# 中间代码生成 (1. 表达式的翻译与控制流的翻译)

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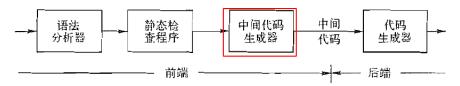
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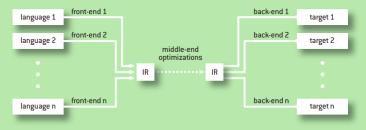
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#### Intermediate Representation (IR)

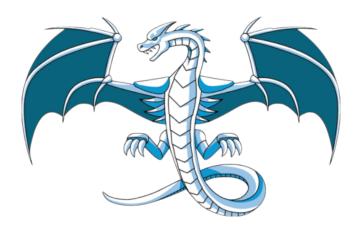




#### A Compiler System Supporting Multiple Languages and Multiple Targets



The Increasing Significance of Intermediate Representations in Compilers (Fred Chow; 2013)



LLVM 的核心就是它的 LLVM IR

(希望下一轮授课可以加入 LLVM IR 内容)

#### Intermediate Representation (IR)



精确: 不能丢失源程序的信息

独立: 不依赖特定的源语言与目标语言

(如,没有复杂的寻址方式)



华为方舟编译器的 Maple IR 采用多层设计

## Intermediate Representation (IR)



图 (抽象语法树)、三地址代码、C 语言

地址: 源程序中的名字、常量、编译器生成的临时变量

## 5 组 16 条**指令**格式 (*x*, *y*, *z* 为**地址**):

$$x = y \text{ op } z$$
 (1)  
 $x = \text{ op } y$  (2)  
 $x = y$  (3)  
if  $x \text{ goto } L$  (5)  
if False  $x \text{ goto } L$  (6)  
if  $x \text{ relop } y \text{ goto } L$  (7)

goto L

(4)

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# 5 组 16 条**指令**格式 (*x*, *y*, *z* 为**地**址):

# 5 组 16 条**指令**格式 (*x*, *y*, *z* 为**地**址):

$$x = y[i] (12) x = &y (14)$$

$$x[i] = y \tag{13}$$

 $x = *y \tag{15}$ 

 $*x = y \tag{16}$ 

```
L: t_1 = i + 1

i = t_1

t_2 = i * 8

t_3 = a [t_2]

if t_3 < v \text{ goto } L
```

```
100: t_1 = i + 1

101: i = t_1

102: t_2 = i * 8

103: t_3 = a [t_2]

104: if t_3 < v goto 100
```

为(某些)控制语句生成带有位置号的中间代码时,需要采用回填技术

#### 三地址代码的四元式表示

### Definition (四元式 (Quadruple))

一个四元式包含四个字段, 分别为 op、 $arg_1$ 、 $arg_2$  与 result。

$$a + a * (b - c) + (b - c) * d$$

$$t_1 = minus c$$
 $t_2 = b * t_1$ 
 $t_3 = minus c$ 
 $t_4 = b * t_3$ 
 $t_5 = t_2 + t_4$ 
 $a = t_5$ 

	о́р	arg <sub>1</sub>	$arg_2$	result
0	minus	С	,	tı
1	*	Ъ	t <sub>1</sub>	$t_2$
2	minus	С	(	t <sub>3</sub>
3	*	b	t <sub>3</sub>	t4
4	+	t <sub>2</sub>	t4	t <sub>5</sub>
5	=	$t_5$		, a

$$x = y[i]$$
$$x[i] = y$$

$$= [ ] \qquad y \qquad i \qquad x$$
$$[ ] = \qquad i \qquad y \qquad x$$

$$x = &y$$
$$x = *y$$
$$*x = y$$

$$=& y & x \\ =* & y & x \\ *= & y & x$$

#### 表达式的中间代码翻译

产生式	语义规则
$S \rightarrow id = E$ ;	S.code = E.code   $gen(top.get(id.lexeme))' = 'E.addr)$
$E \rightarrow E_1 + E_2$	$E.addr = \mathbf{new} \ Temp()$ $E.code = E_1.code \mid\mid E_2.code \mid\mid$ $gen(E.addr'='E_1.addr'+'E_2.addr)$
- E <sub>i</sub>	$E.addr = \mathbf{new} \ Temp() \ E.code = E_1.code \mid \mid \ gen(E.addr'=' 'minus' \ E_1.addr)$
[ (E <sub>1</sub> )	$E.addr = E_1.addr$ $E.code = E_1.code$
id	E.addr = top.get(id.lexeme) 符号表条目 E.code = ''

