

## Plan for today

### Finish instruction selection for x86

#### Register allocation

- spill all
- possible improvements over spill all

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x86 code gen and register allocation

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## 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-12] --> %eax`
- `imull -4(%ebp), %eax` // `M[%ebp-4] * %eax --> %eax`
- `cmpl -4(%ebp), %eax`
- `jge .L2` // `if ( M[%ebp-4] >= %eax ) goto .L2`

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## 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 Sems generated for some AST node where Temp is defined
- in Translate, false body must come after `StrcJUMP`, but code 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

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## Possible approaches for improving over spill all

### Linear passes over the Access Instrs

- after spill all, remove loads from `rw-lw` pairs where the temp and frame location are the same

```
eg.   rw $t2, -16($fp)
      lw $t2, -16($fp)
```

- before spill all, assign each Temp to a callee-saved register until run out

```
eg.   $t4 --> frame.RA
      $t5 --> frame.R0
      ...
      calleeSaves = { RA, R0, R1, R2, R3, R4, R5, R6, R7 }
```

- after spill all, assign each frame location to a callee-saved register until run out

```
eg.   $fp-12 --> frame.RA
      $fp-16 --> frame.R0
      ...
      calleeSaves = { RA, R0, R1, R2, R3, R4, R5, R6, R7 }
```

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## Example

---

```
.text
la_start:
la_start_frameSize=100
la_start_paramsRegisters=16
```

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

```
.text
la_search:
la_search_frameSize=224
la_search_paramsRegisters=16
```

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