

# CSE P 501 – Compilers

x86-64, Running MiniJava,  
Basic Code Generation and Bootstrapping

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# Administrivia

- HW4 out now, due Monday, 11 pm
  - **No late assignments accepted** so we can hand out sample solutions in class next week before...
- ...Exam next Thur. 12/2 @UW and @Microsoft, 6:30-8:00 (+ extra time if needed – but aiming to be done by 8)
  - Topic list and old exams on web now
    - Everything up until right now (not incl. codegen) plus hw4
  - Closed book, but you can have 2 5x8 index cards with *hand-written* (only) notes. Blank cards available here.
  - Review summary and Q&A at end of class next week
- Codegen part of project posted now – due end of quarter

# Running MiniJava Programs

- To run a MiniJava program
  - Space needs to be allocated for a stack and a heap
  - %rsp and other registers need to have sensible initial values
  - We need some way to allocate storage (for new) and communicate with the outside world

# Bootstrapping from C

- Idea: take advantage of the existing C runtime library
- Use a small C main program to call the MiniJava main method as if it were a C function
- C's standard library provides the execution environment and we can call C functions from compiled code for I/O, malloc, etc.

# Assembler File Format

- Compiler output is an assembly-language source file (ascii .s)
- GNU syntax is roughly this (src/runtime/demo.s in project starter code is a runnable example, although not generated by a MiniJava compiler)

```
.text                # code segment
.globl asm_main      # label at start of compiled static main
<generated code>
asm_main:            # start of compiled "main"
...
.data
<generated method tables>
# repeat .text/.data as needed
...
end
```

# External Names

- In a Linux environment, an external symbol is used as-is (`xyzzy`)
- In Windows and MacOS, an external symbol `xyzzy` is written in asm code as `_xyzzy` (leading underscore)
- Your compiler needs to generate code that runs on attu using Linux conventions, but if you want to support the other as an option, feel free to add a compiler switch or something

# Generating .asm Code

- Suggestion: isolate the actual compiler output operations in a handful of routines
  - Usual modularity reasons & saves some typing
  - Some possibilities

```
// write code string s to .asm output
void gen(String s) { ... }

// write "op src,dst" to .asm output
void genbin(String op, String src, String dst) { ... }

// write label L to .asm output as "L:"
void genLabel(String L) { ... }
```
  - A handful of these methods should do it

# A Simple Code Generation Strategy

- Goal: quick 'n dirty correct code, optimize later if time
- Traverse AST primarily in execution order and emit code in visitor methods
  - Codegen visitor might want to traverse the tree in ad-hoc ways depending on sequence that parts need to appear in the code
- Treat the x86-64 as a 1-register machine with a stack for additional intermediate values(!)
  - Ugly code, but will work – better later if there's time



# (The?) Simplifying Assumption

- Store all values (reference, int, boolean) in 64-bit quadwords
  - Natural size for 64-bit pointers, e.g., object references (variables of class types)
  - C’s “long” size for integers
    - Use `int64_t` or `uint64_t` in any C code that interacts with MiniJava generated code to guarantee size (declared in `<stdint.h>`)

# x86 as a Stack Machine

- Idea: Use x86-64 stack for expression evaluation with %rax as the “top” of the stack
- Invariant: Whenever an expression (or part of one) is evaluated at runtime, the generated code leaves the result in %rax
- If a value needs to be preserved while another expression is evaluated, push %rax, evaluate, then pop when first value is needed
  - Remember: **always pop what you push**
  - Will produce lots of redundant, but correct, code
- Examples below follow code shape examples, but with more details about code generation

# Example: Generate Code for Constants and Identifiers

Integer constants, say 17

```
gen(movq $17,%rax)
```

- leaves value in %rax

Local variables (any type – int, bool, reference)

```
gen(movq varoffset(%rbp),%rax)
```

# Example: Generate Code for $\text{exp1} + \text{exp2}$

## Visit $\text{exp1}$

- generates code to evaluate  $\text{exp1}$  with result in `%rax`

`gen(pushq %rax)`

- push  $\text{exp1}$  onto stack

## Visit $\text{exp2}$

- generates code for  $\text{exp2}$ ; result in `%rax`

`gen(popq %rdx)`

- pop left argument into `%rdx`; clean up stack

`gen(addq %rdx,%rax)`

- perform the addition; result in `%rax`

# Example: `var = exp;` (1)

Assuming that `var` is a local variable:

Visit node for `exp`

- Generates code to eval `exp` and leave result in `%rax`

```
gen(movq %rax,offset_of_variable(%rbp))
```

# Example: `var = exp;` (2)

If `var` is a more complex expression (object or array reference, for example)

visit `var`

`gen(pushq %rax)`

- push reference to (i.e., address of) variable or object containing variable onto stack

visit `exp`

- leaves rhs value in `%rax`

`gen(popq %rdx)`

`gen(movq %rax,appropriate_offset(%rdx))`

## Example: Generate Code for obj.f(e1,e2,...en)

In principal the code should work like this:

Visit obj

- leaves reference to object in %rax

gen(movq %rax,%rdi)

- “this” pointer is first argument

Visit e1, e2, ..., en. For each argument,

- gen(movq %rax,correct\_argument\_register)

generate code to load method table pointer located at 0(%rdi) into some register, probably %rax

generate call instruction with indirect jump

# Method Call Complications

- Big one: code to evaluate any argument might clobber argument registers (i.e., computing an argument value might require a method call)
  - Possible strategy to cope on next slides, but feel free to do something better
- Other one: what if a method has too many parameters?
  - OK for CSE P 501 to assume that all methods have  $\leq 5$  parameters plus “this” – do better if you want



# Method Calls in Parameters

- Suggestion to avoid trouble:
  - Evaluate parameters and push them on the stack
  - Right before the call instruction, pop the parameters into the correct registers
- But....

# Stack Alignment (1)

- Above ~~idea~~ hack works provided we don't call a method while an odd number of parameter values are pushed on the stack!
  - (violates 16-byte alignment on method call...)
- We have a similar problem if an odd number of intermediate values are pushed on the stack when we call a function while evaluating an expression
  - (We might get away with it if it only involves calls to our own generated, not library, code, but it would be wrong\* to do that)
    - \*i.e., might “work”, but not the right way to solve the problem

# Stack Alignment (2)

- Workable solution: keep a counter in the code generator of how much has been pushed on the stack. If needed, emit extra `gen(pushq %rax)` to align stack before generating a call instruction by pushing a useless value
  - Be sure to pop it after!!
- Another (cleaner, but more work) solution: make stack frame big enough and use `movq` instead of `pushq` to store arguments and temporaries
  - Will need some extra bookkeeping to keep track of how much to allocate and how temps are used

# Sigh...

- Multiple registers for method arguments is a big win compared to pushing on the stack, but complicates our life since we do not have a fancy register allocator
- Feel free to do better than this simple push/pop scheme – but remember, simple and works wins over fancy and not finished or broken

# Code Gen for Method Definitions

- Generate label for method  
    Classname\$methodname:
- Generate method prologue  
    Push %rbp, copy %rsp to %rbp, subtract frame size  
    (multiple of 16) from %rsp
- Visit statements in order
  - Method epilogue is normally generated as part of each return statement (details shortly)
  - In MiniJava the return is generated after visiting the method body to generate its code

# Registers again...

- Method parameters are in registers
- But code generated for methods also will be using registers, even if there are no calls to other methods
- So how do we avoid clobbering parameters?
- Suggestion: Allocate space in the stack frame and save copies of all parameter registers on method entry. Use those copies as local variables when you need to reference a parameter.

# Example: return exp;

- Visit exp; this leaves result in %rax where it should be
- Generate method epilogue (copy %rbp to %rsp, pop %rbp) to unwind the stack frame; follow with ret instruction
  - Can use leave instead of movq/popq to unwind the stack, but the separate instructions might be a little easier to debug if something isn't right

# Control Flow: Unique Labels

- Needed in code generator: a String-valued method that returns a different label each time it is called (e.g., L1, L2, L3, ...)
  - Improvement: a set of methods that generate different kinds of labels for different constructs (can really help readability of the generated code)
    - (while1, while2, while3, ...; if1, if2, ...; else1, else2, ...; fi1, fi2, ... .)



