Script generated by TTT

Title: Seidl: Virtual_Machines (11.05.2015)

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Pages: 47

11 The language PuF

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

We do not treat, as yet:

- Side effects;
- Data structures;
- Exceptions.

A program is an expression e of the form:

$$
\begin{array}{rcl}
e & ::= & b \mid x \mid (\Box_1\, e) \mid (e_1\, \Box_2\, e_2) \\
& \mid & (\mathbf{if}\ e_0\ \mathbf{then}\ e_1\ \mathbf{else}\ e_2) \\
& \mid & (e'\, e_0 \ldots e_{k-1}) \\
& \mid & (\mathbf{fun}\ x_0 \ldots x_{k-1} \to e) \\
& \mid & (\mathbf{let}\ x_1 = e_1\ \mathbf{in}\ e_0) \\
& \mid & (\mathbf{let\ rec}\ x_1 = e_1\ \mathbf{and} \ldots \mathbf{and}\ x_n = e_n\ \mathbf{in}\ e_0)
\end{array}
$$

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.

Example

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

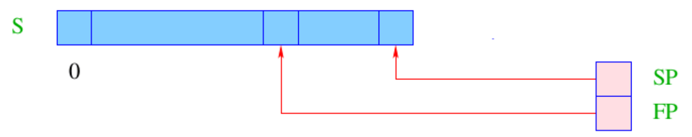
$$
\begin{array}{lcl}
\mathbf{let\ rec}\ \mathrm{fac} & = & \mathbf{fun}\ x \to \mathbf{if}\ x \leq 1\ \mathbf{then}\ 1 \\
& & \mathbf{else}\ x \cdot \mathrm{fac}\ (x-1) \\
\mathbf{in}\ \mathrm{fac}\ 7 & &
\end{array}
$$

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).

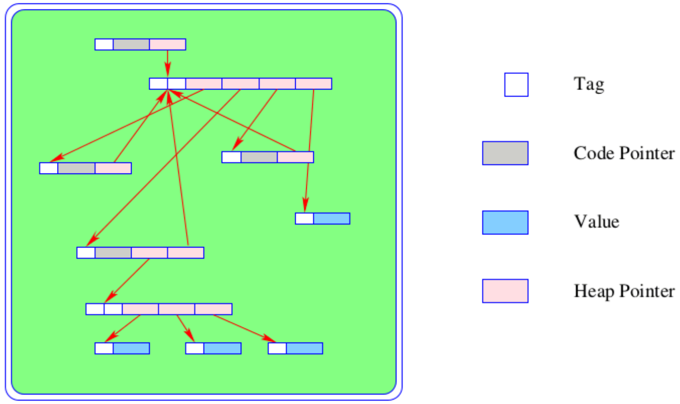


S = Runtime-Stack – each cell can hold a basic value or an address;

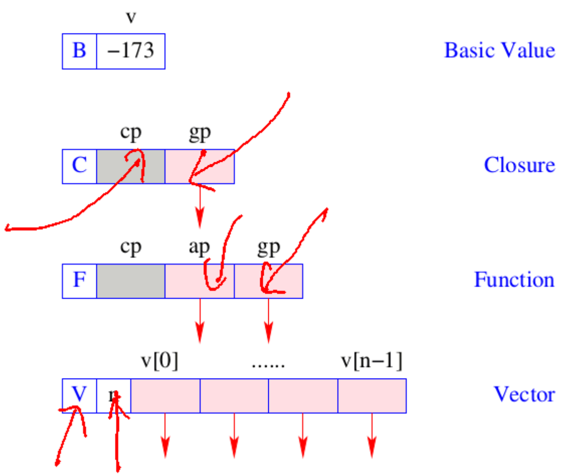
SP = Stack-Pointer – points to the topmost occupied cell;
as in the CMa implicitely represented;

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:



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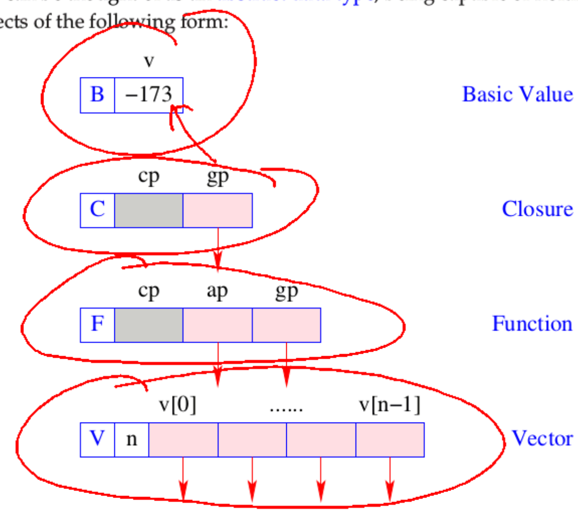


The instruction new $(tag, args)$ creates a corresponding object (B, C, F, V) in H and returns a reference to it.

We distinguish three different kinds of code for an expression e:

- $\text{code}_V\ e$ — (generates code that) computes the Value of e, stores it in the heap and returns a reference to it on top of the stack (the normal case);
- $\text{code}_B\ e$ — computes the value of e, and returns it on the top of the stack (only for Basic types);
- $\text{code}_C\ e$ — does not evaluate e, but stores a Closure of e in the heap and returns a reference to the closure on top of the stack.

We start with the code schemata for the first two kinds:

13 Simple expressions

Expressions consisting only of constants, operator applications, and conditionals are translated like expressions in imperative languages:

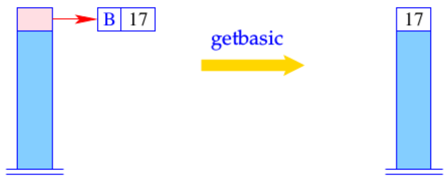
$$
\begin{array}{lcl}
\text{code}_B\ b\ \rho\ \text{sd} & = & \text{loadc b} \\
\text{code}_B\ (\Box_1\ e)\ \rho\ \text{sd} & = & \text{code}_B\ e\ \rho\ \text{sd} \\
 & & \text{op}_1 \\
\text{code}_B\ (e_1\ \Box_2\ e_2)\ \rho\ \text{sd} & = & \text{code}_B\ e_1\ \rho\ \text{sd} \\
 & & \text{code}_B\ e_2\ \rho\ (\text{sd} + 1) \\
 & & \text{op}_2
\end{array}
$$

$$
\begin{array}{lcll}
\text{code}_B\ (\textbf{if}\ e_0\ \textbf{then}\ e_1\ \textbf{else}\ e_2)\ \rho\ \text{sd} & = & & \text{code}_B\ e_0\ \rho\ \text{sd} \\
 & & & \text{jumpz A} \\
 & & & \text{code}_B\ e_1\ \rho\ \text{sd} \\
 & & & \text{jump B} \\
 & & \text{A:} & \text{code}_B\ e_2\ \rho\ \text{sd} \\
 & & \text{B:} & \ldots
\end{array}
$$

Note:

- ρ denotes the actual address environment, in which the expression is translated.
- The extra argument sd, the stack difference, *simulates* the movement of the SP when instruction execution modifies the stack. It is needed later to address variables.
- The instructions op_1 and op_2 implement the operators $\Box_1$ and $\Box_2$, in the same way as the the operators neg and add implement negation resp. addition in the CMa.
- For all other expressions, we first compute the value in the heap and then dereference the returned pointer:

$$
\begin{array}{lcl}
\text{code}_B\ e\ \rho\ \text{sd} & = & \text{code}_V\ e\ \rho\ \text{sd} \\
 & & \text{getbasic}
\end{array}
$$




```
if (H[S[SP]] != (B,_))
    Error "not basic!";
else
    S[SP] = H[S[SP]].v;
```


→ (B, 42)

