EDAN65: Compilers, Lecture 11

Code generation

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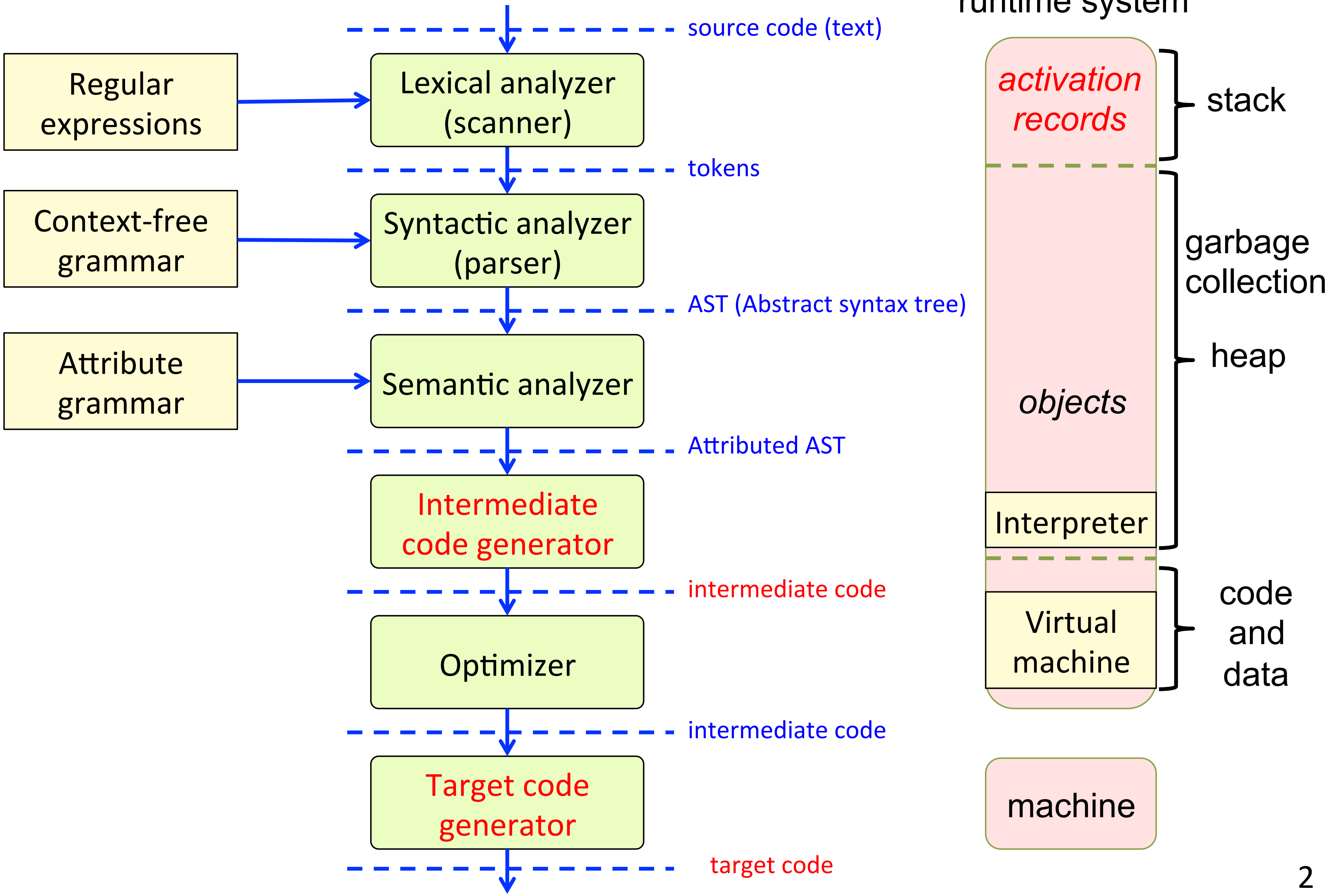
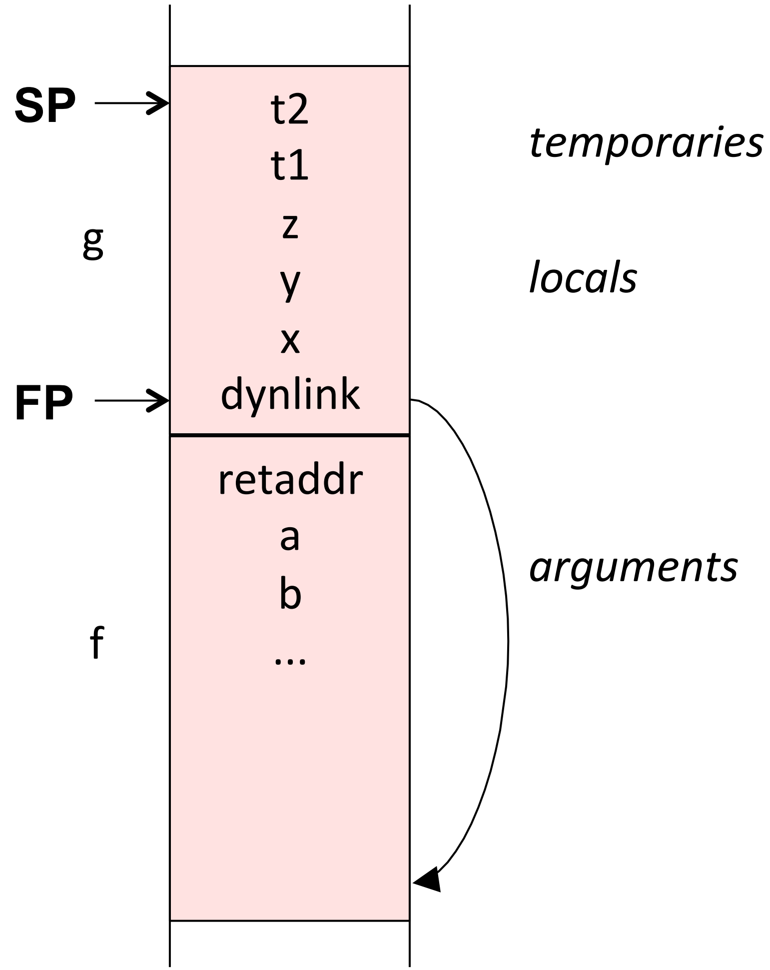
This lecture



