

Check-in

AC

Translate the following code into 3AC

```
int coolFunc() {  
    int a;  
    a = 1 + 2;  
    return a;  
}
```

ECCS 665 **COMPILER** *CONSTRUCTION*

3AC Translation

Last Time

Intermediate Representations

Intermediate Representations

3AC

What you should know:

- Rational of intermediate representations
- The basic idea of 3AC
 - The instruction set
 - What each instruction more-or-less does

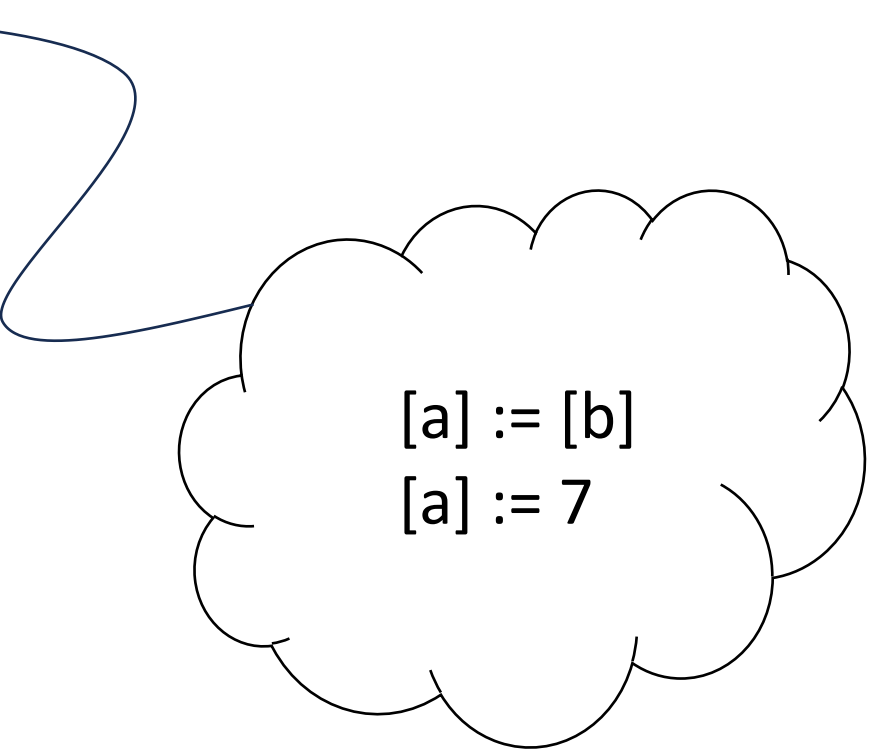


**Intermediate
Representations**

The List of Instruction Templates

Review: Our 3AC Instructions

<opd> := <opd> ←
<opd> := <opr> <opd>
<opd> := <opd> <opr> <opd>
<lbl>: <INSTR>
goto <lbl>
ifz <opr> goto <lbl>
nop
call <name>
enter <proc>
leave <proc>
setarg <int> <opd>
getarg <int> <opd>
setret <opd>
getret <opd>



[a] := [b]
[a] := 7

3AC: Exercise

Another Example

```
int x;
```

```
int y;
```

```
while (x < y) {
```

```
  x = x * 2;
```

```
}
```

```
y = x;
```