# 综合属性 E.code 与 E.addr

产生式	语义规则
$S \rightarrow id = E$ ;	S.code = E.code
	gen(top.get(id.lexeme))' = 'E.addr)
$E \rightarrow E_1 + E_2$	$E.addr = new \ Temp()$
	$E.code = E_1.code \mid\mid E_2.code \mid\mid E_2.code \mid\mid E_3.code' \mid\mid E_3.addr' + E_3.addr' \mid\mid E_3.addr' \mid$
- Ei	E.addr = new Temp()
	$E.code = E_1.code \mid \mid gen(E.addr'=' 'minus' E_1.addr)$
( E <sub>1</sub> )	$E.addr = E_1.addr$
1	$E.code = E_1.code$
id	E.addr = top.get(id.lexeme) 符号表条目
	E.code = ''

$$t_1 = minus c$$
  
 $t_2 = b + t_1$   
 $a = t_2$ 

$$a = b + -c$$

#### 表达式的中间代码翻译 (增量式)

$$S \rightarrow \mathrm{id} = E$$
; {  $gen(top.get(\mathrm{id}.lexeme) '=' E.addr)$ ; }

 $E \rightarrow E_1 + E_2$  {  $E.addr = \mathrm{new} \ Temp()$ ;  $gen(E.addr '=' E_1.addr '+' E_2.addr)$ ; }

|  $-E_1$  {  $E.addr = \mathrm{new} \ Temp()$ ;  $gen(E.addr '=' \mathrm{minus}' \ E_1.addr)$ ; }

|  $(E_1)$  {  $E.addr = E_1.addr$ ; }

|  $degen(E.addr = E_1.addr)$ ; }

## 综合属性 E.addr

假想一个全局指令缓冲区,对 gen 的连续调用将生成一个指令序列

#### 数组引用的中间代码翻译

声明: int a[2][3]

数组引用: x = a[1][2]; a[1][2] = x

需要计算 a[1][2] 的相对于数组基地址 a 的偏移地址

# int a[2][3]

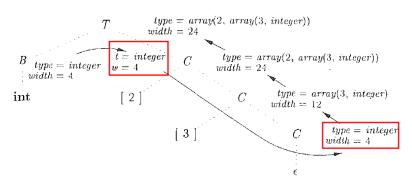


图 6-16 数组类型的语法制导翻译

## 数组类型声明

int a[2][3]

# array(2, array(3, integer))

	类型	宽度
a	array(2, array(3, integer))	24
a[i]	array(3, integer)	12
a[i][j]	integer	4

$$addr(a[1][2]) = base + 1 \times 12 + 2 \times 4$$

```
S \rightarrow id = E; { gen(top.get(id.lexeme)' = 'E.addr); }
       L = E:
                   \{ gen(L.array.base' ['L.addr']' '='E.addr); \}
E \rightarrow E_1 + E_2 + E_3 { E.addr = new Temp();
                     gen(E.addr'='E_1.addr'+'E_2.addr);
      id
                  \{E.addr = top.get(id.lexeme);\}
    \mid L \mid
                   \{E.addr = new\ Temp();
                     gen(E.addr'=' L.array.base'[' L.addr']'); }
L \rightarrow \operatorname{id} [E]
                   \{L.array = top.get(id.lexeme):
                     L.type = L.array.type.elem;
                     L.addr = new Temp();
                     qen(L.addr'='E.addr'*'L.type.width);
                   \{L.array = L_1.array:
                     L.type = L_1.type.elem;
                     t = new Temp():
                     L.addr = new Temp();
                     qen(t'='E.addr'*'L.type.width);
                     qen(L.addr'='L_1.addr'+'t);
```

# 综合属性 L.array.base: 数组基地址 (即,数组名)

```
S \rightarrow id = E; { gen(top.get(id.lexeme)' = 'E.addr); }
    | L = E ; { gen(L.array.base' ['L.addr']' '='E.addr);
E \rightarrow E_1 + E_2 + E_2 { E.addr = new Temp();
                      gen(E,addr'='E_1,addr'+'E_2,addr);
       id
                    \{E.addr = top.get(id.lexeme);\}
                    { E.addr = new \ Temp();

gen(E.addr'=' \ L.array.base'[' \ L.addr']'); }
    L
```

