1 source language \mathcal{T}

$$\begin{array}{lll} {\tt n} ::= & n \in \mathcal{N} \\ e ::= & {\tt n} \mid {\tt true} \mid {\tt false} \mid () \mid {\tt x} \\ & \mid {\tt e} + {\tt e} \mid {\tt e} - {\tt e} \mid {\tt e} * {\tt e} \mid {\tt e} / {\tt e} \\ & \mid {\tt e} = {\tt e} \mid {\tt e} < {\tt e} \mid {\tt e} > = {\tt e} \mid {\tt not} \mid {\tt e} \\ & \mid {\tt if} \mid {\tt e} \mid {\tt then} \mid {\tt e} \mid {\tt e}$$

2 Virtual Machine specificatoin

2.1 closure representation

$$Q = \langle I, C, F, Um \rangle$$

I is instruction sequense, C is constant table, F is closure table and Um is just an information, to create upvalues, composed of index and meta index, which of the former represents current register value and the latter does the upvalue index.

2.2 machine state

$$S = \langle Q, \mathtt{pc}, U, R \rangle$$

ps is program counter which points nth instruction of I, U is upvalues table and R is register list.

2.3 values

$$v ::=$$
 null $| () | i \in \mathcal{N} |$ true $|$ false $|$ clos (Q, U)

2.4 Instructions

- Load(a, kx)
 set C[kx] to R[a]
- SetBool(a, x, p)
 set boolean x > 0 to R[a]; if p = 1 then pc++
- Unit(a) set () to R[a]
- Clos(a, cx, p) create $U' = U @ \{u \mid i_u \in Um \land u = R[i_u]\}$ and set $\langle F[cx], 0, U', R' \rangle$ with environment to R[a] if p=1 then the closure is recursive
- Upval(a, ux) set U[rx] to R[a]
- Add(a, b, c) set R[b] + R[c] to R[a]

- Sub(a, b, c) set R[b] - R[c] to R[a]
- Mul(a, b, c) set R[b] * R[c] to R[a]
- Div(a, b, c) set R[b] / R[c] to R[a]
- Eq(a, b)

 if R[a] == R[b] then pc++
- Lt(a, b)

 if R[a] < R[b] then pc++
- Ge(a, b)

 if R[a] >= R[b] then pc++
- Test(a, p)

if $p > 0 && R[a] || p \le 0 && !R[a]$ then pc++

- pc += x

• Jump(x)

- Move(a, b) set R[b] to R[a]
- Call(a, b)

call closure R[a] with argument R[b] and set return value to R[a]

- Return(a) exit closure evaluation and return R[a]
- TailCall(a, b) call closure R[a] with argument R[b] and exit closure evaluation and return R[a]

compilation: translate source language program to VM initial 3 state (input bytecode)

relation
$$[T, \Sigma, Q] = Q', \Sigma'$$

 Σ is an environment from source language variable to register index. $Q_{init}(e) = \llbracket e, \llbracket, \langle \llbracket, \llbracket, \llbracket, \llbracket, \rrbracket \rangle \rrbracket$

3.1 auxiliary funcion

We define an auxiliary function to get last used register and rest instructions by pattern match.

$$\begin{array}{lll} \mathit{mtch}\,(I;\mathtt{Return}\,(\mathtt{a})) & = & (\mathtt{a},I) \\ \mathit{mtch}\,(I;\mathtt{TailCall}\,(\mathtt{a},\mathtt{b})) & = & (\mathtt{a},I;\mathtt{Call}\,(\mathtt{a},\mathtt{b})) \\ \mathit{mtch}\,(\) & = & \mathit{undefined} \end{array}$$

3.2 compilation rules

a and kx are fresh
$$\frac{\text{a and kx are fresh}}{\|\mathbf{n}, \Sigma, \langle I, C, F, Um \rangle\| = \langle I; \text{Load}(\mathbf{a}, \text{kx}); \text{Return}(\mathbf{a}), C; \text{kx} = \mathbf{n}, F, Um \rangle, \Sigma'}$$
(INT)

$$\llbracket \mathtt{true}, \Sigma, \langle I, C, F, \mathit{Um} \rangle \rrbracket = \langle I; \mathtt{SetBool}(\mathtt{a}, \mathtt{1}); \mathtt{Return}(\mathtt{a}), C, F, \mathit{Um} \rangle \,, \Sigma' \tag{True}$$

