

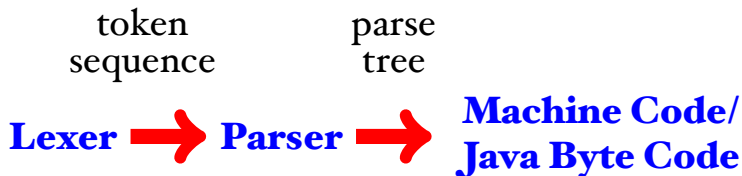
Automata and Formal Languages (8)

Email: christian.urban at kcl.ac.uk

Office: SI.27 (1st floor Strand Building)

Slides: KEATS (also home work is there)

Bird's Eye View



JVM Code

```
ldc 1000
istore 0
iload 0
istore 1
iload 0
istore 2
iload 0
istore 3

Loop_begin_0:

ldc 0
iload 1
if_icmpge Loop_end_1

Loop_begin_2:

ldc 0
iload 2
if_icmpge Loop_end_3

Loop_begin_4:

ldc 0
iload 3

if_icmpge Loop_end_5
iload 3
ldc 1
isub
istore 3
goto Loop_begin_4

Loop_end_5:

iload 0
istore 3
iload 2
ldc 1
isub
istore 2
goto Loop_begin_2

Loop_end_3:

iload 0
istore 2
iload 1
ldc 1
isub
istore 1
goto Loop_begin_0
```

Stmt → skip
| *Id* := *AExp*
| if *BExp* then *Block* else *Block*
| while *BExp* do *Block*
| read *Id*
| write *Id*
| write *String*

Stmts → *Stmt* ; *Stmts*
| *Stmt*

Block → { *Stmts* }
| *Stmt*

AExp → ...

BExp → ...

Fibonacci Numbers

```
1  write "Fib";
2  read n;
3  minus1 := 0;
4  minus2 := 1;
5  while n > 0 do {
6      temp := minus2;
7      minus2 := minus1 + minus2;
8      minus1 := temp;
9      n := n - 1
10 };
11 write "Result";
12 write minus2
```

Interpreter

$\text{eval}(n, E)$	$\stackrel{\text{def}}{=} n$
$\text{eval}(x, E)$	$\stackrel{\text{def}}{=} E(x) \quad \text{lookup } x \text{ in } E$
$\text{eval}(a_1 + a_2, E)$	$\stackrel{\text{def}}{=} \text{eval}(a_1, E) + \text{eval}(a_2, E)$
$\text{eval}(a_1 - a_2, E)$	$\stackrel{\text{def}}{=} \text{eval}(a_1, E) - \text{eval}(a_2, E)$
$\text{eval}(a_1 * a_2, E)$	$\stackrel{\text{def}}{=} \text{eval}(a_1, E) * \text{eval}(a_2, E)$
$\text{eval}(a_1 = a_2, E)$	$\stackrel{\text{def}}{=} \text{eval}(a_1, E) = \text{eval}(a_2, E)$
$\text{eval}(a_1 \neq a_2, E)$	$\stackrel{\text{def}}{=} \neg(\text{eval}(a_1, E) = \text{eval}(a_2, E))$
$\text{eval}(a_1 < a_2, E)$	$\stackrel{\text{def}}{=} \text{eval}(a_1, E) < \text{eval}(a_2, E)$

Interpreter (2)

$$\text{eval}(\text{skip}, E) \stackrel{\text{def}}{=} E$$

$$\text{eval}(x := a, E) \stackrel{\text{def}}{=} E(x \mapsto \text{eval}(a, E))$$

$$\begin{aligned} \text{eval}(\text{if } b \text{ then } cs_1 \text{ else } cs_2, E) &\stackrel{\text{def}}{=} \\ &\text{if } \text{eval}(b, E) \text{ then } \text{eval}(cs_1, E) \\ &\text{else } \text{eval}(cs_2, E) \end{aligned}$$

$$\begin{aligned} \text{eval}(\text{while } b \text{ do } cs, E) &\stackrel{\text{def}}{=} \\ &\text{if } \text{eval}(b, E) \\ &\text{then } \text{eval}(\text{while } b \text{ do } cs, \text{eval}(cs, E)) \\ &\text{else } E \end{aligned}$$

$$\text{eval}(\text{write } x, E) \stackrel{\text{def}}{=} \{ \text{println}(E(x)) ; E \}$$

