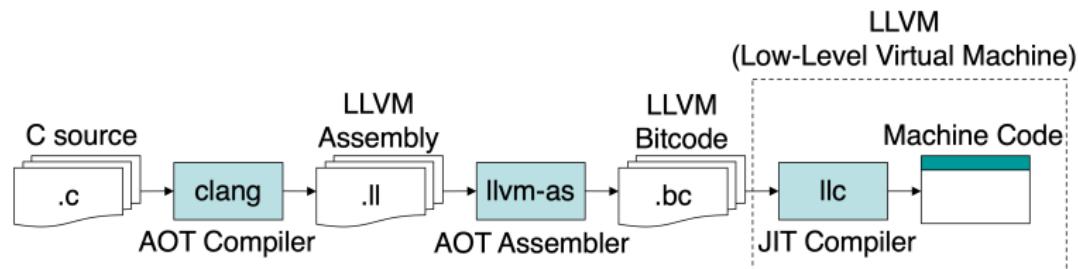


# Code Generation

# Multiple IRs in the Compiler

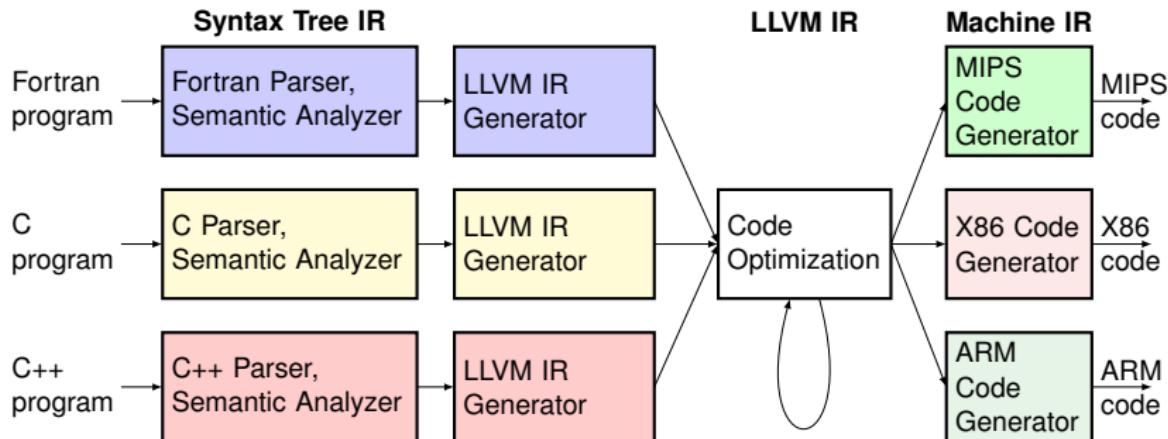
# Modern Compiler Framework (Clang/LLVM)

- ❑ Remember this diagram from our first day?



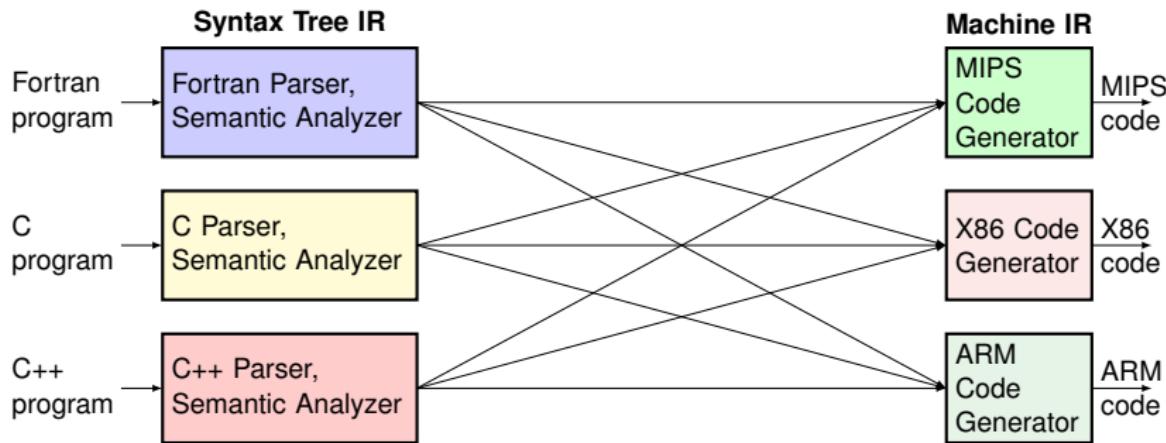
- ❑ LLVM Bitcode is in LLVM IR (Intermediate Representation)

# Modern Compiler Framework (Clang/LLVM)



- ❑ Common LLVM IR for all languages and backends means:
  - Code optimizations need to be written only once
  - Implementation complexity if  $O(M + N)$  instead of  $O(M * N)$  (where  $M = \text{number of frontends}$ ,  $N = \text{number of backends}$ )

# Why $O(M * N)$ when no common IR?



- ❑ Must translate M languages to N machine codes
  - Must also do optimizations during each of these translations

# High-Level IRs

- ❑ Goal: Express the syntax and semantics of source code
- ❑ Examples: Abstract Syntax Tree, Parse Tree
- ❑ Differs on: Source code programming language
- ❑ Uses:
  - Generated by syntax analysis
  - Used by semantic analysis for binding and type checking
  - Language-specific optimizations

# High-Level IRs: Language-specific Optimizations

- ❑ IR expresses language constructs specific to language
  - Suitable for language-specific optimizations

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- ❑ E.g. Devirtualization for languages with polymorphism
  - Polymorphic method calls are indirect jumps using a vtable (Vtable: a table of function pointers specific to each class)
  - **Devirtualization:** changing polymorphic calls to direct calls
  - If runtime object type can be proven (using type inference)
    - Indirect call can be changed to direct call
    - Direct call can sometimes be inlined into caller method

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    - Indirect call can be changed to direct call
    - Direct call can sometimes be inlined into caller method
- ❑ E.g. Type specialization for languages with dynamic typing
  - Naively, all ops on variables needs dynamic type checking (A big switch/case statement with code for each type)
  - **Type specialization:** generating code for just one type
    - By proving runtime type of variable (using type inference)
    - By profiling type at runtime and generating code for that type

