

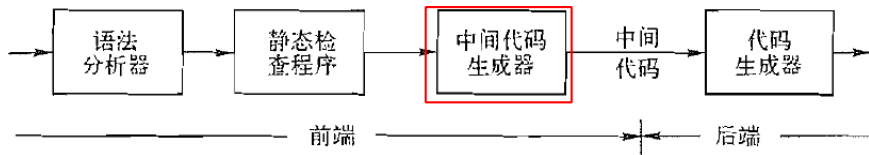
中间代码生成

魏恒峰

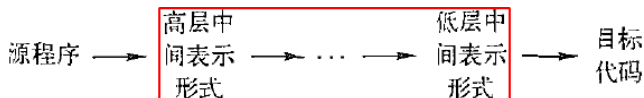
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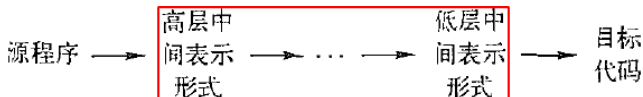




Intermediate Representation (IR)



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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)

Intermediate Representation (IR)

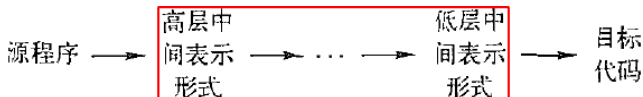
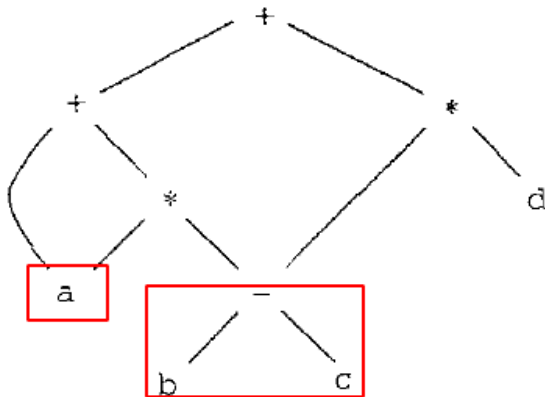


图 (抽象语法树)、三地址代码、C 语言

表达式的有向无环图



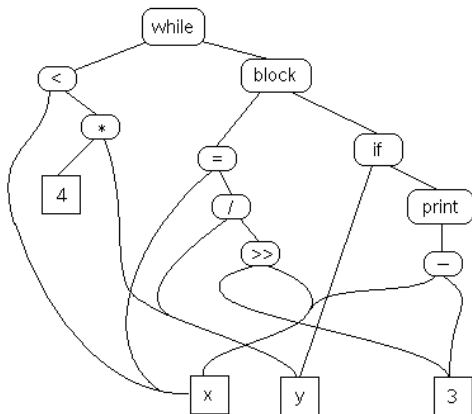
$$a + a * (b - c) + (b - c) * d$$

产生式	语义规则
1) $E \rightarrow E_1 + T$	$E.node = \text{new Node}('+', E_1.node, T.node)$
2) $E \rightarrow E_1 - T$	$E.node = \text{new Node}('-', E_1.node, T.node)$
3) $E \rightarrow T$	$E.node = T.node$
$T \rightarrow T_1 * F$	$T.node = \text{new Node}('*', T_1.node, F.node)$
4) $T \rightarrow (E)$	$T.node = E.node$
5) $T \rightarrow \text{id}$	$T.node = \text{new Leaf}(\text{id}, \text{id.entry})$
6) $T \rightarrow \text{num}$	$T.node = \text{new Leaf}(\text{num}, \text{num.val})$

产生式	语义规则
1) $E \rightarrow E_1 + T$	$E.node = \text{new Node}('+', E_1.node, T.node)$
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$T \rightarrow T_1 * F$	$T.node = \text{new Node}('*', T_1.node, F.node)$
4) $T \rightarrow (E)$	$T.node = E.node$
5) $T \rightarrow \text{id}$	$T.node = \text{new Leaf}(\text{id}, \text{id.entry})$
6) $T \rightarrow \text{num}$	$T.node = \text{new Leaf}(\text{num}, \text{num.val})$

