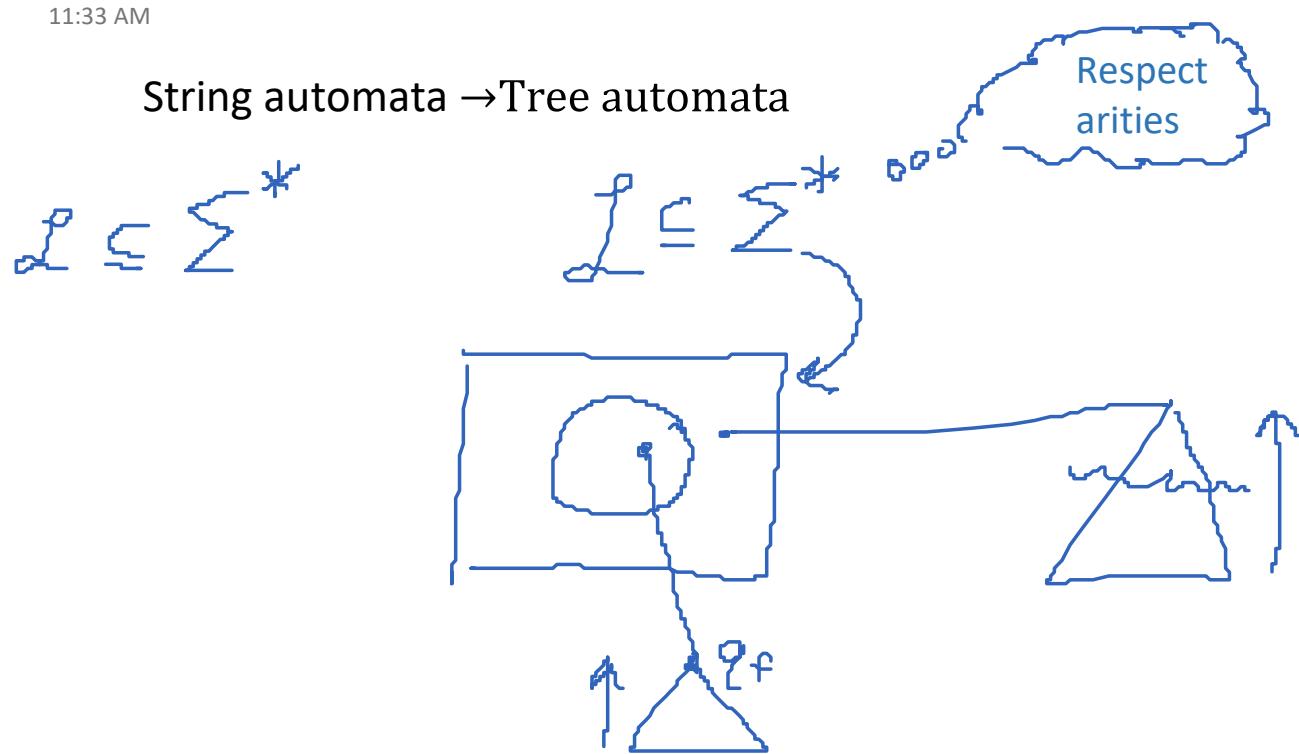


Bottom-up rewrite systems (BURS)

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$$\text{Times}(q_1(X_1), q_5(X_2)) \rightarrow q_{17}(\text{Times}(X_1, X_2))$$



≈ Rebuilding

Suggests: Why not build something new?

