CSc 553

Principles of Compilation

22 : Code Generation — Tree Matching

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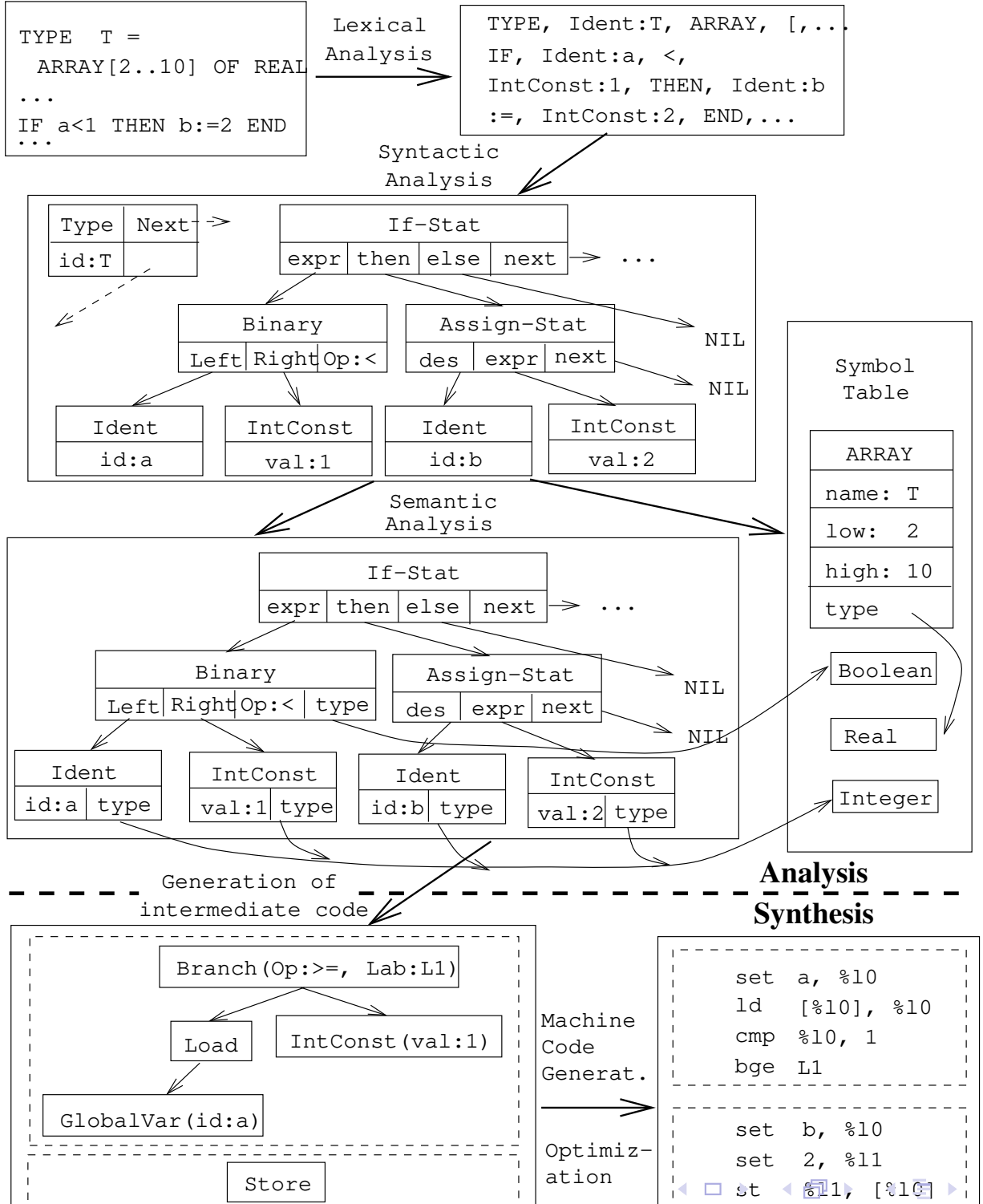
Code Generation with BEG

BEG and Cocktail I

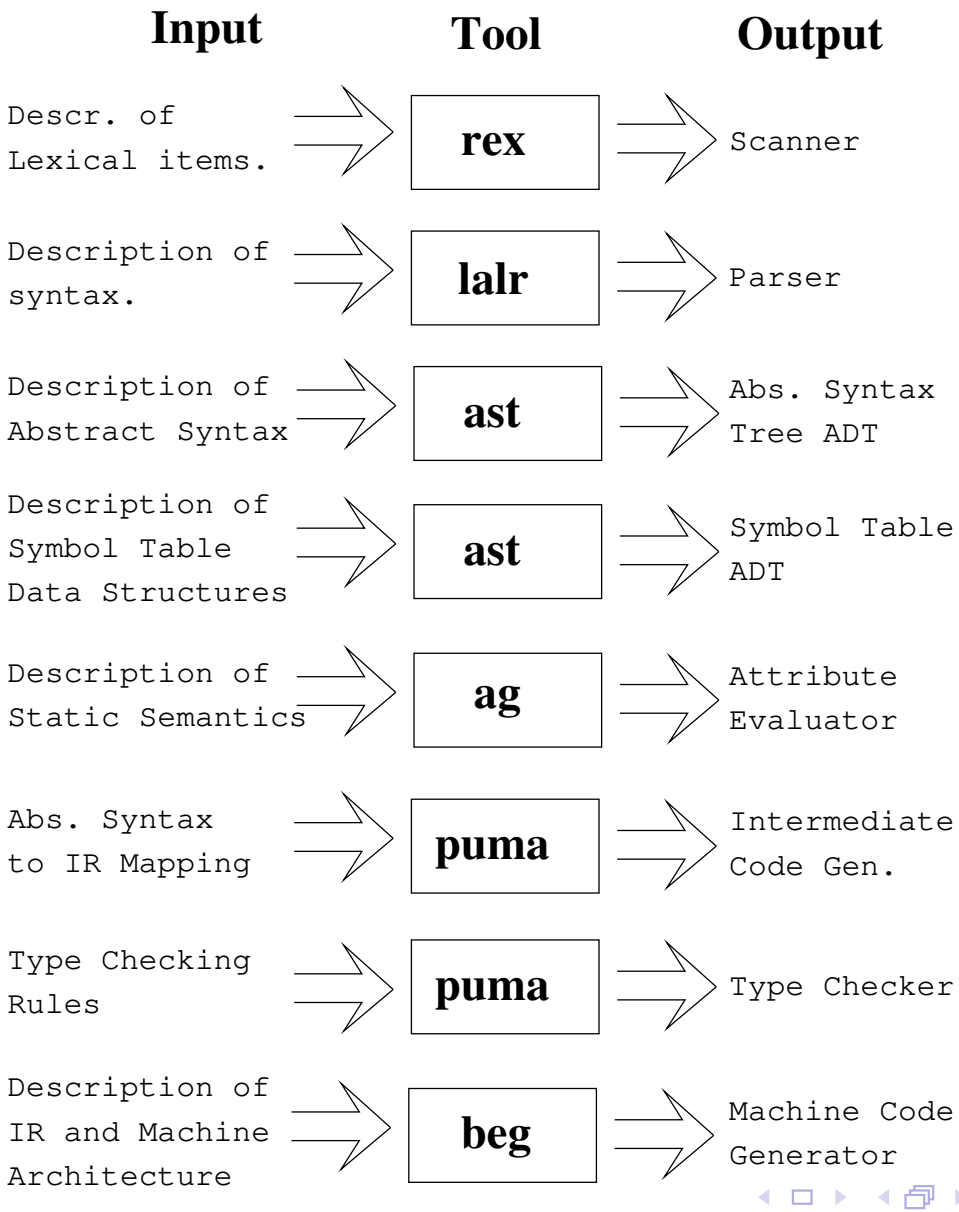
- We'll talk about a code generator generating system called `BEG`.
- `BEG` is part of a larger compiler construction toolset called `Cocktail`. `Cocktail` has tools that construct parsers, scanners, semantic analysers, intermediate code generators and machine code generators.
- Most of the `Cocktail` 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

