Back-End Code Generation

- Given a list of itree fragments, how to generate the corresponding assembly code?

```plaintext
datatype frag = PROC of {name : Tree.label, function name
body : Tree.stm, function body itree
frame : Frame.frame} static frame layout |
DATA of string
```

- Main challenges: certain aspects of itree statements and expressions do not correspond exactly with machine languages:

  1. # of temp. registers on real machines are limited
  2. real machine's conditional-JUMP statement takes only one label
  3. high-level constructs ESEQ and CALL ---- side-effects

Itree Stmts and Exprs

- itree statements stm and itree expressions exp

datatype stm = SEQ of stm * stm |
LABEL of label |
JUMP of exp |
CJUMP of test * label * label |
MOVE of exp * exp |
EXP of exp |
and exp = BINOP of binop * exp * exp |
CVTOP of cvtop * exp * size * size |
MEM of exp * size |
TEMP of temp |
NAME of label |
CONST of int |
CONSTF of real |
ESEQ of stm * exp |
CALL of exp * exp list

Side-Effects

- Side-effects means updating the contents of a memory cell or a temporary register. What are itree expressions that might cause side effects? ESEQ and CALL nodes

- ESEQ(s,e) where s is a list of statements that may contain MOVE statement

  The natural way to generate assembly code for BINOP(op,t1,t2)

  instructions to compute t1 into r1;
  instructions to compute t2 into r2;
  r1 <- r1 op r2

  But it won’t work for this:

  BINOP(PLUS,TEMP a, ESEQ MOVE (TEMP a, u), v)

- CALL(e,el) by default puts the result in the return-result register.
  BINOP(PLUS, CALL[...], CALL[...])

Summary: IR -> Machine Code

- Step #1: Transform the itree code into a list of canonical trees
  a. eliminate SEQ and ESEQ nodes
  b. the arguments of a CALL node should never be other CALL nodes
     ---- the parent of each CALL node should either be
     EXP(...) or MOVE(TEMP t, ...)

- Step #2: Perform various code optimizations on canonical trees

- Step #3: Rearrange the canonical trees (into traces) so that every
  CJUMP (cond, 1_l, 1_l) is immediately followed by LABEL(1_l).

- Step #4: Instruction Selection ---- generate the pseudo-assembly code from the canonical trees in the step #3.

- Step #5: Perform register allocations on pseudo-assembly code
Canonical Trees

- A canonical tree is a simple itree statement in the following form (it is really a restricted-kind of itree statement):

  ```plaintext
datatype stm = LABEL of label
  | JUMP of exp
  | CJUMP of test * label * label
  | MOVE of exp * exp
  | EXP of exp
  
  and exp = BINOP of binop * exp * exp
  | CVTOP of cvtop * exp * size * size
  | MEM of exp * size
  | TEMP of temp
  | NAME of label
  | CONST of int
  | CONSTF of real
  | CALL of exp * exp list
  ```

  Restrictions:
  - no SEQ statements, no ESEQ expressions.
  - each CALL node doesn’t contain other CALL nodes as subtrees

Canonicalizer

- The body of each PROC fragment is translated into an ordered list of canonical trees

  ```plaintext
  stms: Tree.stm list
  ```

  **Step 1:** transformation on CALL nodes.

  ```plaintext
  CALL(...) =======>
  ESEQ(MOVE(TEMP t,CALL(...)),TEMP t)
  ```

  **Step 2:** elimination of ESEQ nodes. (see Appel pp 174-179)

  - lift them higher and higher until they become SEQ nodes ...

Rearranging itree statements

- **Goal:** rearrange the list of canonical trees so that every CJUMP \((\text{cond}, l_1, l_2)\) is immediately followed by its false branch LABEL\((l_2)\).

- **Step #1:** take a list of canonical trees and form them into basic blocks

  A basic block is a sequence of statements that is always entered at the beginning and exited at the end:

  1. the first statement is a LABEL
  2. the last statement is a JUMP or CJUMP
  3. there are no other LABELs, JUMPs, or CJUMPs in between

  Basic blocks are often used to analyze a program’s control flow

- **Step #2:** re-order the list of basic blocks into traces

Canonical Trees => Basic Blocks

- **Input:** a sequence of statements (i.e., canonical trees --- the body of a function);

  **Output:** a set of basic blocks

- **Algorithm:**

  - if a new LABEL is found, end the current block and start a new block;
  - if a JUMP or CJUMP is found, end the current block;
  - if it results a block not ending with a JUMP or CJUMP, then a JUMP to the next block’s label is appended to the block;
  - if it results a block without a LABEL at the beginning, invent a new LABEL and stuck it there;
  - invent a new label done for the beginning of the epilogue;
  - put JUMP (NAME done) at the end of the last basic block.
Basic Blocks => Traces

- **Control Flow Graph (CFG):** basic blocks as the nodes, pairs \((a,b)\) as the edges if block \(a\) ends with a CJUMP or JUMP statement to block \(b\).
- Basic blocks can be arranged in any order, but we want:
  - Each CJUMP is followed by its false label.
  - Each JUMP should be followed by its target label whenever possible.
- A trace is a path in the CFG --- it characterizes some fragment of a real program execution.
- **Algorithm** for gathering traces: just do the depth-first traversal of the CFG --- (can also take advantage of branch prediction information).

