

Environment g

$g : \text{Ident} \longrightarrow \text{addr} \times \text{scope} \times \text{access}$

Ident: Name des Speicherplatzes

addr: Adresse (relativ oder absolut) des Speichers

Scope: global oder Local

Access: Direct oder Indirect

Beispiele

$$g("x") = (70, \text{global}, \text{Direct})$$

$$g("y") = (-3, \text{local}, \text{Direct})$$

$$g("z") = (-4, \text{local}, \text{Indirect})$$

// Global Indirect gibt es nicht in IML

□

// Postcondition: address of ident is on Top of Stack (Top)

codeLExp  $g \sqsubseteq \text{ident} \sqsubseteq$

i)  $(\text{addr}, \text{scope}, \text{access}) = g(\text{ident})$

ii)  $\text{scope} = \text{global} \wedge \text{access} = \text{Direct} \rightarrow$

LoadImmInt addr

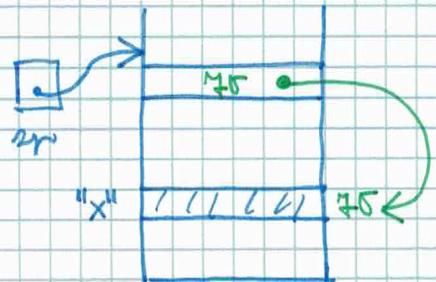
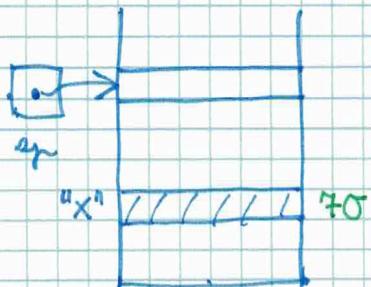
iii)  $\text{scope} = \text{local} \wedge \text{access} = \text{Direct} \rightarrow$

LoadAddrRel addr

iv)  $\text{scope} = \text{local} \wedge \text{access} = \text{Indirect} \rightarrow$

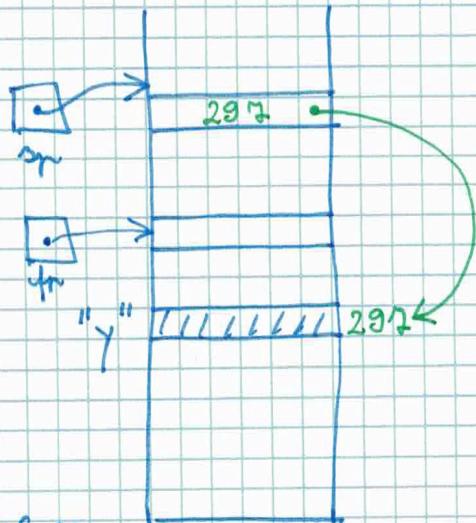
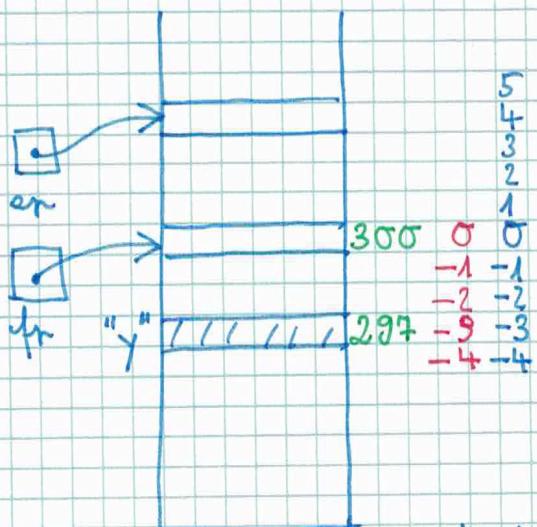
LoadAddrRel addr ; Deref