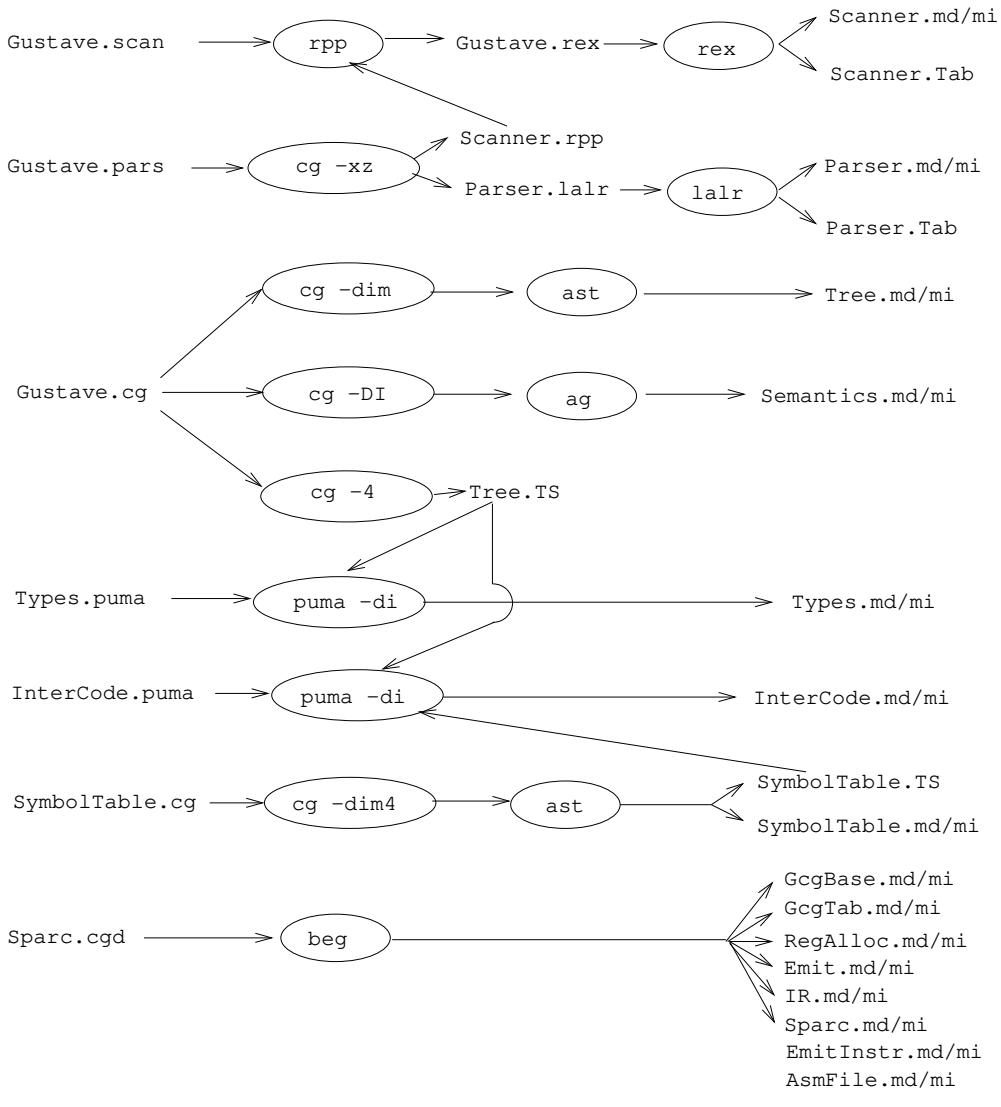
- Based on the machine description `BEG` produces a code generator which operates by pattern-matching on the intermediate representation.
- One can choose between several (at least two...) types of register allocators.
- The code generator constructed by `BEG` takes as its input a sequence of expression 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`.

