

CSE 443

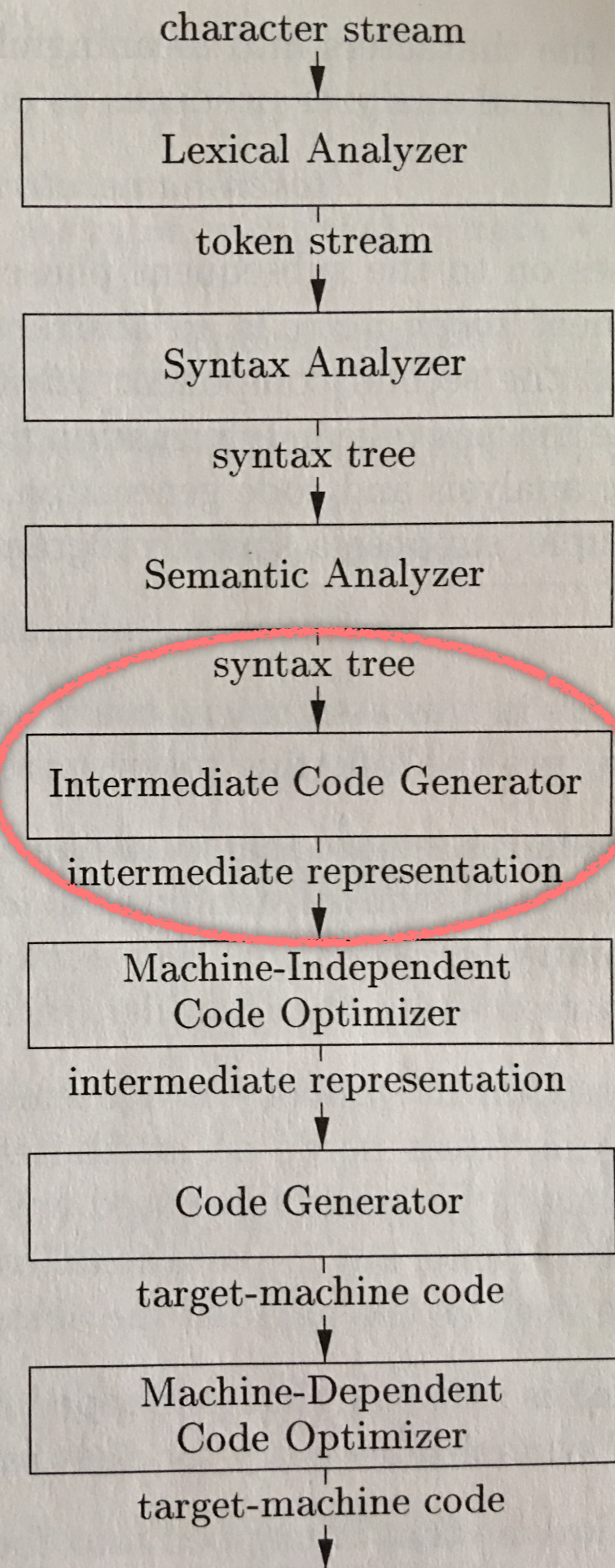
Compilers

Dr. Carl Alphonse
alphonse@buffalo.edu
343 Davis Hall

Phases of a compiler

Intermediate
Representation (IR):
specification
and
generation

Figure 1.6,
page 5 of text



backpatching
if

6.7.3 Backpatching Flow-of-Control statements

$S \rightarrow \text{if } (B) \text{ } M1 \text{ } S1$ $\quad \quad N \text{ else } M2 \text{ } S2$	$\text{backpatch}(B.\text{truelist}, M1.\text{instr})$ $\text{backpatch}(B.\text{falselist}, M2.\text{instr})$ $\text{temp} = \text{merge}(S1.\text{nextlist}, N.\text{nextlist})$ $S.\text{nextlist} = \text{merge}(\text{temp}, S2.\text{nextlist})$
$M \rightarrow \epsilon$	$M.\text{instr} = \text{nextinstr}$
$N \rightarrow \epsilon$	$N.\text{nextlist} = \text{makelist}(\text{nextinstr})$ $\text{gen}(\text{'goto _'})$



Example 6.24 - extended

if ($x < 100 \parallel x > 200 \ \&\& \ x \neq y$) S1 else S2

Let's extend the Boolean expression example from part 1 by embedding that expression into an if-then-else statement (using the textbook syntax, not alpha syntax).

Example 6.24 - extended

if ($x < 100 \parallel x > 200 \ \&\& \ x \neq y$) S1 else S2

```
100: if  $x < 100$  goto _____  
101: goto 102  
102: if  $x > 200$  goto 104  
103: goto _____  
104: if  $x \neq y$  goto _____  
105: goto _____
```

```
truelist = {100,104}  
falselist = {103,105}
```

Let's remember where we left off...

Example 6.24 - extended

if ($x < 100 \parallel x > 200 \ \&\& \ x \neq y$) S1 else S2

100: if $x < 100$ goto _____
101: goto 102
102: if $x > 200$ goto 104
103: goto _____
104: if $x \neq y$ goto _____
105: goto _____
106: instruction for S1
107: instruction for S1
108: instruction for S1
109: instruction for S1
110: instruction for S1
111: goto _____
112: instruction for S2
113: instruction for S2
114: instruction for S2

truelist = {100,104}
falselist = {103,105}

In the example above we have not spelled out what S1 and S2 are.

Let's assume S1 requires 5 instructions and S2 requires 3 instructions.

Example 6.24 - extended

if ($x < 100 \parallel x > 200 \ \&\& \ x \neq y$) S1 else S2

100: if $x < 100$ goto 106
101: goto 102
102: if $x > 200$ goto 104
103: goto 112
104: if $x \neq y$ goto 106
105: goto 112
106: instruction for S1
107: instruction for S1
108: instruction for S1
109: instruction for S1
110: instruction for S1
111: goto ____
112: instruction for S2
113: instruction for S2
114: instruction for S2
115:

truelist = {100,104}
falselist = {103,105}
nextlist = {111}

Embedded in the context of this if-then-else statement we can backpatch **truelist** and **falselist** from the **Boolean expression**, and we introduce **nextlist**.

backpatching
while

6.7.3 Backpatching Flow-of-Control statements

The end-of-rule actions for a while statement are shown on the next slide.

Exercise:

Extend example 6.24 as a while statement where the body of the while requires 5 instructions.

```
while (x < 100 || x > 200 && x != y) S1
```

Show how backpatching works in the instruction array.

6.7.3 Backpatching Flow-of-Control statements

$S \rightarrow \text{while } M1$
 $(B) M2 S1$

$M \rightarrow \epsilon$

```
backpatch(S1.nextlist, M1.instr)
backpatch(B.truelist, M2.instr)
S.nextlist = B.falselist
gen('goto' M1.instr)
M.instr = nextinstr
```

