

Alias Analysis

15-411/15-611 Compiler Design

Seth Copen Goldstein

November 12, 2019

Constant Propagation on Memory

$$\begin{aligned}l_1 : M[q] &\leftarrow 4 \\l_2 : M[p] &\leftarrow 8128 \\l_3 : x &\leftarrow M[q]\end{aligned}$$

- Can we replace l_3 with $\mathbf{x} \leftarrow \mathbf{4}$?

CSE

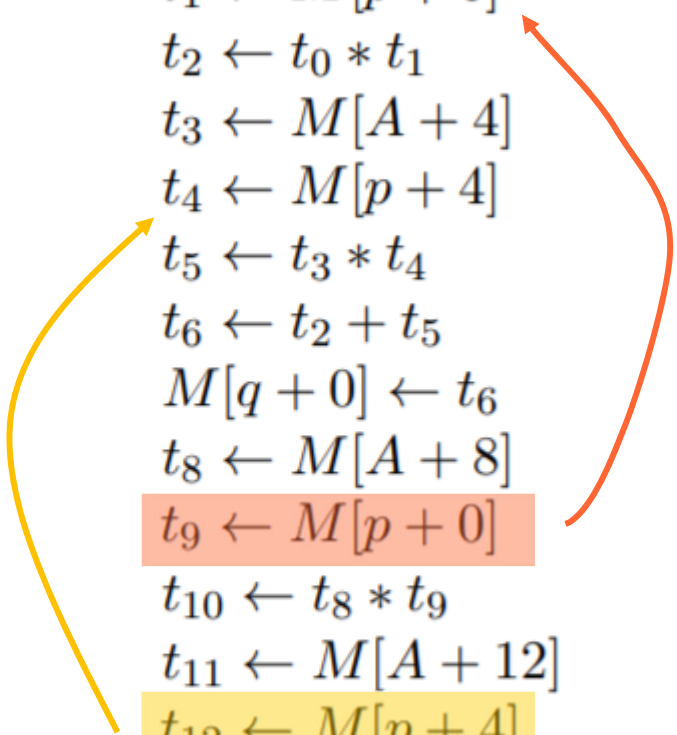
```
foo() {  
    int a,k;  
    extern int *q;  
    ...  
    ... // maybe &a or &k  
    ...  
    k = a+6;  
    f(a,&k);  
    *q = 13;  
    k = a+6  
    ...  
}
```



CSE on Memory

```
struct point {  
    int x;  
    int y;  
};  
typedef struct point pt;  
  
void mult(int[] A, pt* p, pt* q) {  
    q->x = A[0] * p->x + A[1] * p->y;  
    q->y = A[2] * p->x + A[3] * p->y;  
    return;  
}
```

```
mult(A, p, q) :  
    t0 ← M[A + 0]  
    t1 ← M[p + 0]  
    t2 ← t0 * t1  
    t3 ← M[A + 4]  
    t4 ← M[p + 4]  
    t5 ← t3 * t4  
    t6 ← t2 + t5  
    M[q + 0] ← t6  
    t8 ← M[A + 8]  
    t9 ← M[p + 0]  
    t10 ← t8 * t9  
    t11 ← M[A + 12]  
    t12 ← M[p + 4]  
    t13 ← t11 * t12  
    t14 ← t10 + t13  
    M[q + 4] ← t14  
    return
```



Dependence Information

```
foo(int[] a, int[] b, int n) {  
    int i;  
    for (i=1; i<n; i++) {  
        a[i] = b[i-1]+a[i]  
    }  
}
```

- What are the dependence distances?

```
struct intlist {  
    int val;  
    struct intlist* next;  
};
```

```
struct int foo() {  
    struct intlist* p;  
    struct intlist* q;  
    int a = 1;  
  
    q = alloc(struct intlist);  
    q->val = 0;  
    q->next = NULL;  
    p = alloc(struct intlist);  
    p->val = 0;  
    p->next = q;  
    q->val = 5;  
    a = p->val;  
    return a;  
}
```

