

# 中间代码生成

## (3. Switch/Case 语句与过程调用的翻译)

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2021 年 12 月 24 日



```

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
      ...
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:

```

code to evaluate  $E$  into  $t$

goto test

$L_1$ : code for  $S_1$

goto next

$L_2$ : 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  $L_1$

if  $t = V_2$  goto  $L_2$

...

if  $t = V_{n-1}$  goto  $L_{n-1}$

goto  $L_n$

next:

case  $t$   $V_1$   $L_1$

case  $t$   $V_2$   $L_2$

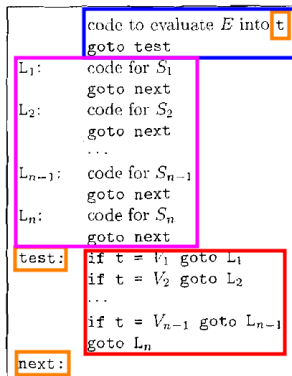
...

case  $t$   $V_{n-1}$   $L_{n-1}$

case  $t$   $t$   $L_n$

next:

case 三地址代码



```

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>
}

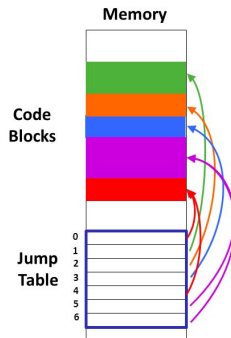
```

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

```

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

```



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## Jump Table 优化

param  $x$  (8)  
call  $p, n$  (9)  
 $y = \text{call } p, n$  (10)  
return  $y$  (11)

param  $x_1$   
param  $x_2$   
...

param  $x_n$   
call  $p, n$

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

## 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

```
S::=CALL id(Elist) { S.code := Elist.code  
A      || 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

$$g(u, v, f(w)) \quad g(u, f(v, w))$$

计算实参  $x_1$  的中间代码

**param**  $x_1$

计算实参  $x_2$  的中间代码

**param**  $x_2$

...

计算实参  $x_m$  的中间代码

**param**  $x_n$

**call**  $p, n$

计算实参  $x_1$  的中间代码

计算实参  $x_2$  的中间代码

...

计算实参  $x_m$  的中间代码

**param**  $x_1$

**param**  $x_2$

...

**param**  $x_n$

**call**  $p, n$

## 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)
}

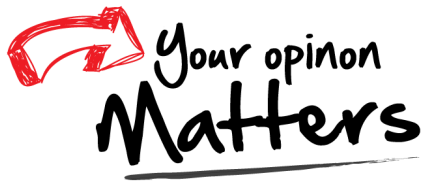
Elist ::= Elist1, E { Elist.code := E.code || Elist1.code;
                      EnterQ(E.place, q) }

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

**逆序**

集中生成 param 指令, 代码更紧凑

Thank  
You!



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