CSC2/455 Software Analysis and Improvement
Intermediate Representations (IRs)

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February 3, 2021
URCS
Outline

Introduction

Midend

Miscellaneous
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Miscellaneous
Classic Compiler Architecture

Recommended reading: Chris Lattner, LLVM, The Architecture of Open Source Applications
Outline

Introduction

Midend

Miscellaneous
What does the midend do?

- Mostly language and machine independent analyses
- Majority of analyses run in this stage
- Multiple *intermediate representations* used
  - Starts from abstract syntax tree
  - Usually stops before instruction scheduling/register allocation
  - Examples: AST, CFG, DDG, PDG, etc.
- There is no *one* Intermediate Representation (IR)
  - although people have tried ...
Mid-end structure

- Organized as a set of *passes*
- Each pass usually performs one task
  - Some specific analysis of the IR
  - Some transformation of the IR
- Input to each pass is the IR and output is also the IR
  - And usually analysis results, etc.
Running example

\[ x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} \]

In Python (assume `math.sqrt` is `sqrt`):

```python
x = (-b - sqrt(b*b - 4 * a * c)) / (2*a)
```
Abstract Syntax Tree

=  
 x /  
 -  *  
 sqrt 2 a  
 b -  
 * *  
 b b * c  
 4 a
AST as a list

```python
ast = ['=',
      ['x',
       ['/'],
       [ '-',
         ['neg', 'b'],
         ['sqrt',
          ['-',
           ['*', 'b', 'b'],
           ['*',
            ['*', '4', 'a'],
            'c']]
         '
         ]
      ],
      ['*', '2', 'a']
]
```

- What does this remind you of?
Slightly less LISPy

```python
class Node(object):
    operator = None
    left = None
    right = None
```

- Actual ASTs are not binary trees!
  - Will usually have list of descendants instead of left and right
  - descendants may be more specific, while may have condition and body
Linear Forms

- ASTs imply treewalking
  - Works best when manipulating source code
  - e.g. Source-to-source compilers
  - Or when control flow is not important
- Other lower level forms are “closer to machine”
  - Stack machines
  - 3 address code
How do you produce stack machine code from an AST?
push a
push 2
mul
push c
push a
push 4
mul
mul
push b
push b
mul
sub
sqrt
push b
neg
sub
div
pop x
Stack machines

- Compact in size
  - Operands are implicit – on top of stack.
- Easy to execute
- BUT, fixed order of execution
  - Bad for parallelism
- Hard to analyze
- Nevertheless, widely used:
  - Java bytecode
  - Python bytecode
  - WebAssembly
3 address code

- 3 “addresses”
  - Two source operands
  - One destination operand
  - One operation
- Addresses are actually *names* generated by compiler
  - Or refer directly to variables
Our example in 3-address code

\[
\begin{align*}
    t1 & \leftarrow -b \\
    t2 & \leftarrow b \times b \\
    t3 & \leftarrow 4 \times a \\
    t4 & \leftarrow t3 \times c \\
    t5 & \leftarrow t2 - t4 \\
    t6 & \leftarrow \sqrt{t5} \\
    t7 & \leftarrow t1 - t6 \\
    t8 & \leftarrow 2 \times a \\
    t9 & \leftarrow t7 / t8 \\
    x & \leftarrow t9
\end{align*}
\]

(Here ‘\(-\)’ is \(\leftarrow\), signifying assignment)

How do we produce 3-address code from the AST?
Producing 3-address code

\[
\begin{align*}
t1 & \leftarrow -b \\
t2 & \leftarrow b \times b \\
t3 & \leftarrow 4 \times a \\
t4 & \leftarrow t3 \times c \\
t5 & \leftarrow t2 - t4 \\
t6 & \leftarrow \sqrt{t5} \\
t7 & \leftarrow t1 - t6 \\
t8 & \leftarrow 2 \times a \\
t9 & \leftarrow t7 / t8 \\
x & \leftarrow t9
\end{align*}
\]
Data Dependence Graphs (DDGs)

- DDGs track “data flow” as an acyclic graph
- Strict (partial) order in which operations must be performed
  - Can’t use a value that has not been calculated yet!
- But multiple orders may be allowed!
  - Topological sort
- Will revisit DDGs when we discuss instruction scheduling
t1 <- -b

t2 <- b * b
t3 <- 4 * a
t4 <- t3 * c
t5 <- t2 - t4
t6 <- sqrt(t5)

t7 <- t1 - t6
t8 <- 2 * a
t9 <- t7 / t8

x <- t9
# group 1

t1 <- \(-b\)
t2 <- \(b \times b\)
t3 <- \(4 \times a\)
t8 <- \(2 \times a\)

# must wait for t3
t4 <- t3 \times c

# must wait for t4 and t2
t5 <- t2 - t4

# ...
t6 <- sqrt(t5)

t7 <- t1 - t6

t9 <- t7 \div t8

x <- t9
What should the 3 address code for the code below look like?

```python
if n % 2 == 0:
    n = n / 2
else:
    n = 3 * n + 1
```
The AST for if

- An if AST node has a condition, true-code, and false-code
3-Address Code for if

```plaintext
t1 <- n % 2
tc <- t1 == 0
if (tc == 0) goto L1

  t2 <- n / 2
  n <- t2
  goto L2

L1:
  t3 <- 3 * n
  t4 <- t3 + 1
  n <- t4

L2:
```

- 3-address code can contain:
  - conditional branches, usually just a comparison to zero
  - unconditional branches
  - labels
Control Flow Graphs (CFGs)

- “Hybrid” representation
  - Linear code + Graph structure
- Each node in the CFG is a “basic block”
  - Linear code
  - Single entry, single exit
  - “Straight-line code”
- Most common form for analysis
In this course

- We will write midend + some bits of a backend
- Input language: C
- Output language: C in 3-address form
  - Not assembly (maybe extra credit?)
- Using Python library pycparser
For assignments, make sure to review

• Basic data structures
  • lists
  • trees
  • graphs
• Basic data structure traversals
  • Infix, prefix, postfix
  • Depth-first, breadth-first
• And how to implement them in Python
  • Using Python standard libraries is fine
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What is this code from TensorFlow doing?

```python
a = tf.constant(2)
b = tf.constant(3)

with tf.Session() as sess:
    print("a=2, b=3")
    print("Addition with constants: \%i\" % sess.run(a+b))
    print("Multiplication with constants: \%i\" % sess.run(a*b))
```

https://github.com/aymericdamien/TensorFlow-Examples/blob/master/examples/1_Introduction/basic_operations.py
Metaprogramming

- TensorFlow API builds a graph
  - directed, acyclic
  - similar to the DDG
  - very common technique
- When `sess.run` is called, graph is compiled and executed
- Advantages:
  - No syntax, no parsing!
- Disadvantages:
  - ?
• Chapter 5 of Cooper and Turczon
  • Up to 5.4 in this lecture, but we will ultimately study the whole chapter