Nand to Tetris, Part II

These slides support the Introductory Section
"II: Software" of the book
The Elements of Computing Systems
By Noam Nisan and Shimon Schocken
MIT Press, 2021

Hello, World Below

High-level program (Jack)

```
// First example in Programming 101
class Main {
    function void main() {
        do Output.printString("Hello World!");
        return;
    }
}
```

<u>Issues</u>

- How does the computer execute this program?
- How does the program write on the screen?
- How are classes and methods realized?
- How is function-call-and-return handled?
- What is the role of the operating system?
- How is memory allocated to objects and arrays?

Add your questions to the list…

<u>Q:</u> How can high-level programmers ignore all these issues?

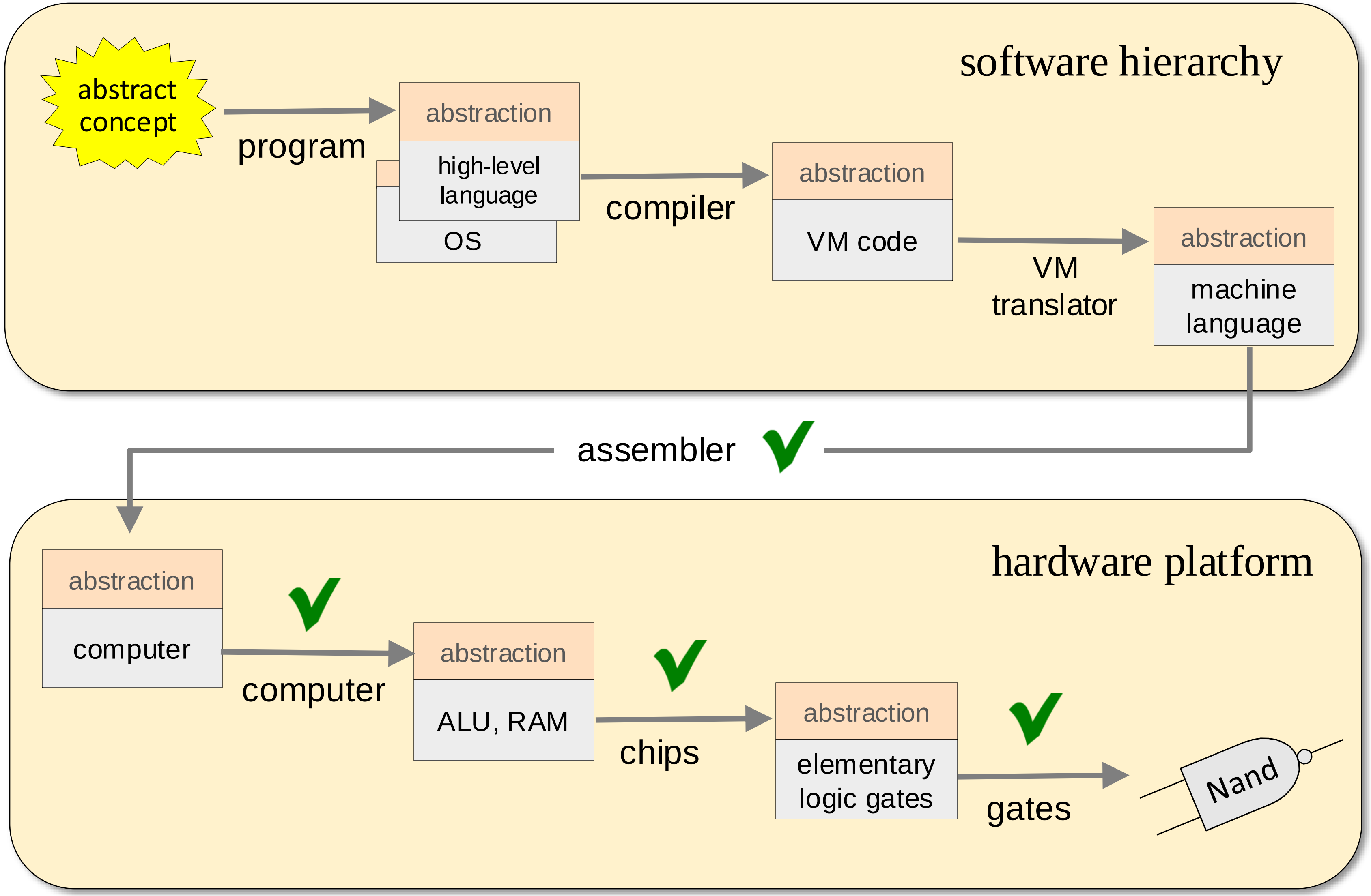
<u>A:</u> They treat the high-level program as an ***abstraction***

