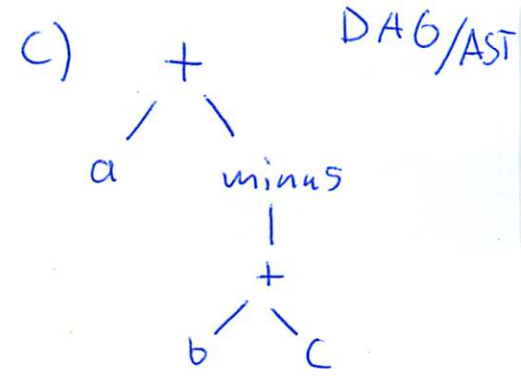


b) Load a
Load b
Load c
ADD
NEG
ADD

O-A-Code/
Bytecode



d) $t_1 = b + c$
 $t_2 = \text{minus } t_1$
 $t_3 = a + t_2$

3A-Code

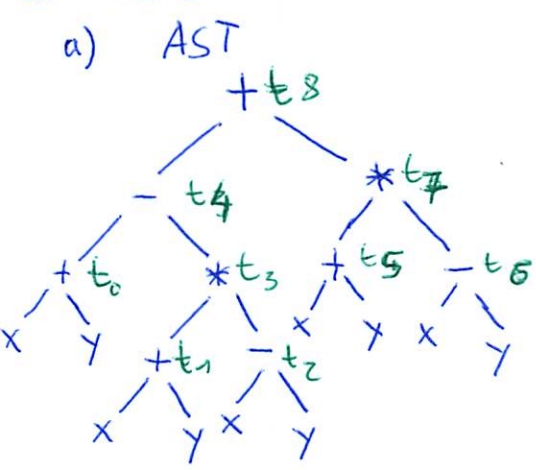
e) (ADD, b, c) 0
~~NEG \$0~~
(Minus \$0) 1
(ADD a \$1) 2

Tripel

f

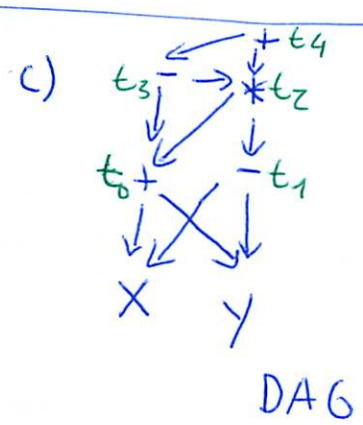
	op	arg1	arg2	result
0	+	b	c	t_1
1	minus	t_1		t_2
2	+	a	t_2	t_3

Quadrupel



b) Load x
Load y
ADD
Load x
Load y
ADD
Load x
Load y
SUB
MUL
SUB

Load x
Load y
ADD
Load x
Load y
~~ADD~~
SUB
MUL
ADD



d) Für AST

$t_0 = x + y$
 $t_1 = x + y$
 $t_2 = x - y$
 $t_3 = t_1 * t_2$
 $t_4 = t_0 - t_3$
 $t_5 = x + y$
 $t_6 = x - y$
 $t_7 = t_5 * t_6$
 $t_8 = t_4 + t_7$

Für DAG

$t_0 = x + y$
 $t_1 = x - y$
 $t_2 = t_0 * t_1$
 $t_3 = t_0 - t_2$
 $t_4 = t_3 + t_2$

e)

ADD x, y 0
SUB x, y 1
MUL \$0, \$1 2
SUB \$0, \$2 3
ADD \$3, \$2 4

Tripel

	op	arg1	arg2	result
0	+	x	y	t_0
1	-	x	y	t_1
2	*	t_0	t_1	t_2
3	-	t_0	t_2	t_3
4	+	t_3	t_2	t_4

Quadrupel