Compiler Construction

Lecture 15: Code Generation I (Intermediate Code)

Winter Semester 2018/19

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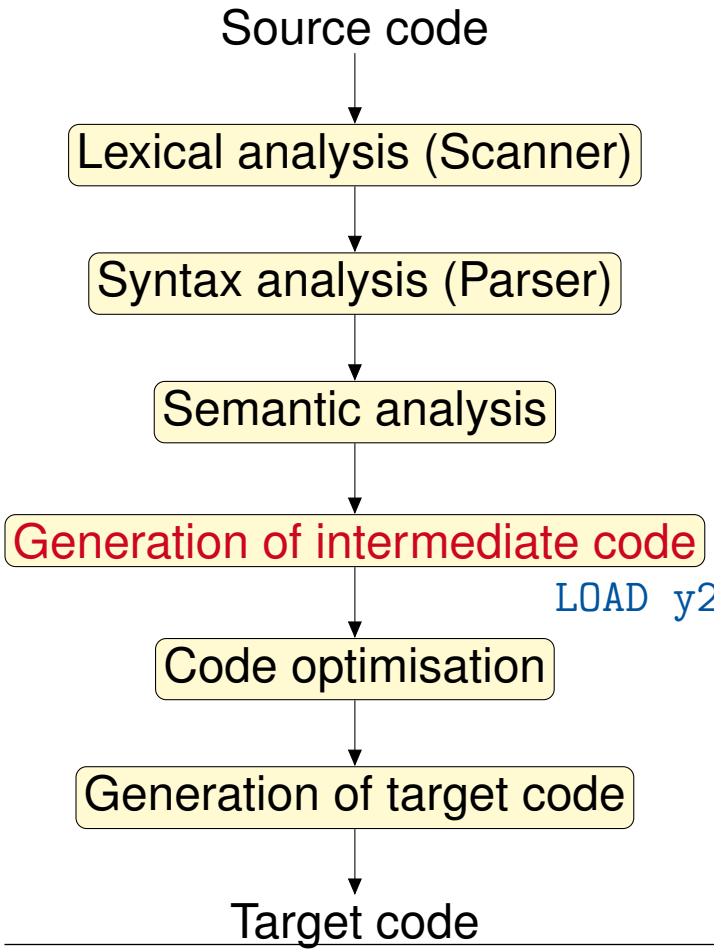
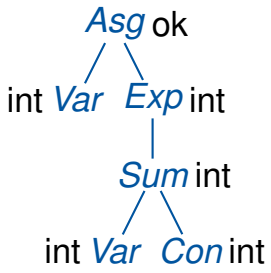
https://moves.rwth-aachen.de/teaching/ws-1819/cc/

Outline of Lecture 15

Generation of Intermediate Code

Conceptual Structure of a Compiler





tree translations

```
LOAD y2; LIT 1; ADD; STO x1
```

Modularisation of Code Generation I

Splitting of code generation for programming language PL:

$$\text{PL} \xrightarrow{\text{trans}} \text{IC} \xrightarrow{\text{code}} \text{MC}$$

Frontend: trans generates machine-independent intermediate code (IC) for abstract (stack) machine

Backend: code generates actual machine code (MC)

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Advantages: IC machine independent $\Longrightarrow$

Portability: much easier to write IC compiler/interpreter for a new machine (as opposed to rewriting the whole compiler)

Fast compiler implementation: generating IC much easier than generating MC

Code size: IC programs usually smaller than corresponding MC programs

Code optimisation: division into machine-independent and machine-dependent parts

Modularisation of Code Generation II

Example 15.1

1. UNiversal Computer-Oriented Language (UNCOL; $\approx$ 1960; https://en.wikipedia.org/wiki/UNCOL): universal intermediate language for compilers (never fully specified or implemented; too ambitious)

only $n + m$ translations
(in place of $n \cdot m$)

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5. Common Intermediate Language (CIL; Microsoft .NET; $\approx$ 2002; https://en.wikipedia.org/wiki/Common_Intermediate_Language)

Language Structures I

Structures in high-level (imperative) programming languages

- Basic data types and basic operations
- Static and dynamic data structures
- Expressions and assignments
- Control structures (branching, loops, ...)
- Procedures and functions
- Modularity: blocks, modules, and classes