# Low-Level IRs

- ❑ Goal: Express code in the ISA of an abstract machine
- ❑ Examples: Three address code, Static Single Assignment
- ❑ Differs on: Language and back-end machine agnostic
- ❑ Uses:
  - A common IR that connects front-ends and back-ends
  - Language / machine independent optimizations

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  - Do optimizations common to all languages/machines

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- ❑ Deleting code (**common subexpression elimination**)  
 $A=x+y; B=x+y+z;$      $\equiv$      $A=x+y; B=A+z$

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 $A=x+y; B=x+y+z;$      $\equiv$      $A=x+y; B=A+z$
- ❑ Moving code (**loop invariant code motion**)  

```
for (i = 0; i < 100; i++) { sum += i + x * y; }
```

 $\equiv$   

```
t = x * y;
for (i = 0; i < 100; i++) { sum += i + t; }
```

# Machine IRs

- ❑ Goal: Generate code in the ISA of back-end machine
- ❑ Examples: x86 IR, ARM IR, MIPS IR
- ❑ Differs on: Back-end machine ISA
- ❑ Uses:
  - Register allocation / machine code generation
  - Machine-specific optimizations
    - Strength reduction (replacing op with cheaper op)
    - Vectorization (using CPU vector units if available)
    - ...

# Machine IRs: Machine-specific Optimizations

- ❑ IR expresses instructions specific to machine
  - Suitable for machine-specific optimizations

# Machine IRs: Machine-specific Optimizations

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 $A=2^*a;$      $\equiv$      $A=a\ll 1;$

# Machine IRs: Machine-specific Optimizations

- ❑ IR expresses instructions specific to machine  
→ Suitable for machine-specific optimizations
  
- ❑ **Strength reduction:** replacing op with cheaper op  
 $A=2*a;$      $\equiv$      $A=a\ll 1;$
  
- ❑ **Vectorization:** using CPU vector units to parallelize  

```
for (i = 0; i < 64; i++) { C[i] = A[i] + B[i]; }
```

  
 $\equiv$   

```
vec_add_64    vec_register, A, B
vec_store_64  C, vec_register
```

# Low-Level IRs

# Three Address Code

Generic form is **X = Y op Z**

where X, Y, Z can be variables, constants, or compiler-generated temporaries holding intermediate values

## ❑ Characteristics

- Assembly code for an 'abstract machine'
- Long expressions are converted to multiple instructions
- Control flow statements are converted to jumps
- Machine independent
  - Operations are generic (not tailored to specific machine)
  - Function calls represented as generic call nodes
  - Uses **symbolic names** rather than **register names**  
(Actual locations of symbols are yet to be determined)

## ❑ Why this form?

- Allows IR to be generated in a machine-agnostic way
- Optimizations on IR can be done much more easily  
(Optimizations don't worry about syntactic structure)

# Example



An example:

$x * y + z / w$

is translated to

$t1 = x * y ; t1, t2, t3$  are temporary variables

$t2 = z / w$

$t3 = t1 + t2$

- Sequential translation of an AST
- Internal nodes in AST are translated to temporary variables
- Can be generated through a depth-first traversal of AST

# Common Three-Address Statements (I)

- ❑ Binary operation statement:

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

where op is an arithmetic or logical operation (binary operation)

- ❑ Unary operation statement:

**$x = \text{op } y$**

where op is an unary operation such as -, not, shift)

- ❑ Copy statement:

**$x = y$**

- ❑ Unconditional jump statement:

**$\text{goto } L$**

where L is label

# Common Three-Address Statements (II)

- ❑ Conditional jump statement:

**if (x relop y) goto L**

where relop is a relational operator such as =,  $\neq$ ,  $>$ ,  $<$

- ❑ Procedural call statement:

**param x<sub>1</sub>, ..., param x<sub>n</sub>, call F<sub>y</sub>, n**

As an example, foo(x1, x2, x3) is translated to

param x<sub>1</sub>

param x<sub>2</sub>

param x<sub>3</sub>

call foo, 3

- ❑ Procedural call return statement:

**return y**

where y is the return value (if applicable)

# Common Three-Address Statements (III)

- ❑ Indexed assignment statement:

**$x = y[i]$**

or

**$y[i] = x$**

where  $x$  is an int and  $y$  is an array variable

- ❑ Address and pointer operation statement:

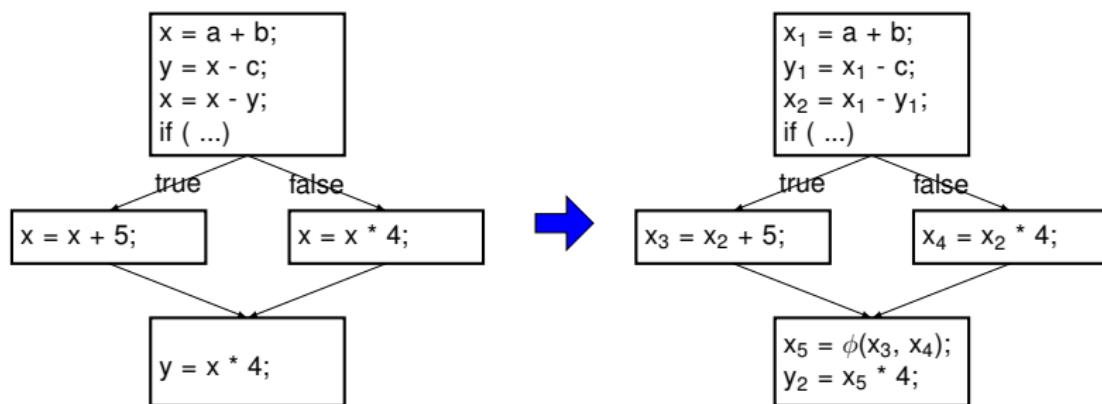
**$x = & y$**  ; a pointer  $x$  is set to the address of  $y$

**$y = * x$**  ;  $y$  is set to value contained in the location  
; pointed to by  $x$

**$*y = x$**  ; location addressed by  $y$  gets value  $x$

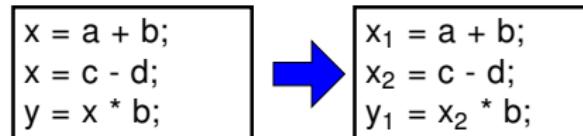
# Static Single Assignment (SSA)