1:	MOVE	t2	<- 0		p
2:	MOVE	t3	<- 0		q
3:	MOVE	t4	<- 1		a
4:	CALL	t5	<- malloc(8)	(t5,4,0)	q <- alloc
5:	PLUS	u1	<- t5,	0	
6:	STORE	MEM[u1]	<- 0		q->val = 0
7:	PLUS	u2	<- t5,	4	
8:	STORE	MEM[u2]	<- 0		q->next = 0
9:	MOVE	t3	<- t5		q
10:	CALL	t6	<- malloc(8)		p <- alloc
11:	PLUS	u3	<- t6,	0	
12:	STORE	MEM[u3]	<- 0		p->val = 0
13:	PLUS	u4	<- t6,	4	
14:	STORE	MEM[u4]	<- t3		p->next = q
15:	MOVE	t2	<- t6		p
16:	PLUS	u5	<- t3,	0	
17:	STORE	MEM[u5]	<- 5		q->val = 5
18:	PLUS	u6	<- t2,	0	p
19:	LOAD	t4	<- MEM[u6]		a
20:	RET		t4		

1:	MOVE	t2	<- 0		p
2:	MOVE	t3	<- 0		q
3:	MOVE	t4	<- 1		a
4:	CALL	t5	<- malloc(8)	(t5,4,0)	q <- alloc
5:	PLUS	u1	<- t5,	0 (u1,4,0)	
6:	STORE	MEM[u1]	<- 0		q->val = 0
7:	PLUS	u2	<- t5,	4	
8:	STORE	MEM[u2]	<- 0		q->next = 0
9:	MOVE	t3	<- t5		q
10:	CALL	t6	<- malloc(8)		p <- alloc
11:	PLUS	u3	<- t6,	0	
12:	STORE	MEM[u3]	<- 0		p->val = 0
13:	PLUS	u4	<- t6,	4	
14:	STORE	MEM[u4]	<- t3		p->next = q
15:	MOVE	t2	<- t6		p
16:	PLUS	u5	<- t3,	0	
17:	STORE	MEM[u5]	<- 5		q->val = 5
18:	PLUS	u6	<- t2,	0	p
19:	LOAD	t4	<- MEM[u6]		a
20:	RET		t4		

1:	MOVE	t2	<- 0		p
2:	MOVE	t3	<- 0		q
3:	MOVE	t4	<- 1		a
4:	CALL	t5	<- malloc(8)	(t5,4,0)	q <- alloc
5:	PLUS	u1	<- t5,	0 (u1,4,0)	
6:	STORE	MEM[u1]	<- 0		q->val = 0
7:	PLUS	u2	<- t5,	4 (u2,4,4)	
8:	STORE	MEM[u2]	<- 0		q->next = 0
9:	MOVE	t3	<- t5		q
10:	CALL	t6	<- malloc(8)		p <- alloc
11:	PLUS	u3	<- t6,	0	
12:	STORE	MEM[u3]	<- 0		p->val = 0
13:	PLUS	u4	<- t6,	4	
14:	STORE	MEM[u4]	<- t3		p->next = q
15:	MOVE	t2	<- t6		p
16:	PLUS	u5	<- t3,	0	
17:	STORE	MEM[u5]	<- 5		q->val = 5
18:	PLUS	u6	<- t2,	0	p
19:	LOAD	t4	<- MEM[u6]		a
20:	RET		t4		

1:	MOVE	t2	<- 0		p
2:	MOVE	t3	<- 0		q
3:	MOVE	t4	<- 1		a
4:	CALL	t5	<- malloc(8)	(t5,4,0)	q <- alloc
5:	PLUS	u1	<- t5,	0 (u1,4,0)	
6:	STORE	MEM[u1]	<- 0		q->val = 0
7:	PLUS	u2	<- t5,	4 (u2,4,4)	
8:	STORE	MEM[u2]	<- 0		q->next = 0
9:	MOVE	t3	<- t5	(t3,4,0)	q
10:	CALL	t6	<- malloc(8)		p <- alloc
11:	PLUS	u3	<- t6,	0	
12:	STORE	MEM[u3]	<- 0		p->val = 0
13:	PLUS	u4	<- t6,	4	
14:	STORE	MEM[u4]	<- t3		p->next = q
15:	MOVE	t2	<- t6		p
16:	PLUS	u5	<- t3,	0	
17:	STORE	MEM[u5]	<- 5		q->val = 5
18:	PLUS	u6	<- t2,	0	p
19:	LOAD	t4	<- MEM[u6]		a
20:	RET		t4		