#### 综合属性 L.addr: 偏移地址

## 综合属性 L.array: 数组名 id对应的符号表条目

```
L \rightarrow id [E] \{L.array = top.get(id.lexeme);
                    L.type = L.array.type.elem;
                    L.addr = new Temp();
                    qen(L.addr'='E.addr'*'L.type.width); }
   L_1 \ [E] \ \{L.array = L_1.array;
                    L.type = L_1.type.elem:
                    t = \mathbf{new} \ Temp();
                    L.addr = new Temp();
                    qen(t'='E.addr'*'L.type.width);
                    qen(L.addr'='L_1.addr'+'t);
```

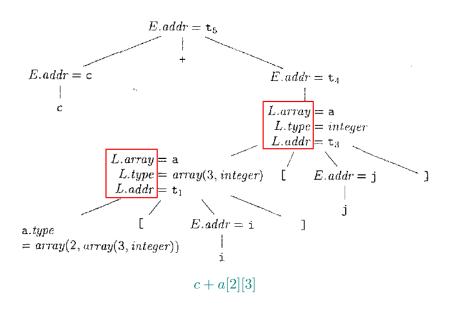
## 综合属性 L.type: (当前) 元素类型

```
L \rightarrow id [E] \{L.array = top.get(id.lexeme);
                    L.type = L.array.type.elem;
                    L.addr = \mathbf{new} \ Temp();
                    qen(L.addr'='E.addr'*'L.type.width); \}
   L_1 [E] \{L.array = L_1.array;
                    L.type = L_1.type, elem;
                    t = \mathbf{new} \ Temp():
                    L.addr = new Temp():
                    gen(t'='E.addr'*'L.type.width);
                    gen(L.addr'='L_1.addr'+'t);
```

#### 综合属性 L.addr: (当前) 偏移地址

```
L \rightarrow id [E] \{L.array = top.get(id.lexeme);
                    L.type = L.array.type.elem;
                   L.addr = \mathbf{new} \ Temp();
                    gen(L.addr'='E.addr'*'L.type.width); 
   L_1 \ [E] \ \{L.array = L_1.array;
                    L.type = L_1.type.elem;
                    t = new Temp();
                   L.addr = new Temp();
                    gen(t'='E.addr'*'L.type.width);
                   gen(L.addr'='L_1.addr'+'t);
```

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$$t_1 = i * 12$$
 $t_2 = j * 4$ 
 $t_3 = t_1 + t_2$ 
 $t_4 = a [t_3]$ 
 $t_5 = c + t_4$ 

# 控制流语句与布尔表达式的中间代码翻译

$$S \rightarrow \text{ if } (B) S_1$$
  
 $S \rightarrow \text{ if } (B) S_1 \text{ else } S_2$   
 $S \rightarrow \text{ while } (B) S_1$ 

# 布尔表达式的作用: 布尔值 vs. 控制流跳转

$$S \rightarrow \text{id} = E;$$
 | if  $(E)$   $S$  | while  $(E)$   $S \mid S$   $S$ 

$$E \rightarrow E \parallel E \mid E \& \& E \mid E \text{ rel } E \mid E + E \mid (E)$$
 | id | true | false

我们先关注"控制流跳转"

