

COMPILE CORE: from C to ASSEMBLY

Presented by
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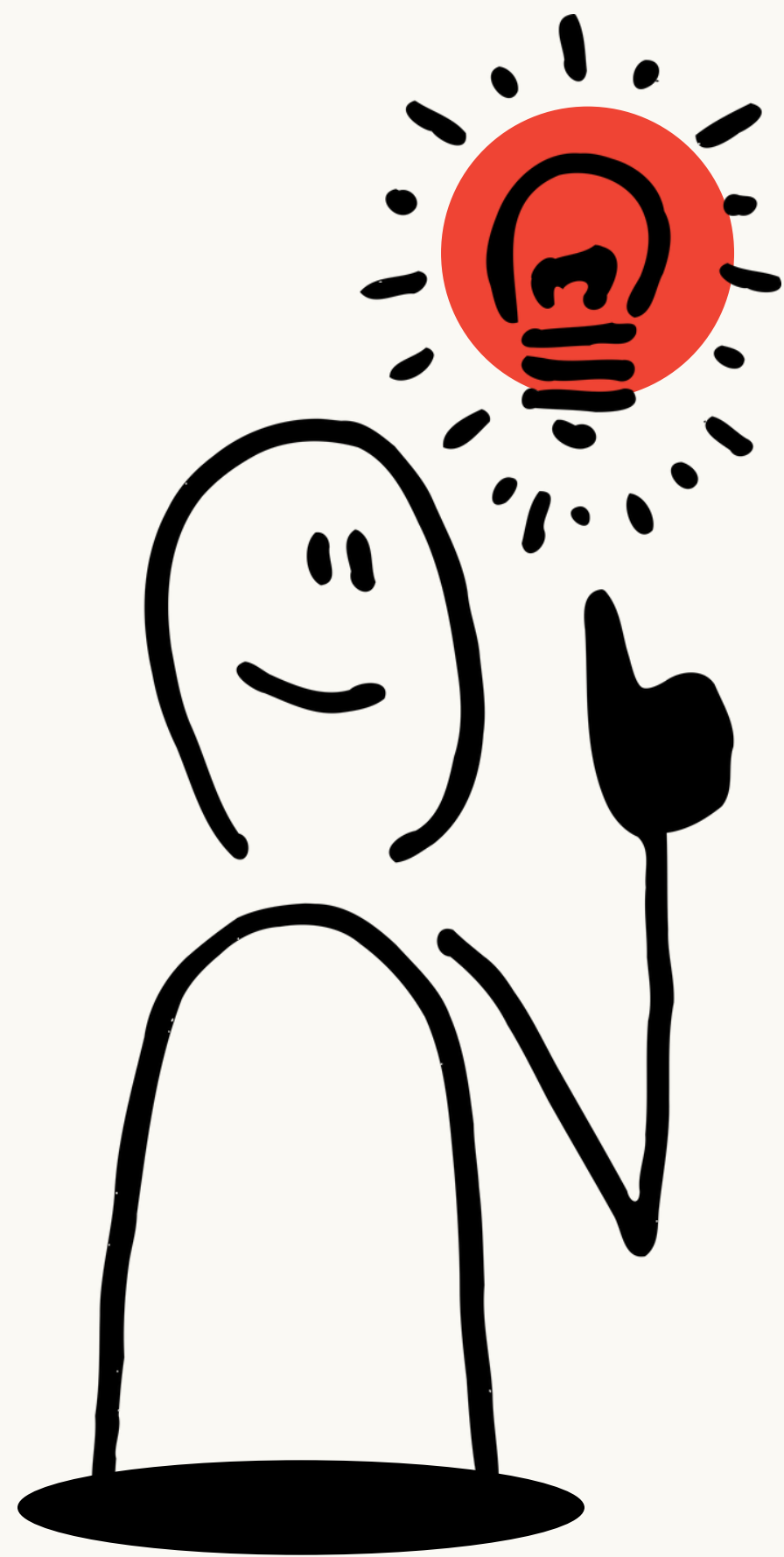
Sustainable
Business