1:	MOVE	t2	<- 0		p
2:	MOVE	t3	<- 0		q
3:	MOVE	t4	<- 1		a
4:	CALL	t5	<- malloc(8)	(t5,4,0)	q <- alloc
5:	PLUS	u1	<- t5,	0 (u1,4,0)	
6:	STORE	MEM[u1]	<- 0		q->val = 0
7:	PLUS	u2	<- t5,	4 (u2,4,4)	
8:	STORE	MEM[u2]	<- 0		q->next = 0
9:	MOVE	t3	<- t5	(t3,4,0)	q
10:	CALL	t6	<- malloc(8)	(t6,10,0)	p <- alloc
11:	PLUS	u3	<- t6,	0	
12:	STORE	MEM[u3]	<- 0		p->val = 0
13:	PLUS	u4	<- t6,	4	
14:	STORE	MEM[u4]	<- t3		p->next = q
15:	MOVE	t2	<- t6		p
16:	PLUS	u5	<- t3,	0	
17:	STORE	MEM[u5]	<- 5		q->val = 5
18:	PLUS	u6	<- t2,	0	p
19:	LOAD	t4	<- MEM[u6]		a
20:	RET		t4		

1:	MOVE	t2	<- 0		p
2:	MOVE	t3	<- 0		q
3:	MOVE	t4	<- 1		a
4:	CALL	t5	<- malloc(8)	(t5,4,0)	q <- alloc
5:	PLUS	u1	<- t5,	0 (u1,4,0)	
6:	STORE	MEM[u1]	<- 0		q->val = 0
7:	PLUS	u2	<- t5,	4 (u2,4,4)	
8:	STORE	MEM[u2]	<- 0		q->next = 0
9:	MOVE	t3	<- t5	(t3,4,0)	q
10:	CALL	t6	<- malloc(8)	(t6,10,0)	p <- alloc
11:	PLUS	u3	<- t6,	0 (u3,10,0)	
12:	STORE	MEM[u3]	<- 0		p->val = 0
13:	PLUS	u4	<- t6,	4	
14:	STORE	MEM[u4]	<- t3		p->next = q
15:	MOVE	t2	<- t6		p
16:	PLUS	u5	<- t3,	0	
17:	STORE	MEM[u5]	<- 5		q->val = 5
18:	PLUS	u6	<- t2,	0	p
19:	LOAD	t4	<- MEM[u6]		a
20:	RET		t4		

1:	MOVE	t2	<-	0		p
2:	MOVE	t3	<-	0		q
3:	MOVE	t4	<-	1		a
4:	CALL	t5	<-	malloc(8)	(t5,4,0)	q <- alloc
5:	PLUS	u1	<-	t5,	0	(u1,4,0)
6:	STORE	MEM[u1]	<-	0		q->val = 0
7:	PLUS	u2	<-	t5,	4	(u2,4,4)
8:	STORE	MEM[u2]	<-	0		q->next = 0
9:	MOVE	t3	<-	t5	(t3,4,0)	q
10:	CALL	t6	<-	malloc(8)	(t6,10,0)	p <- alloc
11:	PLUS	u3	<-	t6,	0	(u3,10,0)
12:	STORE	MEM[u3]	<-	0		p->val = 0
13:	PLUS	u4	<-	t6,	4	(u4,10,4)
14:	STORE	MEM[u4]	<-	t3		p->next = q
15:	MOVE	t2	<-	t6		p
16:	PLUS	u5	<-	t3,	0	
17:	STORE	MEM[u5]	<-	5		q->val = 5
18:	PLUS	u6	<-	t2,	0	p
19:	LOAD	t4	<-	MEM[u6]		a
20:	RET			t4		

