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## Code Generation

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## Intermediate Code Generation

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## Intermediate Code

- An **abstract machine language** that can express the target-machine operations without committing to too much machine-specific details.

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## Why Intermediate Code?

- **Retargeting**
- Machine independent **code improvement** (optimization)

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## Intermediate Code

- Intermediate codes can take many forms.
  - Graphical: AST can be a form of IR!
  - Linear
- **Linear Intermediate Representation (IR)**
  - Linearization of a syntax tree
  - A representation of the syntax tree in a linear form

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## Linear Intermediate Codes

- Three Address Code
- P-code (Stack Machine code)

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## Three Address Code

- **General form:**  $x = y \text{ op } z$   
– Many other forms may be needed
- Source:  $2 * a + (b - 3)$
- Syntax tree: 
- Three Address Code:  
t1, t2 & t3 are temporaries  

$$t1 = 2 * a$$

$$t2 = b - 3$$

$$t3 = t1 + t2$$

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## Example: Three Address Code

- Source: Figure 8.1 (p. 401)
- Syntax tree: Figure 3.9 (p. 138)
- Three Address Code: Figure 8.1 (p. 401)

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## Representation of Three Address Code

- **Quadruple**  
– Figure 8.3 (p. 403)  
– Temporary variables
- **Triple**  
– Figure 8.5 (p. 404)  
– Less space  
– No temporary variables (using index)

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## Quadruples

```
(rd,x,_,_)
(gt,x,0,t1)
(if_f,t1,L1,_)
(assn,1,fact,_)
(lab,L2,_,_)
(mul,fact,x,t2)
(asn,t2,fact,_)
(sub,x,1,t3)
(asn,t3,x,_)
(eq,x,0,t4)
(if_f,t4,L2,_)
(wri,fact,_,_)
(lab,L1,_,_)
(halt,_,_,_)
```

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

## Triples

```
(0) (rd,x,_)
(1) (gt,x,0)
(2) (if_f,(1),(11))
(3) (assn,1,fact)
(4) (mul,fact,x)
(5) (asn,(4),fact)
(6) (sub,x,1)
(7) (asn,(6),x)
(8) (eq,x,0)
(9) (if_f,(8),(4))
(10) (wri,fact,_)
(11) (lab,L1,_)
```

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## P-Code (Stack Machine Code)

- **A stack machine code**  
– Most instructions take their operands from the stack, and place results back on the stack.  
– No variables or registers  
– JVM
- Source:  $2 * a + (b - 3)$  
- Syntax tree: 
- Three Address Code:  

$$\text{ldc } 2$$

$$\text{lod } a$$

$$\text{mpi}$$

$$\text{lod } b$$

$$\text{ldc } 3$$

$$\text{sbi}$$

$$\text{adi}$$

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## P-Code (Stack Machine Code)

- Source:  $x = y + 1$
- Syntax tree:



- Three Address Code:

```
lda x
lod y
ldc 1
adi
sto
```

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## P-Code (Stack Machine Code)

```
ldc x - load constant x
lda x - load address x
lod x - load variable x
sto - store value in address
stn - store & push
mpi - multiply integers
sbi - subtract integers
adi - add integers
```

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## P-Code (Stack Machine Code)

```
rdi - read int
wri - write int
lab - label
fjp - jump if false
ujp - unconditional jump
grt - >
equ - =
stp - stop
```

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## P-Code (Stack Machine Code)

```
ind x - (Indirect load)
      add x to top of stack, use result as an address
      of item to push onto the stack
ixa x - (Indexed address)
      calculate address as (top)*x+(top-1), push
      address onto stack
```

See P. 417!

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## Example: P-Code (Stack Machine Code)

- Source: Figure 8.1 (p. 401)
- Syntax tree: Figure 3.9 (p. 138)
- P-Code: Figure 8.6 (p. 406)

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## Intermediate Code Generation

- Intermediate code generation can be described as an attribute grammar!
  - Synthesized Attribute: A string
- Intermediate code generation is the attribute computation.
- **Syntax-directed translation!**

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## Intermediate Code Generation as Attribute Grammar

- The attribute grammar -Intermediate code generation - is SAG.

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## Example: The Language

- A language for expressions
  - Syntax: CFG (p. 407)

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## Example: AG for P-Code Generation

- **Table #1 (p. 408)**

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## Example: AG for Three Address Code Generation

- **Table # 2 (p. 409)**

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## Intermediate Code Generation as Attribute Computation

- The attribute grammar -Intermediate code generation - is SAG.
- The attribute computation – Code - can be generated in the bottom-up fashion.

