

2000 Paper 13 Question 7

Compiler Construction

Describe how a parse tree can be translated into a sequence of assembly language instructions based on a pattern matching graph derived from a set of tree rewriting rules where each rule has a cost and a corresponding fragment of code. Illustrate your answer using the following rules:

| | | |
|---|---------------------|--------|
| $R_i = K_k$ | LDI R_i, K_k | Cost 2 |
| $R_i = \text{add}(R_i, K_k)$ | ADDI R_i, K_k | Cost 3 |
| $R_i = \text{add}(R_i, R_j)$ | ADD R_i, R_j | Cost 3 |
| $R_i = \text{add}(R_i, \text{add}(R_j, K_k))$ | ADD R_i, R_j, K_k | Cost 4 |

applied to the following parse tree:

$\text{add}(K_1, \text{add}(\text{add}(K_2, \text{add}(K_3, K_4)), \text{add}(K_5, K_6)))$ [15 marks]

Discuss the advantages and disadvantages of this approach to code generation.

[5 marks]