

# Check-in

## Review – Function Code Generation

**Write X64 code for the following:**

```
fn : (int t) int bar {  
    t = 7;  
}  
  
fn : () int main {  
    int a;  
    bar(1);  
}
```

# Announcements & Housekeeping

Administrivia

## Review Session

- Monday, Learned 2300 @ 7:00

# *ECCS 665* **COMPILER** *CONSTRUCTION*

“Other” Codegen

# Last Time

## Function Codegen

### The Control Flow quads

ifz / goto / nop

### Function Parameters and Returns

- System V ABI conventions

#### You should know

- How to pass primitives arguments
- How to access primitive formals
- How to return primitive values
- How to access return values



**Code generation**

# Stack Alignment

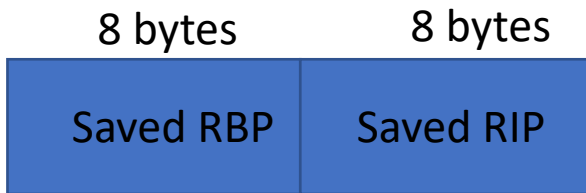
## Other Code Generation

### System V ABI Assumes %rsp is 16-byte aligned before a call

- Easiest interpretation of this: every AR size should be a multiple of 16

```
void v(){  
}
```

```
void a(){  
    int v1;  
    int v2;  
}
```



books



locals

books

# Stack Alignment

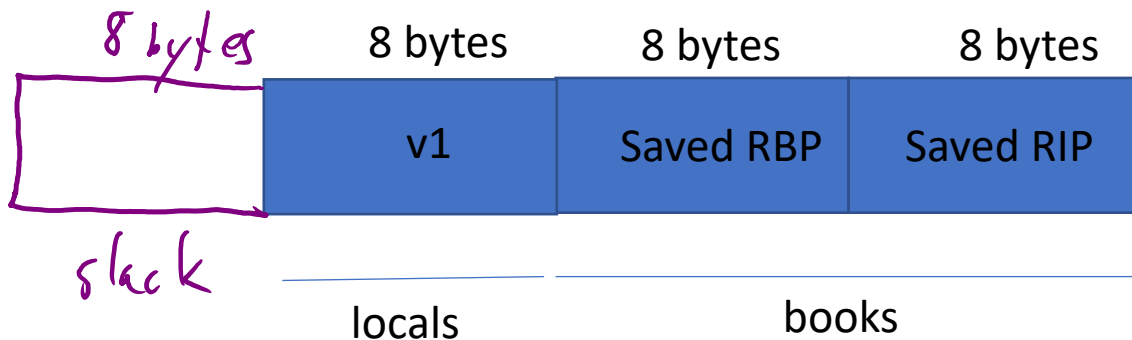
## Other Code Generation

### System V ABI Assumes %rsp is 16-byte aligned before a call

- Easiest interpretation of this: every AR size should be a multiple of 16

**x misaligned!**

```
void c(){  
    int v1;  
}
```



# Today's Lecture

## Other Code Generation

### Other constructs

- Shorter primitive types
- Arrays
- Pointers
- Strings
- Structs

**Examples (time permitting)**



**Machine Codegen**

# Shorter Primitive Types

## Other Code Generation

**Recall that the instruction suffix indicates operation size**

`movq %rax, (gbl_var)`

Copy 8 byte from  
from all the 8-byte of %rax  
to address 8-bytes at address gbl\_var

`movb %al, (gbl_var)`

Copy 1 byte  
from lowest byte of A register  
to the 1 byte at address gbl\_var

`movb %rax, (gbl_var)`

**x nonsense!**



# Sign Extension

## Other Code Generation

```
void foo () {  
    short v;  
    v = -2S;  
}
```

[v] := -2

```
movw $-2, %ax  
movw %ax, -32(%rbp)  
movq %rax, -32(%rbp)  
  
movsx %ax, %rbx  
movq %rbx, -32(%rbp)
```

# Today's Lecture

## Other Code Generation

### Other constructs

- Shorter primitive types
- Arrays
- Pointers
- Strings
- Structs

**Examples (time permitting)**



**Machine Codegen**

# Array Codegen

Other Code Generation

## **Two parts to worry about:**

- Data allocation:
  - How will we store an array?
- Code allocation:
  - How are we going to access it?

