

# 中间代码生成

## (1. 表达式的翻译与控制流的翻译)

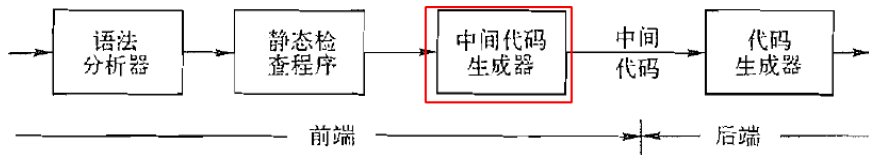
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2021 年 12 月 17 日

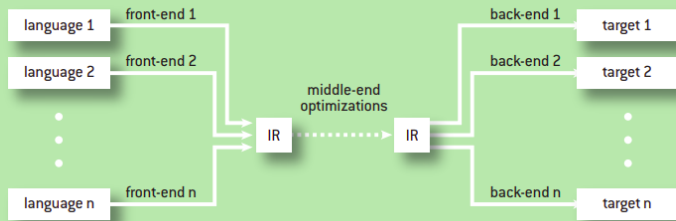


## Intermediate Representation (IR)



# FIGURE 2

## A Compiler System Supporting Multiple Languages and Multiple Targets



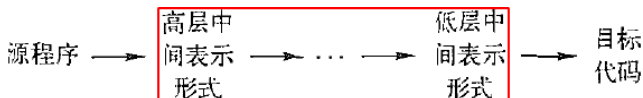
The Increasing Significance of Intermediate Representations in Compilers (Fred Chow; 2013)



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)

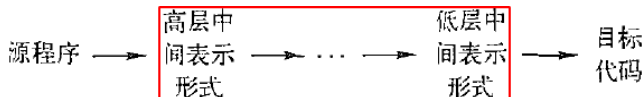


图 (抽象语法树)、三地址代码、C 语言

Definition (三地址代码 (Three-Address Code (TAC; 3AC)))

每个 TAC **指令** 最多包含三个**地址**。



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**地址**: 源程序中的名字、常量、编译器生成的临时变量

Definition (三地址代码 (Three-Address Code (TAC; 3AC)))

每个 TAC **指令** 最多包含三个**地址**。

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

$$x = y \text{ op } z \quad (1)$$

$$x = \text{op } y \quad (2)$$

$$x = y \quad (3)$$

Definition (三地址代码 (Three-Address Code (TAC; 3AC)))

每个 TAC **指令** 最多包含三个**地址**。

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

$x = y \text{ op } z$	(1)	$\text{goto } L$	(4)
$x = \text{op } y$	(2)	$\text{if } x \text{ goto } L$	(5)
$x = y$	(3)	$\text{if False } x \text{ goto } L$	(6)
		$\text{if } x \text{ relop } y \text{ goto } L$	(7)

## Definition (三地址代码 (Three-Address Code (TAC; 3AC)))

每个 TAC **指令**最多包含三个**地址**。

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

<code>param <math>x</math></code>	(8)
<code>call <math>p, n</math></code>	(9)
<code><math>y = \text{call } p, n</math></code>	(10)
<code>return <math>y</math></code>	(11)

`param  $x_1$`

`param  $x_2$`

`...`

`param  $x_n$`

`call  $p, n$`

$p(x_1, x_2, \dots, x_n)$

Definition (三地址代码 (Three-Address Code (TAC; 3AC)))

每个 TAC **指令** 最多包含三个**地址**。

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

$$x = y[i] \quad (12)$$

$$x[i] = y \quad (13)$$

距离位置  $x/y$  处  $i$  个内存单元

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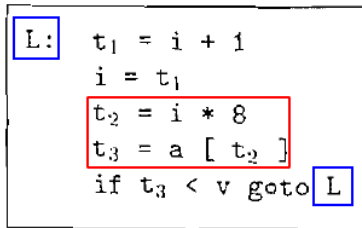
$$x = \&y \quad (14)$$

