

Code Generation

Compiler Construction

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Code Generation

Overview

Code Generation

Summary

- Code generation deals with transforming some IR into assembly
 - Code can also be generated from the AST, DAG etc.
- Generated code may not necessarily be fast
 - Optimizations can improve performance significantly

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- Generate code for the following expressions.

```
1  foo: function void () = {  
2      i: integer;      // r10d  
3      j: integer = 0;  // r11d  
4      k: integer = 23; // r12d  
5  
6      i = 42;  
7      j = i + j;  
8      k = i * j;  
9  }
```

- Generate code for the following expressions.

```
1 foo:
2     ...
3     MOVL $0, %r11d
4     MOVL $23, %r12d
5
6     MOVL $42, %r10d
7
8     ADDL %r10d, %r11d
9
10    MOVL %r10d, %eax
11    IMULL %r11d
12    MOVL %eax, %r12d
```

- Generate code for the following code using the register calling convention.

```
1 foo: function integer (a: string, b: integer) = {  
2     return b;  
3 }  
4 main: function integer () = {  
5     foo("foo", 42);  
6     return 1;  
7 }
```

- Generate code for the following code using the register calling convention.

```
1  foo:
2    PUSHQ %rbp
3    MOVQ %rsp, %rbp
4    SUBQ $12, %rsp
5    MOVQ %rdi, -8(%rbp)
6    MOVL %esi, -12(%rbp)
7    MOVL -12(%rbp), %eax
8    POPQ %rbp
9    RET
10 .str_foo:
11   .string "foo"
12 main:
13   PUSHQ %rbp
14   MOVQ %rsp, %rbp
15   MOVQ $.str_foo, %rdi
16   MOVL $42, %esi
17   CALL foo
18   MOVL $1, %eax
19   POPQ %rbp
20   RET
```


- Why is it necessary to generate the values for all function arguments before moving them into the argument registers? Come up with an example where calling a function breaks if we do not do this.

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```
1 foo: function integer (a: string, b: integer, c: integer, d: integer) = {  
2     return b;  
3 }  
4 main: function integer () = {  
5     foo("foo", 42, 42, 42 * 23);  
6     return 1;  
7 }
```

- Why is it necessary to generate the values for all function arguments before moving them into the argument registers? Come up with an example where calling a function breaks if we do not do this.

```
1  .str_foo:
2    .string "foo"
3  main:
4    PUSHQ %rbp
5    MOVQ %rsp, %rbp
6    MOVQ $.str_foo, %rdi
7    MOVL $42, %esi
8    MOVL $42, %edx
9    MOVL $42, %ecx
10   MOVL $23, %eax
11   IMULL %ecx // clobbers %edx
12   MOVL %eax, %ecx
13   CALL foo
14   MOVL $1, %eax
15   POPQ %rbp
16   RET
```

- What are the advantages and disadvantages of caller-saved (r10, r11) and callee-saved (rbx, rbp, rsp, r12, r13, r14, r15) registers?

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 - Callees often do not know which registers the caller is using

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- Callee-saved registers have to be saved and restored all the time
 - Callees often do not know which registers the caller is using
- Caller-saved registers can be skipped if not required anymore

- Can a global variable declaration have a non-constant initializing expression?

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```
1 .data
2 x:
3     .quad 42
4 y:
5     .quad 42 * 23
6 z:
7     .quad 42 * x
```


- Can a global variable declaration have a non-constant initializing expression?

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```
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2 x:
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6 z:
7     .quad 42 * x
```

- The data section can only contain constants
- Constant expressions can be evaluated to a constant value

- Come up with an expression that exhausts the available scratch registers (rbx, r10, r11, r12, r13, r14, r15).

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- Code generation is the final necessary piece of our compiler
 - It allows actually running our translated applications
- Code generation is important for correctness and performance
 - There are multiple ways to achieve the same effect
- Optimizations allow reducing the number of instructions
 - Optimizations are typically performance before assembly is generated

References

[Thain, 2020] Thain, D. (2020). *Introduction to Compilers and Language Design: Second Edition*. <http://compilerbook.org/>.