

Lecture 19

Intermediate Code Generation

Awanish Pandey

Department of Computer Science and Engineering Indian Institute of Technology Roorkee

March 19, 2025



• Equivalence of type expression



- Equivalence of type expression
- Type conversion



- Equivalence of type expression
- Type conversion
- Type checking for expression



- Equivalence of type expression
- Type conversion
- Type checking for expression
- Overloaded functions



- Equivalence of type expression
- Type conversion
- Type checking for expression
- Overloaded functions
- Type resolution



• Abstraction at the source level:



• Abstraction at the source level: identifiers, operators, expressions, statements, conditionals, iteration, functions (user defined, system defined or libraries)



- Abstraction at the source level: identifiers, operators, expressions, statements, conditionals, iteration, functions (user defined, system defined or libraries)
- Abstraction at the target level:



- Abstraction at the source level: identifiers, operators, expressions, statements, conditionals, iteration, functions (user defined, system defined or libraries)
- Abstraction at the target level: memory locations, registers, stack, opcodes, addressing modes, system libraries, interface to the operating systems



- Abstraction at the source level: identifiers, operators, expressions, statements, conditionals, iteration, functions (user defined, system defined or libraries)
- Abstraction at the target level: memory locations, registers, stack, opcodes, addressing modes, system libraries, interface to the operating systems
- mapping from source level abstractions to target machine abstractions



- Abstraction at the source level: identifiers, operators, expressions, statements, conditionals, iteration, functions (user defined, system defined or libraries)
- Abstraction at the target level: memory locations, registers, stack, opcodes, addressing modes, system libraries, interface to the operating systems
- mapping from source level abstractions to target machine abstractions
- Front end translates a source program into an intermediate representation



- Abstraction at the source level: identifiers, operators, expressions, statements, conditionals, iteration, functions (user defined, system defined or libraries)
- Abstraction at the target level: memory locations, registers, stack, opcodes, addressing modes, system libraries, interface to the operating systems
- mapping from source level abstractions to target machine abstractions
- Front end translates a source program into an intermediate representation
- Back end generates target code from intermediate representation



March 19, 2025

• More of a magic rather than science



- More of a magic rather than science
- Generally compiler uses 2-3 IRs



- More of a magic rather than science
- Generally compiler uses 2-3 IRs
 - ▶ HIR (high level IR) preserves loop structure and array bounds (AST) $clang c Xclang ast dump \ next/b.c$



- More of a magic rather than science
- Generally compiler uses 2-3 IRs
 - ► HIR (high level IR) preserves loop structure and array bounds (AST) clang − c − Xclang − ast − dump next/b.c
 - ▶ MIR (medium level IR) reflects range of features in a set of source languages



- More of a magic rather than science
- Generally compiler uses 2-3 IRs
 - ► HIR (high level IR) preserves loop structure and array bounds (AST) clang - c - Xclang - ast - dump next/b.c
 - ▶ MIR (medium level IR) reflects range of features in a set of source languages
 - ▶ LIR (low level IR) low level similar to the machines



- More of a magic rather than science
- Generally compiler uses 2-3 IRs
 - ► HIR (high level IR) preserves loop structure and array bounds (AST) clang - c - Xclang - ast - dump next/b.c
 - ▶ MIR (medium level IR) reflects range of features in a set of source languages
 - ▶ LIR (low level IR) low level similar to the machines
- As the translation takes place, IR is repeatedly analyzed and transformed



- More of a magic rather than science
- Generally compiler uses 2-3 IRs
 - ► HIR (high level IR) preserves loop structure and array bounds (AST) clang - c - Xclang - ast - dump next/b.c
 - ▶ MIR (medium level IR) reflects range of features in a set of source languages
 - ▶ LIR (low level IR) low level similar to the machines
- As the translation takes place, IR is repeatedly analyzed and transformed
- Compiler users want analysis and translation to be fast and correct



- More of a magic rather than science
- Generally compiler uses 2-3 IRs
 - ► HIR (high level IR) preserves loop structure and array bounds (AST) clang - c - Xclang - ast - dump next/b.c
 - MIR (medium level IR) reflects range of features in a set of source languages
 - ► LIR (low level IR) low level similar to the machines
- As the translation takes place, IR is repeatedly analyzed and transformed
- Compiler users want analysis and translation to be fast and correct
- Compiler writers want optimizations to be simple to write, easy to understand and easy to extend



- More of a magic rather than science
- Generally compiler uses 2-3 IRs
 - ► HIR (high level IR) preserves loop structure and array bounds (AST) clang - c - Xclang - ast - dump next/b.c
 - ▶ MIR (medium level IR) reflects range of features in a set of source languages
 - ▶ LIR (low level IR) low level similar to the machines
- As the translation takes place, IR is repeatedly analyzed and transformed
- Compiler users want analysis and translation to be fast and correct
- Compiler writers want optimizations to be simple to write, easy to understand and easy to extend
- IR should be simple and light weight while allowing easy expression of optimizations and transformations.