$$x = *y \quad (15)$$

$$*x = y \quad (16)$$

距离位置  $x/y$  处  $i$  个内存单元

```
do i = i + 1; while (a[i] < v);
```



do i = i + 1; while (a[i] < v);

```
L:  t1 = i + 1  
    i = t1  
    t2 = i * 8  
    t3 = a [ t2 ]  
    if t3 < v goto L
```

```
100: t1 = i + 1  
101: i = t1  
102: t2 = i * 8  
103: t3 = a [ t2 ]  
104: if t3 < v goto 100
```



```
do i = i + 1; while (a[i] < v);
```

```
L:  t1 = i + 1  
    i = t1  
    t2 = i * 8  
    t3 = a [ t2 ]  
    if t3 < v goto L
```

```
100: t1 = i + 1  
101: i = t1  
102: t2 = i * 8  
103: t3 = a [ t2 ]  
104: if t3 < 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  $result$ 。

### 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  $result$ 。

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

$t_1 = \text{minus } c$

$t_2 = b * t_1$

$t_3 = \text{minus } c$

$t_4 = b * t_3$

$t_5 = t_2 + t_4$

$a = t_5$

	$op$	$arg_1$	$arg_2$	$result$
0	minus	c		$t_1$
1	*	b	$t_1$	$t_2$
2	minus	c		$t_3$
3	*	b	$t_3$	$t_4$
4	+	$t_2$	$t_4$	$t_5$
5	=	$t_5$		a
		...		

$$x = y[i]$$

$$x[i] = y$$

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

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

$x = y[i]$

$x[i] = y$

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

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

$x = \&y$

$x = *y$

$*x = y$

$=\&$        $y$        $x$

$=*$        $y$        $x$

$*=$        $y$        $x$

## 表达式的中间代码翻译

产生式	语义规则
$S \rightarrow id = E ;$	$S.code = E.code \parallel$ $gen(top.get(id.lexeme) '=' E.addr)$
$E \rightarrow E_1 + E_2$	$E.addr = new Temp()$ $E.code = E_1.code \parallel E_2.code \parallel$ $gen(E.addr '=' E_1.addr '+' E_2.addr)$
$  - E_1$	$E.addr = new Temp()$ $E.code = E_1.code \parallel$ $gen(E.addr '=' 'minus' E_1.addr)$
$  ( E_1 )$	$E.addr = E_1.addr$ $E.code = E_1.code$
$  id$	$E.addr = top.get(id.lexeme)$ $E.code = ''$

符号表条目

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    E_2.code   $ $gen(E.addr '=' E_1.addr '+' E_2.addr)$
$  - E_1$	$E.addr = new Temp()$ $E.code = E_1.code   $ $gen(E.addr '=' 'minus' E_1.addr)$
$  ( E_1 )$	$E.addr = E_1.addr$ $E.code = E_1.code$
$  id$	$E.addr = top.get(id.lexeme)$ 符号表条目 $E.code = ''$

$t_1 = \text{minus } c$   
 $t_2 = b + t_1$   
 $a = t_2$

$a = b + -c$

## 表达式的中间代码翻译 (增量式)

```
 $S \rightarrow id = E ; \quad \{ gen( top.get(id.lexeme) \neq E.addr); \}$   
 $E \rightarrow E_1 + E_2 \quad \{ E.addr = new Temp();$   
 $\quad \quad \quad gen(E.addr \neq E_1.addr \neq E_2.addr); \}$   
 $\quad | - E_1 \quad \quad \{ E.addr = new Temp();$   
 $\quad \quad \quad gen(E.addr \neq 'minus' E_1.addr); \}$   
 $\quad | ( E_1 ) \quad \quad \{ E.addr = E_1.addr; \}$   
 $\quad | id \quad \quad \quad \{ E.addr = top.get(id.lexeme); \}$ 
```

### 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 :  $x = a[1][2]; a[1][2] = x$

## 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]`

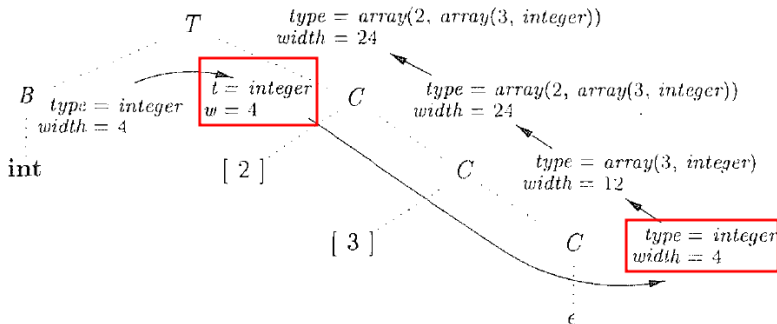


图 6-16 数组类型的语法制导翻译

## 数组类型声明

`int a[2][3]`

*array*(2, *array*(3, integer))

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

`int a[2][3]`

`array(2, array(3, integer))`

	类型	宽度
$a$	<code>array(2, array(3, integer))</code>	24
$a[i]$	<code>array(3, integer)</code>	12
$a[i][j]$	<code>integer</code>	4

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

