

Project 1 Hints

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Basic Information

- *The Compiler Infrastructure* — Augmented from last term's:
 - ast --- the source-language's AST nodes
 - astpsr --- the AST parser program
 - ir --- the IR tree nodes
 - irgen0 --- the first-version irgen code
 - tst --- a set of test programs
- *IR Tree Nodes:*
 - Top-level abstract class is called IR. Two additional abstract classes are at the next level: STMT and EXP.
 - A group of statement nodes:
STMTlist MOVE JUMP CJUMP LABEL CALLST RETURN
 - A group of expression nodes:
EXPlist ESEQ MEM CALL BINOP NAME TEMP FIELD
PARAM VAR CONST FLOAT STRING
 - A few more nodes:
PROG FUNC FUNClist

A New Visitor Interface on AST

The IR code generator is to be implemented as a visitor pattern for a new interface over the AST nodes.

```
package ast;
...
public interface TransVI {
    // Note: there is no need to translate type decl nodes
    public PROG visit(Program n) throws Exception;
    public FUNClst visit(ClassDeclList n) throws Exception;
    public FUNClst visit(ClassDecl n) throws Exception;
    ...
    public STMTlist visit StmtList n) throws Exception;
    public STMT visit(Block n) throws Exception;
    ...
    public EXPlst visit(ExpList n) throws Exception;
    public EXP visit(Binop n) throws Exception;
    ...
    public EXP visit(IntVal n);
    public EXP visit(BoolVal n);
    ...
}
```

Implementation

Guideline:

- Understand the pseudo-code template for each AST node; generate the IR code according to the template.
- Pay attention to the structure of each AST node, and make proper recursive calls to its children if needed.
- Pay attention to the return value type of each node; properly assemble the results from the children.
- Since this is only the first version, some routines' implementation is simplified; their full version will be completed in the next project.

Implementation — Top-Level

```
package irgen0;
...
public class IrgenVisitor0 implements TransVI {
    private NAME cWordSize; // a symbolic name

    public IrgenVisitor0() { cWordSize = new NAME("wSZ"); }

    public PROG visit(Program n) throws Exception {
        FUNCLIST funcs = n.cl.accept(this);
        return new PROG(funcs);
    }
}
```

Implementation — Declarations

```
public FUNClist visit(ClassDeclList n) throws Exception {
    FUNClist funcs = new FUNClist();
    for (int i = 0; i < n.size(); i++)
        funcs.addAll(n.elementAt(i).accept(this));
    return funcs;
}

public STMTlist visit(VarDeclList n) throws Exception {
    // Each VarDecl returns a STMT or null; need to merge the
    // individual returns into a STMTlist
}

public FUNClist visit(ClassDecl n) throws Exception {
    FUNClist funcs = n.ml.accept(this);
    return funcs;
}

public FUNC visit(MethodDecl n) throws Exception {
    ... return new FUNC(label, 0, 0, stmts); // use 0 for the two
                                           // middle arguments
}

...
```

Implementation — Statements

```
public STMT visit(Block n) throws Exception {
    return n.sl.accept(this);
}

public STMT visit(Assign n) throws Exception {
    EXP lhs = n.lhs.accept(this);
    EXP rhs = n.rhs.accept(this);
    return new MOVE(lhs, rhs);
}

public STMT visit(CallStmt n) throws Exception {
    ... simplified; return CALLST(new NAME(label), ...);
}

public STMT visit(If n) throws Exception {
    ... implement according to the pseudo template
}

public STMT visit(While n) throws Exception {
    ... implement according to the pseudo template
}

public STMT visit(Print n) throws Exception {
    ... return CALLST(new NAME("print"), ...)
}

...
```

Implementation — Expressions

```
public EXPlist visit(ExpList n) throws Exception {
    ... straightforward; return an EXPlist
}
public EXP visit(Binop n) throws Exception {
    ... straightforward; return a BINOP
}
public EXP visit(Relop n) throws Exception {
    ... translate into value representation; return an ESEQ
}
public EXP visit(Unop n) throws Exception {
    ... both 'neg e' and 'not e' become '1 - e'
}
public EXP visit(NewArray n) throws Exception {
    ... implement according to the pseudo template
}
public EXP visit(ArrayElm n) throws Exception {
    EXP array = n.array.accept(this);
    EXP idx = n.idx.accept(this);
    return new MEM(...);
}
public EXP visit(ArrayLen n) throws Exception {
    return new MEM(...);
}
```


Implementation — Expressions (cont.)

```
public EXP visit(NewObj n) throws Exception {
    ... simplified; return CALL(new NAME("malloc"), args)
    ... where 'args' contains a single arg of form
    ... NAME("<class-name>_obj_size")
}
public EXP visit(Field n) throws Exception {
    ... simplified; return a NAME node
}
public EXP visit(Call n) throws Exception {
    ... similar to CallStmt
}
public EXP visit(Id n) throws Exception {
    ... simplified; return a NAME node
}

public EXP visit(IntVal n)    { return new CONST(n.i); }
public EXP visit(BoolVal n)   { return new CONST(n.b); }
public EXP visit(FloatVal n)  { return new FLOAT(n.f); }
public EXP visit(StrVal n)    { return new STRING(n.s); }
```

