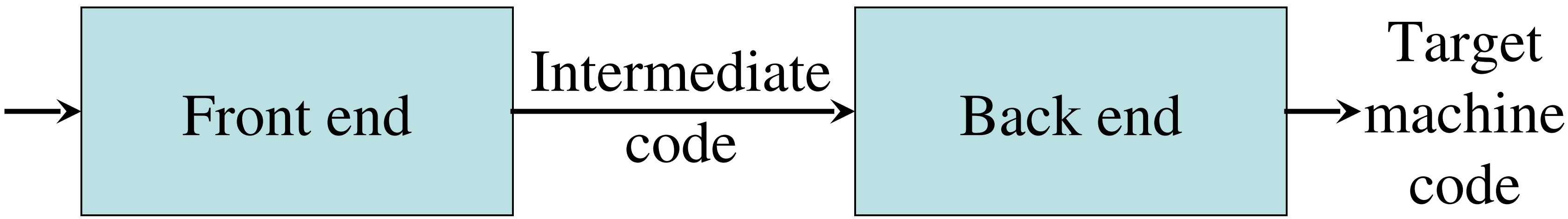
Intermediate Code Generation
Part I

Chapter 8

Intermediate Code Generation

- Facilitates *retargeting*: enables attaching a back end for the new machine to an existing front end



- Enables machine-independent code optimization

Intermediate Representations

- *Graphical representations* (e.g. AST)
- *Postfix notation*: operations on values stored on operand stack (similar to JVM bytecode)
- *Three-address code*: (e.g. *triples* and *quads*)

  $x := y$ op z
- *Two-address code*:

