Plan for today

Finish instruction selection for x86

Register allocation
- spill all
- possible improvements over spill all

Instruction selection for x86

Registers
- EAX, the accumulator
- EBX, the base register
- ECX, the counter register
- EDX, the data register
  • ESI, the source register
  • EDI, the destination register
  • ESP, the stack pointer register
  • EBP, the frame pointer register

Representations
- Constants prefixed with ‘$’, for example $3, $4, $-5, etc
- Registers prefixed with ‘%’, for example %eax, %esp, etc.

Some Instructions
- movl -12(%ebp), %eax // M[%ebp-1] → %eax
- imull -4(%ebp), %eax // M[%ebp-4] * %eax → %eax
- cmpl -4(%ebp), %eax
- jge .L2 // if (M[%ebp-4] ≥ %eax) goto .L2

Possible approaches for improving over spill all

Linear passes over the Assem.Instrs
- after spill all, remove loads from sw-lw pairs where the temp and frame location are the same
  eg. sw $t2, -16($fp)
  lw $t2, -16($fp)

- before spill all, assign each Temp to a callee-saved register until run out
  eg. t34 ===> frame.RA
  t35 ===> frame.S0
  ...
  calleeSaves = { RA, S0, S1, S2, S3, S4, S5, S6, S7}

- after spill all, assign each frame location to a callee-saved register until run out
  eg. $fp-12 ===> frame.RA
  $fp-16 ===> frame.S0
  ...
  calleeSaves = { RA, S0, S1, S2, S3, S4, S5, S6, S7}

Temps as destinations and sources

Destination (or Temp defines)
- in Translate to IR Trees
  - pointer to class instance created by NewExp
  - pointer to start of allocated array
  - array length is defined
  - result of function call
  - holds 0 or 1 to indicate result of a less than
- in CodeGen
  - a Temp holds the result of each expression evaluation

Source (or Temp uses)
- in Translate, a Temp is used in Tree.Stms generated for same AST node where Temp is defined
- in Translate, false body must come after StmtJUMP, but exit doesn’t necessarily have to come after either (POSSIBLE PROBLEM)
- in CodeGen, when generating code for a parent node, Temps defined in the children nodes are often used
Example

.text
LS_Start:
LS_Start_framesize=100
LS_Start_paramsNregsaves=16

- the above function has (100-16)/4 locals and temps, 21 locals and temps

.text
LS_Search:
LS_Search_framesize=224
LS_Search_paramsNregsaves=16

- the above function has (224-16)/4 locals and temps, 52 locals and temps