PR003说明

提纲

- 作业时间表
 - PR003, 今天~待定
- 实验任务
 - 中间代码生成
 - 汇编代码生成
- 模拟器

实验任务

• 任务:

- 从AST进行生成中间代码
- 由中间代码翻译为RISC-V汇编

• 难点:

- 中间代码的设计
- AST到中间代码的翻译
- 中间代码到RISC-V汇编的翻译

实验任务——中间代码生成

- 中间代码的设计
 - 三地址码
 - SSA (不要求)
- 到中间代码的翻译
 - if-else如何翻译?
 - while如何翻译?
 - 变量声明、定义如何翻译?

实验任务——中间代码设计

- 定义函数
- 赋值操作
- 加、减、乘、除
- 取地址操作
 - 取数组元素

实验任务——中间代码设计

- 取某地址的内存单元的内容
- 向某地址的内存单元存内容
- 定义标号
 - if-else、while跳转
- 无条件跳转到标号
- 有条件跳转到标号
- 返回

实验任务——中间代码设计

- 传形参
- 调用函数
- 传实参

实验任务——中间代码生成

- 翻译模式
 - 基本表达式
 - 语句
 - 条件表达式
 - 函数调用
 - 函数参数
 - 数组
- 龙书上有

- 目标机器: RISC-V 64GC
 - 大概长什么样子
- 有哪些指令
- ABI
 - 调用约定
 - 寄存器使用
- 翻译的细节
 - float怎么表示? 全局变量怎么表示?

```
1  int func(int a)
2  {
3    int b = 3;
4    a = a + b;
5    return a;
6  }
7    int main(void)
9  {
10    int a = 0;
11    int b = a;
12    func(a);
13    return 0;
14  }
```

```
.file "testcode.c"
      .option nopic
      .attribute arch, "rv64i2p0 m2p0 a2p0_f2p0_d2p0_c2p0"
      .attribute unaligned access, 0
     .attribute stack_align, 16
      .globl func
     .type func, @function
10 func:
     addi sp,sp,-48
     sd s0,40(sp)
     addi s0, sp, 48
     mv a5,a0
     sw a5,-36(s0)
     li a5,3
     sw a5,-20(s0)
     lw a4,-36(s0)
     lw a5,-20(s0)
     addw a5,a4,a5
     sw a5,-36(s0)
     lw a5,-36(s0)
     mv a0,a5
     ld s0,40(sp)
     addi
           sp,sp,48
      jr ra
      .size func, .-func
      .globl main
             main, @function
```

```
1  int func(int a)
2  {
3     int b = 3;
4     a = a + b;
5     return a;
6  }
7     8  int main(void)
9  {
10     int a = 0;
11     int b = a;
12     func(a);
13     return 0;
14  }
```

```
main
             main, @function
31 main:
      addi
             sp, sp, -32
      sd ra,24(sp)
      sd s0,16(sp)
      addi
             s0,sp,32
      sw zero, -20(s0)
     lw a5,-20(s0)
     sw a5,-24(s0)
      lw a5,-20(s0)
      mv a0,a5
      call func
      li a5,0
      mv a0,a5
      ld ra,24(sp)
      ld s0,16(sp)
      addi
             sp, sp, 32
      jr ra
             main, .-main
      .ident "GCC: (GNU) 10.2.0"
```

```
float func(float a, float b)
19
20
        float c = a;
21
         c = a + b;
22
         return c;
23
24
25
     int main(void)
26
27
        float a = 3.2;
28
        float b = 4.3;
29
         int c = 4;
30
         float d;
31
         d = func(a, b);
32
         return 0;
33
```

```
.attribute stack align, 16
      .globl func
      .type func, @function
10 func:
      addi
           sp,sp,-48
      sd s0,40(sp)
      addi sø, sp, 48
      fsw fa0,-36(s0)
      fsw fa1,-40(s0)
      flw fa5,-36(s0)
      fsw fa5,-20(s0)
      flw fa4,-36(s0)
      flw fa5,-40(s0)
      fadd.s fa5,fa4,fa5
      fsw fa5,-20(s0)
      flw fa5,-20(s0)
      fmv.s fa0,fa5
      1d = 80,40(sp)
      addi
              sp,sp,48
      jr ra
      .size func, .-func
```

```
float func(float a, float b)
19
20
        float c = a;
21
         c = a + b;
22
         return c;
23
24
25
     int main(void)
26
27
        float a = 3.2;
28