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## Intermediate Code Generation: During a Bottom-Up Parsing

- Directly during a bottom-up parsing (without generating a syntax tree)
- Example:
  - yacc
  - See **Figure 8.8 (p. 412)**

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## Intermediate Code Generation: By A Postorder Syntax Tree Traversal

- By a postorder traversal of the syntax tree
- Example:
  - The syntax tree - p. 410
  - CodeGen - See **Figure 8.7 (p. 411)**

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## A Postorder Syntax Tree Traversal Algorithm

```
procedure GenCode (T: ASTreeNode);
begin
if T is not nil then
Generate code to prepare for code of left child of T;
GenCode (LeftChild of T);
Generate code to prepare for code of right child of T;
GenCode (RightChild of T);
...
...
...
Generate code to implement the action of T;
end;
```

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## Intermediate Code Generation for Arithmetic Expressions & Assignment

$(x = x + 3) + 4$



```
t1=x+3
x=t1
t2=t1+4
```

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## Intermediate Code Generation for Arithmetic Expressions & Assignment

$(x = x + 3) + 4$



```
lda x
lod x
ldc 3
adi
stn
ldc 4
adi
```

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## Example: IC Gen for Arithmetic Expressions & Assignments

- A language for expressions & assignment
  - Syntax: CFG (p. 407)
  - The syntax tree - p. 410
  - CodeGen - See Figure 8.7 (p. 411)

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## Intermediate Code Generation for Data Structure References

- Array
- Record
- Pointers

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## Intermediate Code Generation for Array References

`t2 = a[t1]`

$a + t1 * \text{elem\_size}(a)$



```
lda t2
lda a
lod t1
ixa elem_size(a)
ind 0
sto
```

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## Intermediate Code Generation for Array References

`a[t2] = t1`

$a + t2 * \text{elem\_size}(a)$



```
lda a
lod t2
ixa elem_size(a)
lod t1
sto
```

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## Intermediate Code Generation for Array References

`a[i+1] = a[j*2] + 3`



```
lda a
lod i
ldc 1
adi
ixa elem_size(a)
lda a
lod j
mpi
ixa elem_size(a)
ind 0
ldc 3
adi
sto
```

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## Intermediate Code Generation for Array References

`(a[i+1] = 2) + a[j]`



```
lda a
lod i
ldc 1
adi
ixa elem_size(a)
ldc 2
stn
lda a
lod j
ixa elem_size(a)
ind 0
adi
```

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## Example: IC Gen for Array References

- Syntax
- Syntax Tree
- IC – P-Code
- genICode
- Read 8.4.4 (p. 422)!

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## Intermediate Code Generation for Control Statements

- Selection
- Iteration

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## Intermediate Code Generation for Selection If-Statements

- If ( Exp ) Statement1 else Statement2

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## Intermediate Code Generation for Selection If-Statements

```
if ( E ) S1 else S2
```

```
<code to evaluate E to t1>  
if_false t1 goto L1  
<code for S1>  
goto L2  
label L1  
<code for S2>  
label L2
```

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## Intermediate Code Generation for Selection If-Statements

```
if ( E ) S1 else S2
```

```
<code to evaluate E to t1>  
fjp L1  
<code for S1>  
ujp L2  
label L1  
<code for S2>  
label L2
```

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## Intermediate Code Generation for Iteration While-Statements

- While ( Exp ) Statement

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## Intermediate Code Generation for Selection While-Statements

```
while ( E ) S
```

```
label L1  
<code to evaluate E to t1>  
if_false t1 goto L2  
<code for S>  
goto L1  
label L2
```

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## Intermediate Code Generation for Selection While-Statements

```
while ( E ) S
```

```
label L1  
<code to evaluate E>  
fjp L2  
<code for S>  
ujp L1  
label L2
```

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## Example: IC Gen for Control Statements

- Syntax
- Syntax Tree
- IC – P-Code
- genICode
- Read 8.4.4 (p. 433)!

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## Intermediate Code Generation for Logical Expressions

- **a and b =**  
- if (a) b else false
- **a or b =**  
- if (a) true else b

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## Intermediate Code Generation for Logical Expressions

`(x!=0)&& (y==x)`



```
lod x
ldc 0
neq
fjp L1
lod y
lod x
equ
Ujp L2
lab L1
lod FALSE
lab L2
```

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## Intermediate Code Generation for Procedure/Function Definition

- Entry instruction
- [Code for the procedure/function body]
- Return instruction

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## Intermediate Code Generation for Procedure/Function Definition

```
int f(int x, int y)
{ return x+y+1; }
```



```
entry f
t1 = x + y
t2 = t1 + 1
return t2
```

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## Intermediate Code Generation for Procedure/Function Definition

```
int f(int x, int y)
{ return x+y+1; }
```



```
ent f
lod x
lod y
adi
ldc 1
adi
ret
```

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## Intermediate Code Generation for Procedure/Function Calls

- Argument computation instruction
- Code to compute the argument
- Call instruction

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## Intermediate Code Generation for Procedure/Function Calls

`f(2+3,4)`



```
begin args
t1 = 2 + 3
arg t1
arg 4
call f
```

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## Intermediate Code Generation for Procedure/Function Calls

`f(2+3,4)`



```
mst
ldc 2
ldc 3
adi
dc 4
cup f
```

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## Example: IC Gen for Procedure/Function Definition & Calls

- Syntax
- Syntax Tree
- IC – P-Code
- genICode
- Read 8.5.2 (p. 439)!

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## Machine Independent Code Optimization (Improvement)

- On the intermediate codes

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## Target Code Generation

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## Target Code Generation from Intermediate Code

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- Instruction (code) selection
- Instruction (code) scheduling
- Register allocation

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## Machine Dependent Code Optimization (Improvement)

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- On the target codes

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## Stack Machine Code to MIPS Code

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- Stack machine codes
  - P-code
  - JVM code
- MIPS architecture
  - RISC (Reduced Instruction Set Computer) architecture
  - SPIM (A MIPS simulator)

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