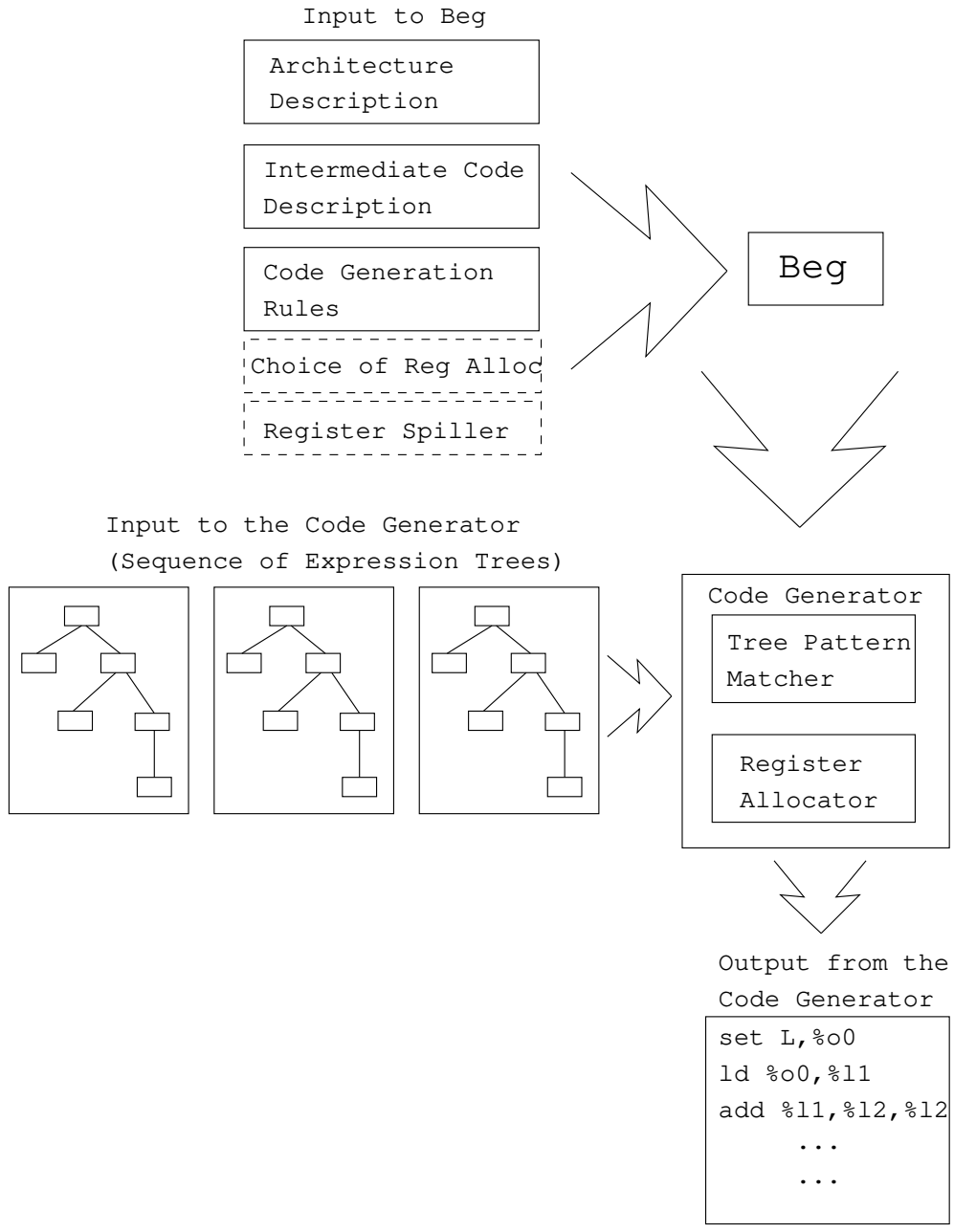

TYPE T =
ARRAY[2..10] OF REAL
...
IF a<1 THEN b:=2 END
...
Lexical Analysis
TYPE, Ident:T, ARRAY, [,...
IF, Ident:a, <,
IntConst:1, THEN, Ident:b
:=, IntConst:2, END,...
Syntactic Analysis
Type
Next
id:T
If-Stat
expr
then
else
next
...
Binary
Left
Right
Op:<
Assign-Stat
des
expr
next
NIL
NIL
NIL
Ident
id:a
IntConst
val:1
Ident
id:b
IntConst
val:2
Symbol Table
ARRAY
name: T
low: 2
high: 10
type
Boolean
Real
Integer
Semantic Analysis
If-Stat
expr
then
else
next
...
Binary
Left
Right
Op:<
type
Assign-Stat
des
expr
next
NIL
NIL
Ident
id:a
type
IntConst
val:1
type
Ident
id:b
type
IntConst
val:2
type
Analysis
Synthesis
Generation of intermediate code
Branch(Op:>=, Lab:L1)
Load
IntConst(val:1)
GlobalVar(id:a)
Store
Machine Code Generat.
Optimiz-ation
set a, %l0
ld [%l0], %l0
cmp %l0, 1
bge L1
set b, %l0
set 2, %l1
st %l1, [%l0]