Understanding
Green Jobs

TYNK
UNLIMITED

Unlocking Opportunities
for Environmental
Stewardship and Economic
Growth



CompileCore

旨在构建一个教学友好、架构清晰、全流程可视化的C语言编译系统。

将复杂的编译原理转化为可实践、可调试的学习工具，帮助学生深入理解从高级语言到机器指令的完整转换过程。



CORE TECHNICAL PROCESS

→ C语言源代码输入

→ 词法分析（单词序列）

基于有限自动机原理，识别33个关键字、20+运算符、界符，生成符号表



→ 语法分析（语法树）

采用LL(1)自上而下分析法，设计完整的C语言子集语法规则，精心设计Select集合，确保语法分析的准确性和无二义性

→ 语义分析（四元式）

生成四元式中间代码，实现符号表管理和类型检查，采用临时变量复用策略，减少中间代码冗余

→ 目标代码生成（x86汇编）

将四元式转换为x86汇编指令，支持条件分支、循环、算术运算，实现MOV、ADD、SUB、MUL、CMP、JMP等核心x86指令的映射

Crucial Code

语法分析

```
struct mpl
{
    char str[20] = { 0 };//取到的字符
    int num = 0;//字符的标号
    int row = 0;//程序中所在行数
    int numw = 0;//维度
    char len[20] = { 0 };//一个结束符
};
```

```
struct mpl array[max]; //定义结构体数组
```

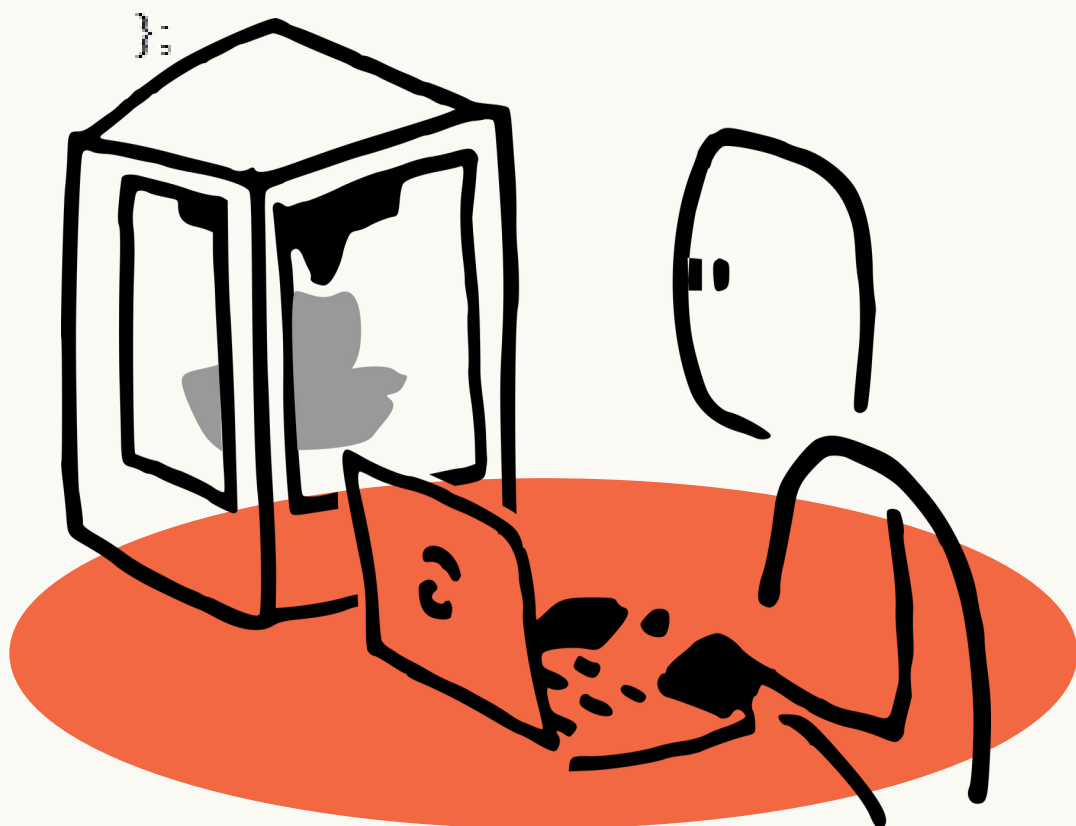
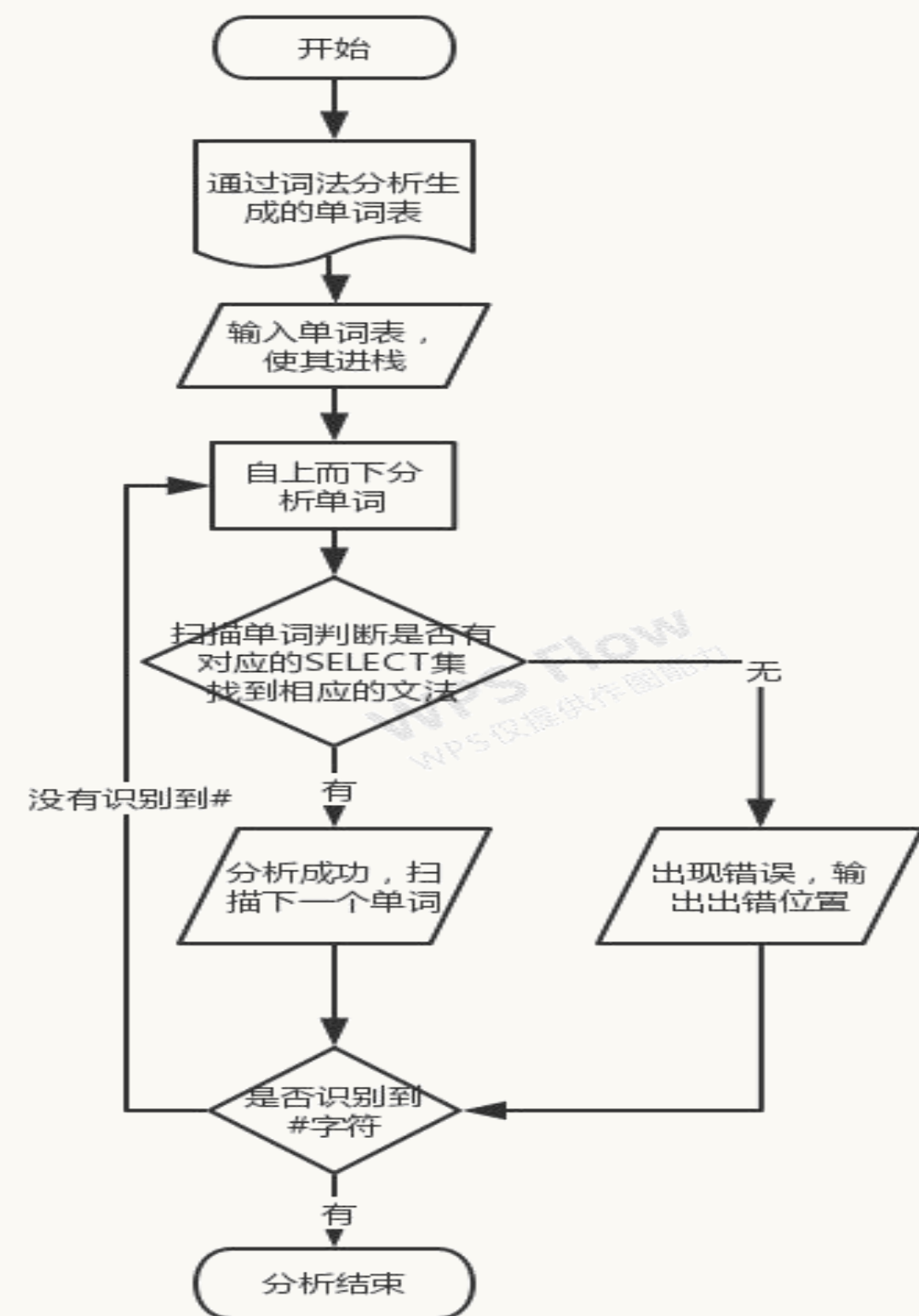
```
int i = 0;//与 array 数组关联
```

```
struct symtable
```

```
{
    char symname[20] = { 0 };//标识符
    int type = -1;//int:26:1 int:2 char:3 float:4 double:5
    int value = -1; //-1 表示没有赋值。1 表示有赋值
};
```

```
struct symtable sym[max];//符号表数组
```

```
int symt = 0;//与 sym 数组(符号表)关联
```



