

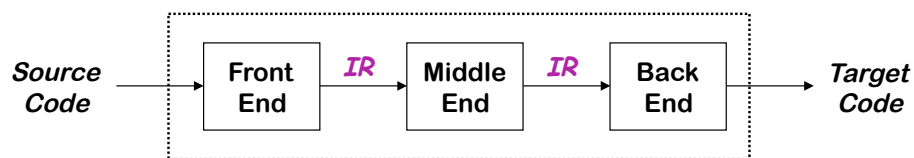
Intermediate Representations

Comp 412

Most of the material in
this lecture comes
from Chapter 5 of EaC

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Intermediate Representations



- Front end - produces an intermediate representation (*IR*)
- Middle end - transforms the *IR* into an equivalent *IR* that runs more efficiently
- Back end - transforms the *IR* into native code
- *IR* encodes the compiler's knowledge of the program
- Middle end usually consists of several passes

Intermediate Representations



- Decisions in *IR* design affect the speed and efficiency of the compiler
- Some important *IR* properties
 - Ease of generation
 - Ease of manipulation
 - Procedure size
 - Freedom of expression
 - Level of abstraction
- The importance of different properties varies between compilers
 - Selecting an appropriate *IR* for a compiler is critical

Types of Intermediate Representations



Three major categories

- Structural
 - Graphically oriented
 - Heavily used in source-to-source translators
 - Tend to be large

Examples:
Trees, DAGs
- Linear
 - Pseudo-code for an abstract machine
 - Level of abstraction varies
 - Simple, compact data structures
 - Easier to rearrange

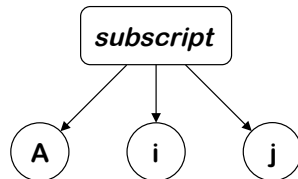
Examples:
3 address code
Stack machine code
- Hybrid
 - Combination of graphs and linear code
 - Example: control-flow graph

Example:
Control-flow graph



Level of Abstraction

- The level of detail exposed in an *IR* influences the profitability and feasibility of different optimizations.
- Two different representations of an array reference:



High level AST:
Good for memory
disambiguation

```

loadI 1      => r1
sub  rj, r1 => r2
loadI 10     => r3
mult r2, r3 => r4
sub  ri, r1 => r5
add  r4, r5 => r6
loadI @A     => r7
add  r7, r6 => r8
load  r8     => rAij

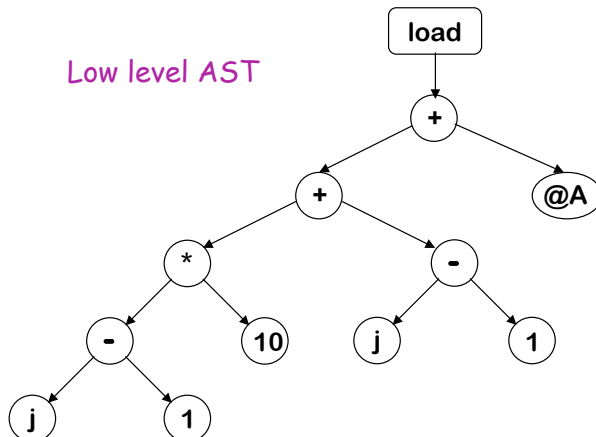
```

Low level linear code:
Good for address calculation



Level of Abstraction

- Structural *IRs* are usually considered high-level
- Linear *IRs* are usually considered low-level
- Not necessarily true:



Low level AST

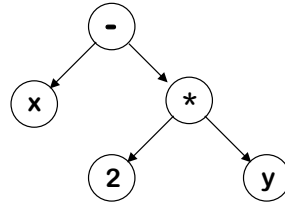
loadArray A, i, j

High level linear code



Abstract Syntax Tree

An abstract syntax tree is the procedure's parse tree with the nodes for most non-terminal nodes removed