Traces => List of Statements

- Flatten the traces back to an ordered list of statements (canonical trees):
  a) any CJUMP followed by its false label: do nothing;
  b) any CJUMP followed by its true label: switch its true and false label, and negate the condition;
  c) remove JUMP \((l)\) if it is followed by its target \(l\);
  d) any CJUMP \((\text{cond}, l_r, l_f)\) followed by neither label: invent a new false label \(l_n\), rewrite it into:
    \[
    \text{CJUMP(}\text{cond}, l_r, l_f)\text{ LABEL } l_n \text{ JUMP(NAME } l_f)\]
- We are now ready to do instruction selection: generate assembly code for your favourite target machine.

Instruction Selection

- **Input:** an ordered list of canonical trees;
- **Output:** the pseudo-assembly code (without register assignments)
- **Algorithm:** translating each canonical tree into an assembly code sequence, and then concatenate all sequences together.
- **Main Problem:** how to map the canonical tree to the assembly code?
- Each machine instruction can be expressed as a tree pattern --- a fragment of the canonical tree:
  [Diagram showing tree patterns]
  
  Load the value at addr \(e + c\) in the memory!

Each machine instruction may correspond to several layer of tree expressions

Instruction Selection via Tiling

- Express each machine instruction as a tree pattern.
- Given a canonical tree, the instruction selection is just to tile the tree using various tree patterns (for all possible machine instructions) ------ cover the canonical tree using nonoverlapping tiles.
- **Optimum Tiling:** one whose tiles sum to the lowest possible value (suppose we give each machine instruction a cost)
- **Optimal Tiling:** one where no two adjacent tiles can be combined into a single tile of lower cost
- Even optimum tiling is also optimal, but no vice versa.
- **Algorithm:** maximum munch finds the optimal tiling; dynamic programming finds the optimum tiling.
Maximal Munch

- **Algorithm --- Maximal Munch:**
  
  Start at the root of a canonical tree, find the largest tile that fits; the largest tile is the one with the most nodes (if tie, break arbitrarily)

  Cover the root node and perhaps several other nodes near the root with this tile, leaving several subtrees; the instruction corresponding to the tile is generated.

  Repeat the same algorithm for each subtree.

- **Maximal Munch** generates the instructions in reverse order.

- **Implementation:** see Appel pp 190-191, 204-205.

Dynamic Programming

- **the dynamic programming algorithm** is used to find the optimum tiling

  **Main Idea:** assign a cost to every node in the tree (via bottom-up)

  the algorithm works bottom-up: at each node, we calculate the cost of the best instruction sequence that can tile the subtree rooted at that node.

  - after the cost of the root node (thus the entire tree) is found, we do the instruction emission:

    Emission(node n): for each leaves l of the tile selected at node n, perform Emission(1). Then emit the instruction matched at node n.

Code-Generator Generator

- **Same as Lex and Yacc,** the instruction selection phase can also be automatically built, using a code-generator generator.

- The input specification is a set of grammar rules used to specify the tree pattern for each machine instruction:

  each grammar rule is associated with a cost and an action; cost is for finding optimum tiling; action is for instruction emission.

  Example:

  \[
  \begin{align*}
  d &\rightarrow \text{MEM}(\ast, \text{CONST}) \\
  d &\rightarrow \text{MEM}(\ast, a) \\
  d &\rightarrow \text{MEM}(\ast, \text{CONST}) \\
  d &\rightarrow \text{MEM}(a)
  \end{align*}
  \]

  a: expressions for “addressing”  d: expressions for “data”

- The code-generator generator computes the minimum-cost match at each node for each nonterminal of the grammar using dynamic programming (Appel pp 191-193)

Instruction Selection for Tiger

- we will implement the **maximal munch** for instruction selection in the Tiger compiler (using ML pattern matching)

- **main problem:** how to deal with registers?

- **solution:** the register allocation will occur after instruction selection, the instruction selection phase will generate instructions with simple register templates.

  first, generate the assembly tree --- the assembly language without register assignments;

  second, do the register allocation

  third, emit the procedure entry exit sequence
Assembly Trees

- the assembly language without register assignments in ML datatype:

```ml
structure Assem : sig
  type reg = string
  type temp = Temp.temptype
  type label = Temp.label
  datatype instr
    = OPER of {assem: string, dst: temp list, src: temp list, jump: label list option}
    | LABEL of {assem: string, lab: label}
    | MOVE of {assem: string, dst: temp, src: temp}
  val format: (temp -> string) -> instr -> string
end
```

The `format` function will fill in the register information in the future.

Tiger Assembly Trees (cont’d)

- A `OPER` node `OPER{assem, dst, src, jump}` holds an assembly-language instruction `assem`. The source registers are `src`, the target registers are `dst`; `jump` would be `NONE` if it is not a branch instruction.

  a canonical tree exp  the assembly tree  after register allocations
  ```
  MEM
  LOAD 'd0 <- M['s0+8]
  
  TEMP fp
  TEMP fp
  
  CONST 8
  LOAD r1 <- M[r27+8]
  ```

- An `MOVE` node `MOVE{assem, dst, srcs}` holds an assembly-language move instruction `assem` that moves from `src` to `dst`.

  If later in register allocation, `src` and `dst` are assigned the same register, then this instruction will be deleted.