<u>What makes the abstraction work?</u>

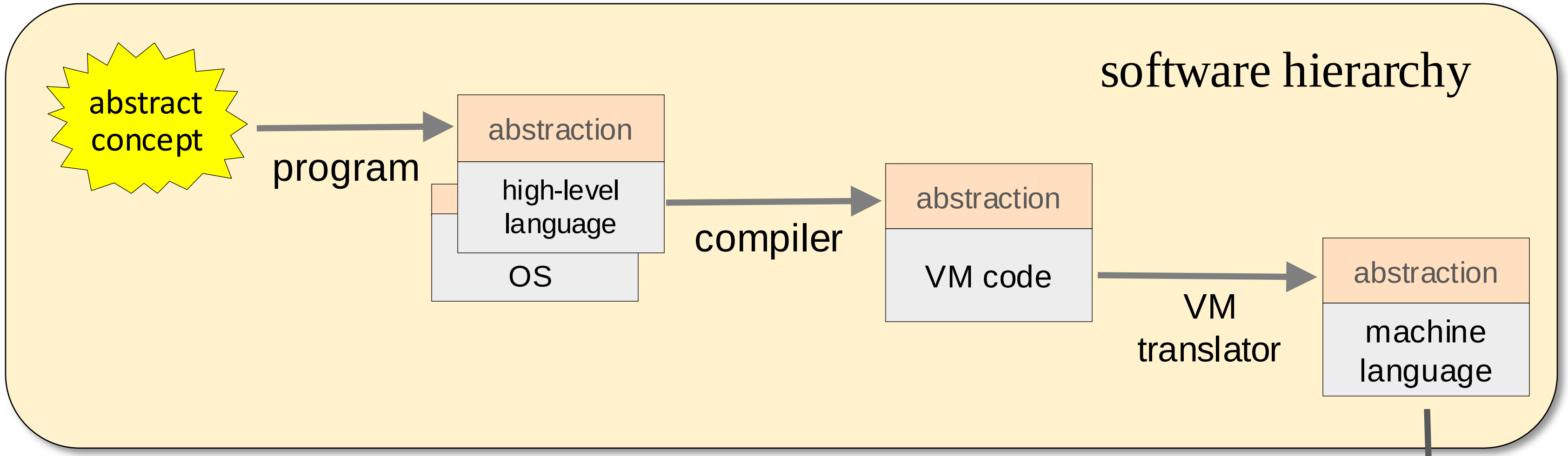
- Assembler
- Virtual machine
- Compiler
- Operating system