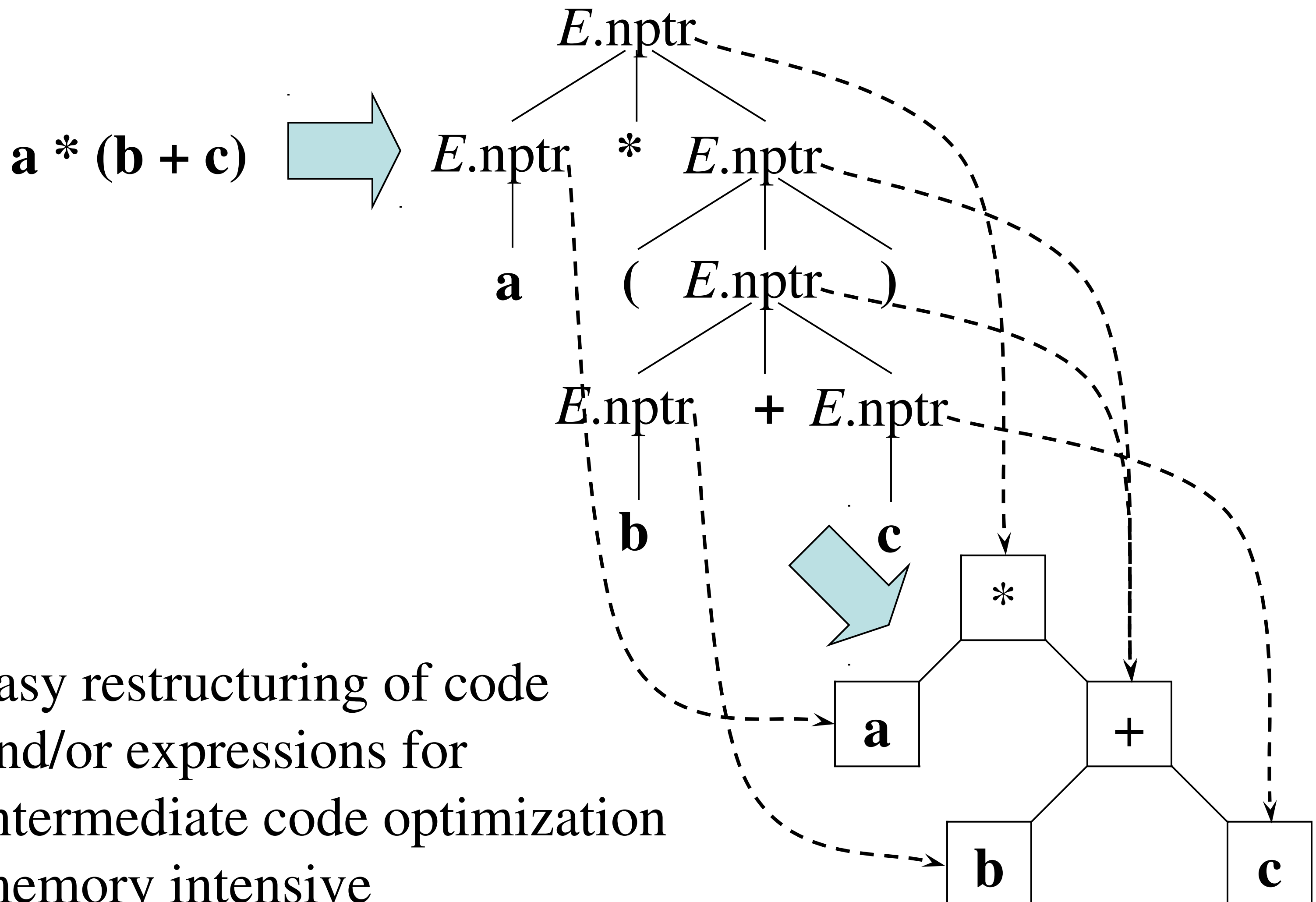
  $x :=$ op y

  which is the same as $x := x$ op y

Syntax-Directed Translation of Abstract Syntax Trees

Production	Semantic Rule
$S \rightarrow$ **id** **:=** E	S.nptr := *mknode*(':=', *mkleaf*(**id**, **id**.entry), E.nptr)
$E \rightarrow E_1$ **+** E_2	E.nptr := *mknode*('+', E_1.nptr, E_2.nptr)
$E \rightarrow E_1$ ***** E_2	E.nptr := *mknode*('*', E_1.nptr, E_2.nptr)
$E \rightarrow$ **-** E_1	E.nptr := *mknode*('uminus', E_1.nptr)
$E \rightarrow$ **(** E_1 **)**	E.nptr := E_1.nptr
$E \rightarrow$ **id**	E.nptr := *mkleaf*(**id**, **id**.entry)

