

Implementing Register Allocation

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Liveness

signature

constructors

```
Live : List(RArg) → Anno
```

rules

```
// liveness analysis for straight-line code; no jumps
```

```
uncover-live :: RProgram → RProgram  
uncover-live-instrs :: List(RLine) → (List(RArg) * List(RLine))  
live-before(|List(RArg)) :: RLine → (List(RArg) * RLine)
```

```
uncover-live =  
  RProgram(uncover-live-instrs; Snd)
```

```
uncover-live-instrs :  
  [instr] → (before, [instr'])  
with <live-before(|[])> instr ⇒ (before, instr')
```

```
uncover-live-instrs :  
  [instr | instrs] → (before, [instr' | instrs'])  
with <uncover-live-instrs> instrs ⇒ (after, instrs')  
with <live-before(|after)> instr ⇒ (before, instr')
```

```
live-before(|after) :  
  instr → (before, instr{Live(after)})  
with <read-write> instr ⇒ (r, w)  
with <union>( <diff>(after, w), r) ⇒ before
```

rules

```
read-write :: RLine → (List(RArg) * List(RArg))  
vars :: List(RArg) → List(RArg)
```

```
read-write :  
  RLocal(r, _) → ([], [r])
```

```
read-write :  
  op#([x | xs]) → (<vars>xs, <vars>[x])  
where <is-operator> op
```

```
read-write :  
  _ → ([], [])
```

```
vars = filter(?RVar(_) <+ ?RReg(_))
```

```
is-operator =  
  ?"RLi" <+ ?"RAdd"  
  <+ ?"RAddi" <+ ?"RMv" <+ ?"RNeg" <+ ?"RMuL"
```

Priority Queue

```
signature
sorts PrioQ
constructors
  NilQ  : PrioQ
  ConsQ : RArg * int * List(RArg) * PrioQ → PrioQ
```

rules

```
pq-empty :: ? → PrioQ
```

```
pq-empty = !NilQ() //:: PrioQ
```

```
pq-is-empty = ?NilQ()
```

```
pq-next :: PrioQ → RArg
```

```
pq-next : ConsQ(x, _, _, _) → x
```

rules

```
pq-insert(|RArg, RArg)           :: PrioQ → PrioQ
pq-insert-lst(|RArg, List(RArg)) :: PrioQ → PrioQ
```

```
pq-insert(|x, y) :
  q → <pq-insert(|x, 1, [y])> q
```

```
pq-insert-lst(|x, ys) :
  q → <pq-insert(|x, <length> ys, ys)> q
```

```
rules pq-insert(|RArg, int, List(RArg)) :: PrioQ → PrioQ
```

```
pq-insert(|x, n, ys) :
  NilQ() → ConsQ(x, n, ys, NilQ())
with debug(!"pq-insert/NilQ: ")
```

```
pq-insert(|y, n, ys) :
  ConsQ(x, m, xs, q) → ConsQ(x, k, zs, q)
where <eq>(x, y)
with debug(!"pq-insert/ConsQ/1: ")
with <union>(xs, ys) ⇒ zs //:: List(a)
with <length>zs ⇒ k :: int
with <debug(!" ⇒ ")>ConsQ(x, k, zs, q)
```

```
pq-insert(|x, n, ys) :
  ConsQ(z, i, zs, q) → <pq-sort(|z, i, zs)> q'
where <not>(eq) (x, z)
with debug(!"pq-insert/ConsQ/2: ")
with <pq-insert(|x, n, ys)> q ⇒ q'
```

```
rules pq-sort(|RArg, int, List(RArg)) :: PrioQ → PrioQ
```

```
pq-sort(|x, n, xs) :
  ConsQ(y, m, ys, q) → ConsQ(y, m, ys, q')
where <gt>(m, n)
with <pq-sort(|x, n, xs)> q ⇒ q'
```

```
pq-sort(|x, n, xs) :
  q → ConsQ(x, n, xs, q)
```