- ❑ Developed by R. Cytron, J. Ferrante, et al. in 1980s
  - Every variable is assigned exactly once i.e. one **DEF**
  - Convert original variable name to name<sub>version</sub>  
e.g.  $x \rightarrow x_1, x_2$  in different places
  - Use  $\phi$ -function to combine two DEFs of same original variable on a control flow merge



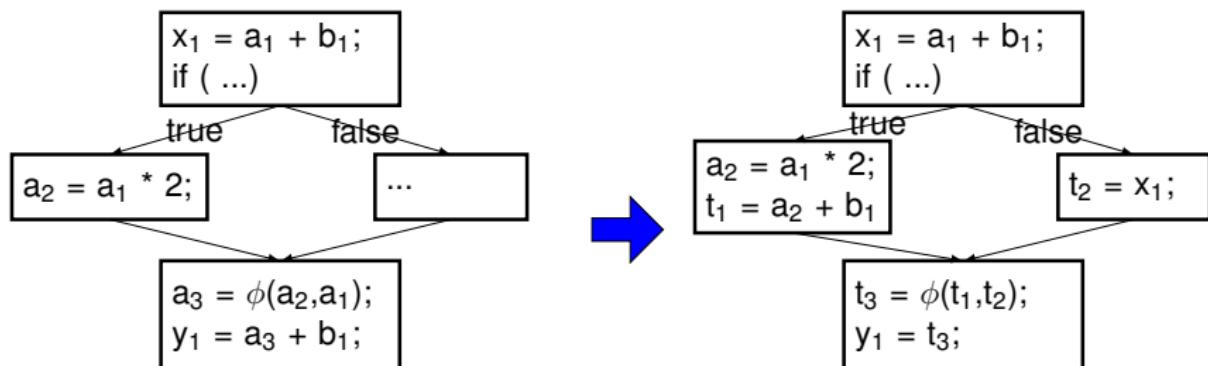
# SSA helps compiler optimizations

- Dead Code Elimination (DCE):



....  $x_1$  is defined but never used, it is safe to remove

- Partial Redundancy Elimination (PRE):



Redundant  $a + b$  computation on false branch is removed

# Why does SSA help optimizations?

- ❑ Data dependencies between instructions are made explicit
  - Variables with same name guaranteed to have same value
- ❑ Without SSA, same name does not mean same value
  - Must maintain data dependence graph to express this info
- ❑ We will discuss more in **compiler optimization** phase

# Laying Out Memory

# Layout of Variables in Stack Memory

- ❑ Local variables of a function are allocated on stack frame
  - Maintain **offset** from base of frame to allocate next variable
    - $\text{address}(x) \leftarrow \text{offset}$
    - $\text{offset} += \text{sizeof}(x.\text{type})$

```
void foo() {  
    int a;  
    int b;  
    long long c;  
    int d;  
}
```

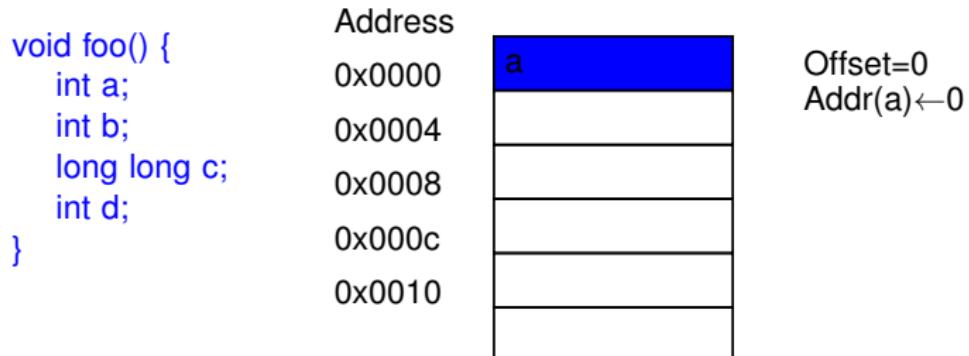
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	Address	
void foo() {	0x0000	
int a;	0x0004	
int b;	0x0008	
long long c;	0x000c	
int d;	0x0010	
}		Offset=0

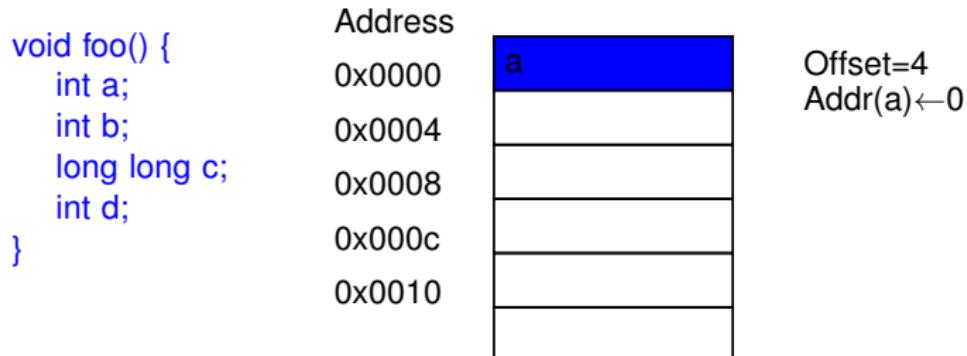
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	Address	
void foo() {	0x0000	a
int a;	0x0004	b
int b;	0x0008	
long long c;	0x000c	
int d;	0x0010	
}		

Offset=8  
Addr(a)←0  
Addr(b)←4

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- ❑ Local variables of a function are allocated on stack frame
  - Maintain **offset** from base of frame to allocate next variable
    - $\text{address}(x) \leftarrow \text{offset}$
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	Address	
void foo() {	0x0000	a
int a;	0x0004	b
int b;	0x0008	c
long long c;	0x000c	c
int d;	0x0010	
}		

Offset=16  
Addr(a)←0  
Addr(b)←4  
Addr(c)←8

# Layout of Variables in Stack Memory

- ❑ Local variables of a function are allocated on stack frame
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    - $\text{address}(x) \leftarrow \text{offset}$
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	Address	
void foo() {	0x0000	a
int a;	0x0004	b
int b;	0x0008	c
long long c;	0x000c	c
int d;	0x0010	d
}		

Offset=20  
Addr(a)←0  
Addr(b)←4  
Addr(c)←8  
Addr(d)←16

# What if function has nested scopes?

- ❑ Let's take the below example code:

```
void foo() {  
    int a;  
    int b;  
    {  
        int i;  
    }  
    {  
        {  
            int j;  
        }  
        int k;  
    }  
}
```

- ❑ What is address(k)? 16?

