BEG and Cocktail I

- We'll talk about a code generator generating system called BEG.
- BEG is part of a larger compiler construction toolset called Cocktail. Cocktail has tools that construct parsers, scanners, semantic analysers, intermediate code generators and machine code generators.
- Most of the Cocktail tools are now commercial products, but there are still some free early versions around on the net.
- BEG is a program which takes as input a specification consisting of code generation rules, a description of the target architecture, and a description of the intermediate representation.

BEG and Cocktail II

- Based on the machine description BEG produces a code generator which operates by pattern-matching on the intermediate representation.
- One can choose between several (at least two...) types of register allocators.
- The code generator constructed by BEG takes as its input a sequence of expression trees. Output can be just about anything; we will produce textual assembly code.
- The code generator takes care of (almost) all aspects of code generation: instruction selection, register allocation, register assignment, and register spilling.
- The next slide shows the overall structure of a compiler built by Cocktail.
The Phases of Beg I

- The code generator generated by BEG runs in three phases.
- The first phase uses pattern matching to construct a **minimal cover** of the input tree: the code generator will find the set of code generator rules which will produce the cheapest (fastest) code sequences. BEG does this by **covering** the input tree with the cheapest sequence of patterns.
- The second phase allocates register.
- The third phase generates the actual code.
- Another way of thinking about a minimal cover is to say that the selected patterns **reduce** the input tree to the **empty tree** by deleting matched parts of the input tree.

Intermediate Code

- When we build the code generator with BEG, BEG generates a module Sparc.md/mi which is the interface to the code generator.
- At compile-time we call procedures in this module to build the intermediate code tree.
- The code generator generated by BEG assumes that the intermediate code is in a tree format. The structure of the tree-nodes is described by a specification.
There are several alternative ways of thinking about the actions taken by BEG during code generation:

1. Find a set of patterns that covers the input tree, such that the total cost is minimized.
2. Build a tree (identical to the input tree) out of the available patterns, such that the total cost of the new tree is minimized.
3. Apply the patterns to the input tree, replacing the matched part of the tree with the right hand side of the pattern, until the tree is consumed. Chose the set of patterns with minimal cost.
These simple rules all contain three parts: a **pattern**, a **cost**, and an **emit**-part. The **pattern**-part describes a sub-tree which the rule matches, the **emit**-part describes the instructions to be generated by the rule, and the **cost**-part describes the cost of executing these instructions.

**Rule 1**, for example, states that on the **Sparc** there is an **add**-instruction which adds two registers into a third, and which executes in one (1) machine cycle.

**Rule 2** says that we can load the value at a given address into a register using the **ld**-instruction. **Address** is a **Sparc** addressing mode which has several different forms.

**Rule 5** shows how we can load an integer value into a register using the **set** pseudo-operation.

**Rule 6** is known as a chain-rule. It generates no code but simply states how we may transform a value from one form to another. In this case the rule states how we can transform a register into the addressing mode **Address**. The Modula-2-code in the **EVAL**-part is executed during the code generator's cover phase, whereas the code in the **EMIT**-part is executed during the output phase.

**Beg Tree Patterns II**

- A Beg pattern is normally a sub-tree where the leaves are non-terminals.
- A non-terminal represents a **storage class** on the machine, i.e. a register or some other addressing mode.
- Most patterns have a **result non-terminal**, which describes the type of storage class in which the instruction returns its result.
- Top-level patterns are distinguished by the fact that they do not have a result non-terminal. They therefore only match the root of an input expression tree.
A chain rule transforms a value from one storage class to another. Often this can be done without generating any code. For example, if one instruction returns its result in a register, and the next instruction requires its argument in an address (e.g. a Sparc addressing mode which is either a register, the sum of two registers, or the sum of a register and a small offset), then we can use a chain rule that maps a register non-terminal to an address (without producing any code) rather than introducing an explicit rule for each instruction of that kind.

We can use the same technique to handle machines with more than one register class (Address and Data Registers for the MC68XXX architecture, for example).
A working BEG specification can be extended with new rules that produce better code in special cases.