Cocktail Tools



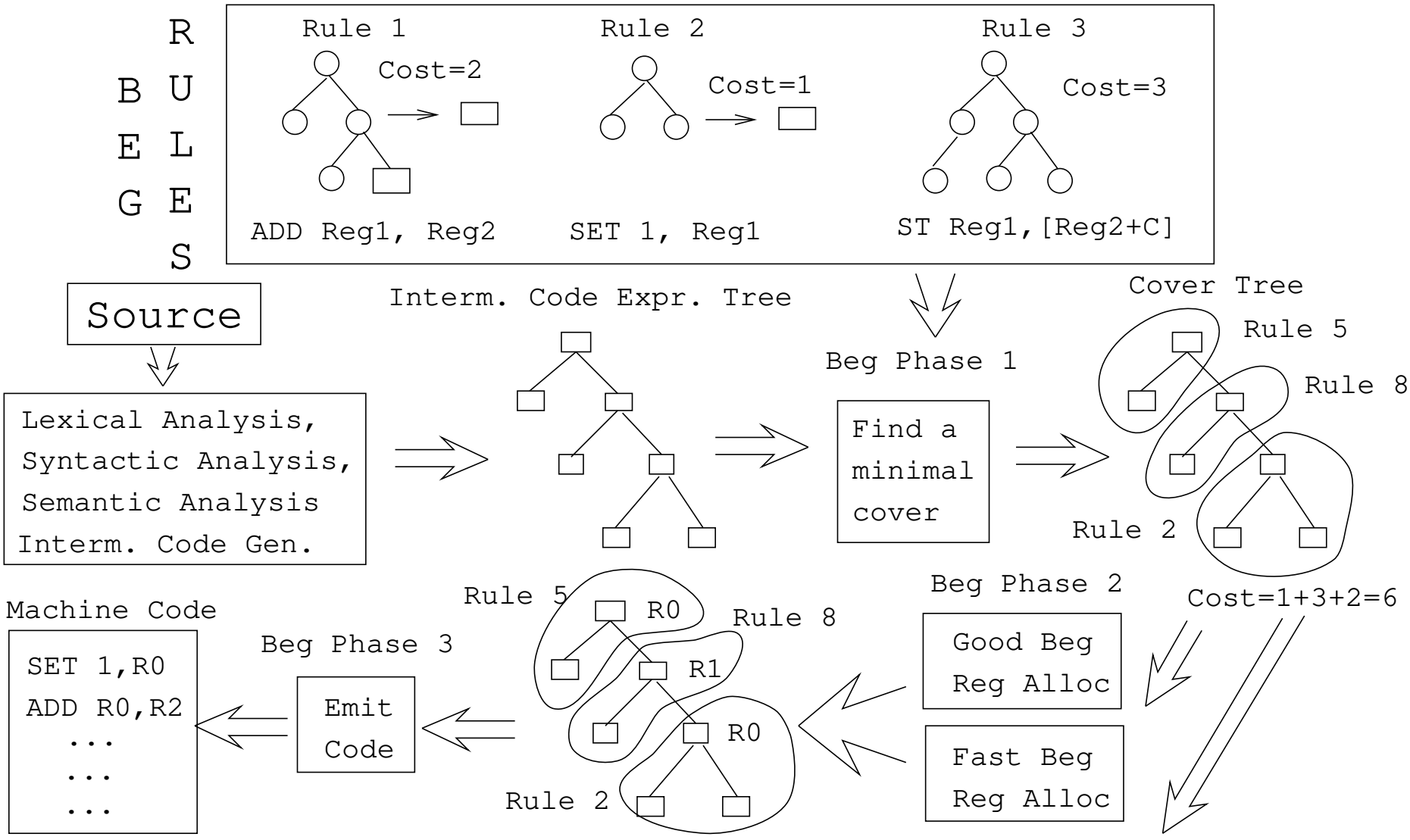
Cocktail Generated Files




Input to Beg
Architecture Description
Intermediate Code Description
Code Generation Rules
Choice of Reg Alloc
Register Spiller
Beg
Input to the Code Generator
(Sequence of Expression Trees)
Code Generator
Tree Pattern Matcher
Register Allocator
Output from the Code Generator
set L,%o0
ld %o0,%l1
add %l1,%l2,%l2
...
...

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.


BEG RULES
Rule 1
Cost=2
ADD Reg1, Reg2
Rule 2
Cost=1
SET 1, Reg1
Rule 3
Cost=3
ST Reg1,[Reg2+C]
Source
Lexical Analysis,
Syntactic Analysis,
Semantic Analysis
Interm. Code Gen.
Interm. Code Expr. Tree
Beg Phase 1
Find a
minimal
cover
Cover Tree
Rule 5
Rule 8
Rule 2
Cost=1+3+2=6
Beg Phase 2
Good Beg
Reg Alloc
Fast Beg
Reg Alloc
Rule 5
R0
Rule 8
R1
R0
Rule 2
Beg Phase 3
Emit
Code
Machine Code
SET 1,R0
ADD R0,R2
...
...
...

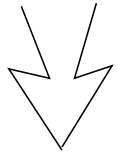
Intermediate Code

- 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.

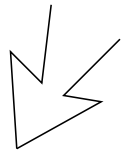
The Code Generator Specification

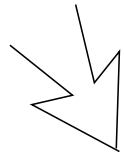
```
CODE_GENERATOR_DESCRIPTION Sparc;
INTERMEDIATE_CODE
   GlobalVar (id) -> IntExp;
   Plus IntExp + IntExp -> IntExp;
REGISTERS ....
RULES ....
END CODE_GENERATOR_DESCRIPTION Sparc.
```

Sparc.cgd



BEG





Interface to the
Code Generator

```
DEFINITION MODULE Sparc;
  TYPE IntExp;
  PROCEDURE GlobalVar (
     id : Identifier;
     VAR result : IntExp);
  PROCEDURE Plus (
    op1, op2 : IntExp;
     VAR result : IntExp);
END Sparc;
```

Sparc.md

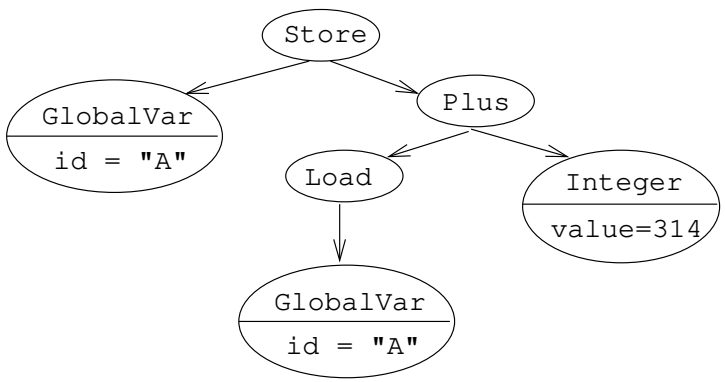
The Code
Generator

Instruction
Selector

Register
Allocator

Intermediate Code II

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



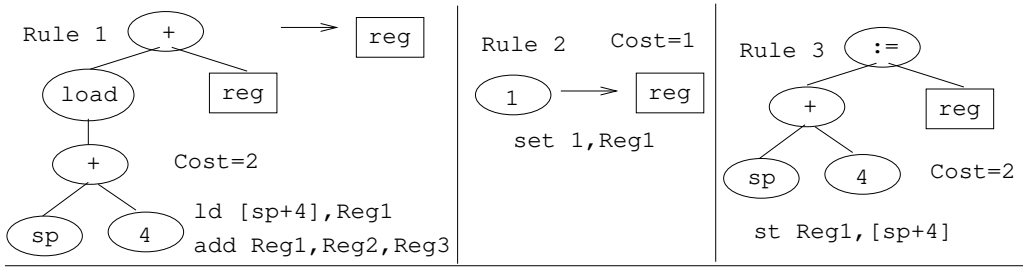
- The $+$ $(*)$-sign makes the operator (non-)commutative (`Plus` is commutative since $a + b \equiv b + a$).
- Parentheses indicate input attributes, data passed from the front end to the code generator.

