



## Interpret vs. compile

- <sub>n</sub> Tradeoffs
- n Run-time and compile-time
- n Advantages of one over the other
- n Basic structure of an interpreter

2



# Jobs of a compiler (backend)

- Representation and placement of runtime values
- n Generate machine code
- <sub>n</sub> Optimization

3



# Compile- vs Run-Time

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



## Run Time Storage

- n Representation of data scalars, aggregates
- n memory areas: static, stack (lifo), heap
- n 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 ...

5



#### Parameter passing

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

6



#### Intermediate Code Gen

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

7

<sub>n</sub> Examples



# Target Code Gen

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

8



## Optimization

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



## Activation records

- Distinguish from symbol tables
- What goes in them
- Static/dynamic links
  - What they are, why they are, and how they are managed

10



## Implementation of optimization

- <sub>n</sub> Analyses
  - n live variable analysis
- Control and data flow graph representations
  - " What and why
- n Iterative dataflow analysis

11