Recall: example framelayout

```
void f() {
  ...
  g(1,2);
  ...
}

void g(int a, int b) {
  int x = 1;
  int y = 2;
  int z = 3;
  ...
  ...         <- PC
  ...
}
```

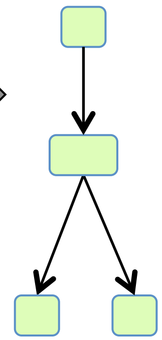


Generating code

Source code

```
if (v1+v2!=v3)
  v1 = v3-1;
v4 = v2;
...
```

AST



Intermediate code

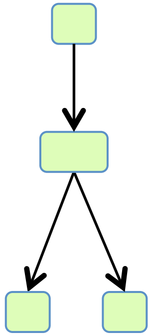
Machine code

Generating code

Source code

```
if (v1+v2!=v3)
  v1 = v3-1;
v4 = v2;
...
```

AST



Intermediate code

```
   ADD v1 v2 t1
   JEQ t1 v3 L1
   SUB v3  1 t2
   MOV t2 v1
L1:
   MOV v2 v4
   ...
```

Machine code

```
  MOV   1(FP) R1
  ADD   2(FP) R1
  MOV   R1 5(FP)
  CMP   5(FP) 3(FP)
  JEQ   L1
  MOV   3(FP) R1
  SUB   1 R1
  MOV   R1 6(FP)
  MOV   6(FP) 1(FP)
L1:
  MOV   2(FP) 4(FP)
```

Variable addresses

```
v1   1(FP)
v2   2(FP)
v3   3(FP)
v4   4(FP)
t1   5(FP)
t2   6(FP)
```

Intermediate code:

- Expressions are broken down to one operation per instruction, introducing temporary variables for each non-trivial expression.
- Variables have high-level symbolic names.
- Control structures are implemented using branch instructions that jump to labels.

Machine code (assembly code):

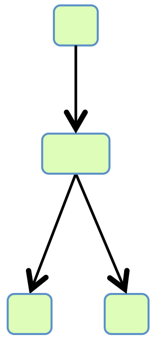
- Many operations can only be done on registers.
- Values in memory need to be loaded to registers before performing the operation.
- Variable names are replaced by addresses, typically relative to the frame pointer.