1:	MOVE	t2	<- 0		p
2:	MOVE	t3	<- 0		q
3:	MOVE	t4	<- 1		a
4:	CALL	t5	<- malloc(8)	(t5,4,0)	q <- alloc
5:	PLUS	u1	<- t5,	0 (u1,4,0)	
6:	STORE	MEM[u1]	<- 0		q->val = 0
7:	PLUS	u2	<- t5,	4 (u2,4,4)	
8:	STORE	MEM[u2]	<- 0		q->next = 0
9:	MOVE	t3	<- t5	(t3,4,0)	q
10:	CALL	t6	<- malloc(8)	(t6,10,0)	p <- alloc
11:	PLUS	u3	<- t6,	0 (u3,10,0)	
12:	STORE	MEM[u3]	<- 0		p->val = 0
13:	PLUS	u4	<- t6,	4 (u4,10,4)	
14:	STORE	MEM[u4]	<- t3		p->next = q
15:	MOVE	t2	<- t6	(t2,10,0)	p
16:	PLUS	u5	<- t3,	0	
17:	STORE	MEM[u5]	<- 5		q->val = 5
18:	PLUS	u6	<- t2,	0	p
19:	LOAD	t4	<- MEM[u6]		a
20:	RET		t4		

1:	MOVE	t2	<- 0		p
2:	MOVE	t3	<- 0		q
3:	MOVE	t4	<- 1		a
4:	CALL	t5	<- malloc(8)	(t5,4,0)	q <- alloc
5:	PLUS	u1	<- t5,	0 (u1,4,0)	
6:	STORE	MEM[u1]	<- 0		q->val = 0
7:	PLUS	u2	<- t5,	4 (u2,4,4)	
8:	STORE	MEM[u2]	<- 0		q->next = 0
9:	MOVE	t3	<- t5	(t3,4,0)	q
10:	CALL	t6	<- malloc(8)	(t6,10,0)	p <- alloc
11:	PLUS	u3	<- t6,	0 (u3,10,0)	
12:	STORE	MEM[u3]	<- 0		p->val = 0
13:	PLUS	u4	<- t6,	4 (u4,10,4)	
14:	STORE	MEM[u4]	<- t3		p->next = q
15:	MOVE	t2	<- t6	(t2,10,0)	p
16:	PLUS	u5	<- t3,	0 (u5,4,0)	
17:	STORE	MEM[u5]	<- 5		q->val = 5
18:	PLUS	u6	<- t2,	0	p
19:	LOAD	t4	<- MEM[u6]		a
20:	RET		t4		

1:	MOVE	t2	<-	0		p
2:	MOVE	t3	<-	0		q
3:	MOVE	t4	<-	1		a
4:	CALL	t5	<-	malloc(8)	(t5,4,0)	q <- alloc
5:	PLUS	u1	<-	t5,	0	(u1,4,0)
6:	STORE	MEM[u1]	<-	0		q->val = 0
7:	PLUS	u2	<-	t5,	4	(u2,4,4)
8:	STORE	MEM[u2]	<-	0		q->next = 0
9:	MOVE	t3	<-	t5	(t3,4,0)	q
10:	CALL	t6	<-	malloc(8)	(t6,10,0)	p <- alloc
11:	PLUS	u3	<-	t6,	0	(u3,10,0)
12:	STORE	MEM[u3]	<-	0		p->val = 0
13:	PLUS	u4	<-	t6,	4	(u4,10,4)
14:	STORE	MEM[u4]	<-	t3		p->next = q
15:	MOVE	t2	<-	t6	(t2,10,0)	p
16:	PLUS	u5	<-	t3,	0	(u5,4,0)
17:	STORE	MEM[u5]	<-	5		q->val = 5
18:	PLUS	u6	<-	t2,	0	(u6,4,0)
19:	LOAD	t4	<-	MEM[u6]		a
20:	RET			t4		

1:	MOVE	t2	<- 0		p
2:	MOVE	t3	<- 0		q
3:	MOVE	t4	<- 1		a
4:	CALL	t5	<- malloc(8)	(t5,4,0)	q <- alloc
5:	PLUS	u1	<- t5,	0 (u1,4,0)	
6:	STORE	MEM[u1]	<- 0		q->val = 0
7:	PLUS	u2	<- t5,	4 (u2,4,4)	
8:	STORE	MEM[u2]	<- 0		q->next = 0
9:	MOVE	t3	<- t5	(t3,4,0)	q
10:	CALL	t6	<- malloc(8)	(t6,10,0)	p <- alloc
11:	PLUS	u3	<- t6,	0 (u3,10,0)	
12:	STORE	MEM[u3]	<- 0		p->val = 0
13:	PLUS	u4	<- t6,	4 (u4,10,4)	
14:	STORE	MEM[u4]	<- t3		p->next = q
15:	MOVE	t2	<- t6	(t2,10,0)	p
16:	PLUS	u5	<- t3,	0 (u5,4,0)	
17:	STORE	MEM[u5]	<- 5		q->val = 5
18:	PLUS	u6	<- t2,	0 (u6,10,0)	p
19:	LOAD	t4	<- MEM[u6]		a
20:	RET		t4		

