Modern Intermediate Representations (IR)

L25: Modern Compiler Design

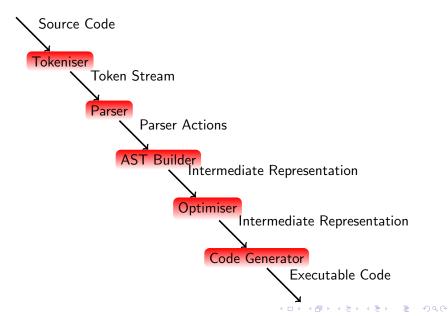
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Reusable IR

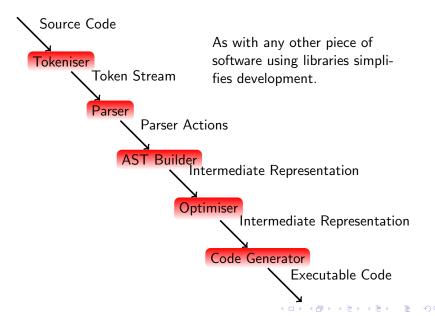
• Modern compilers are made from loosely coupled components

- Front ends produce IR
- Middle 'ends' transform IR (optimisations)
- Back ends generate native code

Structure of a Modern Compiler



Structure of a Modern Compiler



Optimisation Passes

- Modular, transform IR (Analysis passes just inspect IR)
- Can be run multiple times, in different orders
- May not always produce improvements in the wrong order!
- Some intentionally pessimise code to make later passes work better

Register vs Stack IR

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- Stack makes interpreting, naive compilation easier
- Register makes various optimisations easier
- Which ones?

Source language:

```
r1 = load b

r2 = load c

r3 = r1 + r2

r4 = load b

r5 = load c

r6 = r4 + r5

r7 = r3 * r6

store a r6
```

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Common Subexpression Elimination: Stack IR

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Source language:

a = (b+c) * (b+c);

load b load c load b load c add mul store a

Common Subexpression Elimination: Stack IR

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Source language:

a = (b+c) * (b+c);

load b load c add dup mul store a

Problems with CSE and Stack IR

- Entire operation must happen at once (no incremental algorithm)
- Finding identical subtrees is possible, reusing results is harder
- If the operations were not adjacent, must spill to temporary

Hierarchical vs Flat IR

- Source code is hierarchical (contains structured flow control, scoped values)
- Assembly is flat (all flow control is by jumps)
- Intermediate representations are supposed to be somewhere between the two

Hierarchical IR

- Easy to express high-level constructs
- Preserves program semantics
- Preserves high-level semantics (variable lifetime, exceptions) clearly

• Example: WHRIL in MIPSPro/Open64/Path64 and derivatives

Flat IR

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- Easy to map to the back end
- Simple for optimisations to process
- Examples: LLVM IR, CGIR, PTX

Questions?