

## TD 3

# 3-address Code Generation

### 3.1 Code generation with temporaries

The code we generate will have an unbounded number of temporaries (`tmp0`, `tmp1`, ...) but actual RISC-V instructions (`add`, `and`, ...) except for the conditional `Jump`.

The instruction set and documentation for the RISC-V machine can be found in on the website (we already used it in previous sessions).

The code generation functions (see Section 3.3) have the following signatures:

`GenCodeExpr` :  $\text{Expression} \rightarrow \text{Code}^* \times \text{Temporary}$

`GenCodeSmt` :  $\text{Statement} \rightarrow \text{Code}^*$

where  $\text{Code}^*$  is a sequence of 3-address instructions (RISC-V with temporaries). As a side effect, while processing variable declarations, the code generation for statements might update a map `symbol_table`  $\text{Var} \rightarrow \mathbb{N}$  (program variable to a temporary where to find its current value).

Auxiliary functions:

`new_tmp()` :  $\rightarrow \text{Temporary}$

`new_label()` :  $\rightarrow \text{Label}$

#### EXERCISE #1 ► By hand!

Using the code generation rules for the RISC-V machine, generate the three-address RISC-V code for the following (MiniC) program:

```
int main(){
    int a,n;

    n = 1;
    a = 7;
    while (n < a) {
        n = n+1;
    }

    return 0;
}
```

### 3.2 Language extensions

#### EXERCISE #2 ► A new operator for expressions

Write a code generation rule for the `xor` Boolean operator **without using the native RISC-V operator**.

#### EXERCISE #3 ► A new language construct

Write a code generation rule for the `repeat S until e` statement.

#### EXERCISE #4 ► Lab 4

If time allows, start lab 4 on code generation, you have all you need now :-).

### 3.3 Code Generation Rules

c	<pre>dest &lt;- new_tmp() code.add("li dest, c") return dest</pre>
x	<pre># get the temporary associated to x. reg &lt;- symbol_table[x] return reg</pre>
$e_1 + e_2$	<pre>t1 &lt;- GenCodeExpr(e_1) t2 &lt;- GenCodeExpr(e_2) dest &lt;- new_tmp() code.add("add dest, t1, t2") return dest</pre>
$e_1 - e_2$	<pre>t1 &lt;- GenCodeExpr(e_1) t2 &lt;- GenCodeExpr(e_2) dest &lt;- new_tmp() code.add("sub dest, t1, t2") return dest</pre>
true	<pre>dest &lt;- new_tmp() code.add("li dest, 1") return dest</pre>
$e_1 < e_2$	<pre>dest &lt;- new_tmp() t1 &lt;- GenCodeExpr(e1) t2 &lt;- GenCodeExpr(e2) endrel &lt;- new_label() code.add("li dest, 0") # if t1&gt;=t2 jump to endrel code.add("bge endrel, t1, t2") code.add("li dest, 1") code.addLabel(endrel) return dest</pre>

Figure 3.1: 3@ Code generation for numerical or Boolean expressions

<code>x = e</code>	<pre> dest &lt;- GenCodeExpr(e) loc &lt;- symbol_table[x] code.add("mv loc, dest") </pre>
<code>S1; S2</code>	<pre> # Just concatenate codes GenCodeSmt(S1) GenCodeSmt(S2) </pre>
<code>if b then S1 else S2</code>	<pre> lelse &lt;- new_label() lendif &lt;- new_label() t1 &lt;- GenCodeExpr(b) #if the condition is false, jump to else code.add("beq lelse, t1, 0") GenCodeSmt(S1) # then code.add("j lendif") code.addLabel(lelse) GenCodeSmt(S2) # else code.addLabel(lendif) </pre>
<code>while(b){ S }</code>	<pre> ltest &lt;- new_label() lendwhile &lt;- new_label() code.addLabel(ltest) t1 &lt;- GenCodeExpr(b) code.add("beq lendwhile, t1, 0") GenCodeSmt(S) # execute S code.add("j ltest") # and jump to the test code.addLabel(lendwhile) # else it is done. </pre>

Figure 3.2: 3@ Code generation for Statements