# Nested Scopes Example

```
void foo() {  
    int a;  
    int b;  
    check point #1  
    {  
        int i;  
    }  
  
    {  
        {  
            int j;  
        }  
        int k;  
    }  
}
```

Symbol Table Stack      Offset Stack

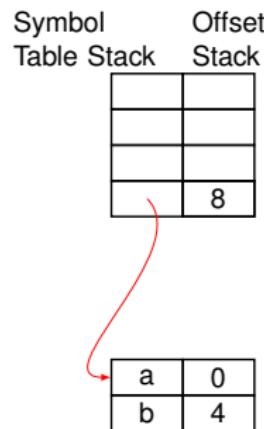
	8



a	0
b	4

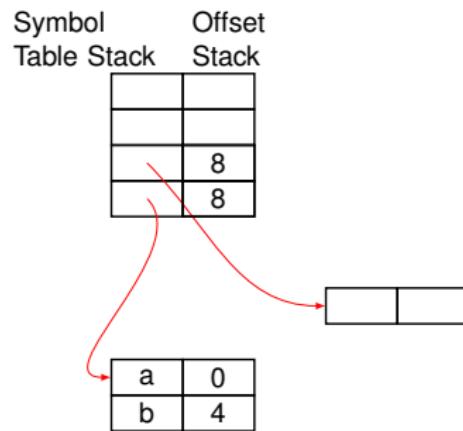
# Nested Scopes Example

```
void foo() {  
    int a;  
    int b;  
    check point #1  
    {  
        int i;  
        check point #2  
    }  
  
    {  
        {  
            int j;  
        }  
        int k;  
    }  
}
```



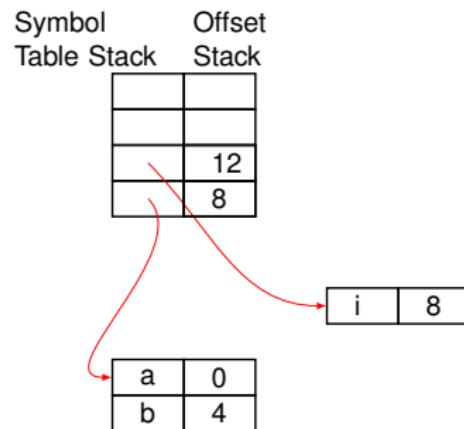
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void foo() {  
    int a;  
    int b;  
    check point #1  
    {  
        int i;  
        check point #2  
    }  
  
    {  
        {  
            int j;  
        }  
        int k;  
    }  
}
```



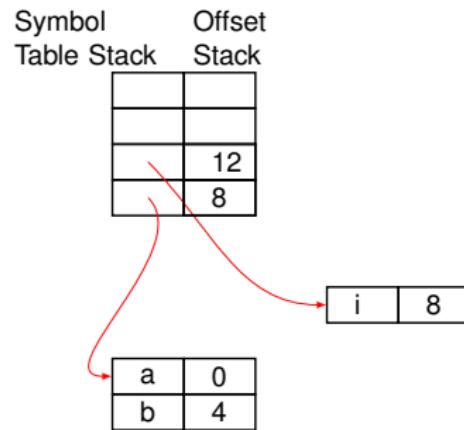
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    }  
  
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        int k;  
    }  
}
```



# Nested Scopes Example

```
void foo() {  
    int a;  
    int b;  
    check point #1  
    {  
        int i;  
        check point #2  
    }  
  
    { check point #3  
        {  
            int j;  
        }  
        int k;  
    }  
}
```



# Nested Scopes Example

```
void foo() {  
    int a;  
    int b;  
    check point #1  
    {  
        int i;  
        check point #2  
    }  
  
    { check point #3  
        {  
            int j;  
        }  
        int k;  
    }  
}
```

