Code Generation for Control Flow

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Chapter 6.4

Machine Code Assumptions

Instruction	Meaning
GOTO Label	Jump to Label
GOTO label register	Indirect jump
IF condition register then GOTO Label	Conditional Jump
IF not condition register then GOTO Label	

Boolean Expressions

- In principle behave like arithmetic expressions
- But are treated specially
  - Different machine instructions
  - Shortcut computations
  - Negations can be performed at compile-time

if $(a < b)$ goto l	Code for $a < b$ yielding a condition value
	Conversion condition value into Boolean
	Conversion from Boolean in condition value
	Jump to l on condition value

Shortcut computations

- Languages such as C define shortcut computation rules for Boolean
- Incorrect translation of e1 && e2

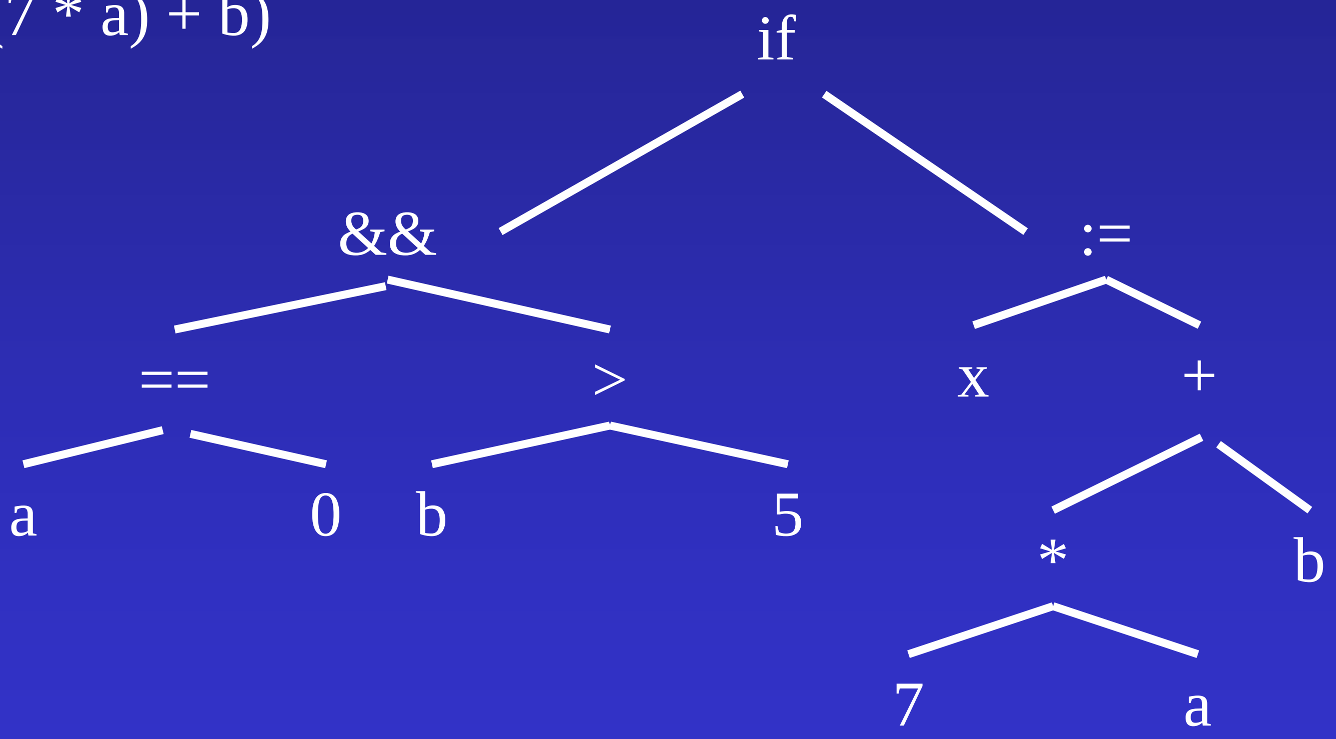
Code to compute e1 in loc1
Code to compute e2 in loc2
Code for && operator on loc1 and loc2