LBL-HEAD

$[tmp_1] := [x] \text{ LT } 64 [y]$

~~LBL-HEAD~~

if $[tmp_1]$ goto LBL-AFTER

$[tmp_2] := [x] \text{ MULT } 64 \ 2$

$[x] := [tmp_2]$

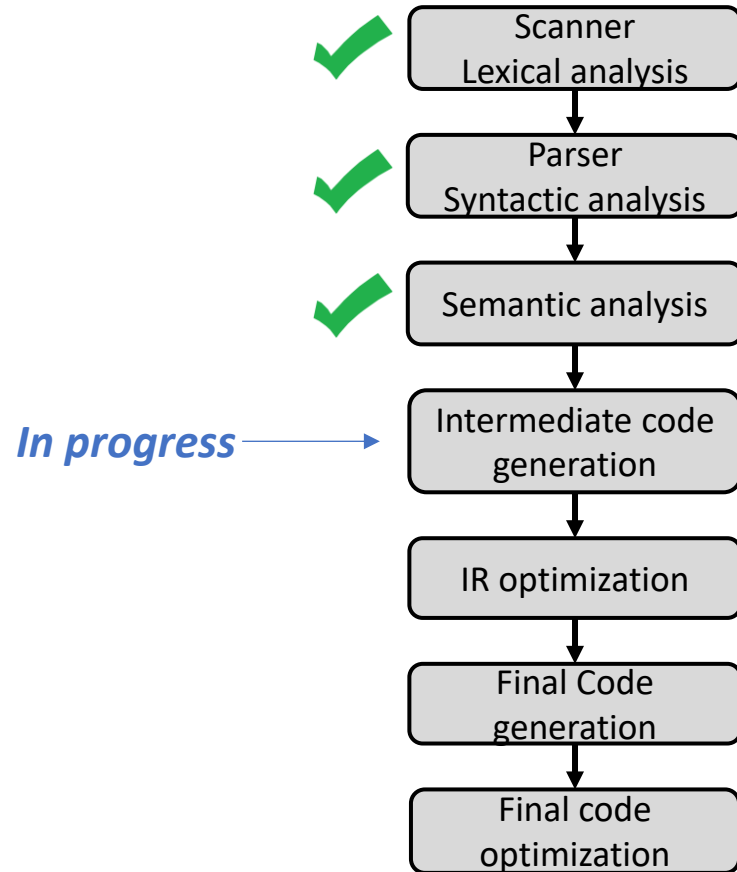
goto LBL-HEAD

LBL-AFTER: nop

$[y] := [x]$

Compiler Construction

Progress Pics



Done

- We've captured the semantics of the input
- We've checked the program for correctness

Next Steps

- Prepare the program for output

Today's Outline

3AC Translation

The basic idea:

- Traversing the AST

Some example nodes

- Node to quad translations

Implementation details:

- From nodes to Operations/Operands



**Intermediate
Representations**

Flattening the Tree

AST Translation to 3AC



Flattening the Tree

AST Translation to 3AC



Flattening the Tree

AST Translation to 3AC

Consider two major task categories:

What we...

Generate

- (i.e. the 3AC operations for the current node)

Propagate

- (i.e. the 3AC operands used in parent nodes)



