# CS3005D Compiler Design

Winter 2024 Lecture #27

Translation of flow-of control statements

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### Grammar

$$S \rightarrow$$
 if  $(B)$   $S \mid$  if  $(B)$   $S$  else  $S \mid$  while  $(B)$   $S$ 

$$B \rightarrow B||B \mid B\&\&B \mid !B \mid (B) \mid E \text{ relop } E \mid \text{true} \mid \text{false}$$

### if-else statement

Semantics of if (B)  $S_1$  else  $S_2$ 

if B evaluates to true, transfer control to  $S_1$ 

if B evaluates to false, transfer control to  $S_2$ 

The generated code should consists of code for B, followed by code for  $S_1$ , then code for  $S_2$ , with goto statement inserted at appropriate places according to the semantics.

## Translation of *if-else* statement: example

$$\begin{array}{l} \textit{if } (a < b) \textit{ small} = \textit{a else small} = \textit{b} \\ \\ \textit{if } a < \textit{b goto } \textit{L}_1 \\ \\ \textit{goto } \textit{L}_2 \\ \\ \textit{L}_1 \text{: small} = \textit{a} \\ \\ \textit{goto } \textit{L}_3 \\ \\ \textit{L}_2 \text{: small} = \textit{b} \\ \\ \textit{L}_3 \text{:} \end{array}$$

## Translation of Boolean Expressions<sup>1</sup>

Production	Semantic Rules
$B \rightarrow E_1 \text{ relop } E_2$	$B.code = E_1.code \mid\mid E_2.code \mid\mid$ $gen('if' E_1.addr relop.op E_2.addr 'goto' B.true)$ gen('goto' B.false)
$B \rightarrow \text{ true}$	$B.code = gen('goto' \ B.true)$
$B \rightarrow $ false	B.code = gen('goto' B.false)

B.true: label of the 3-address instruction to which control should transfer if B evaluates to true

B.false: label of the 3-address instruction to which control should transfer if B evaluates to false

### Translation of *if-else* statement

Production	Semantic Rules
$S \rightarrow if (B) S_1 else S_2$	B.true = newLabel()
	B.false = newLabel()
	$S_1.next = S_2.next = S.next$
	S.code = B.code    label(B.true)
	$     S_1.code    gen('goto' S.next)$
	Semantic Rules $B.true = newLabel()$ $B.false = newLabel()$ $S_1.next = S_2.next = S.next$ $S.code = B.code \mid\mid label(B.true)$ $\mid\mid S_1.code \mid\mid gen('goto' S.next)$ $\mid\mid label(B.false) \mid\mid S_2.code$

newLabel(): creates and returns a new label in each
invocation

label(L): attaches label L to the next 3-address instruction S.next (inherited attribute): address (label) of instruction immediately following S

### Translation of if statement

Production	Semantic Rules	
$S \rightarrow if (B) S_1$	B.true = newLabel()	
	$B. false = S_1. next = S. next$ $S. code = B. code \mid   label(B. true)   S_1. code$	
	$S.code = B.code \mid\mid label(B.true)\mid\mid S_1.code$	

### Exercise

Write the 3-address code generated for the following instructions, as per the given SDD:

if (x < y) small = x else small = y if (true) small = x else small = y

### References

#### References:

 Aho A.V., Lam M.S., Sethi R., and Ullman J.D. Compilers: Principles, Techniques, and Tools (ALSU). Pearson Education, 2007.

#### Further reading:

ALSU Section 6.6