1:	MOVE	t2	<- 0		p
2:	MOVE	t3	<- 0		q
3:	MOVE	t4	<- 1		a
4:	CALL	t5	<- malloc(8)	(t5,4,0)	q <- alloc
5:	PLUS	u1	<- t5,	0 (u1,4,0)	
6:	STORE	MEM[u1]	<- 0		q->val = 0
7:	PLUS	u2	<- t5,	4 (u2,4,4)	
8:	STORE	MEM[u2]	<- 0		q->next = 0
9:	MOVE	t3	<- t5	(t3,4,0)	q
10:	CALL	t6	<- malloc(8)	(t6,10,0)	p <- alloc
11:	PLUS	u3	<- t6,	0 (u3,10,0)	
12:	STORE	MEM[u3]	<- 0		p->val = 0
13:	PLUS	u4	<- t6,	4 (u4,10,4)	
14:	STORE	MEM[u4]	<- t3		p->next = q
15:	MOVE	t2	<- t6	(t2,10,0)	p
16:	PLUS	u5	<- t3,	0 (u5,4,0)	
17:	STORE	MEM[u5]	<- 5		q->val = 5
18:	PLUS	u6	< t2,	0 (u6,10,0)	p
19:	MOVE	t4	<- 0		a
20:	RET		t4		

1:	MOVE	t2	<-	0		p	
2:	MOVE	t3	<-	0		q	
3:	MOVE	t4	<-	1		a	
4:	CALL	t5	<-	malloc(8)	(t5,4,0)	q <- alloc	
5:	PLUS	u1	<-	t5,	0	(u1,4,0)	
6:	STORE	MEM[u1]	<-	0		q->val = 0	
7:	PLUS	u2	<-	t5,	4	(u2,4,4)	
8:	STORE	MEM[u2]	<-	0		q->next = 0	
9:	MOVE	t3	<-	t5	(t3,4,0)	q	
10:	CALL	t6	<-	malloc(8)	(t6,10,0)	p <- alloc	
11:	PLUS	u3	<-	t6,	0	(u3,10,0)	
12:	STORE	MEM[u3]	<-	0		p->val = 0	
13:	PLUS	u4	<-	t6,	4	(u4,10,4)	
14:	STORE	MEM[u4]	<-	t3		p->next = q	
15:	MOVE	t2	<-	t6	(t2,10,0)	p	
16:	PLUS	u5	<-	t3,	0	(u5,4,0)	
17:	STORE	MEM[u5]	<-	5		q->val = 5	
18:	PLUS	u6	<	t2,	0	(u6,10,0)	p
19:	MOVE	t4	<	0		a	
20:	RET			0			

```
struct intlist* foo() {  
    struct intlist* p;  
    struct intlist* q;  
    int a = 1;  
  
    p = alloc(struct intlist);  
    p->val = 0;  
    p->next = 0;  
  
    q = alloc(struct intlist);  
    q->val = 6;  
    q->next = p;  
  
    if (a == 0) p = q;  
    p->val = 4;  
    return p;  
}
```

1:	CALL	t2	<- malloc(8)	p
2:	PLUS	u1	<- t2, 0	
3:	STR	MEM[u1]	<- 0	p->val = 0
4:	PLUS	u2	<- t2, 4	
5:	STR	MEM[u2]	<- 0	p->next = 0
6:	MOVE	t3	<- t2	x=p
7:	CALL	t4	<- malloc(8)	q
8:	PLUS	u3	<- t4, 0	
9:	STR	MEM[u3]	<- 6	q->val = 6
10:	PLUS	u4	<- t4, 0	
11:	STR	MEM[u4]	<- t3	q->next = p
12:	MOVE	t5	<- t4	q
13:	MOVE	t6	<- 1	a
14:	CJUMP	t6 == 0,	ifT0, ifF1	a == 0 ?
ifT0:				
16:	MOVE	t3'	<- t5	x=q
ifF1:				
18:	PHI	t3''	<- $\phi(t3, t3')$	
19:	PLUS	u5	<- t3'', 0	
20:	STR	MEM[u5]	<- 4	
21:	RET	t2		