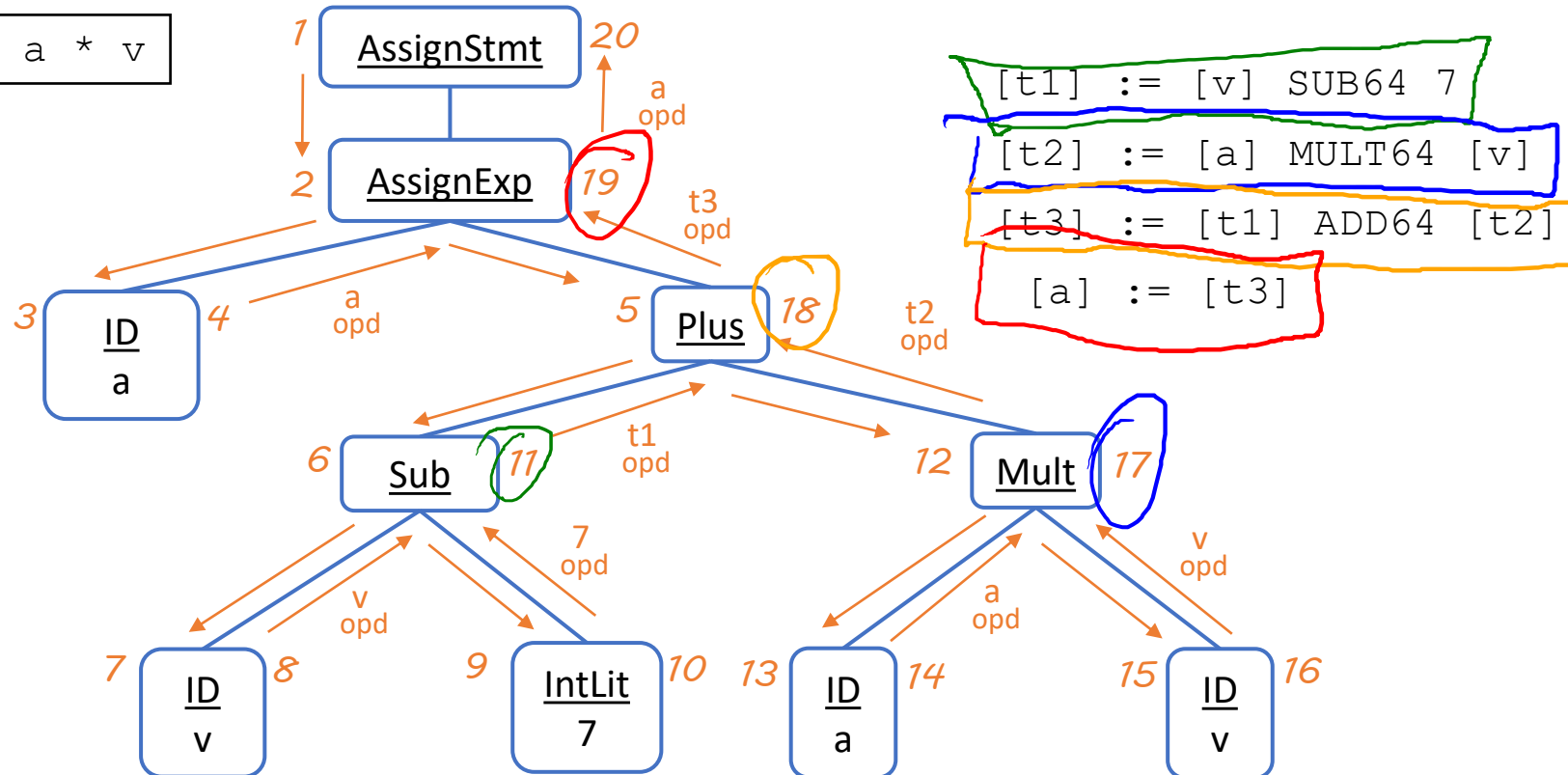
Flattening The Tree: Example

Traversing the AST

Traverse AST, performing two tasks

- Generate 3AC operations
- Propagate 3AC operands

$a = (v - 7) + a * v$



A Brief Aside on Sequencing

Traversing the AST

What if we walked the tree in a different order?

- Take the RHS of the Plus before the LHS

[t2] := [a] MULT64 [v]

[t1] := [v] SUB64 7

[t3] := [t1] ADD64 [t2]

[a] := [t3]

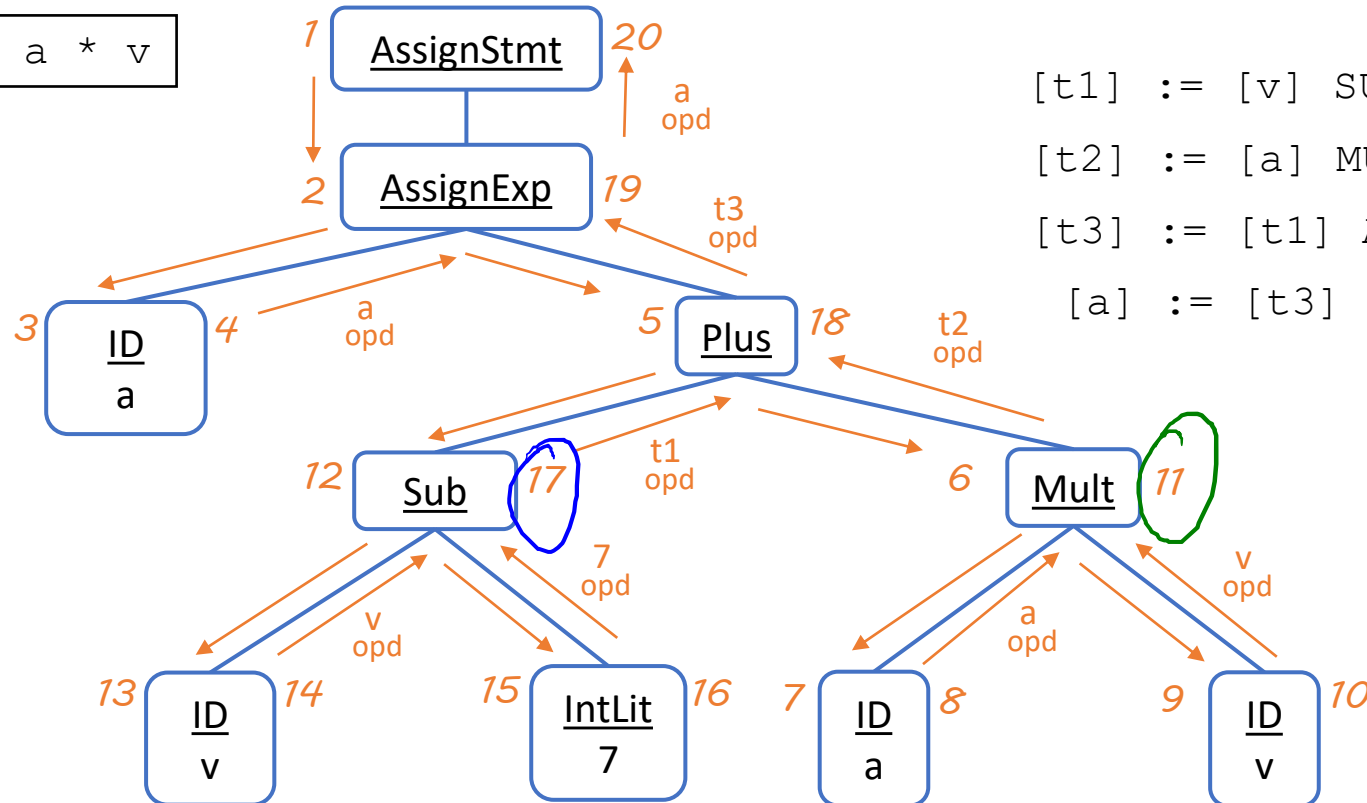
[t1] := [v] SUB64 7

[t2] := [a] MULT64 [v]