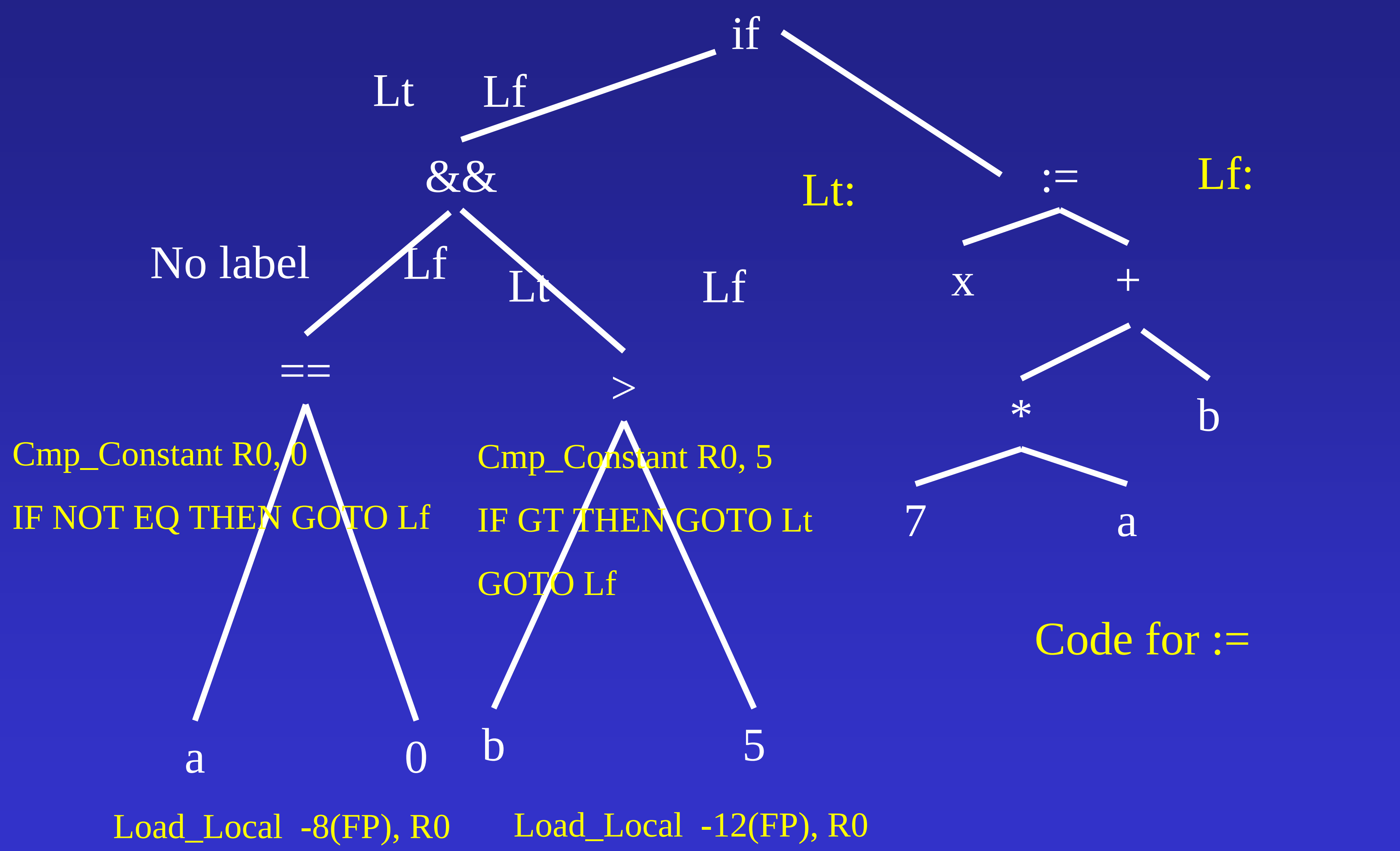
Code for Booleans (Location Computation)