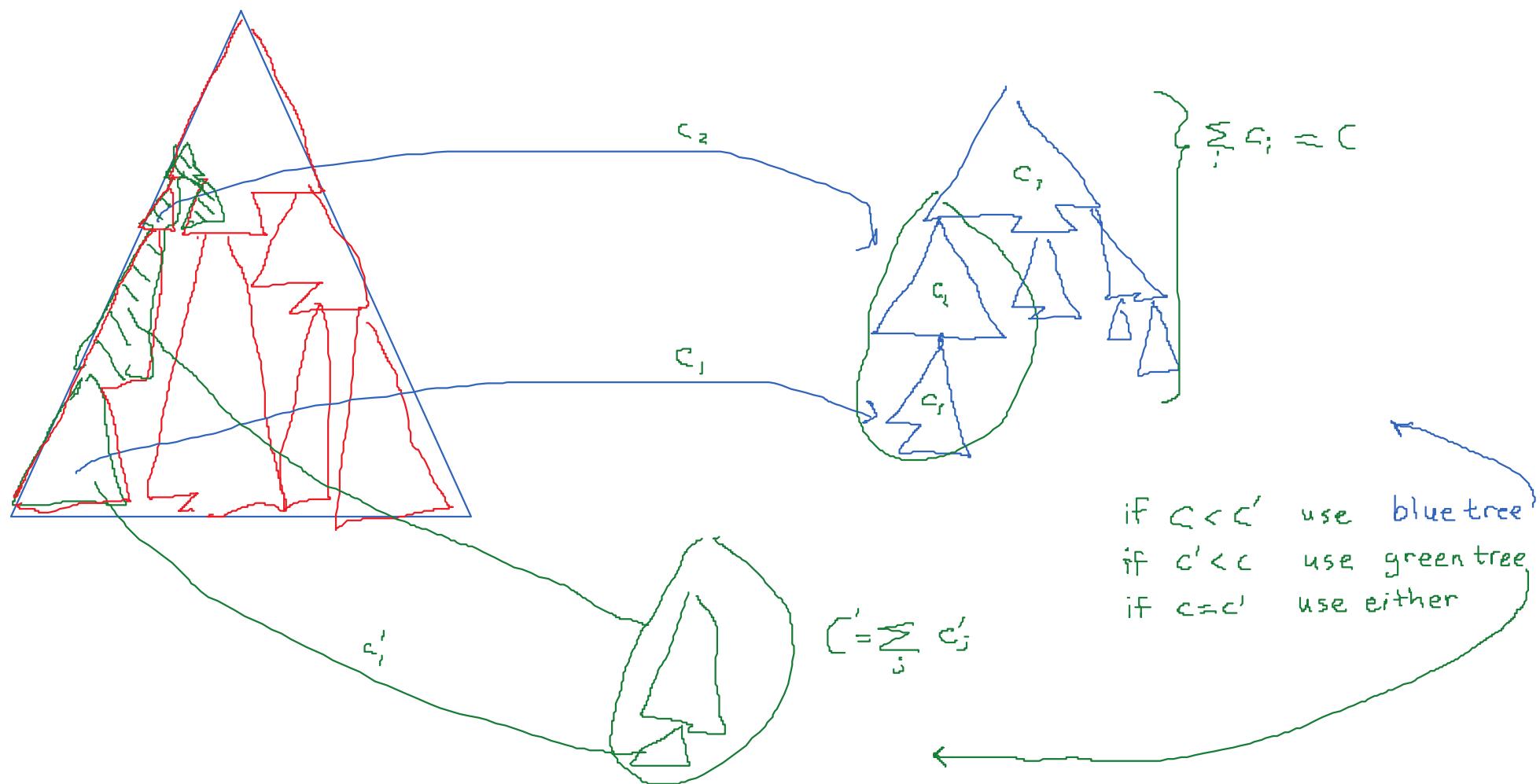
$$\text{Times}(q_{nz}(X_1), q_z(X_2)) \rightarrow q_z(0)$$

L_1
(e.g., IR language)

L_2
(e.g., Code language)

Dynamic programming (1)

