



# Compilers

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## Temporaries

- Idea: Keep temporaries in the AR
- The code generator must assign a location in the AR for each temporary

```
def fib(x) = if x = 1 then 0 else  
             if x = 2 then 1 else  
               fib(x - 1) + fib(x - 2)
```

- Let  $NT(e)$  = # of temps needed to evaluate  $e$
- $NT(e_1 + e_2)$ 
  - Needs at least as many temporaries as  $NT(e_1)$
  - Needs at least as many temporaries as  $NT(e_2) + 1$
- Space used for temporaries in  $e_1$  can be reused for temporaries in  $e_2$

$$NT(e_1 + e_2) = \max(NT(e_1), 1 + NT(e_2))$$

$$NT(e_1 - e_2) = \max(NT(e_1), 1 + NT(e_2))$$

$$NT(\text{if } e_1 = e_2 \text{ then } e_3 \text{ else } e_4) = \max(NT(e_1), 1 + NT(e_2), NT(e_3), NT(e_4))$$

$$NT(\text{id}(e_1, \dots, e_n)) = \max(NT(e_1), \dots, NT(e_n))$$

$$NT(\text{int}) = 0$$

$$NT(\text{id}) = 0$$

def fib(x) = if x = 1 then 0 else

if x = 2 then 1 else

fib(x - 1) + fib(x - 2)

- For a function definition  $f(x_1, \dots, x_n) = e$  the AR has  $2 + n + NT(e)$  elements
  - Return address
  - Frame pointer
  - $n$  arguments
  - $NT(e)$  locations for intermediate results

# Temporaries

Old FP
$x_n$
...
$x_1$
Return Addr.
Temp NT(e)
...
Temp 1



For the `powerOfTwo()` function at right, what are the numbers of temporaries required to evaluate each sub-expression, and the total number of temporaries required for `powerOfTwo()`?

## Temporaries

```
def powerOfTwo(x) =  
    if x % 2 == 0  
    then powerOfTwo(x / 2)  
    else x == 1
```

	<u><code>x % 2 == 0</code></u>	<u><code>powerOfTwo(x / 2)</code></u>	<u><code>x == 1</code></u>	<u>Total</u>
<input type="radio"/>	1	2	2	3
<input type="radio"/>	1	1	1	1
<input type="radio"/>	2	1	0	2
<input type="radio"/>	2	1	0	3

- Code generation must know how many temporaries are in use at each point
- Add a new argument to code generation
  - the position of the next available temporary
- The temporary area is used like a small, fixed-size stack

```
cgen( $e_1 + e_2$ ) =  
    cgen( $e_1$ )  
    sw $a0 0($sp)  
    addiu $sp $sp -4  
    cgen( $e_2$ )  
    lw $t1 4($sp)  
    add $a0 $t1 $a0  
    addiu $sp $sp 4
```

```
cgen( $e_1 + e_2$ , nt) =  
    cgen( $e_1$ , nt)  
    sw $a0 nt($fp)  
    cgen( $e_2$ , nt + 4)  
    lw $t1 nt($fp)  
    add $a0 $t1 $a0
```