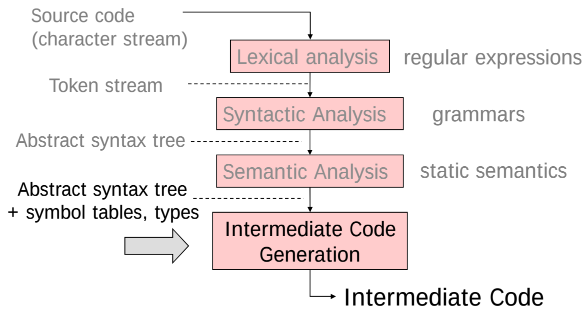
Intermediate Code

Where We Are

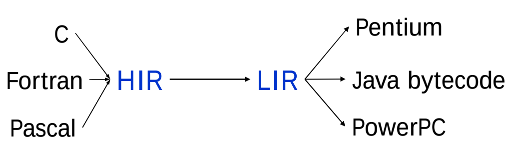


Intermediate Code

- Usually two IRs:

High-level IR
Language-independent
(but closer to language)

Low-level IR
Machine independent
(but closer to machine)



High-level IR

- Tree node structure, essentially ASTs
- High-level constructs common to many languages
  - Expression nodes
  - Statement nodes
- Expression nodes for:
  - Integers and program variables
  - Binary operations: e1 OP e2
    - Arithmetic operations
    - Logic operations
    - Comparisons
  - Unary operations: OP e
  - Array accesses: e1[e2]

High-level IR

- Statement nodes:
  - Block statements (statement sequences): (s1, ..., sN)
  - Variable assignments: v = e
  - Array assignments: e1[e2] = e3
  - If-then-else statements: if c then s1 else s2
  - If-then statements: if c then s
  - While loops: while (c) s
  - Function call statements: f(e1, ..., eN)
  - Return statements: return or return e
- May also contain:
  - For loop statements: for(v = e1 to e2) s
  - Break and continue statements
  - Switch statements: switch(e) { v1: s1, ..., vN: sN }

Low-Level IR

- Low-level representation is essentially an instruction set for an abstract machine
- Alternatives for low-level IR:
  - Three-address code or quadruples (Dragon Book):

    a = b OP c
  - Tree representation (Tiger Book)
  - Stack machine (like Java bytecode)

Three-Address Code

- In this class: three-address code

  a = b OP c
- Has at most three addresses (may have fewer)
- Also named quadruples because can be represented as: (a, b, c, OP)
- Example:

a = (b+c)*(-e);	t1 = b + c
	t2 = – e
	a = t1 * t2

Low IR Instructions

- Assignment instructions:
  - Binary operations: a = b OP c
    - arithmetic: ADD, SUB, MUL, DIV, MOD
    - logic: AND, OR, XOR
    - comparisons: EQ, NEQ, LT, GT, LEQ, GEQ
  - Unary operation a = OP b
    - Arithmetic MINUS or logic NEG
  - Copy instruction: a = b
  - Load /store: a = *b, *a = b
  - Other data movement instructions

Low IR Instructions, cont.

- Flow of control instructions:
  - label L : label instruction
  - jump L : Unconditional jump
  - tjump a L : conditional jump if a is true
  - fjump a L : conditional jump if a is false
- Function call
  - call f(a_1, ..., a_n)
  - a = call f(a_1, ..., a_n)
  - is an extension to quads
- ... IR describes the Instruction Set of an abstract machine

Example

```
m = 0;
if (c  == 0) {
  m = m+ n*n;
} else {
  m = m + n;
}
```

⇒

```
m = 0
t1 = (c == 0)
fjump t1 falseb
t2 = n * n
m = m + t2
jump end
label falseb
m = m+n
label end
```


How To Translate?

- May have nested language constructs
  - Nested if and while statements
- Need an algorithmic way to translate
- Solution:
  - Start from the AST representation
  - Define translation for each node in the AST in terms of a (recursive) translation of its constituents

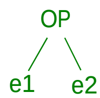
Notation

- Use the notation T[e] = low-level IR of high-level IR construct e
- T[e] is sequence of low-level IR instructions
- If e is expression (or statement expression), T[e] represents a value
- Denote by t = T[e] the low-level IR of e, whose result value is stored in t
- For variable v, define T[v] to be v, i.e., t = T[v] is copy instruction t = v

