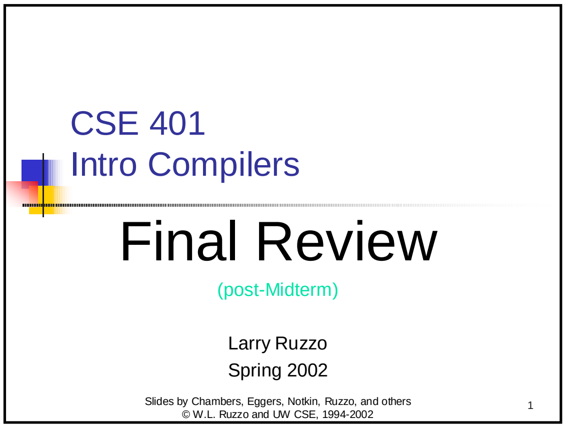


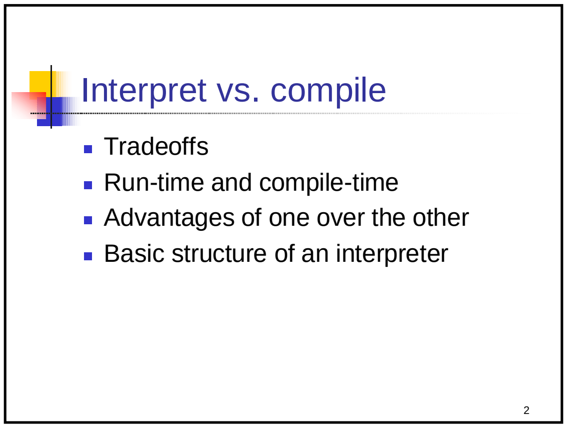
CSE 401 Intro Compilers

Final Review

(post-Midterm)

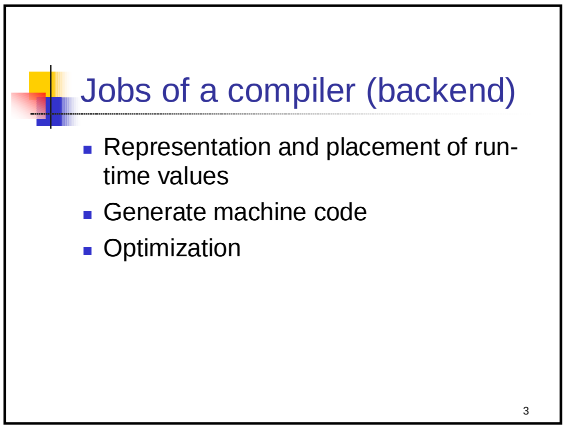
Larry Ruzzo
Spring 2002

Slides by Chambers, Eggers, Notkin, Ruzzo, and others



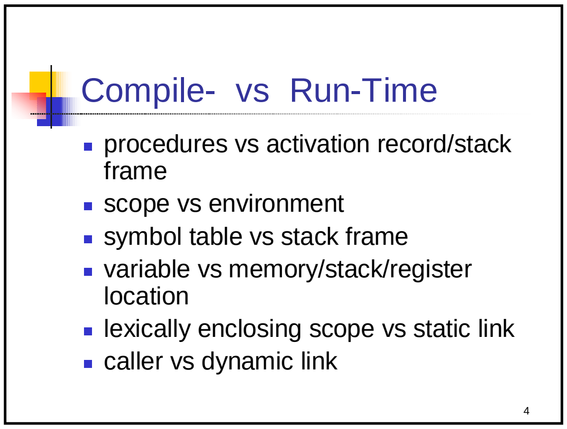
Interpret vs. compile

- Tradeoffs
- Run-time and compile-time
- Advantages of one over the other
- Basic structure of an interpreter



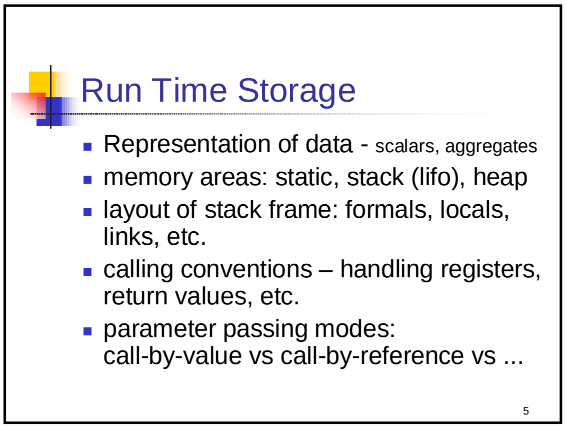
Jobs of a compiler (backend)

- Representation and placement of run-time values
- Generate machine code
- Optimization



