

CSL302: Compiler Design

Intermediate Code Generation

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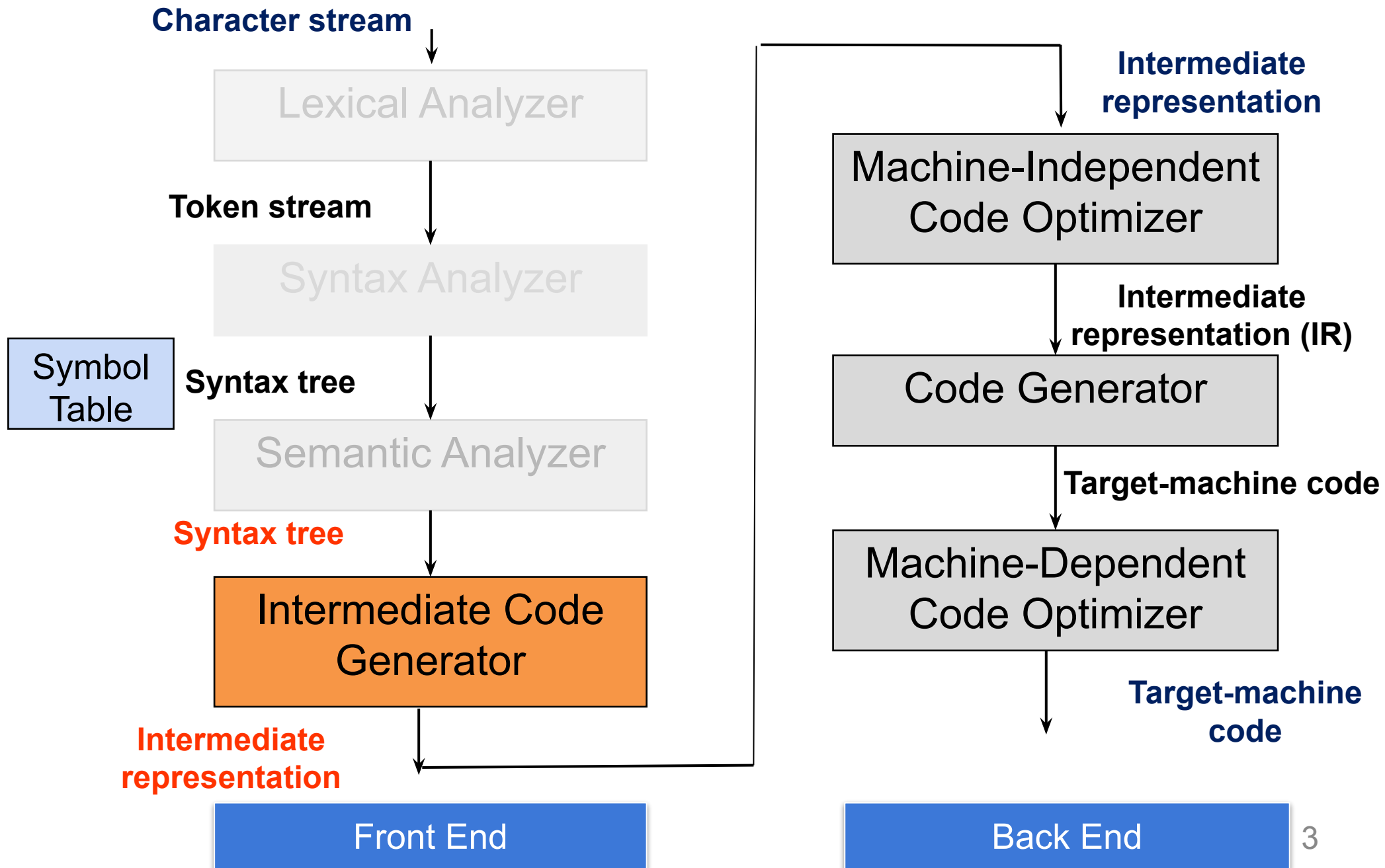
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Acknowledgement

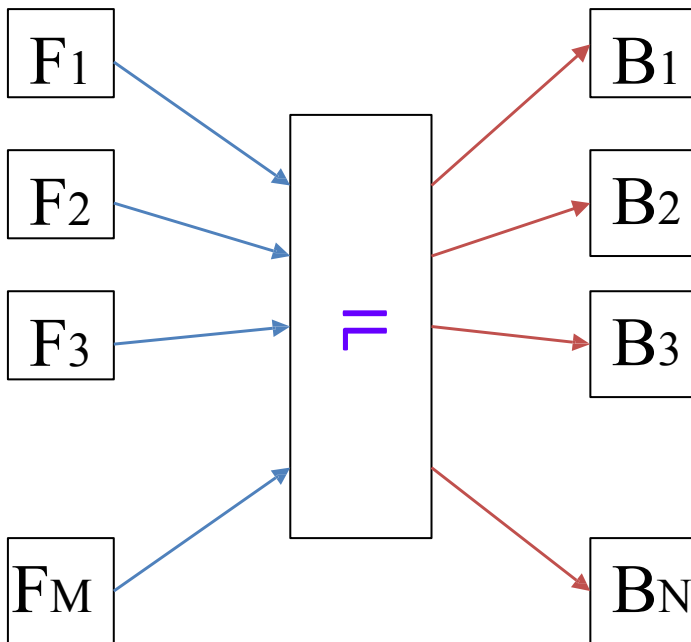
- References for today's slides
 - *Lecture notes of Prof. Amey Karkare (IIT Kanpur) and Late Prof. Sanjeev K Aggarwal (IIT Kanpur)*
 - *IIT Madras (Prof. Rupesh Nasre)*
 - *<http://www.cse.iitm.ac.in/~rupesh/teaching/compiler/aug15/schedule/4-sdt.pdf>*
 - *Course textbook*
 - *Stanford University:*
 - *<https://web.stanford.edu/class/archive/cs/cs143/cs143.1128/>*

Compiler Design



Recap: Why Intermediate Code?

Intermediate Language



Requires M front ends
And N back ends

- M front ends, N back ends
- Facilitates machine independent code optimizers

Intermediate Code Representations

- Three address code (TAC)
 - Instructions are very simple
 - Maximum three addresses in an instruction
 - LHS is the target
 - RHS has at most two sources and one operator
 - address:
 - Name: programmer defined
 - Constant
 - Temporary variables

$t = a + 5$

$p = t * b$

$q = p - c$

$p = q$

$p = -e$

$q = p + q$

Implementations of TAC

op	arg ₁	arg ₂	result
*	b	c	t1
+	a	t1	t2
*	b	c	t3
/	d	t3	t4
-	t2	t4	t5

Quadruples

	op	arg ₁	arg ₂
0	*	b	c
1	+	a	(0)
2	*	b	c
3	/	d	(2)
4	-	(1)	(3)

Triples

Three address code

- Assignment

- $x = y \text{ op } z$
- $x = \text{op } y$
- $x = y$

- Jump

- goto L
- if $x \text{ relop } y$ goto L

- Indexed assignment

- $x = y[i]$
- $x[i] = y$

- Function

- param x
- call p,n
- return y

- Pointer

- $x = \&y$
- $x = *y$
- $*x = y$

Intermediate Code Generation

- Expressions
- Statements
 - Simple statements
 - Conditional statements
 - Control flow statements
 - if, if-else, while.
 - Declarations
 - Arrays
 - Functions

Intermediate Code Generation

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Syntax directed translation of expression into 3-address code

Expression: $a + b * c$

Three-address code:

$t1 = b * c$

$t2 = a + t1$

Syntax directed translation of expression into 3-address code

- newtmp() -> creates a new temporary variable
- **gen(...)**: produce sequence of three address statements
 - The statements themselves are kept in some data structure, e.g. list
 - SDD operations described using pseudo code

