Compilation (#5) : Syntax-Directed Code Generation

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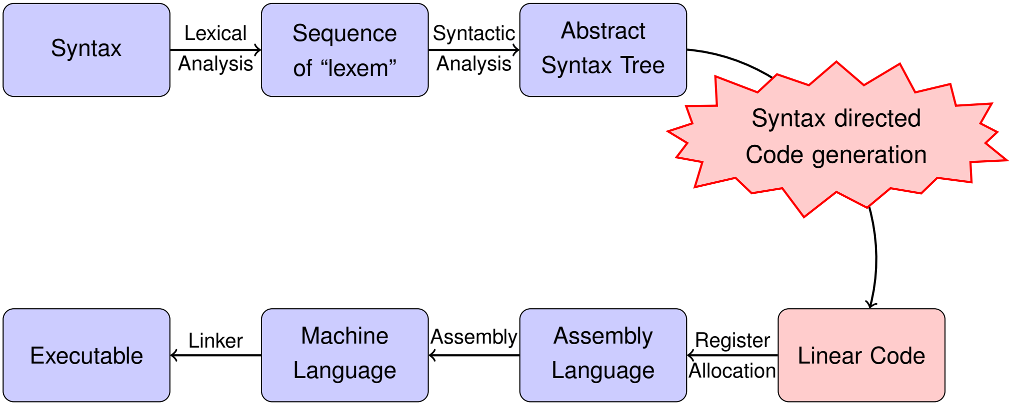
Big Picture


Syntax
Lexical Analysis
Sequence of “lexem”
Syntactic Analysis
Abstract Syntax Tree
Syntax directed Code generation
Linear Code
Register Allocation
Assembly Language
Assembly
Machine Language
Linker
Executable

Rules of the Game here

For this code generation:

- Still no functions and no non-basic types. (MiniC w/o functions and strings)
- Syntax-directed: one grammar rule $\rightarrow$ a set of instructions. ▶ Code redundancy.
- No register reuse: everything will be stored on the stack.

The Target Machine: RISCV (course #1)

Code Generation vs Memory/Register Allocation

- Code generation in two steps:
  1. Generate instructions without deciding where data is stored (put everything it temporaries)
  2. Decide where each temporary is allocated (register? stack?)
- Temporary (sometimes called “virtual register”): temporary where data can be stored. Difference with (physical) registers:
  - They don’t exist in the real processor / instruction set
  - There are an infinity of them

A first example (1/2)

How do we translate:

```
int x, y;
x=4;
y=12+x;
```

- Variable decl's visitor gives a temporary to each variable: $x \mapsto temp0$, $y \mapsto temp1$.
- Compute 4, store somewhere, then copy in x's temporary.
- Compute $12 + x$: 12 in `temp2`, copy the value of x in `temp3`, then add, store in `temp4`, then copy into y (i.e. `temp1`).

▶ Create temporaries whenever needed.

A first example: 3@code (2/2)

"Compute 4 and store in x (temp0)":

```
li temp2, 4
mv temp0, temp2
```

Objective

3-address RISCV **Code Generation** for the Mini-While language:

- All variables are int/bool.
- All variables are global.
- No functions

with syntax-directed translation. Implementation in Lab (MiniC)

▶ This is called **three-adress code generation**

1. 3-address syntax-directed Code Generation
   - Rules

Code generation utility functions

We will use:

- A new (fresh) temporary can be created with a `new_tmp()` function.
- A new fresh label can be created with a `new_label()` function.
- The generated instructions are close to the RISCV ones.

Abstract Syntax

Expressions:

e	$::=$	c	constant
	$\mid$	x	variable
	$\mid$	$e + e$	addition
	$\mid$	e or e	boolean or
	$\mid$	$e < e$	less than
	$\mid$	...	

Statements:

S	$::=$	$x := expr$	assign
	$\mid$	$skip$	do nothing
	$\mid$	$S_1; S_2$	sequence
	$\mid$	`if` b `then` S_1 `else` S_2	test
	$\mid$	`while` b `do` S `done`	loop

Code generation for expressions, example

e ::= c (cte expr)	`dr <- new_tmp()`
	`code.add(li(dr, c))`
	`return dr`

- this rule gives a way to generate code for any constant.

