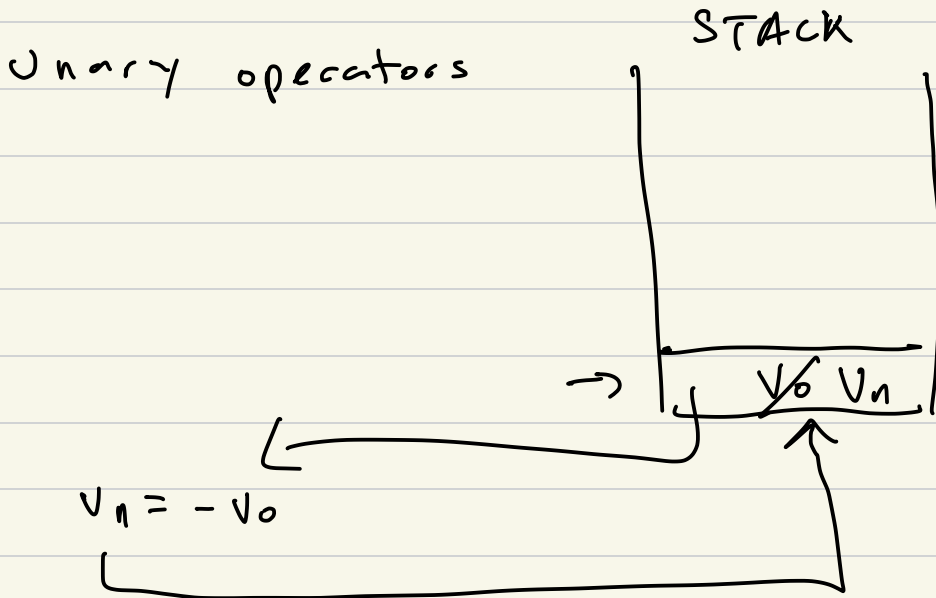


CS 631-01 RISC-V Code Gen & Machine Code



```
./ntlang -e "a0 + a1 + 3" -c Foo >foo.s
```

① \hookrightarrow PREAMBLE (main in assembly)

codegen-main.c

\hookrightarrow codegen-main.s

write \uparrow to stdout

② CODEGEN for expr

compile-expr (tree, config)

\hookrightarrow emit assembly code

PREAMBLE debussing

foo:

```
add a0, a0, a1  
ret
```

args

1) ./a.out -e "1+2" -c codegen_func.s > codegen_func.s.s

2) gcc -o codegen codegen_main.c codegen_func.s.s

Basic idea

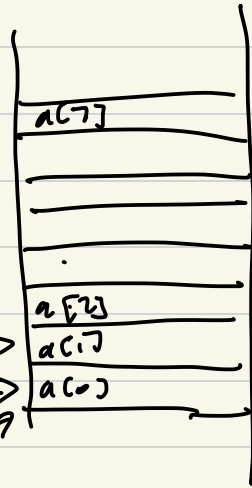
loopi

```
atoi a[0], a[1]
```

a0

a0

stack



base = sp + 16

sw a0, (base + i * 4)

mu to, base
lw a0, 0(t0)
lw a1, 4(t1)
:
:

call codesn_func_s

a0 - int argc
a1 - char *argv[]
main:

constant folding

$(3 * 4) + a0$