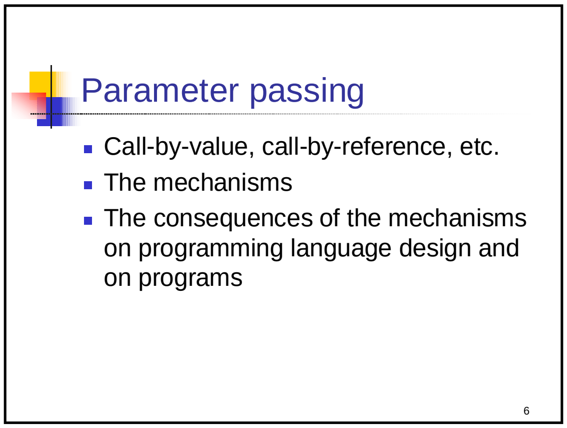
Compile- vs Run-Time

- procedures vs activation record/stack frame
- scope vs environment
- symbol table vs stack frame
- variable vs memory/stack/register location
- lexically enclosing scope vs static link
- caller vs dynamic link



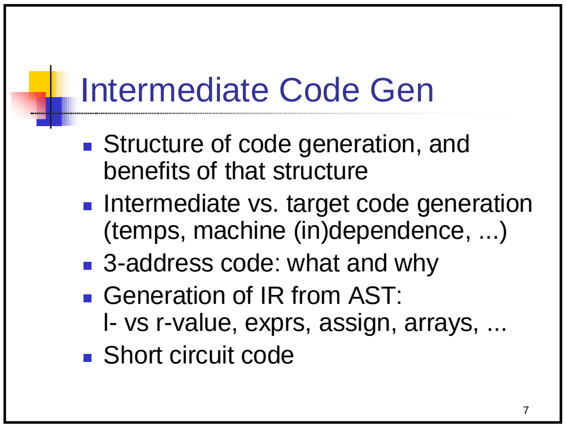
Run Time Storage

- Representation of data - scalars, aggregates
- memory areas: static, stack (lifo), heap
- layout of stack frame: formals, locals, links, etc.
- calling conventions – handling registers, return values, etc.
- parameter passing modes:
  call-by-value vs call-by-reference vs ...



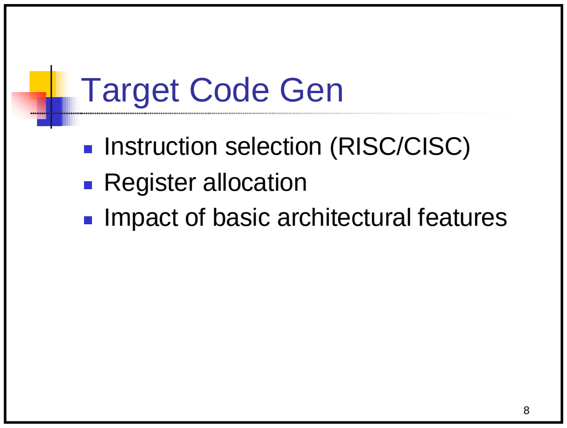
Parameter passing

- Call-by-value, call-by-reference, etc.
- The mechanisms
- The consequences of the mechanisms on programming language design and on programs



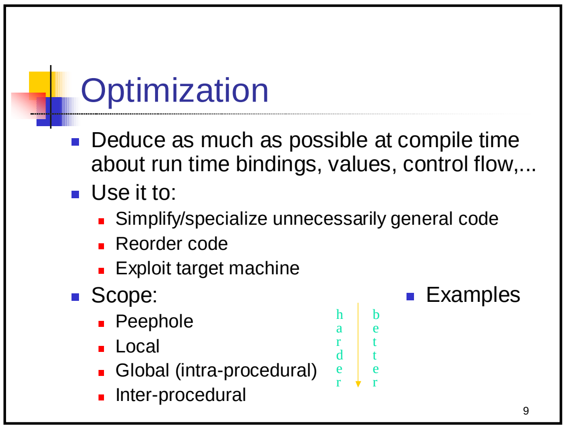
Intermediate Code Gen

- Structure of code generation, and benefits of that structure
- Intermediate vs. target code generation (temps, machine (in)dependence, ...)
- 3-address code: what and why
- Generation of IR from AST:
  l- vs r-value, exprs, assign, arrays, ...
- Short circuit code



Target Code Gen

- Instruction selection (RISC/CISC)
- Register allocation
- Impact of basic architectural features



Optimization

- Deduce as much as possible at compile time about run time bindings, values, control flow,...
- Use it to:
  - Simplify/specialize unnecessarily general code
  - Reorder code
  - Exploit target machine
- Scope:
  - Peephole
  - Local
  - Global (intra-procedural)
  - Inter-procedural

harder ↓ better

- Examples