Code generation for a boolean expression, example

e $::= e_1 < e_2$	<pre>dr <-new_tmp()
	t1 <- GenCodeExpr(e1)
	t2 <- GenCodeExpr(e2)
	endrel <- new_label()
	code.add(li(dr, 0))
	#if t1>=t2 jump to endrel
	code.add(condjump(endrel, t1, ">=" , t2)
	code.add(li(dr, 1))
	code.addLabel(endrel)
	return dr</pre>

- integer value 0 or 1.

Second example: a boolean test

Let us generate the code for $x < 4$ (assuming x is stored in `temp0`):

```
li temp3, 4 // get 4
li temp2, 0
geq temp0, temp3, lbl0 // >= comp + jump
li temp2, 1
lbl0:
```

Code generation for commands, example

`if` b `then` $S1$ `else` $S2$	<pre>lelse,lendif <- new_labels()
	t1 <- GenCodeExpr(b)
	#if the condition is false, jump to else
	code.add(condjump(lelse, t1, "=", 0))
	GenCodeSmt(S1) #then
	code.add(jump(lendif))
	code.addLabel(lelse)
	GenCodeSmt(S2) #else
	code.addLabel(lendif)</pre>

Example for tests.

Let us generate the code for `if (x<4) then y=7 else ...` (y in `temp1`)

```
## code from previous slide here to compute x<4
beq temp2, zero, lelse1 // if false, jump
li temp4, 7
mv temp1, temp4 // y gets 7
jump lendif1 // don't forget this one!
lelse1:
  # code for else branch
lendif1:
```

From 3@ code to valid RISCV

3@code is not valid RISCV code!

We explore 3 allocation algorithms:

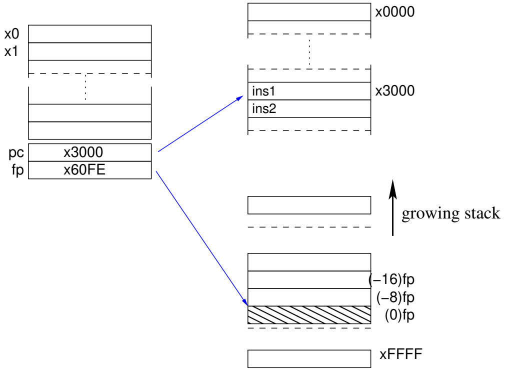
- All in registers $temp_i \rightarrow register$ $\leftarrow$ very, very naive
- All in memory $temp_i \rightarrow memory$ $\leftarrow$ very naive
- Something in between $\leftarrow$ yes, we'll do smart stuff too :-)

A stack, why?

- Store constants, strings, ...
- Provide an easy way to communicate arguments values (see later)
- Give place to store intermediate values (e.g. `2*3` in `x = 1 + 2 * 3`)

Stack with RISCV

- There is a special register `fp`.
- Store and loads from `fp`



Nice picture by N. Louvet - adapted in 2019

How to store into the stack

Store (the content of) s_3 on the stack at offset `offset`:

```
sd s3, -offset*8(fp)
# To generate from Python:
# sd(s3, Offset(FP, -offset*8))
# "write the value of s3 at address fp - offset*8"
```

Code Generation

Input: a MiniC file:

```
int main(){
int n;
n=6;
return 0;}
```

Output: a RISCV file:

```
[...]
        ;; (stat (assignment n = (expr (atom 6)) ;))
        li t1, 6    ; t1 is a riscv register.
        mv t2, t1
[...]
```

Steps

- 3-address code generation according to the code generation rules.
- Simple register/memory allocation + pretty print.

Details in the dedicated slides.

Exercice: 3 address code generation for

```
i = 0;
if (i == 10) {
    i = i + 1;
} else {
    i = i - 1;
}
```

Exercice: naive allocation (all in registers)

```
li temp_0, 42
li temp_1, 1
add temp_2, temp_1, temp_0
```

Exercice: “all in mem” allocation

```
li temp_0, 42
li temp_1, 1
add temp_2, temp_1, temp_0
```

Drawbacks of the former translation

Drawbacks:

- redundancies (constants recomputations, . . .)
- memory intensive loads and stores.

▶ we need a more efficient data structure to reason on: **the control flow graph (CFG)**. (see next course)

Summary : 3adress code generation