- Top-Down tree traversal
- Generate code sequences instructions
- Jump to a designated ‘true’ label when the Boolean expression evaluates to 1
- Jump to a designated ‘false’ label when the Boolean expression evaluates to 0
- The true and the false labels are passed as parameters

Example

```
if ((a==0) && (b > 5))
    x = ((7 * a) + b)
```




if
Lt
Lf
&&
Lt:
:=
Lf:
No label
Lf
Lt
Lf
x
+
==
>
*
b
Cmp_Constant R0, 0
IF NOT EQ THEN GOTO Lf
Cmp_Constant R0, 5
IF GT THEN GOTO Lt
GOTO Lf
7
a
Code for :=
a
0
b
5
Load_Local -8(FP), R0
Load_Local -12(FP), R0

Location Computation for Booleans

```
PROCEDURE Generate code for Boolean control expression (
    Node, True label, False label
):
    SELECT Node .type:
        CASE Comparison type:                    // <, >, ==, etc. in C
            Generate code for comparison expression (Node .expr);
            // The comparison result is now in the condition register
            IF True label /= No label:
                Emit ("IF condition register THEN GOTO" True label);
                IF False label /= No label:
                    Emit ("GOTO" False label);
            ELSE True label = No label:
                IF False label /= No label:
                    Emit ("IF NOT condition register THEN GOTO"
                        False label);
        CASE Lazy and type:                      // the && in C
            Generate code for Boolean control expression
                (Node .left, No label, False label);
            Generate code for Boolean control expression
                (Node .right, True label, False label);
        CASE ...
        CASE Negation type:                      // the ! in C
            Generate code for Boolean control expression
                (Node.arg, False label, True label);
```

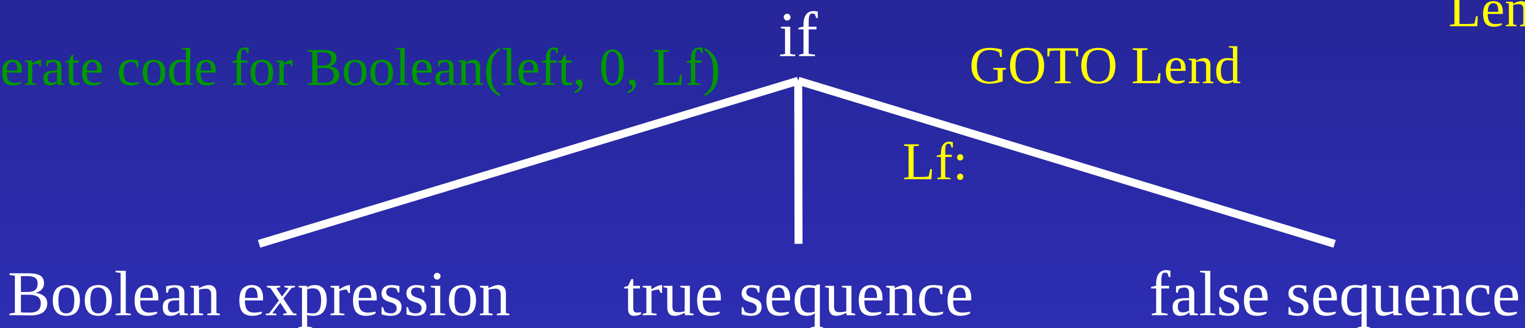
Code generation for IF

Allocate two new labels Lf, Lend

Generate code for Boolean(left, 0, Lf)

GOTO Lend

Lend:



Code for Boolean with jumps to Lf

Code for

true sequence

Code for

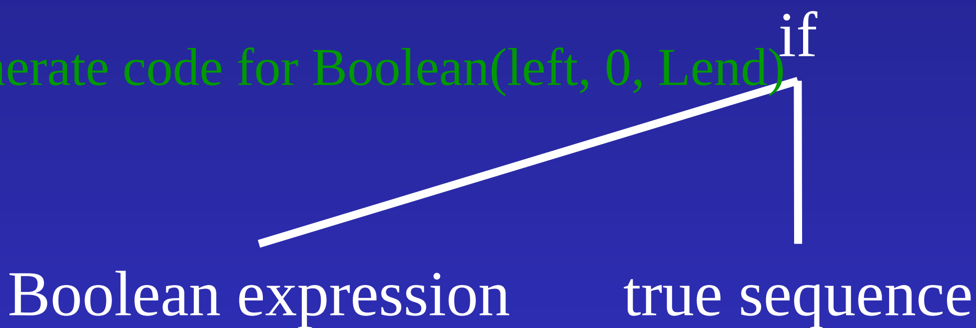
false sequence

Code generation for IF (no-else)

Allocate new label Lend

Lend:

Generate code for Boolean(left, 0, Lend)



Code for Boolean with jumps to Lend

Code for

true sequence

Coercions into value computations

Generate new label Lf

Load_Constant R0, 0;

Generate code for Boolean(right, 0, Lf)

Load_Local -8(FP), R1;

CMP R1, -12(FP) ;

IF <= GOTO Lf;

Load_Constant R0, 1

Lf: Store_Local R0, -20(FP)

Effects on performance

- Number of executed instructions
- Unconditional vs. conditional branches
- Instruction cache
- Branch prediction
- Target look-ahead

Code for case statements

- Three possibilities
  - Sequence of IFs
    - O(n) comparisons
  - Jump table
    - O(1) comparisons
  - Balanced binary tree
    - O(log n) comparisons
- Performance depends on n
- Need to handle runtime errors

Simple Translation

```
    tmp_case_value := case expression;
    IF tmp_case_value = l_1 THEN GOTO label_1;
    ...
    IF tmp_case_value = l_n THEN GOTO label_n;
    GOTO label_else;      // or insert the code at label_else
label_1:
    code for statement sequence_1
    GOTO label_next;
    ...
label_n:
    code for statement sequence_n
    GOTO label_next;
label_else:
    code for else-statement sequence
label_next:
```

Jump Table

- Generate a table of L_{high}-L_{low}+1 entries
  - Filled at ?time
- Each entry contains the start location of the corresponding case or a special label
- Generated code

```
tmp_case_value:= case expression;
if tmp_case_value <L_low GOTO label_else;
if tmp_case_value>L_high GOTO label_else;
GOTO table[tmp_case_value –L_low];
```