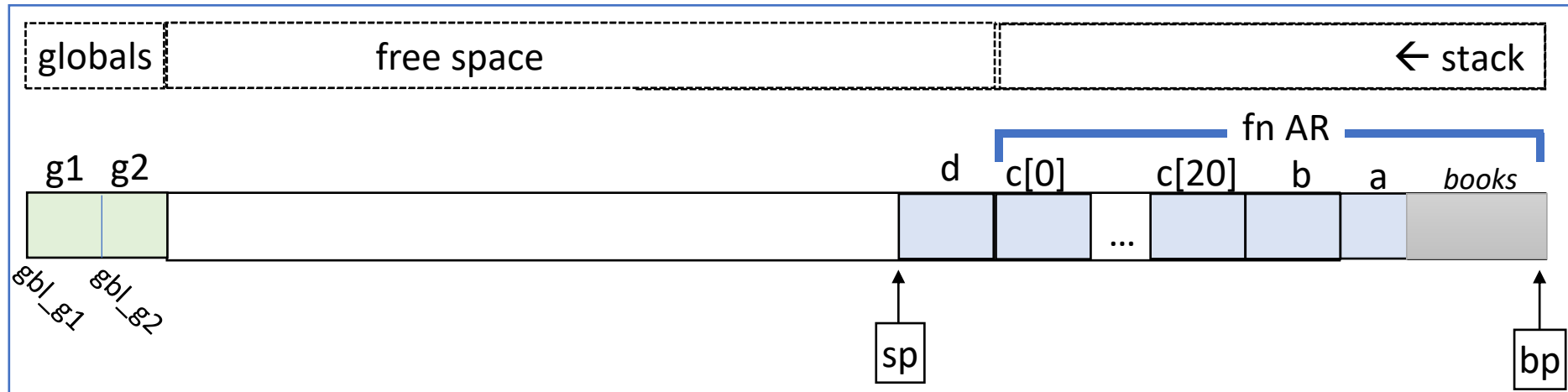
# Array Codegen: Data

## Other Code Generation

### Looks like sequential values in the AR

- Lay out Cell 0 *below* Cell 1
- Access cell i by getting address of cell 0, then adding offset \* data type

```
void fn(){  
    int a;  
    int b;  
    int[20] c;  
    int d;  
}
```



