编译原理

第七章 语义分析和中间代码产生

第七章 语义分析和中间代码产生

- ■中间语言
- ■赋值语句的翻译
- ■布尔表达式的翻译
- ■控制语句的翻译
- ■过程调用的处理

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7.5 控制语句的翻译

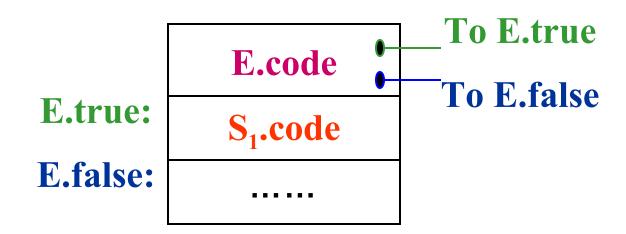
■考虑下列产生式所定义的语句 S → if E then S₁ | if E then S₁ else S₂

| while E do S₁

其中E为布尔表达式。

利用属性文法定义语义设计一遍扫描的翻译模式

■ if-then 语句 S → if E then S₁



if-then 语句的属性文法

产生式 S→if E then S₁

语义规则

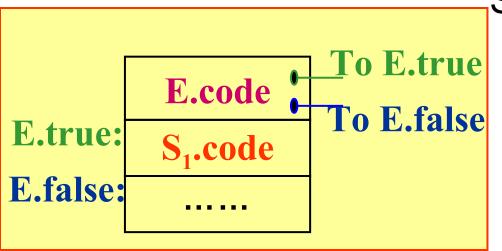
E.true:=newlabel;

E.flase:=S.next;

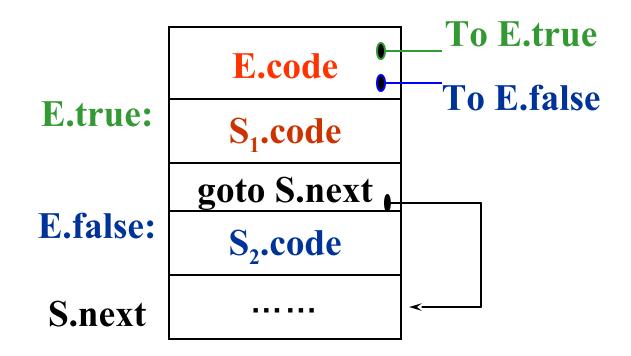
S₁.next:=S.next

S.code:=E.code ||

gen(E.true ':') || S₁.code



if-then-else 语句
 S → if E then S₁ else S₂



if-then-else 语句的属性文法

产生式 S→if E then S₁ else S₂

语义规则

E.true:

S₁.code

To E.true

To E.false

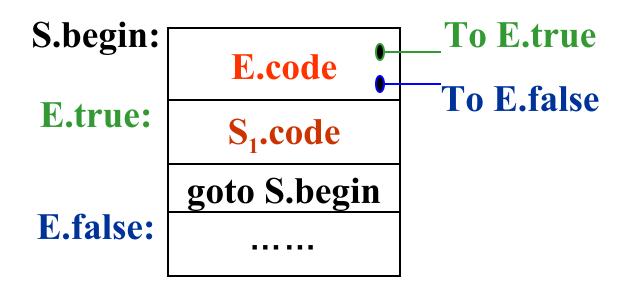
S₂.code

S.next

To E.false

E.true:=newlabel; E.false:=newlabel; S₁.next:=S.next S₂.next:=S.next; S.code:=E.code || gen(E.true ':') || S₁.code || gen('goto' S.next) || gen(E.false ':') || S2.code