语义分析



```
char result[max][10] = { "t1","t2","t3","t4","t5","t6","t7","t8","t9","t10" };//临时变量数组
```

```
int r = 0;//与 result 关联
```

```
int serial = 1;//四元式序号
```

```
char op[5], v1[10], v2[10], res[10];//四元式各项临时变量
```

```
struct Quaternary plus[10];//for 循环第三表达式,遇到}时才输出
```

```
int plust = 0;
```

```
int plustt = 0;
```

```
int plusflag = 0;//表示 for 循环第三表达式是++、--模式
```

```
int trueout[10] = { 0 };//回填时候的真出口
```

```
int truet = 0;
```

```
char trueouttemp[5];
```

```
int fakeout[10] = { 0 };//回填时候的假出口
```

```
int fakett = 0;
```

```
char fakeouttemp[5];
```

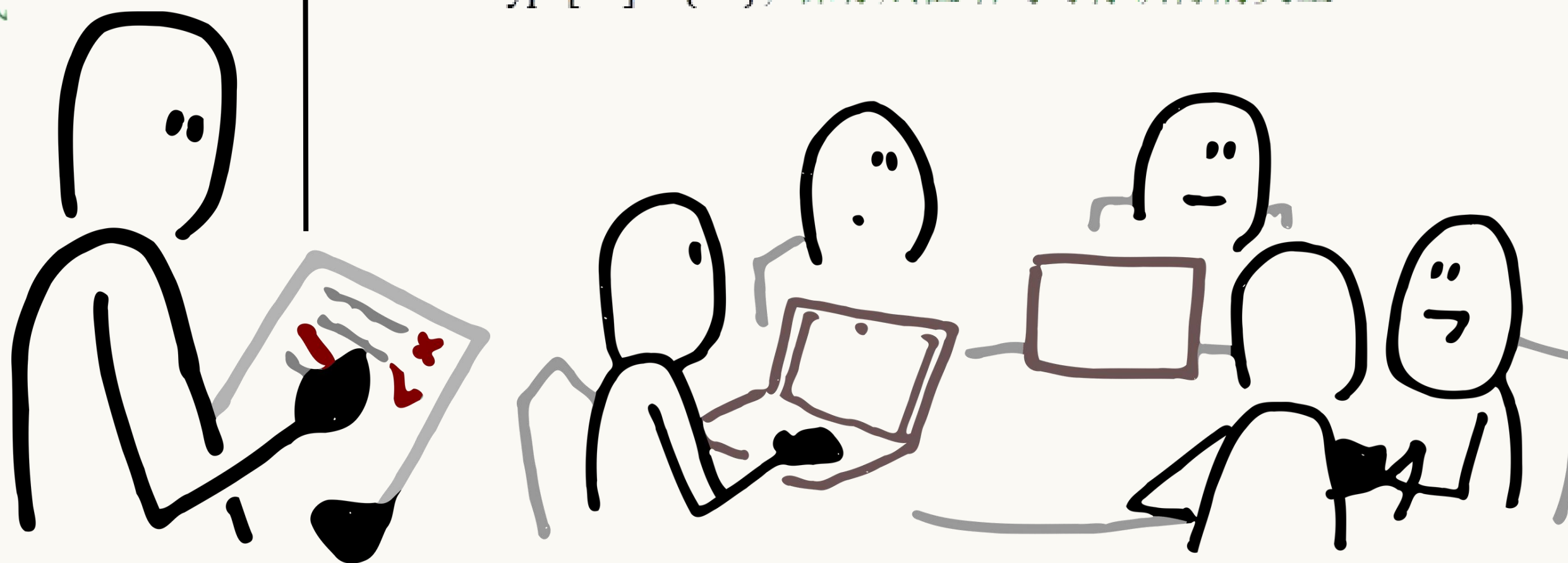
```
int elseout = 0;//取条件跳转的真出口: if 成立时的出口
```

```
char elseouttemp[5] = { 0 };
```