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Stack-based memory allocation for procedures

- FORTRAN: non-recursive and non-nested procedures (requirements statically determined)
  $\Rightarrow$ static memory management
- C: recursive and non-nested procedures (requirements only known at runtime)
  $\Rightarrow$ dynamic memory management using runtime stack, no static links
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Heap-based memory allocation for dynamic data structures

- Imperative languages (Pascal, C): dynamic memory allocation
- Object-oriented languages (C++, Java): object creation and removal

Language Structures II

Structures in machine code (von Neumann/SISD)

Memory hierarchy: accumulators, registers, caches, main memory, background storage

Instruction types: arithmetic/Boolean/... operation, test/branch instruction, transfer instruction, I/O instruction, ...

Addressing modes: direct/indirect, absolute/relative, ...

Architectures: RISC (few [fast but simple] instructions, many registers), CISC (many [complex but slow] instructions, few registers)

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Structures in intermediate code

- Data types and operations like PL
- Data stack with basic operations
- Branching instructions for control structures
- Runtime stack for blocks, procedures, and static data structures
- Heap for dynamic data structures

Outline of Lecture 15

The Example Programming Language EPL

Structures of EPL:

- Only integer and Boolean values
- Arithmetic and Boolean expressions with strict and non-strict semantics
- Control structures: sequence, branching, iteration
- Nested blocks and recursive procedures with local and global variables
  ($\Longrightarrow$ dynamic memory management using runtime stack with static links)
- (not/later considered: procedure parameters and [dynamic] data structures)

Syntax of EPL

Definition 15.2 (Syntax of EPL)

The (ambiguous) syntax of EPL is defined as follows:

$$
\begin{array}{lll}
\mathbb{Z}: & z & \text{(* } z \text{ is an integer *)} \\
\mathit{Ide}: & I & \text{(* } I \text{ is an identifier *)} \\
\mathit{AExp}: & A ::= z \mid I \mid A_1 + A_2 \mid \ldots & \\
\mathit{BExp}: & B ::= A_1 < A_2 \mid \texttt{not}\ B \mid B_1\ \texttt{and}\ B_2 \mid B_1\ \texttt{or}\ B_2 & \\
\mathit{Cmd}: & C ::= I := A \mid C_1 ; C_2 \mid \texttt{if}\ B\ \texttt{then}\ C_1\ \texttt{else}\ C_2 \mid \texttt{while}\ B\ \texttt{do}\ C \mid I() & \\
\mathit{Dcl}: & D ::= D_C\ D_V\ D_P & \\
 & D_C ::= \varepsilon \mid \texttt{const}\ I_1 := z_1, \ldots, I_n := z_n; & \\
 & D_V ::= \varepsilon \mid \texttt{var}\ I_1, \ldots, I_n; & \\
 & D_P ::= \varepsilon \mid \texttt{proc}\ I_1; K_1; \ldots; \texttt{proc}\ I_n; K_n; & \\
\mathit{Blk}: & K ::= D\ C & \\
\mathit{Pgm}: & P ::= \texttt{in/out}\ I_1, \ldots, I_n; K\,. &
\end{array}
$$

EPL Example: Factorial Function

Example 15.3 (Factorial function)

```
in/out x;
  var y;
  proc F;
    if x > 1 then
      y := y * x;
      x := x - 1;
      F()
  y := 1;
  F();
  x := y.
```

Outline of Lecture 15

Static Semantics of EPL

- Usage of identifiers must be consistent with declaration:
  - $I := \ldots J \ldots \implies$ I variable, J constant or variable
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- Multiple declarations of an identifier in different blocks are possible. Each usage in a command refers to the "innermost" declaration.
- Static scoping: the usage of an identifier in the body of a called procedure refers to its declaration environment (and not to its calling environment; cf. following slide).

Scoping and Visibility of Identifiers

Scope of an identifier

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Static vs. dynamic scoping

Static (aka "lexical") scoping: name resolution at compile time, depends on location in source code and lexical context (here)

- "program part" = area of source code (block)
- usually admits at most one declaration of same identifier per block
- but allows additional declarations within nested blocks
- innermost principle: hide outer declarations (still valid, but not visible)

Dynamic scoping: name resolution at runtime, depends on execution context

- "program part" = runtime history, esp. procedure calls

Levels of scope: expression/block/procedure/file/module/...