■ while-do 语句 S → while E do S₁



while-do 语句的属性文法

产生式 S→while E do S₁

语义规则

S.begin:=newlabel;

```
E.true:=newlabel;
                                E.false:=S.next;
                                S₁.next:=S.begin;
                     To E.true
                                S.code:=gen(S.begin ':') ||
S.begin:
          E.code
                     To E.false
                                  E.code
E.true:
          S_1.code
                                  gen(E.true ':') || S<sub>1</sub>.code ||
       goto S.begin
E.false:
                                  gen('goto' S.begin)
                                                               10
```

```
产生式
                                  语义规则
S→if E then S₁ E.true:=newlabel;
                    E.flase:=S.next:
                    S₁.next:=S.next
                    S.code:=E.code || gen(E.true ':') || S<sub>1</sub>.code
S \rightarrow if E then S_1 else S_2 E.true:=newlabel;
                           E.false:=newlabel;
                           S₁.next:=S.next
                           S<sub>2</sub>.next:=S.next;
S→while E do S₁ S.begin:=newlabel;
```

```
S<sub>2</sub>.next:=S.next;

S.code:=E.code || gen(E.true ':') || S<sub>1</sub>.code || gen('goto' S.next) || gen(E.false ':') || S<sub>2</sub>.code

S—while E do S<sub>1</sub> S.begin:=newlabel;

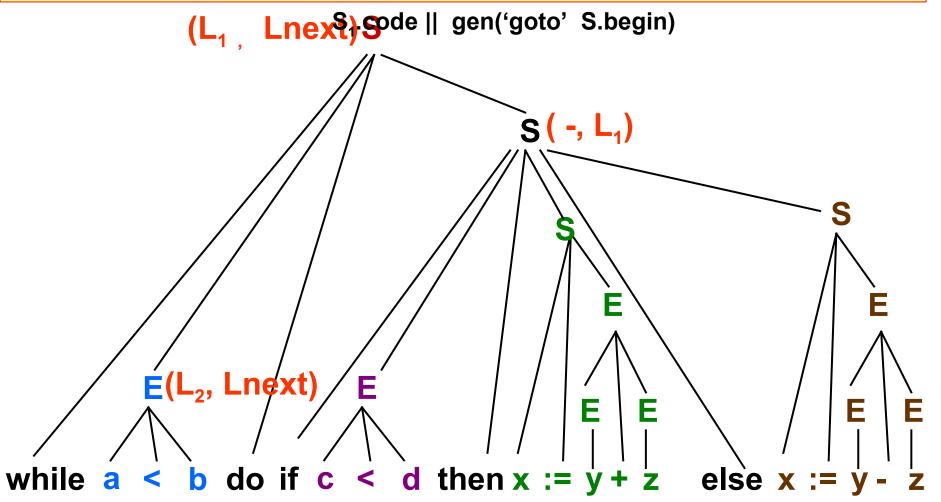
E.true:=newlabel;

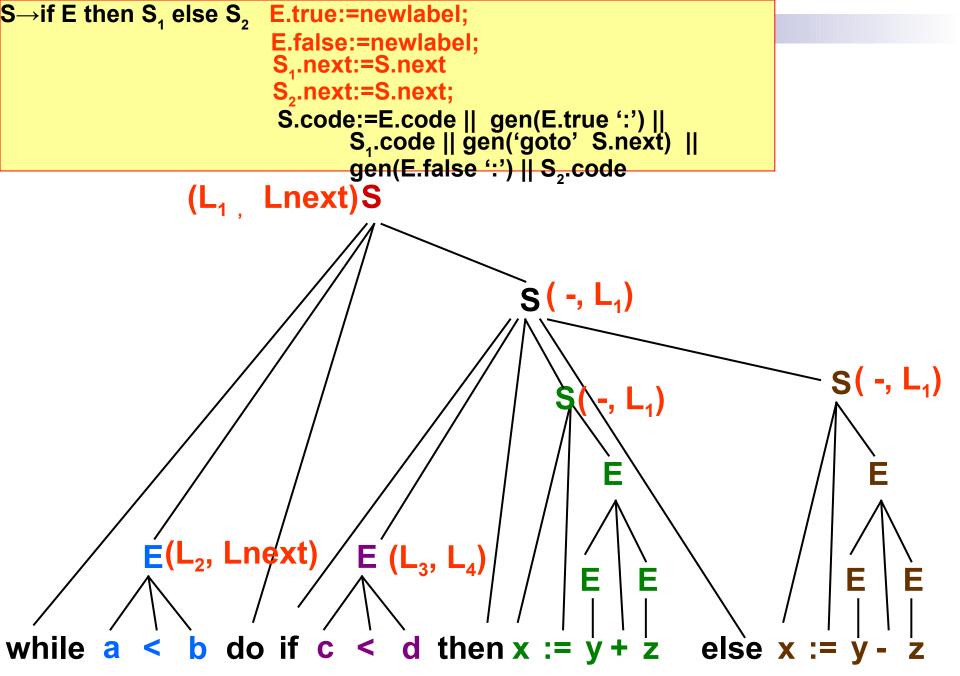
E.false:=S.next;

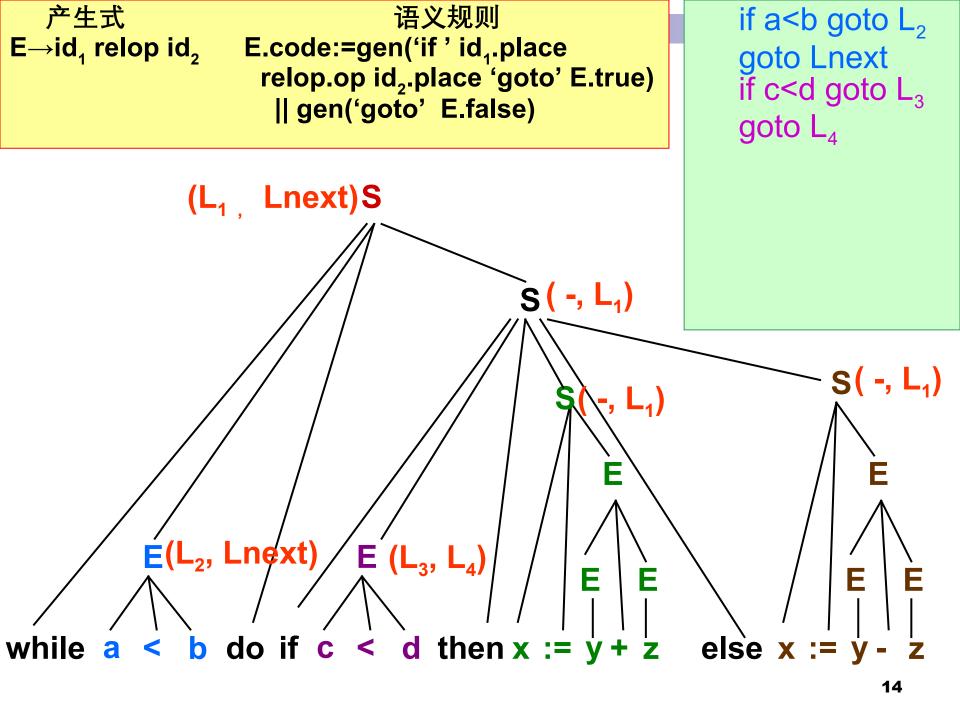
S<sub>1</sub>.next:=S.begin;

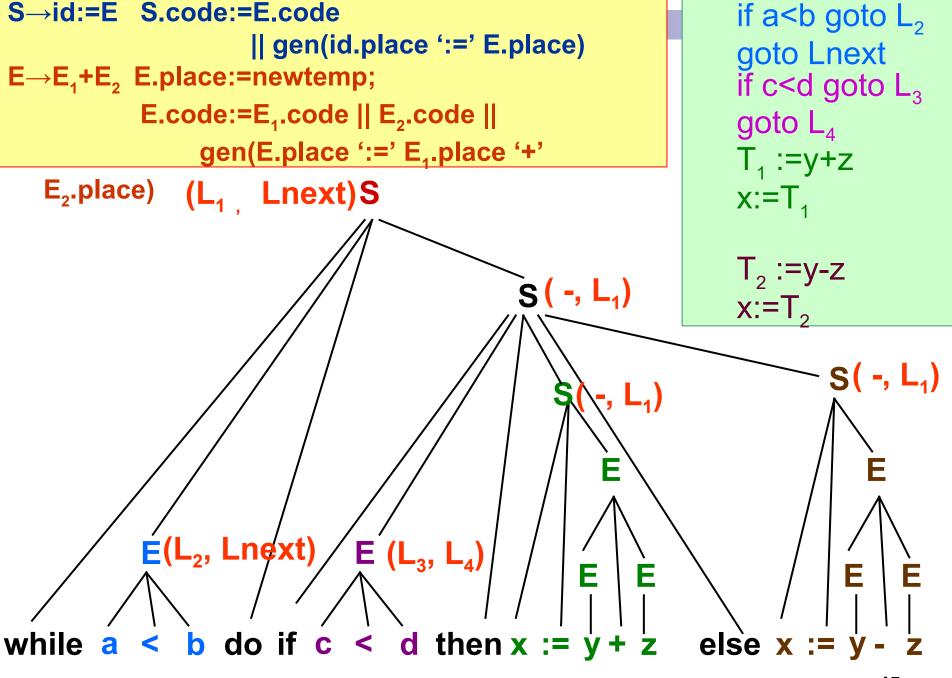
S.code:=gen(S.begin ':') || E.code || gen(E.true ':') ||
```