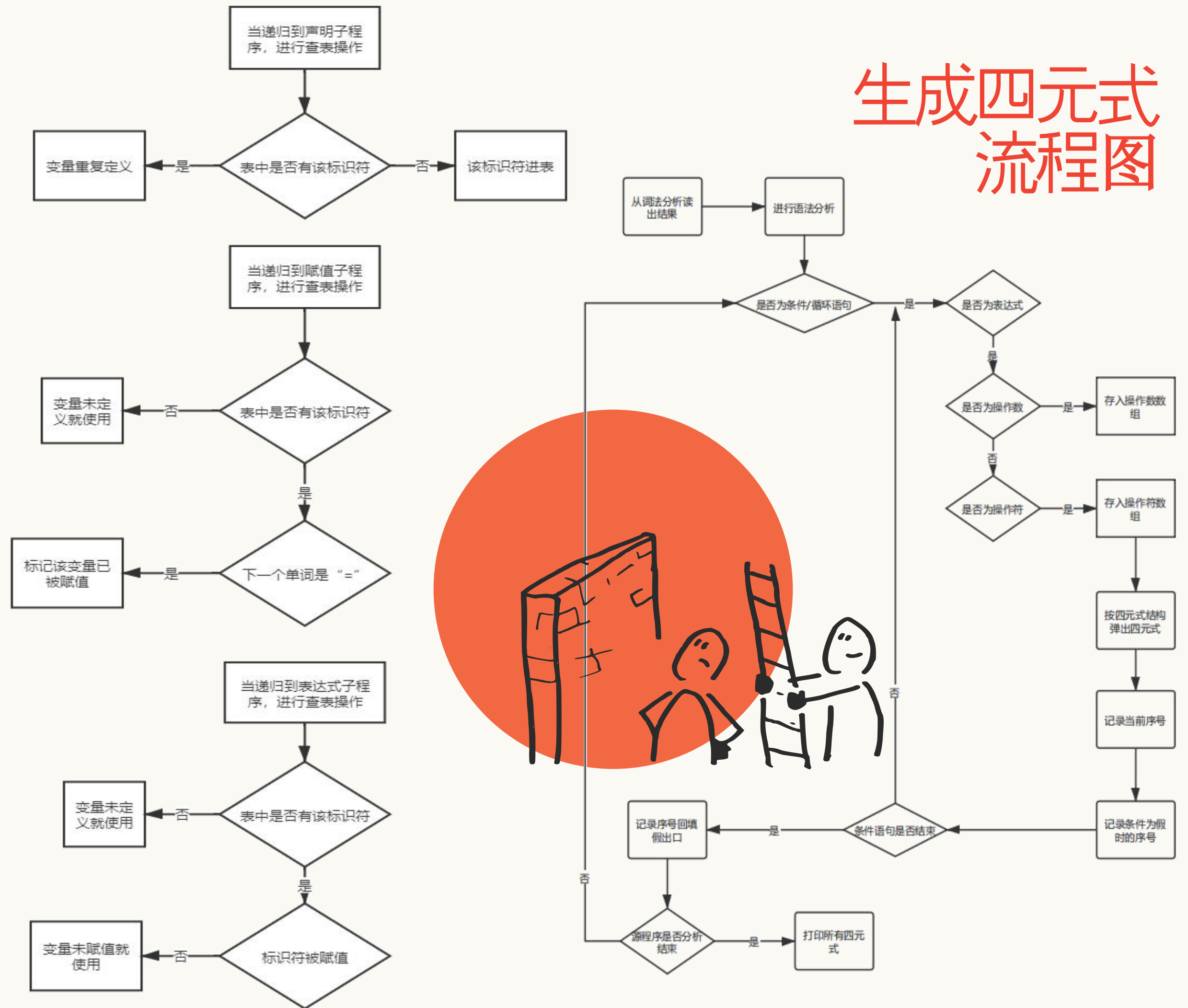
```
char rech[max];//存储修改后的程序
```

```
int p = 0;//与 rech 关联
```

```
char type[20] = { 0 };//保存赋值语句时标识符的类型
```