Build Interference Graph

rules

```
build-interference-graph :: RProgram → PrioQ
```

```
build-interference-graph =  
  ?RProgram(<foldr(pq-empty, make-edges1)>)
```

```
make-edges1 :: RLine * PrioQ → PrioQ
```

```
make-edges1 :  
  (instr{Live(l)}, q1) → q3  
  with <read-write> instr ⇒ (_, w)  
  with <filter(when(<not(member)>(<id>, w)))> l ⇒ l'  
  with <foldr(!q1, \x, q) → <pq-insert(|x, <length>l', l')>q\)> w ⇒ q2  
  with <foldr(!q2, \x, q) → <pq-insert(|x, <length>w, w :: List(RArg))>q\)> l'
```

Allocate Registers (1)

```
allocate-registers :: RProgram → RProgram
color-graph       :: RProgram → List((RArg * int))
color-variables   :: RProgram → RProgram

allocate-registers =
  where(color-graph)
  ; color-variables

color-graph =
  build-interference-graph
  ; pq-color

pq-color       :: PrioQ → List((RArg * int))
color-vertex   :: (RArg * List(RArg)) → (RArg * int)
find-color(|int) :: List(int) → int

pq-color : NilQ() → []

pq-color :
  ConsQ(x, _, xs, q) → [elem | elems]
  with <color-vertex>(x, xs) ⇒ elem
  with <pq-color> q ⇒ elems

color-vertex :
  (x, xs) → (x, color)
  with <filter(Color)> xs ⇒ colors
  with <find-color(|0)> colors ⇒ color
  with rules( Color : x → color )
```

```
rules

find-color(|n) :
  [] → n
find-color(|n) :
  [c | cs] → n
  where <gt; (c, n)
find-color(|n) :
  [n | cs] → c'
  where <find-color(|<inc>n)> cs ⇒ c'
find-color(|n) :
  [c | cs] → c'
  where <find-color(|<inc>c)> cs ⇒ c'
```

Allocate Registers (2)

rules

```
color-variable          :: TP // RArg → RArg
color-to-location(|RArg) :: int → RArg
```

```
color-variables =
  alltd(color-variable) // <+ color-variable)
```

```
color-variable :
  RLocal(v@RVar(x), t) :: RLine → I(RNop(), $[[x]: [<pp-type>t] ⇒ [<int-to-string>color]]) :: RLine
  where <Color> RVar(x) ⇒ color
  with <color-to-location(|v)> color ⇒ loc
```

```
color-variable :
  (v@RVar(x)) :: RArg → loc :: RArg
  where <Color>v ⇒ i
  with <color-to-location(|v)> i ⇒ loc
```

```
color-to-location(|x) :
  i → RReg($[t[<int-to-string>i]])
  where <geq>(i, 0); <lt>(i, 6) // number of temporary registers
```

```
color-to-location(|x) :
  i → RMem(<int-to-string>off, "fp")
  where <gt>(i, 5) // number of temporary registers
  with <var-offset-get
    <+ (var-offset-set(|x, <stack-inc(| -4)>)
      ; <var-offset-get>x)> i ⇒ off
```

Compiling Control Flow

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Extend ChocoPy Signature

signature

constructors

IfExp : Exp * Exp * Exp → Exp

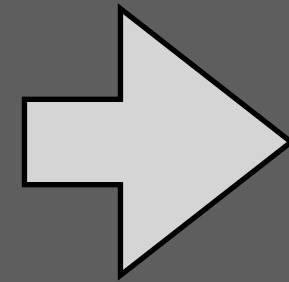
Let : ID * Type * Exp * Exp → Exp

IfStat : Exp * Block * Block → Statement

BlockStat : Block → Statement

Desugar

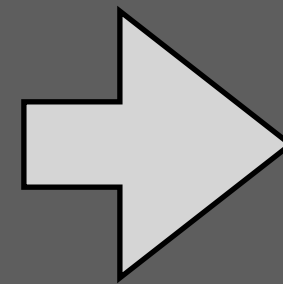
```
a : bool = False  
b : bool = True  
not(a and b)
```



```
Program(  
  [ VarDef(TypedVar("a", Type("bool")), False())  
    , VarDef(TypedVar("b", Type("bool")), True())  
  ]  
  , [ Exp(  
      IfExp(  
        IfExp(Var("a"), Var("b"), False())  
        , False()  
        , True()  
      )  
    )  
  ]  
)
```