# Array Codegen: Code

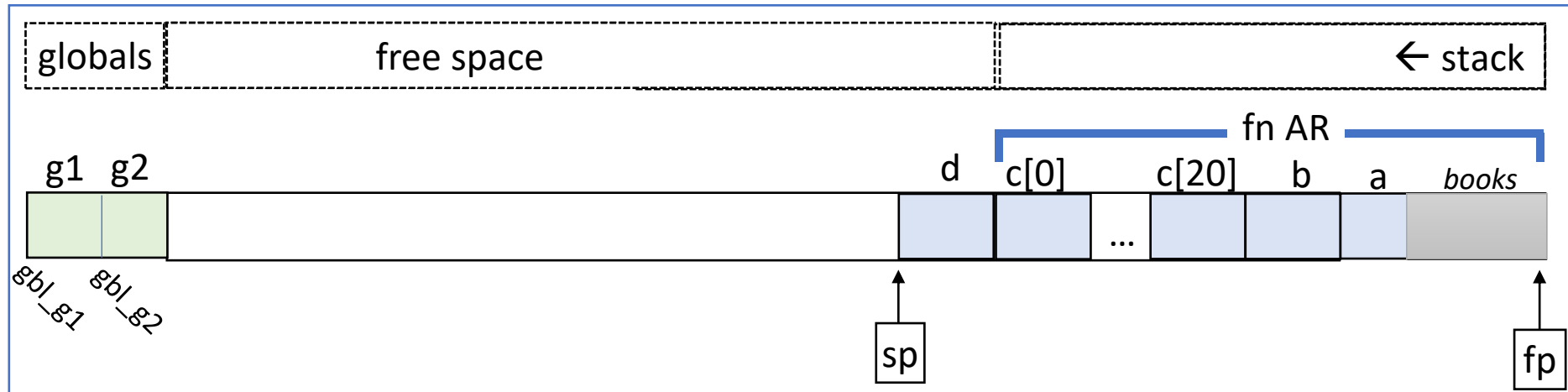
Other Code Generation

## We can do math with the array index and value

- Introduce a new Opd type for a memory location

$c[3 + a] + b$

```
loc1 := c
[tmp1] := 3 + [a]
loc2 := loc1 + [tmp1]
[tmp2] := [loc2]
[tmp3] := [tmp2] + [b]
```



# Array Codegen: Code

## Other Code Generation

### **We can do math with the array index and value**

- Introduce a new Opd for a memory location
- Need a new set of semantics for operations on a memory location

$c[3 + a] + b$

```
loc1 := c
[tmp1] := 3 + [a]
loc2 := loc1 + [tmp1]
[tmp2] := [loc2]
[tmp3] := [tmp2] + [b]
```

# Array Codegen: Example

## Other Code Generation

```
int[3] aG;  
fn : () int main {  
    int aL[3];  
    int idx;  
    aG[1] = aL[idx + 1] + 1;  
}
```

# Today's Lecture

## Other Code Generation

### Other constructs

- Shorter primitive types
- Arrays
- Pointers
- Strings
- Structs

**Examples (time permitting)**



**Machine Codegen**



# Pointer Codegen

## Other Code Generation

### Once you've got arrays, you've got pointers

- Operations on a pointer are just like operations on an array index
  - Need to account for the data type
  - May add bounds checking depending on the language

Dereference local int64\_t a      [tmp1] = [[a]]

```
movq -24(%rbp), %rax
movq (%rax), %rbx
movq %rbx, -32(%rbp)
```

Dereference global int8\_t b      [tmp2] = [[b]]

```
movq (gbl_b), %rax
movb (%rax), %bl
movb %bl, -32(%rbp)
```

