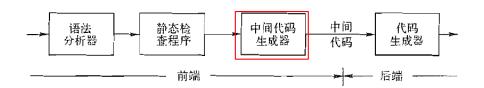
# 中间代码生成

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2020年12月21日





#### 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

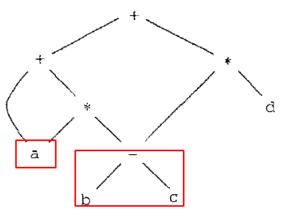
(如,没有复杂的寻址方式)

#### 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



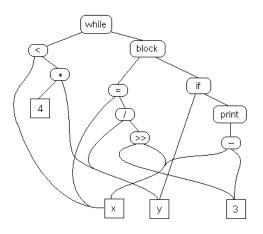
$$a + a * (b - c) + (b - c) * d$$

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| 产生式 |                                   | 语义规则  |  |
|-----|-----------------------------------|---|--|
| 1)  | $E  ightarrow \overline{E_1 + T}$ | $E.node = \frac{\text{new Node}('+', E_1.node, T.node)}{}$                        |  |
| 2)  | $E \rightarrow E_1 - T$           | $E.node = $ $new Node('-', E_1.node, T.node)$                                     |  |
| 3)  | $E \to T$                         | E.node = T.node   |  |
| ļ   | $T \rightarrow T_1 * F$           | $T.node = $ <b>new</b> $Node('*', T_1.node, F.node)$                              |  |
| 4)  | T  ightarrow ( $E$ )              | T.node = E.node   |  |
| 5)  | $T 	o \mathrm{id}$                | $T.node = \frac{\mathbf{new}}{\mathbf{new}} Leaf(\mathbf{id}, \mathbf{id}.entry)$ |  |
| 6)  | $T \rightarrow \text{num}$        | T.node =  new $Leaf(num, num.val)$  |  |

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。

$$x = y \mathbf{op} z \tag{1}$$

 $x = \mathbf{op} \ y \tag{2}$ 

$$x = y \tag{3}$$

 $\mathbf{goto}\ L$  (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。

|                         |      | $\mathtt{param}\ x_\mathtt{l}$ |
|-------------------------|------|--------------------------------|
|                         |      | $\mathtt{param}\ x_2$          |
| $\mathbf{param}\;x$     | (8)  |                                |
| $\mathbf{call}\; p, n$  | (9)  | param $x_n$                    |
| $y=\mathbf{call}\; p,n$ | (10) | call $p, n$                    |
| $\mathbf{return}\ y$    | (11) | 0-22 p, w                      |
|                         |      | $p(x_1, x_2, \ldots, x_n)$     |

# 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。

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

$$x[i] = y (13) x = *y (15)$$

距离位置 y 处 i 个内存单元 \*x = y (16)

L: 
$$t_1 = i + 1$$
  
 $i = t_1$   
 $t_2 = i * 8$   
 $t_3 = a [t_2]$   
if  $t_3 < v$  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
```

#### 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。

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

|   | 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                | $t_3$          | t4             |
| 4 | +     | $t_2$            | 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   $gen(top.get(id.lexeme))' = 'E.addr)$   |
| $E \rightarrow E_1 + E_2$ | $E.addr = \mathbf{new} \ Temp()$<br>$E.code = E_1.code \mid\mid E_2.code \mid\mid$<br>$gen(E.addr'='E_1.addr'+'E_2.addr)$ |
| - 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> )       | $E.addr = E_1.addr$<br>$E.code = E_1.code$  |
| id                        | E.addr = top.get(id.lexeme) 符号表条目<br>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()<br>$E.code = E_1.code \mid\mid E_2.code \mid\mid$ |
|                           | $gen(E.addr'='E_1.addr'+'E_2.addr)$                                   |
| - E <sub>i</sub>          | E.addr = new Temp()   |
|                           | $E.code = E_1.code \parallel gen(E.addr'=''minus' E_1.addr)$          |
| [ (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)

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

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

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

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

#### 综合属性 E.addr

#### 数组引用的中间代码翻译

## int a[2][3]

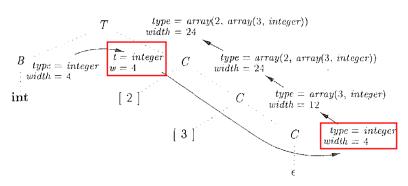
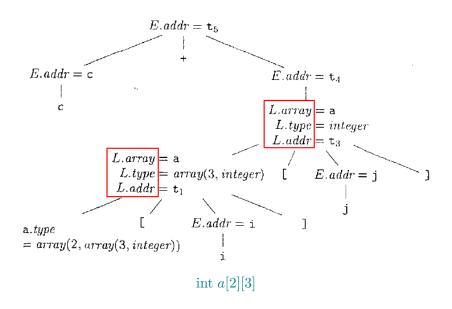


图 6-16 数组类型的语法制导翻译

### 数组类型声明

```
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);
```

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



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

int a[2][3]

# Thank You!



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