Symbol Table Stack      Offset Stack

	8



a	0
b	4

# Nested Scopes Example

```
void foo() {  
    int a;  
    int b;
```

check point #1

```
{  
    int i;  
    check point #2  
}
```

check point #3

```
{  
    int j;  
}
```

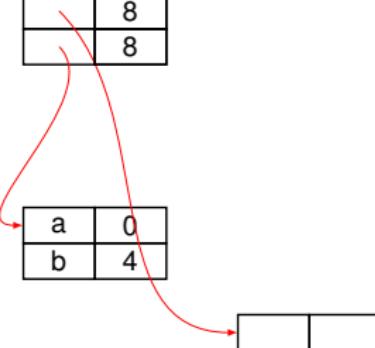
```
int k;
```

```
}
```

Symbol Table Stack      Offset Stack

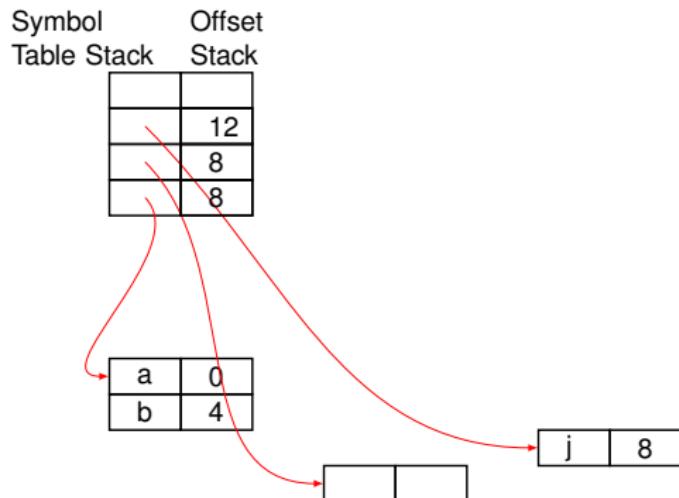
	8
	8

a	0
b	4



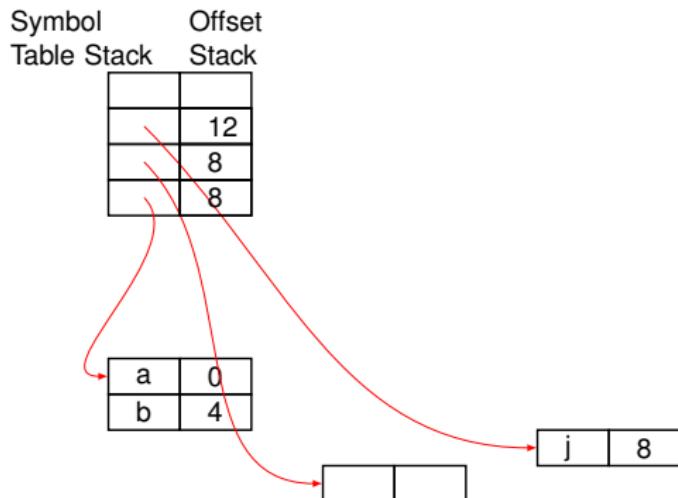
# Nested Scopes Example

```
void foo() {  
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    int b;  
    check point #1  
    {  
        int i;  
        check point #2  
    }  
  
    { check point #3  
        {  
            int j;  
            check point #4  
        }  
        int k;  
    }  
}
```



# Nested Scopes Example

```
void foo() {  
    int a;  
    int b;  
    check point #1  
    {  
        int i;  
        check point #2  
    }  
  
    { check point #3  
        {  
            int j;  
            check point #4  
        }  
        int k;  
        check point #5  
    }  
}
```



# Nested Scopes Example

```
void foo() {  
    int a;  
    int b;  
    check point #1  
    {  
        int i;  
        check point #2  
    }  
  
    { check point #3  
        {  
            int j;  
            check point #4  
        }  
        int k;  
        check point #5  
    }  
}
```

Symbol Table Stack      Offset Stack

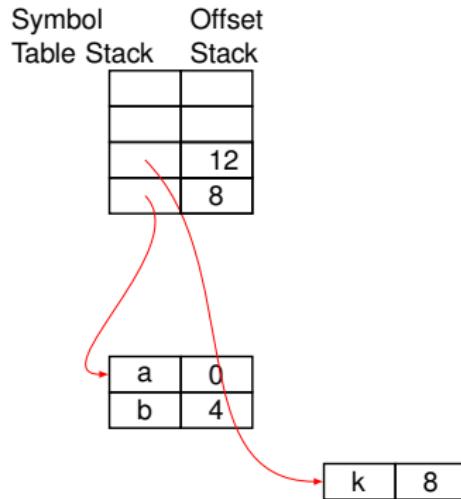
	8



a	0
b	4

# Nested Scopes Example

```
void foo() {  
    int a;  
    int b;  
    check point #1  
    {  
        int i;  
        check point #2  
    }  
  
    { check point #3  
        {  
            int j;  
            check point #4  
        }  
        int k;  
        check point #5  
    }  
}
```



# Consideration 1: Allocation Alignment

- ❑ Enforce **addr(var) mod sizeof(memory word) == 0**
  - Memory word: unit of memory access in given CPU
  - If not, need to load two words and shift & concatenate

```
void foo() {  
    char a;          // addr(a) = 0;  
    int b;           // addr(b) = 4; /* instead of 1 */  
    int c;           // addr(c) = 8;  
    long long d;   // addr(d) = 16; /* instead of 12 */  
}
```

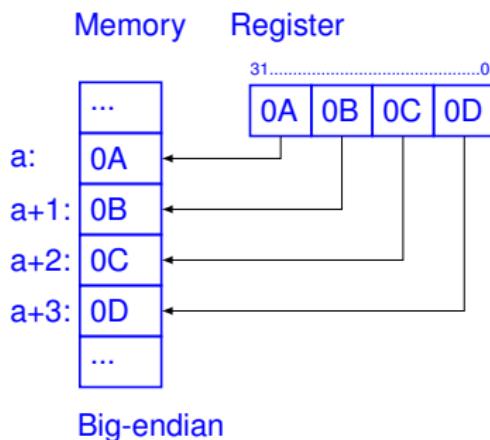
- ❑ This makes memory layout backend machine dependent
  - Memory layout made explicit only in Machine IR
  - Low-level IR needs to refers to locations in an abstract way

# Consideration II: Endianness



## Endianness

- **Big endian:** MSB (most significant byte) in lowest address
- **Little endian:** LSB (least significant byte) in lowest address

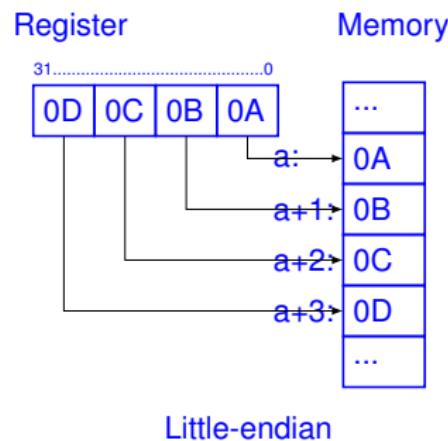
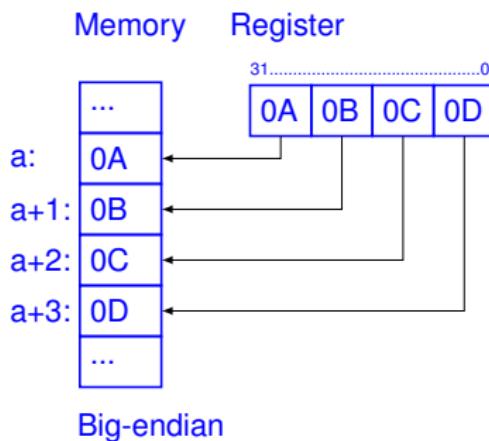


# Consideration II: Endianness



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- **Big endian:** MSB (most significant byte) in lowest address
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# How about other memory besides stack memory?