Cover Trees I

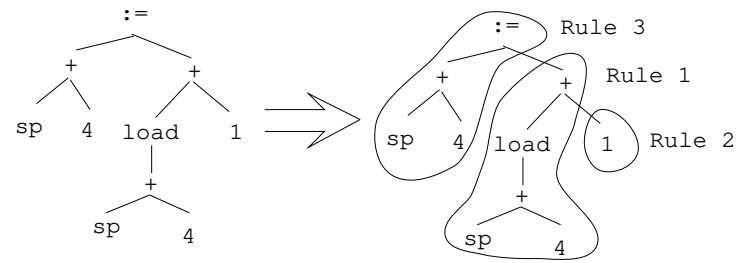
There are several alternative ways of thinking about the actions taken by BEG during code generation:

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.

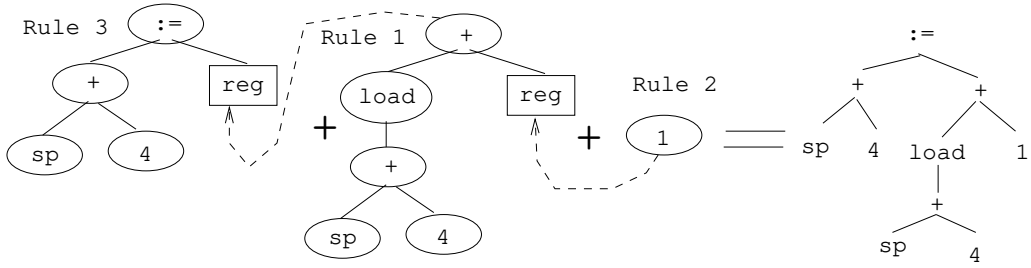
Patterns:



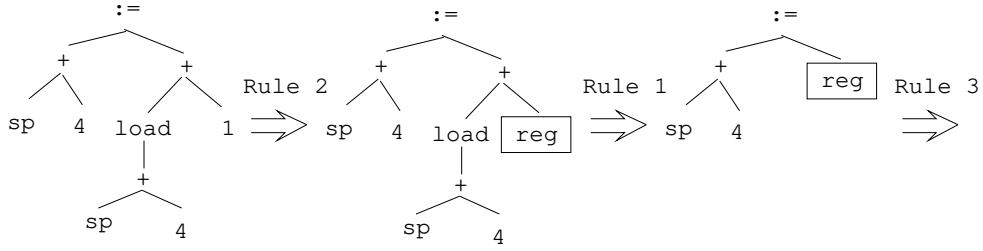
Definition 1:



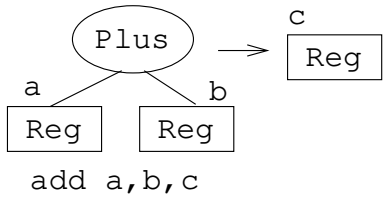
Definition 2:



Definition 3:



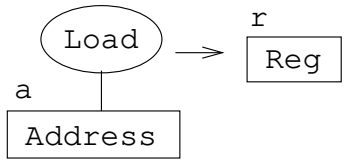
Rule 1:



add a,b,c

```
RULE Plus Reg.a Reg.b -> Reg.c
COST 1;
EMIT{Write("add" a "," b "," c);};
```

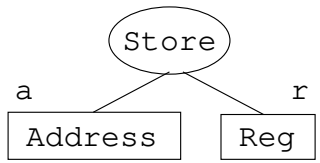
Rule 2:



ld [a], r

```
RULE Load Address.a -> Reg.r
COST 1;
EMIT{Write("ld" "[" a "]" "," r);};
```

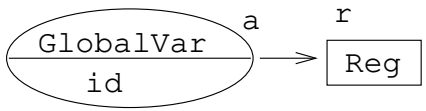
Rule 3:



st r,[a]

```
RULE Store Address.a Reg.r
COST 1;
EMIT{Write("st" r, "[" a "]" );};
```

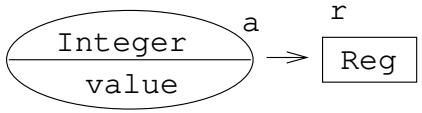
Rule 4:



set a.id, r

```
RULE GlobalVar.a -> Reg.r
COST 2;
EMIT{Write("set" a.id "," r);};
```

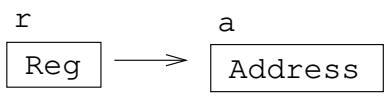
Rule 5:



set a.value, r

```
RULE Integer.a -> Reg.r
COST 2;
EMIT{Write("set" a.value "," r);};
```

(Chain-)Rule 6:




```
RULE Reg.r -> Address.a   COST 0;
EVAL{a.val:=0;} EMIT{a.reg:=r;};
```

Beg Example I (b) – Explanation

- 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.