1:	CALL	t2	<- malloc(8) (t2,1,0)	p
2:	PLUS	u1	<- t2,0	
3:	STR	MEM[u1]	<- 0	p->val = 0
4:	PLUS	u2	<- t2, 4	
5:	STR	MEM[u2]	<- 0	p->next = 0
6:	MOVE	t3	<- t2	x=p
7:	CALL	t4	<- malloc(8)	q
8:	PLUS	u3	<- t4,0	
9:	STR	MEM[u3]	<- 6	q->val = 6
10:	PLUS	u4	<- t4,0	
11:	STR	MEM[u4]	<- t3	q->next = p
12:	MOVE	t5	<- t4	q
13:	MOVE	t6	<- 1	a
14:	CJUMP	t6 == 0,	ifT0,ifF1	a == 0 ?
ifT0:				
16:	MOVE	t3'	<- t5	x=q
ifF1:				
18:	PHI	t3''	<- $\phi(t3, t3')$	
19:	PLUS	u5	<- t3'', 0	
20:	STR	MEM[u5]	<- 4	
21:	RET	t2		

1:	CALL	t2	<- malloc(8)	(t2,1,0)	p
2:	PLUS	u1	<- t2,0	(u1,1,0)	
3:	STR	MEM[u1]	<- 0		p->val = 0
4:	PLUS	u2	<- t2, 4	(u2,1,4)	
5:	STR	MEM[u2]	<- 0		p->next = 0
6:	MOVE	t3	<- t2		x=p
7:	CALL	t4	<- malloc(8)		q
8:	PLUS	u3	<- t4,0		
9:	STR	MEM[u3]	<- 6		q->val = 6
10:	PLUS	u4	<- t4,0		
11:	STR	MEM[u4]	<- t3		q->next = p
12:	MOVE	t5	<- t4		q
13:	MOVE	t6	<- 1		a
14:	CJUMP	t6 == 0,	ifT0,ifF1		a == 0 ?
ifT0:					
16:	MOVE	t3'	<- t5		x=q
ifF1:					
18:	PHI	t3''	<- $\phi(t3, t3')$		
19:	PLUS	u5	<- t3'', 0		
20:	STR	MEM[u5]	<- 4		
21:	RET	t2			

1:	CALL	t2	<- malloc(8)	(t2,1,0)	p
2:	PLUS	u1	<- t2,0	(u1,1,0)	
3:	STR	MEM[u1]	<- 0		p->val = 0
4:	PLUS	u2	<- t2, 4	(u2,1,4)	
5:	STR	MEM[u2]	<- 0		p->next = 0
6:	MOVE	t3	<- t2	(t3,1,0)	x=p
7:	CALL	t4	<- malloc(8)	(t4,7,0)	q
8:	PLUS	u3	<- t4,0	(u3,7,0)	
9:	STR	MEM[u3]	<- 6		q->val = 6
10:	PLUS	u4	<- t4,0	(u4,7,0)	
11:	STR	MEM[u4]	<- t3		q->next = p
12:	MOVE	t5	<- t4	(t5,7,0)	q
13:	MOVE	t6	<- 1		a
14:	CJUMP	t6 == 0,	ifT0,ifF1		a == 0 ?
ifT0:					
16:	MOVE	t3'	<- t5		x=q
ifF1:					
18:	PHI	t3''	<- $\phi(t3, t3')$		
19:	PLUS	u5	<- t3'', 0		
20:	STR	MEM[u5]	<- 4		
21:	RET	t2			