$$\llbracket \mathtt{false}, \Sigma, \langle I, C, F, \mathit{Um} \rangle \rrbracket = \langle I; \mathtt{SetBool}(\mathtt{a}, \mathtt{0}); \mathtt{Return}(\mathtt{a}), C, F, \mathit{Um} \rangle, \Sigma' \tag{False}$$

$$\begin{array}{c} \text{a is fresh} \quad Q = \langle I, C, F, \mathit{Um} \rangle \\ \| \texttt{e1}, \Sigma, Q \| = \langle I_{\texttt{e1}}, C', F', \mathit{Um'} \rangle, \Sigma' \quad \mathit{mtch} \left(I_{\texttt{e1}} \right) = (\texttt{r}_{\texttt{e1}}, I') \\ \frac{\| \texttt{e2}, \Sigma', \langle I', C', F', \mathit{Um'} \rangle \| = \langle I_{\texttt{e2}}, C'', F'', \mathit{Um''} \rangle, \Sigma'' \quad \mathit{mtch} \left(I_{\texttt{e2}} \right) = (\texttt{r}_{\texttt{e2}}, I'')}{\| \texttt{e1} + \texttt{e2}, \Sigma, Q \| = \langle I''; \mathsf{Add}(\texttt{a}, \texttt{r}_{\texttt{e1}}, \texttt{r}_{\texttt{e2}}); \mathsf{Return}(\texttt{a}), C'', F'', \mathit{Um''} \rangle, \Sigma''} \end{aligned}$$

$$\begin{array}{c} \text{a is fresh} \qquad Q = \langle I, C, F, Um \rangle \\ \| \texttt{e1}, \Sigma, Q \| = \langle I_{\texttt{e1}}, C', F', Um' \rangle, \Sigma' \qquad mtch \ (I_{\texttt{e1}}) = (\texttt{r}_{\texttt{e1}}, I') \\ \frac{\| \texttt{e2}, \Sigma', \langle I', C', F', Um' \rangle \| = \langle I_{\texttt{e2}}, C'', F'', Um'' \rangle, \Sigma'' \qquad mtch \ (I_{\texttt{e2}}) = (\texttt{r}_{\texttt{e2}}, I'')}{\| \texttt{e1} - \texttt{e2}, \Sigma, Q \| = \langle I''; \texttt{Sub}(\texttt{a}, \texttt{r}_{\texttt{e1}}, \texttt{r}_{\texttt{e2}}); \texttt{Return}(\texttt{a}), C'', F'', Um'' \rangle, \Sigma''} \end{aligned}$$

$$\begin{array}{c} \text{a is fresh} \qquad Q = \langle I, C, F, Um \rangle \\ \| \texttt{e1}, \Sigma, Q \| = \langle I_{\texttt{e1}}, C', F', Um' \rangle, \Sigma' \qquad mtch \ (I_{\texttt{e1}}) = (\texttt{r}_{\texttt{e1}}, I') \\ \frac{\| \texttt{e2}, \Sigma', \langle I', C', F', Um' \rangle \| = \langle I_{\texttt{e2}}, C'', F'', Um'' \rangle, \Sigma'' \qquad mtch \ (I_{\texttt{e2}}) = (\texttt{r}_{\texttt{e2}}, I'')}{\| \texttt{e1} * \texttt{e2}, \Sigma, Q \| = \langle I''; \texttt{Mul}(\texttt{a}, \texttt{r}_{\texttt{e1}}, \texttt{r}_{\texttt{e2}}); \texttt{Return}(\texttt{a}), C'', F'', Um'' \rangle, \Sigma''} \end{array}$$

$$\begin{array}{c} \text{a is fresh} \qquad Q = \langle I, C, F, Um \rangle \\ \| \texttt{e1}, \Sigma, Q \| = \langle I_{\texttt{e1}}, C', F', Um' \rangle, \Sigma' \qquad mtch \ (I_{\texttt{e1}}) = (\texttt{r}_{\texttt{e1}}, I') \\ \frac{\| \texttt{e2}, \Sigma', \langle I', C', F', Um' \rangle \| = \langle I_{\texttt{e2}}, C'', F'', Um'' \rangle, \Sigma'' \qquad mtch \ (I_{\texttt{e2}}) = (\texttt{r}_{\texttt{e2}}, I'')}{\| \texttt{e1}/\texttt{e2}, \Sigma, Q \| = \langle I''; \texttt{Div}(\texttt{a}, \texttt{r}_{\texttt{e1}}, \texttt{r}_{\texttt{e2}}); \texttt{Return}(\texttt{a}), C'', F'', Um'' \rangle, \Sigma''} \end{array} \tag{DIV}$$

