

Script generated by TTT

Title: Seidl: Virtual Machines (29.04.2014)

Date: Tue Apr 29 10:15:16 CEST 2014

Duration: 91:07 min

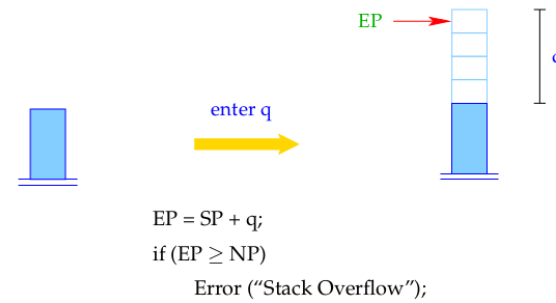
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Accordingly, we translate a function definition:

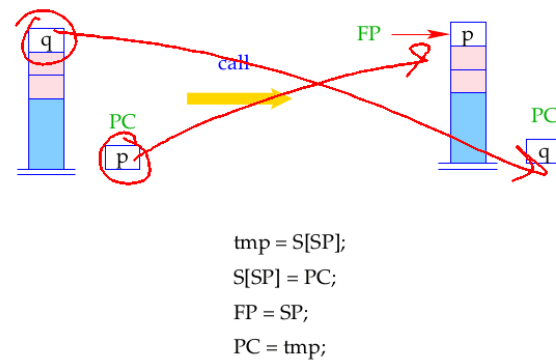
```
code t f (specs){V_defs ss} ρ =  
  _f: enter q // initialize EP  
      alloc k // allocate the local variables  
      code ss ρf  
      return // return from call
```

where $q = max + k$ with
 max = maximal length of the local stack
 k = size of the local variables
 ρ_f = address environment for f
// takes $specs, V_defs$ and ρ into account

The instruction `enter q` sets the EP to the new value. If not enough space is available, program execution terminates.



The instruction `call` saves the return address and sets FP and PC onto the new values.

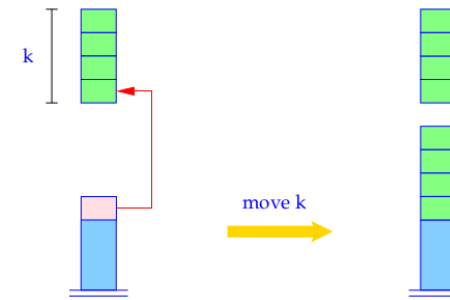


Accordingly, we obtain for a call to a function with at least one parameter and one return value:

```

codeR g(e1, ..., en) ρ = codeR en ρ
...
codeR e1 ρ
mark
codeR g ρ
call
slide (m - 1)
    
```

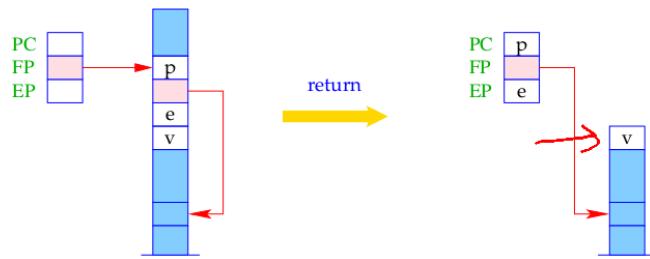
where m is the size of the actual parameters.



```

for (i = k-1; i ≥ 0; i--)
    S[SP+i] = S[S[SP]+i];
SP = SP+k-1;
    
```

The instruction `return` pops the current stack frame. This means it restores the registers `PC`, `EP` and `FP` and returns the return value on top of the stack.



```

PC = S[FP]; EP = S[FP-2];
if (EP > NP) Error ("Stack Overflow");
SP = FP-3; FP = S[SP+2];
    
```

$FP - 1$

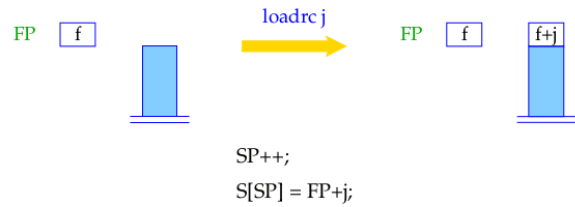
9.4 Access to Variables, Formal Parameters and Returning of Values

Accesses to local variables or formal parameters are relative to the current `FP`. Accordingly, we modify `codeL` for names of variables.

For $\rho x = (tag, j)$ we define

$$\text{code}_L x \rho = \begin{cases} \text{loadc } j & tag = G \\ \text{loadrc } j & tag = L \end{cases}$$

The instruction `loadrc j` computes the sum of `FP` and `j`.



As an optimization, we introduce analogously to `loada j` and `storea j` the new instructions `loadr j` and `storer j` :

```
loadr j = loadrc j
         load

storer j = loadrc j;
         store
```

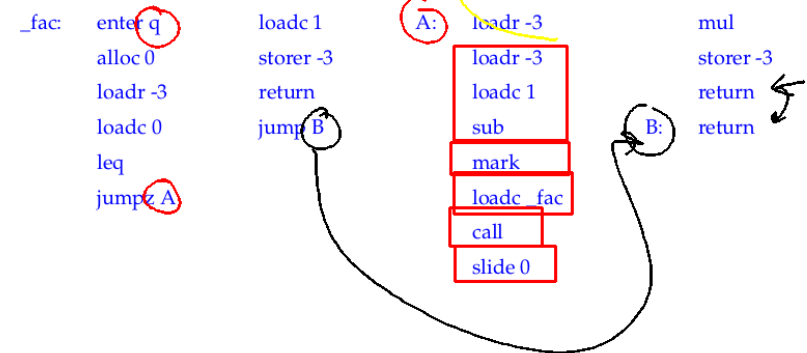
The code for `return e;` corresponds to an assignment to a variable with relative address `-3`.

```
code return e; ρ = codeR e ρ
                 storer -3
                 return
```

Example For function

```
int fac (int x) {
  if (x ≤ 0) return 1;
  else return x * fac (x - 1);
}
```

we generate:



where $\rho_{fac} : x \mapsto (L, -3)$ and $q = 5$.

$$0 + 1 + 1 + 3 = 5$$

10 Translation of Whole Programs

Before program execution, we have:

$$SP = -1 \quad FP = EP = -1 \quad PC = 0 \quad NP = MAX$$

Let $p \equiv V_defs \ F_def_1 \dots F_def_n$, denote a program where F_def_i is the definition of a function f_i of which one is called `main`.