在创建节点之前, 先判断是否已存在 (哈希表)


```
while (x < 4 * y) {
    x = y / 3 >> x;
    if (y) print x - 3;
}
```



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

每个 **TAC** 指令**最多**包含三个操作数。

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

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

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

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

每个 **TAC** 指令**最多**包含三个操作数。

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

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

$x = y$ (3)

goto L (4)

if x **goto** L (5)

if False x **goto** L (6)

if x **relop** y **goto** L (7)

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

每个 **TAC** 指令**最多**包含三个操作数。

`param x` (8)
`call p, n` (9)
`y = call p, n` (10)
`return y` (11)

`param x1`
`param x2`
`...`
`param xn`
`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**包含三个操作数。

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

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

距离位置 y 处 i 个内存单元

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

每个 **TAC** 指令**最多**包含三个操作数。

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

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

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

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

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

距离位置 y 处 i 个内存单元

```
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
```

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
```


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
		...		

$$x = y[i]$$

$$x[i] = y$$

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

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

$$x = y[i]$$

$$x[i] = y$$

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

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

$$x = \&y$$

$$x = *y$$

$$*x = y$$

$x = y[i]$

$x[i] = y$

$=[]$ 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
$S \rightarrow id = E ;$	$S.code = E.code \parallel$ $gen(top.get(id.lexeme) '=' E.addr)$
$E \rightarrow E_1 + E_2$	$E.addr = new Temp()$ $E.code = E_1.code \parallel E_2.code \parallel$ $gen(E.addr '=' E_1.addr '+' E_2.addr)$
$ - 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 $E.code = ''$

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

$a = b + -c$

表达式的中间代码翻译 (增量式)

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

综合属性 $E.addr$

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**

数组引用的中间代码翻译

`int a[2][3]`

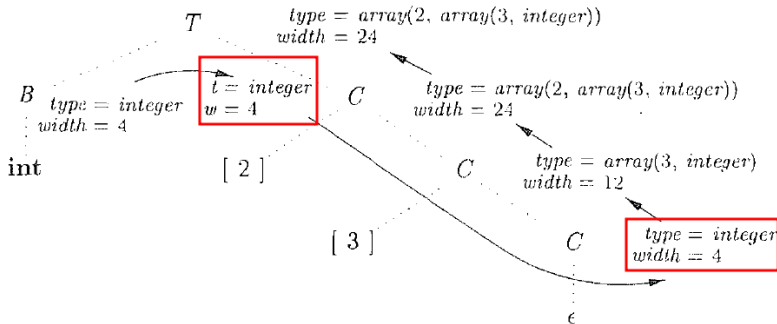


图 6-16 数组类型的语法制导翻译

数组类型声明

`int a[2][3]`

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

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

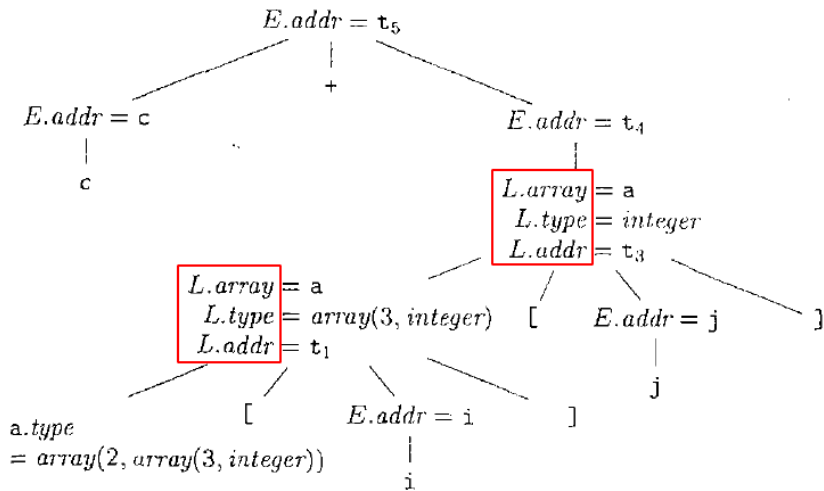
```
 $L \rightarrow id [ E ] \quad \{ L.array = top.get(id.lexeme);$   
     $L.type = L.array.type.elem;$   
     $L.addr = new Temp();$   
     $gen(L.addr '=' E.addr '*' L.type.width); \}$   
  
|  $L_1 [ E ] \quad \{ L.array = L_1.array;$   
     $L.type = L_1.type.elem;$   
     $t = new Temp();$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