# 控制流语句与布尔表达式的中间代码翻译



# 分工明确 各司其职



文节点为子节点准备跳转指令的目标标签 子节点通过**继承属性**确定跳转目标

#### 在自顶向下的分析过程中

为右部的每个 B 计算 B.true 与 B.false

为右部的每个 S 计算 S.next

产生式	语义规则
$P \rightarrow S$	S.next = newlabel() $P.code = S.code \mid\mid label(S.next)$
$S \rightarrow \text{assign}$	S.code = assign.code
$S \rightarrow \mathbf{if}(B) S_1$	$B.true = newlabel()$ $B.false = S_1.next = S.next$ $S.code = B.code \mid\mid label(B.true) \mid\mid S_1.code$
$S \rightarrow \text{if } (B) S_1 \text{ else } S_2$	$B.true = newlabel() \\ B.false = newlabel() \\ S_1.next = S_2.next = S.next \\ S.code = B.code \\    label(B.true)    S_1.code \\    gen('goto' S.next) \\    label(B.false)    S_2.code$
$S \rightarrow \text{ while } (B) S_1$	$begin = newlabel() \\ B.true = newlabel() \\ B.false = S.next \\ S_1.next = begin \\ S.code = label(begin)    B.code \\    label(B.true)    S_1.code \\    gen('goto' begin)$
$S \rightarrow S_1 S_2$	$ \begin{array}{ll} S_1.next &= newlabel() \\ S_2.next &= S.next \\ S.code &= S_1.code \mid\mid label(S_1.next) \mid\mid S_2.code \end{array} $

#### 继承属性 S.next

$$P \rightarrow S$$

$$S.next = newlabel()$$
  
 $P.code = S.code | label(S.next)$ 

#### S.next 为语句 S 指明了"跳出"S 的目标

 $S \rightarrow assign$ 

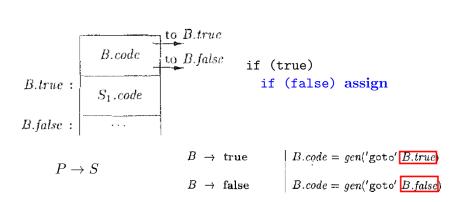
S.code = assign.code

代表了表达式的翻译,包括数组引用

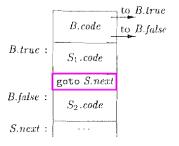
$$S \rightarrow \mathbf{if} (B) S_1$$

$$B.true = \underbrace{newlabel()}_{B.false} = \underbrace{S_1.next}_{S.code} = S.next$$

$$S.code = B.code || label(B.true) || S_1.code$$



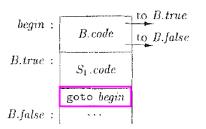
```
S 	o 	ext{if } (B) S_1 	ext{ else } S_2 \ egin{array}{ll} B. true &= newlabel() \ B. false &= newlabel() \ \hline S_1.next &= S_2.next &= S.next \ S.code &= B.code \ &\parallel label(B.true) \parallel S_1.code \ &\parallel gen('goto' \ S.next) \ &\parallel label(B.false) \parallel S_2.code \ \end{array}
```



```
if (true)
  if (true) assign else assign
else
  assign
```

```
S \rightarrow  while ( B ) S_1
```

```
\begin{array}{ll} begin = newlabel() \\ B.true = newlabel() \\ B.false = S.next \\ \hline S_1.next = begin \\ S.code = label(begin) \mid\mid B.code \\ \mid\mid label(B.true) \mid\mid S_1.code \\ \mid\mid gen('goto'\ begin) \end{array}
```



while (true)
if (false) assign else assign

$$S \rightarrow S_1 S_2$$

if (true) assign else assign assign

产生式	语义规则
$P \rightarrow S$	
$S \rightarrow assign$	S.code = assign.code
$S \rightarrow \mathbf{if}(B) S_1$	$B.true = newlabel()$ $B.false =  S_1.next  = S.next$ $S.code =  B.code    label(B.true)    S_1.code $
$S \rightarrow \text{if } (B) S_1 \text{ else } S_2$	$B.true = newlabel() \\ B.false = newlabel() \\ [S_1.next = S_2.next] = S.next \\ S.code = B.code \\    label(B.true)    S_1.code \\    gen('goto' S.next) \\    label(B.false)    S_2.code$
$S \rightarrow $ while $(B) S_1$	begin = newlabel()
	$B.true = newlabel()$ $B.false = S.next$ $\boxed{S_1.next} = begin$ $S.code = label(begin)    B.code$ $   label(B.true)    S_1.code$ $   gen('goto' begin)$
$S \rightarrow S_1 S_2$	