For code_V and simple expressions, we define analogously:

b

$$\begin{array}{rcll}
\text{code}_V\ b\ \rho\ \text{sd} & = & & \text{loadc b; mkbasic} \\
\text{code}_V\ (\Box_1\ e)\ \rho\ \text{sd} & = & & \text{code}_B\ e\ \rho\ \text{sd} \\
 & & & \text{op}_1\text{; mkbasic} \\
\text{code}_V\ (e_1\ \Box_2\ e_2)\ \rho\ \text{sd} & = & & \text{code}_B\ e_1\ \rho\ \text{sd} \\
 & & & \text{code}_B\ e_2\ \rho\ (\text{sd}+1) \\
 & & & \text{op}_2\text{; mkbasic} \\
\text{code}_V\ (\textbf{if}\ e_0\ \textbf{then}\ e_1\ \textbf{else}\ e_2)\ \rho\ \text{sd} & = & & \text{code}_B\ e_0\ \rho\ \text{sd} \\
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 & & & \text{code}_V\ e_1\ \rho\ \text{sd} \\
 & & & \text{jump B} \\
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 & & \text{B:} & \ldots
\end{array}$$

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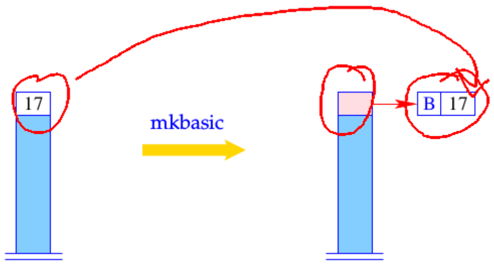
 & & \text{A:} & \text{code}_V\ e_2\ \rho\ \text{sd} \\
 & & \text{B:} & \ldots
\end{array}$$

113




```
S[SP] = new (B,S[SP]);
```


14 Accessing Variables

We must distinguish between local and global variables.

Example Regard the function f :

$$
\begin{array}{lll}
\textbf{let} & c = 5 & \\
\textbf{in let} & f = \textbf{fun}\ a \rightarrow & \textbf{let}\ b = a * a \\
 & & \textbf{in}\ b + c \\
\textbf{in} & f\ c &
\end{array}
$$

The function f uses the global variable c and the local variables a (as formal parameter) and b (introduced by the inner **let**).

The binding of a global variable is determined, when the function is constructed (static binding!), and later only looked up.

C | CP | GP   F | CP | AP | GP

Accessing Global Variables

- The bindings of global variables of an expression or a function are kept in a vector in the heap (Global Vector).
- They are addressed consecutively starting with 0.
- When an F-object or a C-object are constructed, the Global Vector for the function or the expression is determined and a reference to it is stored in the gp-component of the object.
- During the evaluation of an expression, the (new) register GP (Global Pointer) points to the actual Global Vector.
- In constrast, local variables should be administered on the stack ...

$\Longrightarrow$ General form of the address environment:

$$\rho : Vars \rightarrow \{L, G\} \times \mathbb{Z}$$

F_1 | CP | AP | GP

GV | . . .

F_2 | CP | AP | GP

GV |

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$\Longrightarrow$ General form of the address environment:

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Accessing Local Variables

Local variables are administered on the stack, in stack frames.

Let $e \equiv e'\ e_0\ \ldots\ e_{m-1}$ be the application of a function e' to arguments $e_0, \ldots, e_{m-1}$.

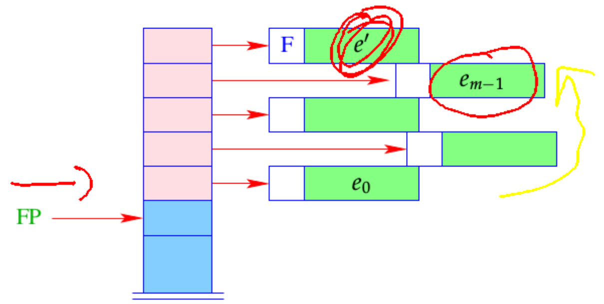
Caveat:

The arity of e' does not need to be m :-)

- f may therefore receive less than n arguments (under supply);
- f may also receive more than n arguments, if t is a functional type (over supply).