$$\textcircled{1} \quad g("x") = (70, \text{global, Direct})$$



Load Mem Wert 70

$$\textcircled{2} \quad g("y") = (-3, \text{local, Direct})$$

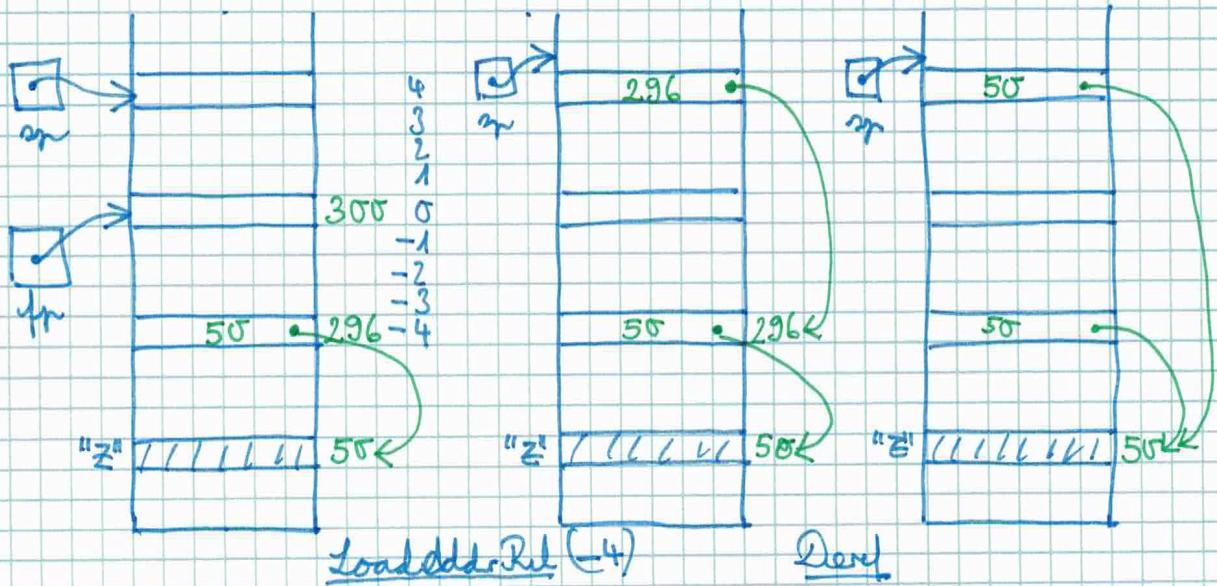


Load add-Reg (-3)

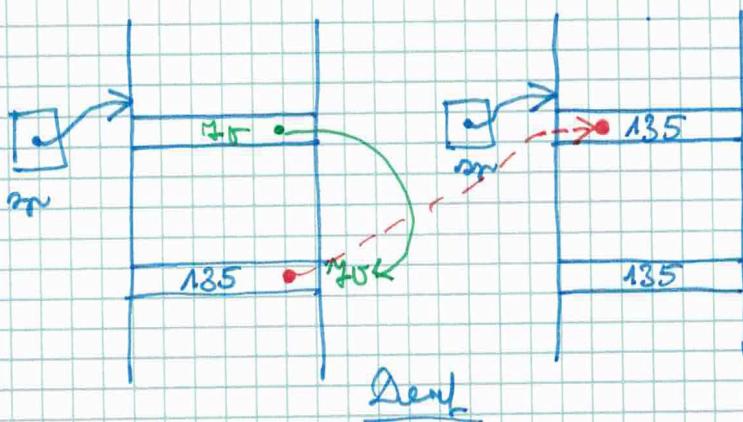
grün : absolut

blau : relativ

(3)  $g("z") = (-t, \text{Local}, \text{Indirect})$



Dref



`codeRExp g [ident] =`

`codeLExp g [ident] ; Direct`

`codeRExp [p] [literal] =`

LoadImmInt literal if type(literal) = INT

LoadImmBool (bool2int(literal))

if type(literal) = BOOL

`codeRExp g [exp1 op exp2] =`

`codeRExp g [exp1] ;`

`codeRExp g [exp2] ;`

$\left\{ \begin{array}{ll} \text{MultInt} & \text{if } \text{op} = \text{TIMES} \\ \vdots & \\ \text{MultBool} & \text{if } \text{op} = \text{MINUS} \end{array} \right.$

Abtaltung:  $\wedge?$   $\vee?$

"Kurzschlusssauswertung"

bedingte Auswertung

→ mit Jumps

crit

HS 2021

14.12.2021

12 (5)

$$\text{Jed: } S("x") = (45, \text{global, Direct})$$

Box:

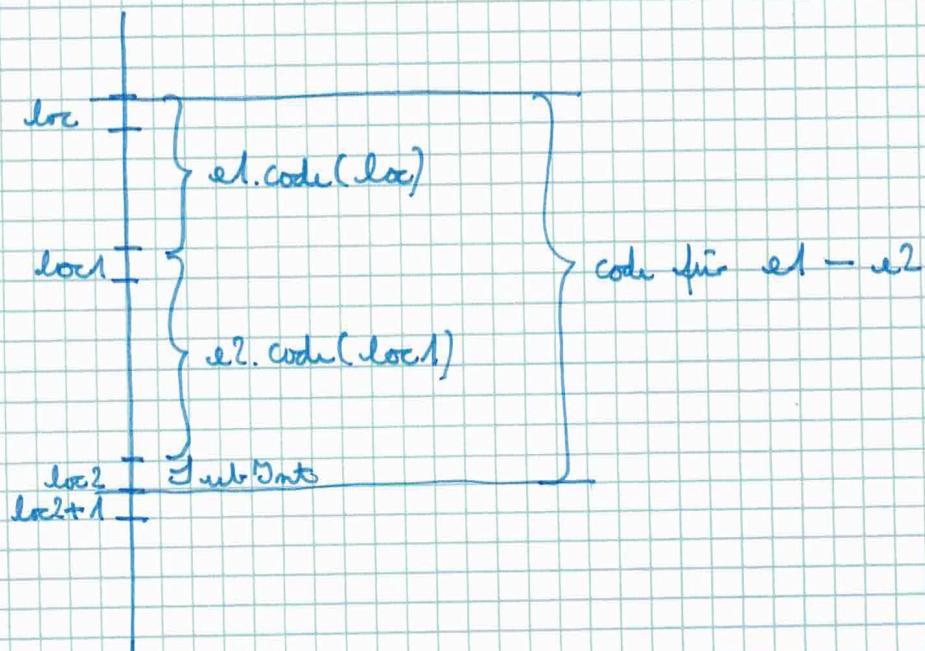
$\llbracket x := x + 1 \rrbracket$   
= codeCmd ; codeExpr  $\llbracket x \rrbracket$  ; codeRear ;  $\llbracket x + 1 \rrbracket$  ; stmt  
= loadImmInt 45 ; codeExpr  $\llbracket x \rrbracket$  ; codeExpr  $\llbracket 1 \rrbracket$  ; addInt ; stmt  
= loadImmInt 40 ; codeLExpr  $\llbracket x \rrbracket$  ; loadImmInt 1 ; addInt ; stmt  
= loadImmInt 45 ; loadImmInt 45 ; loadImmInt 1 ; addInt ; stmt

