1 source language \mathcal{T}

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

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

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

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

2.3 values

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

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 <= 0 && !R[a] then
 pc++</pre>
- Jump(x)
 pc += 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]

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

Compilation is represented as equation:

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

 Σ is an environment from source language variable to register index. Q_{init} generates initial compilation state:

$$Q_{init}(e) = [e, [, \langle [, [,], [],] \rangle].$$

3.1 auxiliary funcion

We define two auxiliary functions; mtch is to get last used register and rest instructions by pattern match,

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

FV is to get free variables.

$$\begin{array}{lll} FV\,({\rm n}) \mid FV\,({\rm true}) \mid FV\,({\rm false}) \mid FV\,(()) & = & \{ \} \\ FV\,({\rm x}) & = & \{ {\rm x} \} \\ FV\,({\rm not}\;{\rm e}) & = & FV\,({\rm e}) \\ FV\,({\rm e1?e2}) \mid FV\,({\rm e1}\;{\rm e2}) & = & FV\,({\rm e1}) \cup FV\,({\rm e2}) \\ FV\,({\rm if}\;{\rm e1}\;{\rm then}\;{\rm e2}\;{\rm else}\;{\rm e3}) & = & FV\,({\rm e1}) \cup FV\,({\rm e2}) \cup FV\,({\rm e3}) \\ FV\,({\rm fun}\;{\rm x}\to{\rm e}) & = & FV\,({\rm e1}) \cup FV\,({\rm e2}) \setminus \{ {\rm x} \} \\ FV\,({\rm let}\;{\rm x}\;{\rm e}\;{\rm e1}\;{\rm in}\;{\rm e2}) & = & FV\,({\rm e1}) \setminus \{ {\rm x} \} \cup FV\,({\rm e2}) \setminus \{ {\rm f} \} \\ FV\,({\rm let}\;{\rm rec}\;{\rm f}\;{\rm x}\;{\rm e}\;{\rm e1}\;{\rm in}\;{\rm e2}) & = & (FV\,({\rm e1}) \setminus \{ {\rm x} \} \cup FV\,({\rm e2})) \setminus \{ {\rm f} \} \\ \end{array}$$

3.2 compilation rules

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

$$[(), \Sigma, \langle I, C, F, Um \rangle]] = \langle I; Unit(a); Return(a), C, F, Um \rangle, \Sigma'$$
(UNIT)

$$[[true, \Sigma, \langle I, C, F, Um \rangle]] = \langle I; SetBool(a, 1); Return(a), C, F, Um \rangle, \Sigma'$$
 (TRUE)

$$\| \mathsf{false}, \Sigma, \langle I, C, F, Um \rangle \| = \langle I, \mathsf{SetBool}(a, 0); \mathsf{Return}(a), C, F, Um \rangle, \Sigma'$$

$$\mathbf{a} \text{ is fresh} \quad Q = \langle I, C, F, Um \rangle \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{a}, C, F, Um' \rangle, \Sigma' \\ \| \mathbf{e}1, \Sigma, Q \| = \langle I_{$$

$$\frac{\Sigma[\mathbf{x}] = \mathbf{i} \wedge \mathbf{i} \ge \mathbf{0}}{\|\mathbf{x}, \Sigma, \langle I, C, F, Um \rangle\| = \langle I; \texttt{Move}(\mathbf{a}, \mathbf{i}); \texttt{Return}(\mathbf{a}), C, F, Um \rangle, \Sigma'}$$
(VARLOCAL)

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

$$\begin{split} & \text{a and b are fresh} \quad Q = \langle I, C, F, Um \rangle \\ & \| \mathbf{e_1}, \Sigma, Q \| = \left\langle I_{\mathbf{e_1}}, C', F', Um' \right\rangle, \Sigma' \quad mtch\left(I_{\mathbf{e_1}}\right) = (\mathbf{r_{e_1}}, I') \\ & \underline{ \| \mathbf{e_2}, \Sigma'; \mathbf{x} = \mathbf{a}, \left\langle I'; \mathsf{Move}(\mathbf{b}, \mathbf{a}), C', F', Um' \right\rangle \| = Q', \Sigma'' } \\ & \overline{ \| \mathsf{let} \ \mathbf{x} = \mathbf{e_1} \ \mathsf{in} \ \mathbf{e_2}, \Sigma, Q \| = Q', \Sigma'' } \end{split}$$

(Letrecfun)