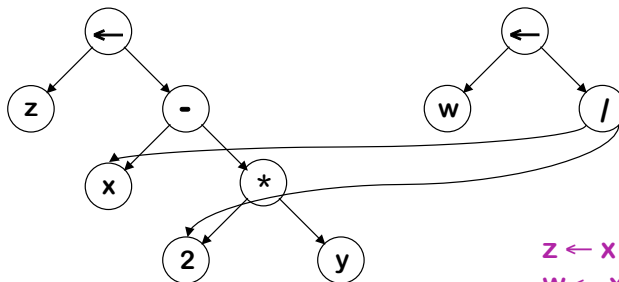
$x - 2 * y$

- Can use linearized form of the tree
 - Easier to manipulate than pointers
 - $x \ 2 \ y \ * \ -$ in postfix form
 - $- \ * \ 2 \ y \ x$ in prefix form
- S-expressions (Scheme,Lisp) are (essentially) ASTs



Directed Acyclic Graph

A directed acyclic graph (DAG) is an AST with a unique node for each value



$z \leftarrow x - 2 * y$
 $w \leftarrow x / 2$

- Makes sharing explicit
- Encodes redundancy

With two copies of the same expression, the compiler might be able to arrange the code to evaluate it only once.



Stack Machine Code

Originally used for stack-based computers, now Java

- Example:

$x - 2 * y$

becomes

```

push x
push 2
push y
multiply
subtract

```

Advantages

- Compact form
- Introduced names are *implicit*, not *explicit*
- Simple to generate and execute code

Useful where code is transmitted over slow communication links (*the net*)

Implicit names take up no space, where explicit ones do!



Three Address Code

Several different representations of three address code

- In general, three address code has statements of the form:

$x \leftarrow y \text{ op } z$

With 1 operator (*op*) and, at most, 3 names (*x*, *y*, & *z*)

Example:

$z \leftarrow x - 2 * y$

becomes

```

t ← 2 * y
z ← x - t

```

Advantages:

- Resembles many real machines
- Introduces a new set of names *
- Compact form



Three Address Code: Quadruples

Naïve representation of three address code

- Table of $k * 4$ small integers
- Simple record structure
- Easy to reorder
- Explicit names

The original FORTRAN compiler used "quads"

```
load  r1, y
loadI r2, 2
mult  r3, r2, r1
load  r4, x
sub   r5, r4, r3
```

RISC assembly code

load	1	y	
loadi	2	2	
mult	3	2	1
load	4	x	
sub	5	4	3

Quadruples



Three Address Code: Triples

- Index used as implicit name
- 25% less space consumed than quads
- Much harder to reorder

(1)	load	y	
(2)	loadI	2	
(3)	mult	(1)	(2)
(4)	load	x	
(5)	sub	(4)	(3)

Implicit names occupy no space

Remember, for a long time, 640Kb was a lot of RAM



Three Address Code: Indirect Triples

- List first triple in each statement
- Implicit name space
- Uses more space than triples, but easier to reorder

Stmt List	Implicit Names	Indirect Triples		
(100)	(100)	load	y	
(105)	(101)	loadI	2	
	(102)	mult	(100)	(101)
	(103)	load	x	
	(104)	sub	(103)	(102)

- Major tradeoff between quads and triples is compactness versus ease of manipulation
 - In the past compile-time space was critical
 - Today, speed may be more important



Two Address Code

- Allows statements of the form

$$x \leftarrow x \text{ op } y$$

Has 1 operator (*op*) and, at most, 2 names (*x* and *y*)

Example:

$$z \leftarrow x - 2 * y$$

becomes

$$\begin{aligned}
 t_1 &\leftarrow 2 \\
 t_2 &\leftarrow \text{load } y \\
 t_2 &\leftarrow t_2 * t_1 \\
 z &\leftarrow \text{load } x \\
 z &\leftarrow z - t_2
 \end{aligned}$$

- Can be very compact

Problems

- Machines no longer rely on destructive operations
- Difficult name space
 - Destructive operations make reuse hard
 - Good model for machines with destructive ops (PDP-11)

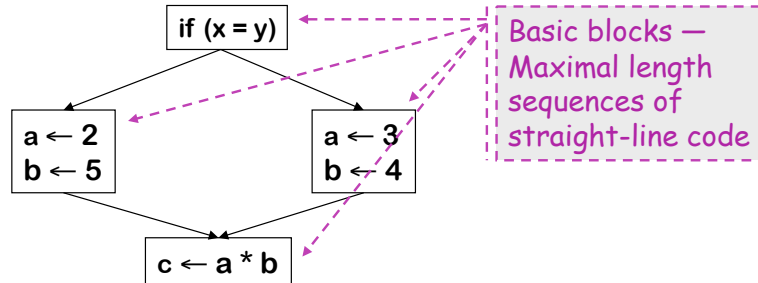


Control-flow Graph

Models the transfer of control in the procedure

- Nodes in the graph are basic blocks
 - Can be represented with quads or any other linear representation
- Edges in the graph represent control flow