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

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



`int a[2][3]`

```
t1 = i * 12  
t2 = j * 4  
t3 = t1 + t2  
t4 = a [ t3 ]  
t5 = c + t4
```

`int a[2][3]`

控制流语句与布尔表达式的中间代码翻译

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

控制流语句与布尔表达式的中间代码翻译



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 $S.next$: S 的下一条指令

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

$S.next$ 为语句 S 指明了“跳出” S 的目标

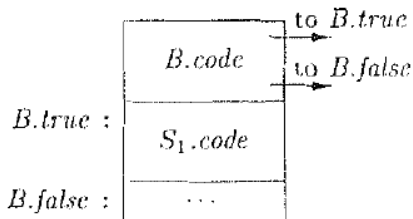
$$S \rightarrow \text{assign} \quad | \quad S.code = \text{assign}.code$$

代表了表达式的翻译, 包括数组引用

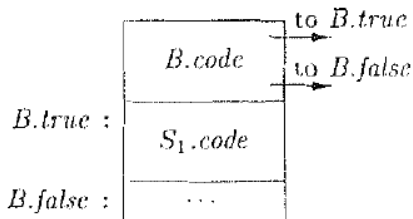
$S \rightarrow \text{if} (B) S_1$

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

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

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


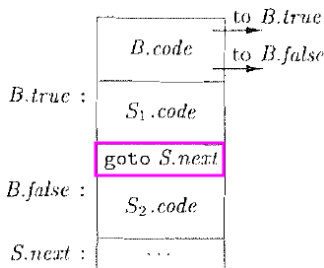
$$S \rightarrow \text{if} (B) S_1$$

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


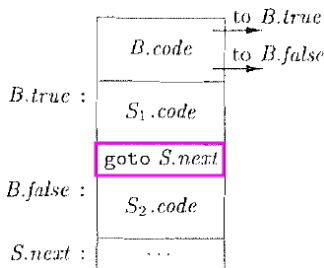
```
if (true)
    if (false) assign
```

$S \rightarrow \text{if } (B) S_1 \text{ else } S_2$	$B.true = \text{newlabel}()$ $B.false = \text{newlabel}()$ $S_1.next = S_2.next = S.next$ $S.code = B.code$ <div style="padding-left: 40px;"> $\text{label}(B.true) S_1.code$ $\text{gen}('goto' S.next)$ $\text{label}(B.false) S_2.code$ </div>
--	---

$S \rightarrow \text{if} (B) S_1 \text{ else } S_2$	$B.true = \text{newlabel}()$ $B.false = \text{newlabel}()$ $S_1.next = S_2.next = S.next$ $S.code = B.code$ $\quad \text{label}(B.true) S_1.code$ $\quad \text{gen('goto' } S.next) $ $\quad \text{label}(B.false) S_2.code$
---	---



$S \rightarrow \text{if} (B) S_1 \text{ else } S_2$	$B.true = \text{newlabel}()$ $B.false = \text{newlabel}()$ $S_1.next = S_2.next = S.next$ $S.code = B.code$ $ \text{label}(B.true) S_1.code$ $ \text{gen}('goto' S.next)$ $ \text{label}(B.false) S_2.code$
---	---



```

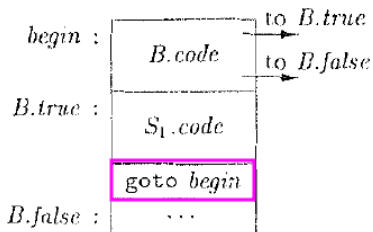
if (true)
    if (true) assign else assign
else
    assign
  