```

S → id = E ; { gen( top.get(id.lexeme) '=' E.addr); }
    | L = E ; { gen(L.array.base '[' L.addr '[' '=' E.addr); }
E → E1 + E2 { E.addr = new Temp();
                  gen(E.addr '=' E1.addr '+' E2.addr); }
    | id        { E.addr = top.get(id.lexeme); }
    | L         { E.addr = new Temp();
                  gen(E.addr '=' L.array.base '[' L.addr '[' ); }
L → id [ E ]    { L.array = top.get(id.lexeme);
                  L.type = L.array.type.elem;
                  L.addr = new Temp();
                  gen(L.addr '=' E.addr '*' L.type.width); }
    | L1 [ E ] { L.array = L1.array;
                  L.type = L1.type.elem;
                  t = new Temp();
                  L.addr = new Temp();
                  gen(t '=' E.addr '*' L.type.width);
                  gen(L.addr '=' L1.addr '+' t); }

```

int a[2][3]

## 综合属性 $L.array.base$ : 数组基地址 (即, 数组名)

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

$\quad | \quad L = E ; \quad \{ gen(L.array.base '[' L.addr ']' \neq E.addr); \}$

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

$\quad | \quad id \quad \quad \quad \{ E.addr = top.get(id.lexeme); \}$

$\quad | \quad L \quad \quad \quad \{ E.addr = new Temp();$   
 $\quad \quad \quad gen(E.addr \neq L.array.base '[' L.addr ']); \}$

## 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

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

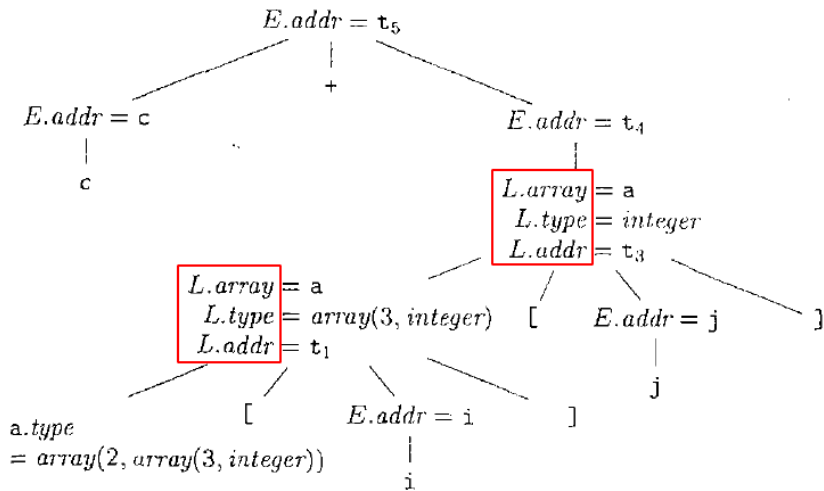


## 综合属性 $L.type$ : (当前) 元素类型

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

## 综合属性 $L.addr$ : (当前) 偏移地址

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



$c + a[2][3]$

$$\begin{array}{l} t_1 = i * 12 \\ t_2 = j * 4 \\ t_3 = t_1 + t_2 \\ t_4 = a [ t_3 ] \\ t_5 = c + t_4 \end{array}$$

$$c + a[2][3]$$

## 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

$S \rightarrow \text{id} = E; \mid \text{if } (E) \ S \mid \text{while } (E) \ S \mid S \ S$   
 $E \rightarrow E \parallel E \mid E \&\& E \mid E \text{ rel } E \mid E + E \mid (E) \mid \text{id} \mid \text{true} \mid \text{false}$