$m > n$

Possible stack organisations:

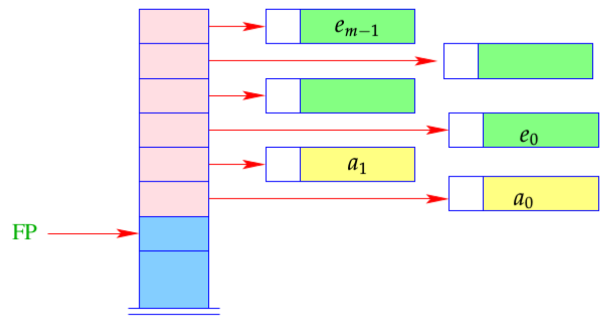


\+ Addressing of the arguments can be done relative to FP

– The local variables of e' cannot be addressed relative to FP.

– If e' is an n-ary function with $n < m$, i.e., we have an over-supplied function application, the remaining $m - n$ arguments will have to be shifted.

– If e' evaluates to a function, which has already been partially applied to the parameters $a_0, \ldots, a_{k-1}$, these have to be sneaked in underneath e_0:



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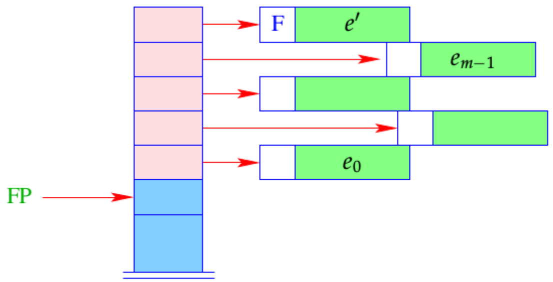

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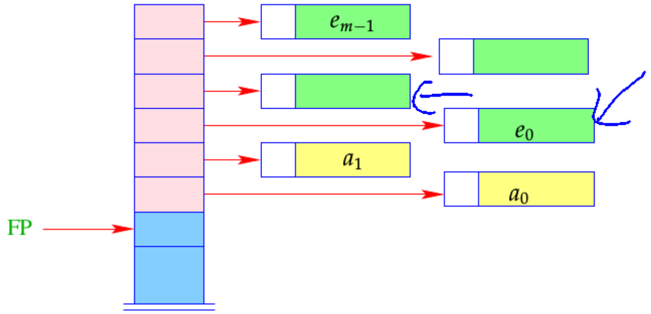
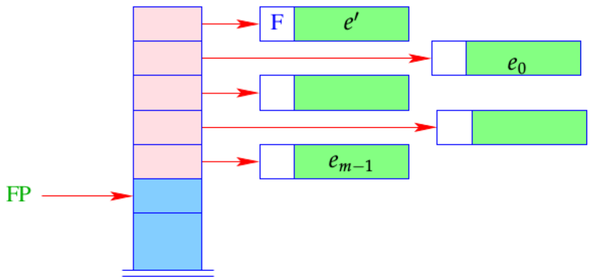
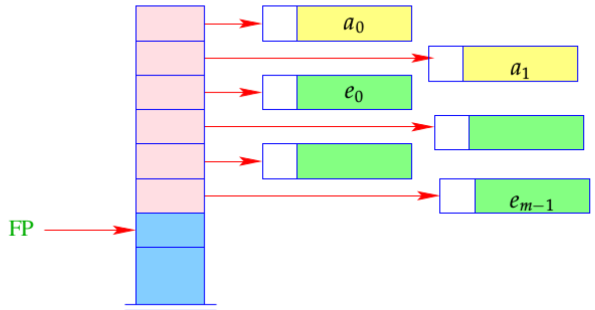


Alternative:



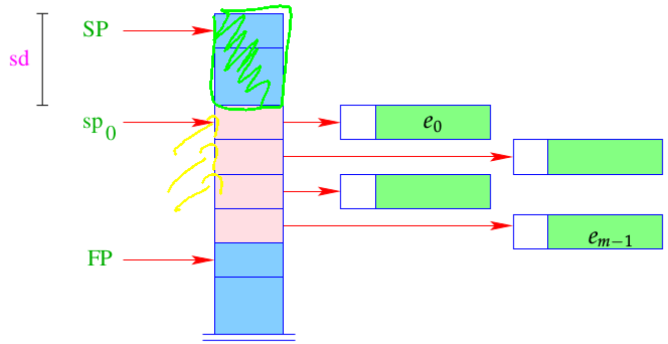
+ The further arguments $a_0, \ldots, a_{k-1}$ and the local variables can be allocated above the arguments.



– Addressing of arguments and local variables relative to FP is no more possible. (Remember: m is unknown when the function definition is translated.)

Way out:

- We address both, arguments and local variables, relative to the stack pointer SP !!!
- However, the stack pointer changes during program execution...



- The differerence between the current value of SP and its value sp_0 at the entry of the function body is called the stack distance, sd.
- Fortunately, this stack distance can be determined at compile time for each program point, by simulating the movement of the SP.
- The formal parameters $x_0, x_1, x_2, \ldots$ successively receive the non-positive relative addresses $0, -1, -2, \ldots$, i.e., $\rho\ x_i = (L, -i)$.
- The absolute address of the i-th formal parameter consequently is

$$sp_0 - i = (SP - sd) - i$$

- The local **let**-variables $y_1, y_2, y_3, \ldots$ will be successively pushed onto the stack:

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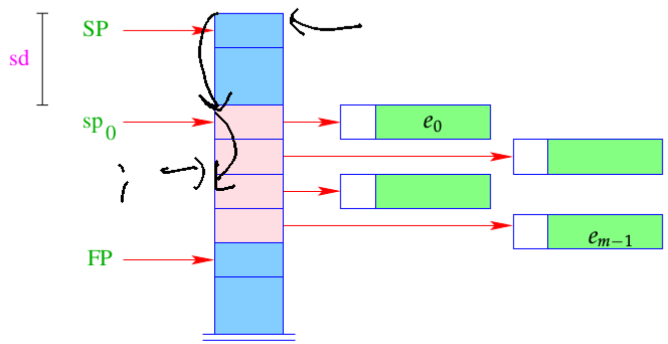

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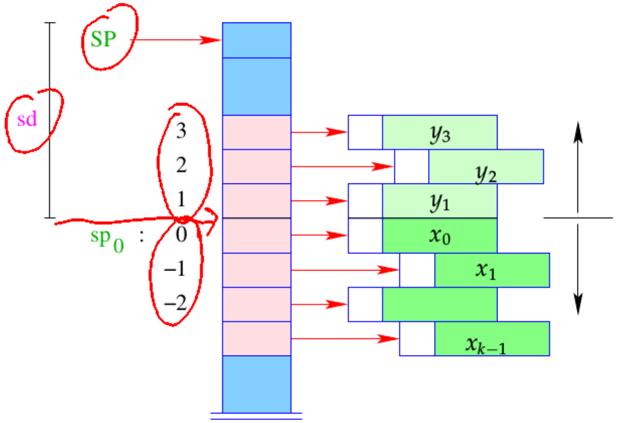


- The y_i have positive relative addresses $1, 2, 3, \ldots$, that is: $\rho\, y_i = (L, i)$.
- The absolute address of y_i is then $\mathrm{sp}_0 + i = (\mathrm{SP} - \mathrm{sd}) + i$

With CBN, we generate for the access to a variable:

$$\begin{aligned} \mathrm{code}_V\ x\ \rho\ \mathrm{sd} \quad = \quad & \mathrm{getvar}\ x\ \rho\ \mathrm{sd} \\ & \mathrm{eval} \end{aligned}$$

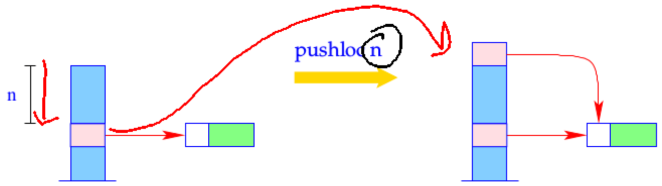
The instruction eval checks, whether the value has already been computed or whether its evaluation has to yet to be done ($\Longrightarrow$ will be treated later :-)

With CBV, we can just delete eval from the above code schema.

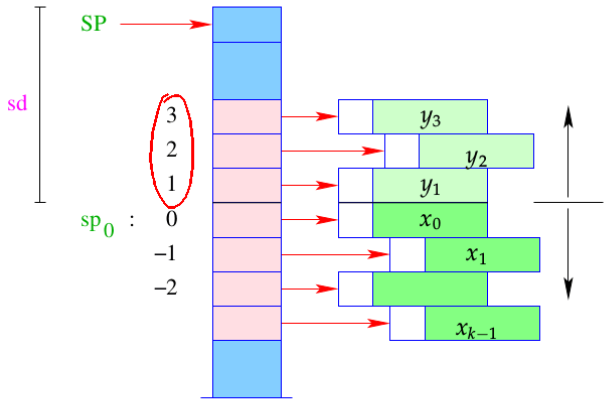
The (compile-time) macro getvar is defined by:

$$\begin{aligned} \mathrm{getvar}\ x\ \rho\ \mathrm{sd} \quad = \quad & \mathbf{let}\ (t, i) = \rho\ x\ \mathbf{in} \\ & \mathbf{match}\ t\ \mathbf{with} \\ & \quad L \to \mathrm{pushloc}\ (\mathrm{sd} - i) \\ & \mid G \to \mathrm{pushglob}\ \mathrm{i} \\ & \mathbf{end} \end{aligned}$$

The access to local variables:



S[SP+1] =S[SP - n]; SP++;



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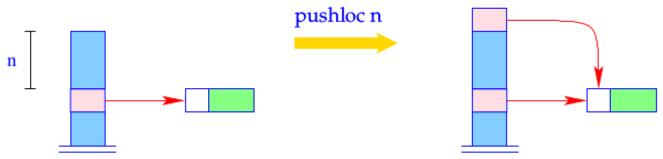


S[SP+1] =S[SP - n]; SP++;

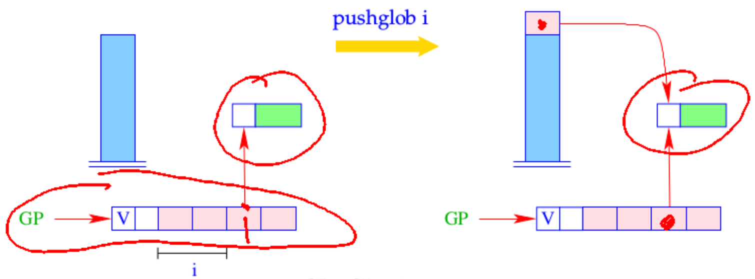
Correctness argument:

Let sp and sd be the values of the stack pointer resp. stack distance before the execution of the instruction. The value of the local variable with address i is loaded from $S[a]$ with

$$a = \text{sp} - (\text{sd} - i) = (\text{sp} - \text{sd}) + i = \text{sp}_0 + i$$

... exactly as it should be :-)

The access to global variables is much simpler:



SP = SP + 1;
S[SP] = GP→v[i];

Example

Regard $e \equiv (b + c)$ for $\rho = \{b \mapsto (L, 1), c \mapsto (G, 0)\}$ and $\text{sd} = 1$.
With CBN, we obtain:

$\text{code}_V\ e\ \rho\ 1$	=	getvar $b\ \rho$ 1	=	1	pushloc 0
		eval		2	eval
		getbasic		2	getbasic
		getvar $c\ \rho$ 2		2	pushglob 0
		eval		3	eval
		getbasic		3	getbasic
		add		3	add
		mkbasic		2	mkbasic

15 let-Expressions

As a warm-up let us first consider the treatment of local variables :-)

Let $e \equiv \textbf{let } y_1 = e_1 \textbf{ in} \ldots \textbf{let } y_n = e_n \textbf{ in } e_0$ be a nested **let**-expression.