Test Program

```
1  start := 1000;
2  x := start;
3  y := start;
4  z := start;
5  while 0 < x do {
6    while 0 < y do {
7      while 0 < z do { z := z - 1 };
8      z := start;
9      y := y - 1
10   };
11  y := start;
12  x := x - 1
13 }
```



```
ldc 1000
istore 0
iload 0
istore 1
iload 0
istore 2
iload 0
istore 3
```

```
Loop_begin_0:
```

```
ldc 0
iload 1
if_icmpge Loop_end_1
```

```
Loop_begin_2:
```

```
ldc 0
iload 2
if_icmpge Loop_end_3
```

```
Loop_begin_4:
```

```
ldc 0
iload 3
```

```
if_icmpge Loop_end_5
iload 3
ldc 1
isub
istore 3
goto Loop_begin_4
```

```
Loop_end_5:
```

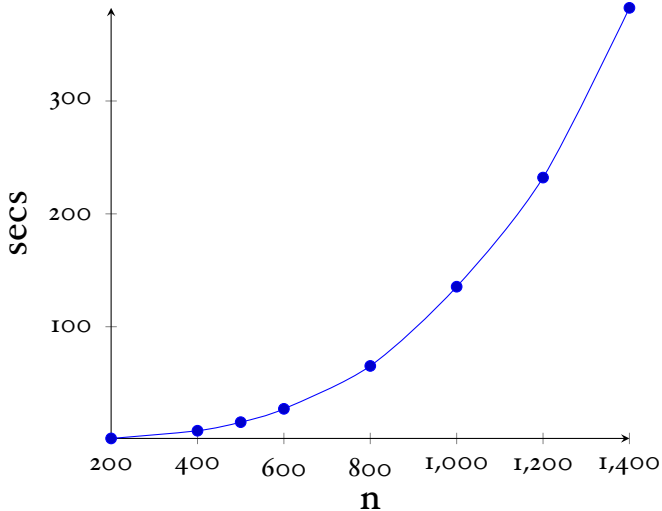
```
iload 0
istore 3
iload 2
ldc 1
isub
istore 2
goto Loop_begin_2
```

```
Loop_end_3:
```

```
iload 0
istore 2
iload 1
ldc 1
isub
istore 1
goto Loop_begin_0
```

```
Loop_end_1:
```

Interpreted Code



Java Virtual Machine

- introduced in 1995
- is a stack-based VM (like Postscript, CLR of .Net)
- contains a JIT compiler
- many languages take advantage of JVM's infrastructure (JRE)
- is garbage collected \Rightarrow no buffer overflows
- some languages compiled to the JVM: Scala, Clojure...

Compiling AExps

I + 2

ldc 1

ldc 2

iadd

Compiling AExps

1 + 2 + 3

ldc 1

ldc 2

iadd

ldc 3

iadd

Compiling AExps

1 + (2 + 3)

ldc 1

ldc 2

ldc 3

iadd

iadd

Compiling AExps

$1 + (2 + 3)$

ldc 1

ldc 2

ldc 3

iadd

iadd

dadd, fadd, ladd, ...