Static Scoping by Example

Example 15.4

```
in/out x;
  const c = 10;
  var y;
  proc P;
    var y, z;
    proc Q;
      var x, z;
      [... z := 1; P() ...]
    [... P() ... R() ...]
  proc R;
    [... P() ...]
  [... x := 0; P() ...] .
```

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- "Innermost" principle: use of `z` in `Q`
- Static scoping: call of `P` in `Q` can refer to `x, y, z`

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- "Innermost" principle: use of `x` in main program
- "Innermost" principle: use of `z` in `Q`
- Static scoping: call of `P` in `Q` can refer to `x, y, z`
- Later declaration: call of `R` in `P` followed by declaration (in older languages: `forward` declarations for one-pass compilation)

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(omitting the details; cf. *Semantics of Programming Languages*)

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  - assignment $I := A$: update of I's location by current value of A
  - composition $C_1 ; C_2$: sequential execution
  - branching `if` B `then` C_1 `else` C_2: test of B, followed by jump to respective branch
  - iteration `while` B `do` C: execution of C as long as B is true
  - call I`()`: transfer control to body of I and return to subsequent statement afterwards

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Example 15.5 (Factorial function; cf. Example 15.3)

here $n = 1$ and $[\![P]\!](x) = x!$ (where $x! := 1$ for $x \leq 0$)

Outline of Lecture 15

The Abstract Machine AM

Definition 15.6 (Abstract machine for EPL)

The abstract machine for EPL (AM) is defined by the state space

$$S := PC \times DS \times PS$$

with

- the program counter $PC := \mathbb{N}$,
- the data stack $DS := \mathbb{Z}^*$ (top of stack to the right), and
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Thus a state $s = (pc, d, p) \in S$ is given by

- a program counter $pc \in PC$,
- a data stack $d = d.r : \ldots : d.1 \in DS$, and
- a procedure stack $p = p.1 : \ldots : p.t \in PS$.

AM Instructions

Definition 15.7 (AM instructions)

The set of AM instructions is divided into

arithmetic instructions: `ADD`, `MULT`, ...

Boolean instructions: `NOT`, `AND`, `OR`, `LT`, ...

branching instructions: `JMP(`ca`)`, `JFALSE(`ca`)` ($ca \in PC$)

procedure instructions: `CALL(`ca, dif, loc`)` ($ca \in PC$, $dif, loc \in \mathbb{N}$), `RET`

transfer instructions: `LOAD(`dif, off`)`, `STORE(`dif, off`)` ($dif, off \in \mathbb{N}$), `LIT(`z`)` ($z \in \mathbb{Z}$)

Semantics of Instructions

Definition 15.8 (Semantics of AM instructions (1st part))

The semantics of an AM instruction O

$$[\![O]\!] : S \dashrightarrow S$$

is defined as follows:

$$
\begin{aligned}
[\![\texttt{ADD}]\!](pc, d : z_1 : z_2, p) &:= (pc + 1, d : z_1 + z_2, p) \\
[\![\texttt{NOT}]\!](pc, d : b, p) &:= (pc + 1, d : \neg b, p) && \text{if } b \in \{0, 1\} \\
[\![\texttt{AND}]\!](pc, d : b_1 : b_2, p) &:= (pc + 1, d : b_1 \wedge b_2, p) && \text{if } b_1, b_2 \in \{0, 1\} \\
[\![\texttt{OR}]\!](pc, d : b_1 : b_2, p) &:= (pc + 1, d : b_1 \vee b_2, p) && \text{if } b_1, b_2 \in \{0, 1\} \\
[\![\texttt{LT}]\!](pc, d : z_1 : z_2, p) &:= \begin{cases} (pc + 1, d : 1, p) & \text{if } z_1 < z_2 \\ (pc + 1, d : 0, p) & \text{if } z_1 \geq z_2 \end{cases} \\
[\![\texttt{JMP(}ca\texttt{)}]\!](pc, d, p) &:= (ca, d, p) \\
[\![\texttt{JFALSE(}ca\texttt{)}]\!](pc, d : b, p) &:= \begin{cases} (ca, d, p) & \text{if } b = 0 \\ (pc + 1, d, p) & \text{if } b = 1 \end{cases}
\end{aligned}
$$