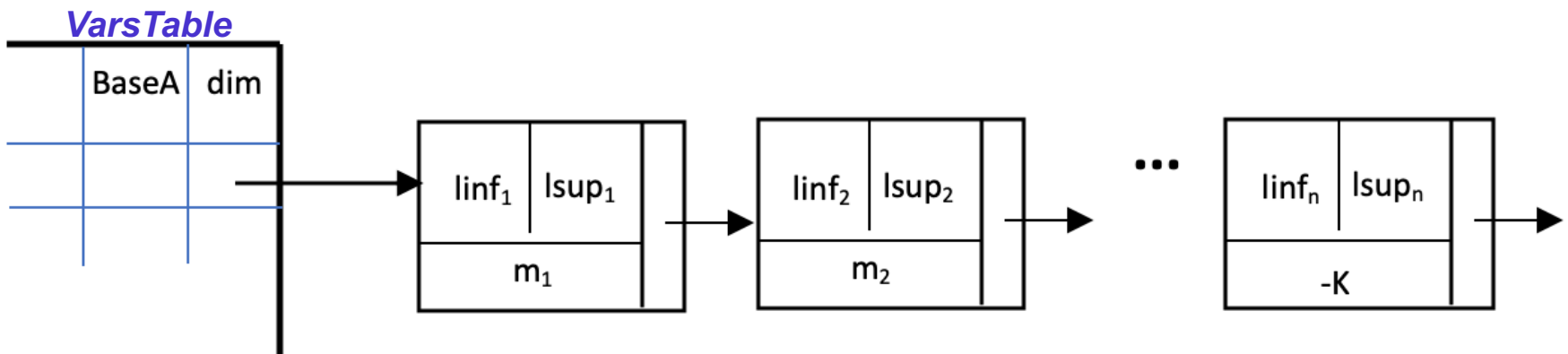
$$\text{Address(id [s}_1, s_2, s_3]) = \text{BaseA(id)} + s_1 * d_2 * d_3 + s_2 * d_3 + s_3$$

...

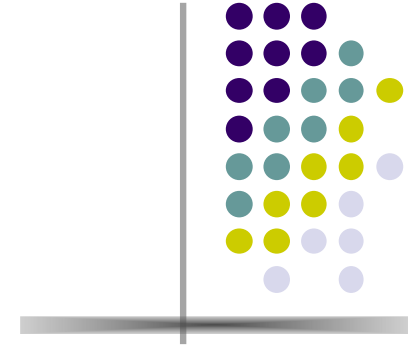
Important information to store for the MOST general Array declaration



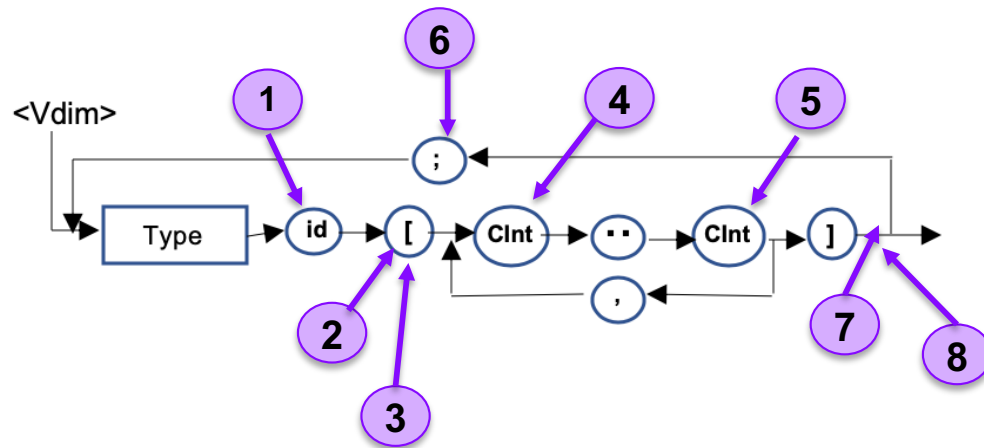
- In Compile-Time we can not perform any calculation because there are NO values.
- We'll have to convert the formula into Quadruples so the Virtual Machine can obtain results.
- That means we'll need to store all the elements (constant and calculated) in a structure, to make them available every time we try to address a specific cell from an Array. (trying to avoid extra-operations or even useless re-calculations)
- We'll add more attributes to our VarTable.