# Control Flow: Tests

- Recall that the context for compiling a boolean expression is:
  - Label or address of jump target
  - Whether to jump if true or false
- So the visitor for a boolean expression should receive this information from the parent node

# Example: while(exp) body

- Assuming we want the test at the bottom of the generated loop...

```
gen(jmp testLabel)
```

```
gen(bodyLabel:)
```

```
visit body
```

```
gen(testLabel:)
```

```
visit exp (condition) with target=bodyLabel and  
sense="jump if true"
```

# Example: $exp1 < exp2$

- Similar to other binary operators
- Difference: context is a target label and whether to jump if true or false
- Code
  - visit exp1
  - gen(pushq %rax)
  - visit exp2
  - gen(popq %rdx)
  - gen(cmpq %rdx,%rax)
  - gen(condjump targetLabel)
    - appropriate conditional jump depending on sense of test

# Boolean Operators

&& (and | | if you add it)

- Create label(s) needed to skip around parts of the expression
- Generate subexpressions with appropriate target labels and conditions

!exp

- Generate exp with same target label, but reverse the sense of the condition

# Reality check

- Lots of projects in the past have evaluated all booleans to get 1 or 0, then tested that value for control flow
- Would be nice to do better (as above), but “simple and works...”
- (And we need to be able to generate the 0/1 anyway for storable boolean expressions)

# Join Points

- Loops and conditional statements have join points where execution paths merge
- Generated code must ensure that machine state will be consistent regardless of which path is taken to get there
  - i.e., the paths through an if-else statement must not leave a different number of words pushed onto the stack
  - If we want a particular value in a particular register at a join point, both paths must put it there, or we need to generate additional code to move the value to the correct register
- With our simple 1-accumulator model of code generation, this should usually be true without needing extra work; with better use of registers it becomes a bigger issue
  - With more registers, would need to be sure they are used consistently at join point regardless of how we get there

# Bootstrap Program

- The bootstrap is a tiny C program that calls your compiled code as if it were an ordinary C function
- It also contains some functions that compiled code can call as needed
  - Mini “runtime library”
  - Add to this if you like
    - Sometimes simpler to generate a call to a new library routine instead of generating in-line code
    - Suggestion: do this for “exit if subscript out of bounds” check
- File: `src/runtime/boot.c` in project starter code

# Bootstrap Program Sketch

```
#include <stdio.h>
extern void asm_main( ); /* compiled code */
/* execute compiled program */
void main( ) { asm_main(); }
/* write x to standard output */
void put(int64_t x) { ... }
/* return a pointer to a zeroed block of memory at least
   nBytes large (or null on failure) */
char* mjalloc(size_t nBytes) { return calloc(1,nBytes); }
```



# Main Program Label

- Compiler needs special handling for the `publicstaticvoid main` method label
  - Label must be the same as the one declared `extern` in the C bootstrap program and declared `.globl` in the `.s` asm file
  - `asm_main` used above
    - Could be changed, but probably no point
    - Why not “main”? (Hint: where is the real `main`?)

# Interfacing to “Library” code

- Trivial to call “library” functions
- Evaluate parameters using the regular calling conventions
- Generate a call instruction using the function label
  - (External names need leading \_ in Windows, OS X)
  - Linker will hook everything up

# System.out.println(exp)

## MiniJava's "print" statement

<compile exp; result in %rax>

```
movq    %rax,%rdi    # load argument register
```

```
call    put         # call external put routine
```

- If the stack is not properly 16-byte aligned when call is executed, calls to external C or library code can cause a runtime error (*will* cause error halt on MacOS)

# If you want to run code on a Mac...

- Compiled code should work on a mac, but need to deal with a few things:
  - External labels need to start with `_` (e.g., `_put`)
  - `%rsp` **must** be 16-byte aligned when `call` is executed (should be anyway, but Linux will probably let you get away with 8-byte alignment)
  - Addressing modes: assembler might reject `leaq label, %rax`. Use `leaq label(%rip), %rax` instead (explicit base reg.; also works fine on Linux)
  - Hard to run `gdb` on a mac. Use `clang/lldb` instead
- And be **sure** that things run on `attu/cse` vm Linux in your final version!!! (*No external `_labels`*)

# And That's It...

- We've now got enough on the table to complete the compiler project
- Coming Attractions
  - Back end (instruction selection and scheduling, register allocation)
  - and more...  
(including an exam)