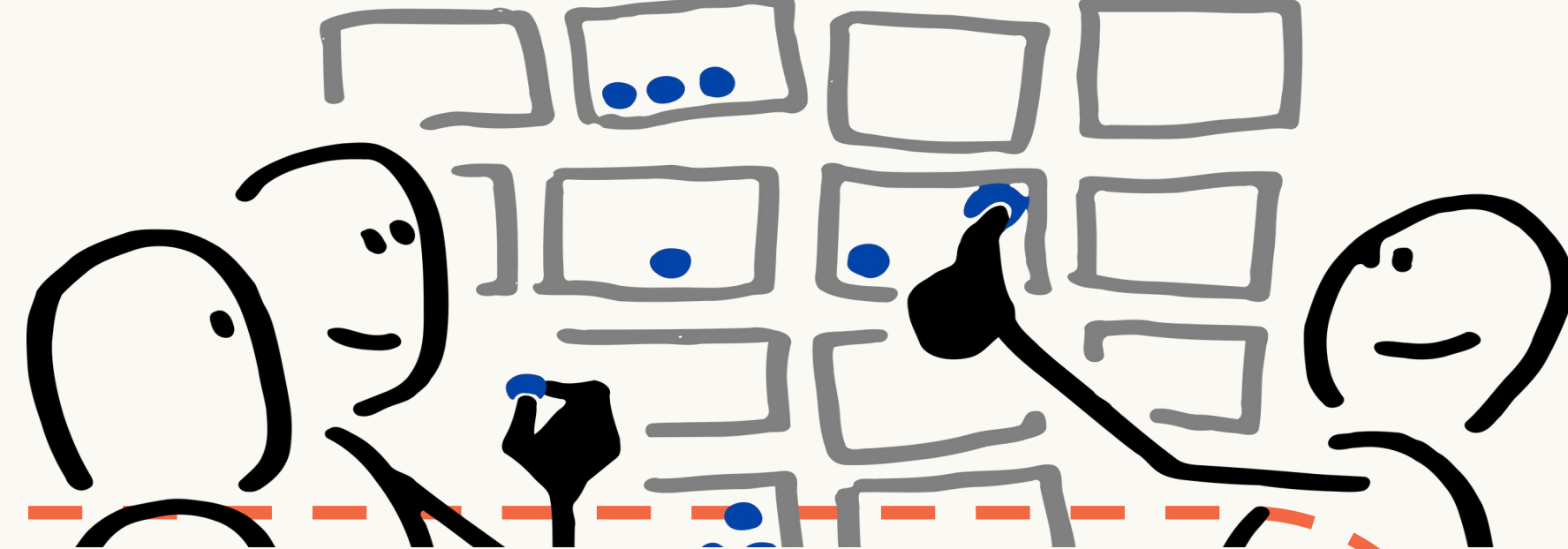
语义分析流程图



Final program

C语言代码

词法分析



重构的程序为:

```
void main()
{
    int b;
    int c;
    int a;
    a=0;
    c=1;
    if(c==1)
    {
        b=1;
    }
    else
    {
        b=10;
    }
    while(c<5)
    {
        c=c+1;
    }
    for(a<c;a++)
    {
        c=c-1;
    }
}
```



词法分析程序结果为:

```
[void, 32, 1, 0, $]
[main, 33, 1, 0, $]
[(, 3, 1, 0, $]
[), 4, 1, 0, $]
[{, 1, 2, 0, $]
[int, 32, 3, 0, $]
[b, 33, 3, 0, $]
[:, 5, 3, 0, $]
[int, 32, 4, 0, $]
[c, 33, 4, 0, $]
[:, 5, 4, 0, $]
[int, 32, 5, 0, $]
[a, 33, 5, 0, $]
[:, 5, 5, 0, $]
[a, 33, 6, 0, $]
[=, 22, 6, 0, $]
[0, 34, 6, 0, $]
[:, 5, 6, 0, $]
[c, 33, 7, 0, $]
[=, 22, 7, 0, $]
[1, 34, 7, 0, $]
[:, 5, 7, 0, $]
[if, 32, 8, 0, $]
[(, 3, 8, 0, $]
[c, 33, 8, 0, $]
[==, 23, 8, 0, $]
[1, 34, 8, 0, $]
[), 4, 8, 0, $]
[{, 1, 9, 0, $]
[b, 33, 10, 0, $]
[=, 22, 10, 0, $]
[1, 34, 10, 0, $]
[:, 5, 10, 0, $]
[}, 2, 11, 0, $]
[else, 32, 12, 0, $]
[{, 1, 13, 0, $]
[b, 33, 14, 0, $]
[=, 22, 14, 0, $]
[10, 34, 14, 0, $]
[:, 5, 14, 0, $]
[}, 2, 15, 0, $]
[while, 32, 16, 0, $]
[(, 3, 16, 0, $]
[c, 33, 16, 0, $]
[<, 28, 16, 0, $]
[5, 34, 16, 0, $]
[), 4, 16, 0, $]
[{, 1, 17, 0, $]
[c, 33, 18, 0, $]
[=, 22, 18, 0, $]
[c, 33, 18, 0, $]
[+, 10, 18, 0, $]
[1, 34, 18, 0, $]
[:, 5, 18, 0, $]
[}, 2, 19, 0, $]
[for, 32, 20, 0, $]
[(, 3, 20, 0, $]
[, 3, 20, 0, $]
[a, 33, 20, 0, $]
[<, 28, 20, 0, $]
[c, 33, 20, 0, $]
[:, 5, 20, 0, $]
[a, 33, 20, 0, $]
[++, 11, 20, 0, $]
[), 4, 20, 0, $]
[{, 1, 21, 0, $]
[c, 33, 22, 0, $]
[=, 22, 22, 0, $]
[c, 33, 22, 0, $]
[-, 13, 22, 0, $]
[1, 34, 22, 0, $]
[:, 5, 22, 0, $]
[}, 2, 23, 0, $]
[程序分析结束!]
```



Final program

生成四元式

目标代码

```
-----四元式生成成功-----
1 (=, 0, _, a)
2 (=, 1, _, c)
3 (FJ, 6, c, _)
4 (=, 1, _, b)
5 (RJ, 7, _, _)
6 (=, 10, _, b)
7 (<, c, 5, t1)
8 (FJ, 12, t1, _)
9 (+, c, 1, t2)
10 (=, t2, _, c)
11 (RJ, 7, _, _)
12 (<, a, c, t3)
13 (FJ, 19, t3, _)
14 (-, c, 1, t4)
15 (=, t4, _, c)
16 (+, a, 1, t5)
17 (=, t5, _, a)
18 (RJ, 12, _, _)
```



```
-----assemble-----
ASSUME CS : CODE , DS : DATA
DATA SEGMENT
    a      DW  0
    c      DW  0
    b      DW  0
DATA ENDS
CODE SEGMENT

START:
    MOV     AX , DATA
    MOV     DS , AX
    MOV     AX , 0
    MOV     a , AX
    MOV     AX , 1
    MOV     c , AX
    MOV     AX , c
    MOV     BX , 1
    CMP     AX , BX
    JNE     s0
    MOV     AX , 1
    MOV     b , AX
    JMP     s1

s0:
    MOV     AX , 10
    MOV     b , AX
```

```
s1:
    MOV     AX , c
    MOV     BX , 5
    CMP     AX , BX
    JNB     s2
    MOV     AX , c
    ADD     AX , 1
    MOV     c , AX
    JMP     s1

s2:
    MOV     AX , a
    MOV     BX , c
    CMP     AX , BX
    JNB     s4
    MOV     AX , c
    SUB     AX , 1
    MOV     c , AX
    MOV     AX , a
    ADD     AX , 1
    MOV     a , AX
    JMP     s2

s4:

NEXT:
    MOV     AX , 4c00H
    INT     21H

CODE ENDS
END START
```