## 布尔表达式的中间代码翻译

10分でなるとは11分で3間件		
产生	式	语义规则
$B \rightarrow B_1$	$  +   B_2  $	$B_1.true = B.true$ $B_1.false = newlabel()$ $B_2.true = B.true$ $B_2.false = B.false$ $B.code = B_1.code \mid\mid label(B_1.false) \mid\mid B_2.code$
$B \rightarrow B_1$	. && B <sub>2</sub>	
$B \rightarrow !I$	3,	$B_1.true = B.false$ $B_1.false = B.true$ $B.code = B_1.code$
$B \rightarrow E_1$	rel $E_2$	$B.code = E_1.code \mid\mid E_2.code \\ \mid\mid gen('if' E_1.addr rel.op E_2.addr'goto' B.true) \\ \mid\mid gen('goto' B.false)$
$B \rightarrow tr$	ue	B.code = gen('goto' B.true)
$B \rightarrow \mathbf{fa}$	lse	B.code = gen('goto' B.false)

$$B \rightarrow \text{true}$$

$$B \rightarrow \mathbf{false}$$

$$B.code = gen('goto' B.true)$$

$$B.code = gen('goto' B.false)$$

#### if (true) assign

$$S \rightarrow \mathbf{if} (B) S_1$$

$$\begin{array}{ll} B.true &= newlabel() \\ B.false &= S_1.next \\ S.code &= B.code \mid\mid label(B.true) \mid\mid S_1.code \end{array}$$

#### if (false) assign

$$B \rightarrow ! B_1$$

$$B_1.true = B.false$$
  
 $B_1.false = B.true$   
 $B.code = B_1.code$ 

#### if (!true) assign

$$S \rightarrow \mathbf{if} (B) S_1$$

### if (!false) assign

#### 短路求值

$$B \rightarrow B_1 \mid \mid B_2$$

$$B_1.true = B.true$$

$$B_1.false = newlabel()$$

$$B_2.true = B.true$$

$$B_2.false = B.false$$

$$B.code = B_1.code \mid \mid label(B_1.false) \mid \mid B_2.code$$

#### if (true || false) assign

$$S \rightarrow \mathbf{if} (B) S_1$$

$$B.true = \underbrace{newlabel()}_{B.false} = \underbrace{S_1.next}_{S.code} = S.next$$

$$S.code = B.code || label(B.true) || S_1.code$$

#### if (false || true) assign

#### 短路求值

#### if (true && false) assign

$$S \rightarrow \mathbf{if} (B) S_1$$

$$B.true = \underbrace{newlabel()}_{B.false} = \underbrace{S_1.next}_{S.code} = S.next$$

$$S.code = B.code || label(B.true) || S_1.code$$

#### if (false && true) assign

语义分析

 $B \rightarrow E_1 \text{ rel } E_2$   $B.code = E_1.code \mid\mid E_2.code \mid\mid gen('if' E_1.addr rel.op E_2.addr 'goto' B.true) \mid\mid gen('goto' B.false)$ 

```
if (x < 100 \mid | x > 200 \&\& x != y) x = 0;
```

```
if x < 100 goto L_2
      goto {\sf L}_3
L_3: if x > 200 goto L_4 goto L_1
L_4: if x != y goto L_2
goto L_1
L_2: x = 0
```

# 布尔表达式的作用: 布尔值 vs. 控制流跳转

根据 E 所处的上下文判断 E 所扮演的角色, 调用不同的代码生成函数

函数 jump(t, f): 生成控制流代码

函数 rvalue(): 生成计算布尔值的代码,并将结果存储在临时变量中

产生式	语义规则
$S \rightarrow id = E$ ;	S.code = E.code    $gen(top.get(id.lexeme))' = 'E.addr)$
$ E \rightarrow E_1 + E_2 $	$E.addr = new Temp()$ $E.code = E_1.code    E_2.code   $ $gen(E.addr' = E_1.addr' + E_2.addr)$
$-E_i$	$E.addr = \mathbf{new} \ Temp()$ $E.code = E_1.code \parallel gen(E.addr'=''\mathbf{minus'} \ E_1.addr)$
( E <sub>1</sub> )	$E.addr = E_1.addr$ $E.code = E_1.code$
id	E.addr = top.get(id.lexeme) 符号表条目 E.code = ''

 $E \rightarrow E_1 \&\& E_2$ 

为 E 生成**跳转代码**, 在**真假出口处**将 true 或 false 存储到临时变量

#### x = a < b && c < d

```
ifFalse a < b goto L<sub>1</sub>
    ifFalse c < d goto L<sub>1</sub>
    t = true
    goto L<sub>2</sub>
L<sub>1</sub>: t = false
L<sub>2</sub>: x = t
```

# Thank You!



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