CSE P 501 – Compilers

Code Shape I – Basic Constructs
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Agenda

- Mapping source code to x86
  - Mapping for other common architectures follows same basic pattern
- Now: basic statements and expressions
- Next: Object representation, method calls, and dynamic dispatch
Review: Variables

- For us, all data will be in either:
  - A stack frame (method local variables)
  - An object (instance variables)
- Local variables accessed via ebp
  
  ```
  mov eax,[ebp+12]
  ```
- Instance variables accessed via an object address in a register
  
  ```
  ```
- Details later
Conventions for Examples

- Examples show code snippets in isolation
- Real code generator needs to deal with things like:
  - Which registers are busy at which point in the program
  - Which registers to spill into memory when a new register is needed and no free ones are available
    - (x86: temporaries are often pushed on the stack, but can also be stored in a stack frame)
- Register eax used below as a generic example
  - Rename as needed for more complex code using multiple registers
- A few peephole optimizations included below
Constants

- **Source**
  - 17

- **x86**
  - `mov eax,17`
    - Idea: realize constant value in a register

- **Optimization: if constant is 0**
  - `xor eax,eax`

- Machine instructions from a compiler writer’s perspective: “I don’t care what it was designed to do, I care what it can do!”
Assignment Statement

- **Source**

  \[ \text{var} = \text{exp}; \]

- **x86**

  <code to evaluate exp into, say, eax>
  
  ```
  \text{mov} \ [\text{ebp} + \text{offset}_{\text{var}}], \text{eax}
  ```
Unary Minus

- Source
  -exp

- x86
  <code evaluating exp into eax>
  neg eax

- Optimization
  - Collapse -(-exp) to exp

- Unary plus is a no-op
Binary +

**Source**
exp1 + exp2

**x86**
<code evaluating exp1 into eax>
<code evaluating exp2 into edx>
add eax, edx
Binary +

- Optimizations
  - If exp2 is a simple variable or constant
    add eax,exp2
  - Change exp1 + -exp2 into exp1-exp2
  - If exp2 is 1
    inc eax
Binary -, *

- Same as +
  - Use sub for – (but not commutative!)
  - Use imul for *

- Optimizations
  - Use left shift to multiply by powers of 2
    - (If your multiplier is really slow or you’ve got free scalar units and multiplier is busy, $10 \times x = (8 \times x) + (2 \times x)$)
  - Use $x+x$ instead of $2 \times x$, etc. (faster)
  - Use dec for $x-1$
Integer Division

- Ghastly on x86
  - Only works on 64 bit int divided by 32-bit int
  - Requires use of specific registers

- Source
  
  \[ \text{exp1} / \text{exp2} \]

- x86

  \(<\text{code evaluating exp1 into eax ONLY}>\)
  
  \(<\text{code evaluating exp2 into ebx}>\)
  
  \text{cdq} \quad ; \text{extend to edx:eax, clobbers edx}
  
  \text{idiv ebx} \quad ; \text{quotient in eax; remainder in edx}
Control Flow

- Basic idea: decompose higher level operation into conditional and unconditional gotos
- In the following, $j_{\text{false}}$ is used to mean jump when a condition is false
  - No such instruction on x86
  - Will have to realize with appropriate sequence of instructions to set condition codes followed by conditional jumps
  - Normally won’t actually generate the value “true” or “false” in a register
While

- Source
  ```
  while (cond) stmt
  ```
- x86
  ```
  test:  \(<\text{code evaluating cond}\>\)
  j_false done
  \(<\text{code for stmt}\>\)
  jmp test

  done:
  ```

- **Note:** In generated asm code we’ll need to generate unique label for each loop, conditional statement, etc.
Optimization for While

- Put the test at the end
  
  ```
  jmp test
  loop: <code for stmt>
  test: <code evaluating cond>
  jtrue loop
  ```

- Why bother?
  - Pulls one instruction (jmp) out of the loop
  - Avoids a pipeline stall on jmp on each iteration
    - Although modern processors will often predict control flow and avoid the stall
  - Easy to do from AST or other IR; not so easy if generating code on the fly (e.g., recursive descent 1-pass compiler)
Do-While

- **Source**
  
  ```
  do stmt while(cond);
  ```

- **x86**
  
  ```
  loop:  <code for stmt>
         <code evaluating cond>
         j_{true}   loop
  ```
If

- **Source**
  
  if (cond) stmt

- **x86**
  
  <code evaluating cond>
  
  jfalse skip
  
  <code for stmt>

  skip:
If-Else

- Source
  
  if (cond) stmt1 else stmt2

- x86
  
  <code evaluating cond>
  
  jfalse else
  
  <code for stmt1>
  
  jmp done

  else:  <code for stmt2>

  done:
Jump Chaining

- Observation: naïve implementation can produce jumps to jumps
- Optimization: if a jump has as its target an unconditional jump, change the target of the first jump to the target of the second
  - Repeat until no further changes
Boolean Expressions

- What do we do with this?
  \[ x > y \]

- It is an expression that evaluates to true or false
  - Could generate the value (0/1 or whatever the local convention is)
  - But normally we don’t want/need the value; we’re only trying to decide whether to jump
Code for exp1 > exp2

- Basic idea: designate jump target, and whether to jump if the condition is true or if it is false

- Example: exp1 > exp2, target L123, jump on false
  
  ```
  <evaluate exp1 to eax>
  <evaluate exp2 to edx>
  cmp eax, edx
  jng L123
  ```
Boolean Operators: !