# Today's Lecture

## Other Code Generation

### Other constructs

- Shorter primitive types
- Arrays
- Pointers
- Strings
- Structs

**Examples (time permitting)**

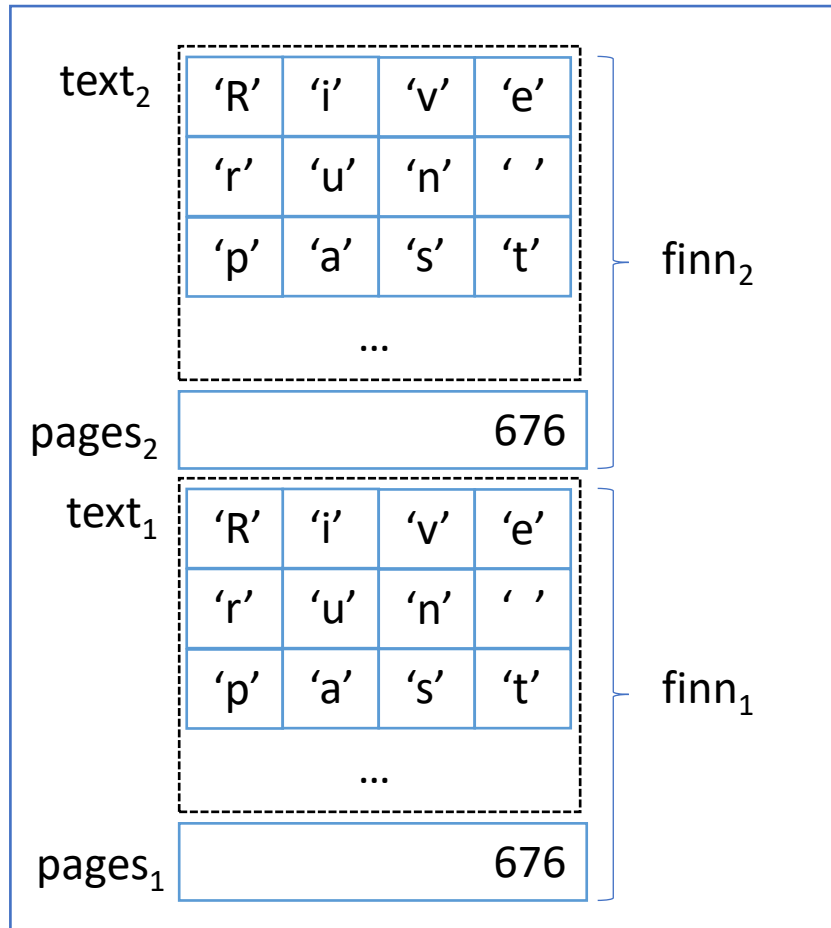


**Machine Codegen**

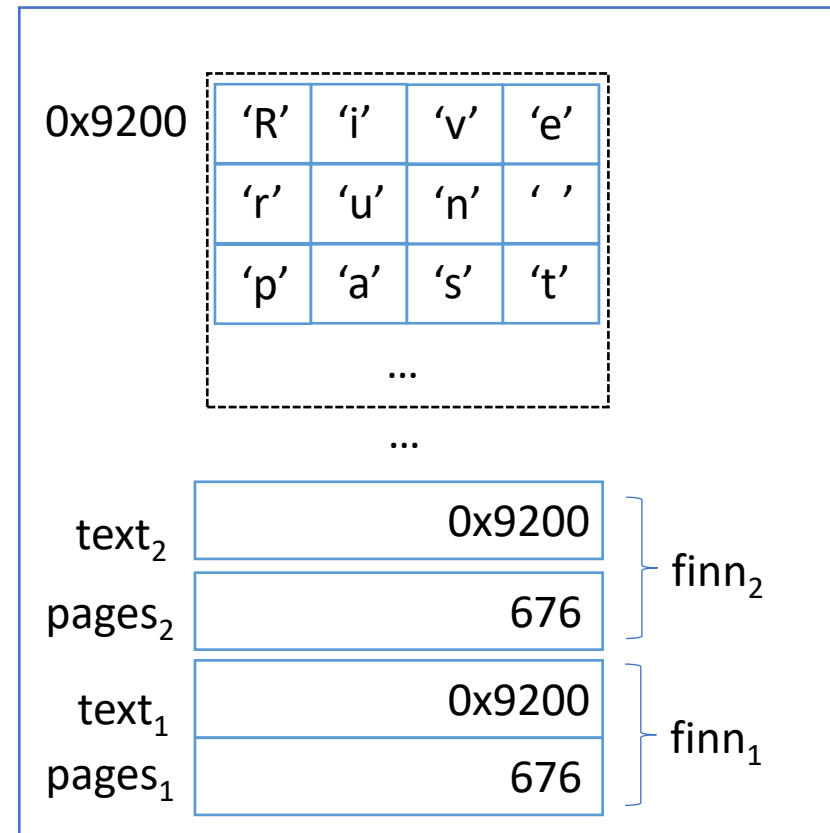
# String Codegen

## Other Code Generation

Put static data in global memory (e.g. .asciz)



```
finn() {  
    char * text = "Riverrun past[...]" ;  
    int pages = 676 ;  
    finn() ;  
}
```