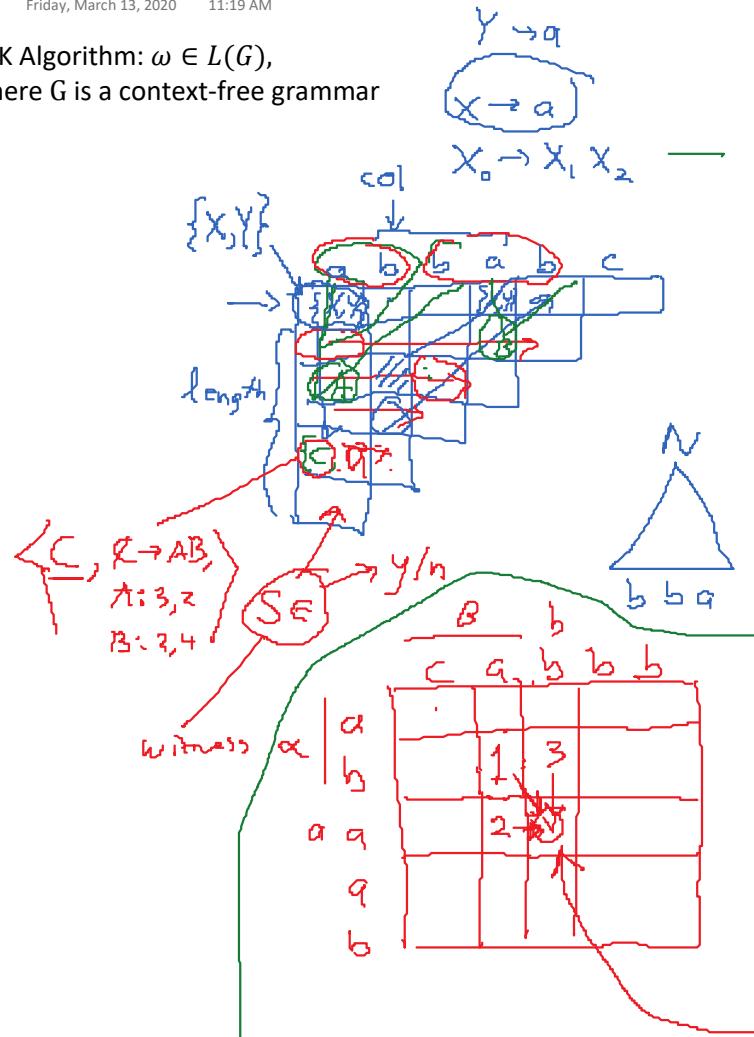
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Dynamic programming (2)

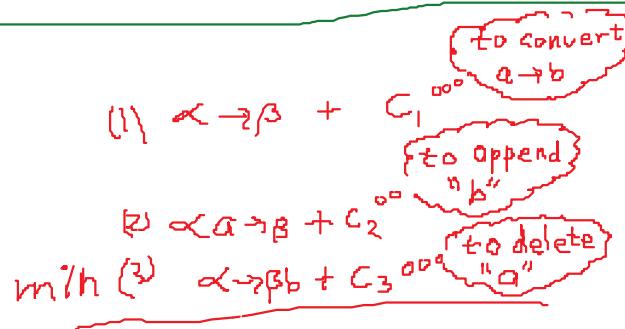
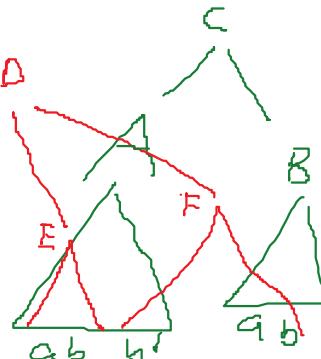
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CYK Algorithm: $\omega \in L(G)$,
where G is a context-free grammar



$$D \rightarrow EF$$

$$C \rightarrow AB$$



String-to-string correction:
What is the cost of converting, e.g.,
abaab into cabbb (given costs c_1 , c_2 , and c_3
for converting one letter to another, appending
a letter, and deleting a letter, respectively)