```

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

```
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)
```

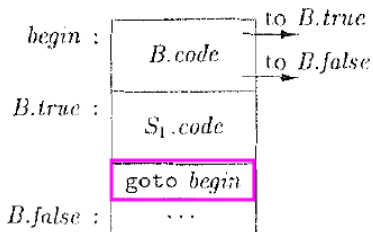

$S \rightarrow \text{while} (B) S_1$

```
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
```

$S \rightarrow S_1 S_2$

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

$S \rightarrow S_1 S_2$

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

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

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

```
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

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

函数 $\text{jump}(t, f)$: 生成控制流代码

函数 $\text{rvalue}()$: 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
```

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

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

B 还不知道 *S.next* 的指令地址, 如何跳转?

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

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

B 还不知道 *S.next* 的指令地址, 如何跳转?

再扫描一遍中间代码, 将标号替换成指令 (相对) 地址

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

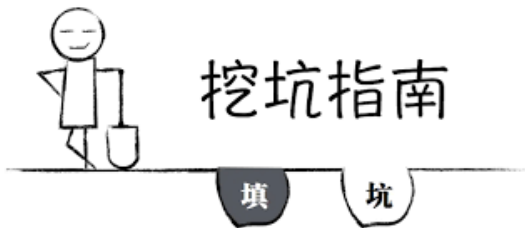
B 还不知道 *S.next* 的指令地址, 如何跳转?

再扫描一遍中间代码, 将标号替换成指令 (相对) 地址

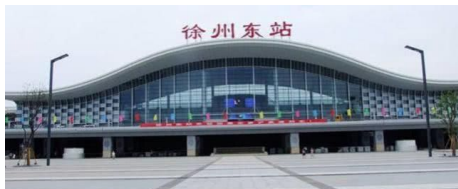
可否在生成中间代码的时候就填入指令地址?

回填 (Backpatching) 技术

回填 (Backpatching) 技术



子节点挖坑、祖先节点填坑



针对布尔表达式的回填技术

- | | | |
|----|--------------------------------------|---|
| 1) | $B \rightarrow B_1 \parallel M B_2$ | { <i>backpatch</i> (<i>B</i> ₁ . <i>false</i> list, <i>M.instr</i>);
<i>B.true</i> list = <i>merge</i> (<i>B</i> ₁ . <i>true</i> list, <i>B</i> ₂ . <i>true</i> list);
<i>B.false</i> list = <i>B</i> ₂ . <i>false</i> list; } |
| 2) | $B \rightarrow B_1 \&\& M B_2$ | { <i>backpatch</i> (<i>B</i> ₁ . <i>true</i> list, <i>M.instr</i>);
<i>B.true</i> list = <i>B</i> ₂ . <i>true</i> list;
<i>B.false</i> list = <i>merge</i> (<i>B</i> ₁ . <i>false</i> list, <i>B</i> ₂ . <i>false</i> list); } |
| 3) | $B \rightarrow ! B_1$ | { <i>B.true</i> list = <i>B</i> ₁ . <i>false</i> list;
<i>B.false</i> list = <i>B</i> ₁ . <i>true</i> list; } |
| 4) | $B \rightarrow (B_1)$ | { <i>B.true</i> list = <i>B</i> ₁ . <i>true</i> list;
<i>B.false</i> list = <i>B</i> ₁ . <i>false</i> list; } |
| 5) | $B \rightarrow E_1 \text{ rel } E_2$ | { <i>B.true</i> list = <i>makelist</i> (<i>nextinstr</i>);
<i>B.false</i> list = <i>makelist</i> (<i>nextinstr</i> + 1);
<i>gen</i> ('if' <i>E</i> ₁ . <i>addr</i> <i>rel.op</i> <i>E</i> ₂ . <i>addr</i> 'goto -');
<i>gen</i> ('goto -'); } |
| 6) | $B \rightarrow \text{true}$ | { <i>B.true</i> list = <i>makelist</i> (<i>nextinstr</i>);
<i>gen</i> ('goto -'); } |
| 7) | $B \rightarrow \text{false}$ | { <i>B.false</i> list = <i>makelist</i> (<i>nextinstr</i>);
<i>gen</i> ('goto -'); } |
| 8) | $M \rightarrow \epsilon$ | { <i>M.instr</i> = <i>nextinstr</i> ; } |