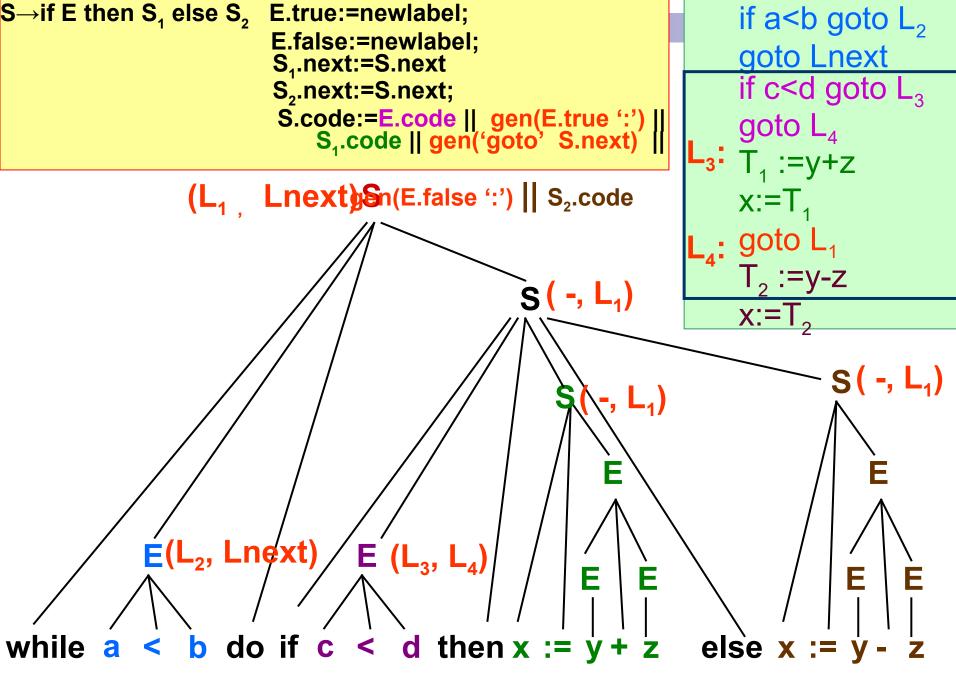
```
S→while E do S₁ S.begin:=newlabel;
E.true:=newlabel;
E.false:=S.next;
S₁.next:=S.begin;
S.code:=gen(S.begin ':') || E.code || gen(E.true ':') ||
```