The code for the program p consists of:

- code for the function definitions F_def_i ;
- code for the allocation of global variables;
- code for the call of `int main()`;
- the instruction `halt` which returns control to the operating system together with the value at address 0.

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Then we define:

```
code p  $\emptyset$  =   enter (k + 4)
                alloc (k + 1)
                mark
                loadc _main
                call
                slide k
                halt
                _f1: code F_def1  $\rho$ 
                :
                _fn: code F_defn  $\rho$ 
```

where $\emptyset \hat{=}$ empty address environment;
 $\rho \hat{=}$ global address environment;
 $k \hat{=}$ size of the global variables

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The Translation of Functional Programming Languages

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11 The language PuF

We only regard a mini-language PuF (“Pure Functions”).

We do not treat, as yet:

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101

let rec f x = 

A program is an expression e of the form:

$e ::= b \mid x \mid (\square_1 e) \mid (e_1 \square_2 e_2)$
| (if e_0 then e_1 else e_2)
| ($e' e_0 \dots e_{k-1}$)
| (fun $x_0 \dots x_{k-1} \rightarrow e$)
| (let $x_1 = e_1$ in e_0)
| (let rec $x_1 = e_1$ and \dots and $x_n = e_n$ in e_0)

An expression is therefore

- a basic value, a variable, the application of an operator, or
- a function-application, a function-abstraction, or
- a let-expression, i.e. an expression with locally defined variables, or
- a let-rec-expression, i.e. an expression with simultaneously defined local variables.

For simplicity, we only allow `int` as basic type.

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Example:

The following well-known function computes the factorial of a natural number:

```
let rec fac = fun x → if x ≤ 1 then 1
                else x · fac (x - 1)
in fac 7
```

As usual, we only use the minimal amount of parentheses.

There are two **Semantics**:

CBV: Arguments are evaluated **before** they are passed to the function (as in SML);

CBN: Arguments are passed unevaluated; they are only evaluated when their value is needed (as in Haskell).

A program is an expression e of the form:

$$e ::= b \mid x \mid (\square_1 e) \mid (e_1 \square_2 e_2) \\ \mid (\text{if } e_0 \text{ then } e_1 \text{ else } e_2) \\ \mid (e' e_0 \dots e_{k-1}) \\ \mid (\text{fun } x_0 \dots x_{k-1} \rightarrow e) \\ \mid (\text{let } x_1 = e_1 \text{ in } e_0) \\ \mid (\text{let rec } x_1 = e_1 \text{ and } \dots \text{ and } x_n = e_n \text{ in } e_0)$$

An expression is therefore

- a basic value, a variable, the application of an operator, or
- a function-application, a function-abstraction, or
- a **let**-expression, i.e. an expression with **locally defined variables**, or
- a **let-rec**-expression, i.e. an expression with **simultaneously defined** local variables.

For simplicity, we only allow **int** as basic type.

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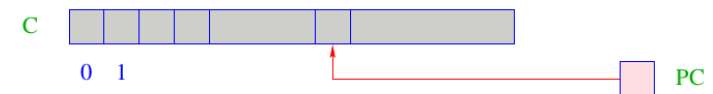
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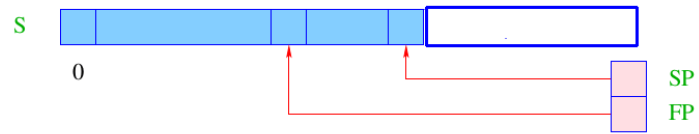
12 Architecture of the MaMa:

We know already the following components:



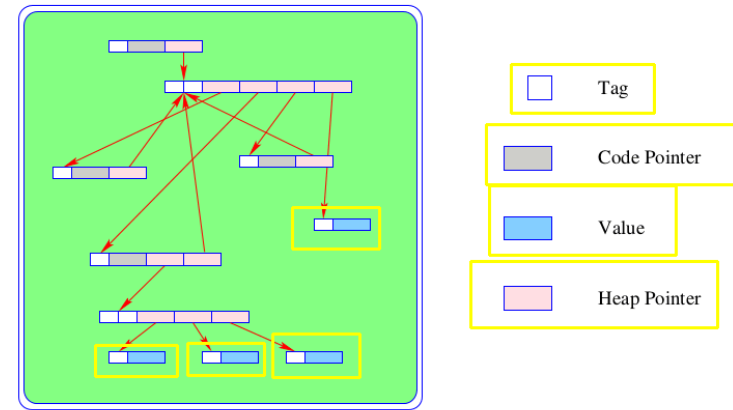
C = Code-store – contains the **MaMa**-program; each cell contains one instruction;

PC = Program Counter – points to the instruction to be executed next;



- S = Runtime-Stack – each cell can hold a basic value or an address;
- SP = Stack-Pointer – points to the topmost occupied cell; as in the CMa implicitly represented;
- FP = Frame-Pointer – points to the actual stack frame.

We also need a heap H:



... it can be thought of as an **abstract data type**, being capable of holding data objects of the following form:

