第一、二题:

```
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(a).引入L的属性b记录工的效
                                                (a) 初始语法制导的翻译
                                                 s' \rightarrow s \langle s, d = o; \rangle
 S-> L1. L2 {S. val = L1. val + L2. val / L2. b; }
                                                  5->(L) { L.d= S.d+1; }
 S⇒L SS. val = L. val;}
 L> L,B < L. val = L1. val x2 + B,val; L.b= L.bx2; }
                                                 S→a S print (Sid);}
 L → B { L.val = B.val; L.b=2;}
                                                 L→ Li, S { Li.d=L.d; S.d=L.d;}
 B → 0 { B, val=0;}
                                                 L \rightarrow S \leq S, d = L, d;
 B → 1 { B, val = 1;}
                                              (b) d属性标记该符第一个条纸位置 len属性表示长度
                                                 s'→s {s,d=1;}
s→(L) {L,d= $,d+1; $,len=L,len+2;}
(b) S → L1-L2 SL1 i=20; L2·i=21; S. val = L, val + L2·val }
S→ L SLi=2°; Swal=Lwals
                                                 S-> a S print (Sid); silen = 1;}
L→LIB Sif Liz=1:
           「サ Li z=1:

Bi=Lis Li=Lix2; 井老庭/数点前后 L→ Li, S 〈 Li, d=L, d' S, d= L, d+ Li, len+l', L, len=L, len+l
+ S, lens?
+ S, lens?
                                                  L \rightarrow S \{ S, d = L, d; L, len = S, len; \}
                              #两种模式
            L_i, i = L_i, L_i, S = \frac{1}{2} \times L_i, i : B, i = L_i, S
        L, val = L1, val + B, C; }
L->B (Bi=Li); Lis=Lix=; Lival = Bic}
B-0 (B.C=0)
BƏI
        (Bic= Bis)
s' \rightarrow M \quad \{s.d = M.d.\}
S→ ( SN.i = S.d.)?
           {L.d=N.S}
    N
S \rightarrow \{print(S.d)\}\ print(stack I top 1.val);
       \{L_1, d = L_1, d\}

L_1, \{P_1, i = L_1, d\}
      P {s.d = p.s}
 L → {S.d = L.d.}
M → & {M·d=0} stack[top+1].val=0
N → E {N.S=N.i+1} stack [top+1]. val =
                                Stack [top-1].val +1
 P > E { P.S= P. i}
                          stack[top+1].val=
                                stack[top-2].val
```

```
s' \rightarrow M \left( s.d = M. s. \right)
              S N.i = S.d.)?
             {L.d=N.S}
        N
         L) {S,len=L,len+2;} Stack[top-5]=Stack[top-1].b+2
           {print(s.d);} print(stack[top],a);
                                  stack[top]. b = 13
        a {5, len = 1;}
            \{L_1,d=L_1,d_2\}
         LI, <Pi=Ld+Llen+13}
            {s.d = p.s{
         S {L.len=L1.len+S.len+1;} Stack[top-3].b=stack[top-3].b+stack[top].b+1
             {S.d = L.d.}
          S 4L. len= S. len;}
\vee M \rightarrow \xi \quad \{M, s = 1\} \quad \text{stack [top+1]. a = 1}
J N \rightarrow E \{N.S=N.i+1\} \text{ stack [top+1]. a}
                               Stack [top-1], a +1
   P→ £ { P.S= P.i} stack[top+1], a =
                               stack[top-2].a + stack[top-2].b+1
用a有d b有len
```

第三题:

```
(3) 2、临时数据
1、临时数据
局部数据
局部数据
保存的机器状态
结的机器状态
访问链
访问链
控制链
参数(包含〈参数个数)
天线过程
返回值使用寄存器传递
```

```
case LEA: //指令格式(LEA,1,a) //其中"取地址"指令 LEA 用来获取名字变量在"运行时栈-
   stack"上"地址偏移"
2
      stack[++top] = base(stack, b, i.1) + i.a;
4
   case LODA: //指令格式(LODA,0,0) //而"间接读"指令 LODA 则表示以当前栈顶单元的内容
   为"地址偏移"来读
5
      //取相应单元的值,并将该值存储到原先的栈顶单元中。
6
      stack[top] = stack[stack[top]];
7
     break;
   case STOA: //(STOA,0,0) //而"间接写"指令 STOA 则将位
8
      //于栈顶单元的内容,存入到次栈顶单元内容所代表的栈单元里,然后弹出栈顶和次栈顶
9
10
      stack[stack[top-1]] = stack[top];
11
      top-=2;
12
      break;
```

```
1. a: array(10,pointer(int)) p: pointer(array(10,array(10,pointer(int))))  
2. 分别占用1,1,10,10,1个int大小空间,共23个,偏移量为0,1,2,12,22  
(*p)[1][0][1][0]  
3. p[0][1][0][1][0]
```