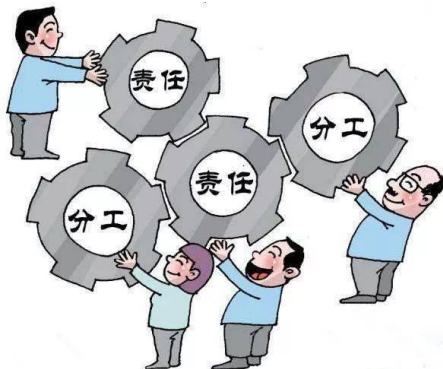
我们先关注“控制流跳转”

# 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





产生式	语义规则
$P \rightarrow S$	$S.next = newlabel()$ $P.code = S.code \parallel label(S.next)$
$S \rightarrow assign$	$S.code = assign.code$
$S \rightarrow if ( B ) S_1$	$B.true = newlabel()$ $B.false = S_1.next = S.next$ $S.code = B.code \parallel label(B.true) \parallel S_1.code$
$S \rightarrow if ( B ) S_1 else S_2$	$B.true = newlabel()$ $B.false = newlabel()$ $S_1.next = S_2.next = S.next$ $S.code = B.code$ $\parallel label(B.true) \parallel S_1.code$ $\parallel gen('goto' S.next)$ $\parallel label(B.false) \parallel S_2.code$
$S \rightarrow while ( B ) S_1$	$begin = newlabel()$ $B.true = newlabel()$ $B.false = S.next$ $S_1.next = begin$ $S.code = label(begin) \parallel B.code$ $\parallel label(B.true) \parallel S_1.code$ $\parallel gen('goto' begin)$
$S \rightarrow S_1 S_2$	$S_1.next = newlabel()$ $S_2.next = S.next$ $S.code = S_1.code \parallel label(S_1.next) \parallel S_2.code$

继承属性  $S.next$

$P \rightarrow S$

$$\left| \begin{array}{l} S.next = newlabel() \\ P.code = S.code || label(S.next) \end{array} \right.$$

$S.next$  为语句  $S$  指明了“跳出”  $S$  的目标

$$S \rightarrow \text{assign} \quad | \quad S.\text{code} = \text{assign}.\text{code}$$

代表了表达式的翻译, 包括数组引用

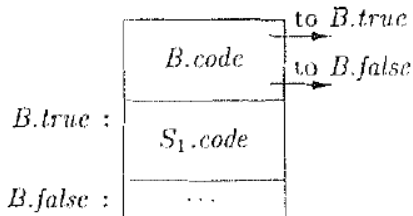
$S \rightarrow \text{if} ( B ) S_1$

$\left\{ \begin{array}{l} B.true = \text{newlabel}() \\ B.false = S_1.next = S.next \\ S.code = B.code \parallel \text{label}(B.true) \parallel S_1.code \end{array} \right.$



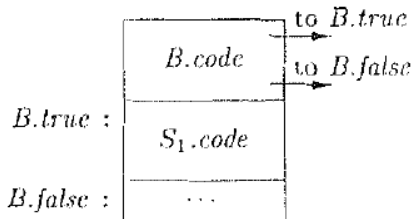
$S \rightarrow \text{if}(B) S_1$

$\left\{ \begin{array}{l} B.true = \text{newlabel}() \\ B.false = S_1.next = S.next \\ S.code = B.code || \text{label}(B.true) || S_1.code \end{array} \right.$



if (true)  
if (false) assign

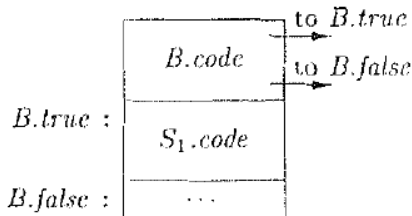
$$S \rightarrow \text{if} ( B ) S_1$$

$$\left\{ \begin{array}{l} B.true = \text{newlabel}() \\ B.false = S_1.next = S.next \\ S.code = B.code \parallel \text{label}(B.true) \parallel S_1.code \end{array} \right.$$