Abstract Syntax Trees

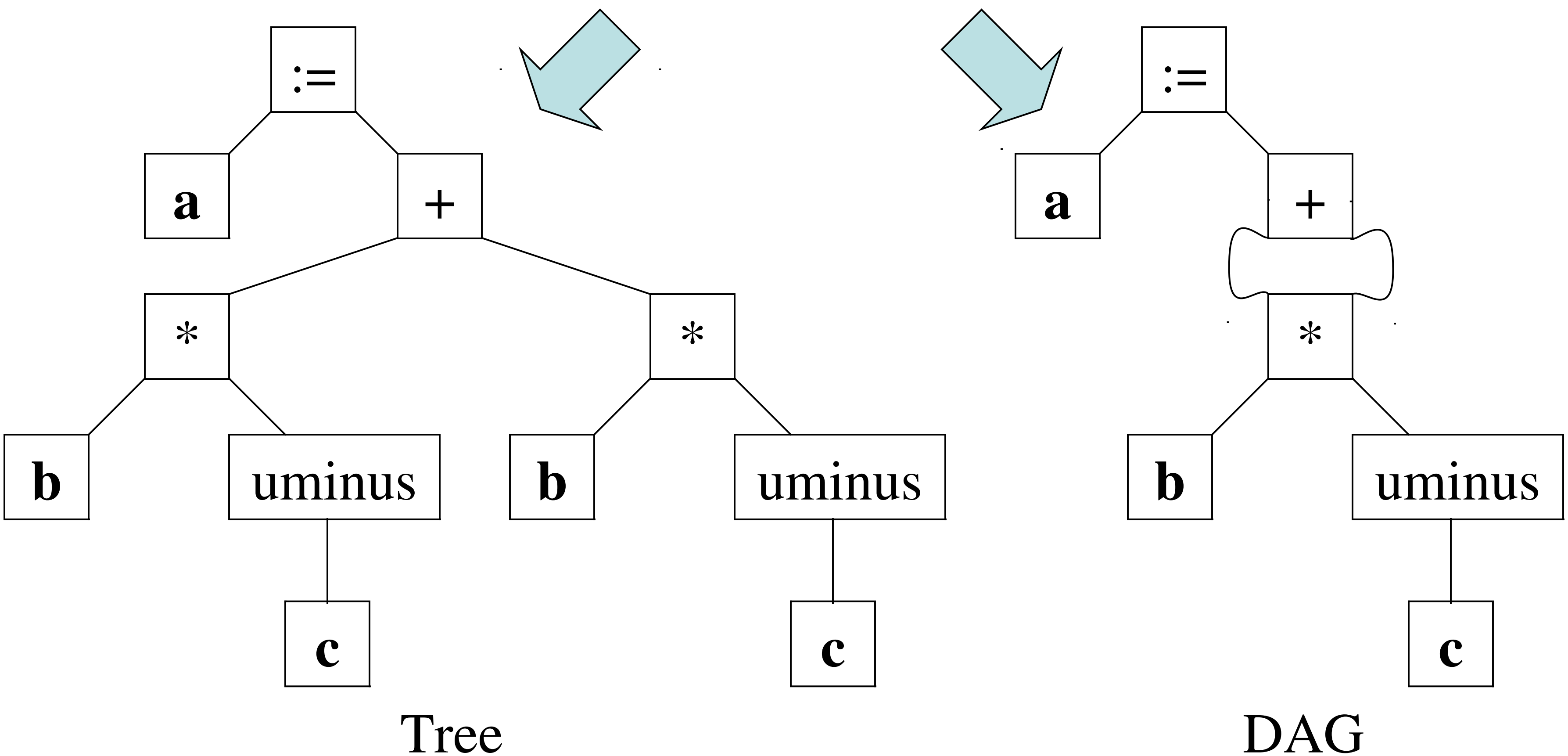


Pro: easy restructuring of code and/or expressions for intermediate code optimization

Cons: memory intensive

Abstract Syntax Trees versus DAGs

a := b * -c + b * -c



Postfix Notation

a := b * -c + b * -c

a b c uminus * b c uminus * + assign

Postfix notation represents operations on a stack

Pro: easy to generate
Cons: stack operations are more difficult to optimize

Bytecode (for example)

```
iload 2       // push b
iload 3       // push c
ineg          // uminus
imul          // *
iload 2       // push b
iload 3       // push c
ineg          // uminus
imul          // *
iadd          // +
istore 1      // store a
```

Three-Address Code

a := b * -c + b * -c

```
t1 := - c
t2 := b * t1
t3 := - c
t4 := b * t3
t5 := t2 + t4
a  := t5
```

Linearized representation of a syntax tree

```
t1 := - c
t2 := b * t1
t5 := t2 + t2
a  := t5
```

Linearized representation of a syntax DAG

Three-Address Statements

- Assignment statements: x **`:=`** y *op* z, x **`:=`** *op* y
- Indexed assignments: x **`:=`** $y[i]$, $x[i]$ **`:=`** y
- Pointer assignments: x **`:=`** **`&`**y, x **`:=`** **`*`**y, **`*`**x **`:=`** y
- Copy statements: x **`:=`** y
- Unconditional jumps: **`goto`** *lab*
- Conditional jumps: **`if`** x *relop* y **`goto`** *lab*
- Function calls: **`param`** x… **`call`** p, n
  `return` y

Syntax-Directed Translation into Three-Address Code

Productions	Synthesized attributes:	
$S \rightarrow$ **id :=** E	S.code	three-address code for S
| **while** E **do** S	S.begin	label to start of S or nil
$E \rightarrow E$ **+** E	S.after	label to end of S or nil
| E * E	E.code	three-address code for E
| **-** E	E.place	a name holding the value of E
| (E)		
| **id**		
| **num**		

gen(E.place ':=' E_1.place '+' E_2.place)

Code generation

```
t3 := t1 + t2
```

Syntax-Directed Translation into Three-Address Code (cont'd)

Productions	Semantic rules
$S \rightarrow$ **id** **:=** E	S.code := E.code || *gen*(**id**.place ':=' E.place); S.begin := S.after := nil
$S \rightarrow$ **while** E **do** S_1	(*see next slide*)
$E \rightarrow E_1$ **+** E_2	E.place := *newtemp*(); E.code := E_1.code || E_2.code || *gen*(E.place ':=' E_1.place '+' E_2.place)
$E \rightarrow E_1$ ***** E_2	E.place := *newtemp*(); E.code := E_1.code || E_2.code || *gen*(E.place ':=' E_1.place '*' E_2.place)
$E \rightarrow$ **-** E_1	E.place := *newtemp*(); E.code := E_1.code || *gen*(E.place ':=' 'uminus' E_1.place)
$E \rightarrow$ **(** E_1 **)**	E.place := E_1.place E.code := E_1.code
$E \rightarrow$ **id**	E.place := **id**.name E.code := ''
$E \rightarrow$ **num**	E.place := *newtemp*(); E.code := *gen*(E.place ':=' **num**.value)