BURS for Code Generation

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$$\Sigma_{IR} = \{Assign^2, Mem^2, Const^2, Plus^3, Ind^2, Register^1, \dots, constants^0, \dots addresses^0\}$$

$$\Sigma_{Code} = \{NoOp^0, R^1, Imm^1, Indirect^1, Mov^2, Cons^2, \dots, constants^0, addresses^0, \dots\}$$

$$Q = \{reg_i, q_f\}$$

In language $Code$, $Add(R(i), R(j))$ adds $R(i)$ to $R(j)$, and leaves the result in register $R(i)$

$$(0) Register(i) \xrightarrow{[0]} reg_i(NoOp())$$

$$(1) Const(i, c) \xrightarrow{[2]} reg_i(Mov(R(i), Imm(c)))$$

$$(2) Mem(i, a) \xrightarrow{[2]} reg_i(Mov(R(i), Indirect(a)))$$

$$(3) Assign(Mem(*, a), reg_i) \xrightarrow{[2]} q_f(Cons(reg_i, Mov(Indirect(a, 0), R(i))))$$

$$(4) Assign(Ind(*, reg_i), reg_j) \xrightarrow{[2]} q_f(Cons(reg_i, Cons(reg_j, Mov(Indirect(R(i), 0), R(j)))))$$

$$(5) Ind(i, Plus(*, Const(*, c), reg_j)) \xrightarrow{[2]} reg_i(Cons(reg_j, Mov(R(i), Indirect(R(j), c))))$$

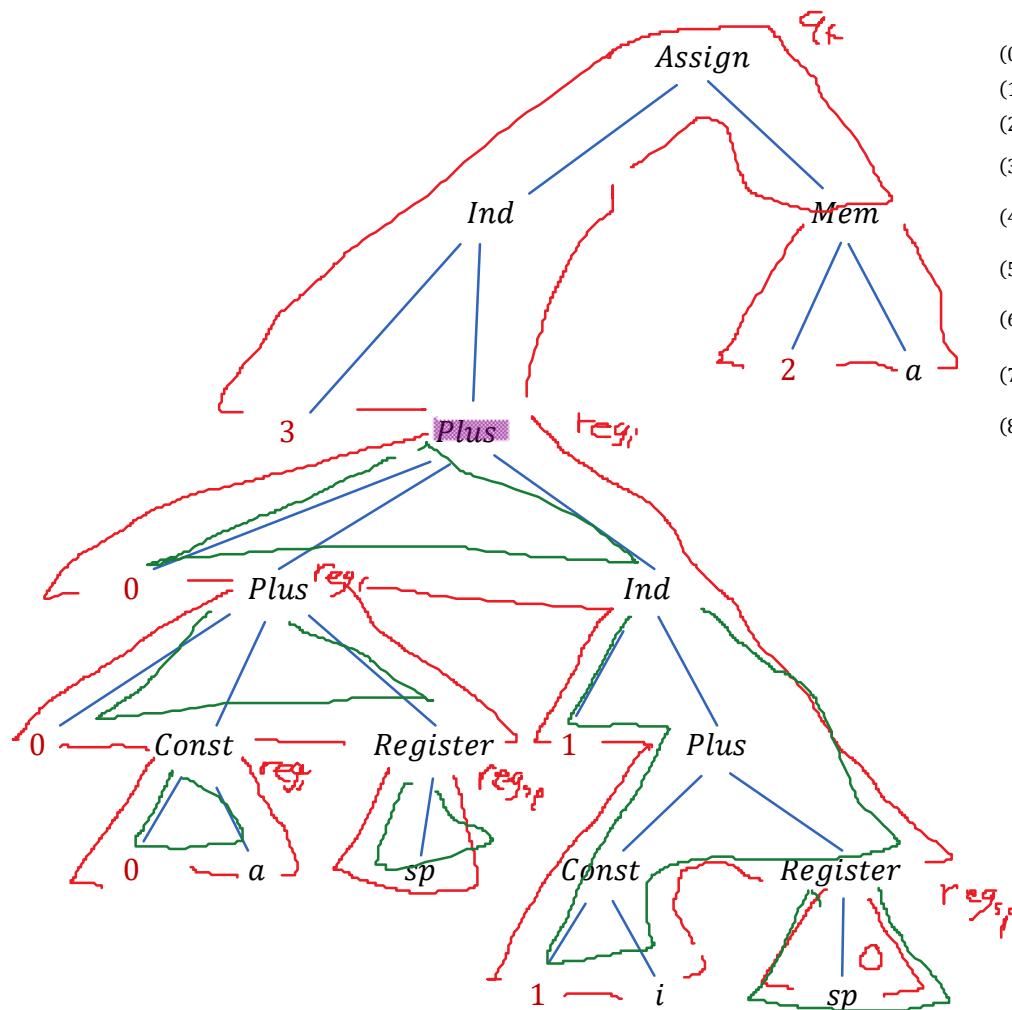
$$(6) Plus(i, reg_i, Ind(*, Plus(*, Const(*, c), reg_j))) \xrightarrow{[2]} reg_i(Cons(reg_i, Cons(reg_j, Add(R(i), Indirect(R(j), c)))))$$