[t3] := [t1] ADD64 [t2]

[a] := [t3]

a = (v - 7) + a * v



A Brief Aside on Sequencing

Traversing the AST

$$a = (v - 7) + (a \neq v)$$

What if we walked the tree in a different order?

- Take the RHS of the Plus before the LHS
- C and C++ leave this choice to the compiler!

Participation

Does traversal order matter?

- In this AST?
- For all ASTs?

[t2] := [a] * [v]

[t1] := [v] - 7

[t3] := [t1] + [t2]

[a] := [t3]

[t1] := [v] - 7

[t2] := [a] * [v]

[t3] := [t1] + [t2]

[a] := [t3]

Example code

```
int foo(){ cout << "hi"; return 0; }
int bar(){ cout << "class"; return 0; }
int main(){
    cout << foo() + bar();
}
```

A Brief Aside on Sequencing

Traversing the AST

What if we walked the tree in a different order?

- Take the RHS of the Plus before the LHS
- C and C++ leave this choice to the compiler!

Order DOES matter

- Can change the program's semantics!

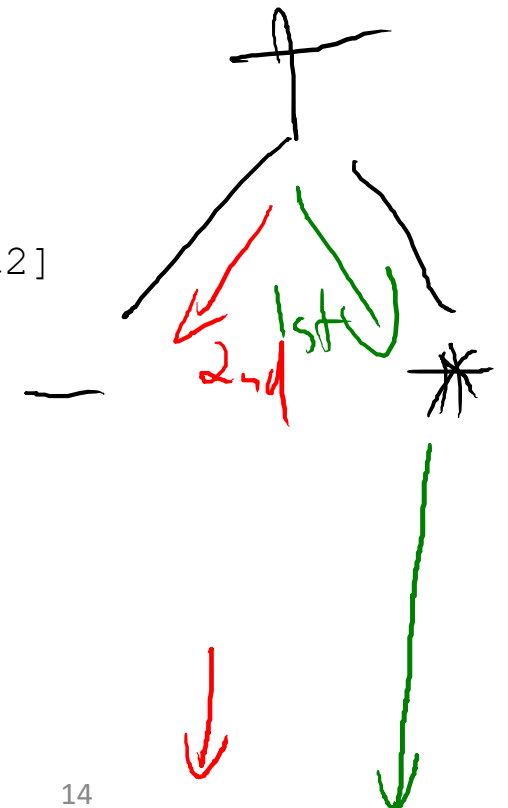
```
int g;  
int foo() { return g; }  
int bar() { g++; return g; }  
int main(){ g = 0; return foo() * bar(); }
```

For our language, always go left to right
(when possible)

```
[t2] := [a] * [v]  
[t1] := [v] - 7  
[t3] := [t1] + [t2]  
[a] := [t3]
```

```
[t1] := [v] - 7  
[t2] := [a] * [v]  
[t3] := [t1] + [t2]  
[a] := [t3]
```

$+(-(), \text{AC})$
 $+(*(), -())$



Today's Outline

3AC Translation

The basic idea:

- Traversing the AST

Example Nodes:

- Node to quad translations

Implementation details:

- Operations and operators



**Intermediate
Representations**

Example Nodes

Node to Quad Translations

This generate + propagate idea is powerful!

- Basically worked for previous traversals:
 - Name analysis
 - Type analysis
 - Syntax-directed translation
- Let's see how it works for some various node types

Translating AST Leaves (IDs and Lits)

AST Translation to 3AC

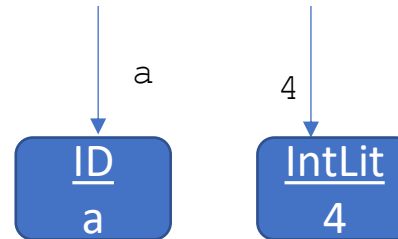
Generate:

- Nothing!

