

Code Generation

- **Syntax Directed translation: Attribute *code* vs Side Effects**
- **The intermediate language: 3AC**
- **Code Generation for non control transfer code**

An Intermediate Language

3-address code - 3AC

1. (assignment)

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

$x := \text{op } z$

$$\begin{array}{l}
 S \equiv \langle S\rho, S_M \rangle \vdash \text{loc}(x) \rightarrow lx = S\rho(x) \\
 S \vdash r(y) \rightarrow ry = S_M(S\rho(y)) \\
 S \vdash r(z) \rightarrow rz \\
 \vdash [\text{op}](ry, rz) = v \\
 \hline
 S \vdash x := y \text{ op } z \rightarrow S[lx/v] = S_M(lx) \leftarrow v
 \end{array}$$

2. (copy)

$x := y$

$$\begin{array}{l}
 S \vdash \text{loc}(x) \rightarrow lx \\
 S \vdash r(z) \rightarrow rz \\
 \hline
 S \vdash x := y \rightarrow S[lx/ry]
 \end{array}$$

3. (location names - values)

newtemp- a meta operator for fresh location names, e.g. $\text{newtemp} := \text{newtemp}$

values - scalar values of the meta prefixed by #, e.g. $\text{newtemp} := \#3 + \text{newtemp}$

3-address code/2

4. (unconditioned jump)

goto l

$$\frac{\begin{array}{l} S \vdash \text{code}(l) \rightarrow P = S\rho(l) \\ S \vdash P \rightarrow S' \end{array}}{S \vdash \text{goto}(l) \parallel P_s \rightarrow S'}$$

5. (conditioned jump)

If x opr y goto l

$$\frac{\begin{array}{l} S \vdash \text{code}(l) \rightarrow P \\ S \vdash r(x) \rightarrow rx \\ S \vdash r(y) \rightarrow ry \\ \vdash [\text{opr}](rx, ry) = \text{false} \\ S \vdash P_s \rightarrow S' \end{array}}{S \vdash \text{if } x \text{ opr } y \text{ goto } l \parallel P_s \rightarrow S'}$$

?

3-address code/3

6. (i-structure)

$x:=y[i]$

$x[i]:=y$

$S \vdash \text{loc}(x) \rightarrow lx$

$S \vdash \text{loc}(y) \rightarrow ly$

$S \vdash r(i) \rightarrow ri$

$\vdash ly+ri = \text{add}$

$S \vdash S_M(\text{add}) \rightarrow lv$

$S \vdash x:=y[i] \rightarrow S_M(lx) \leftarrow lv$

complete with the other statement

3-address code/4

7. (pointer)

$x := \&y$

$x := *y$

$*x := y$

$$\frac{\begin{array}{l} S \mid- \text{loc}(x) \rightarrow lx \\ S \mid- \text{loc}(y) \rightarrow ly \end{array}}{S \mid- x := \&y \rightarrow SM(lx) \leftarrow ly}$$

$$\frac{\begin{array}{l} S \mid- \text{loc}(x) \rightarrow lx \\ S \mid- r(y) \rightarrow ry \\ S \mid- SM(ry) \rightarrow v \end{array}}{S \mid- x := *y \rightarrow SM(lx) \leftarrow v}$$

$$\frac{\begin{array}{l} S \mid- r(x) \rightarrow rx \\ S \mid- r(y) \rightarrow ry \end{array}}{S \mid- *x := y \rightarrow SM(rx) \leftarrow rv}$$

where:

- $SM(l/r) = SM(l) \leftarrow r =$ update of cell l with value r
- $\cdot =$ location of the current statement of the program
- $\parallel =$ code concatenation (sequencing)