$$\begin{array}{c} \text{a is fresh} \qquad Q = \langle I, C, F, Um \rangle \\ & \| \texttt{e1}, \Sigma, Q \| = \langle I_{\texttt{e1}}, C', F', Um' \rangle, \Sigma' \qquad mtch \ (I_{\texttt{e1}}) = (\texttt{r}_{\texttt{e1}}, I') \\ & \| \texttt{e2}, \Sigma', \langle I', C', F', Um' \rangle \| = \langle I_{\texttt{e2}}, C'', F'', Um'' \rangle, \Sigma'' \qquad mtch \ (I_{\texttt{e2}}) = (\texttt{r}_{\texttt{e2}}, I'') \\ & \| \texttt{e1} = \texttt{e2}, \Sigma, Q \| = \langle I''; \texttt{Eq}(\texttt{r}_{\texttt{e1}}, \texttt{r}_{\texttt{e2}}); \texttt{SetBool}(\texttt{a}, 1); \texttt{SetBool}(\texttt{a}, 0); \texttt{Return}(\texttt{a}), C'', F'', Um'' \rangle, \Sigma'' \end{array}$$

$$\begin{array}{c} \text{a is fresh} \qquad Q = \langle I, C, F, Um \rangle \\ & \| \texttt{e1}, \Sigma, Q \| = \langle I_{\texttt{e1}}, C', F', Um' \rangle, \Sigma' \qquad mtch \ (I_{\texttt{e1}}) = (\texttt{r}_{\texttt{e1}}, I') \\ & \| \texttt{e2}, \Sigma', \langle I', C', F', Um' \rangle \| = \langle I_{\texttt{e2}}, C'', F'', Um'' \rangle, \Sigma'' \qquad mtch \ (I_{\texttt{e2}}) = (\texttt{r}_{\texttt{e2}}, I'') \\ & \| \texttt{e1} < \texttt{e2}, \Sigma, Q \| = \langle I''; \texttt{Lt}(\texttt{r}_{\texttt{e1}}, \texttt{r}_{\texttt{e2}}); \texttt{SetBool}(\texttt{a}, 1); \texttt{SetBool}(\texttt{a}, 0); \texttt{Return}(\texttt{a}), C'', F'', Um'' \rangle, \Sigma'' \end{array}$$

$$\begin{array}{c} \text{a is fresh} \qquad Q = \langle I, C, F, Um \rangle \\ \| \texttt{e1}, \Sigma, Q \| = \langle I_{\texttt{e1}}, C', F', Um' \rangle, \Sigma' \qquad mtch \ (I_{\texttt{e1}}) = (\texttt{r}_{\texttt{e1}}, I') \\ \frac{\| \texttt{e2}, \Sigma', \langle I', C', F', Um' \rangle \| = \langle I_{\texttt{e2}}, C'', F'', Um'' \rangle, \Sigma'' \qquad mtch \ (I_{\texttt{e2}}) = (\texttt{r}_{\texttt{e2}}, I'') \\ \| \texttt{e1} > = \texttt{e2}, \Sigma, Q \| = \langle I''; \texttt{Ge}(\texttt{r}_{\texttt{e1}}, \texttt{r}_{\texttt{e2}}); \texttt{SetBool}(\texttt{a}, 1); \texttt{SetBool}(\texttt{a}, 0); \texttt{Return}(\texttt{a}), C'', F'', Um'' \rangle, \Sigma'' \end{array}$$