Two kinds of intermediate code

Source code

```
if (v1+v2!=v3)
  v1 = v3-1;
v4 = v2;
...
```

AST



Three address code

```
  ADD v1 v2 t1
  JEQ t1 v3 L1
  SUB v3  1 t2
  MOV t2 v1
L1:
  MOV v2 v4
  ...
```

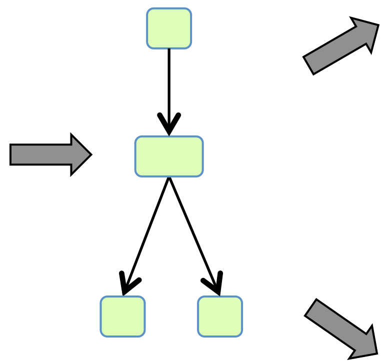
Stack code

Two kinds of intermediate code

Source code

```
if (v1+v2!=v3)
  v1 = v3-1;
v4 = v2;
...
```

AST



Three address code

```
   ADD v1 v2 t1
   JEQ t1 v3 L1
   SUB v3  1 t2
   MOV t2 v1
L1:
   MOV v2 v4
   ...
```

Stack code

```
   PUSH v1
   PUSH v2
   ADD
   PUSH v3
   JEQ  L1
   PUSH v3
   PUSH  1
   SUB
   POP  v1
L1:
   PUSH v2
   POP  v4
   ...
```

Three address code
Each instruction typically has three operands:
    op src1 src2 dest

Uses temporary variables.
Close to ordinary register-based machine.
Good for optimization.

Stack code
Uses a *value stack* instead of temporary variables.
Commonly used for interpreters and virtual machines.

Translate to three address code

Source code

```
a = (b + c) * (d + e)
```

Three address code

```
ADD b c t1
ADD d e t2
MUL t1 t2 t3
MOV t3 a
```

One new temporary for each nontrivial value.

Why not try to reuse the temporaries?
And remove useless MOVs?
In principle, two temps would suffice here:

```
ADD b c t1
ADD d e t2
MUL t1 t2 a
```

Minimizing the number of temporaries (not meaningful).

Typically, the intermediate code is optimized at a later stage. The optimizations transform the code and introduce new temporaries. Temporaries are optimized as a final step, as part of register allocation. Trying to minimize the number of temporaries at the code generation stage is therefore meaningless.

Translate three address code to AT&T x86-64 assembly code

Source code

```
void m(int a, int b) {
  int c, d;
  ...
  c = a + b
  ...
}
```

3 address code

```
  ...
  ADD a b t1
  MOV t1 c
  ...
```

Variable addresses

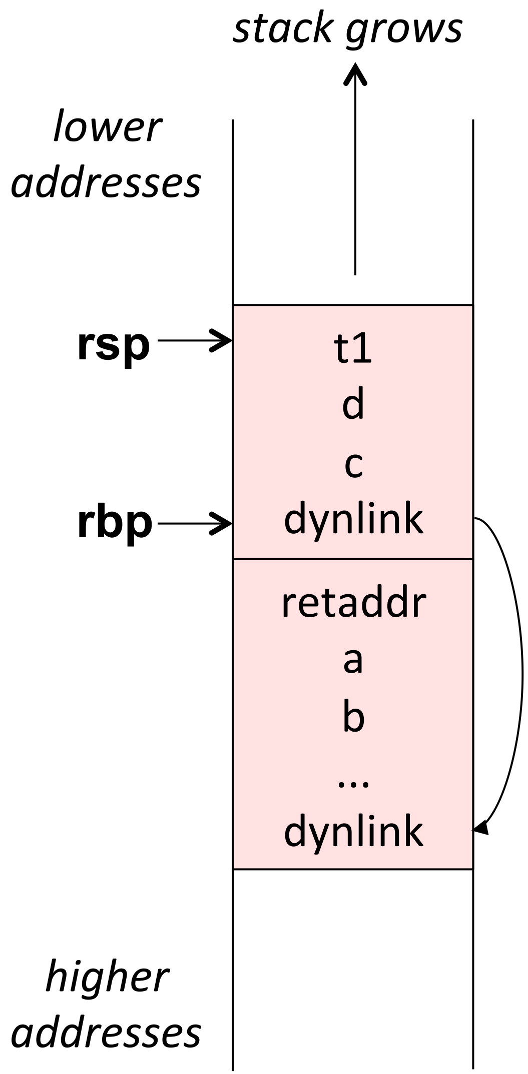
a	16(%rbp)
b	24(%rbp)
c	-8(%rbp)
d	-16(%rbp)
t1	-24(%rbp)