        float b = 4.3;
29
         int c = 4;
30
        float d;
         d = func(a, b);
31
32
         return 0;
33
```

```
main, @function
addi sp,sp,-32
sd ra, 24(sp)
sd s0,16(sp)
addi s0,sp,32
lui a5,%hi(.LC0)
flw fa5,%lo(.LC0)(a5)
fsw fa5,-20(s0)
lui a5,%hi(.LC1)
flw fa5,%lo(.LC1)(a5)
fsw fa5,-24(s0)
li a5,4
sw a5,-28(s0)
flw fa1,-24(s0)
flw fa0, -20(s0)
call func
fsw fa0,-32(s0)
li a5,0
mv a0,a5
ld ra,24(sp)
ld s0,16(sp)
addi sp,sp,32
jr ra
.size main, .-main
.word 1078774989
       1082759578
.ident "GCC: (GNU) 10.2.0"
```

```
int aa = 0;
    const int bb = 2;
    int a array[5];
    int b_array[5] = {1, 2, 3, 4, 5};
     int c_{array}[5] = \{1, 2, 3\};
    float fa = 1.2;
    double da = 2.3;
47
    float func(float a, float b)
        float c = a;
        c = a + b;
         return c;
54
     int main(void)
        float a = 3.2;
        float b = 4.3;
         int c = 4;
        float d;
         d = func(a, b);
         return 0;
62
```

```
.attribute stack align, 16
      .globl aa
                  .sbss,"aw",@nobits
      .type aa, @object
      .size aa, 4
12 aa:
      .globl bb
                  .srodata, "a"
      .type bb, @object
             bb. 4
19 bb:
      .globl a array
      .type a_array, @object
              a array, 20
```

```
int aa = 0;
    const int bb = 2;
     int a array[5];
     int b_array[5] = {1, 2, 3, 4, 5};
42
     int c_array[5] = {1, 2, 3};
    float fa = 1.2;
     double da = 2.3;
47
     float func(float a, float b)
        float c = a;
         c = a + b;
         return c;
54
     int main(void)
        float a = 3.2;
        float b = 4.3;
         int c = 4;
        float d;
         d = func(a, b);
         return 0;
62
```

```
a array
              a array, @object
              a array, 20
26 a array:
               20
               b array
               b array, @object
               b array, 20
33 b_array:
       .globl c array
               c array, @object
              c array, 20
43 c array:
```

```
int aa = 0;
    const int bb = 2;
    int a array[5];
    int b_array[5] = {1, 2, 3, 4, 5};
    int c_array[5] = {1, 2, 3};
    float fa = 1.2;
    double da = 2.3;
47
    float func(float a, float b)
        float c = a;
        c = a + b;
        return c;
54
     int main(void)
        float a = 3.2;
        float b = 4.3;
        int c = 4;
        float d;
        d = func(a, b);
         return 0;
62
```

- RISC-V 64GC指令
- Chapter 24

RV32I Base Instruction Set

TO THE DESCRIPTION OF THE PROPERTY OF THE PROP						
imm[31:12]			rd	0110111	LUI	
imm[31:12]			rd	0010111	AUIPC	
imm[20 10:1 11 19:12]			$^{\mathrm{rd}}$	1101111	JAL	
imm[11:0	0]	rs1	000	rd	1100111	JALR
imm[12 10:5]	rs2	rs1	000	imm[4:1 11]	1100011	$_{ m BEQ}$
imm[12 10:5]	rs2	rs1	001	imm[4:1 11]	1100011	BNE
imm[12 10:5]	rs2	rs1	100	imm[4:1 11]	1100011	BLT
imm[12 10:5]	rs2	rs1	101	imm[4:1 11]	1100011	BGE
imm[12 10:5]	rs2	rs1	110	imm[4:1 11]	1100011	BLTU
imm[12 10:5]	rs2	rs1	111	imm[4:1 11]	1100011	BGEU