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**Structure of Sparc.cgd**

- The main BEG specification for the SPARC architecture is stored in a file Sparc.cgd. It has the following global structure:

  ```
  CODE_GENERATOR_DESCRIPTION Sparc;
  INTERMEDIATE_REPRESENTATION
  NONTERMINALS IntExp;
  OPERATORS
  Intermediate code format
  REGISTERS
  Description of registers
  AVAIL (Available registers);
  NONTERMINALS
  Description of addressing modes
  Code generation rules
  INSERTS
  Code to be inserted in generated modules
  END_CODE_GENERATOR_DESCRIPTION ...
  ```

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**Building Beg Specifications**

![Building Beg Specifications Diagram](image)
Intermediate Format

This is how the tree-nodes are described:

**CODE_GENERATOR_DESCRIPTION** Sparc;
**INTERMEDIATE_REPRESENTATION**;
**NONTERMINALS** IntExp;

**OPERATORS**

- **Integer** (value : INTEGER) -> IntExp;
- **GlobalVar** (id : Identifier) -> IntExp;
- **Load** IntExp -> IntExp;
- **Store** IntExp * IntExp;
- **Plus** IntExp + IntExp -> IntExp;

... 

**END CODE_GENERATOR_DESCRIPTION** ...

SPARC Architecture

We need to know the addressing modes the machine has and which registers are available.

1. **Integer Register**
   - global (%g0, %g1, ..., %g7)
   - local (%l0, %l1, ..., %l7)
   - input (%i0, %i1, ..., %i7)
   - output (%o0, %o1, ..., %o7)

2. **Floating Point Register**
   - (%f0, %f1, ..., %f31)

3. **Address**
   - reg1 + reg2
   - reg1 + const13
   - const13

4. **Register or Immediate**
   - reg1
   - const13

Registers and Addr. Modes

**CODE_GENERATOR_DESCRIPTION** Sparc;
**REGISTERS** l0, l1, l2, l3, l4, l5, l6, l7, ..., i5, i6, i7;
**AVAIL** (l0..l7, i0..i5, i7, o0..o5, g1..g6);

**NONTERMINALS**

- **Register** **REGISTERS** (l0, l1, l2, ..., i5, ...);
- **Greg** **REGISTERS** (g1, g2, g3, g4, ...);
- **Address** **ADRMODE**
  - **COND_ATTRIBUTES**
    - (val : INTEGER)
    - (reg1 : Register; reg2 : Register);
- **RegOrImm** **ADRMODE**
  - **COND_ATTRIBUTES**
    - (val : INTEGER)
    - (reg : Register);
- **IntConst13** **COND_ATTRIBUTES**
  - (val : INTEGER);

**END CODE_GENERATOR_DESCRIPTION** ...

BEG Rules

**RULE** Pattern consisting of register classes, addressing modes, operators, etc.

**CONDITION** Condition evaluated during cover phase. If result is FALSE rule will not be used.

**COST** Cost (in number of cycles) of using rule.

**CHANGE** Registers affected by generated code.

**EVAL** Code to evaluate attributes, build addressing modes, etc.

**EMIT** Code to generate target code.

**RULE** arg1 arg2 ... argn -> result

**CONDITION** { Boolean Modula-2-expression };

**COST** Integer;

**CHANGE** (Affected registers);

**EVAL** { Cover phase Modula-2-code };

**EMIT** { Output phase Modula-2-code };

Advanced BEG Rules I

Admissible Registers I:

RULE Mult Reg.a(o0) Reg.b(o1)->Reg.c(o0)
COST 4;
EMIT {Write("mul..."};

- The mul instruction requires its arguments to be in registers %o0 and %o1, and returns its result in register %o0.

Admissible Registers II:

RULE Instr Reg.a(o0..06) -> Reg.b(o0)
COST 4;
EMIT {Write("...");

- In order to use this rule, Beg has to make sure that the argument is in one of the specified registers.

Advanced BEG Rules II

Registers Affected by Side-Effects:

RULE Call.c Arg;
COST 2;
CHANGE (g1..g6);
EMIT {Write("call...");

- A procedure call affects all global registers.

Computed Registers:

RULE Instr Reg.a -> Reg.c({Mod-2 Expr})
COST 4;
EMIT {Write("...");

- The expression returns a suitable register. This is useful when passing parameters in registers.