$$\begin{array}{c} \text{a is fresh} \quad Q = \langle I, C, F, Um \rangle \\ & \| \texttt{e}, \Sigma, Q \| = \langle I_{\texttt{e}}, C', F', Um' \rangle, \Sigma' \quad mtch\left(I_{\texttt{e}}\right) = (\texttt{r}_{\texttt{e}}, I') \\ \hline \| \texttt{not e}, \Sigma, Q \| = \langle I'; \texttt{Test}(\texttt{r}_{\texttt{e}}, 0); \texttt{SetBool}(\texttt{a}, 1); \texttt{SetBool}(\texttt{a}, 0); \texttt{Return}(\texttt{a}), C', F', Um' \rangle, \Sigma' \end{array} \end{aligned} \tag{NOT}$$

$$\begin{array}{lll} \mathbf{a} \text{ and } \mathbf{c} \mathbf{x} \text{ are fresh} & Q = \langle I, C, F, Um \rangle & fv = FV \left(\mathbf{fun} \ \mathbf{x} \rightarrow \mathbf{e} \right) & \Sigma_0 = \left\{ \left(\mathbf{x} = \mathbf{i_r} \right) \mid \left(\mathbf{x} = \mathbf{i_r} \right) \in \Sigma \land \mathbf{x} \in fv \right\} \\ \Sigma' = \left\{ \left(\mathbf{x} = -\left(\mathbf{i} + 1 \right) \right) \mid \left(\mathbf{x} = \mathbf{i_r} \right) \text{ as } xi \in \Sigma_0 \land xi \text{ is } i \text{th element of } \Sigma_0 \right\} & Um' = \left\{ \mathbf{i} \mid \left(_ = \mathbf{i} \right) \in \Sigma' \right\} \\ Q_{init} \left(\mathbf{e} \right) = \left\| \mathbf{e}, \Sigma_\mathbf{e}, \langle I_\mathbf{e}, C_\mathbf{e}, F_\mathbf{e}, _ \rangle \right\| & \Sigma_\mathbf{e}' = \Sigma_\mathbf{e}; \mathbf{x} = 0 & \left\| \mathbf{e}, \Sigma_\mathbf{e}', \langle I_\mathbf{e}, C_\mathbf{e}, F_\mathbf{e}, Um' \rangle \right\| = \langle I_\mathbf{e}', C_\mathbf{e}', F_\mathbf{e}', _ \rangle, \Sigma_\mathbf{e}'' \\ Clos = \left\langle I_\mathbf{e}', C_\mathbf{e}', F_\mathbf{e}', Um@Um' \right\rangle \\ \end{array}$$

$$\begin{aligned} Q &= \langle I, C, F, Um \rangle & \text{$\|$e1}, \Sigma, Q \| = \langle I_{\text{el}}, C', F', Um' \rangle, \Sigma' & \textit{mtch} \ (I_{\text{el}}) = (\mathbf{r}_{\text{el}}, I') \\ & \frac{\| \text{e2}, \Sigma', \langle I', C', F', Um' \rangle \| = \langle I_{\text{e2}}, C'', F'', Um'' \rangle, \Sigma'' & \textit{mtch} \ (I_{\text{e2}}) = (\mathbf{r}_{\text{e2}}, I'') \\ & \| \text{$\|$e1} \ \text{e2}, \Sigma, Q \| = \langle I''; \text{TailCall}(\mathbf{r}_{\text{el}}, \mathbf{r}_{\text{e2}}), C'', F'', Um'' \rangle, \Sigma'' \end{aligned} }$$

$$\frac{\Sigma[\mathtt{x}] = \mathtt{i} \wedge \mathtt{i} \geq \mathtt{0}}{\llbracket \mathtt{x}, \Sigma, \langle I, C, F, \mathit{Um} \rangle \rrbracket = \langle I; \mathtt{Move}(\mathtt{a}, \mathtt{i}); \mathtt{Return}(\mathtt{a}), C, F, \mathit{Um} \rangle, \Sigma'} \tag{VarLocal)}$$

$$\frac{\Sigma[\mathtt{x}] = \mathtt{i} \wedge \mathtt{i} < \mathtt{0}}{\|\mathtt{x}, \Sigma, \langle I, C, F, \mathit{Um} \rangle\| = \langle I; \mathtt{Upval}(\mathtt{a}, -\mathtt{i} - \mathtt{1}); \mathtt{Return}(\mathtt{a}), C, F, \mathit{Um} \rangle, \Sigma'} \tag{VARUPVAL}$$

 $FV\left(e\right)$ means a set of free variables in e

4 Evaluation: VM state transition rules