$$(7) Plus(i, reg_i, reg_j) \xrightarrow{[1]} reg_i(Cons(reg_i, Cons(reg_j, Add(R(i), R(j)))))$$

$$(8) Plus(i, reg_i, Const(1)) \xrightarrow{[1]} reg_i(Cons(reg_i, Incr(R(i))))$$

Example from Twig paper (adapted)

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- (0) $\text{Register}(i) \xrightarrow{[0]} \text{reg}_i(\text{NoOp}())$
- (1) $\text{Const}(i, c) \xrightarrow{[2]} \text{reg}_i(\text{Mov}(R(i), \text{Imm}(c)))$
- (2) $\text{Mem}(i, a) \xrightarrow{[2]} \text{reg}_i(\text{Mov}(R(i), \text{Indirect}(a)))$
- (3) $\text{Assign}(\text{Mem}(*, a), \text{reg}_i) \xrightarrow{[2]} q_f(\text{Cons}(\text{reg}_i, \text{Mov}(\text{Indirect}(a, 0), R(i))))$
- (4) $\text{Assign}(\text{Ind}(*, \text{reg}_i), \text{reg}_j) \xrightarrow{[2]} q_f(\text{Cons}(\text{reg}_i, \text{Cons}(\text{reg}_j, \text{Mov}(\text{Indirect}(R(i), 0), R(j)))))$
- (5) $\text{Ind}(i, \text{Plus}(*, \text{Const}(*, c), \text{reg}_j)) \xrightarrow{[2]} \text{reg}_i(\text{Cons}(\text{reg}_j, \text{Mov}(R(i), \text{Indirect}(R(j), c))))$
- (6) $\text{Plus}(i, \text{reg}_i, \text{Ind}(*, \text{Plus}(*, \text{Const}(*, c), \text{reg}_j))) \xrightarrow{[2]} \text{reg}_i(\text{Cons}(\text{reg}_i, \text{Cons}(\text{reg}_j, \text{Add}(R(i), \text{Indirect}(R(j), c)))))$
- (7) $\text{Plus}(i, \text{reg}_i, \text{reg}_j) \xrightarrow{[1]} \text{reg}_i(\text{Cons}(\text{reg}_i, \text{Cons}(\text{reg}_j, \text{Add}(R(i), R(j)))))$
- (8) $\text{Plus}(i, \text{reg}_i, \text{Const}(1)) \xrightarrow{[1]} \text{reg}_i(\text{Cons}(\text{reg}_i, \text{Incr}(R(i))))$

$$\begin{array}{ccccccc}
 (0) & (0) & (1) & (2) & (6) \\
 0 + 0 + 1 + 2 + 2 = 5 & & & & & & \text{circled 5} \\
 0 + 2 + 0 + 1 + 2 + 2 = 7 & & & & & & \text{circled 7} \\
 (0) & (7) & (0) & (1) & (5) & (7)
 \end{array}$$