Registers and instructions

```
%rsp: stack pointer (points to top of stack)
%rbp: base pointer (frame pointer)
%rip: instruction pointer (program counter)
%rax, %rbx, %rcx, %rdx, ...: general registers
8(%r): the memory content at the address %r + 8
addq $3, %r  # %r + 3 -> %r (q: quad word 64 bits)
```

Assembly code

```
  ...
  subq $24, %rsp       # Make room on stack for c, d, t1
  ...
  movq 16(%rbp), %rax        # a -> rax
  addq 24(%rbp), %rax        # b + rax -> rax
  movq %rax, -24(%rbp)       # rax -> t1
  movq -24(%rbp), -8(%rbp)   # t1 -> c
  ...
```



Translate to assembly code

Source code

```
d = (a + b) * (a + c)
```

Three address code

```
ADD a b t1
ADD a c t2
MUL t1 t2 t3
MOV t3 d
```

Variable addresses

```
a     -8(%rbp)
b    -16(%rbp)
c    -24(%rbp)
d    -32(%rbp)
t1   -40(%rbp)
t2   -48(%rbp)
t3   -56(%rbp)
```

Unoptimized assembly code:

```
movq  -8(%rbp), %rax       # a -> rax
addq  -16(%rbp), %rax      # b + rax -> rax
movq  %rax, -40(%rbp)      # rax -> t1
movq  -8(%rbp), %rax       # a -> rax
addq  -24(%rbp), %rax      # c + rax -> rax
movq  %rax, -48(%rbp)      # rax -> t2
movq  -40(%rbp), %rax      # t1 -> rax
imulq -48(%rbp), %rax      # t2 * rax -> rax
movq  %rax, -56(%rbp)      # rax -> t3
movq  -56(%rbp), -32(%rbp) # t3 -> d
```

Can the use of registers be optimized?

Source code

```
d = (a + b) * (a + c)
```

Three address code

```
ADD a b t1
ADD a c t2
MUL t1 t2 t3
MOV t3 d
```

Variable addresses

```
a     -8(%rbp)
b    -16(%rbp)
c    -24(%rbp)
d    -32(%rbp)
t1   -40(%rbp)
t2   -48(%rbp)
t3   -56(%rbp)
```

Unoptimized assembly code: 11 memory accesses, 7 vars

```
movq  -8(%rbp), %rax        # a -> rax
addq  -16(%rbp), %rax       # b + rax -> rax
movq  %rax, -40(%rbp)       # rax -> t1
movq  -8(%rbp), %rax        # a -> rax
addq  -24(%rbp), %rax       # c + rax -> rax
movq  %rax, -48(%rbp)       # rax -> t2
movq  -40(%rbp), %rax       # t1 -> rax
imulq -48(%rbp), %rax       # t2 * rax -> rax
movq  %rax, -56(%rbp)       # rax -> t3
movq  -56(%rbp), -32(%rbp) # t3 -> d
```

Optimized assembly code:

Can the use of registers be optimized?

Source code

```
d = (a + b) * (a + c)
```

Three address code

```
ADD a b t1
ADD a c t2
MUL t1 t2 t3
MOV t3 d
```

Variable addresses

```
a     -8(%rbp)
b    -16(%rbp)
c    -24(%rbp)
d    -32(%rbp)
t1   -40(%rbp)
t2   -48(%rbp)
t3   -56(%rbp)
```