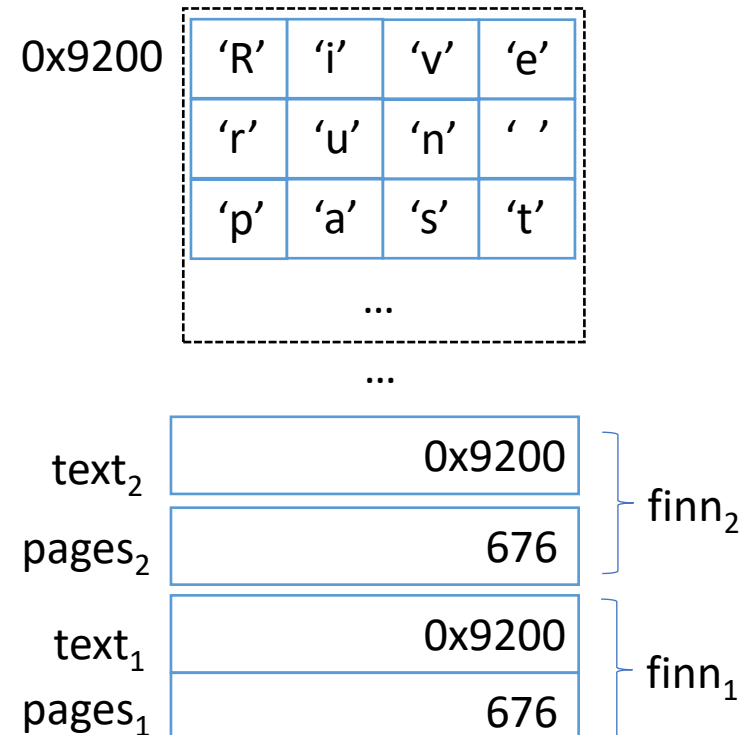
# String Codegen

## Other Code Generation

Put static data in global memory (e.g. .asciz)

```
.data
str_text:
    .asciz "Riverrun past[...]";
len_text:
    .quad 700000
...
.text
finn:
    ...
    movq $str_text, %rdi
    movq (len_text), %rsi
    movq $0, %rax
    syscall
    ...
```

```
finn() {
    char * text = "Riverrun past[...]";
    int pages = 676;
    finn();
}
```



# Today's Lecture

## Other Code Generation

### Other constructs

- Shorter primitive types
- Arrays
- Pointers
- Strings
- **Structs**

**Examples (time permitting)**



**Machine Codegen**

# Struct/Class Handling

## *Code Generation III (Other Codegen)*

### **Basic idea:**

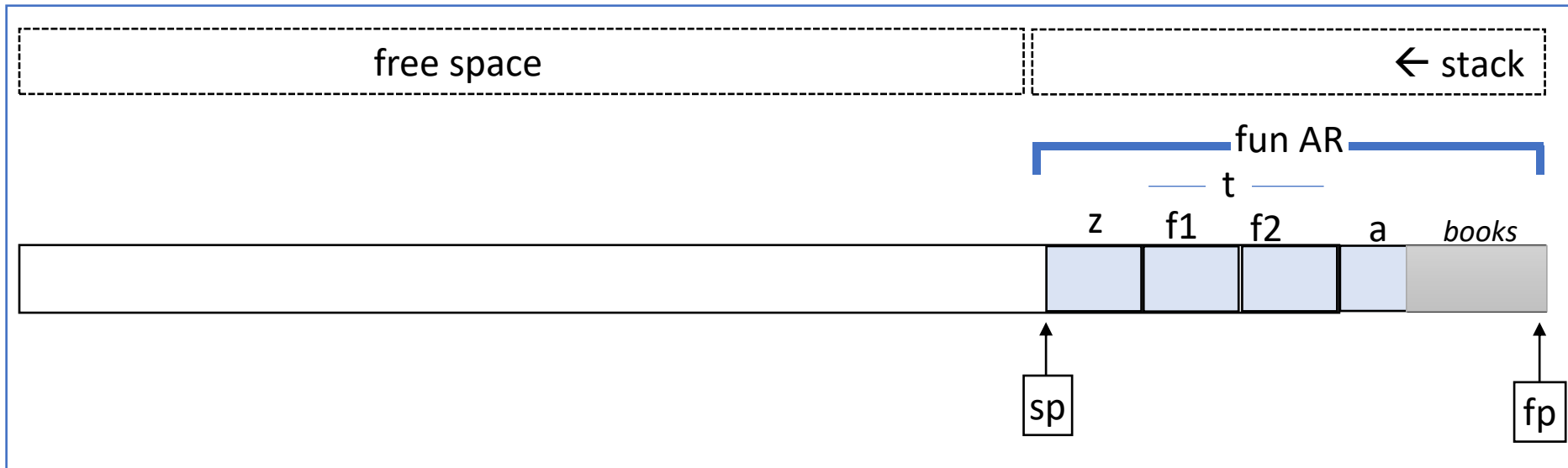
- Flatten all fields, lay out sequentially in memory

```
struct TwoInts {  
    int f1;  
    int f2;  
}  
  
void fun() {  
    int a;  
    struct TwoInts t;  
    int z;  
}
```