| 7 | 参数 | J pEOJ EIJĪ | ુંગોં ાં િંગ |
|---------------------|-----------------|-------------|----------------------------------|
| 天参过程 | | * *(**(*p | +)+) |
| | | LoD, o | 0,22 SEtopl = P |
| i=100: (LIT, 0,100) | Stack[top] =100 | LODA, | 0,0 S[top] = *) |
| (ST0,0,0) | i = S[top] | ÀDD , | 0,1 sttop1 = *p+ |
| a[1]=q:(LOD, 0,1) | s[top] = q | LODA, | 0,0 |
| (STO, 0,3) | alil= Stop? | LODA, | 0,0 S[top] = **(*p+1) |
| p= &b (LEA, 0, 12) | s[top] = &b | ADD, | $0,1 \qquad S[top] = **(*p+1)+1$ |
| (570,0,12) | P= Sttop) | LoDA | , O, D |
| | | LODA, | 0,0 S[top]= **(**(*p+1)+1) |
| | | call | cout |

5. r: LOD,0,3r: LOD,0,3*r: LOD,0,3LODA,0,0

runtime练习:

4.

- 1. 输出:36313032 2016
- 2. 汇编代码如下

```
1
      .section .rodata
 2
    .LC0:
       .ascii "%x %s\n"
 3
 4
       .text
 5
   .globl main
 6
        .type main,@function
 7
   main:
 8
      pushl %ebp
 9
       movl %esp, %ebp
       subl $40, %esp
10
       and $-16, %esp #此行在内下三行应该是负责对其用的
11
12
       mov1 $0, %eax
              %eax, %esp
13
       subl
               $50, -24(%ebp)
14
       movb
15
              $48, -23(%ebp)
16
        movb
17
              $49, -22(%ebp)
        movb
18
        movb
              $54, -21(%ebp)
19
        movb
              $0, -20(%ebp)
20
        leal
               -24(%ebp), %eax
21
               %eax, -28(%ebp)
22
        mo∨l
23
24
        subl
               $-4,
25
        push1
               -28(%ebp)
```

```
26
      push1 -24(%ebp)
 27
 28
 29
         pushl
                $.LC0
 30
         call
                printf
 31
                $16, %esp
         addq
                $0, %eax
 32
         movl
 33
         leave
 34
         ret
```

=

汇编代码:

1. N=2:

```
.file "test1.c"
 2
       .text
 3
   .globl f
       .type f,@function
 4
 5
   f:
 6
      pushl %ebp
 7
       movl %esp, %ebp
       movl $100, 8(%ebp)
 8
9
       movl $16 , 12(%ebp)
10
       movb $65 , 17(%ebp)
11
       mov1 20(%ebp), %eax
       pushl 12(%eax)
12
13
      push1 8(%eax)
      push1 4(%eax)
14
15
       push1 (%eax)
16
       call f
17
       add1 $16, %esp
       leave
18
19
20 //当 N=2 时,生成的汇编代码片段。
```

2. N=11

```
file "test1.c"
 1
 2
        .text
 3
    .globl f
 4
       .type f,@function
 5
    f:
 6
       pushl %ebp
 7
        movl %esp, %ebp
 8
        pushl %edi
 9
        push1 %esi
10
        mov1 $100, 8(%ebp)
        movl $24, 12(%ebp)
11
12
        movb $65, 17(%ebp)
13
        subl $8, %esp
14
        movl 28(%ebp), %eax
        sub1 $24, %esp
15
16
        movl %esp, %edi
        movl %eax, %esi
17
18
        c1d
        movl $24, %eax #确认大小
19
20
        movl %eax, %ecx
21
        rep
```