## ❑ Static Memory

- Where global variables and other static variables reside
- Layout variables from base address in the same way

## ❑ Heap Memory

- Where dynamically allocated memory using malloc reside
- Handled by runtime memory management library
- Compiler not much to do with how this memory is laid out

# Generating IR

# Generating IR from Language Constructs

- ❑ Goal: translate **language constructs** in syntax tree to IR
- ❑ Two ways to implement semantic rules for translation
  - By depth-first traversal of syntax tree built by parser
    - This is what you are doing for Project 4
  - By a **syntax directed translation scheme**
    - This is what we will discuss now (based on LR parser)
    - But most concepts apply to both implementations

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- ❑ Goal: translate **language constructs** in syntax tree to IR
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    - This is what you are doing for Project 4
  - By a **syntax directed translation scheme**
    - This is what we will discuss now (based on LR parser)
    - But most concepts apply to both implementations
- ❑ What language structures do we need to translate?
  - Declarations
    - Variables, functions (parameters and return types), ...
  - Statements
    - Assignment statements
    - Function call statements
    - Control flow statements (if-then-else, for/while loops)
  - Expressions
    - $x + y$ ,  $x - y$ ,  $x < y$ ,  $x > y$ ,  $x == y$ , ...

# Attributes to Evaluate in Translation

## ❑ Variable declaration:

**T V** e.g. int a,b,c;

- Type information **T.type T.width**
- Variable information **V.type, V.offset**

## ❑ Statement **S**

- **S.code**: synthesized attribute that holds IR code of S

## ❑ Expression **E**

- **E.code**: synthesized attribute that holds IR code for E
- **E.place**: synthesized attribute for temporary variable name to store result of E (for SSA, virtual register name)

# Processing Declarations

- ❑ Translating declarations in a single scope
  - **enter(name, type, offset)**: insert variable into symbol table

$S \rightarrow M\ D$

$M \rightarrow \epsilon$

{ offset=0; } /\* reset offset before layout \*/

$D \rightarrow D\ D$

$D \rightarrow T\ id;$  { enter(id.name, T.type, offset); offset += T.width; }

$T \rightarrow \text{integer}$  { T.type=integer; T.width=4; }

$T \rightarrow \text{real}$  { T.type=real; T.width=8; }

$T \rightarrow T1[\text{num}]$  { T.type=array(num.val, T1.type);  
T.width=num.val \* T1.width; }

$T \rightarrow * T1$  { T.type=ptr(T1.type); T.width=4; }

# Processing Declarations in Nested Scopes

## ❑ Translating declarations in nested scopes

- **push(item, stack)**: Pushes item on to stack
- **pop(stack)**: Pops item at the top of stack
- **top(stack)**: Returns item at the top of stack

$S \rightarrow M\ D$

{ pop(tblptr); pop(offset); }

$M \rightarrow \epsilon$

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

$D \rightarrow D\ D$

$D \rightarrow \{ N\ D \}$

{ pop(tblptr); pop(offset); }

$N \rightarrow \epsilon$

{ t=mktable(nil); push(t, tblptr); push(top(offset), offset); }

$D \rightarrow T\ id;$

{ enter(id.name, T.type, top(offset));  
top(offset) = top(offset)+ T.width; }

# Processing Statements

- ❑ Statements rely on symbol table populated by declarations
  - **lookup (id)**: search id in symbol table, return nil if none
  - **emit(code)**: print three address IR for code
  - **newtemp()**: get a new temporary variable (or register)
    - E.g., in SSA form, it returns the next virtual register number

```
int newtemp() { return virtual_register++; }
```

S → id = E { P=lookup(id); if (P==nil) perror(...); else emit(P '=' E.place);}   
E → E1 + E2 { E.place = newtemp(); emit(E.place '=' E1.place '+' E2.place); }   
E → E1 \* E2 { E.place = newtemp(); emit(E.place '=' E1.place '\*' E2.place); }   
E → - E1 { E.place = newtemp(); emit(E.place '=' '-' E1.place); }   
E → ( E1 ) { E.place = E1.place; }   
E → id { P=lookup(id); E.place=P; }

# Processing Array References

❑ Recall generalized row/column major addressing

❑ For example:

1-dimension: int x[100]; .....  $x[i_1]$

2-dimension: int x[100][200]; .....  $x[i_1][i_2]$

3-dimension: int x[100][200][300]; .....  $x[i_1][i_2][i_3]$

❑ Row major: offset of a k-dimension array item

1-dimension:  $A_1 = a_1 * \text{width}$        $a_1 = i_1$

2-dimension:  $A_2 = a_2 * \text{width}$        $a_2 = a_1 * N_2 + i_2$

3-dimension:  $A_3 = a_3 * \text{width}$        $a_3 = a_2 * N_3 + i_3$

...

k-dimension:  $A_k = a_k * \text{width}$        $a_k = a_{k-1} * N_k + i_k$

# Processing Array References

## ❑ Processing an array assignment (e.g. $A[i] = B[j];$ )

$S \rightarrow L = E$  {  $t = \text{newtemp}(); \text{emit}(t '=' L.\text{place} '*' L.\text{width});$   
 $\quad \quad \quad \text{emit}(t '=' L.\text{base} '+' t); \text{emit}('*'t '=' E.\text{place});$  }

$E \rightarrow L$  {  $E.\text{place} = \text{newtemp}(); t = \text{newtemp}();$   
 $\quad \quad \quad \text{emit}(t '=' L.\text{place} '*' L.\text{width}); \text{emit}(E.\text{place} '=' (L.\text{base} '+' t));$  }

$L \rightarrow \text{id} [ E ]$  {  $L.\text{base} = \text{lookup}(\text{id}).\text{base}; L.\text{width} = \text{lookup}(\text{id}).\text{width}; L.\text{dim}=1;$   
 $\quad \quad \quad L.\text{place} = E.\text{place};$  }

$L \rightarrow L1 [ E ]$  {  $L.\text{base} = L1.\text{base}; L.\text{width} = L1.\text{width}; L.\text{dim} = L1.\text{dim} + 1;$   
 $\quad \quad \quad L.\text{place} = \text{newtemp}();$   
 $\quad \quad \quad \text{emit}(L.\text{place} '=' L1.\text{place} '*' L.\text{max}[L.\text{dim}]);$   
 $\quad \quad \quad \text{emit}(L.\text{place} '=' L.\text{place} '+' E.\text{place});$  }

# Processing Boolean Expressions

## ❑ Boolean expression: **a op b**

- where op can be <, >, >=, &&, ||, ...

