Compiler Principle: 中间代码生成

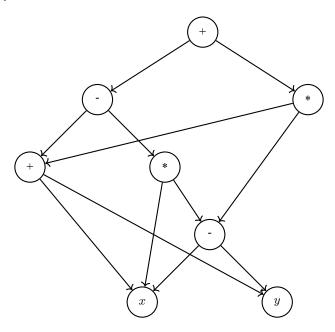
Spring 2025

Homework 8 — May 12

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8.1

画出 DAG 如下图所示:

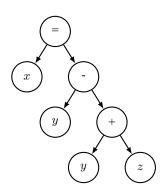


每个子表达式的值编码如下表所示:

1	id	х	
2	id	у	
3	+	1	2
4	_	1	2
5	*	1	4
6	_	3	5
7	*	3	4
8	+	5	7

8.2

1. 翻译出的抽象语法树如下图所示:



2. 先写成三地址代码,如下所示:

$$1 t1 = y + z$$

$$t2 = y - t1$$

$$x = t2$$

实现这个三地址代码的四元式序列如下表所示:

	op	arg_1	arg_2	result
0	+	у	Z	t1
1	_	y	t1	t2
2	=	t2		X

3. 三元式序列如下所示:

	op	arg_1	arg_2
0	+	y	Z
1		y	(0)
2	=	X	(1)

4. 间接三元式序列如下所示:

instruction

35	(0)	
36	(1)	

(2)

37

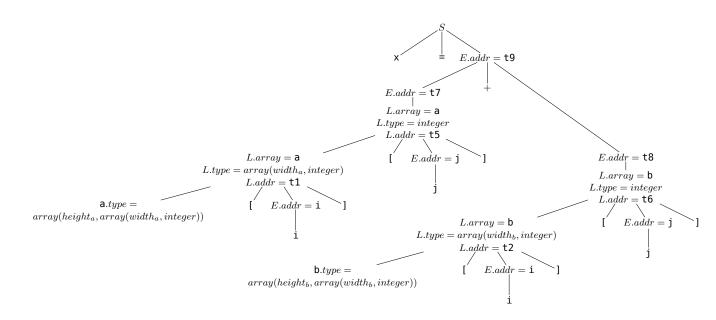
8.3

各个标识符的类型和相对地址如下表所示:

标识符	类型	大小	环境	相对地址
X	float	4	0	0
p.x	float	4	1	0
p.y	float	4	1	4
p	record	8	0	8
q.m.tag	int	4	2	0
q.m.float	float	4	2	4
q.m	record	8	1	0
q.n.idx	int	4	2	0
q.n.y	float	4	2	4
q.n	record	8	1	8
q	record	16	0	16

8.4

(1) 该表达式的注释语法分析树如下所示:

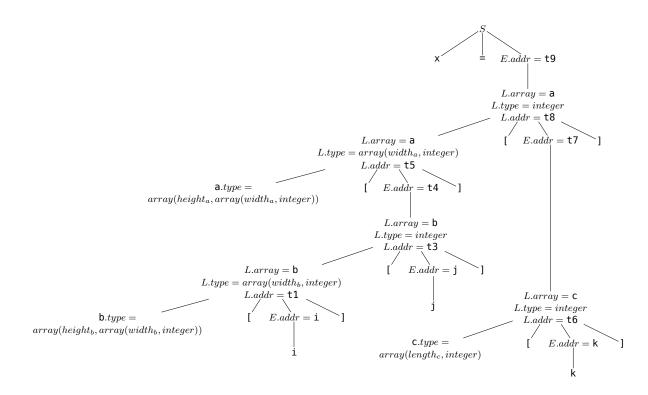


翻译成三地址代码如下所示:

```
1    t1 = i * 4width_a
2    t2 = i * 4width_b
3    t3 = j * 4
4    t4 = j * 4
5    t5 = t1 + t3
6    t6 = t2 + t4
7    t7 = a[t5]
```

- 8 t8 = b[t6]
- 9 t9 = t7 + t8
- $10 \quad x = t9$

(2) 该表达式的注释语法分析树如下所示:



翻译成三地址代码如下所示:

- $1 t1 = i * 4width_b$
- 2 t2 = j * 4
- 3 t3 = t1 + t2
- 4 t4 = b[t3]
- $5 t5 = t4 * 4width_a$
- 6 t6 = k * 4
- 7 t7 = c[t6]
- 8 t8 = t5 + t7
- 9 t9 = a[t8]
- 10 x = t9