Syntax-Directed Translation into Three-Address Code (cont'd)

<u>Production</u>

$S \rightarrow$ **while** E **do** S_1

<u>Semantic rule</u>

S.begin := *newlabel*()
S.after := *newlabel*()
S.code := *gen*(S.begin ':') ||
    E.code ||
    gen('if' E.place '=' '0' 'goto' S.after) ||
    S_1.code ||
    gen('goto' S.begin) ||
    gen(S.after ':')

S.begin:	E.code
	`if` E.place **`= 0 goto`** S.after
	S.code
	`goto` S.begin
S.after:	…

Example

i := 2 * n + k
while i do
i := i - k

```
     t1 := 2
     t2 := t1 * n
     t3 := t2 + k
     i  := t3
L1:  if i = 0 goto L2
     t4 := i - k
     i  := t4
     goto L1
L2:
```

Implementation of Three-Address Statements: Quads

#	*Op*	*Arg1*	*Arg2*	*Res*
(0)	uminus	c		t1
(1)	*	b	t1	t2
(2)	uminus	c		t3
(3)	*	b	t3	t4
(4)	+	t2	t4	t5
(5)	:=	t5		a

Quads (quadruples)

Pro: easy to rearrange code for global optimization
Cons: lots of temporaries

Implementation of Three-Address Statements: Triples

#	*Op*	*Arg1*	*Arg2*
(0)	uminus	c	
(1)	*	b	(0)
(2)	uminus	c	
(3)	*	b	(2)
(4)	+	(1)	(3)
(5)	:=	a	(4)

Triples

Pro: temporaries are implicit
Cons: difficult to rearrange code

Implementation of Three-Address Stmts: Indirect Triples

#	*Stmt*
(0)	(14)
(1)	(15)
(2)	(16)
(3)	(17)
(4)	(18)
(5)	(19)

#	*Op*	*Arg1*	*Arg2*
(14)	uminus	c	
(15)	*	b	(14)
(16)	uminus	c	
(17)	*	b	(16)
(18)	+	(15)	(17)
(19)	:=	a	(18)

Program

Triple container

Pro: temporaries are implicit & easier to rearrange code

Names and Scopes

- The three-address code generated by the syntax-directed definitions shown on the previous slides is somewhat simplistic, because it assumes that the names of variables can be easily resolved by the back end in global or local variables
- We need local symbol tables to record global declarations as well as local declarations in procedures, blocks, and structs to resolve names

Symbol Tables for Scoping

```
struct S
{ int a;
  int b;
} s;

void swap(int& a, int& b)
{ int t;
  t = a;
  a = b;
  b = t;
}

void somefunc()
{ …
  swap(s.a, s.b);
  …
}
```

We need a symbol table for the *fields* of struct S

Need symbol table for *global* variables and functions

Need symbol table for *arguments* and *locals* for each function

Check: **`s`** is global and has fields **`a`** and **`b`**
Using symbol tables we can generate code to access **`s`** and its fields

Offset and Width for Runtime Allocation

```
struct S
{ int a;
  int b;
} s;
```

The fields **a** and **b** of struct S are located at *offsets* 0 and 4 from the start of S

a	(0)
b	(4)

The *width* of S is 8

```
void swap(int& a, int& b)
{ int t;
  t = a;
  a = b;
  b = t;
}
```

Subroutine frame holds arguments **a** and **b** and local **t** at *offsets* 0, 4, and 8

Subroutine frame

fp[0]=	**a**	(0)
fp[4]=	**b**	(4)
fp[8]=	**t**	(8)

```
void somefunc()
{ …
  swap(s.a, s.b);
  …
}
```