DOSBox Test

```
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Pro...
C:\>link assemble

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

Run File [ASSEMBLE.EXE]:
List File [NUL.MAP]:
Libraries [.LIB]:
LINK : warning L4021: no stack segment

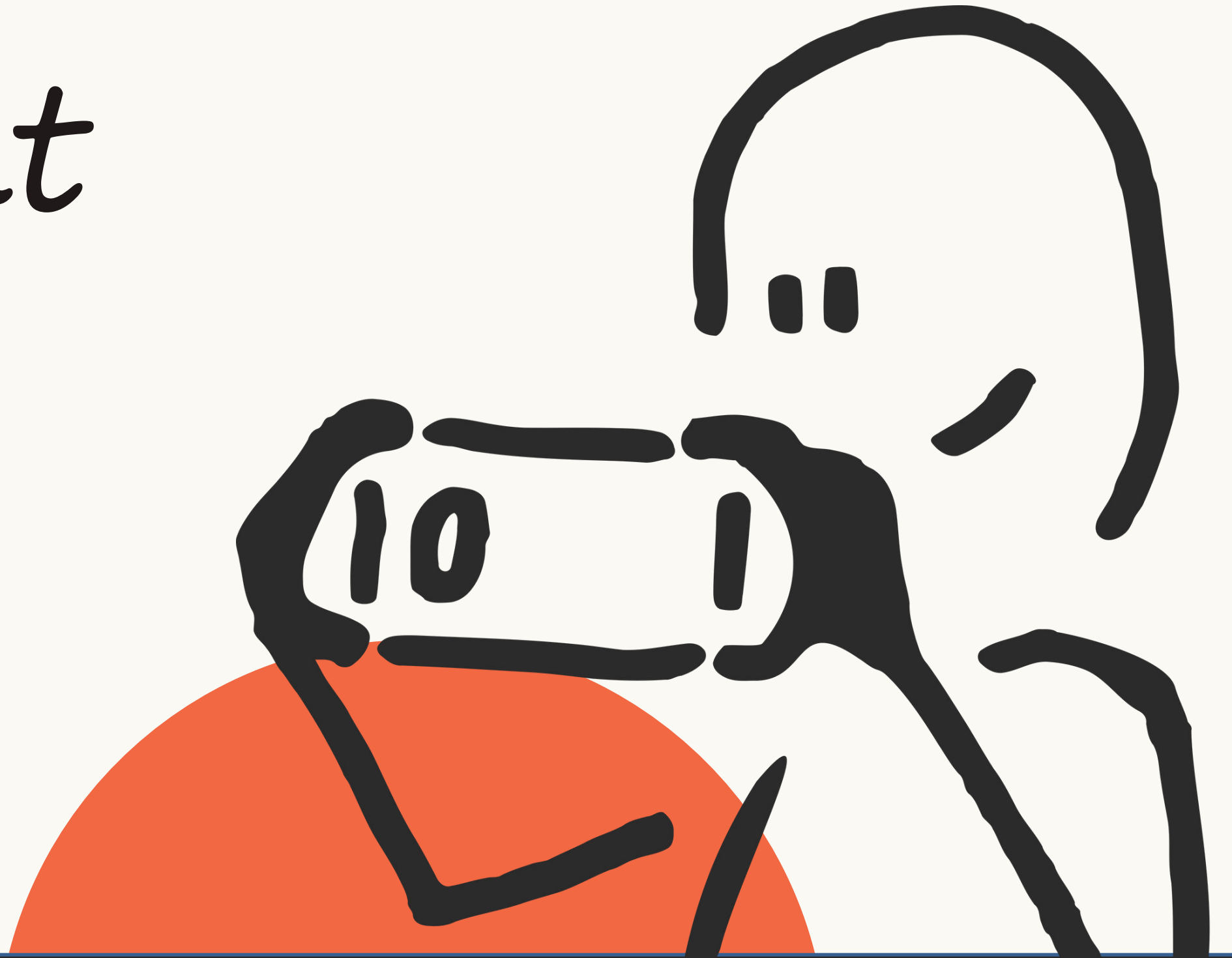
C:\>debug assemble.exe
-u
076B:0000 B86A07 MDU AX,076A
076B:0003 8ED8 MDU DS,AX
076B:0005 B80000 MDU AX,0000
076B:0008 A30000 MDU [0000],AX
076B:000B B80100 MDU AX,0001
076B:000E A30200 MDU [0002],AX
076B:0011 A10200 MDU AX,[0002]
076B:0014 BB0100 MDU BX,0001
076B:0017 3BC3 CMP AX,BX
076B:0019 7509 JNZ 0024
076B:001B B80100 MDU AX,0001
076B:001E A30400 MDU [0004],AX
- ^_

076B:0024 B80A00 MDU AX,000A
076B:0027 A30400 MDU [0004],AX
076B:002A A10200 MDU AX,[0002]
076B:002D BB0500 MDU BX,0005
076B:0030 3BC3 CMP AX,BX
076B:0032 730B JNB 003F
076B:0034 A10200 MDU AX,[0002]
076B:0037 050100 ADD AX,0001
076B:003A A30200 MDU [0002],AX
076B:003D EBEB JMP 002A
076B:003F A10000 MDU AX,[0000]
-u
076B:0042 8B1E0200 MDU BX,[0002]
076B:0046 3BC3 CMP AX,BX
076B:0048 7314 JNB 005E
076B:004A A10200 MDU AX,[0002]
076B:004D 2D0100 SUB AX,0001
076B:0050 A30200 MDU [0002],AX
076B:0053 A10000 MDU AX,[0000]
076B:0056 050100 ADD AX,0001
076B:0059 A30000 MDU [0000],AX
076B:005C EBE1 JMP 003F
076B:005E B8004C MDU AX,4C00