The translation of e must deliver an instruction sequence that

- allocates local variables $y_1, \ldots, y_n$;
- in the case of
  CBV: evaluates $e_1, \ldots, e_n$ and binds the y_i to their values;
  CBN: constructs closures for the $e_1, \ldots, e_n$ and binds the y_i to them;
- evaluates the expression e_0 and returns its value.

Here, we consider the non-recursive case only, i.e. where y_j only depends on $y_1, \ldots, y_{j-1}$. We obtain for CBN:

$$
\begin{array}{lll}
\text{code}_V\ e\ \rho\ \text{sd} & = & \text{code}_C\ e_1\ \rho\ \text{sd} \\
 & & \text{code}_C\ e_2\ \rho_1\ (\text{sd}+1) \\
 & & \ldots \\
 & & \text{code}_C\ e_n\ \rho_{n-1}\ (\text{sd}+n-1) \\
 & & \text{code}_V\ e_0\ \rho_n\ (\text{sd}+n) \\
 & & \text{slide n} \qquad\qquad // \text{ deallocates local variables}
\end{array}
$$

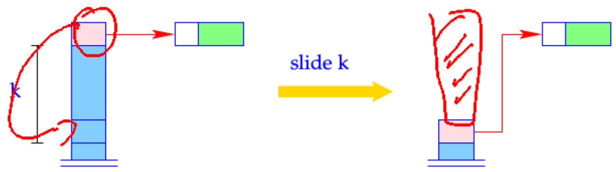
where $\rho_j = \rho \oplus \{y_i \mapsto (L, \text{sd}+i) \mid i = 1, \ldots, j\}$.

In the case of CBV, we use code_V for the expressions $e_1, \ldots, e_n$.

Caveat!

All the e_i must be associated with the same binding for the global variables!

The instruction slide k deallocates again the space for the locals:



S[SP-k] = S[SP];
SP = SP - k;

$$
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a ↦ (L,1)

b ↦ (L,2)

Example

Consider the expression

$$e \equiv \textbf{let } a = 19 \textbf{ in let } b = a * a \textbf{ in } a + b$$

for $\rho = \emptyset$ and sd = 0. We obtain (for CBV):

0	loadc 19	3	getbasic	3	pushloc 1
1	mkbasic	3	mul	4	getbasic
1	pushloc 0	2	mkbasic	4	add
2	getbasic	2	pushloc 1	3	mkbasic
2	pushloc 1	3	getbasic	3	slide 2

b

a

1

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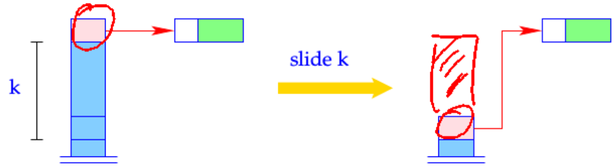

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1	mkbasic	3	mul	4	getbasic
1	pushloc 0	2	mkbasic	4	add
2	getbasic	2	pushloc 1	3	mkbasic
2	pushloc 1	3	getbasic	3	slide 2

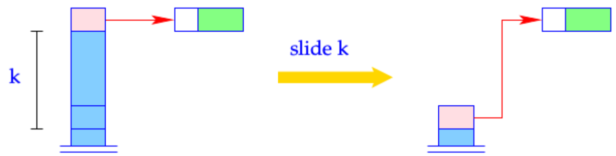
b

a

a

a

The instruction slide k deallocates again the space for the locals:



S[SP-k] = S[SP];
SP = SP - k;