### 1. Without *short circuiting*

- Short circuiting:

- In expression A && B, not evaluating B when A is false
- In expression A || B, not evaluating B when A is true

- Without short circuiting, entire expression is evaluated:

$$\begin{array}{ll} S \rightarrow id = E & \equiv \text{lookup}(id) = E.place \\ E \rightarrow (a < b) \text{ or } (c < d \text{ and } e < f) & \equiv \\ & t1 = a < b \\ & t2 = c < d \\ & t3 = e < f \\ & t4 = t2 \& t3 \\ & E.place = t1 \parallel t4 \end{array}$$

# Processing Boolean Expressions

## 2. With short circuiting (e.g. C/C++/Java)

- Processing simple boolean expressions:

$S \rightarrow \text{if } E \text{ then } S_1$

$E \rightarrow a < b \quad \equiv \quad \begin{aligned} E.\text{true} &= \text{code for } S_1; \\ E.\text{false} &= S.\text{next}; \\ \text{emit( if } E \text{ goto } E.\text{true }) \\ \text{emit( goto } E.\text{false }) \end{aligned}$

$S.\text{next}$ : address of code after  $S$

$E.\text{true}$ : address of code to execute on 'true'

$E.\text{false}$ : address of code to execute on 'false'

- Processing compound boolean expressions:

- Chain together multiple of above by updating  $E.\text{true}/E.\text{false}$
- $E \rightarrow E_1 \& E_2$ :  $E_1.\text{true} = \text{code for } E_2$ ,  $E_1.\text{false} = S.\text{next}$
- $E \rightarrow E_1 \mid\mid E_2$ :  $E_1.\text{false} = \text{code for } E_2$ ,  $E_1.\text{true} = \text{code for } S_1$

# Processing Boolean Expressions

## 2. With short circuiting (cont'd)

- A short circuited compound boolean expression

$S \rightarrow \text{if } E \text{ then } S_1$

$E \rightarrow (a < b) \text{ or } (c < d \text{ and } e < f) \equiv$

$E.\text{true} = \text{code for } S_1;$

$E.\text{false} = S.\text{next};$

$\text{emit(}$

$\text{if } (a < b) \text{ goto } E.\text{true}$

$\text{goto L1}$

$\text{L1: if } (c < d) \text{ goto L2}$

$\text{goto E.false}$

$\text{L2: if } (e < f) \text{ goto E.true}$

$\text{goto E.false}$

$)$

- **Problem:  $E.\text{true}$ ,  $E.\text{false}$ ,  $S.\text{next}$  are non-L-attributes**

- Depend on code that has not been generated yet

$E.\text{true}$ : Only available when  $S_1$  is generated

$E.\text{false}$ : Only available when code after  $S$  is generated

- Emitting any **forward jump** poses this problem

# Syntax Directed Translation

- ❑ Non-L-attributs preclude syntax directed translation
  - Even with parse tree, preclude simple left-to-right traversal
- ❑ Solutions: two methods
  - Two pass approach — process the code twice
    - Generate labels in the first pass
    - Replace labels with addresses in the second pass
  - One pass approach
    - Generate holes when address is needed but unknown
    - Backpatch holes when address is known later on
- ❑ We will discuss the more efficient one pass approach
  - It is also the method you will use in project 4.

# One-Pass Based Syntax Directed Translation

- ❑ Non-L-attributes during code generation are unavoidable
  - Due to forward jumps to code on the right hand side
  - Example: E.true, E.false, S.next for boolean expressions
  - Is there a one-pass solution to the problem?

## Idea:

1. Leave holes for non-L-attribute values we don't know
2. Fill the holes in when we know the values later on
  - *holelist*: synthesized attribute of 'holes' for one value
  - Holes are filled in by traversing list when value is known
  - All holes will be patched by the end of code generation  
(Since all forward jumps would be resolved by then)

# One-Pass Based Syntax Directed Translation

- ❑ Attributes for two pass based approach
  - Expression **E**
    - Synthesized attributes: **E.code**,  
**E.holes\_truelist**, and **E.holes\_falselist**
  - Statement **S**
    - Synthesized attributes: **S.code** and **S.holes\_nextlist**
  
- ❑ 3 functions for implementing backpatching
  - **makelist(i)**: create a holelist with statement index i
  - **merge(p1, p2)**: concatenate list p1 and list p2
  - **backpatch(p, i)**: insert index i in every hole in holelist p

# Backpatching for if-then

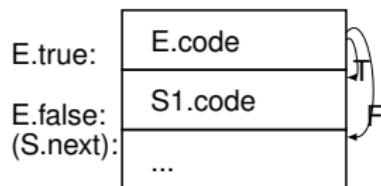
- ❑ Given rule **S → if E then S1**, below is done in one-pass:
  - (1). Gen **E.code**, making **E.holes\_truelist**, **E.holes\_falselist**
  - (2). Gen **S1.code**, filling in **E.holes\_truelist** and merging **S1.holes\_nextlist** with **E.holes\_falselist**
  - (3). Pass on merged list to **S.holes\_nextlist**

$S \rightarrow \text{if } E \text{ then } M \ S1$

```
{
  backpatch(E.holes_truelist, M.index);
  S.holes_nextlist = merge(S1.holes_nextlist, E.holes_falselist);
}
```

$M \rightarrow \epsilon$

```
{ M.index = curlIndex; }
```



# Backpatching for if-then-else



Given rule  $S \rightarrow \text{if } E \text{ then } S_1 \text{ else } S_2$ :

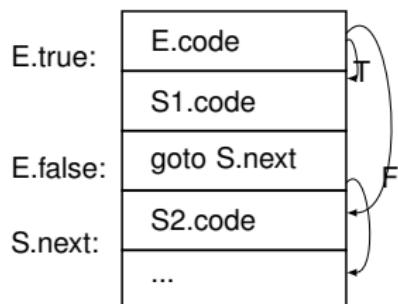
- (1). Gen **E.code**, making **E.holes\_truelist**, **E.holes\_falselist**
- (2). Gen **S1.code**, filling in **E.holes\_truelist**
- (3). Emit goto to  $S.\text{next}$  before  $S_2$ , to skip over  $S_2$
- (4). Gen **S2.code**, filling in **E.holes\_falselist**
- (5). Merge relevant holes into **S.holes\_nextlist**