Advanced BEG Rules III

Constant Folding:

- The Modula-2 code in in the EVAL part of a rule is executed during the cover phase. It can therefore be used to evaluate (fold) constant expressions.

- For example, an expression $a + 2 \times 3$ would be translated into code for $a + 6$, with $2 \times 3$ evaluated at compile time.

Rule 9:

RULE Plus Integer.a Integer.b -> Integer.c
COST 0;
EVAL{c.value := a.value + b.value}

Advanced BEG Rules IV

Complex Patterns:

- A BEG rule can be given an arbitrarily complex pattern. The pattern part of a rule is actually a preorder traversal of a tree pattern.

- The following example shows how we can specify a multiply-and-add instruction:

```
RULE Plus Reg.a Mult Reg.b Reg.c -> Reg.d
COST 2;
EMIT {write("MADD ...")};
```

Rule 10:
The last part of a BEG specification consists of instructions that inserts extra code into the generated modules.

Often this code consists of IMPORT statements that makes it possible for the generated modules to find types and procedures defined by us.

For every module M generated by BEG, you can insert code into its definition and implementation modules. This is done in so called insertion points (Ip):

- IpM_d { Code inserted into M.def, after IMPORT statements. }
- IpM_i { Code inserted into M.mod }

There are special insertion points called IpInOut (for inserting IO routines) and IpNoReg (for inserting code to call when register allocation fails).

### Example: IBM370

```plaintext
CODE_GENERATOR_DESCRIPTION IBM370;
INTERMEDIATE_REPRESENTATION
NONTERMINALS Value;
OPERATORS
Constant ( v : INTEGER ) -> Value;
Plus Value + Value -> Value;
Mult Value * Value -> Value;
AddressPlus Value * Value -> Value;
BlockBase Value * Value;
Content Value Value
Assign Value * Value;
```
Example – IBM370 II

REGISTERS
R0,R1,R2,R3,R4,R5,R6,R7,R8,R9,R10,R11,
R12,R13,R14,R15,
D0(R0,R1),D2(R2,R3),D4(R4,R5),D6(R6,R7),
D8(R8,R9),D10(R10,R11),D12(R12,R13),
D14(R14,R15),F0,F1,F2,F3,F4,F5,F6,F7,
DF0(F0,F1),DF2(F2,F3),DF4(F4,F5),DF6(F6,F7);

NONTERMINALS
Register REGISTERS (R0,R1,R2,R3,R4,R5,R6,
R7,R8,R9,R10,R11,R12);
Double REGISTERS (D0,D2,D4,D6,D8,D10);
RegSum ADRMODE (r:Register; s:Register);

Example – IBM370 III

RULE AddressPlus
Register.i (R1..R15)
Register.b (R1..R15) -> RegSum;
COST 0;
EMIT {RegSum.r := i; RegSum.s := b};

RULE Double -> Register(R1,R3,R5,R7,R9,R11);
COST 0; TARGET Double;

RULE Register (R0,R2,R4,R6,R8,R10) ->
Double.d (D0,D2,D4,D6,D8,D10);
COST 2;
TARGET Register;
EMIT {Write("SRDA ", d, 32);}

Example – IBM370 IV

RULE Constant -> Register.r;
COST 5;
EMIT {Write("L ", r, ";A(" , Constant.v, ")")};

RULE Plus Register.s Register.r -> Register;
COST 2;
TARGET r;
EMIT {Write("AR ", r, s);}\

RULE Mult Register.a(R1,R3,R5,R7,R9,R11)
Register.b
  -> Double.d (D0,D2,D4,D6,D8,D10);
COST 20; TARGET a;
EMIT {Write("MR ", d, b);}\

Summary
Read the Tiger Book, Chapter 9, *Instruction Selection*.


Or, read the Dragon Book, pp. 572–580.

In the Sparc example, the val-attributes in the Address, RegOrImm, and IntConst13 addressing modes are specified as **condition attributes**. This means that this attribute gets its value during the code generator’s *cover phase*. The register attributes, on the other hand, get their values during the *output phase*.