```
if (true)
    if (false) assign
```

$$P \rightarrow S$$

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

$$\left\{ \begin{array}{l} B.true = \text{newlabel}() \\ B.false = S_1.next = S.next \\ S.code = B.code \parallel \text{label}(B.true) \parallel S_1.code \end{array} \right.$$


if (true)

if (false) assign

$$P \rightarrow S$$

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

$$B \rightarrow \text{false}$$

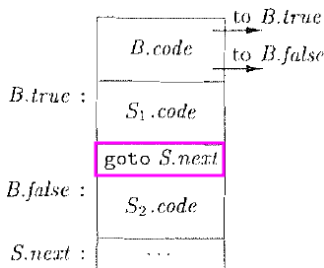
$$B.code = \text{gen}('goto' B.true)$$

$$B.code = \text{gen}('goto' B.false)$$

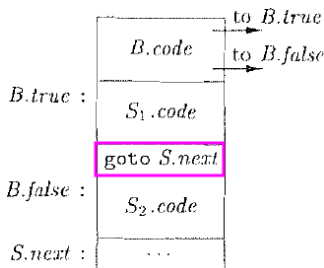


$S \rightarrow \text{if} ( B ) S_1 \text{ else } S_2$	$B.true = \text{newlabel}()$ $B.false = \text{newlabel}()$ <span style="border: 1px solid blue; padding: 2px;"><math>S_1.next = S_2.next = S.next</math></span> $S.code = B.code$ $   \text{label}(B.true)    S_1.code$ $   \text{gen('goto' } S.next)   $ $   \text{label}(B.false)    S_2.code$
---	---

$S \rightarrow \text{if} ( B ) S_1 \text{ else } S_2$	$B.true = \text{newlabel}()$ $B.false = \text{newlabel}()$ <span style="border: 1px solid blue; padding: 2px;"><math>S_1.next = S_2.next = S.next</math></span> $S.code = B.code$ $   \text{label}(B.true)    S_1.code$ $   \text{gen}('goto' S.next)$ $   \text{label}(B.false)    S_2.code$
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$S \rightarrow \text{if} ( B ) S_1 \text{ else } S_2$	$B.true = \text{newlabel}()$ $B.false = \text{newlabel}()$ <span style="border: 1px solid blue; padding: 2px;"><math>S_1.next = S_2.next = S.next</math></span> $S.code = B.code$ $   \text{label}(B.true)    S_1.code$ $   \text{gen('goto' } S.next)   $ $   \text{label}(B.false)    S_2.code$
---	---



```

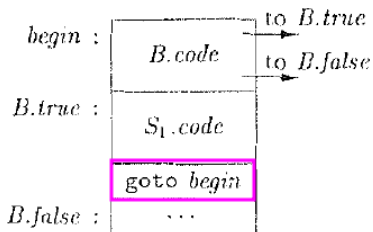
if (true)
    if (true) assign else assign
else
    assign
  
```

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

```
begin = newlabel()
B.true = newlabel()
B.false = S.next
S1.next = begin
S.code = label(begin) || B.code
           || label(B.true) || S1.code
           || gen('goto' begin)
```

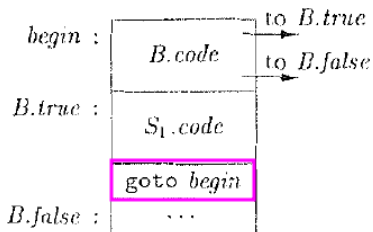
$S \rightarrow \text{while} ( B ) S_1$

```
begin = newlabel()
B.true = newlabel()
B.false = S.next
S1.next = begin
S.code = label(begin) || B.code
           || label(B.true) || S1.code
           || gen('goto' begin)
```



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

```
begin = newlabel()
B.true = newlabel()
B.false = S.next
S1.next = begin
S.code = label(begin) || B.code
           || label(B.true) || S1.code
           || gen('goto' begin)
```