Explanations:

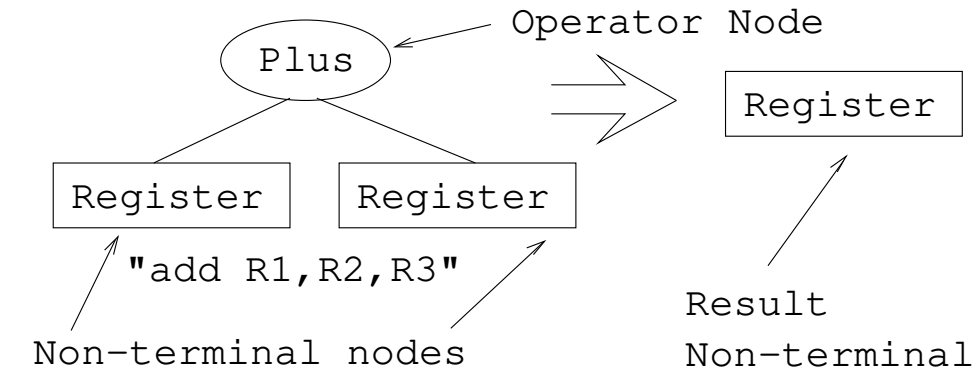
Rule 1, for example, states that on the SPARC there is an `add`-instruction which adds two registers into a third, and which executes in one (1) machine cycle.

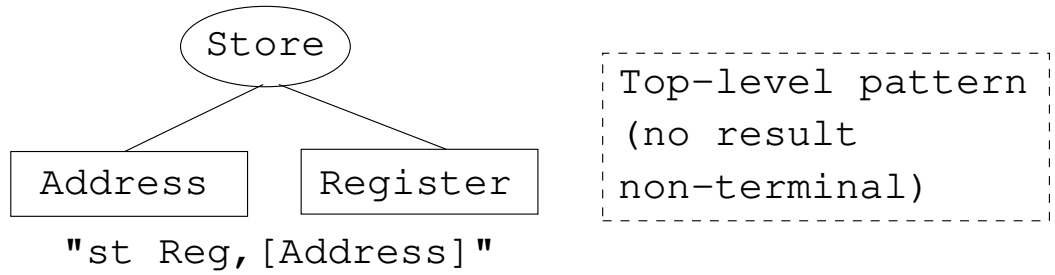
Beg Example I (c) – Explanation

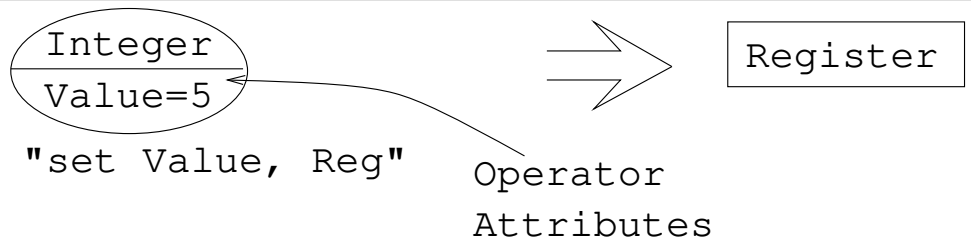
Rule 2 says that we can load the value at a given address into a register using the `ld`-instruction. `Address` is a SPARC addressing mode which has several different forms.

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

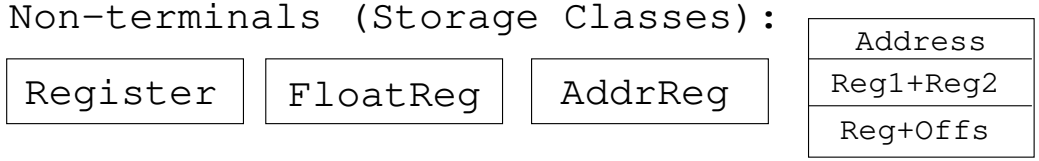
Rule 6 is known as a chain-rule. It generates no code but simply states how we may transform a value from one form to another. In this case the rule states how we can transform a register into the addressing mode `Address`. The Modula-2-code in the **EVAL**-part is executed during the code generator's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



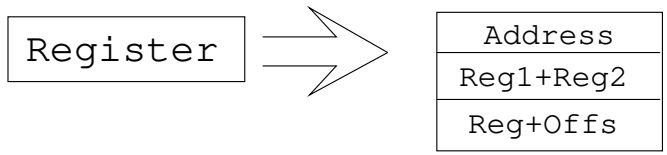




Non-terminals (Storage Classes):



Chain Rules (Storage Class Transformations):



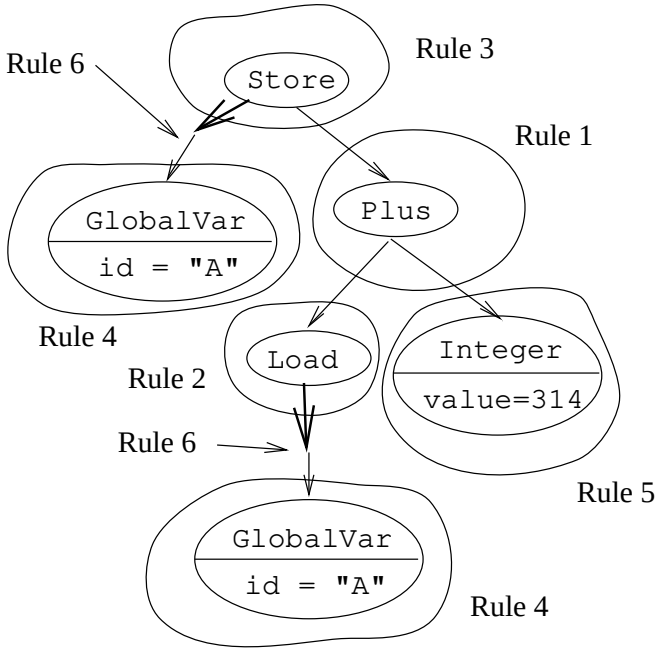
Beg Tree Patterns II

- 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.

Beg Tree Patterns III

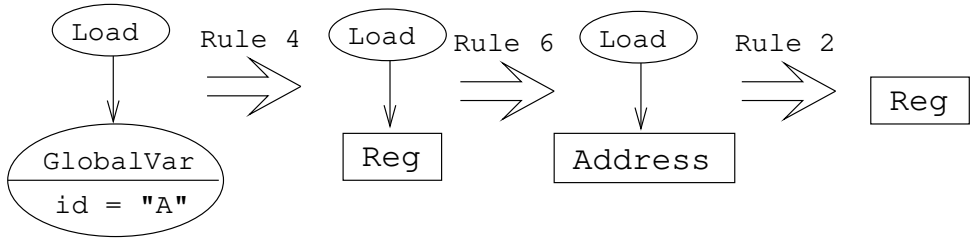
- A chain rule transforms a value from one storage class to another. Often this can be done without generating any code. For example, if one instruction returns its result in a register, and the next instruction requires its argument in an address (e.g. a Sparc addressing mode which is either a register, 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).

