Processing control structures
If statements

if <bool_expr_1> then
   <stmt_list_1>
elseif <bool_expr_2> then
   <stmt_list_2>
   ...
else
   <stmt_list_3>
endif
If statements

- `if_stmt`
  - `cond`
  - `then_block`
  - `else_list`
    - `bool_expr_1`
    - `stmt_list_1`
    - `stmt_list_2`
      - `bool_expr_2`
      - `stmt_list_2`
        - `cond`
        - `then_block`
        - `next ...

- `else`
  - `then_block`
  - `stmt_list_3`
Generating code for ifs

if <bool_expr_1> then
  <stmt_list_1>
elseif <bool_expr_2> then
  <stmt_list_2>
else
  <stmt_list_3>
endif
Notes on code generation

- The `<op>` in `j<op>` is dependent on the type of comparison you are doing in `<bool_expr>`
- When you generate JUMP instructions, you should also generate the appropriate LABELs
  - But you may not put the LABEL into the code immediately
    - e.g., the OUT label (when should you create this? When should you put this in code?)
  - Instead, pass LABEL around to routine which does need to generate it
- Remember: labels have to be unique!
Directly generating binary code

• Recall difference between assembly code and machine code
  • Assembly code must be processed by assembler, machine code directly executable
  • One job of assembler: decide actual addresses to jump to instead of labels

• So what happens if we generate binary directly?
  • Need to insert JMP instructions before knowing where the label will be

• Solution: backpatching
  • Store offset of JMP instruction in semantic record
  • When label is created, access JMP instruction and “patch up” jump target
Processing Loops
While loops

while <bool_expr> do
  <stmt_list>
end

while_stmt
  cond
  block
  bool_expr
  stmt_list
Generating code for while loops

```plaintext
while <bool_expr> do
    <stmt_list>
end

LOOP:
    <bool expr>
    j<!op> OUT
    <stmt_list>
    jmp LOOP
OUT:
```

- Note that the jump op is the negation of the expression op
- “Jump if boolean expression is false”
- Unconditional jump at end of loop
- Re-evaluate expression each time
- Question: what would code for “do-while” loop look like?
For loops

for (<init_stmt>;<bool_expr>;<incr_stmt>)
  <stmt_list>
end
Generating code: for loops

for (<init_stmt>;<bool_expr>;<incr_stmt>)
   <stmt_list>
end

• Execute init_stmt first
• Jump out of loop if bool_expr is false
• Execute incr_stmt after block, jump back to top of loop
• Question: Why do we have the INCR label?
continue and break statements

for (<init_stmt>; <bool_expr>; <incr_stmt>)
  <stmt_list>
end

• Continue statements: skip past rest of block, perform incr_stmt and restart loop
• Break statements: jump out of loop (do not execute incr_stmt)
• Caveats:
  • Code for stmt_list is generated earlier—where do we jump?
  • Keep track of “loop depth” as you descend through AST
Switch/case statements

switch (<expr>)
   case <const_list>: <stmt_list>
   case <const_list>: <stmt_list>
   ...
   default: <stmt_list>
end

Wednesday, February 23, 2011
Switch/case statements

switch (<expr>)
    case <const_list>: <stmt_list>
    case <const_list>: <stmt_list>
    ...
    default: <stmt_list>
end

- Generated code should evaluate <expr> and make sure that some case matches the result
- Question: how to decide where to jump?
Deciding where to jump

- Problem: do not know *which label* to jump to until switch expression is evaluated
- Use a jump table: an array indexed by case values, contains address to jump to
  - If table is not full (i.e., some possible values are skipped), can point to a default clause
    - If default clause does not exist, this can point to error code
- Problems
  - If table is sparse, wastes a lot of space
  - If many choices, table will be very large
Jump table example

Consider the code:
((xxxx) is address of code)