Translating Expressions

- Binary operations: t = T[e1 OP e2]
  (arithmetic operations and comparisons)

  t1 = T[e1]
  t2 = T[e2]
  t = t1 OP t2



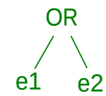
- Unary operations: t = T[OP e]

  t1 = T[e]
  t = OP t1

Translating Boolean Expressions

- t = T[e1 OR e2]

  t1 = T[e1]
  t2 = T[e2]
  t = t1 OR t2

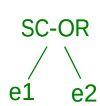


- ... but how about short-circuit OR, for which we should compute e2 only if e1 evaluates to false

Translating Short-Circuit OR

- Short-circuit OR: t = T[e1 SC-OR e2]

  t = T[e1]
  tjump t Lend
  t = T[e2]
  label Lend

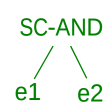


- ... how about short-circuit AND?

Translating Short-Circuit AND

- Short-circuit AND: t = T[e1 SC-AND e2]

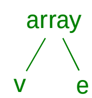
  t = T[e1]
  fjump t Lend
  t = T[e2]
  label Lend



Array and Field Accesses

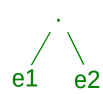
- Array access: t = T[v[e]]

  t1 = T[e]
  t = v[t1]



- Field access: t = T[e1.f]

  t1 = T[e1]
  t = t1.f



Nested Expressions

- In these translations, expressions may be nested;
- Translation recurses on the expression structure

- Example: t = T[(a - b) * (c + d)]

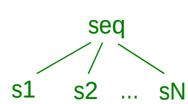
  t1 = a
  t2 = b
  t3 = t1 – t2 } T[(a - b)]
  t4 = b
  t5 = c
  t5 = t4 + t5 } T[(c + d)]
  t = t3 * t5

  } T[(a - b) * (c + d)]

Translating Statements

- Statement sequence: T[s1; s2; ...; sN]

  T[s1]
  T[s2]
  ...
  T[sN]

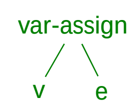


- IR instructions of a statement sequence = concatenation of IR instructions of statements

Assignment Statements

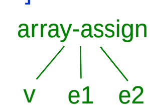
- Variable assignment: T[v = e]

  t = T[e]
  v = t
  [alternatively]
  v = T[e]



- Array assignment: T[v[e1] = e2]

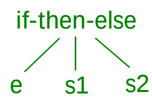
  t1 = T[e1]
  t2 = T[e2]
  v[t1] = t2



Translating If-Then-Else

- T[if (e) then s1 else s2]

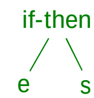
```
t1 = T[ e ]
fjump t1 Lfalse
T[ s1 ]
jump Lend
label Lfalse
T[ s2 ]
label Lend
```



Translating If-Then

- T[if (e) then s]

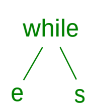
```
t1 = T[ e ]
fjump t1 Lend
T[ s ]
label Lend
```



While Statements

- T[while (e) { s }]

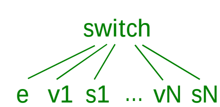
```
label Ltest
t1 = T[ e ]
fjump t1 Lend
T[ s ]
jump Ltest
label Lend
```



Switch Statements

- T[switch (e) { case v1: s1, ..., case vN: sN }]

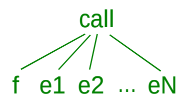
```
t = T[ e ]
c = t != v1
tjump c L2
T[ s1 ]
jump Lend
label L2
c = t != v2
tjump c L3
T[ s2 ]
jump Lend
...
label LN
c = t != vN
tjump c Lend
T[ sN ]
label Lend
```



Call and Return Statements

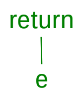
- T[call f(e1, e2, ..., eN)]

```
t1 = T[ e1 ]
t2 = T[ e2 ]
...
tN = T[ eN ]
call f(t1, t2, ..., tN)
```



- T[return e]

```
t = T[ e ]
return t
```



Nested Statements

- Same for statements as expressions: recursive translation
- Example: T[if c then if d then a = b]

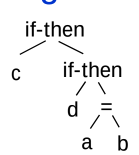
```
t1 = c
fjump t1 Lend1
t2 = d
fjump t2 Lend2
t3 = b
a = t3
label Lend2
label Lend1
```

t3 = b, a = t3: T[a = b]

t2 = d … label Lend2: T[if d ...]

t1 = c … label Lend1: T[if c then ...]

IR Lowering Efficiency




```
t1 = c
fjump t1 Lend1
t2 = d
fjump t2 Lend2
t3 = b
a = t3
label Lend2
label Lend1
```

```
fjump c Lend
fjump d Lend
a = b
Label Lend
```