BEG Example I (d)

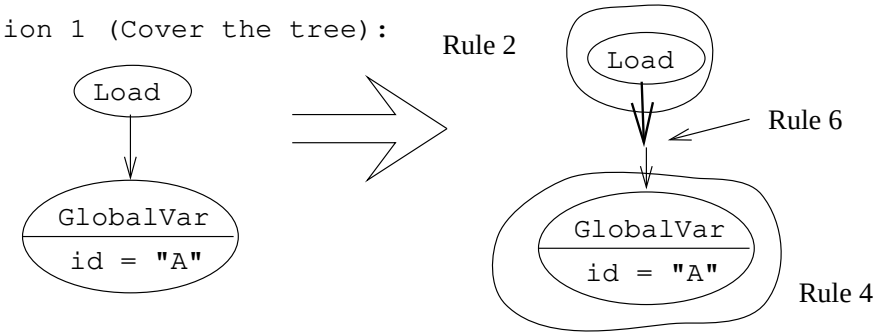



```
set A, %l0
ld  [%l0], %l0
set 314, %l1
add %l0, %l1, %l0
set A, %l1
st  %l0, [%l1]
```

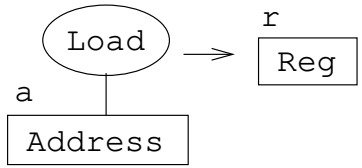
Definition3 (Consume the tree):



Definition 1 (Cover the tree):



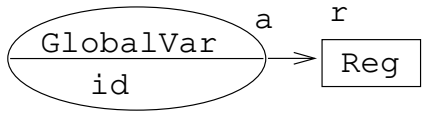
Rule 2:



ld [a], r

```
RULE Load Address.a -> Reg.r
COST 1;
EMIT{Write("ld" "[" a "]");
     Write("," r);};
```

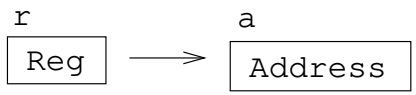
Rule 4:



set a.id, r

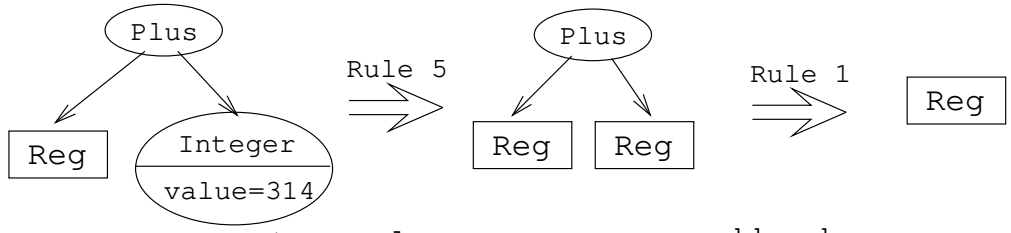
```
RULE GlobalVar.a -> Reg.r
COST 2;
EMIT{Write("set" a.id "," r);};
```

(Chain-)Rule 6:




```
RULE Reg.r -> Address.a   COST 0;
EVAL{a.val:=0;}  EMIT{a.reg:=r;};
```

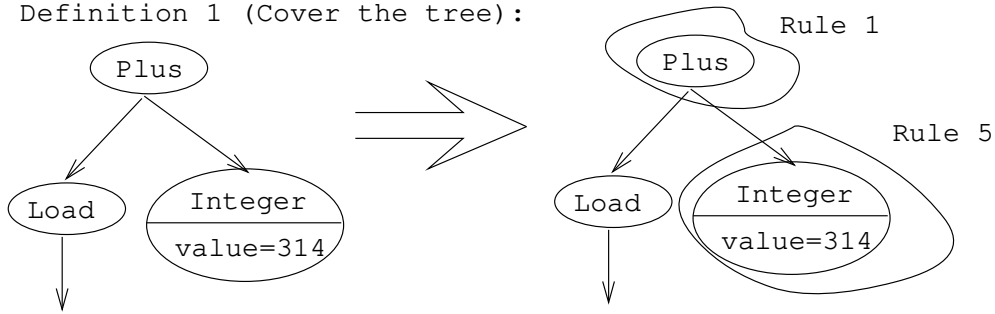
Definition 3 (Consume the tree):



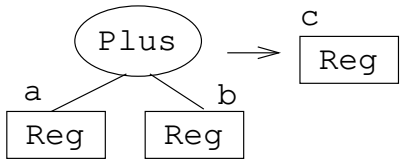
set a.value, r

add a,b,c

Definition 1 (Cover the tree):



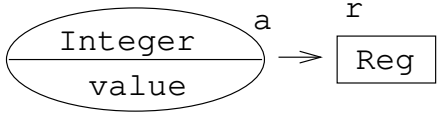
Rule 1:



add a,b,c

```
RULE Plus Reg.a Reg.b -> Reg.c
COST 1;
EMIT{Write("add" a "," b);
     Write("," c);};
```

