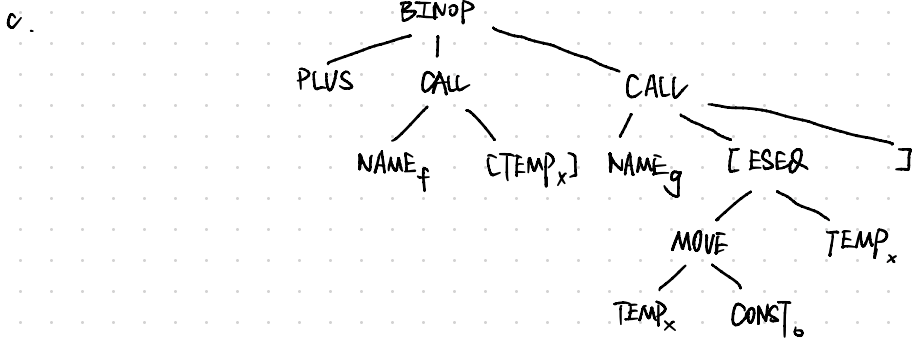
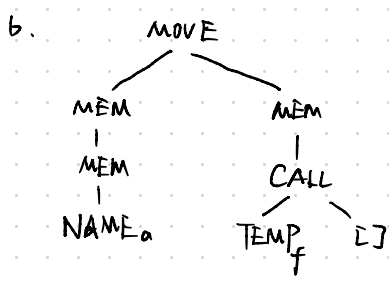
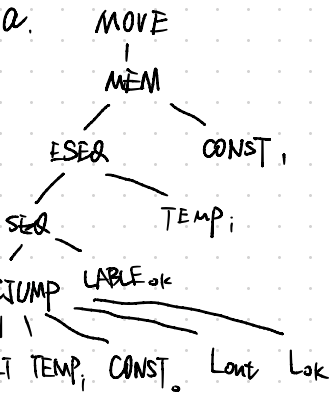


8.7



应用重写规则:

- ① $ESEQ \left(SEQ \left(CJUMP \left(LT, TEMP_1, CONST_0, Lout, Lok \right), LABEL_{ok}, TEMP_1 \right), CONST_1 \right)$
- ② 无变化
- ③ $BINOP \left(PLUS, CALL \left(NAME_f, [TEMP_x] \right), ESEQ \left(MOVE \left(TEMP_x, CONST_0 \right), CALL \left(NAME_g, [TEMP_x] \right) \right) \right)$

8.6

1. $m \leftarrow 0$ (1)
2. $v \leftarrow 0$ (2)
3. if $v \geq n$ goto 15 (3)
4. $r \leftarrow v$ (4)

8.7

1. $SEQ \left(\begin{array}{l} MOVE \left(TEMP_m, CONST_0 \right), \\ MOVE \left(TEMP_v, CONST_0 \right) \end{array} \right)$
2. $CJUMPLGE, TEMP_v, CONST_n, LABEL L15, LABEL L3$
3. $SEQ \left(\right)$

$s \leftarrow 0$ (5)

4. if $r < n$ goto 9 (6)

5. $v \leftarrow v+1$ (7)

goto 3 (8)

6. $x \leftarrow m[r]$ (9)

$s \leftarrow s+x$ (10)

if $s \leq m$ goto 13 (11)

7. $m \leftarrow s$ (12)

8. $r \leftarrow r+1$ (13)

goto 6 (14)

9. return m (15)

MOVE(TEMP_r, TEMP_v),

MOVE(TEMP_s, CONST₀))

4. CJUMP(LE, TEMP_r, CONST_n, LABEL L9, LABEL L5)

5. SEQ(

MOVE(TEMP_v, BINOP(PLUS, TEMP_v, CONST₁)),

JUMP(LABEL L3))

6. SEQ(

MOVE(TEMP_x, MEM(PLUS(TEMP_m, TEMP_r))),

MOVE(TEMP_s, BINOP(PLUS, TEMP_s, TEMP_x)),

CJUMP(LE, TEMP_s, TEMP_m, LABEL L3, LABEL L7))