# Struct/Class Handling

## *Code Generation III (Other Codegen)*

```
struct TwoInts {  
    int f1;  
    int f2;  
}  
  
void fun() {  
    int a;  
    struct TwoInts t;  
    int z;  
}
```

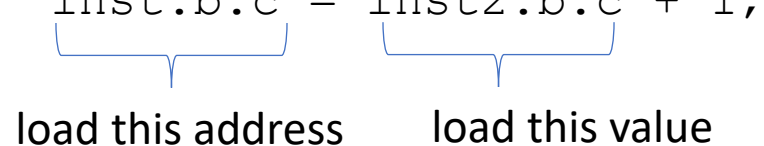


# Struct/Class Dot Access

## *Code Generation III (Other Codegen)*

- Fortunately, we know the offset from the base of a struct to a certain field statically
  - The compiler can do the math for the slot address  
(In contrast with pointers)

```
struct Demo inst;  
struct Demo inst2;  
inst.b.c = inst2.b.c + 1;
```



load this address      load this value

```
struct Inner{  
    bool hi;  
    int there;  
    int c;  
};  
struct Demo{  
    struct Inner b;  
    int val;  
};
```



# What About Our Compiler?

Other Code Generation: Addendum

- Much of the preceding discussion won't be necessary for the projects:
  - We **do** have strings and classes
  - Our 3AC already expects that strings will be global

# Lecture Outline

## Other Code Generation

### Other constructs

- Scopes
- Arrays
- Pointers
- Strings
- Structs

Not an exhaustive list!

### Examples



Machine Codegen

# Summary

## Other Code Generation

### **Best practices for the language depend on the constructs**

- Helpful to have a notion of memory address
- Immutable strings means they can be global

# Next Time

## Other Code Generation

- We'll look at optimizing the machine code

(BONUS MATERIAL)

Anything after this slide is bonus material and will not be on  
exams / projects / written work

# Accessing Outer Scopes

## Other Code Generation

- Static scope
  - Variable declared in one procedure and accessed in a nested one
- Dynamic scope
  - Any variable use not locally declared

# Nested Functions

## *Code Generation III (Other Codegen)*

- Each function has it's own AR
  - Inner function accesses the outer AR

```
function main () {  
    int a = 0;  
    function subprog () {  
        a = a + 1;  
    }  
}
```

# Static Scope, Non-Local Access

## *Code Generation III (Other Codegen)*

```
void procA(){ // level 1
  int x, y;
  void procB(){ // level 2

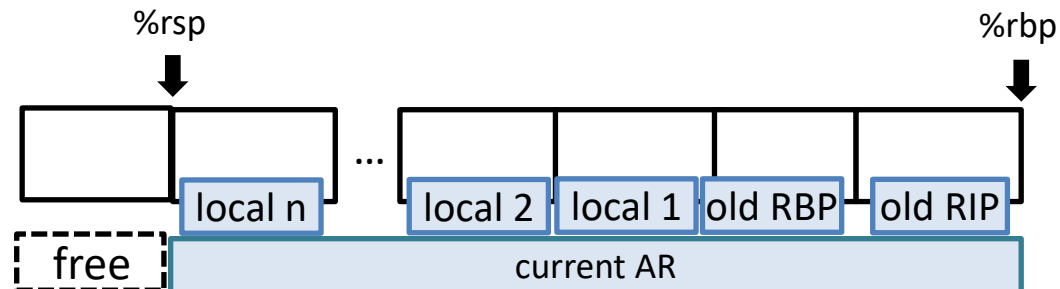
    void procC(){ //level 3
      int z;
      void procD() {
        int x;
        x = z + y;
        procB();
      }
      x = 4;
      z = 2;
      procB();
      procD();
    }
    x = 3;
    y = 5;
  }
}
```



