#### **Table of Contents**

## **Intermediate Representation Trees**

Dr. Mattox Beckman

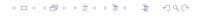
Illinois Institute of Technology Department of Computer Science

IR Trees

Introduction Objectives

R Trees

Implementation
Getting Started



Implementation

| d □ > d □

Intermediate Representation Trees

Objectives

Introduction

•00

- ▶ What is an IR tree?
- ▶ Why do we need them?
- ▶ What do we do with them?

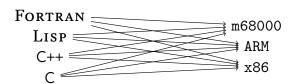
#### The Problem

Introduction

- Problem of complexity
  - ▶ The initial language we want to compile is huge and complex.

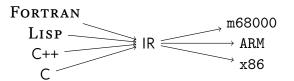
IR Trees

- ▶ The machine code we want to generate is a simple language.
- ► Problem of Number
  - ▶ We have many languages we would like to compile.
  - ▶ We have many CPUs we would like to target.



#### The Solution

- ► Introduce an intermediate tree.
  - ▶ More complex than assembly, easy to translate to.
  - ► Simpler than Tiger, easy to translate *from*.
  - ► We can also reuse different back-ends.



### **Table of Contents**

ntroduction
Objectives

IR Trees

Definition

Implementation
Getting Started





Introduction	IR Trees	Implementation	Introduction	IR Trees	Implementation
000	●000	000	000	IR Trees ○●○○	000

# **Expressions**

- ▶ We have a type for *expressions*:
  - Constants (integer)
  - ► Names (a label)
  - ► Temp (a temporary variable)
  - ► Binop (a binary operation and two expressions)
  - ► Mem (an expression)
  - ► Call (an expression and a list of expressions)
  - ► ESeq (a statement and an expression)
- ► The label and variable types could be just strings. But you might want something more complex.

#### Statements

- ▶ We have a type for statements:
  - Move (two expressions)
  - ► Exp (an expression)
  - Jump (an expression and a set of labels)
  - ► CJump (a relation, two expressions, and a set of labels.)
  - ► Seq (a list of statements)
  - ► Label (a label)

## **Binary Operations**

- ► Plus
- Minus
- Mul
- ► Div
- And
- ▶ Or
- ► LShift
- RShift
- ► ARShift
- ► XOR

#### In CLOJURE...

{:binop :xor}

# **Relational Operations**

- ► Eq, Ne
- ▶ Lt, Gt
- ► Le, Ge
- ▶ ULt, ULe, UGt, Uge

#### In CLOJURE...

{:relop :ult}



◆□▶◆□▶◆□▶◆□▶ ■ から○





Introduction IR Trees Implementation Introduction IR Trees Implementation •00

#### **Table of Contents**

Objectives

**IR Trees** 

Implementation

**Getting Started** 

# Time to break ground

- ► We will create a new **CLOJURE** project.
- ▶ lein new app tiger
- ► To start with IR Trees: create the file src/tiger/ir.clj.
- ► Namespace: tiger.ir.
- ▶ You can use core.typed if you want. I highly recommend it.

## Using core.typed

- ► In your project.clj add the dependency: [org.clojure/core.typed "0.2.77"]
- ▶ In your namespace require: (:require [clojure.core.typed :as t]) (t/defalias exp (t/U '{:exp ':const ... } ... ))
- ► The expression and statement types are mutually recursive: we may have to fudge this. More details later.

#### Your Work

- ▶ Decide on a representation for each of these types.
- ► Write **CLOJURE** functions that construct these for us.

► You will also write a function canonicalize. I'll explain this next time.