综合属性 $B.truelist$ 保存 需要跳转到 $B.true$ 的指令地址

- 6) $B \rightarrow \text{true}$ { $B.truelist = makelist(nextinstr);$
 $gen('goto _');$ }
- 7) $B \rightarrow \text{false}$ { $B.falselist = makelist(nextinstr);$
 $gen('goto _');$ }

综合属性 $B.falselist$ 保存 需要跳转到 $B.false$ 的指令地址

综合属性 $B.truelist$ 保存 需要跳转到 $B.true$ 的指令地址

- 6) $B \rightarrow true$ { $B.truelist = makelist(nextinstr);$
 $gen('goto _');$ }
- 7) $B \rightarrow false$ { $B.falselist = makelist(nextinstr);$
 $gen('goto _');$ }

综合属性 $B.falselist$ 保存 需要跳转到 $B.false$ 的指令地址

$B \rightarrow true$	$B.code = gen('goto' B.true)$
$B \rightarrow false$	$B.code = gen('goto' B.false)$

5) $B \rightarrow E_1 \text{ rel } E_2$ { $B.truelist = makelist(nextinstr);$
 $B.falselist = makelist(nextinstr + 1);$
 $gen('if' E_1.addr \text{ rel.op } E_2.addr 'goto -');$
 $gen('goto -');$ }

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

$$3) \quad B \rightarrow ! B_1$$

$$\{ \boxed{B.true\text{list}} = B_1.false\text{list}; \\ \boxed{B.false\text{list}} = B_1.true\text{list}; \}$$

$$4) \quad B \rightarrow (B_1)$$

$$\{ \boxed{B.true\text{list}} = B_1.true\text{list}; \\ \boxed{B.false\text{list}} = B_1.false\text{list}; \}$$

$$B \rightarrow ! B_1$$

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

2) $B \rightarrow B_1 \ \&\& \ M \ B_2 \quad \{ \text{backpatch}(B_1.\text{truelist}, M.\text{instr});$
 $B.\text{truelist} = B_2.\text{truelist};$
 $B.\text{falselist} = \text{merge}(B_1.\text{falselist}, B_2.\text{falselist}); \}$

8) $M \rightarrow \epsilon \quad \{ M.\text{instr} = \text{nextinstr}; \}$

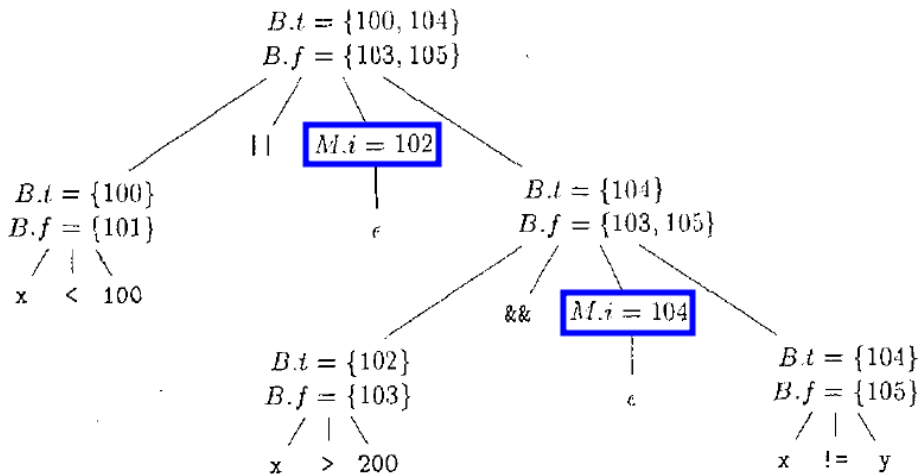
$B \rightarrow B_1 \ \&\& \ B_2 \quad \begin{cases} B_1.\text{true} = \text{newlabel}() \\ B_1.\text{false} = B.\text{false} \\ B_2.\text{true} = B.\text{true} \\ B_2.\text{false} = B.\text{false} \\ B.\text{code} = B_1.\text{code} \ || \ \text{label}(B_1.\text{true}) \ || \ B_2.\text{code} \end{cases}$