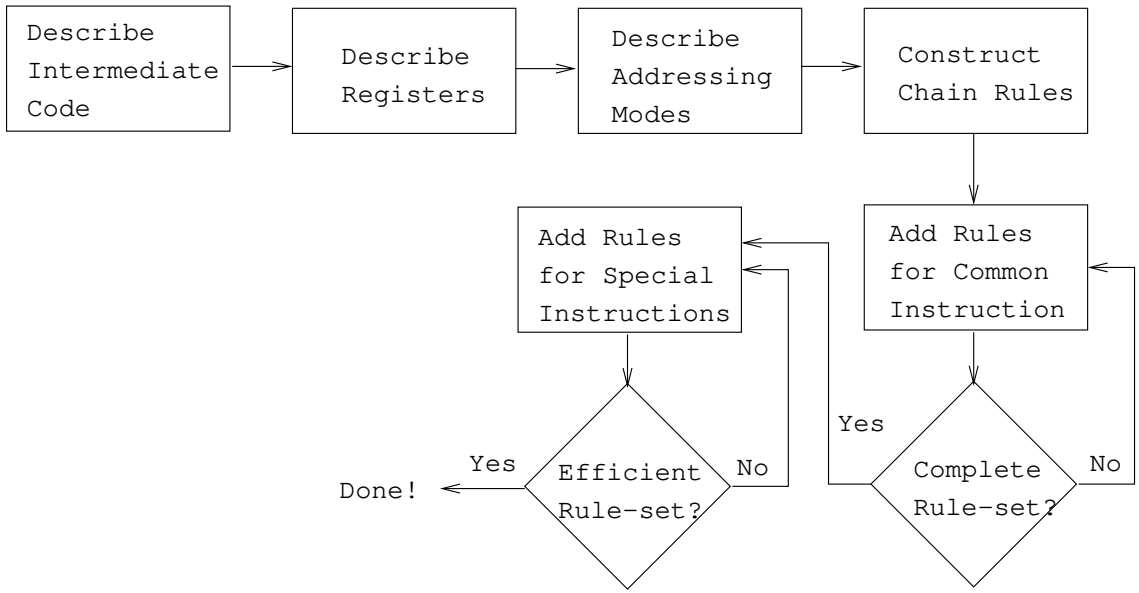
Rule 5:



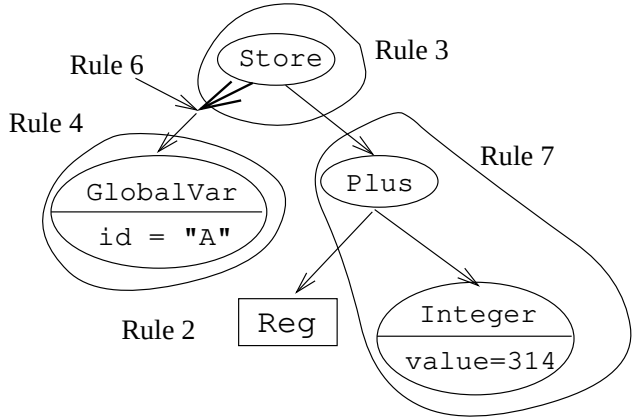
set a.value, r

```
RULE Integer.a -> Reg.r
COST 2;
EMIT{Write("set" a.value);
     Write("," r);};
```

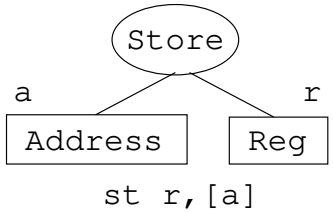
Building Beg Specifications



- A working BEG specification can be extended with new rules that produce better code in special cases.

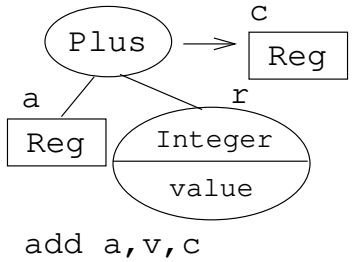


Rule 3:




```
RULE Store Address.a Reg.r
COST 1;
EMIT{Write("st" r, "[" a "]" );};
```

Rule 7:




```
RULE Plus Reg.a Integer.v->Reg.c
CONDITION{(v.value>=-4195) &
          (v.value<=4195)};
COST 1;
EMIT{Write("add" a "," v.value
           "," c);};
```

Without Rule 7:

```
set A, %l0
ld  [%l0], %l0
set 314, %l1
add %l0, %l1, %l0
set A, %l1
st  %l0, [%l1]
```

With Rule 7:

```
set A, %l0
ld  [%l0], %l0
add %l0, 314, %l0
set A, %l1
st  %l0, [%l1]
```

Structure of BEG Specifications

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 ....

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**
   - $\text{reg}_1 + \text{reg}_2$
   - $\text{reg}_1 + \text{const}_{13}$
   - const_{13}
4. **Register or Immediate**
   - reg_1
   - const_{13}

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 arg_1 arg_2 ... arg_n
-> 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 $a + 2 * 3$ would be translated into code for $a + 6$, with $2 * 3$ evaluated at compile time.

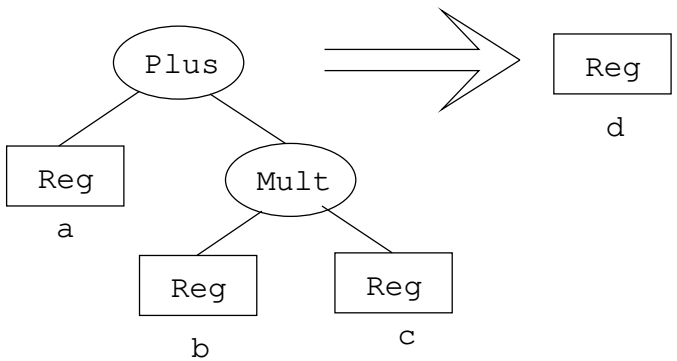
Rule 9:

```
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 10:

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

Inserting Modula-2 Code I

- 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).

Inserting Modula-2 Code II

```
CODE_GENERATOR_DESCRIPTION Sparc;
INSERTS
   IpInOut {
   FROM AsmFile IMPORT
      Create,...,FatalError;
   }
   IpIR_d {
      FROM GcgBase IMPORT
                Identifier, Condition;
   }
   IpIR_i {
      FROM GcgBase IMPORT Identifier, ...,
   PrintCondition;
   }
   IpNoReg {
      FatalError ("Reg alloc failed.");
      HALT;
   }
```

Example: IBM370

Example – IBM370 I

```
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;
  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

Readings and References

- Read the Tiger Book, Chapter 9, *Instruction Selection*.
- Read "Emmelmann, Schröer, Landwehr: *BEG – A generator for Efficient Back Ends*", PLDI '89.
- Or, read the Dragon Book, pp. 572–580.

Summary

- 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*.