# **Compiler Construction**

 $\sim$  Linearization  $\sim$ 

#### From HIR to LIR

#### Inadequacy of HIR

- No nested sequences
- Assembly is imperative: there is no "expression"
- Calling conventions
- Two Way Conditional Jumps
- Limited Number of Registers

### LIR & Backend

#### LIR

Produce a Generic and registerless assembly code

#### **Backend**

Translation of the LIR into a correct ASM.

## **Linearization: Principle**

 eseq and seq must be eliminated (except the outermost seq).

 Similar to cut-elimination: permute inner eseq and seq to lift them higher, until they vanish.

# A simple rewriting system (1/7)

 $\sim \rightarrow$ 

```
seq
s1
s2
s3
seq end
```

## A simple rewriting system (2/7)

#### Generalization

```
seq s1
seq s2 seq end
s3
seq end
```

```
seq s1
s2
s3
seq end
```

# A simple rewriting system (3/7)

```
eseq
s1
eseq
s2
e
```

 $\sim \rightarrow$ 

```
eseq
seq
s1
s2
seq end
e
```

# A simple rewriting system (4/7)

```
eseq s1 e
```

```
seq
s1
sxp e
```

# A simple rewriting system (5/7)

```
eseq s1 e
```

```
seq
s1
sxp e
```

# A simple rewriting system (6/7)

```
call
f
eseq s1 e
es
call end
```

 $\leadsto$ 

```
eseq
s1
call
f
e
eseq
call end
```

# A simple rewriting system (7/7)

```
binop
add
eseq s e1
e2
```

 $\sim \rightarrow$ 

```
eseq
s
binop
add
e1
e2
```

### **Incorrect changes!**

⇒ This is incorrect!

```
binop

add

e1

eseq s e2
```

```
eseq
s
binop
add
e1
e2
```

## **High Level counterexample**

```
let var t := 51
in
  t + (t := 42, 0)
end
```

```
let var t := 51
in
  (t := 42, t + 0)
end
```

## **High Level Solution**

⇒ Save values into temporaries

 $\sim$ 

```
let var t := 51
    var t0 := t
in
    (t := 42, t0 + 0)
end
```

#### Low level solution

```
binop
add
e1
eseq s e2
```

 $\leadsto$ 

```
eseq
seq
move temp t0 e1
s
seq end
binop
add
temp t0
e2
```

## **Linearization: More Temporaries**

When "de-expressioning" fresh temporaries are needed

### Naive approach

Save systematically every sub expression into temporaries!

 $\Rightarrow$  This is extremely inefficient when not needed

## **Exploit commutativity**

Save useless extra temporaries and moves

#### **Problem**

Commutativity cannot be known statically!

E.g., move (mem (t1), e) and mem (t2) commute iff  $t1 \neq t2$ .

#### **Error**

There is an error in this example.

What is it?

## **Conservative Approximation**

Never say "commute" when they don't!

"if e is a const then s and e definitely commute".

## **Summary**