1) $B \rightarrow B_1 \parallel M B_2$ $\{$ `backpatch`($B_1.falselist, M.instr$);
 $B.truelist = merge(B_1.truelist, B_2.truelist)$;
 $B.falselist = B_2.falselist$; $\}$

8) $M \rightarrow \epsilon$ $\{ M.instr = nextinstr; \}$

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

$x < 100 \ || \ x > 200 \ \&\& \ x \neq y$



```
100:  if x < 100 goto -  
101:  goto -  
102:  if x > 200 goto 104  
103:  goto -  
104:  if x != y goto -  
105:  goto -
```

a) 将 104 回填到指令 102 中之后

```
100:  if x < 100 goto -  
101:  goto 102  
102:  if x > 200 goto 104  
103:  goto -  
104:  if x != y goto -  
105:  goto -
```

b) 将 102 回填到指令 101 中之后

$$\begin{aligned} S &\rightarrow \text{if}(B) S \mid \text{if}(B) S \text{ else } S \mid \text{while}(B) S \mid \boxed{\{L\}} \mid A ; \\ L &\rightarrow L S \mid S \end{aligned}$$

1) $S \rightarrow \text{if}(B) M S_1 \{ \text{backpatch}(B.\text{truelist}, M.\text{instr});$
 $S.\text{nextlist} = \text{merge}(B.\text{falselist}, S_1.\text{nextlist}); \}$

6) $M \rightarrow \epsilon \quad \{ M.\text{instr} = \text{nextinstr}; \}$

1) $S \rightarrow \text{if}(B) M S_1 \{ \text{backpatch}(B.\text{truelist}, M.\text{instr});$
 $S.\text{nextlist} = \text{merge}(B.\text{falselist}, S_1.\text{nextlist}); \}$

6) $M \rightarrow \epsilon \quad \{ M.\text{instr} = \text{nextinstr}; \}$

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

$$S \rightarrow \text{if}(B) M_1 S_1 N \text{ else } M_2 S_2$$

```

{ backpatch(B.truelist, M1.instr);
  backpatch(B.falselist, M2.instr);
  temp = merge(S1.nextlist, N.nextlist);
  S.nextlist = merge(temp, S2.nextlist); }

```

6) $M \rightarrow \epsilon$ { $M.instr = nextinstr$; }

7) $N \rightarrow \epsilon$ { $N.nextlist = makelist(nextinstr$;
 $gen('goto -')$); }

$$S \rightarrow \text{if}(B) M_1 S_1 N \text{ else } M_2 S_2$$

```

{
  backpatch(B.truelist, M1.instr);
  backpatch(B.falselist, M2.instr);
  temp = merge(S1.nextlist, N.nextlist);
  S.nextlist = merge(temp, S2.nextlist);
}

```

6) $M \rightarrow \epsilon$ $\{ M.instr = nextinstr; \}$

7) $N \rightarrow \epsilon$ $\{ N.nextlist = makelist(nextinstr);$
 $gen('goto -'); \}$

$S \rightarrow \text{if}(B) S_1 \text{ else } S_2$	$B.true = newlabel()$ $B.false = newlabel()$ $S_1.next = S_2.next = S.next$ $S.code = B.code$ <div style="margin-left: 20px;"> $\text{label}(B.true) S_1.code$ $gen('goto' S.next)$ $\text{label}(B.false) S_2.code$ </div>
--	---

3) $S \rightarrow \text{while } M_1 (B) M_2 S_1$

```

{ backpatch( $S_1.nextlist$ ,  $M_1.instr$ );
  backpatch( $B.truelist$ ,  $M_2.instr$ );
   $S.nextlist = B.falselist$ ;
  gen('goto'  $M_1.instr$ ); }