```
while (true)
    if (false) assign else assign
```

$S \rightarrow S_1 S_2$

$S_1.next = newlabel()$   
 $S_2.next = S.next$   
 $S.code = S_1.code || label(S_1.next) || S_2.code$

$S \rightarrow S_1 S_2$

	$S_1.next$	=	$newlabel()$
	$S_2.next$	=	$S.next$
	$S.code$	=	$S_1.code \parallel label(S_1.next) \parallel S_2.code$

if (true) assign else assign assign



产生式	语义规则
$P \rightarrow S$	$S.next = newlabel()$ $P.code = S.code \parallel label(S.next)$
$S \rightarrow assign$	$S.code = assign.code$
$S \rightarrow if ( B ) S_1$	$B.true = newlabel()$ $B.false = S_1.next = S.next$ $S.code = B.code \parallel label(B.true) \parallel S_1.code$
$S \rightarrow if ( B ) S_1 else S_2$	$B.true = newlabel()$ $B.false = newlabel()$ $S_1.next = S_2.next = S.next$ $S.code = B.code$ $\parallel label(B.true) \parallel S_1.code$ $\parallel gen('goto' S.next)$ $\parallel label(B.false) \parallel S_2.code$
$S \rightarrow while ( B ) S_1$	$begin = newlabel()$ $B.true = newlabel()$ $B.false = S.next$ $S_1.next = begin$ $S.code = label(begin) \parallel B.code$ $\parallel label(B.true) \parallel S_1.code$ $\parallel gen('goto' begin)$
$S \rightarrow S_1 S_2$	$S_1.next = newlabel()$ $S_2.next = S.next$ $S.code = S_1.code \parallel label(S_1.next) \parallel S_2.code$

## 布尔表达式的中间代码翻译

产生式	语义规则
$B \rightarrow B_1 \parallel B_2$	$B_1.true = B.true$ $B_1.false = newlabel()$ $B_2.true = B.true$ $B_2.false = B.false$ $B.code = B_1.code \parallel label(B_1.false) \parallel B_2.code$
$B \rightarrow B_1 \&\& B_2$	$B_1.true = newlabel()$ $B_1.false = B.false$ $B_2.true = B.true$ $B_2.false = B.false$ $B.code = B_1.code \parallel label(B_1.true) \parallel B_2.code$
$B \rightarrow ! B_1$	$B_1.true = B.false$ $B_1.false = B.true$ $B.code = B_1.code$
$B \rightarrow E_1 \text{ rel } E_2$	$B.code = E_1.code \parallel E_2.code$ $\parallel gen('if' E_1.addr \text{ rel } op E_2.addr 'goto' B.true)$ $\parallel gen('goto' B.false)$
$B \rightarrow true$	$B.code = gen('goto' B.true)$
$B \rightarrow false$	$B.code = gen('goto' B.false)$

$B \rightarrow \text{true}$       |       $B.\text{code} = \text{gen}(\text{'goto' } B.\text{true})$

$B \rightarrow \text{false}$       |       $B.\text{code} = \text{gen}(\text{'goto' } B.\text{false})$

$B \rightarrow \text{true}$        $B.\text{code} = \text{gen}(\text{'goto' } B.\text{true})$

$B \rightarrow \text{false}$        $B.\text{code} = \text{gen}(\text{'goto' } B.\text{false})$

if (true) assign

$S \rightarrow \text{if} ( B ) S_1$        $\left\{ \begin{array}{l} B.\text{true} = \text{newlabel}() \\ B.\text{false} = S_1.\text{next} = S.\text{next} \\ S.\text{code} = B.\text{code} || \text{label}(B.\text{true}) || S_1.\text{code} \end{array} \right.$

if (false) assign

$B \rightarrow ! B_1$

$\left\{ \begin{array}{l} B_1.true = B.false \\ B_1.false = B.true \\ B.code = B_1.code \end{array} \right.$

$$B \rightarrow ! B_1$$
$$\left| \begin{array}{l} B_1.true = B.false \\ B_1.false = B.true \\ B.code = B_1.code \end{array} \right.$$

if (!true) assign

$$S \rightarrow \text{if} ( B ) S_1$$
$$\left| \begin{array}{l} B.true = \text{newlabel}() \\ B.false = S_1.next = S.next \\ S.code = B.code || \text{label}(B.true) || S_1.code \end{array} \right.$$

if (!false) assign

## 短路求值

$$B \rightarrow B_1 \ || \ B_2 \quad \left\{ \begin{array}{l} B_1.true = B.true \\ B_1.false = newlabel() \\ B_2.true = B.true \\ B_2.false = B.false \\ B.code = B_1.code \ || \ label(B_1.false) \ || \ B_2.code \end{array} \right.$$

## 短路求值

$$B \rightarrow B_1 \ || \ B_2 \quad \left| \begin{array}{l} B_1.true = B.true \\ B_1.false = newlabel() \\ B_2.true = B.true \\ B_2.false = B.false \\ B.code = B_1.code \ || \ label(B_1.false) \ || \ B_2.code \end{array} \right.$$

if (true || false) assign

$$S \rightarrow \text{if} ( B ) S_1 \quad \left| \begin{array}{l} B.true = newlabel() \\ B.false = S_1.next = S.next \\ S.code = B.code \ || \ label(B.true) \ || \ S_1.code \end{array} \right.$$

if (false || true) assign



## 短路求值

$$B \rightarrow B_1 \ \&\& \ B_2 \quad \left| \begin{array}{l} B_1.true = newlabel() \\ \boxed{B_1.false} = B.false \\ B_2.true = B.true \\ \boxed{B_2.false} = B.false \\ B.code = B_1.code \ || \ label(B_1.true) \ || \ B_2.code \end{array} \right.$$

## 短路求值

$$B \rightarrow B_1 \ \&\& \ B_2 \quad \left| \begin{array}{l} B_1.true = newlabel() \\ B_1.false = B.false \\ B_2.true = B.true \\ B_2.false = B.false \\ B.code = B_1.code \ || \ label(B_1.true) \ || \ B_2.code \end{array} \right.$$

if (true && false) assign

$$S \rightarrow \text{if} ( B ) S_1 \quad \left| \begin{array}{l} B.true = newlabel() \\ B.false = S_1.next = S.next \\ S.code = B.code \ || \ label(B.true) \ || \ S_1.code \end{array} \right.$$

if (false && true) assign

$$B \rightarrow E_1 \text{ rel } E_2 \quad \left| \quad \begin{array}{l} B.\text{code} = E_1.\text{code} \parallel E_2.\text{code} \\ \parallel \text{gen('if' } E_1.\text{addr rel.op } E_2.\text{addr 'goto' } B.\text{true}) \\ \parallel \text{gen('goto' } B.\text{false}) \end{array} \right.$$

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