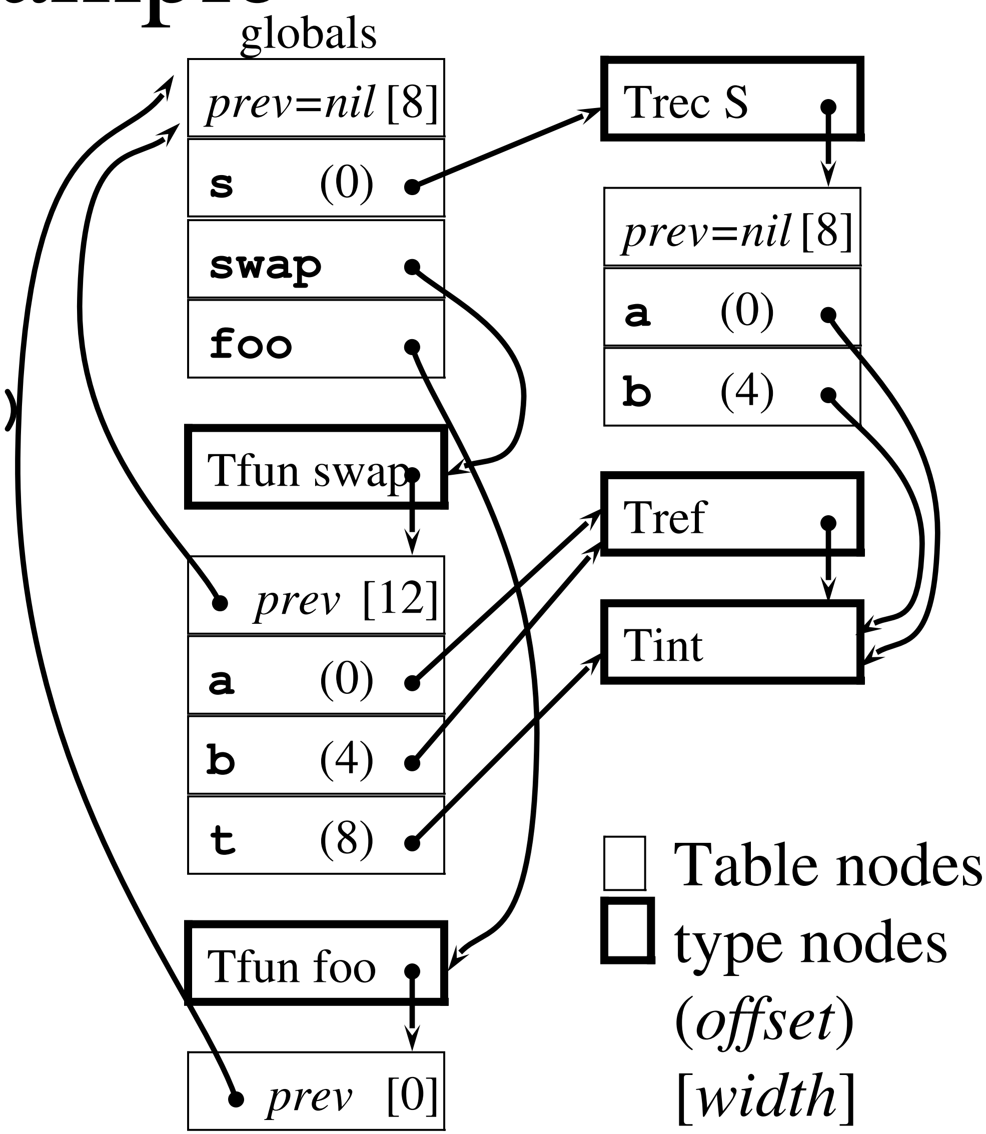
The *width* of the frame is 12

Example

```
struct S
{ int a;
  int b;
} s;

void swap(int& a, int& b)
{ int t;
  t = a;
  a = b;
  b = t;
}

void foo()
{ ...
  swap(s.a, s.b);
  ...
}
```



Hierarchical Symbol Table Operations

- *mktable*(*previous*) returns a pointer to a new table that is linked to a previous table in the outer scope
- *enter*(*table*, *name*, *type*, *offset*) creates a new entry in *table*
- *addwidth*(*table*, *width*) accumulates the total width of all entries in *table*
- *enterproc*(*table*, *name*, *newtable*) creates a new entry in *table* for procedure with local scope *newtable*
- *lookup*(*table*, *name*) returns a pointer to the entry in the table for *name* by following linked tables

