This table summaries different usages of MetaData.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Tuple | Array | Int & Bool | Pointer |
| reg |  | The reg that stores the address of the array | The reg that stores the value | The reg that stores the memory address |
| value | The number of fields | length | value | absolute address if *valid.constant*; shift value, otherwise |
| valid.constant | true | Length is value | value is valid | *value* is absolute address |
| valid.reg |  | The value stored in *reg* is the address of the array | The value stored in *reg* is valid | The value stored in *reg* is the address of the value |
| valid.mem |  | The value stored in the memory is the newest | The value stored in *memory* is valid | The value stored in *address* is the address of the value |
| link | Tuple fields | Array members (when valid.constant == true) | null | null |