Balanced trees

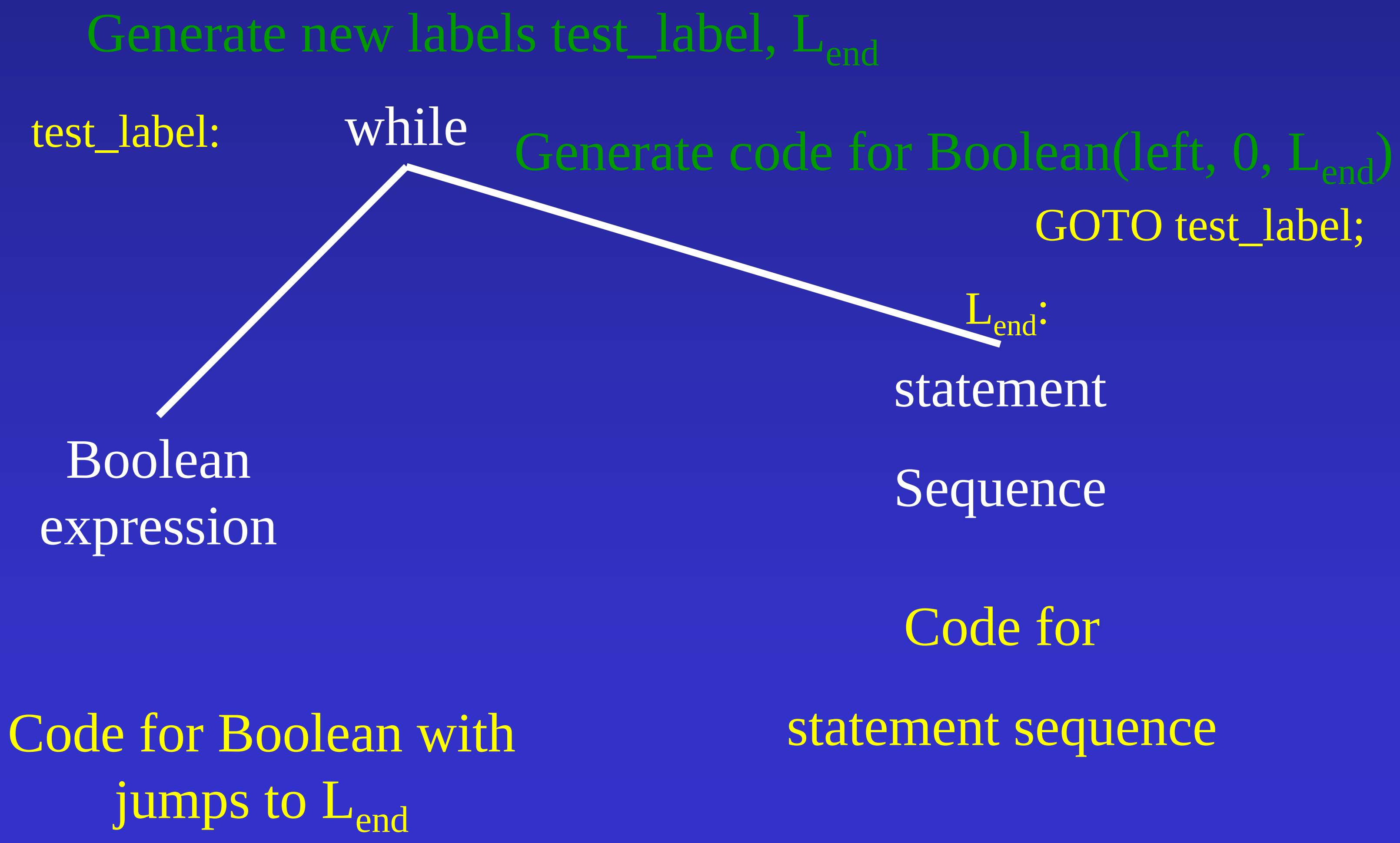
- The jump table may be inefficient
  - Space consumption
  - Cache performance
- Organize the case labels in a balanced tree
  - Left subtrees smaller labels
  - Right subtrees larger labels
- Code generated for node_k

```
label_k: IF tmp_case_value < l_k THEN
                 GOTO label of left branch ;
              IF tmp_case_value >l_k THEN
                  GOTO label of right branch;
              code for statement sequence;
              GOTO label_next;
```