Example



Static Single Assignment Form

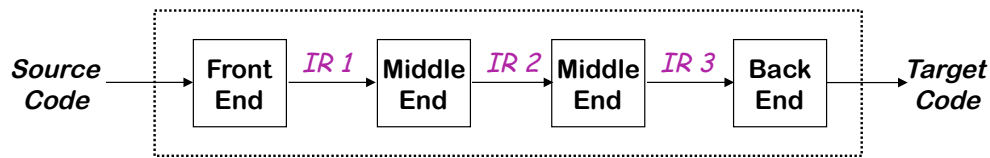
- The main idea: each name defined exactly once
- Introduce ϕ -functions to make it work

Original	SSA-form
<code>x ← ...</code>	<code>x₀ ← ...</code>
<code>y ← ...</code>	<code>y₀ ← ...</code>
<code>while (x < k)</code>	<code>if (x₀ >= k) goto next</code>
<code>x ← x + 1</code>	<code>loop: x₁ ← $\phi(x_0, x_2)$</code>
<code>y ← y + x</code>	<code> y₁ ← $\phi(y_0, y_2)$</code>
	<code> x₂ ← x₁ + 1</code>
	<code> y₂ ← y₁ + x₂</code>
	<code> if (x₂ < k) goto loop</code>
	<code>next: ...</code>

Strengths of SSA-form

- Sharper analysis
- ϕ -functions give hints about placement
- (sometimes) faster algorithms

Using Multiple Representations



- Repeatedly lower the level of the intermediate representation
 - Each intermediate representation is suited towards certain optimizations
- Example: the Open64 compiler
 - WHIRL intermediate format
 - Consists of 5 different IRs that are progressively more detailed and less abstract

Memory Models



Two major models

- Register-to-register model
 - Keep all values that can legally be stored in a register in registers
 - Ignore machine limitations on number of registers
 - Compiler back-end must insert loads and stores
- Memory-to-memory model
 - Keep all values in memory
 - Only promote values to registers directly before they are used
 - Compiler back-end can remove loads and stores
- Compilers for RISC machines usually use register-to-register
 - Reflects programming model
 - Easier to determine when registers are used



The Rest of the Story...

Representing the code is only part of an *IR*

There are other necessary components

- Symbol table
- Constant table
 - Representation, type
 - Storage class, offset
- Storage map
 - Overall storage layout
 - Overlap information
 - Virtual register assignments



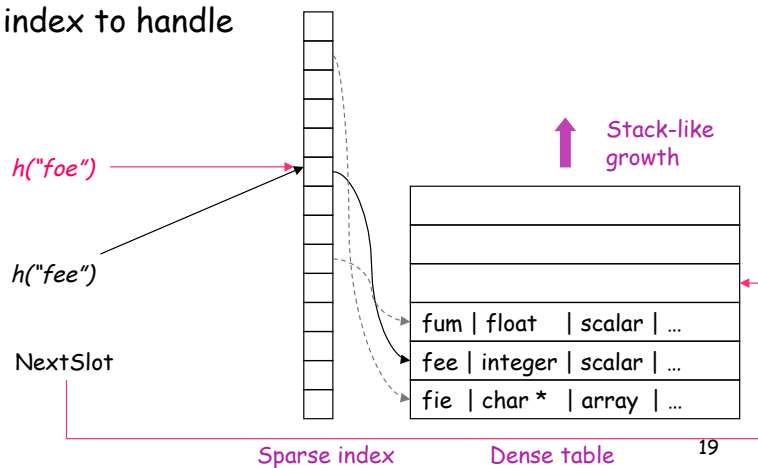
Symbol Tables

Classic approach to building a symbol table uses hashing

- Personal preference: a two-table scheme
 - Sparse index to reduce chance of collisions
 - Dense table to hold actual data
 - Easy to expand, to traverse, to read & write from/to files
- Use chains in index to handle collisions

See SB.3 in EaC for a longer explanation

Collision occurs when $h()$ returns a slot in the sparse index that is already full.