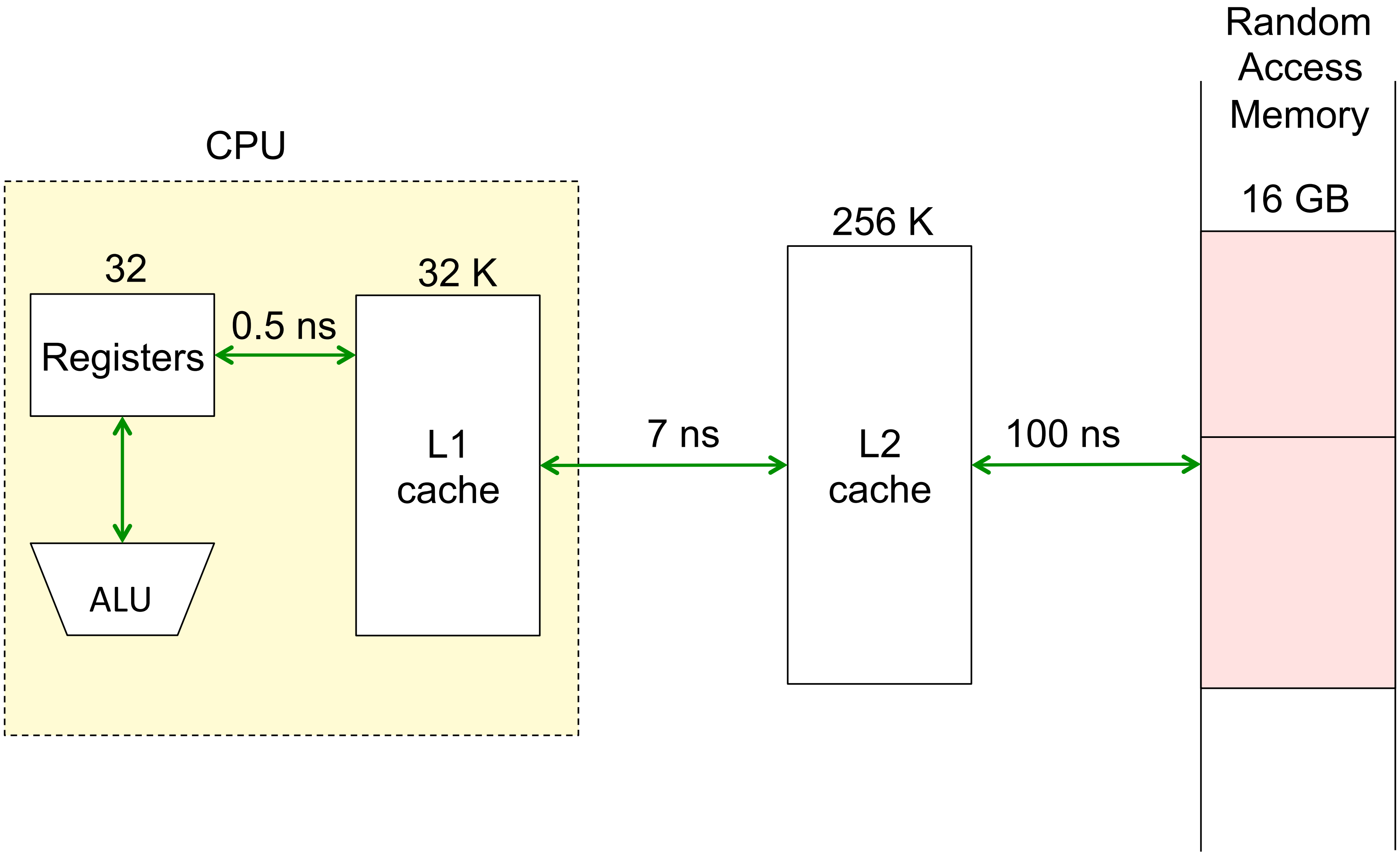
Unoptimized assembly code: 11 memory accesses, 7 vars

```
movq  -8(%rbp), %rax        # a -> rax
addq  -16(%rbp), %rax       # b + rax -> rax
movq  %rax, -40(%rbp)       # rax -> t1
movq  -8(%rbp), %rax        # a -> rax
addq  -24(%rbp), %rax       # c + rax -> rax
movq  %rax, -48(%rbp)       # rax -> t2
movq  -40(%rbp), %rax       # t1 -> rax
imulq -48(%rbp), %rax       # t2 * rax -> rax
movq  %rax, -56(%rbp)       # rax -> t3
movq  -56(%rbp), -32(%rbp) # t3 -> d
```

Optimized assembly code: 4 memory accesses, 4 vars

```
movq  -8(%rbp), %rax        # a -> rax
movq  %rax, %rbx            # rax -> rbx
addq  -16(%rbp), %rax       # b + rax -> rax
addq  -24(%rbp), %rbx       # c + rbx -> rbx
imulq %rax, %rbx            # rax * rbx -> rbx
movq  %rbx, -32(%rbp)       # rax -> d
```

Typical sizes and access times



Register allocation

Keep as many variables and temporaries as possible in registers, "spilling" as few of them as possible to memory.

