

# Virtual Machines

## Exercise Sheet 7

Deadline: 10 June 2008, during lecture, by email, or in room 02.07.041

### Exercise 1:

10 Points

Have a look at the code generated for the expression  $e \equiv (a + a)$  with  $\rho = \{a \mapsto (L, 1)\}$  and  $sd = 1$ . It was created using the Call by Need strategy.

|                          |   |                   |   |   |           |
|--------------------------|---|-------------------|---|---|-----------|
| $\text{code}_V e \rho 1$ | = | getvar a $\rho$ 1 | = | 1 | pushloc 0 |
|                          |   | eval              |   | 2 | eval      |
|                          |   | getbasic          |   | 2 | getbasic  |
|                          |   | getvar a $\rho$ 2 |   | 2 | pushloc 1 |
|                          |   | eval              |   | 3 | eval      |
|                          |   | getbasic          |   | 3 | getbasic  |
|                          |   | add               |   | 3 | add       |
|                          |   | mkbasic           |   | 2 | mkbasic   |

The eval instructions check whether the value of **a** has been computed. If not, **a** still has to be evaluated. The second occurrence of eval in the above code is redundant, because the value of **a** is already known at this point.

The code generation functions can be modified such that redundant eval instructions are not generated any more. To do so, extend the code generation function for an expression **e** with an additional argument **A**. **A** collects the set of visible variables that are bound outside **e** and that have always been evaluated when reaching the code to be generated for **e**.

Thus the code generation scheme for variable access shall look as follows:

$$\text{code}_V x \rho sd A = \begin{cases} \text{getvar } x \rho sd & , \text{ if } x \in A \\ \text{getvar } x \rho sd \\ \text{eval} & , \text{ otherwise} \end{cases}$$

For example:

$$\begin{aligned} \text{code}_V (e_1 \square_2 e_2) \rho \text{ sd } A &= \text{code}_B e_1 \rho \text{ sd } A \\ &\quad \text{code}_B e_2 \rho (\text{sd} + 1) A \cup A[e_1] \\ &\quad \text{op}_2; \text{mkbasic} \end{aligned}$$

where  $A[e_1]$  is the set of free variables in the expression  $e_1$  which already must have been evaluated in order to evaluate  $e_1$ .

- a) Define formally  $A[e]$ , where  $e$  is a PuF expression.
- b) Modify the code generation functions for PuF expressions in order to get rid of redundant `eval` instructions.

### Exercise 2:

*10 Points*

Extend PuF with type `Tree`. `Trees` are constructed using the nullary constructor (constant) `LEAF` and the 3-ary constructor `NODE`. `NODE` constructs a `Tree` value from an arbitrary value and two `Tree` values. The syntax of expressions  $e$  is extended with:

$$\begin{aligned} e ::= & \dots \mid \text{LEAF} \mid \text{NODE}(e_1, e_2, e_3) \\ & \mid (\text{case } e_0 \text{ of } \text{LEAF} \rightarrow e_1; \text{NODE}(\text{info}, \text{left}, \text{right}) \rightarrow e_2) \end{aligned}$$

Define code generation functions for the new expressions. Extend the set of heap objects with new objects of type `Tree`. You may define new MaMa instructions.