Propagate:

- The value for use in parent

AST Snippet



Translating AssignExp

AST Translation to 3AC

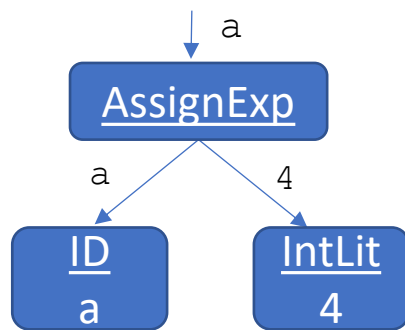
Generate:

- Code for the LHS (recurse)
- Code for the RHS (recurse)
- The actual assignment instruction

Propagate:

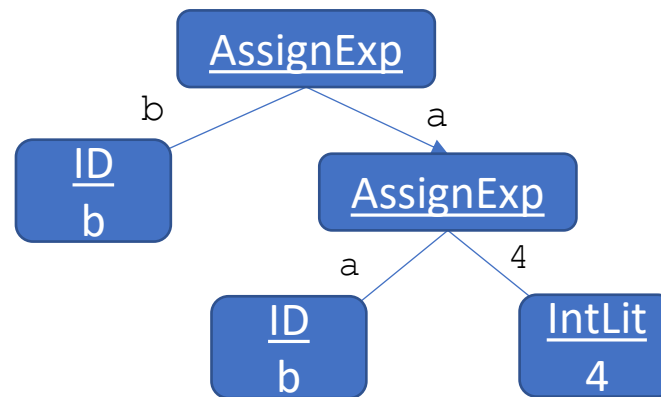
- The LHS of the assignment

a = 4



[a] := 4

b = (a = 4)



[a] := 4
[b] := [a]

Translating BinaryOp Nodes

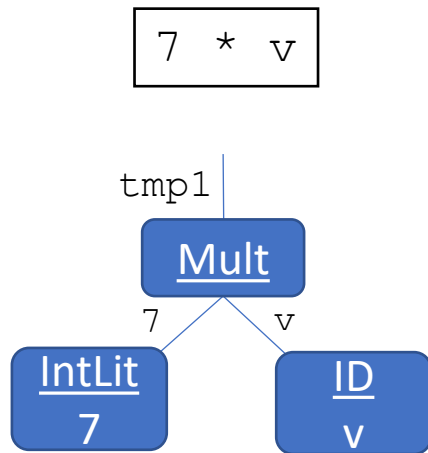
AST Translation to 3AC

Generate:

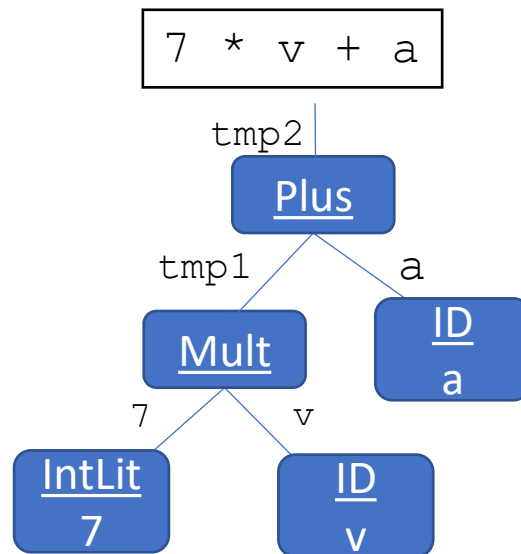
- Code for LHS, RHS (recurse in order)
- Node's operation kind, assigning to new temp

Propagate:

- The new temp value (for use in parent)



`[tmp1] := 7 MULT64 [v]`



`[tmp1] := 7 MULT64 [v]`

`[tmp2] := [tmp1] ADD64 [a]`

Translating CallExpNodes

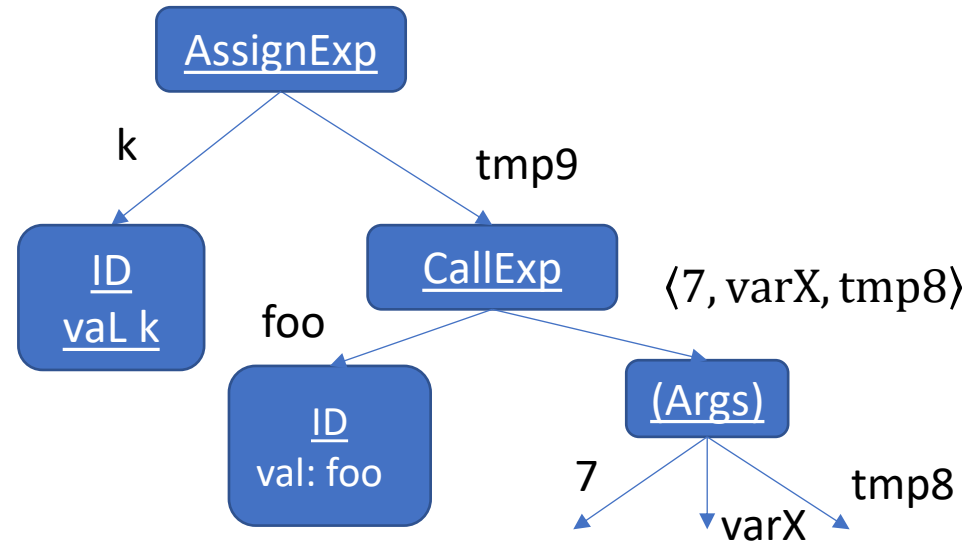
AST Translation to 3AC

Generate:

- (Recurse over args, left to right)
- setarg instrs for each argument
- call instr for function
- getret instr for the result

Propagate:

- The getret symbol



src code snippet

```
k = foo(7, varX, a+b)
```

(Arg evaluation)

```
setarg 1, 7
setarg 2, [varX]
setarg 3, [tmp8]
call fn_foo
getret [tmp9]
[k] := [tmp9]
```

Translating FnDeclNodes

AST Translation to 3AC

Generate:

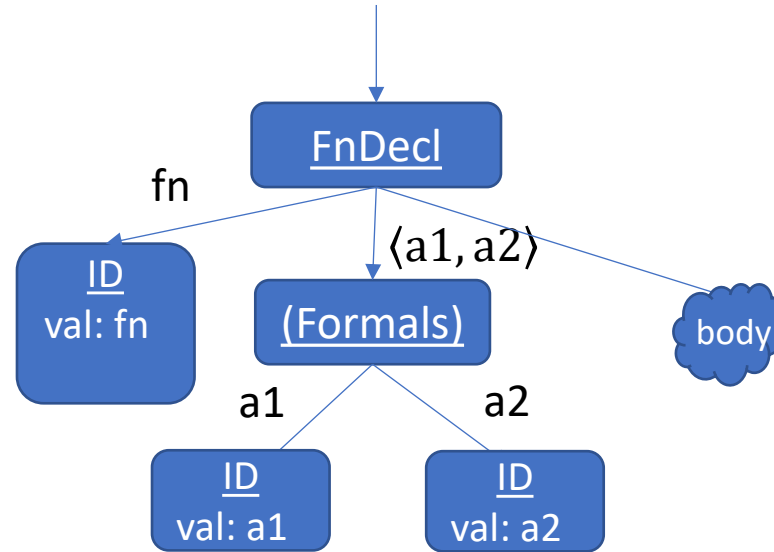
- `enter` quad to begin scope
- A label for function's end
- `getarg` quads for each argument
- (recurse into body)
- `leave` quad to end scope

Propagate:

- Nothing

src code snippet

```
void fn(int a1, int a2){  
    ...  
}
```



`enter fn`

`getarg 1, [a1]`

`getarg 2, [a2]`

`(body code)`

`L_fn_end: leave fn`

Translating ReturnStmtNodes

AST Translation to 3AC

Generate:

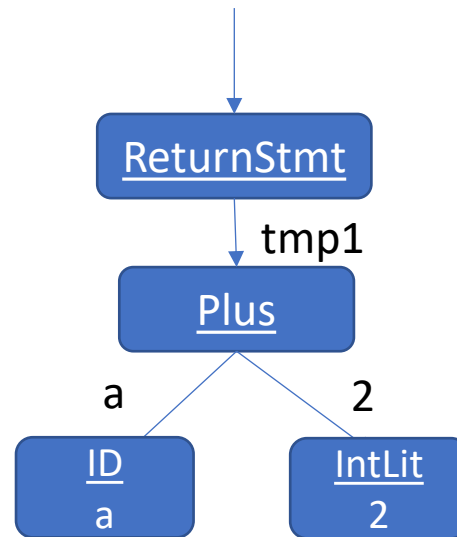
- (recurse into expression)
- `setret` quad for expression tmp
- `goto` for the function end

Propagate:

- Nothing

src code snippet

```
return a+2;
```



```
[tmp1] := [a] ADD64 2  
setret [tmp1]  
goto L_fn_end
```

Translating IfStmtNodes

AST Translation to 3AC

Generate:

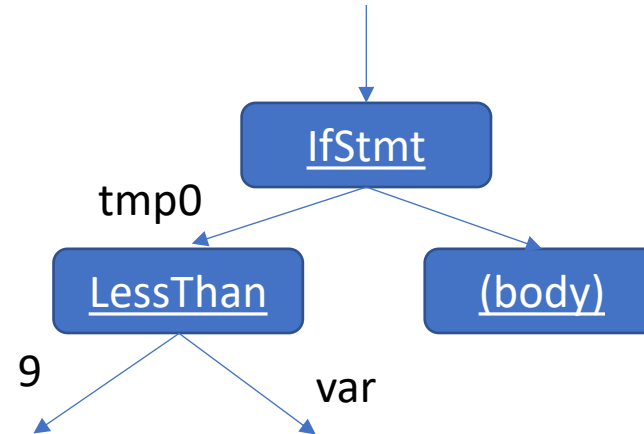
- (recurse into conditional)
- An “after the body” label
- ifz to after the body label
- (recurse into body)
- nop with the new label