076B:0061 CD21 INT 21
-a_

DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Pro...
DS=076A ES=075A SS=0769 CS=076B IP=0042 NV UP EI PL NZ NA PE NC
076B:0042 8B1E0200 MDU BX,[0002] DS:0002=0002
-t
AX=0003 BX=0002 CX=0073 DX=0000 SP=0000 BP=0000 SI=0000 DI=0000
DS=076A ES=075A SS=0769 CS=076B IP=0046 NV UP EI PL NZ NA PE NC
076B:0046 3BC3 CMP AX,BX
-t
AX=0003 BX=0002 CX=0073 DX=0000 SP=0000 BP=0000 SI=0000 DI=0000
DS=076A ES=075A SS=0769 CS=076B IP=0048 NV UP EI PL NZ NA PD NC
076B:0048 7314 JNB 005E
-t
AX=0003 BX=0002 CX=0073 DX=0000 SP=0000 BP=0000 SI=0000 DI=0000
DS=076A ES=075A SS=0769 CS=076B IP=005E NV UP EI PL NZ NA PD NC
076B:005E B8004C MDU AX,4C00
-t
AX=4C00 BX=0002 CX=0073 DX=0000 SP=0000 BP=0000 SI=0000 DI=0000
DS=076A ES=075A SS=0769 CS=076B IP=0061 NV UP EI PL NZ NA PD NC
076B:0061 CD21 INT 21
-d 076a:0000 f
076A:0000 03 00 02 00 01 00 00 00 00 00 00 00 00 00 00 00 .....
```

Improvement

- 对计算机系统本质的深刻理解：通过亲手实现编译器的四个核心阶段，彻底理解了词法分析、语法分析、语义分析和代码生成的原理，构建了坚实的系统级知识底座。
- 复杂系统设计与构建能力：编译器是一个极其复杂的系统，本项目极大地锻炼了我的软件架构能力，学会了如何设计清晰的数据结构和模块接口来管理复杂性。
- 严谨的工程素养：编译器的任何微小错误都会导致完全失败，这培养了我极致的代码严谨性和调试能力，学会了如何系统性地设计和执行测试用例。



CompileCore是一次“解剖地基”的旅程。

它让我深入到计算机科学最核心的领域，去理解我们编写的每一行代码最终是如何被机器理解和执行的。从设计LL(1)文法时的小心求证，到生成第一条正确的MOV指令时的激动万分，这个过程极大地锻炼了我的系统思维和逻辑严密性。这让我对计算机系统的整体理解产生了质的飞跃。