Syntax-Directed Translation of Declarations in Scope

Productions

$P \rightarrow D$ **;** S
$D \rightarrow D$ **;** D
| **id :** T
| **proc id ;** D **;** S
$T \rightarrow$ **integer**
| **real**
| **array [num] of** T
| **^** T
| **record** D **end**
$S \rightarrow S$ **;** S
| **id :=** E
| **call id (** A **)**

Productions *(cont'd)*

$E \rightarrow E$ **+** E
| E ***** E
| **-** E
| **(** E **)**
| **id**
| E **^**
| **&** E
| E **. id**
$A \rightarrow A$ **,** E
| E

Synthesized attributes:

T.type	pointer to type
T.width	storage width of type (bytes)
E.place	name of temp holding value of *E*

Global data to implement scoping:

tblptr	stack of pointers to tables
offset	stack of offset values

Syntax-Directed Translation of Declarations in Scope (cont'd)

$P \rightarrow$ { t := $mktable$(nil); $push$(t, $tblptr$); $push$(0, $offset$) }
D **;** S
$D \rightarrow$ **id :** T
{ $enter$(top($tblptr$), **id**.name, T.type, top($offset$));
top($offset$) := top($offset$) + T.width }
$D \rightarrow$ **proc id ;**
{ t := $mktable$(top($tblptr$)); $push$(t, $tblptr$); $push$(0, $offset$) }
D_1 **;** S
{ t := top($tblptr$); $addwidth$(t, top($offset$));
pop($tblptr$); pop($offset$);
$enterproc$(top($tblptr$), **id**.name, t) }
$D \rightarrow D_1$ **;** D_2

Syntax-Directed Translation of Declarations in Scope (cont'd)

$T \to$ **integer** { T.type := '*integer*'; T.width := 4 }

$T \to$ **real** { T.type := '*real*'; T.width := 8 }

$T \to$ **array [num] of** T_1

{ T.type := *array*(**num**.val, T_1.type);
T.width := **num**.val * T_1.width }

$T \to$ **^** T_1

{ T.type := *pointer*(T_1.type); T.width := 4 }

$T \to$ **record**

{ t := *mktable*(nil); *push*(t, *tblptr*); *push*(0, *offset*) }

D **end**

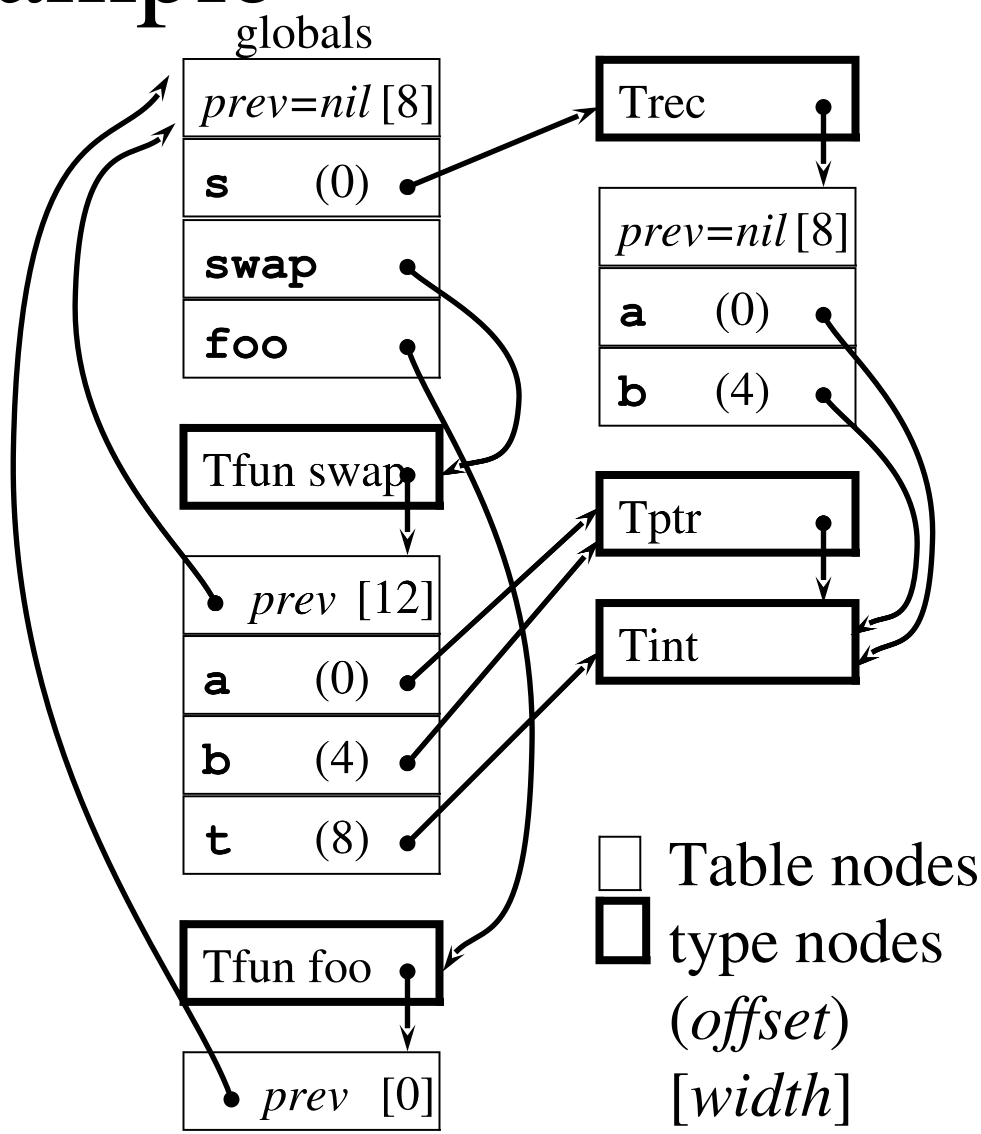
{ T.type := *record*(*top*(*tblptr*)); T.width := *top*(*offset*);
addwidth(*top*(*tblptr*), *top*(*offset*)); *pop*(*tblptr*); *pop*(*offset*) }

