

Compiler Principle: Report on Stage 1

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Works

```
MiniDecaf/src
├── asm-----
├── └── riscv_md.cpp
│       --- Add emitUnaryTac() for new operations.
│       --- Add the method of output risc-v code for new operations.
│       --- Sometimes use multi operations in risc-v to realize one operation of tac.
│       --- Use "beq" for LAND.
├── └── riscv_md.hpp
│       --- Add RiscvInstr::Opcode for new operations.
├── frontend-----
├── └── parser.y
│       --- Add the grammars.
├── └── scanner.l
│       --- Add these symbols.
│       "-" MINUS
│       "+" PLUS
│       "*" TIMES
│       "/" SLASH
│       "%" MOD
│       "!" LNOT
│       "~" BNOT
│       "<=" LEQ
│       ">=" GEQ
│       "==" EQU
│       "!=" NEQ
│       "<" LT
│       ">" GT
│       "||" OR
│       "&&" AND
│       --- Delete the rule ". {}".
├── tac-----
├── └── tac.hpp
│       --- Add the types of Tac.
│       "SUB"
│       "MUL"
```

```

        "DIV"
        "MOD"
        "EQU"
        "NEQ"
        "LES"
        "LEQ"
        "GTR"
        "GEQ"
        "NEG"
        "LAND"
        "LOR"
        "LNOT"
        "BNOT"
|— translation-----
| |— translation.cpp
|   --- Add Translation::visit function for new types of ast node.
| |— translation.hpp
|   --- Clarify the visit functions.
| |— type_check.cpp
|   --- Add SemPass2::visit function for new types of ast node.

```

Quizzes

step2:

```
--2147483647
```

step3:

```
a = -2147483648, b = -1
```

```
Output(g++, x86-64): Floating point exception (core dumped).
```

```
Output(riscv64-unknown-elf-g++): -2147483648.
```

step4:

It can save the time.

Also, a tricky implementation in Hungary algorithm

```
if (!Path[u] || get_path(Path[u]))
```

That means, if u haven't match yet, we can just use u , otherwise, we're trying to find another matching node for u .