3. addl 作用是清除给函数传参的空间,先前这16个空间正好对应给函数传递的参数,函数调用时产生的局部空间会自己删除,所以只需考虑删除传参分配的空间

leal的作用是移动esp到合适的位置,恢复函数调用的时候借用的edi和esi寄存器,恢复现场。

4. 编译器根据结构体大小,将结构体中的元素依次pushl到栈中,然后调用函数

Ξ

1. line元素值为1,2,3,4,5,6,7,8,9,10

```
.file "p.c"
 1
 2
       .text
 3
   .globl main
      .type main,@function
 5
    main:
 6
    pushl %ebp
 7
      movl %esp, %ebp
      subl $72, %esp
 8
     and] $-16, %esp
 9
10
     mov1 $0, %eax
11
      subl %eax, %esp
12
       leal -56(%ebp), %eax #留给数组的
     movl %eax, -64(%ebp) #指针p
13
14
      mov1 $0, -60(%ebp)
15
   .L2:
16
     cmpl $9,-56(%ebp)
17
      jle .L5 #继续循环
18
      jmp .L3
19
    .L5:
20
     movl -64(%ebp), %edx
21
     movl -60(%ebp), %eax
     movl %eax, (%edx)
22
23
     subl $12, %esp
24
      leal -64(%ebp), %eax
25
      push1 %eax
     call g
26
27
      add $16,%esp
       leal -60(%ebp), %eax
28
29
       incl (%eax)
30
       jmp .L2
31
   .L3:
       mov1 $0, %eax
32
       leave
33
34
       ret
35
    .globl g
36
       .type g,@function
37
    g:
       push1 %ebp
38
39
       movl %esp, %ebp
40
       movl 8(%ebp), %eax #传参的位置
41
       mov1 (%eax), %eax
```

```
42 | addl $1,(%eax) #(**p)++
43 | movl 8(%ebp), %eax
44 | addl $1,(%eax)
45 | leave
46 | ret
```

兀

```
1
   main:
 2
        push1 %ebp
 3
        movl %esp,%ebp
 4
        subl $24, %esp
 5
        and1 $-16, %esp
 6
        mov1 $0, %eax
 7
        subl %eax, %esp
        mov1 $0, -20(%ebp)
 8
        movl $0, -16(%ebp)
 9
10
        movl $1, -12(%ebp)
11
        movl $2, -12(%ebp)
        mov1 $3, -8(%ebp)
12
13
        mov1 $0, %eax
14
        leave
15
        ret
```

分配变量时考虑作用域,离开作用域后该变量空间即被废弃,可以被分配新值

五

```
1 .LC0:
 2
       .long 0
 3
        .long 1
 4
        .long 2
 5
        .long 3
 6
        .long 4
 7
        .long 5
 8
    .LC1:
 9
        .string "%d\n"
10
        .text
11
    .globl main
12
        .type main,@function
13
    main:
14
        push1 %ebp
15
        movl %esp, %ebp
        push1 %edi
16
17
        pushl %esi
18
        sub1 $48, %esp
        and] $-16, %esp
19
20
        mov1 $0, %eax
21
        subl %eax, %esp
22
        leal -40(%ebp), %edi
        movl $.LCO, %esi
23
24
        c1d
25
        mov1 $6, %eax
26
        mov1 %eax, %ecx
27
        rep
28
        movs1
        mov1 $6, -44(%ebp)
29
30
        mov1 $7, -48(%ebp)
        #数据初始化完成
31
```

```
32 | leal -40(%ebp), %eax
 33
         add1 $24, %eax
 34
         mov1 %eax, -52(%ebp)
 35
        subl $8, %esp
 36
       mov1 -52(%ebp), %eax
 37
       sub1 $4 , %eax
       push1 %eax
 38
       push1 $.LC1
 39
       call printf
 40
 41
       addl $16, %esp # -8 还有两个pushl
 42
        mov1 $0, %eax
 43
        leal -8(%ebp), %esp
 44
       popl %esi
        popl %edi
 45
 46
        leave
 47
        ret
```

波浪线处:分配空间,初始化数组,使用的是题目二中提到的rep和movsl 数据传输指令。数组元素的初值一开始在.LC0 大概率是静态数据区,需要拷贝到程序运行的地方。

六:

结果为11。local嵌套深度最大的定义是在f(11,local)函数里,所以之后的local会返回11。level=10为止,arg()的访问链均指向上一层,之后都指向level=10的一层