Propagate:

- Nothing

src code snippet

```
if (9 < var) {  
    (body code)  
}
```



```
[tmp0] := 9 LT64 [var]
```

```
ifz [tmp0] goto L_a
```

```
(body code)
```

```
L_a: nop
```

Translating While Loops

AST Translation to 3AC

Generate:

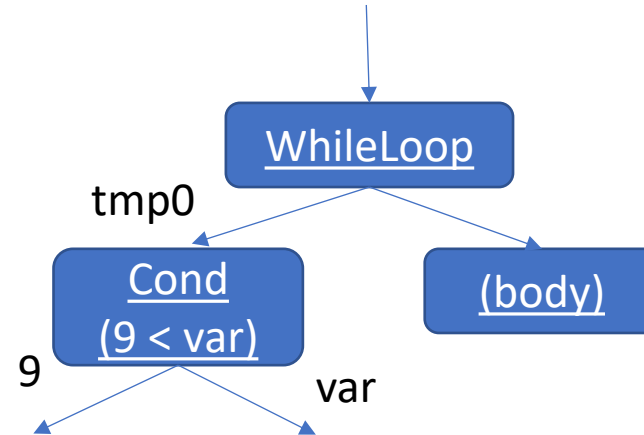
- Label for loop head
- nop for loop head label
- (recurse into conditional)
- ifz to “after the body”
- (recurse into body)
- Jump back to head

Propagate:

- Nothing

src code snippet

```
while (9 < var) {  
    (body code)  
}
```



```
L_head:  nop  
        [tmp0] := 9 LT64 [var]  
        ifz[tmp0] goto L_a  
        (body code)  
        goto L_head  
  
L_a:    nop
```

Translating Index

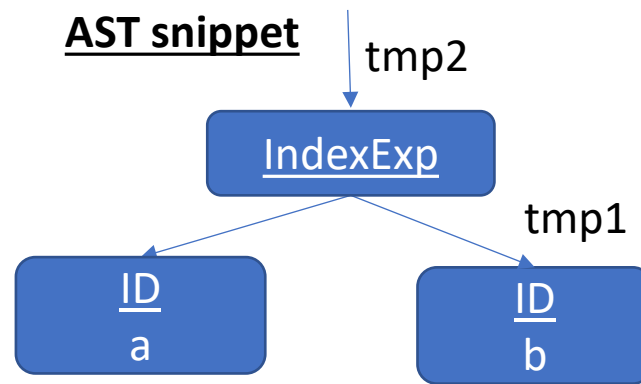
AST Translation to 3AC

Generate:

- Assign *address* of expression to a new temp

Propagate:

- New temp



src code snippet

```
record R{  
    int a;  
}  
...  
R r;  
r.a = 1;
```

3AC snippet

```
[tmp1] := [b]  
tmp2 := r @ a
```

Today's Outline

3AC Translation

The basic idea:

- Traversing the AST

Example Nodes:

- Node to quad translations

Implementation details:

- Operations and operators



**Intermediate
Representations**

3AC Data Structures

AST Translation to 3AC: Implementation

- One class per 3AC node type
 - Often referred to as “Quads” – has at most 4 fields (+ label)
 - Each procedure maintains a list of its quads

