中间代码生成 (1. 表达式的翻译与控制流的翻译)

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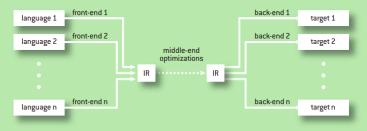
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A Compiler System Supporting Multiple Languages and Multiple Targets



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



分工 合作



父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

表达式的中间代码翻译

综合属性 E.code: 中间代码

产生式	语义规则
$S \rightarrow id = E$;	$S.code = E.code \mid \mid$ 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 ₁	$E.addr = new \ Temp()$ $E.code = E_1.code \mid gen(E.addr'=' 'minus' \ E_1.addr)$
(E ₁)	$E.addr = E_1.addr$ $E.code = E_1.code$
id	E.addr = top.get(id.lexeme) E.code = ''

$$a = b + -c$$

$$t_1 = minus c$$

$$t_2 = b + t_1$$

$$a = t_2$$

综合属性 E.addr: 变量名 (包括临时变量)、常量

```
int main() {
  int a = 0, b = 1, c = 2;

a = b + -c;
  return 0;
}
```

```
%7 = sub nsw i32 0, %6
%8 = add nsw i32 %5, %7
store i32 %8, i32* %2, align 4
```

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] 相对于**数组基地址** a 的**偏移地址**

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

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

int a[2][3]

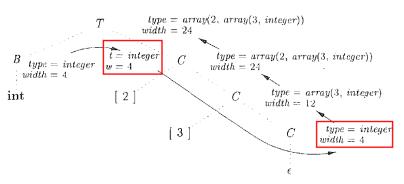
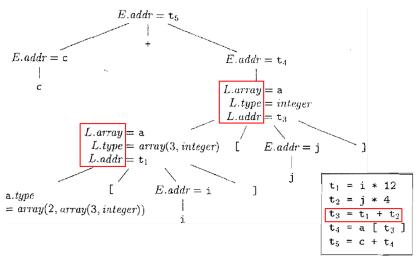


图 6-16 数组类型的语法制导翻译

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.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.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 ]
                  \{ 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);
```

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$$c + a[i][j]$$

```
%2 = alloca [2 x [3 x i32]], align 16
                            int main() {
                              int a[2][3] = { 0 };
                              int i = 1, i = 2;
                              int c = 10, d = 20;
                              d = c + a[i][i]:
                              return 0;
%8 = load i32, i32* %5, align 4 %8.
%9 = load i32, i32* %3, align 4 %9:i
%10 = sext i32 %9 to i64
%11 = getelementptr inbounds [2 x [3 x i32]], [2 x [3 x i32]] * %2, i64 0, i64 %10
%12 = load i32, i32* %4, align 4 %12:j
%13 = sext i32 %12 to i64
%14 = getelementptr inbounds [3 x i32], [3 x i32]* %11, i64 0, i64 %13
%15 = load i32, i32* %14, align 4 %15:a[i][j]
%16 = add nsw i32 %8, %15
store i32 %16, i32* %6, align 4
```

The Often Misunderstood GEP Instruction

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

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

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

 $S \rightarrow assign$

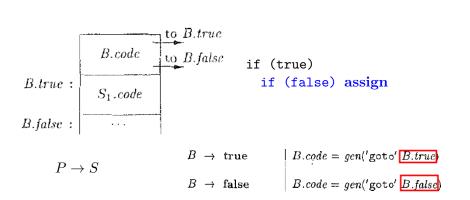
S.code = assign.code

代表了表达式的翻译,包括数组引用

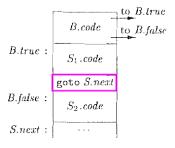
$$S \rightarrow \mathbf{if} (B) S_1$$

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

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



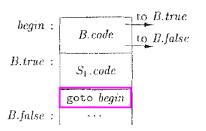
```
S 	o 	ext{if } (B) S_1 	ext{ else } S_2 \ egin{array}{ll} B. true &= newlabel() \ B. false &= newlabel() \ \hline S_1.next &= S_2.next &= S.next \ S.code &= B.code \ &\parallel label(B.true) \parallel S_1.code \ &\parallel gen('goto' \ S.next) \ &\parallel label(B.false) \parallel S_2.code \ \end{array}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



```
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

布尔表达式的中间代码翻译

中心をなるとは、自己の意味を		
产生式	语义规则	
$B \rightarrow B_1 \mid I \mid B_2$	$B_1.true = B.true$ $B_1.false = newlabel()$ $B_2.true = B.true$	
	$B_2.false = B.false$ $B.code = B_1.code \mid\mid label(B_1.false) \mid\mid B_2.code$	
$B \rightarrow B_1 \&\& B_2$	$B_1.true = newlabel()$ $B_1.false = B.false$ $B_2.true = B.true$ $B_2.false = B.false$ $B.code = B_1.code \mid\mid label(B_1.true) \mid\mid B_2.code$	
$B \rightarrow ! B_1$	B_1 true = B false B_1 false = B true B code = B_1 code	
$B \rightarrow E_1 \text{ rel } E_2$	$B.code = E_1.code \mid\mid E_2.code \\ \mid\mid gen('if' E_1.addr rel.op E_2.addr 'goto' B.true) \\ \mid\mid gen('goto' B.false)$	
$B \rightarrow ext{true}$	B.code = gen('goto' B.true)	
$B \rightarrow false$	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

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

$$\begin{vmatrix} B_1.true = B.true \\ B_1.false = newlabel() \\ B_2.true = B.true \\ B_2.false = B.false \\ B.code = B_1.code \mid \mid label(B_1.false) \mid \mid B_2.code \end{vmatrix}$$

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

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

语义分析

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

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

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
$ E \rightarrow E_1 + E_2 $	gen(top.get(id.lexeme)'=' E.addr) E.addr = new Temp() 临时变量:虚拟寄存器
	$E.code = E_1.code \mid\mid E_2.code \mid\mid \\ gen(E.addr'='E_1.addr'+'E_2.addr)$
- E _i	E.addr = new Temp()
	$E.code = E_1.code \parallel $ $gen(E.addr'=''minus' E_1.addr)$ $fix(E_1.addr'=''minus' E_1.addr)$
$\mid (E_1)$	$E.addr = E_1.addr$
id	$E.code = E_1.code$ $E.addr = top.get(id.lexeme)$ $E.code = ''$

 $E \rightarrow E_1 \&\& E_2$

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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