Example

```
s: record
     a: integer;
     b: integer;
   end;

proc swap;
  a: ^integer;
  b: ^integer;
  t: integer;
  t := a^;
  a^ := b^;
  b^ := t;

proc foo;
  call swap(&s.a, &s.b);
```



Syntax-Directed Translation of Statements in Scope

$S \rightarrow S$ **;** S
$S \rightarrow$ **id :=** E
{ *p* := *lookup*(*top*(*tblptr*), **id**.name);
if *p* = nil **then**
error()
else if *p*.level = 0 **then** *// global variable*
emit(**id**.place ':=' *E*.place)
else *// local variable in subroutine frame*
emit(fp[*p*.offset] ':=' *E*.place) }

Globals

`s`	(0)
`x`	(8)
`y`	(12)

Subroutine frame

fp[0]=	`a`	(0)
fp[4]=	`b`	(4)
fp[8]=	`t`	(8)
…		

Syntax-Directed Translation of Expressions in Scope

$E \rightarrow E_1$ **+** E_2 { E.place := *newtemp*();
emit(E.place ':=' E_1.place '+' E_2.place) }

$E \rightarrow E_1$ ***** E_2 { E.place := *newtemp*();
emit(E.place ':=' E_1.place '*' E_2.place) }

$E \rightarrow$ **-** E_1 { E.place := *newtemp*();
emit(E.place ':=' 'uminus' E_1.place) }

$E \rightarrow$ **(** E_1 **)** { E.place := E_1.place }

$E \rightarrow$ **id** { p := *lookup*(*top*(*tblptr*), **id**.name);
if p = nil **then** *error*()
else if p.level = 0 **then** *// global variable*
E.place := **id**.place
else *// local variable in frame*

Syntax-Directed Translation of Expressions in Scope (cont'd)

$E \rightarrow E_1$ **^** { E.place := *newtemp*();
  emit(E.place ':=' '*' E_1.place) }

$E \rightarrow$ **&** E_1 { E.place := *newtemp*();
  emit(E.place ':=' '&' E_1.place) }

$E \rightarrow$ **id**$_1$ **.** **id**$_2$ { p := *lookup*(*top*(*tblptr*), **id**$_1$.name);
  if p = nil **or** p.type != Trec **then** *error*()
  else
    q := *lookup*(p.type.table, **id**$_2$.name);
    if q = nil **then** error()
    else if p.level = 0 **then** // *global variable*
      E.place := **id**$_1$.place[q.offset]
    else // *local variable in frame*