• How much machine dependent



- How much machine dependent
- Expressiveness: how many languages are covered



- How much machine dependent
- Expressiveness: how many languages are covered
- Appropriateness for code optimization



- How much machine dependent
- Expressiveness: how many languages are covered
- Appropriateness for code optimization
- Appropriateness for code generation



• It is a sequence of statements of the general form X := Y op Z where



- It is a sequence of statements of the general form X := Y op Z where
 - ▶ X, Y or Z are names, constants or compiler generated temporaries



- It is a sequence of statements of the general form X := Y op Z where
 - ▶ X, Y or Z are names, constants or compiler generated temporaries
 - op stands for any operator such as a fixed- or floating-point arithmetic operator, or a logical operator



March 19, 2025

- It is a sequence of statements of the general form X := Y op Z where
 - ▶ X, Y or Z are names, constants or compiler generated temporaries
 - op stands for any operator such as a fixed- or floating-point arithmetic operator, or a logical operator
- Only one operator on the right hand side is allowed



- It is a sequence of statements of the general form X := Y op Z where
 - ▶ X, Y or Z are names, constants or compiler generated temporaries
 - op stands for any operator such as a fixed- or floating-point arithmetic operator, or a logical operator
- Only one operator on the right hand side is allowed
- Source expression like x + y * z might be translated into

```
t1 := y * z
```

$$t2 := x + t1$$



- It is a sequence of statements of the general form X := Y op Z where
 - ▶ X, Y or Z are names, constants or compiler generated temporaries
 - op stands for any operator such as a fixed- or floating-point arithmetic operator, or a logical operator
- Only one operator on the right hand side is allowed
- Source expression like x + y * z might be translated into

```
t1 := y * z

t2 := x + t1

where t1 and t2 are compiler generated temporary names
```

 Three address code are a linearized representation of a syntax tree where explicit names correspond to the interior nodes of the graph



March 19, 2025

- Assignment
 - ▶ x = y op z
 - ▶ x = op y
 - ▶ x=y



- Assignment
 - $\mathbf{x} = \mathbf{y} \ \mathsf{op} \ \mathsf{z}$
 - ▶ x = op y
 - ▶ x=y
- Jump
 - ▶ goto L
 - ▶ if x relop y goto L



- Assignment
 - $\mathbf{x} = \mathbf{y} \ \mathsf{op} \ \mathsf{z}$
 - ► x = op y
 - ▶ x=y
- Jump
 - goto L
 - ▶ if x relop y goto L
- Indexed assignment
 - ▶ x = y[i]
 - ▶ x[i] = y



- Assignment
 - $\mathbf{x} = \mathbf{y} \ \mathsf{op} \ \mathsf{z}$
 - ► x = op y
 - ▶ x=y
- Jump
 - goto L
 - ▶ if x relop y goto L
- Indexed assignment
 - $\mathbf{x} = \mathbf{y}[\mathbf{i}]$
 - ▶ x[i] = y

- Function
 - param x
 - call p,n
 - return y



Three address instructions

- Assignment
 - \rightarrow x = y op z
 - ▶ x = op y
 - ▶ x=y
- Jump
 - ▶ goto L
 - ▶ if x relop y goto L
- Indexed assignment
 - x = y[i]
 - ▶ x[i] = y

- Function
 - param x
 - ► call p,n
 - return y
- Pointer
 - ▶ x = y
 - ▶ x = *y
 - ▶ *x = y

this can be written directly in 3AC in exam. No need to generate a separate temporary for x relop y.



• SSA: Single Static Assignment



• SSA: Single Static Assignment

• RTL: Register transfer language



• SSA: Single Static Assignment

• RTL: Register transfer language

• Stack machines: P-code



• SSA: Single Static Assignment

• RTL: Register transfer language

• Stack machines: P-code

• CFG: Control Flow Graph



- SSA: Single Static Assignment
- RTL: Register transfer language
- Stack machines: P-code
- CFG: Control Flow Graph
- Dominator Trees



SSA: Single Static Assignment

• RTL: Register transfer language

Stack machines: P-code

CFG: Control Flow Graph

Dominator Trees

• DJ-graph: dominator tree augmented with join edges



- SSA: Single Static Assignment
- RTL: Register transfer language
- Stack machines: P-code
- CFG: Control Flow Graph
- Dominator Trees
- DJ-graph: dominator tree augmented with join edges
- PDG: Program Dependence Graph



- SSA: Single Static Assignment
- RTL: Register transfer language
- Stack machines: P-code
- CFG: Control Flow Graph
- Dominator Trees
- DJ-graph: dominator tree augmented with join edges
- PDG: Program Dependence Graph
- VDG: Value Dependence Graph



- SSA: Single Static Assignment
- RTL: Register transfer language
- Stack machines: P-code
- CFG: Control Flow Graph
- Dominator Trees
- DJ-graph: dominator tree augmented with join edges
- PDG: Program Dependence Graph
- VDG: Value Dependence Graph
- GURRR: Global unified resource requirement representation. Combines PDG with resource requirements



- SSA: Single Static Assignment
- RTL: Register transfer language
- Stack machines: P-code
- CFG: Control Flow Graph
- Dominator Trees
- DJ-graph: dominator tree augmented with join edges
- PDG: Program Dependence Graph
- VDG: Value Dependence Graph
- GURRR: Global unified resource requirement representation. Combines PDG with resource requirements
- Java intermediate bytecodes



SSA: Single Static Assignment

• RTL: Register transfer language

Stack machines: P-code

• CFG: Control Flow Graph

Dominator Trees

• DJ-graph: dominator tree augmented with join edges

PDG: Program Dependence Graph

VDG: Value Dependence Graph

 GURRR: Global unified resource requirement representation. Combines PDG with resource requirements

Java intermediate bytecodes

• The list goes on · · · · ·

whenever assigning something, use a different variable name.

is a low-level language that is used to describe the functioning of a digital circuit and, more specifically, the transfer of information between registers.

P-code is the Assembly language for a hypothetical stack machine, the Pmachine, said to have been an imitation of the instruction set for the Burroughs Large System