1:	CALL	t2	<- malloc(8)	(t2,1,0)	p
2:	PLUS	u1	<- t2,0	(u1,1,0)	
3:	STR	MEM[u1]	<- 0		p->val = 0
4:	PLUS	u2	<- t2, 4	(u2,1,4)	
5:	STR	MEM[u2]	<- 0		p->next = 0
6:	MOVE	t3	<- t2	(t3,1,0)	x=p
7:	CALL	t4	<- malloc(8)	(t4,7,0)	q
8:	PLUS	u3	<- t4,0	(u3,7,0)	
9:	STR	MEM[u3]	<- 6		q->val = 6
10:	PLUS	u4	<- t4,0	(u4,7,0)	
11:	STR	MEM[u4]	<- t3		q->next = p
12:	MOVE	t5	<- t4	(t5,7,0)	q
13:	MOVE	t6	<- 1		a
14:	CJUMP	t6 == 0,	ifT0,ifF1		a == 0 ?
ifT0:					
16:	MOVE	t3'	<- t5	(t3',7,0)	x=q
ifF1:					
18:	PHI	t3''	<- $\phi(t3, t3')$		
19:	PLUS	u5	<- t3'', 0		
20:	STR	MEM[u5]	<- 4		
21:	RET	t2			

```

1:  CALL    t2      <- malloc(8) (t2,1,0)      p
2:  PLUS    u1      <- t2,0      (u1,1,0)
3:  STR     MEM[u1] <- 0          p->val = 0
4:  PLUS    u2      <- t2, 4      (u2,1,4)
5:  STR     MEM[u2] <- 0          p->next = 0
6:  MOVE    t3      <- t2          (t3,1,0)      x=p
7:  CALL    t4      <- malloc(8) (t4,7,0)      q
8:  PLUS    u3      <- t4,0      (u3,7,0)
9:  STR     MEM[u3] <- 6          q->val = 6
10: PLUS    u4      <- t4,0      (u4,7,0)
11: STR     MEM[u4] <- t3          q->next = p
12: MOVE    t5      <- t4          (t5,7,0)      q
13: MOVE    t6      <- 1          a
14: CJUMP   t6 == 0, ifT0,ifF1      a == 0 ?
ifT0:
16: MOVE    t3'     <- t5          (t3',7,0)      x=q
ifF1:
18: PHI     t3''     <-  $\phi(t3, t3')$  (t3'',7,0), (t3'',1,0)
19: PLUS    u5      <- t3'', 0
20: STR     MEM[u5] <- 4
21: RET     t2

```

```

1:  CALL    t2      <- malloc(8) (t2,1,0)      p
2:  PLUS    u1      <- t2,0      (u1,1,0)
3:  STR     MEM[u1] <- 0          p->val = 0
4:  PLUS    u2      <- t2, 4      (u2,1,4)
5:  STR     MEM[u2] <- 0          p->next = 0
6:  MOVE    t3      <- t2          (t3,1,0)      x=p
7:  CALL    t4      <- malloc(8) (t4,7,0)      q
8:  PLUS    u3      <- t4,0      (u3,7,0)
9:  STR     MEM[u3] <- 6          q->val = 6
10: PLUS    u4      <- t4,0      (u4,7,0)
11: STR     MEM[u4] <- t3          q->next = p
12: MOVE    t5      <- t4          (t5,7,0)      q
13: MOVE    t6      <- 1          a
14: CJUMP   t6 == 0, ifT0,ifF1      a == 0 ?
ifT0:
16: MOVE    t3'     <- t5          (t3',7,0)      x=q
ifF1:
18: PHI     t3''     <-  $\phi(t3, t3')$  (t3'',7,0), (t3'',1,0)
19: PLUS    u5      <- t3'', 0      (u5,7,0), (u5,1,0)
20: STR     MEM[u5] <- 4
21: RET     t2

```




NEW COURSE: LANGUAGE DESIGN & PROTOTYPING

17-396/17-696 – SPRING 2020

Little languages are everywhere! Would you like to – or do you need to – design your own?

In this course, you will:

- Learn how to **critique a language design**
- Practice several **language prototyping** approaches (interpreters, transpilers, fluent APIs)
- Apply techniques for **evaluating language designs with users**
- **Design and prototype your own language** in the final project

Prof. Jonathan Aldrich – T/Th 3-4:20

<http://www.cs.cmu.edu/~aldrich/courses/17-396/>