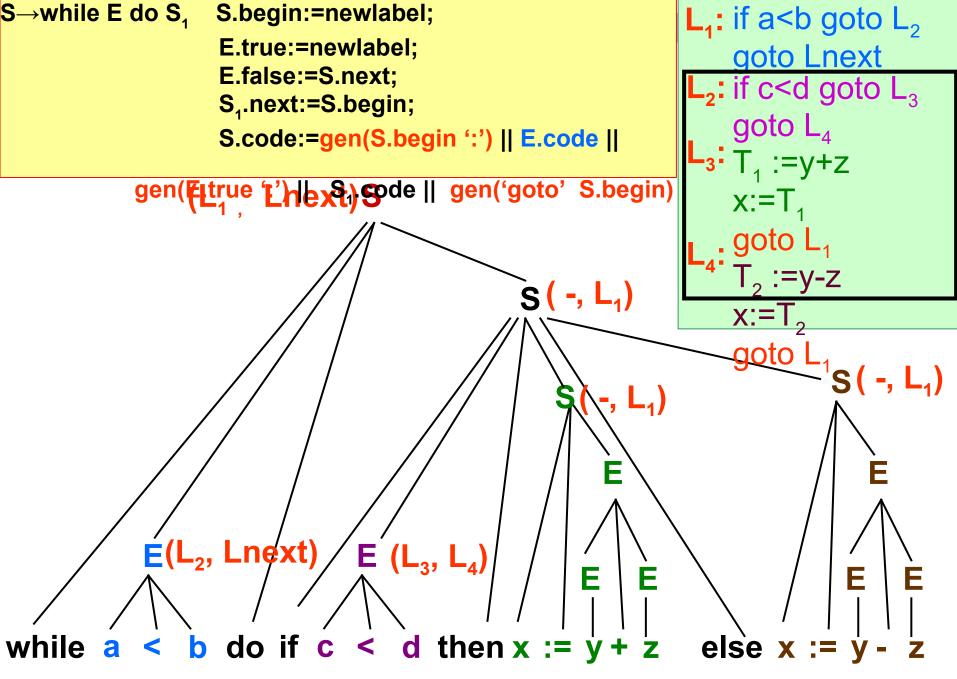












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```
考虑如下语句:
while a<b do
if c<d then x:=y+z
else x:=y-z
```

■ 生成下列代码:

L₁: if a<b goto L₂ goto Lnext

L₂: if c<d goto L₃ goto L₄

$$L_3$$
: T_1 :=y+z
x:= T_1

goto L₁

$$L_4$$
: T_2 :=y-z
x:= T_2
qoto L_4

一遍扫描翻译控制流语句

- ■考虑下列产生式所定义的语句:
 - (1) $S \rightarrow if E then S$
 - (2) | if E then S else S
 - (3) | while E do S
 - (4) | begin L end
 - (5) | A
 - (6) L→L;S
 - (7) | S
- S 表示语句, L 表示语句表, A 为赋值语句, E 为一个布尔表达式

■ if 语句的翻译 相关产生式 $S \rightarrow if E then S^{(1)}$ I if E then S⁽¹⁾ else S⁽²⁾ 改写后产生式 $S \rightarrow if E then M S_1$ $S \rightarrow \text{if E then } M_1 S_1 \text{ N else } M_2 S_2$ $M \rightarrow \epsilon$ $N \rightarrow \epsilon$

翻译模式:

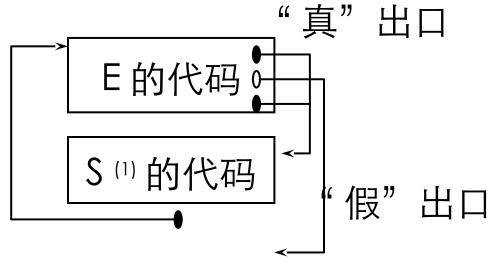
- 1. S→if E then M S₁
 { backpatch(E.truelist, M.quad);
 S.nextlist:=merge(E.falselist, S₁.nextlist) }
- 2. S→if E then M₁ S₁ N else M₂ S₂
 { backpatch(E.truelist, M₁.quad);
 backpatch(E.falselist, M₂.quad);
 S.nextlist:=merge(S₁.nextlist, N.nextlist, S₂.nextlist) }
- 3. $M \rightarrow \varepsilon$ { M.quad:=nextquad }
- 4. N→ε { N.nextlist:=makelist(nextquad); emit('j, -, -, -')}

■ while 语句的翻译

相关产生式 S x while E do

 $S \rightarrow \text{ while E do } S^{(1)}$

■翻译为:



为了便于"回填",改写产生式为: S→while M₁ E do M₂ S₁ M→ε



■翻译模式:

```
1. S\rightarrow while M_1 E do M_2 S_1
   backpatch(E.truelist, M<sub>2</sub>.quad);
   backpatch(S₁.nextlist, M₁.quad);
   S.nextlist:=E.falselist;
   emit( 'j, - , - ,' M_1.quad) }
2. M \rightarrow \varepsilon { M.quad:=nextquad }
```



产生式

$$L \rightarrow L;S$$

改写为:

$$L \rightarrow L_1$$
; M S $M \rightarrow \epsilon$

■翻译模式:

```
    1. L→L₁; M S
    { backpatch(L₁.nextlist, M.quad);
    L.nextlist:=S.nextlist }
```

2. $M \rightarrow \epsilon$ { M.quad:=nextquad }

■其它几个语句的翻译

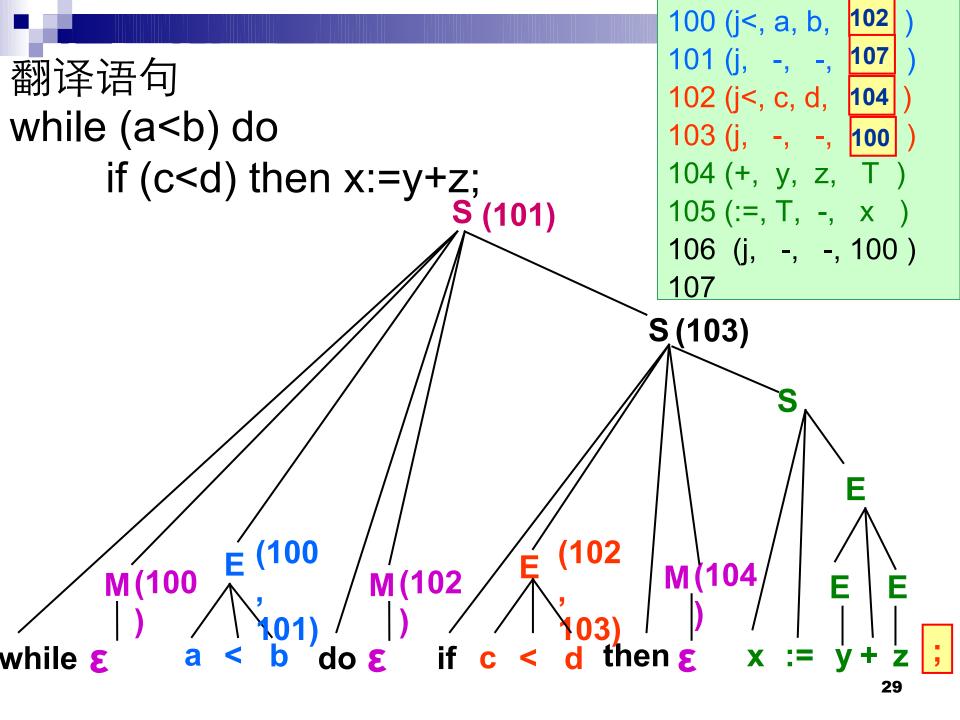
```
1. S→begin L end
{ S.nextlist:=L.nextlist }
```

```
2. S→A { S.nextlist:=makelist( ) }
```

示例: 翻译语句

■ 将下面的语句翻译为四元式 while (a<b) do if (c<d) then x:=y+z;

```
P195
P195
                                        S→while M<sub>1</sub> E do M<sub>2</sub> S<sub>1</sub>
S→if E then M S₁
{ backpatch(E.truelist, M.quad)
                                        { backpatch(E.truelist, M, quad);
   S.nextlist:=merge(E.falselist,
                                           backpatch(S₁.nextlist, M₁.quad);
   S<sub>1</sub>.nextlist) }
                                           S.nextlist:=E.falselist
M \rightarrow \epsilon \{ M.quad:=nextquad \}
                                           emit('j, - , - ,' M₁.quad) }
S A P(1S (next list:=makelist())
                                        <mark>M→ε { M.quad:=nextqua</mark>d }
      (5) E \rightarrow id_1 relop id_2
        { E.truelist:=makelist(nextquad);
           E.falselist:=makelist(nextquad+1);
          emit('j' relop.op ',' id 1.place ',' id 2.place','
                                                                '0');
           <u>emit('j, - , - , 0') }</u>
               P179
               S→id:=E
                                { p:=lookup(id.name);
                                   if p≠nil then emit(p ':=' E.place)
                                            else error }
               E \rightarrow E_1 + E_2 { E.place:=newtemp;
                                    emit(E.place ':=' E<sub>1</sub>.place '+' E<sub>2</sub>.place)}
```



r, e

翻译语句

```
while (a<b) do
if (c<d) then x:=y+z;
```

```
100 (j<, a, b, 102)
101 (i, -, -, 107)
102 (j<, c, d, 104)
103 (j, -, -, 100)
104 (+, y, z, T)
105 (:=, T, -, x)
106 (j, -, -, 100)
107
```

小结

■控制语句的翻译

$$S \rightarrow \text{if E then } S_1$$

$$| \text{ if E then } S_1 \text{ else } S_2$$

$$| \text{ while E do } S_1$$

□一遍扫描的翻译模式

作业

■ P218 - 7 , 12