Good algorithms exist, based on graph coloring.
See course on Optimizing Compilers, EDA230.

In assignment 6, we will use naive code generation (no optimization).

Control structures

Source code

```
void m() {
  int x, s;
  ...
  while (x > 1) {
    s = s + x;
  }
  ...
}
```

3 address code

```
m:
   ...
m_1:
   JLE x 1 m_2      # if x <= 1 jump to m_2
   ADD s x t1       # s + x -> t1
   MOV t1 s         # t1 -> s
   JMP m_1          # jump to label m_1
m_2:
   ...
```

Note:

Flip the condition to get simpler code

All labels must be unique in the program

Control structures

Source code

```
void m() {
  int x, s;
  ...
  while (x > 1) {
    s = s + x;
  }
  ...
}
```

Variable addresses

```
x      -8(%rbp)
s     -16(%rbp)
t1    -24(%rbp)
```

3 address code

```
m:
   ...
m_1:
   JLE x 1 m_2

   ADD s x t1


   MOV t1 s
   JMP m_1
m_2:
   ...
```

x86 assembly code

```
m:
   ...
m_1:
   cmpq -8(%rbp), $1     # Compare x and 1
   jle m_2               # Jump if previous cmp was less-or-equal
   movq -16(%rbp), %rax  # s -> rax
   addq -8(%rbp), %rax   # x + rax -> rax
   movq %rax, -24(%rbp)  # rax -> t1
   movq -24(%rbp), -16(%rbp)  # t1 -> s
   jmp m_1
m_2:
   ...
```

New instructions used

cmpq a, b: compares a and b, sets condition codes
jle lbl: jumps to label lbl if **le** condition code is set
jmp lbl: jumps to label lbl