□

```

class AS.DyadicExpr implements AS.IExpr {
    Type op;
    AS.IExpr e1;
    AS.IExpr e2;

    nachste freie Position
    ← → entsprechen Position im
    uint code(uint loc) {
        int loc1 = e1.code(loc);
        switch (op) {
            case MINUS:
                int loc2 = e2.code(loc1);
                codeArray.put(loc2, new SubDnts());
                return loc2 + 1;
            case TIMES:
                :
        }
    }
}
→ 1/2 1/2
  
```



class AS.WhiteCmd implements AS.ICmd {

AS.IExpr expr // guard  
AS.ICmd cmd // body

int code(int loc) {

int loc1 = expr.code(loc)

int loc2 = loc1 + 1

int loc3 = cmd.code(loc2)

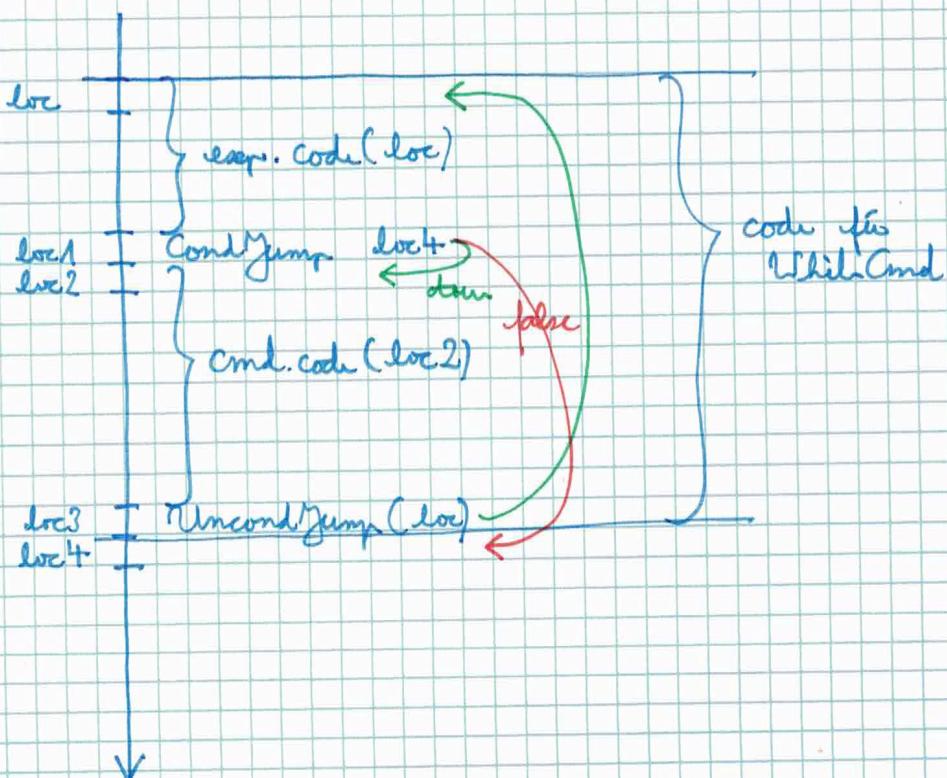
int loc4 = loc3 + 1

codeArray.put(loc1, new CondJump(loc4))

codeArray.put(loc3, new UncondJump(loc))

return loc4

}



exit

HeS 2021

14.12.2021

12 (8)

### Code-Erzeugung:

Code

0 | allocBlock

| call g

100 | <sup>global</sup> allocBlock

| call f

295 | <sup>Return</sup> allocBlock

| call h

350 | <sup>Return</sup> allocBlock

Return

1. 1. dritt  
symbolisch

2. 1. dritt  
numerisch

Blauptyrogramm call "g"

call 295

call "f"

call 100

call "h"

call 350