

Virtual Machines

Summer Semester 2007

Exercise sheet 10

Deadline: 17 July 2007 12:00

Aufgabe 1: Unification: Occur check

2 Punkte

Unify t and s and compare the costs for unification **with** and **without** occur check.

$$\begin{aligned}t &\equiv p(X_1, \dots, X_n) \\s &\equiv p(f(X_0, X_0), f(X_1, X_1), \dots, f(X_{n-1}, X_{n-1}))\end{aligned}$$

Aufgabe 2: Code Generation for WiM

10 Punkte

Consider the following program P :

```
rev1([], R, R)      :- .
rev1([X|L], R, A)  :- rev1(L, [X|R], A).
reverse(L, R)      :- rev1(L, [], R).
```

?- reverse(X, [4, 2, 1]).

- Translate P to WiM code (**with** optimization) and point them out.
- Execute the WiM code showing the sequence of (sub-)goals that are called and monitor how stack and heap develop after each of these goals has been processed.

Aufgabe 3: Prolog-arithmetics

18 Punkte

In Prolog the arithmetic operators $+$, $-$, $*$ and $/$ are interpreted as common term constructors. In order to implement an efficient arithmetics, Prolog is extended by the type Integer and the predicate $is/2$. Thus, the Goal " X is t " arithmetically evaluates the term t and unifies the result of the evaluation with X .

- The WiM should be extended by the data type **Integer** and (analogously to atoms) by the abstract instructions for unification of Integers.
- Define an abstract instruction $eval$, which pops the term t , pointing to the topmost stack cell, from the stack, arithmetically evaluates the term and pushes the result on the stack. If t contains unbounded variables, atoms or structures not built with $+$, $-$, $*$ or $/$, the instruction $eval$ should fail and raise an error.
- Analogously to MaMa define abstract instructions for performing arithmetical operations on the stack. Specify a code generation function `code_I` to handle arithmetical expressions on the right-hand side of an is -Goal.
- Specify a code scheme for goals of the form " X is t ".
- Generate `code_PR` for the following predicate:

```
len([], 6-2*3) :- .
len([X|R], L) :- len(R, L1), L is L1 + 1.
```