Compilation Methods SS 2013 - Assignment 1

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Exercise 1 (Different forms of intermediate code)

The following intermediate code fragments are given in 2-address-form (Team 1), 0-address-form/stack-form (Team 2), and tree representation (Team 3).

Note: Both instruction sequences initialize the variables a, b, and c. Those assignments are omitted in the tree representation.







Reconstruct a sequence of Java (or C) assignments that could be compiled to this intermediate code and prepare to explain the relationship to the other teams. Do you find optimization opportunities (Slide 202) in your intermediate code representation?

Exercise 2 (Translating statements to intermediate code)

Convert the following assignment statement to intermediate code in 0-address-form, 2-address-form, and an abstract syntax tree-representation. Assume that all variables are declared with type int.

c = (a + b) * (a + b) - 1;

The subexpression a+b appears twice. How could you avoid duplicate computation of the sum in each of the three forms of intermediate code?

Exercise 3 (Optimizations of Java Bytecode)

Which optimizations of Slide 202 are applied by the Java compiler? Which optimizations could have been applied additionally?

```
public class Optimization {
    public static int deadVariables() {
                                                  public static int deadVariables();
       int a = 50;
                                                              bipush 50
                                                     0:
       int b = 60;
                                                      2:
                                                              istore_0
                                                      3:
                                                             bipush 60
       int x = a + b;
                                                     5:
                                                             istore_1
                                                      6:
                                                             iload_0
       x = 5;
                                                     7:
                                                              iload_1
       return x;
                                                     8:
                                                              iadd
    }
                                                      9:
                                                              istore_2
                                                     10:
                                                              iconst_5
                                                              istore_2
                                                     11:
                                                     12:
                                                              iload_2
                                                     13:
                                                              ireturn
    public static int algebraicSimplification() {
                                                  public static int algebraicSimplification();
        int p = 50;
                                                      0:
                                                              bipush 50
        double i = 2 * 3.14;
                                                              istore_0
                                                      2:
                                                      3:
        int j = p + 0;
                                                              ldc2_w #2; //double 6.28d
        int k = p * 2;
                                                      6:
                                                              dstore_1
        return j + k;
                                                     7:
                                                              iload_0
    }
                                                     8:
                                                              iconst_0
                                                     9:
                                                              iadd
                                                     10:
                                                             istore_3
                                                     11:
                                                             iload_0
                                                     12:
                                                              iconst_2
                                                     13:
                                                              imul
                                                     14:
                                                              istore 4
                                                     16:
                                                              iload_3
                                                      17:
                                                              iload
                                                                     4
                                                     19:
                                                              iadd
                                                     20:
                                                              ireturn
    public static boolean bool;
    public static int constantPropagation() {
                                                  public static int constantPropagation();
        int x = 2;
                                                     0:
                                                              iconst_2
                                                     1:
        if (bool) {
                                                              istore_0
                                                              getstatic
          int z = 42;
                                                     2:
                                                                             #4; //bool
                                                     5:
        }
                                                              ifeq
                                                                     11
                                                              bipush 42
        int y = x * 5;
                                                      8:
                                                     10:
                                                              istore_1
                                                             iload_0
       return y;
                                                     11:
    }
                                                     12:
                                                             iconst_5
                                                     13:
                                                             imul
                                                     14:
                                                             istore_1
                                                     15:
                                                             iload_1
                                                     16:
                                                              ireturn
    public static int copyPropagation() {
                                                  public static int copyPropagation();
        int p = 40;
                                                     0:
                                                          bipush 40
                                                      2:
                                                              istore_0
        int x = p;
                                                     3:
                                                             iload_0
        int z = x;
                                                      4:
                                                             istore_1
                                                     5:
                                                             iload_1
       return z;
                                                     6:
                                                             istore_2
                                                     7:
    }
                                                              iload_2
}
                                                      8:
                                                              ireturn
```

Exercise 4 (HOMEWORK: Manually modifying Java bytecode)

The Java classfile CountDown.class contains an important Java program that has been developed for upcoming NASA Mars missions. Unfortunately the source code has been lost. All that is left is a bytecode listing of class CountDown in file CountDown.j. This file has been generated from the the classfile.

- Use the Java interpreter to execute the supplied classfile. What is wrong with the program (from the NASA's point of view)?
- Modify the assembler source code in file CountDown.j so that the countdown works as expected.

Use the command ~compiler/bin/Jasmin CountDown.j to assemble a new classfile, when you have fixed the assembler source code. Invoke the resulting classfile with the bytecode verifier enabled: java -verify CountDown

Hints: You can find an overview on Java Bytecode instructions at http://en.wikipedia.org/wiki/Java_bytecode_instruction_listings.