Syntax directed translation of expression into 3-address code

- Attribute:
 - ***E.place***, a name that will hold the value of E

Syntax directed translation of expression into 3-address code

$E \rightarrow E_1 + E_2$

$E.place := newtmp()$

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

Syntax directed translation of expression into 3-address code

$E \rightarrow E_1 * E_2$

E.place := newtmp()

gen(E.place := E₁.place * E₂.place)

Syntax directed translation of expression into 3-address code

$S \rightarrow id := E$

$S.code := gen(id.place := E.place)$

Syntax directed translation of expression ...

$E \rightarrow -E_1$

$E.place := \text{newtmp}()$
 $\text{gen}(E.place := - E_1.place)$

$E \rightarrow (E_1)$

$E.place := E_1.place$

$E \rightarrow \text{id}$

$E.place := \text{id}.place$

Exercise

Generate the Intermediate representation for

$$a = b * -c + b * c$$

Exercise

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

Generated code:

$$t_1 = -c$$

$$t_2 = b * t_1$$

$$t_3 = b * c$$

$$t_4 = t_2 + t_3$$

$$a = t_4$$

Boolean Expressions

$E \rightarrow$
| $E \text{ relop } E$
| $E \text{ or } E$
| $E \text{ and } E$
| $\text{not } E$
| true
| false

Numerical representation

- relational expression $a < b$ is equivalent to if $a < b$ then 1
else 0

1. if $a < b$ goto 4.

2. $t = 0$

3. goto 5

4. $t = 1$

5.

Syntax directed translation of boolean expressions

$E \rightarrow E1 < E2$

`E.place := newtmp`

`gen(if E1.place < E2.place goto nextstat+3)`

`gen(E.place = 0)`

`gen(goto nextstat+2)`

`gen(E.place = 1)`

"nextstat" is a global variable; a pointer to the statement to be emitted. emit also updates the nextstat as a side-effect.

Syntax directed translation of boolean expressions

$E \rightarrow E_1 \text{ or } E_2$

$E.\text{place} := \text{newtmp}$

$\text{gen}(E.\text{place} := E_1.\text{place} \text{ 'or' } E_2.\text{place})$

$E \rightarrow E_1 \text{ and } E_2$

$E.\text{place} := \text{newtmp}$

$\text{gen}(E.\text{place} := E_1.\text{place} \text{ 'and' } E_2.\text{place})$

$E \rightarrow \text{not } E_1$

$E.\text{place} := \text{newtmp}$

$\text{gen}(E.\text{place} := \text{'not' } E_1.\text{place})$

Syntax directed translation of boolean expressions

$E \rightarrow \text{true}$

$E.\text{place} := \text{newtmp}$
 $\text{gen}(E.\text{place} = '1')$

$E \rightarrow \text{false}$

$E.\text{place} := \text{newtmp}$
 $\text{gen}(E.\text{place} = '0')$

Boolean Expressions

$E \rightarrow$
| $E \text{ relop } E$
| $E \text{ or } E$
| $E \text{ and } E$
| $\text{not } E$
| true
| false

Exercise

Generate TAC for

$a < b$ or $c < d$ and $e < f$

Operator	Meaning	Associativity
<	Relational less than	left-to-right
and	Logical AND	left-to-right
or	Logical OR	left-to-right

Precedence and Associativity Symbol. Top row as highest precedence.

Example:

Code for $a < b$ or $c < d$ and $e < f$

100: if $a < b$ goto 103

101: $t_1 = 0$

102: goto 104

103: $t_1 = 1$

104:

 if $c < d$ goto 107

105: $t_2 = 0$

106: goto 108

107: $t_2 = 1$

108:

if $e < f$ goto 111

109: $t_3 = 0$

110: goto 112

111: $t_3 = 1$

112:

$t_4 = t_2$ and t_3

113: $t_5 = t_1$ or t_4