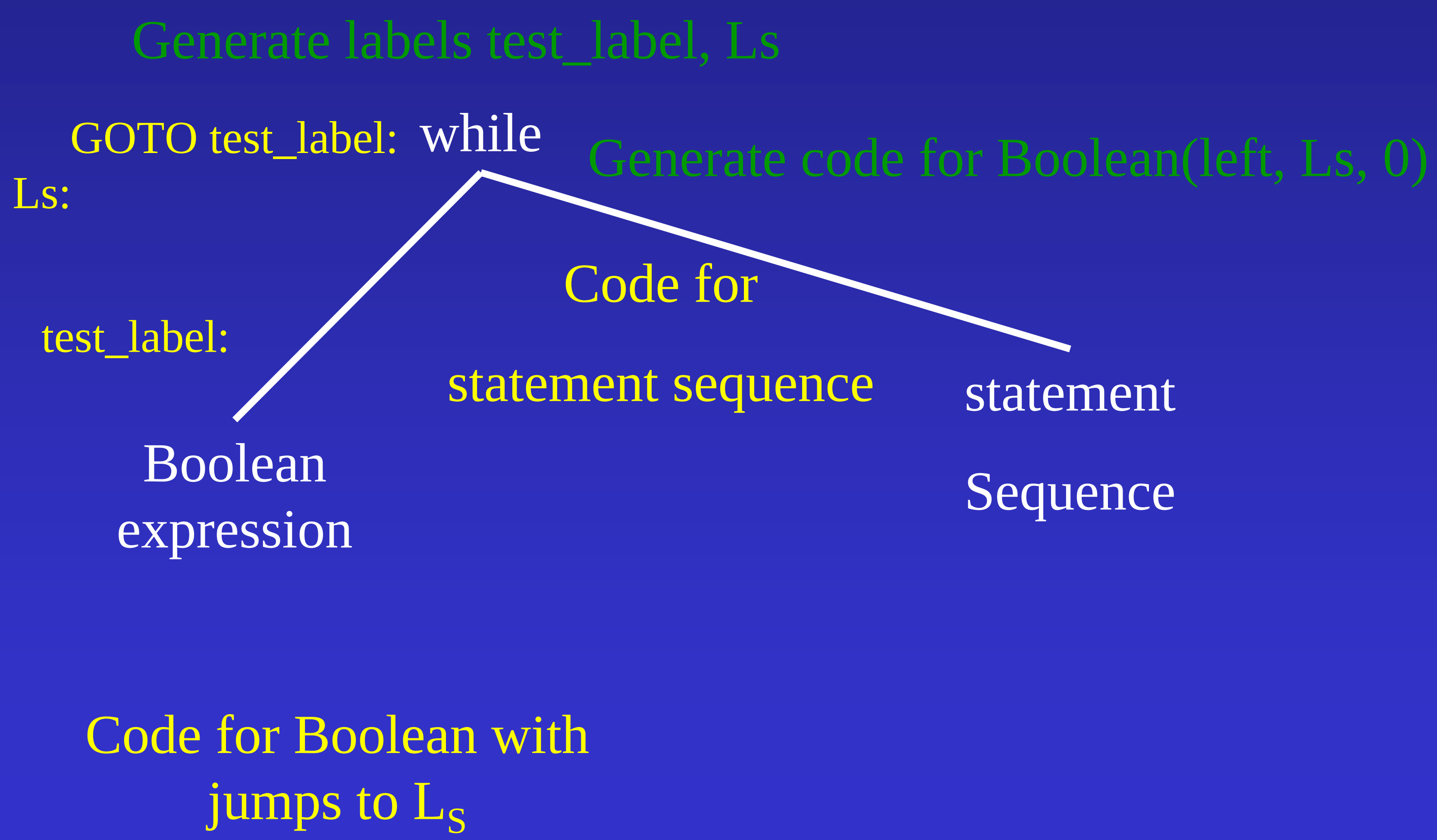
Repetition Statements (loops)

- Similar to IFs
- Preserve language semantics
- Performance can be affected by different instruction orderings
- Some work can be shifted to compile-time
  - Loop invariant
  - Strength reduction
  - Loop unrolling

while statements



while statements(2)



For-Statements

- Special case of while
- Tricky semantics
  - Number of executions
  - Effect on induction variables
  - Overflow

Simple-minded translation

```
FOR i in lower bound .. upper bound DO
    statement sequence
END for
```

⇓

```
i := lower_bound;
tmp_ub := upper_bound;
WHILE I <= tmp_ub DO
    code for statement sequence
    i := i + 1;
END WHILE
```

Correct Translation

```
FOR i in lower bound .. upper bound DO
    statement sequence
END for
```

⇓

```
        i := lower_bound;
        tmp_ub := upper_bound;
        IF i >tmp_ub THEN GOTO end_label;
loop_label:
    code for statement sequence
    if (i==tmp_ub) GOTO end_label;
    i := i + 1;
   GOTO loop_label;
end_label:
```

Tricky question

```
for (expr1; expr2; expr3) {
    body;
}
```

```
expr1;
while (expr2) {
    body;
    expr3;
}
```

Summary

- Handling control flow statements is usually simple
- Complicated aspects
  - Routine invocation
  - Non local gotos
  - Runtime errors
- Runtime profiling can help