Normalization

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Multi-level patterns

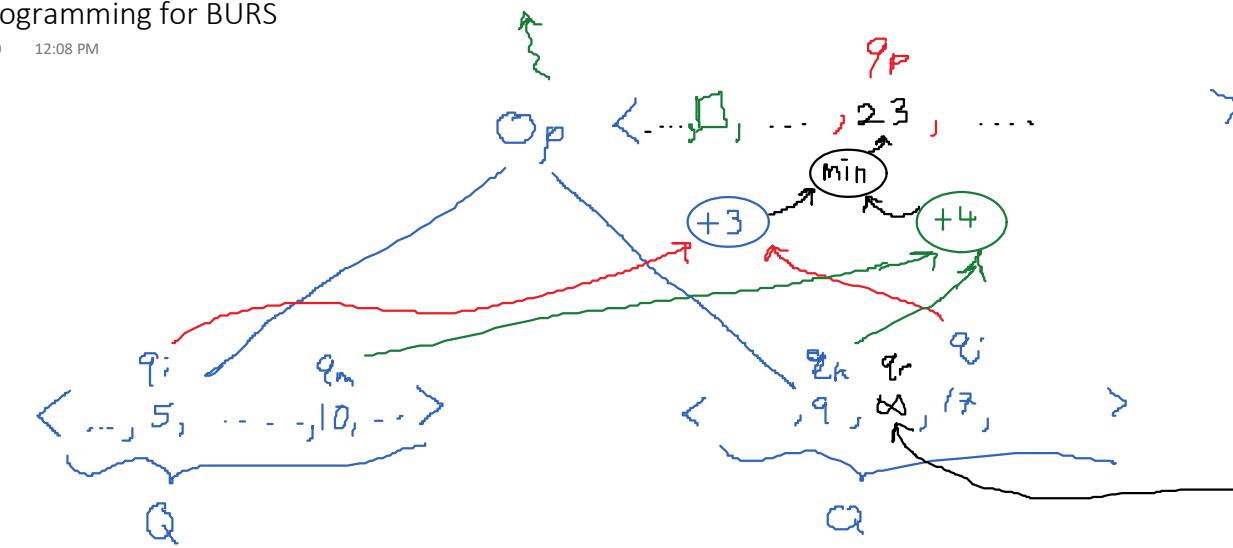
$$\text{Baz}(\text{Goo}(q_2, q_3), q_4) \xrightarrow{[w_1]} q_1(\dots)$$
$$\text{Baz}(q_5, \text{Gaz}(q_6)) \xrightarrow{[w_2]} q_9(\dots)$$

Single-level patterns

$$\text{Goo}(q_2, q_3) \xrightarrow{[0]} q_a(\dots) \quad // q_a \text{ is a new "intermediate state"; the weight of such a rule is 0}$$
$$\text{Baz}(q_a, q_4) \xrightarrow{[w_1]} q_1(\dots) \quad // \text{weight incurred only when topmost operator of original pattern reached}$$
$$\text{Gaz}(q_6) \xrightarrow{[0]} q_b(\dots)$$
$$\text{Baz}(q_5, q_b) \xrightarrow{[w_2]} q_9(\dots)$$

Dynamic programming for BURS

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∞ means no tiling of the subtree exits that leads to a tree in state q_r



$$\xrightarrow{3} q_P(Foo(q_i, q_j))$$

$$3 + 5 + 17 = 25$$

$$\xrightarrow{4} q_P(Bar(q_m, q_k))$$

$$4 + 10 + 9 = 23$$

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Last Thoughts

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String-automata/languages → Tree-automata/languages

The right conceptual model for BURS:

"A BURS is a weighted tree transducer, where weights are totally ordered (e.g., from $\mathbb{N} \cup \{\infty\}$)

Can test desirable properties, e.g., does the BURS handle all IR trees?

language containment: does $L(IR) \subseteq L(Pat)$ hold?