```
        if x < 100 goto L2  
        goto L3  
L3:    if x > 200 goto L4  
        goto L1  
L4:    if x != y goto L2  
        goto L1  
L2:    x = 0  
L1:
```

## 布尔表达式的作用: 布尔值 *vs.* 控制流跳转

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

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

## 布尔表达式的作用: 布尔值 *vs.* 控制流跳转

$$\begin{aligned} S &\rightarrow \text{id} = E; \mid \text{if} (E) S \mid \text{while} (E) S \mid S S \\ E &\rightarrow E \parallel E \mid E \&\& E \mid E \text{ rel } E \mid E + E \mid (E) \mid \text{id} \mid \text{true} \mid \text{false} \end{aligned}$$

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
$S \rightarrow id = E ;$	$S.code = E.code \parallel$ $gen(top.get(id.lexeme) '=' E.addr)$
$E \rightarrow E_1 + E_2$	$E.addr = new Temp()$ $E.code = E_1.code \parallel E_2.code \parallel$ $gen(E.addr '=' E_1.addr '+' E_2.addr)$
$  - E_1$	$E.addr = new Temp()$ $E.code = E_1.code \parallel$ $gen(E.addr '=' 'minus' E_1.addr)$
$  ( E_1 )$	$E.addr = E_1.addr$ $E.code = E_1.code$
$  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 L1
    ifFalse c < d goto L1
    t = true
    goto L2
L1: t = false
L2: x = t
```



## 布尔表达式的作用: 布尔值 *vs.* 控制流跳转

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

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

## 布尔表达式的作用: 布尔值 *vs.* 控制流跳转

$S \rightarrow \text{id} = E; \mid \text{if} (E) S \mid \text{while} (E) S \mid S S$   
 $E \rightarrow E \parallel E \mid E \&\& E \mid E \text{ rel } E \mid E + E \mid (E) \mid \text{id} \mid \text{true} \mid \text{false}$

为什么要区分布尔表达式的这两种角色?

## 布尔表达式的作用: 布尔值 *vs.* 控制流跳转

$S \rightarrow \text{id} = E; \mid \text{if } (E) \text{ } S \mid \text{while } (E) \text{ } S \mid S \text{ } S$   
 $E \rightarrow E \parallel E \mid E \&\& E \mid E \text{ rel } E \mid E + E \mid (E) \mid \text{id} \mid \text{true} \mid \text{false}$

为什么要区分布尔表达式的这两种角色?

可以不区分布尔表达式的这两种角色吗?

Thank  
You!



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