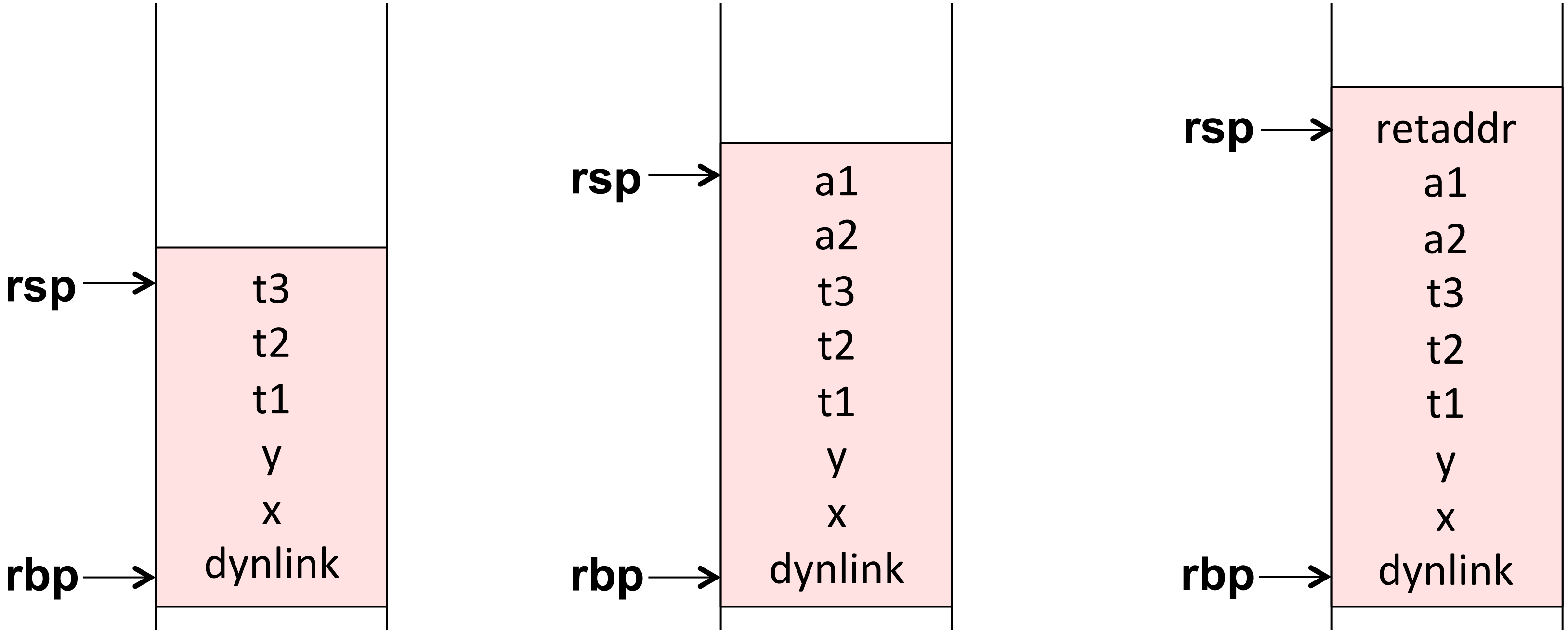
Method call

Source code

```
int x, y;
...
y = p(x+1, 2);
...
```

3 address code

```
...
ADD x 1 t1 # Eval arg 1
MOV 2 t2   # Eval arg 2
MOV t2 a2  # Pass arg 2
MOV t1 a1  # Pass arg 1
CALL p     # Do the call
MOV rv t3  # Save the return value
MOV t3 y
...
```



Original situation Passing the args Calling p

Method call

Source code

```
int x, y;
...
y = p(x+1, 2);
...
```

Calling conventions:
Args pushed in reverse order on stack
Return value stored in RAX register

3 address code

```
...
ADD x 1 t1


MOV 2 t2
MOV t2 a2
MOV t1 a1
CALL p

MOV rv t3
MOV t3 y
...
```

Assembly code

Variable allocation

New instructions used

pushq v: pushes a value to the stack (moves rsp)
call m: pushes the return address and jumps to m

Method call

Source code

```
int x, y;
...
y = p(x+1, 2);
...
```

Calling conventions:
Args pushed in reverse order on stack
Return value stored in RAX register

3 address code

```
...
ADD x 1 t1


MOV 2 t2
MOV t2 a2
MOV t1 a1
CALL p

MOV rv t3
MOV t3 y
...
```

Assembly code

```
...
movq -8(%rbp), %rax        # x -> rax
addq $1, %rax              # 1 + rax -> rax
movq %rax, -24(%rbp)       # rax -> t1
movq $2, -32(%rbp)         # 2 -> t2
pushq -32(%rbp)            # push arg 2
pushq -24(%rbp)            # push arg 1
call p                     # call p
addq $16, %rsp             # pop arguments
movq %rax, -40(%rbp)       # rax -> t3 (save return val)
movq -40(%rbp), -16(%rbp)  # t3 -> y
...
```

Variable allocation

```
x    -8(%rbp)
y    -16(%rbp)
t1   -24(%rbp)
t2   -32(%rbp)
t3   -40(%rbp)
```

New instructions used

pushq v: pushes a value to the stack (moves rsp)
call m: pushes the return address and jumps to m