$S \rightarrow \text{if } E \text{ then } M_1 \ S_1 \ N \text{ else } M_2 \ S_2$

```
{
backpatch(E.holes_truelist, M1.index);
backpatch(E.holes_falselist, M2.index);
templist = merge(S1.holes_nextlist, N.holes_nextlist);
S.holes_nextlist = merge(templist, S2.holes_nextlist);
}
```

$N \rightarrow \epsilon$

```
{
N.holes_nextlist = makelist(curlIndex);
emit('goto ____');
}
```



# Backpatching for S.holes\_nextlist

- ❑ When does the holes in S.holes\_nextlist get patched?
- ❑ When the instruction after S is generated of course!
- ❑ Given rule  $S \rightarrow S_1 S_2$ :
  - (1). Gen **S1.code** making **S1.holes\_nextlist**
  - (2). Gen **S2.code** filling in **S1.holes\_nextlist** and making **S2.holes\_nextlist**
  - (3). Pass on **S2.holes\_nextlist** to **S.holes\_nextlist**

# Backpatching for Boolean Expressions

- $E \rightarrow E_1 \text{ or } M \ E_2$       `{ backpatch(E1.holes_falselist, M.index);  
E.holes_truelist = merge(E1.holes_truelist, E2.holes_truelist);  
E.holes_falselist = E2.holes_falselist; }`
- $E \rightarrow E_1 \text{ and } M \ E_2$       `{ backpatch(E1.holes_truelist, M.index);  
E.holes_falselist = merge(E1.holes_falselist, E2.holes_falselist);  
E.holes_truelist = E2.holes_truelist; }`
- $M \rightarrow \epsilon$                           `{ M.index = curIndex; }`

# Backpatching for Boolean Expressions

$E \rightarrow \text{not } E_1$  { E.holes\_truelist = E1.holes\_falselist;  
E.holes\_falselist = E1.holes\_truelist; }

$E \rightarrow (E_1)$  { E.holes\_truelist = E1.holes\_truelist;  
E.holes\_falselist = E1.holes\_falselist; }

$E \rightarrow \text{id}_1 \text{ relop } \text{id}_2$  { E.holes\_truelist = makelist(curlIndex);  
E.holes\_falselist = makelist(curlIndex+1);  
emit('if' id1.place 'relop' id2.place 'goto \_\_\_\_');  
emit('goto \_\_\_\_'); }

$E \rightarrow \text{true}$  { E.holes\_truelist = makelist(curlIndex);  
emit('goto \_\_\_\_'); }

$E \rightarrow \text{false}$  { E.holes\_falselist = makelist(curlIndex);  
emit('goto \_\_\_\_'); }

# Backpatching Example

- ❑  $E \rightarrow (a < b) \text{ or } M1 \ (c < d \text{ and } M2 \ e < f)$
  
- ❑ When reducing  $(a < b)$  to  $E1$ , we have
  - 100: if( $a < b$ ) goto \_\_\_\_
  - 101: goto \_\_\_\_
  
- ❑ When reducing  $\varepsilon$  to  $M1$ , we have
  - $M1.\text{index} = 102$
  
- ❑ When reducing  $(c < d)$  to  $E2$ , we have
  - 102: if( $c < d$ ) goto \_\_\_\_
  - 103: goto \_\_\_\_
  
- ❑ When reducing  $\varepsilon$  to  $M2$ , we have
  - $M2.\text{index} = 104$
  
- ❑ When reducing  $(e < f)$  to  $E3$ , we have
  - 104: if( $e < f$ ) goto \_\_\_\_
  - 105: goto \_\_\_\_

$E1.\text{hole\_truelist}=(100)$   
 $E1.\text{hole\_falselist}=(101)$

$M1.\text{index} = 102$

$E2.\text{hole\_truelist}=(102)$   
 $E2.\text{hole\_falselist}=(103)$

$M2.\text{index} = 104$

$E3.\text{hole\_truelist}=(104)$   
 $E3.\text{hole\_falselist}=(105)$

# Backpatching Example (cont.)

- When reducing (E2 and M2 E3) to E4, we `backpatch((102), 104);`

100: if(a<b) goto \_\_\_\_

E4.hole\_truelist=(104)

101: goto \_\_\_\_

E4.hole\_falselist=(103,105)

102: if(c<d) goto **104**

103: goto \_\_\_\_

104: if(e<f) goto \_\_\_\_

105: goto \_\_\_\_

- When reducing (E1 or M1 E4) to E5, we `backpatch((101), 102);`

100: if(a<b) goto \_\_\_\_

E5.hole\_truelist=(100, 104)

101: goto **102**

E5.hole\_falselist=(103,105)

102: if(c<d) goto 104

103: goto \_\_\_\_

104: if(e<f) goto \_\_\_\_

105: goto \_\_\_\_

# Backpatching Example (cont.)

- When reducing (E2 and M2 E3) to E4, we `backpatch((102), 104);`

100: if(a<b) goto \_\_\_\_

E4.hole\_truelist=(104)

101: goto \_\_\_\_

E4.hole\_falselist=(103,105)

102: if(c<d) goto **104**

103: goto \_\_\_\_

104: if(e<f) goto \_\_\_\_

105: goto \_\_\_\_

- When reducing (E1 or M1 E4) to E5, we `backpatch((101), 102);`

100: if(a<b) goto \_\_\_\_

E5.hole\_truelist=(100, 104)

101: goto **102**

E5.hole\_falselist=(103,105)

102: if(c<d) goto 104

103: goto \_\_\_\_

104: if(e<f) goto \_\_\_\_

105: goto \_\_\_\_

- Are we done?

# Backpatching Example (cont.)

- When reducing (E2 and M2 E3) to E4, we `backpatch((102), 104);`

100: if(a<b) goto \_\_\_\_

E4.hole\_truelist=(104)

101: goto \_\_\_\_

E4.hole\_falselist=(103,105)

102: if(c<d) goto **104**

103: goto \_\_\_\_

104: if(e<f) goto \_\_\_\_

105: goto \_\_\_\_

- When reducing (E1 or M1 E4) to E5, we `backpatch((101), 102);`

100: if(a<b) goto \_\_\_\_

E5.hole\_truelist=(100, 104)

101: goto **102**

E5.hole\_falselist=(103,105)

102: if(c<d) goto 104

103: goto \_\_\_\_

104: if(e<f) goto \_\_\_\_

105: goto \_\_\_\_

- Are we done?

➤ Yes for this expression

