



Overview of Intermediate Representations (IRs)

Compilers course

Masters in Informatics and Computing Engineering (MIEIC), 3rd Year



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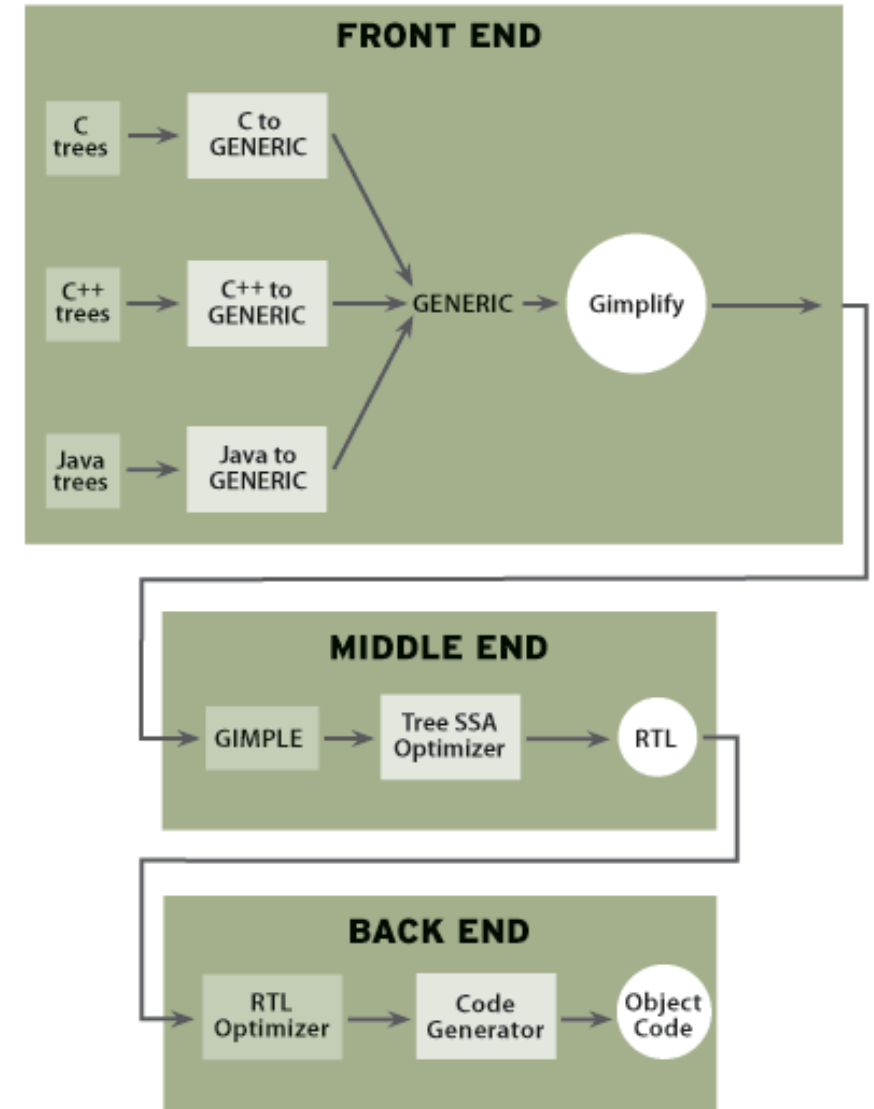
Intermediate Representations

GCC EXAMPLE

GNU GCC

➤ GNU Compiler Collection (usually shortened to **GCC**)

- GENERIC (language independent tree structure used by the front-ends)
- GIMPLE (High-Level, Low-Level and Low-Level in SSA form)
 - <http://gcc.gnu.org/wiki/GIMPLE>
- RTL (**register transfer language**), which looks like a [Lisp S-expression](#):
 - (set:SI (reg:SI 140) (plus:SI (reg:SI 138) (reg:SI 139)))
 - Equivalent to: $\text{Reg 140} \leftarrow \text{Reg 138} + \text{Reg 139}$;



GNU GCC: Gimple

➤ Arithmetic Expressions:

- $a = b + c + d$

➤ Becomes:

```
T1 = b + c;  
a = T1 + d;
```

➤ Conditional Expressions

- $a = b ? c : d;$

➤ Becomes:

```
if (b)  
    T1 = c;  
else  
    T1 = d;  
a = T1;
```

GNU GCC: RTL

➤ Three address code

➤ Example:

- (set:SI (reg:SI 140) (plus:SI (reg:SI 138) (reg:SI 139)))
- Equivalent to: $\text{Reg 140} \leftarrow \text{Reg 138} + \text{Reg 139};$

➤ (reg:m n),

- n : is a register (hard or pseudo)
- m : is the machine mode of the reference

Low-Level Intermediate

THREE-ADDRESS CODE

Example

```
int dotprod(int x[], int y[], int nx)
{
    int sum = 0, i;

    for (i = 0; i < nx; i++)
        sum += x[i] * y[i];

    return sum;
}
```



Example

```
int DSP_dotprod_c(const short *x,  
    const short *y, int nx)  
{  
    int sum = 0, i;  
  
    for (i = 0; i < nx; i++)  
        sum += x[i] * y[i];  
  
    return sum;  
}
```

```
sum=0;  
i=0;  
cont_l: if(i >= nx) goto end_l;  
t1=load x, i;  
t2=load y, i;  
t3=t1+t2;  
sum = sum +t3;  
i=i+1;  
goto cont_l;  
end_l:  
return sum;
```


Example

```
int DSP_dotprod_c(const short *x,  
    const short *y, int nx)  
{  
    int sum = 0, i;  
  
    for (i = 0; i < nx; i++)  
        sum += x[i] * y[i];  
  
    return sum;  
}
```

```
sum=0;  
i=0;  
cont_l: if(i >= nx) goto end_l;  
    a1=4*i+x;  
    t1=load a1;  
    a2=4*i+y;  
    t2=load a2;  
    t3=t1+t2;  
    sum = sum +t3;  
    i=i+1;  
    goto cont_l;  
end_l:  
    return sum;
```

Example

```
sum=0;
i=0;
cont_l: if(i >= nx) goto end_l;
a1=4*i+x;
t1=load a1;
a2=4*i+y;
t2=load a2;
t3=t1+t2;
sum = sum +t3;
i=i+1;
goto cont_l;
end_l:
return sum;
```

```
iconst 0
istore 3 // sum =0;
iconst 0
istore 4 // i=0;
cont_l: if(i >= nx) goto end_l;
a1=4*i+x;
t1=load a1;
a2=4*i+y;
t2=load a2;
t3=t1+t2;
sum = sum +t3;
i=i+1;
goto cont_l;
end_l:
return sum;
```