The Driver Routine

```
package irgen0;
...
public class TestIrgen0 {
    public static void main(String [] args) {
        try {
            if (args.length == 1) {
                FileInputStream stream = new FileInputStream(args[0]);
                Program p = new astParser(stream).Program();
                stream.close();
                IrgenVisitor0 iv = new IrgenVisitor0();
                PROG ir = iv.visit(p);
                ir.dump();
            } else {
                System.out.println("You must provide an input file name.");
            }
        }
        catch (Exception e) {
            System.err.println(e.toString());
        }
    }
}
```

An Arith Expr Example

MINI: `int i = 2 + 2 * 4 - 9 / 3;`

AST: `(VarDecl (BasicType int) (Id i)
 (Binop - (Binop + (IntVal 2)
 (Binop * (IntVal 2) (IntVal 4)))
 (Binop / (IntVal 9) (IntVal 3))))`

IR: `[MOVE (NAME i)
 (BINOP - (BINOP + (CONST 2)
 (BINOP * (CONST 2) (CONST 4)))
 (BINOP / (CONST 9) (CONST 3)))]`

A Boolean Expr Example

MINI: `boolean b = (1>2) || (3<4) && !false;`

AST: `(VarDecl (BasicType boolean) (Id b)
 (Binop || (Relop > (IntVal 1) (IntVal 2))
 (Binop && (Relop < (IntVal 3) (IntVal 4))
 (Unop ! (BoolVal false)))))`

IR: `[MOVE (NAME b)
 (BINOP || (ESEQ
 [MOVE (TEMP 1) (CONST 1)]
 [CJUMP > (CONST 1) (CONST 2) (NAME L0)]
 [MOVE (TEMP 1) (CONST 0)]
 [LABEL L0]
 (TEMP 1))
 (BINOP && (ESEQ
 [MOVE (TEMP 2) (CONST 1)]
 [CJUMP < (CONST 3) (CONST 4) (NAME L1)]
 [MOVE (TEMP 2) (CONST 0)]
 [LABEL L1]
 (TEMP 2))
 (BINOP - (CONST 1) (CONST 0))))]`

An Array Example

```
MINI: int[] a;  
      a = new int[2];  
      a[0] = 1;
```

```
AST: (VarDecl (ArrayType (BasicType int) ) (Id a) (NullExp) )  
      (Assign (Id a) (NewArray (BasicType int) (IntVal 2)) )  
      (Assign (ArrayElm (Id a) (IntVal 0) ) (IntVal 1) )
```

```
IR: [MOVE (NAME a) (ESEQ  
      [MOVE (TEMP 1) (CALL (NAME malloc) ((BINOP * (CONST 3) (NAME wSZ))))]  
      [MOVE (MEM (TEMP 1)) (CONST 2)]  
      [MOVE (TEMP 2) (BINOP + (TEMP 1) (BINOP * (CONST 2) (NAME wSZ)))]  
      [LABEL LO]  
      [MOVE (MEM (TEMP 2)) (CONST 0)]  
      [MOVE (TEMP 2) (BINOP - (TEMP 2) (NAME wSZ))]  
      [CJUMP > (TEMP 2) (TEMP 1) (NAME LO)]  
      (TEMP 1)) ]  
      [MOVE (MEM (BINOP + (NAME a)  
                        (BINOP * (BINOP + (CONST 0) (CONST 1)) (NAME wSZ))))  
            (CONST 1) ]
```

An Object Example

MINI: `Body b = new Body();
int i = 2;
b.i = 3;
System.out.println(i + b.i);`

AST: `(VarDecl (ObjType (Id Body)) (Id b) (NewObj (Id Body) (ExpList))))
(VarDecl (BasicType int) (Id i) (IntVal 2)))
(Assign (Field (Id b) (Id i)) (IntVal 3))
(Print (Binop + (Id i) (Field (Id b) (Id i))))`

IR: `[MOVE (NAME b) (CALL (NAME malloc) ((NAME Body_obj_size)))]
[MOVE (NAME i) (CONST 2)]
[MOVE (NAME i) (CONST 3)]
[CALLST (NAME print) ((BINOP + (NAME i) (NAME i)))]`

An If Statement Example

```
MINI: if ((3*4)==10)
    System.out.println(4);
else
    System.out.println(5);
```

```
AST: (If (Relop == (Binop * (IntVal 3) (IntVal 4)) (IntVal 10) )
    (Print (IntVal 4) )
    (Print (IntVal 5) ) )
```

```
IR:  [CJUMP == (ESEQ [MOVE (TEMP 2) (CONST 1)]
    [CJUMP == (BINOP * (CONST 3) (CONST 4))
        (CONST 10) (NAME L4)]
    [MOVE (TEMP 2) (CONST 0)]
    [LABEL L4]
    (TEMP 2) )
    (CONST 0) (NAME L3)]
[CALLST (NAME print) ( (CONST 4))]
[JUMP (NAME L5)]
[LABEL L3]
[CALLST (NAME print) ( (CONST 5))]
[LABEL L5]
```