Exercise 5.8.

The following register-machine code is ambiguous, because the label here is defined more than once:

```
start
  (goto (label here))
here
  (assign a (const 3))
  (goto (label there))
here
  (assign a (const 4))
  (goto (label there))
```

With the simulator as written, what will the contents of register a be when control reaches there? Modify the extract-labels procedure so that the assembler will signal an error if the same label name is used to indicate two different locations.

Answer.

The contents of register a will be 3 when control reaches there. Observe that extract-labels accumulates to construct the instruction list and label table from the controller text in a bottom-up way. As the simulator processes this register-machine code, it places the first entry with label here preceding to the second one with the same label in the table. So the control of this machine will branch to the first entry with label here when encountered the (goto (label here)) instruction, and directly branch to there after assigning the constant 3 to register a. The instruction sequence with the second here label is bypassed in this process.

We can augment extract-labels to check for duplication before adding an entry to the labels table, so that the assembler signal an error if the same label name is used to indicate two different locations.

```
(define (extract-labels text receive)
  (if (null? text)
      (receive '() '())
      (extract-labels (cdr text)
       (lambda (insts labels)
         (let ((next-inst (car text)))
           (if (symbol? next-inst)
               (let ((val (assoc next-inst labels)))
                 (if (not (null? val))
                     (error "Multiply defined label" next-inst)
                     (receive insts
                               (cons (make-label-entry next-inst insts)
                                     labels))))
               (receive (cons (make-instruction next-inst)
                               insts)
                        labels)))))))
```

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