RV64I Base Instruction Set (in addition to RV32I)

		`			/	
imm	[11:0]	rs1	110	$^{\mathrm{rd}}$	0000011	LWU
imm	[11:0]	rs1	011	rd	0000011	LD
imm[11:5]	rs2	rs1	011	imm[4:0]	0100011	SD
000000	shamt	rs1	001	rd	0010011	SLLI
000000	shamt	rs1	101	rd	0010011	SRLI
010000	shamt	rs1	101	$^{\mathrm{rd}}$	0010011	SRAI
imm	[11:0]	rs1	000	$^{\mathrm{rd}}$	0011011	ADDIW

- RISC-V 64GC ABI
 - 寄存器约定
 - 调用约定
- Chapter 25

Integer Register Convention

Name	ABI Mnemonic	Meaning	Preserved across calls?
x0	zero	Zero	(Immutable)
x1	ra	Return address	No
x2	sp	Stack pointer	Yes
x3	gp	Global pointer	(Unallocatable)
x4	tp	Thread pointer	(Unallocatable)
x5-x7	t0-t2	Temporary registers	No
x8-x9	s0-s1	Callee-saved registers	Yes
x10-x17	a0-a7	Argument registers	No
x18-x27	s2-s11	Callee-saved registers	Yes
x28-x31	t3-t6	Temporary registers	No

- RISC-V 64GC ABI
 - 寄存器约定
 - 调用约定
- Chapter 25

Floating-point Register Convention

Name	ABI Mnemonic	Meaning	Preserved across calls?
f0-f7	ft0-ft7	Temporary registers	No
f8-f9	fs0-fs1	Callee-saved registers	Yes*
f10-f17	fa0-fa7	Argument registers	No
f18-f27	fs2-fs11	Callee-saved registers	Yes*
f28-f31	ft8-ft11	Temporary registers	No

gnu工具链

\$riscv64-unknown-elf-gcc
 S test.s test.c

```
1 int main(void)
2 {
3     int a = 2;
4     int b = 3;
5     int c = a + b;
6     print_int(c);
7     return 0;
8 }
```

```
.file
             "test.c"
      .option nopic
      .attribute arch, "rv64i2p0_m2p0_a2p0_f2p0_d2p0_c2p0"
      .attribute unaligned_access, 0
      .attribute stack_align, 16
      .text
      .align 1
      .globl main
             main, @function
      .type
10 main:
      addi
             sp,sp,-32
      sd ra, 24(sp)
      sd s0,16(sp)
      li a5,2
      sw a5,-20(s0)
      li a5,3
      sw a5,-24(s0)
      lw a4, -20(s0)
      lw a5, -24(s0)
      addw
             a5, a4, a5
      sw a5,-28(s0)
      lw a5, -28(s0)
      mv a0,a5
      call
             print_int
      li a5,0
      mv a0,a5
      ld ra, 24(sp)
      ld s0,16(sp)
      addi
             sp, sp, 32
      jr ra
      .size main, .-main
              "GCC: (GNU) 10.2.0"
```

模拟器

- \$riscv64-unknown-elf-gcc -o test test.c -L./libcact -lcact
- \$spike pk test

```
libcact
cactlib.c
cactlib.h
cactlib.o
libcact.a
test
test.c
```

```
1 int main(void)
2 {
3     int a = 2;
4     int b = 3;
5     int c = a + b;
6     print_int(c);
7     return 0;
8 }
```

```
lishuaijiang@ACT100:~/workspace/demo$ spike pk test
bbl loader
5
```

Thanks!

Q&A