- Source
  
  ! exp

- Context: evaluate exp and jump to L123 if false (or true)

- To compile !, reverse the sense of the test: evaluate exp and jump to L123 if true (or false)
Boolean Operators: && and ||

- In C/C++/Java/C#, these are *short-circuit* operators
  - Right operand is evaluated only if needed
- Basically, generate the if statements that jump appropriately and only evaluate operands when needed
Example: Code for &&

- **Source**
  
  \[
  \text{if (exp1 && exp2) stmt}
  \]

- **x86**
  
  \[
  \text{<code for exp1>}
  j_{false} \text{ skip}
  \text{<code for exp2>}
  j_{false} \text{ skip}
  \text{<code for stmt>}
  \]

  \text{skip:}
Example: Code for $||$

- **Source**
  
  ```
  if (exp1 $||$ exp2) stmt
  ```

- **x86**
  
  ```
  <code for exp1>
  $j_{true}$ doit
  <code for exp2>
  $j_{false}$ skip
  doit:  <code for stmt>
  skip:
  ```
Realizing Boolean Values

- If a boolean value needs to be stored in a variable or method call parameter, generate code needed to actually produce it.

  Typical representations: 0 for false, +1 or -1 for true.
  - C specifies 0 and 1; we’ll use that.
  - Best choice can depend on machine instructions; normally some convention is established during the primeval history of the architecture.
Boolean Values: Example

- **Source**
  
  var = bexp;

- **x86**
  
  <code for bexp>
  jfalse genFalse
  mov eax,1
  jmp storeIt
  
  genFalse:
  
  mov eax,0
  
  storeIt: mov [ebp+offset var],eax ; generated by asg stmt
Better, If Enough Registers

- **Source**
  
  ```
  var = bexp;
  ```

- **x86**

  ```
  xor eax,eax
  <code for bexp>
  jfalse storeIt
  inc eax
  ```

  ```
  storeIt: mov [ebp+offset_var],eax ; generated by asg stmt
  ```

- Or use conditional move (movecc) instruction if available – avoids pipeline stalls due to conditional jumps
Other Control Flow: switch

- Naïve: generate a chain of nested if-else if statements
- Better: switch is designed to allow an O(1) selection, provided the set of switch values is reasonably compact
- Idea: create a 1-D array of jumps or labels and use the switch expression to select the right one
  - Need to generate the equivalent of an if statement to ensure that expression value is within bounds
Switch

**Source**

```c
switch (exp) {
    case 0: stmts0;
    case 1: stmts1;
    case 2: stmts2;
}
```

**X86**

```assembly
<put exp in eax>
"if (eax < 0 || eax > 2) jmp defaultLabel"
mov eax,swtab[eax*4]
jmp eax
.data
swtab dd L0
dd L1
dd L2
.code
L0: <stmts0>
L1: <stmts1>
L2: <stmts2>
```
Arrays

- Several variations
- C/C++/Java
  - 0-origin; an array with n elements contains variables a[0]...a[n-1]
  - 1 or more dimensions; row major order
- Key step is to evaluate a subscript expression and calculate the location of the corresponding element
0-Origin 1-D Integer Arrays

- **Source**
  \[ \text{exp1[exp2]} \]

- **x86**
  
  <evaluate exp1 (array address) in eax>
  <evaluate exp2 in edx>
  
  address is \([\text{eax}+4*\text{edx}] \) ; 4 bytes per element
2-D Arrays

- Subscripts start with 1 (default)
- C, etc. use row-major order
  - E.g., an array with 3 rows and 2 columns is stored in this sequence: $a(1,1), a(1,2), a(2,1), a(2,2), a(3,1), a(3,2)$
- Fortran uses column-major order
  - Exercises: What is the layout? How do you calculate location of $a(i,j)$? What happens when you pass array references between Fortran and C/etc. code?
- Java does not have “real” 2-D arrays. A Java 2-D array is a pointer to a list of pointers to the rows
a(i,j) in C/C++/etc.

- To find a(i,j), we need to know
  - Values of i and j
  - How many columns the array has

- Location of a(i,j) is
  - Location of a + (i-1)*(number of columns) + (j-1)

- Can factor to pull out load-time constant part and evaluate that at load time – no recalculating at runtime
Coming Attractions

- Code Generation for Objects
  - Representation
  - Method calls
  - Inheritance and overriding
- Strategies for implementing code generators
- Code improvement – optimization