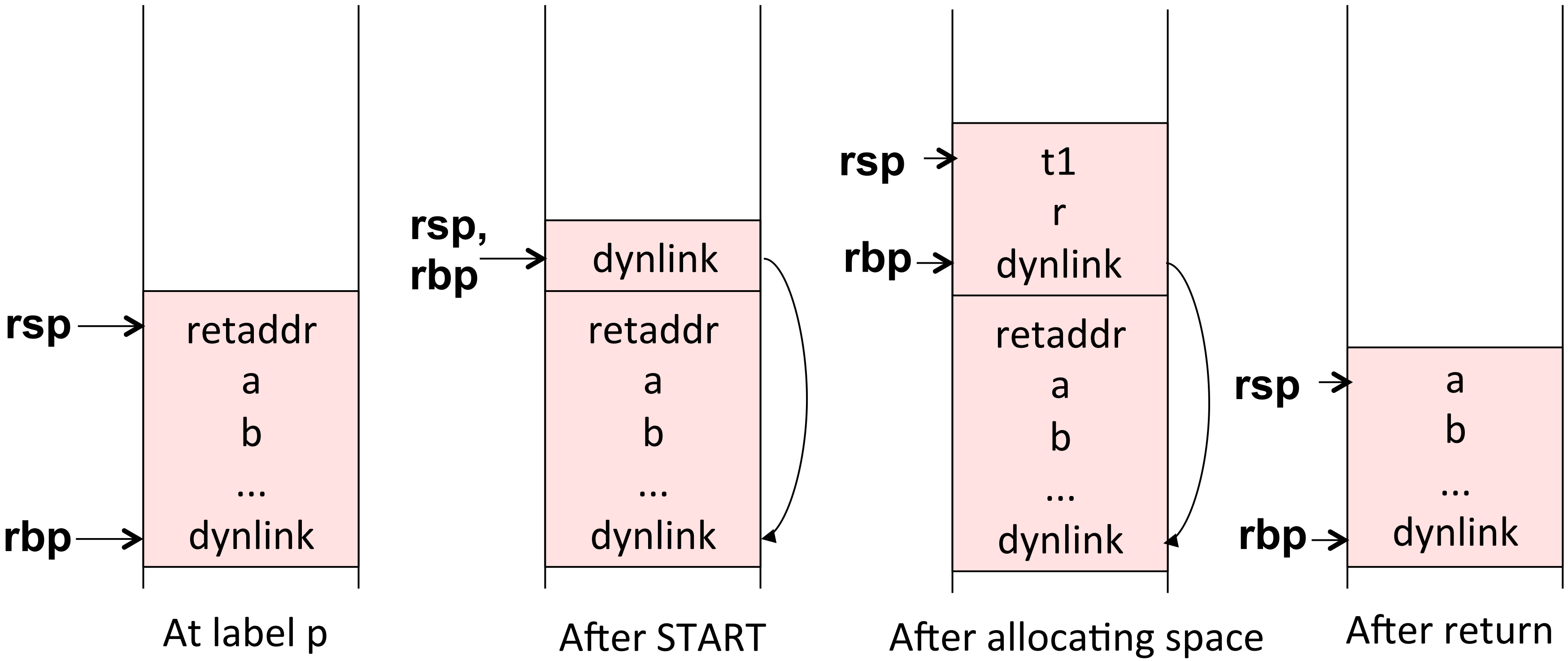
Method activation and return

Source code

```
int p(int a, int b) {
  int r;
  ...
  return r+1
}
```

3 address code

```
p:
  START      # Start of activation
  SPACE 2    # Make space for 2 vars and temps
  ...
  ADD r 1 t1 # Compute the value to return
  MOV t1 rv  # Store the return value
  RETURN     # Return to the caller
```



Method activation and return

Source code

```
int p(int a, int b) {
  int r;
  ...
  return r+1
}
```

3 address code

```
p:
  START

  SPACE 2
  ...
  ADD r 1 t1


  MOV t1 rv
  RETURN
```

Assembly code

Variable addresses

New instructions used

popq r: pops top of stack, and stores it to reg r
ret: pops the return address and jumps to it

Method activation and return

Source code

```
int p(int a, int b) {
  int r;
  ...
  return r+1
}
```

3 address code

```
p:
  START

  SPACE 2
  ...
  ADD r 1 t1


  MOV t1 rv
  RETURN
```

Assembly code

```
p:                          # Label for p
  pushq %rbp                # Push the dynamic link
  movq %rsp, %rbp           # Set the new frame pointer
  subq $16 %rsp             # Make space for 2 vars and temps
  ...
  movq -8(%rbp), %rax       # r -> rax
  addq $1, %rax             # 1 + rax -> rax
  movq %rax, -16(%rbp)      # rax -> t1
  movq -16(%rbp), %rax      # t1 -> rax
  movq %rbp, %rsp           # move back the stack pointer
  popq %rbp                 # restore the frame pointer
  ret
```

Variable addresses

a	16(%rbp)
b	24(%rbp)
r	-8(%rbp)
t1	-16(%rbp)

New instructions used

popq r: pops top of stack, and stores it to reg r
ret: pops the return address and jumps to it

Summary questions

- What is the difference between intermediate code and assembly code?
- Mention two kinds of typical intermediate code. When are they useful?
- Why is it not meaningful to minimze the number of temporaries in intermediate code?
- What is register allocation?
- Given a source program, sketch intermediate three address code.
- Given a source program, sketch x86 assembly code.