Compiling AExps

$\text{compile}(n) \stackrel{\text{def}}{=} \text{ldc } n$

$\text{compile}(a_1 + a_2) \stackrel{\text{def}}{=} \text{compile}(a_1) @ \text{compile}(a_2) @ \text{iadd}$

$\text{compile}(a_1 - a_2) \stackrel{\text{def}}{=} \text{compile}(a_1) @ \text{compile}(a_2) @ \text{isub}$

$\text{compile}(a_1 * a_2) \stackrel{\text{def}}{=} \text{compile}(a_1) @ \text{compile}(a_2) @ \text{imul}$

Compiling AExps

$1 + 2 * 3 + (4 - 3)$

ldc 1

ldc 2

ldc 3

imul

ldc 4

ldc 3

isub

iadd

iadd

Variables

$x := 5 + y * 2$

Variables

$x := 5 + y * 2$

- lookup: *iload index*
- store: *istore index*

Variables

$$x := 5 + y * 2$$

- lookup: `iload index`
- store: `istore index`

while compiling we have to maintain a map between our identifiers and the Java bytecode indices

$$\text{compile}(a, E)$$

Compiling AExps

$\text{compile}(n, E) \stackrel{\text{def}}{=} \text{ldc } n$

$\text{compile}(a_1 + a_2, E) \stackrel{\text{def}}{=} \text{compile}(a_1, E) @ \text{compile}(a_2, E) @ \text{iadd}$

$\text{compile}(a_1 - a_2, E) \stackrel{\text{def}}{=} \text{compile}(a_1, E) @ \text{compile}(a_2, E) @ \text{isub}$

$\text{compile}(a_1 * a_2, E) \stackrel{\text{def}}{=} \text{compile}(a_1, E) @ \text{compile}(a_2, E) @ \text{imul}$

$\text{compile}(x, E) \stackrel{\text{def}}{=} \text{iload } E(x)$

Mathematical Functions

Compilation of some mathematical functions:

`Aop("+", a1, a2) ⇒ ...iadd`

`Aop("-", a1, a2) ⇒ ...isub`

`Aop("*", a1, a2) ⇒ ...imul`

`Aop("/", a1, a2) ⇒ ...idiv`

`Aop("%", a1, a2) ⇒ ...irem`

Compiling Statements

We return a list of instructions and an environment for the variables

$$\text{compile}(\text{skip}, E) \stackrel{\text{def}}{=} (\text{Nil}, E)$$

$$\text{compile}(x := a, E) \stackrel{\text{def}}{=} (\text{compile}(a, E) @ \text{istore } \textit{index}, E(x \mapsto \textit{index}))$$

where *index* is $E(x)$ if it is already defined, or if it is not, then the largest index not yet seen

Compiling Assignments

$x := x + I$

iload n_x

ldc I

iadd

istore n_x

where n_x is the index corresponding to the variable x

Compiling Ifs

if b then cs_1 else cs_2

code of b

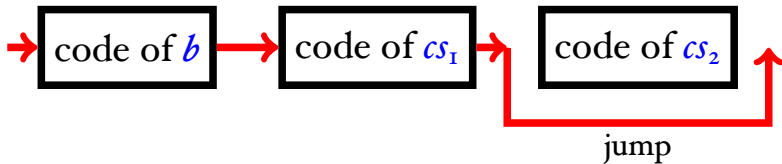
code of cs_1

code of cs_2

Compiling Ifs

if b then cs_1 else cs_2

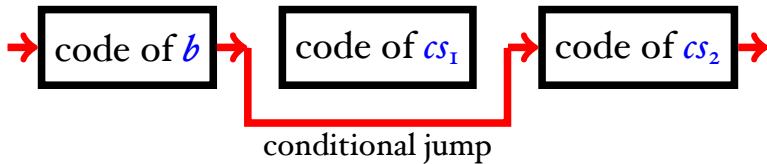
Case **True**:



Compiling Ifs

if b then cs_1 else cs_2

Case **False**:



Conditional Jumps

- `if_icmpeq` *label* if two ints are equal, then jump
- `if_icmpne` *label* if two ints aren't equal, then jump
- `if_icmpge` *label* if one int is greater or equal than another, then jump
- ...