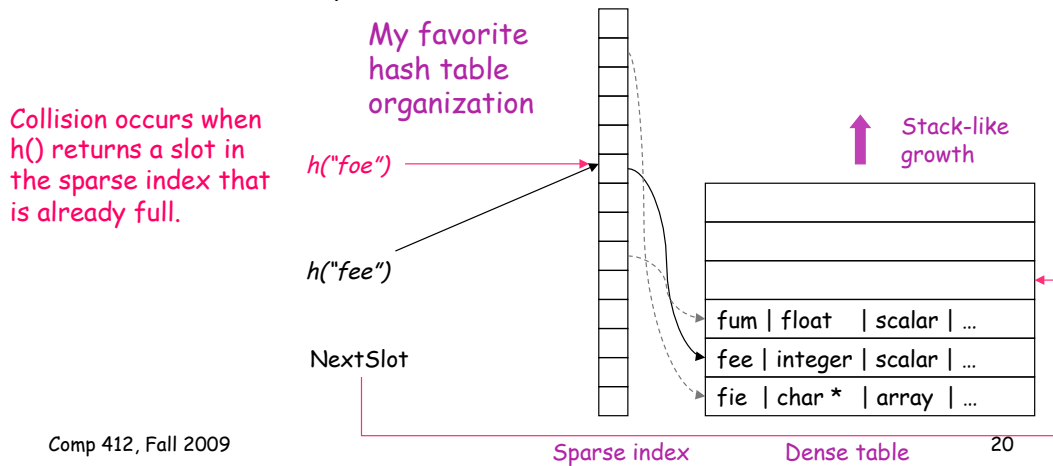




Hash-less Symbol Tables

Classic approach to building a symbol table uses hashing

- Some concern about worst-case behavior
 - Collisions in the hash function can lead to linear search
 - Some authors advocate "perfect" hash for keyword lookup
- Automata theory lets us avoid worst-case behavior



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Hash-less Symbol Tables

One alternative is Paige & Cai's *multiset discrimination*

- Order the name space offline
- Assign indices to each name
- Replace the names in the input with their encoded indices

Digression on page 241 of Eac

Using DFA techniques, we can build a guaranteed linear-time replacement for the hash function h

- DFA that results from a list of words is acyclic
 - RE looks like $r_1 | r_2 | r_3 | \dots | r_k$
 - Could process input twice, once to build DFA, once to use it
- We can do even better

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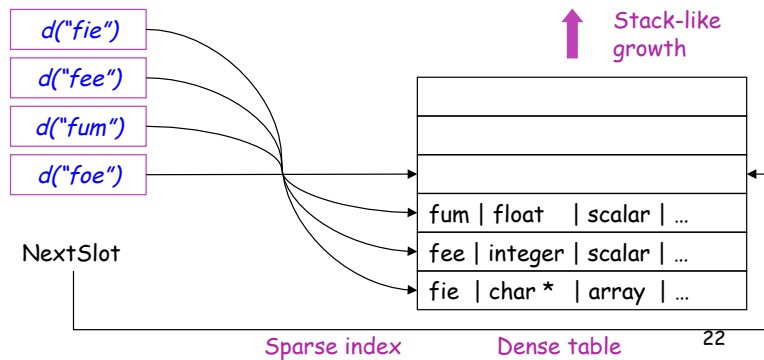


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Replace the hash function, h , and the sparse index with an efficient direct map, d , ...



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Hash-less Symbol Tables

Incremental construction of an acyclic DFA

- To add a word, run it through the DFA
 - At some point, it will face a transition to the error state
 - At that point, start building states & transitions to recognize it
- Requires a memory access per character in the key
 - If DFA grows too large, memory access costs become excessive
 - For small key sets (e.g., names in a procedure), not a problem
- Optimizations
 - Last state on each path can be explicit
 - Substantial reduction in memory costs
 - Instantiate when path is lengthened
 - Trade off granularity against size of state representation
 - Encode capitalization separately
 - Bit strings tied to final state?

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