```

6) $M \rightarrow \epsilon$ $\{ M.instr = nextinstr; \}$

3) $S \rightarrow \text{while } M_1 (B) M_2 S_1$

```

{
  backpatch( $S_1.nextlist$ ,  $M_1.instr$ );
  backpatch( $B.truelist$ ,  $M_2.instr$ );
   $S.nextlist = B.falselist$ ;
  gen('goto'  $M_1.instr$ );
}
```

6) $M \rightarrow \epsilon$ $\{ M.instr = nextinstr; \}$

$S \rightarrow \text{while } (B) S_1$	<pre> 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)</pre>
---	--

4) $S \rightarrow \{ L \}$ $\{ S.nextlist = L.nextlist; \}$

5) $S \rightarrow A ;$ $\{ S.nextlist = \text{null}; \}$

6) $M \rightarrow \epsilon$ $\{ M.instr = nextinstr; \}$

8) $L \rightarrow L_1 M S$ $\{ \text{backpatch}(L_1.nextlist, M.instr);$
 $L.nextlist = S.nextlist; \}$

9) $L \rightarrow S$ $\{ L.nextlist = S.nextlist; \}$

```
switch (  $E$  ) {  
    case  $V_1$ :  $S_1$   
    case  $V_2$ :  $S_2$   
        ...  
    case  $V_{n-1}$ :  $S_{n-1}$   
    default:  $S_n$   
}
```

非 C 语言语义 (break)

```

switch (  $E$  ) {
    case  $V_1$ :  $S_1$ 
    case  $V_2$ :  $S_2$ 
        ...
    case  $V_{n-1}$ :  $S_{n-1}$ 
    default:  $S_n$ 
}

```

非 C 语言语义 (break)

```

code to evaluate  $E$  into  $t$ 
goto test
L1:    code for  $S_1$ 
        goto next
L2:    code for  $S_2$ 
        goto next
...
Ln-1:  code for  $S_{n-1}$ 
        goto next
Ln:    code for  $S_n$ 
        goto next
test:   if  $t = V_1$  goto L1
        if  $t = V_2$  goto L2
        ...
        if  $t = V_{n-1}$  goto Ln-1
        goto Ln
next:

```

```

switch (  $E$  ) {
    case  $V_1$ :  $S_1$ 
    case  $V_2$ :  $S_2$ 
        ...
    case  $V_{n-1}$ :  $S_{n-1}$ 
    default:  $S_n$ 
}

```

$V_i : L_i$ 队列

```

code to evaluate  $E$  into  $t$ 
goto test
L1:   code for  $S_1$ 
      goto next
L2:   code for  $S_2$ 
      goto next
...
Ln-1: code for  $S_{n-1}$ 
      goto next
Ln:   code for  $S_n$ 
      goto next
test:  if  $t = V_1$  goto L1
      if  $t = V_2$  goto L2
      ...
      if  $t = V_{n-1}$  goto Ln-1
      goto Ln
next:

```

```
code to evaluate  $E$  into  $t$   
goto test
```

```
L1: code for  $S_1$   
goto next  
L2: code for  $S_2$   
goto next  
...  
L $n-1$ : code for  $S_{n-1}$   
goto next  
L $n$ : code for  $S_n$   
goto next
```

```
test: if  $t = V_1$  goto L1  
if  $t = V_2$  goto L2  
...  
if  $t = V_{n-1}$  goto L $n-1$   
goto L $n$ 
```

```
next:
```

```
case  $t$   $V_1$  L1  
case  $t$   $V_2$  L2  
...  
case  $t$   $V_{n-1}$  L $n-1$   
case  $t$   $t$  L $n$   
next:
```

case 三地址代码

```

code to evaluate  $E$  into  $t$ 
goto test
L1:   code for  $S_1$ 
      goto next
L2:   code for  $S_2$ 
      goto next
...
L $n-1$ : code for  $S_{n-1}$ 
      goto next
L $n$ :  code for  $S_n$ 
      goto next
test:  if  $t = V_1$  goto L1
      if  $t = V_2$  goto L2
      ...
      if  $t = V_{n-1}$  goto L $n-1$ 
      goto L $n$ 
next:

```

```

case  $t V_1$  L1
case  $t V_2$  L2
...
case  $t V_{n-1}$  L $n-1$ 
case  $t t$  L $n$ 
next:

```


Jump Table Structure

C code:

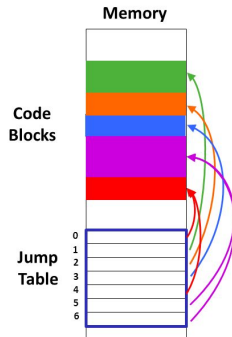
```
switch(x) {
  case 1: <some code>
          break;
  case 2: <some code>
          break;
  case 3: <some code>
          break;
  case 5: <some code>
          break;
  case 6: <some code>
          break;
  default: <some code>
}
```

We can use the jump table when $x \leq 6$:

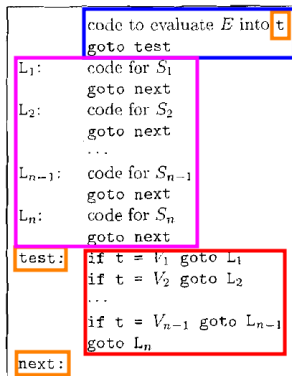
```
if (x <= 6)
  target = JTab[x];
  goto *target;
else
  goto default;
```

Winter 2013

x86 Programming III



Jump Table 优化



```
case t V1 L1
case t V2 L2
...

case t Vn-1 Ln-1
case t t Ln
next:
```

函数/过程的中间代码翻译

$n = f(a[i])$

1) $t_1 = i * 4$

2) $t_2 = a[t_1]$

3) **param t_2**

4) $t_3 =$ **call f, 1**

5) $n = t_3$

新增文法以支持函数定义与调用

$$\begin{aligned} D &\rightarrow \text{define } T \text{ id } (F) \{ S \} \\ F &\rightarrow \epsilon \mid T \text{ id } , F \\ S &\rightarrow \text{return } E ; \\ E &\rightarrow \text{id } (A) \\ A &\rightarrow \epsilon \mid E , A \end{aligned}$$

函数定义

$$\begin{array}{ll} D & \rightarrow \text{define } T \text{ id } (F) \{ S \} \\ F & \rightarrow \epsilon \mid T \text{ id } , F \\ S & \rightarrow \text{return } E ; \end{array}$$

函数名 `id` 放入当前符号表, 建立新的符号表, 处理形参 F 与函数体 S

函数调用

$$\begin{aligned} E &\rightarrow \text{id} (A) \\ A &\rightarrow \epsilon \mid E , A \end{aligned}$$

```
param  $x_1$   
param  $x_2$   
...  
param  $x_n$   
call  $p, n$ 
```

函数调用

A

```
S::=CALL id(Elist) { S.code := Elist.code  
                    || gencode("CALL", id.place, Elist.number) }  
Elist::=Elist1, E { Elist.code := E.code || Elist1.code 逆序  
                  || gencode("PARAM", E.place);  
                  Elist.number := Elist1.number + 1 }  
Elist::=E { Elist.code := E.code || gencode("PARAM", E.place);  
          Elist.number := 1 }
```

C 语言并未规定参数计算的顺序

函数调用

```
S ::= CALL id(Elist) A
{ Count := 0; S.code := Elist.code;
  while NOT EmptyQ(q) do
  begin
    t := HeadQ(q);
    S.code := S.code || gencode("PARAM", t);
    DelQ(q); Count := Count + 1
  end;
  S.code := S.code || gencode("CALL", id.place, Count)
}
```

逆序

```
Elist ::= Elist1, E { Elist.code := E.code || Elist1.code;
                      EnterQ(E.place, q) }
Elist ::= E           { Elist.code := E.code; CreateQ(q);
                      EnterQ(E.place, q) }
```

集中生成 param 指令, 代码更紧凑

Thank
You!



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