Conditional Jumps

- `if_icmpeq` *label* if two ints are equal, then jump
- `if_icmpne` *label* if two ints aren't equal, then jump
- `if_icmpge` *label* if one int is greater or equal than another, then jump

...

```
L1:  
    if_icmpeq L2  
    iload I  
    ldc I  
    iadd  
    if_icmpeq L1  
L2:
```

Conditional Jumps

- `if_icmpeq` *label* if two ints are equal, then jump
- `if_icmpne` *label* if two ints aren't equal, then jump
- `if_icmpge` *label* if one int is greater or equal than another, then jump

...

`L1:`

`if_icmpeq L2`

`iload 1`

`ldc 1`

`iadd`

`if_icmpeq L1`

`L2:`

labels must
be unique

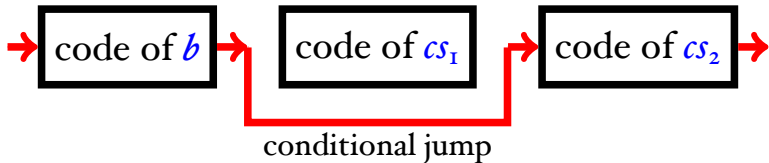
Compiling BExps

$$a_1 = a_2$$

$$\text{compile}(a_1 = a_2, E, lab) \stackrel{\text{def}}{=} \text{compile}(a_1, E) @ \text{compile}(a_2, E) @ \text{if_icmpne } lab$$

Boolean Expressions

Compilation of boolean expressions:



`Bop("==", a1, a2) ⇒ ...if_icmpne...`

`Bop("!=", a1, a2) ⇒ ...if_icmpeq...`

`Bop("<", a1, a2) ⇒ ...if_icmpge...`

`Bop("<=", a1, a2) ⇒ ...if_icmpgt...`

Compiling Ifs

if b then cs_1 else cs_2

$\text{compile}(\text{if } b \text{ then } cs_1 \text{ else } cs_2, E) \stackrel{\text{def}}{=}$

l_{ifelse} (fresh label)

l_{ifend} (fresh label)

$(is_1, E') = \text{compile}(cs_1, E)$

$(is_2, E'') = \text{compile}(cs_2, E')$

$(\text{compile}(b, E, l_{ifelse})$

@ is_1

@ goto l_{ifend}

@ l_{ifelse} :

@ is_2

@ l_{ifend} :, E'')

Compiling Whiles

while *b* do *cs*

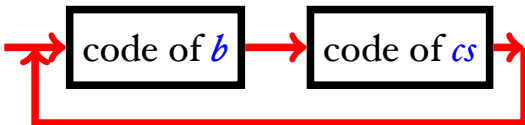
code of *b*

code of *cs*

Compiling Whiles

while b do cs

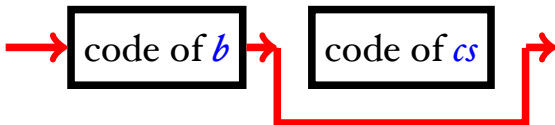
Case **True**:



Compiling Whiles

while b do cs

Case **False**:



Compiling Whiles

while b do cs

$$\begin{aligned} \text{compile}(\text{while } b \text{ do } cs, E) & \stackrel{\text{def}}{=} \\ & l_{\text{wbegin}} \text{ (fresh label)} \\ & l_{\text{wend}} \text{ (fresh label)} \\ & (is, E') = \text{compile}(cs_I, E) \\ & (l_{\text{wbegin}} : \\ & \quad @ \text{ compile}(b, E, l_{\text{wend}}) \\ & \quad @ is \\ & \quad @ \text{ goto } l_{\text{wbegin}} \\ & \quad @ l_{\text{wend}} :, E') \end{aligned}$$

Compiling Writes

write x

```
.method public static write(I)V      (library function)
  .limit locals 5
  .limit stack 5
  iload 0
  getstatic java/lang/System/out Ljava/io/PrintStream;
  swap
  invokevirtual java/io/PrintStream/println(I)V
  return
.end method
```

```
iload  $E(x)$ 
invokestatic write(I)V
```

```
.class public XXX.XXX  
.super java/lang/Object
```

```
.method public <init>()V  
  aload_0  
  invokenonvirtual java/lang/Object/<init>()V  
  return  
.end method
```

```
.method public static main([Ljava/lang/String;)V  
  .limit locals 200  
  .limit stack 200
```