Intermediate Representation for an ARRAY

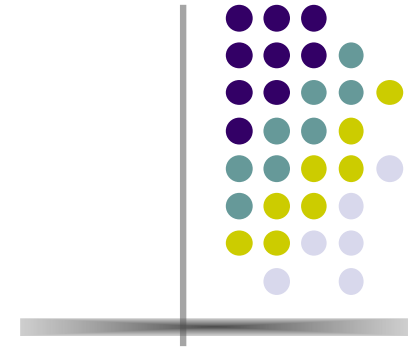


• Array Declaration

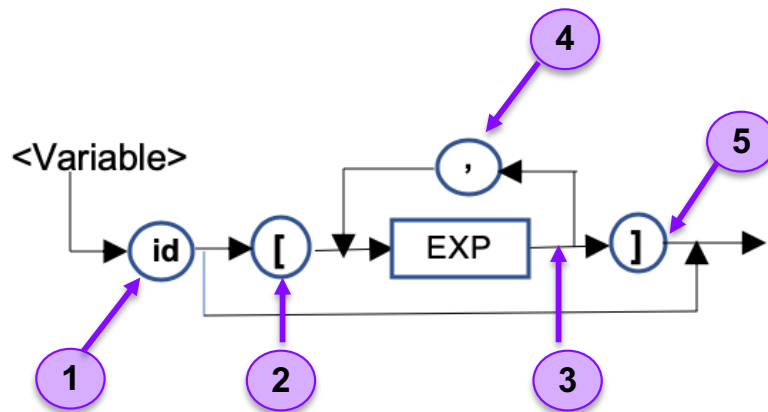


1. VarTable.add(id, type)
2. Set id as an array (isArray = true)
3. Get a new node to save info about dimensions and link it to the id.
Set DIM=1, R=1
4. Store Li_{DIM}
5. Store Ls_{DIM}
 $R = (Ls_{DIM} - Li_{DIM} + 1) * R$
6. DIM = DIM + 1
Get a new node and link it to the previous one.
7. Link the last node to null.
Go to the first node in the list.
DIM = 1 ; OffSet = 0 ; Size = R;
REPEAT
 $m_{DIM} = R / (Ls_{DIM} - Li_{DIM} + 1)$
 Store m in the current node
 $R = m_{DIM}$
 $Offset = Offset + Li_{DIM} * m_{DIM}$
 DIM = DIM + 1 (Move to next node)
UNTIL no more nodes
K = OffSet ** K is the constant in the formula
Store (- K) in the last node.
8. Store **VirtualAddress** in the current id in VarTable
calculate next VirtualAddress = VirtualAddress + Size

Intermediate Representation for an ARRAY



• Array Access



1. PilaO.push(id) and PTipos.push(type)
2. Id = PilaO.pop(); type = PTipos.pop()
verify that id has dimensions
DIM = 1
PilaDim.push(id, DIM)
Get the first node of dimensions (List).
POper.push(FakeBottom)
3. Create Quadruple:
Verify PilaO.Top Li_{DIM} Ls_{DIM}. ** Note: NO Pop at this time
If NextPointer(List)
{ aux = PilaO.Pop()
Create quadruple: * aux. m_{DIM} T_j where T_j is next available temp.
PilaO.Push (T_j) }
If DIM > 1
{ aux2 = PilaO.Pop(); aux1 = PilaO.Pop();
Create quadruple: + aux1 aux2 T_k where T_k is next available temp.
PilaO.Push (T_k) }
4. DIM = DIM + 1
Update DIM in PilaDIM
Move to next node in List
5. Aux1= PilaO.Pop()
Create quadruples:
+ aux1 K T_i where T_i is next available temp. K is the Offset
+ T_i VirtualAdress T_n where T_n is next available temp.
PilaO.Push ((T_n)). *Contains an ADDRESS, that's why we use () to distinguish it.*
POper.Pop(). *Eliminates FakeBottom*