Desugar

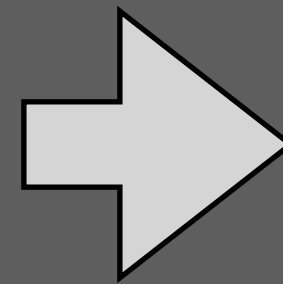
```
a : int = 1  
b : int = 2  
a ≠ b
```



```
Program(  
  [ VarDef(TypedVar("a", Type("int")), Int("1"))  
    , VarDef(TypedVar("b", Type("int")), Int("2"))  
  ]  
  , [Exp(  
      IfExp(Eq(Var("a"), Var("b")), False(), True())  
    )]  
)
```

Desugar

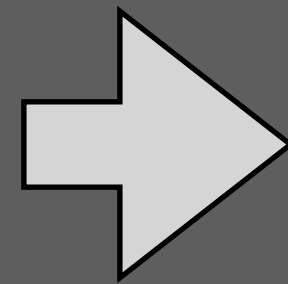
```
a : int = 1
b : int = 2
if a ≠ b:
  3
else:
  4
```



```
Program(
  [ VarDef(TypedVar("a", Type("int")), Int("1"))
    , VarDef(TypedVar("b", Type("int")), Int("2"))
  ]
  , [ IfStat(
      Eq(Var("a"), Var("b"))
      , Block([Exp(Int("4"))])
      , Block([Exp(Int("3"))])
    )
  ]
)
```

Desugar

```
x : bool =  
False  
y : int = 0  
z : int = 1  
x = (y ≠ z)
```



```
Program(  
  [ VarDef(TypedVar("x", Type("bool")), False())  
    , VarDef(TypedVar("y", Type("int")), Int("0"))  
    , VarDef(TypedVar("z", Type("int")), Int("1"))  
  ]  
  , [ IfStat(  
      Eq(Var("y"), Var("z"))  
      , Block([Assign([Target(Var("x"))], False())])  
      , Block([Assign([Target(Var("x"))], True())])  
    )  
  ]  
)
```

Extend C-IR

signature

constructors

CLt : CAtom * CAtom → CExp

CEq : CAtom * CAtom → CExp

CNot : CAtom → CExp

CGoto : CLabel → CTail

CIf : CExp * CLabel * CLabel → CTail

Generating Control Flow Blocks

```
signature
  sorts Future
  constructors
    Promise : string → Future
rules
  block-to-goto(|string) :: CTail → Future
  jump-to-block :: Future → CLabel

  block-to-goto(|schema) :
    tail → Promise(scr)
    with <newname> schema ⇒ lbl
    with !CBlock(CLabel(lbl), tail) ⇒ block
    with <newname> "secret" ⇒ scr
    with rules( Future : scr → block )

  jump-to-block :
    Promise(scr) → lbl
    with <Future> scr ⇒ res
    with if !res ⇒ block@CBlock(lbl, _) then
      <add-cfg-node> block
      ; rules( Future : scr → lbl )
    else
      !res ⇒ lbl
    end
```

Explicate Control (Sketch)

rules

explicate-tail-stm :

```
IfStat(e, Block(stats1), Block(stats2)) → tail
where <explicate-tail-seq; block-to-goto|"s"> stats1 ⇒ s
where <explicate-tail-seq; block-to-goto|"f"> stats2 ⇒ f
where <explicate-pred(|s, f)> e ⇒ tail
```

rules

```
explicate-pred(|Future, Future) :: Exp → CTail
```

explicate-pred(|s, f) :

```
Var(x :: string) → CIf(CEq(CVar(x), CInt("0")),
    <jump-to-block>f,
    <jump-to-block>s)
```

explicate-pred(|s, f) :

```
Int(i) → CGoto(lbl)
with if <eq>(i, "0") then !f else !s end; jump-to-block ⇒ lbl
```

explicate-pred(|s, f) :

```
Lt(a1, a2) → CIf(CLt(<explicate-atom>a1, <explicate-atom>a2),
    <jump-to-block>s,
    <jump-to-block>f)
```

explicate-pred(|s, f) :

```
Eq(a1, a2) → CIf(CEq(<explicate-atom>a1, <explicate-atom>a2),
    <jump-to-block>s,
    <jump-to-block>f)
```

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