# Access Links

*Code Generation III (Other Codegen)*

## Add an additional field to the AR

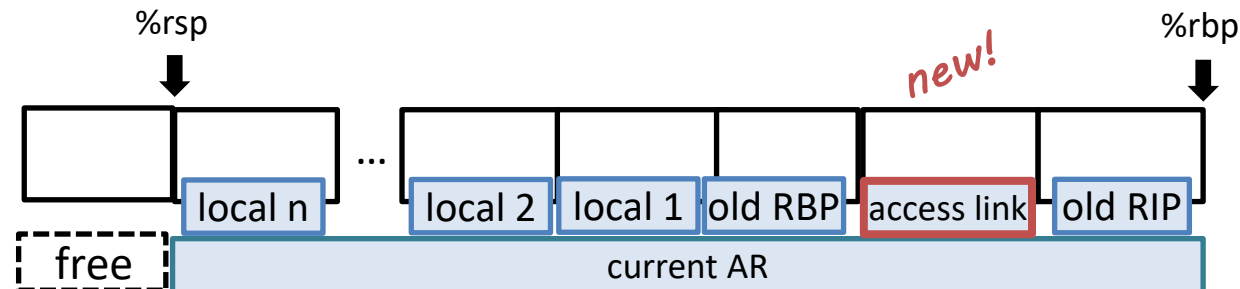


# Access Links

## *Code Generation III (Other Codegen)*

### Add an additional field to the AR

- Points to the locals area of the outer function
- Sometimes called the static link (since it refers to the static nesting)



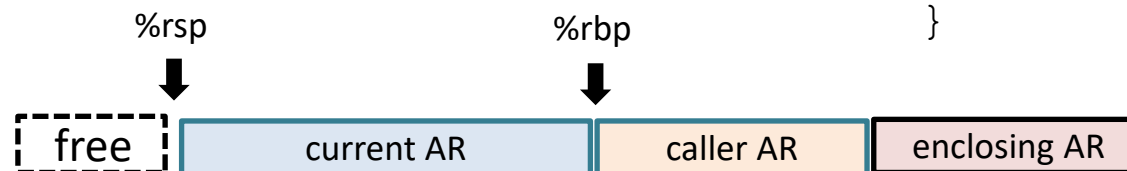
# Access Links

## *Code Generation III (Other Codegen)*

### Add an additional field to the AR

- Points to the locals area of the outer function
- Sometimes called the static link (since it refers to the static nesting)
- NOT NECESSARILY the caller AR

```
void procA() {  
    int a1;  
    void procB() {  
    }  
    void procC() {  
        int c1;  
        procB();  
    }  
}
```



# How Access Links Work

## *Code Generation III (Other Codegen)*

- We know how many *levels* to traverse statically
  - Example: In nesting level 3 and the variable is in nesting level 1: go back access links  
 $(3 - 1)$  2 levels

# Traversing Access Links

## *Code Generation III (Other Codegen)*

### Using 1 access link

```
movq -16(%rbp), %rax  
movq -32(%rax), %rax
```

### Using 4 access links

```
movq -16(%rbp), %rax  
movq -16(%rax) %rax  
movq -16(%rax) %rax  
movq -32(%rax), %rax
```

# Thinking About Access Links

## *Code Generation III (Other Codegen)*

- We know the variable we want to access statically
  - Why don't we just index into the parent's AR using a large positive offset from \$fp?  
`movq 38(%rbp) %rax`