(here comes the compiled code)

```
  return  
.end method
```

```

1 .method public <init>()V
  aload_0 invokenonvirtualjava/lang/Object/ <
  init > ()V return.endmethod
2 .method public static
  main([Ljava/lang/String;)V .limit
  locals 200 .limit stack 200
3 return .end method

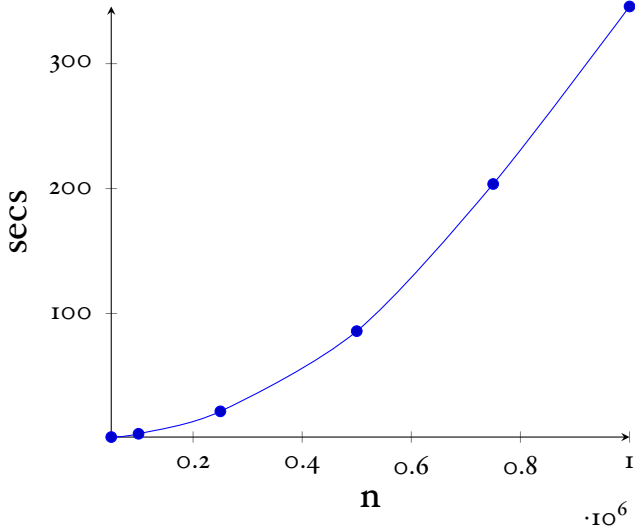
```


Next Compiler Phases

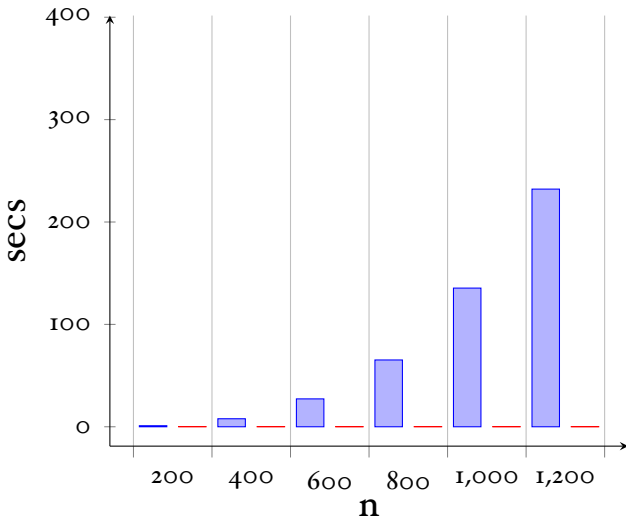
- assembly \Rightarrow byte code (class file)
- labels \Rightarrow absolute or relative jumps

- javap is a disassembler for class files

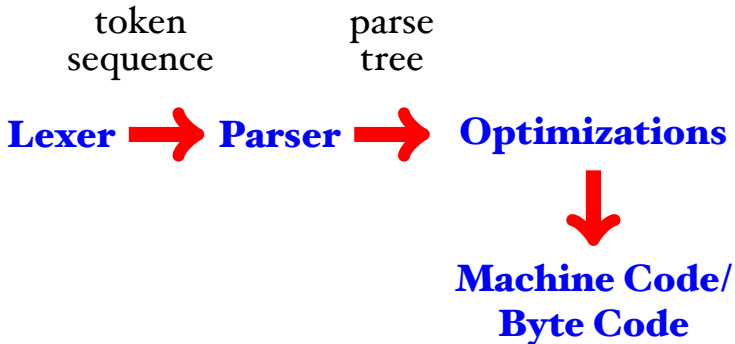
Compiled Code



Compiler vs. Interpreter



Backend



What Next

- register spilling
- dead code removal
- loop optimisations
- instruction selection
- type checking
- concurrency
- fuzzy testing
- verification

- GCC, LLVM, tracing JITs