3-address code/5

8. (P-call)

param x1
param x2
...
param xn
call p n

$$\frac{S \vdash r(x) \rightarrow rx}{S \vdash \text{param } x \rightarrow SM(.)\langle -rx \rangle}$$

$$S \vdash \text{code}(p) \rightarrow P$$

$$S \vdash P \rightarrow S', v$$

$$\langle Sp, SM' \rangle \vdash Ps \rightarrow S''$$

$$S \vdash \text{call } p \ n \ \parallel \ Ps \rightarrow S''$$

9. (call-ret)

return v

$$S \vdash \text{return } v \ \parallel \ ps \rightarrow S, v$$

- The caller puts the arguments before the invocation and waits for a result in the word that is located immediately, following the invocation
- The callee has a copy of the arguments immediately before its first statement
- The return from the callee, puts the result immediately below the caller invocation statement
- The store is updated accordingly: $SM' \rangle \vdash$ is SM' where the word following invocation is set to v

3-address code/6 caller-callee

Two sections of
the store: Caller is
the section on the
top of the fig.

```
...  
param n1  
..  
param nk  
call p k  
000  
...
```

```
000  
..  
000  
return .[-#1]
```

This is the *preamble*.
It has space for a co-
py of the arguments

Before the (first) invocation of p

```
...  
param n1  
..  
param nk  
call p k  
nk  
...
```

```
n1  
..  
nk  
return .[-#1]
```

After an invocation of p

Complete by giving a text that says what procedured p is supposed to compute.

3-address code

Defining a procedure for Factorial

procedure entry point,
i.e. address p is here

```
000
n = .[#-1]
rec = .+#3
if n≠ 0 goto rec
return #1
n1 = n-#1
param n1
call p #1
000
arg = .[-#3]
arg = arg + #1
val = .[-#3]
r = arg * val
return r
```

+ Use it in the computation of:
call p 3

where p is the address of the first statement;

+ Show the "activation records" (that the machine executor of 3AC is supposed to use) generated by the computation

Translation of Expressions in 3-address code (compositional)

$x+y*3$ is translated into: $t1:= y.loc [*] \#3$
 $t2:= x.loc [+] t1$

where:

$t1$ and $t2$ = 3AC locations

$.loc$ = attribute for 3AC locations

$[op]$ is the 3AC operation that corresponds to p

How does it to do it ?

$S \vdash e1 \rightarrow (S, v1) \quad S \vdash e2 \rightarrow (S, v2) \quad (\text{Semantics of expressions without side-effects})$

$S \vdash e1 \text{ op } e2 \rightarrow (S, \text{op}(v1, v2))$

$\vdash e1 \Rightarrow ([|e1|], l1) \quad \vdash e2 \Rightarrow ([|e2|], l2) \quad \vdash \text{newtemp}() \quad (\text{Code Translation of exps without side-effects})$

$\vdash e1 \text{ op } e2 \Rightarrow ([|e1|]||[|e2|]||\text{emit}(l:=l1 [op] l2), l)$

Meta:

$\text{newtemp}: \rightarrow \text{loc}$

$\text{emit}: \text{string} \rightarrow \text{void}$

-It is executed at compile time and furnishes a fresh 3AC location

-It is executed at compile time and updates the output code file (called emit-file) by inserting, as the last line, the 3AC command, if any, whose textual representation is the argument of emit.

Translation of Expressions in 3-address code - 2

Attributes:

loc:- location where the execution of the translated code, in the given state, will put the value of expression, in such a state

-synthesized of any grammatical deriving expressions, or parts of them {E,E',F,F',T,num,ide}

Side-effect: the translated code is put in the emit-file

[15]E ::= F {E'.in = F.loc;}

E' {E.loc := E'.loc;}

[16]E' ₁ ::= op-l F {l := newtemp; emit(l := "E' ₁.in [op-l] F.loc); E' ₂.in := l;}

E' ₂ {E' ₁.loc := E' ₂.loc;}

[17]E' ::= ε {E'.loc = E'.in}

[18]F ::= T {...}

F' {...}

[19]F' ::= op-h T {...}

F' {...}

[20]F' ::= ε {...}

[21]T ::= num {T.loc = num.loc;}

[22]T ::= ide {T.loc = ide.loc;}

[23]T ::= (E) {T.loc = E.loc;}