Case x is
(0010) When 0: stmts
(0017) When 1: stmts
(0192) When 2: stmts
(0198) When 3 stmts;
(1000) When 5 stmts;
(1050) Else stmts;

Table only has one
Unnecessary row
(for choice 4)

Jump table has 6 entries:

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>JUMP 0010</td>
</tr>
<tr>
<td>1</td>
<td>JUMP 0017</td>
</tr>
<tr>
<td>2</td>
<td>JUMP 0192</td>
</tr>
<tr>
<td>3</td>
<td>JUMP 0198</td>
</tr>
<tr>
<td>4</td>
<td>JUMP 1050</td>
</tr>
<tr>
<td>5</td>
<td>JUMP 1000</td>
</tr>
</tbody>
</table>
Jump table example

Consider the code:
(\(xxxx\) is address of code)

Case x is
(0010) When 0: stmts0
(0017) When 1: stmts1
(0192) When 2: stmts2
(0198) When 3 stmts3
(1000) When 987 stmts4
(1050) When others stmts5

Jump table has 6 entries:

<table>
<thead>
<tr>
<th></th>
<th>Jump</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>JUMP 0010</td>
</tr>
<tr>
<td>1</td>
<td>JUMP 0017</td>
</tr>
<tr>
<td>2</td>
<td>JUMP 0192</td>
</tr>
<tr>
<td>3</td>
<td>JUMP 0198</td>
</tr>
<tr>
<td>4</td>
<td>JUMP 1050</td>
</tr>
<tr>
<td>...</td>
<td>JUMP 1050</td>
</tr>
<tr>
<td>986</td>
<td>JUMP 1050</td>
</tr>
<tr>
<td>987</td>
<td>JUMP 1000</td>
</tr>
</tbody>
</table>

Table only has 983 unnecessary rows. Doesn’t appear to be the right thing to do! **NOTE: table size is proportional to range of choice clauses, not number of clauses!**
Do a binary search

Consider the code: \((xxxx)\) is address of code

Case \(x\) is
- \((0010)\) When 0: stmts0
- \((0017)\) When 1: stmts1
- \((0192)\) When 2: stmts2
- \((0198)\) When 3: stmts3
- \((1000)\) When 987: stmts4
- \((1050)\) When others: stmts5

Jump table has 6 entries:

<table>
<thead>
<tr>
<th>(x)</th>
<th>JUMP</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>JUMP 0010</td>
</tr>
<tr>
<td>1</td>
<td>JUMP 0017</td>
</tr>
<tr>
<td>2</td>
<td>JUMP 0192</td>
</tr>
<tr>
<td>3</td>
<td>JUMP 0198</td>
</tr>
<tr>
<td>987</td>
<td>JUMP 1000</td>
</tr>
</tbody>
</table>

Perform a binary search on the table. If the entry is found, then jump to that offset. If the entry isn’t found, jump to others clause. \(O(\log n)\) time, \(n\) is the size of the table, for each jump.
Linear search example

Consider the code:

(xxxx) Is offset of local
Code start from the
Jump instruction

Case x is
(0010) When 0: stmts
(0017) When 1: stmts
(0192) When 2: stmts
(1050) When others stmts;

If there are a small number of choices, then do an in-line linear search. A straightforward way to do this is generate code analogous to an IF THEN ELSE.

If (x == 0) then stmts1;
Elseif (x = 1) then stmts2;
Elseif (x = 2) then stmts3;
Else stmts4;

$O(n)$ time, n is the size of the table, for each jump.
Dealing with jump tables

```plaintext
switch (<expr>)
    case <const_list>: <stmt_list>
    case <const_list>: <stmt_list>
    ...
    default: <stmt_list>
end

<expr>
<code for jump table>
LABEL0:  
    <stmt_list>
LABEL1:  
    <stmt_list>
...
DEFAULT:  
    <stmt_list>
OUT:
```

- Generate labels, code, then build jump table
- Put jump table after generated code
- Why do we need the OUT label?
- In case of break statements