lbl	dst	src1	opr	src2
L1	tmp1	a	-	2

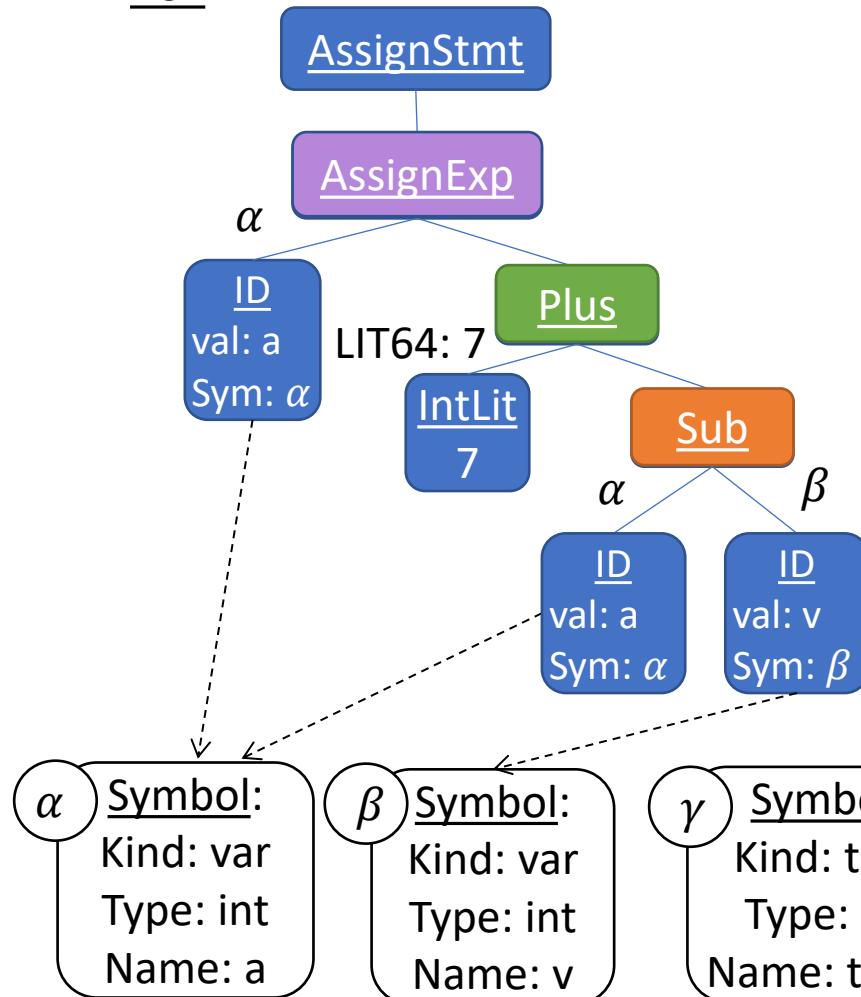
Translation Implementation

AST Translation to 3AC

src code snippet

```
a = 7 + (a - v)
```

AST



Quads

lbl	dst	src ₁	opr	src ₂
	tmp1 (γ)	a (α)	SUB 64	v (β)
	tmp2 (δ)	7	ADD 64	tmp1 (γ)
	a (α)	tmp2 (δ)	ASG 64	

Translation Implementation

AST Translation to 3AC

At this point, we can discard the AST

- New data structures for the 3AC representation:
 - Quad class (with subclasses for each quad type)
 - Procedure class
 - Contains list of quads
 - Operand abstraction (symbols)

Quads

lbl	dst	src ₁	opr	src ₂
	tmp1 (γ)	a (α)	SUB 64	v (β)
	tmp2 (δ)	7	ADD 64	tmp1 (γ)
	a (α)	tmp2 (δ)	ASG 64	

Lecture End

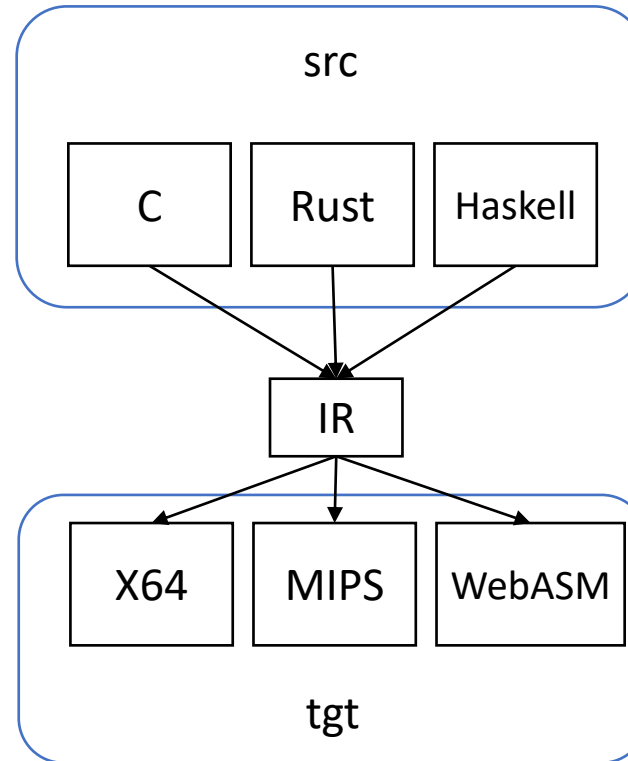
3AC Translation

We've successfully flattened the AST

- Got a nice target for final code generation
- Removed the nesting
- Make execution order explicit

Next time

- Start exploring the compiler targets



The multicompile concept
One IR for many sources, many targets

3AC in Summary

AST Translation to 3AC

A Nice Linear IR

- Gets us close to real hardware
- Abstract enough to be used in a variety of backends