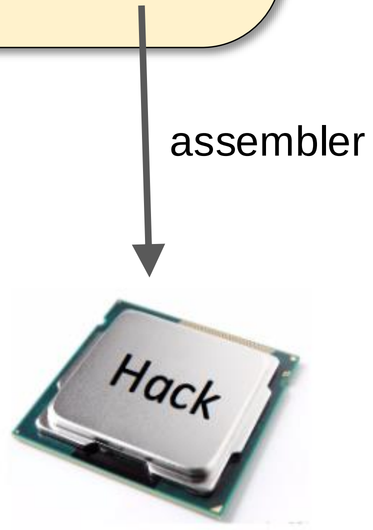
$\left.\right\}$ Projects 6-12

Nand to Tetris Roadmap: Part I



Nand to Tetris Roadmap: Part II

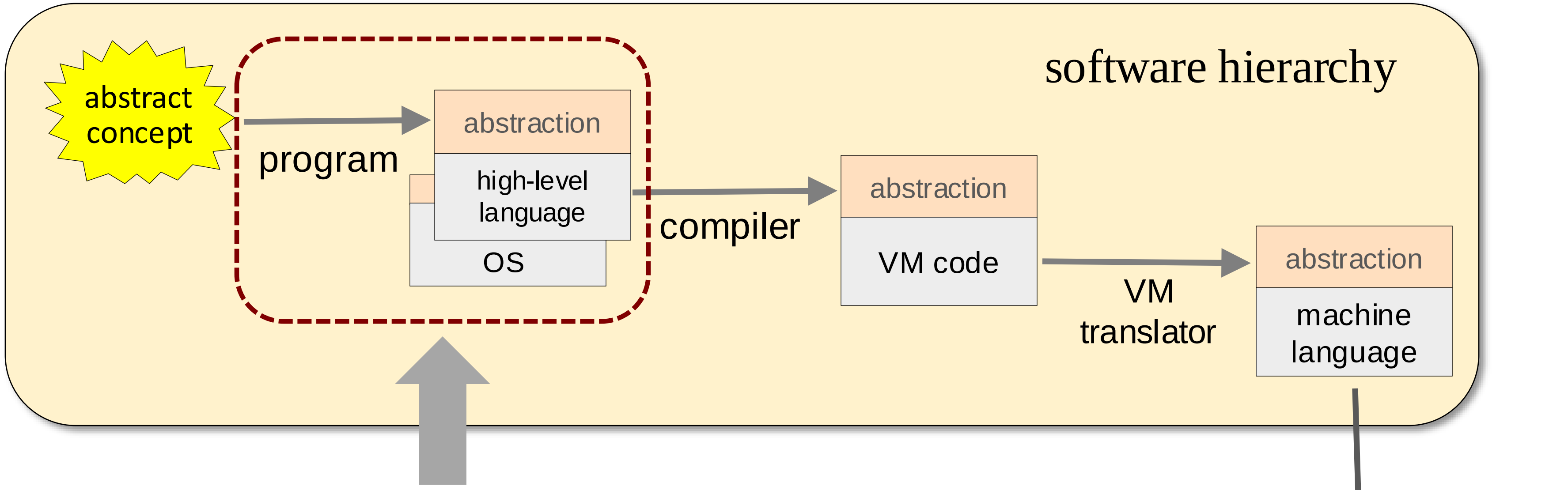


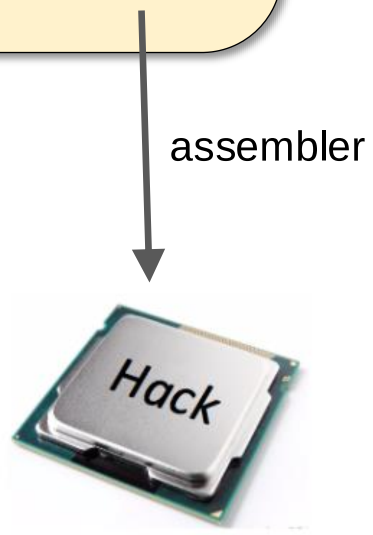


Nand to Tetris, Part II

Objective: Building a software infrastructure for compiling and executing programs written in high-level languages

Nand to Tetris Roadmap: Part II





Nand to Tetris, Part II

Objective: Building a software infrastructure for compiling and executing programs written in high-level languages

In this course we'll focus one such language: *Jack*

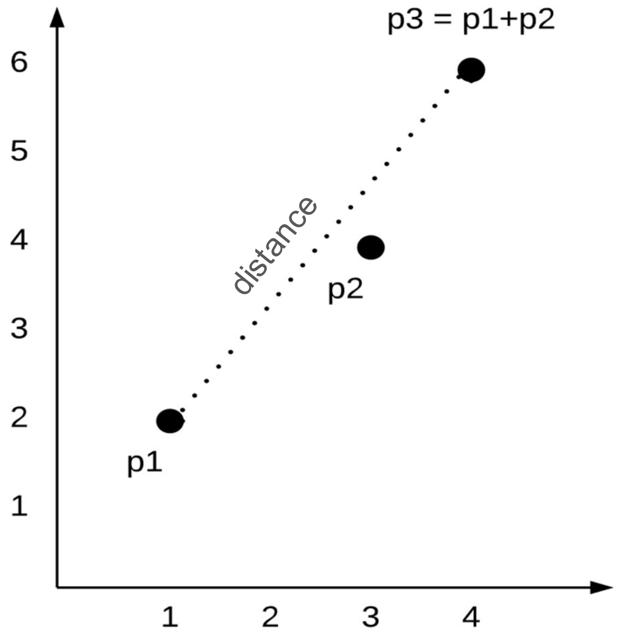
Jack: A simple, Java-like, object-based language.

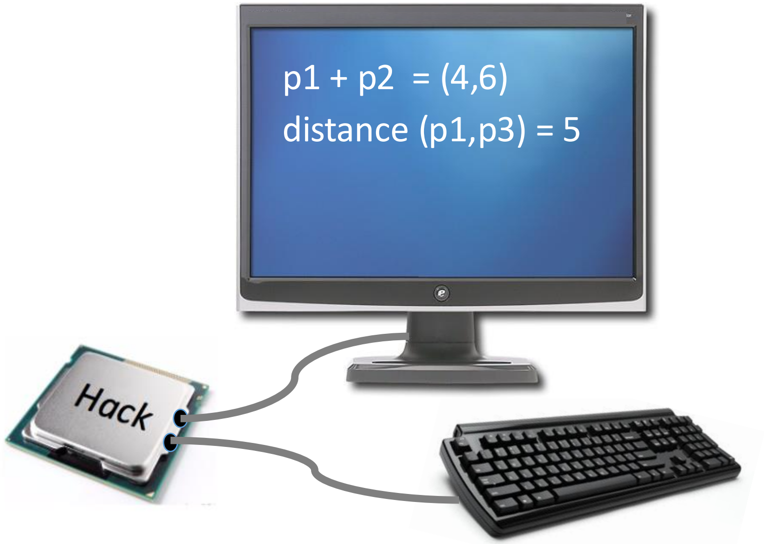
High-level language

Example: write a Jack program

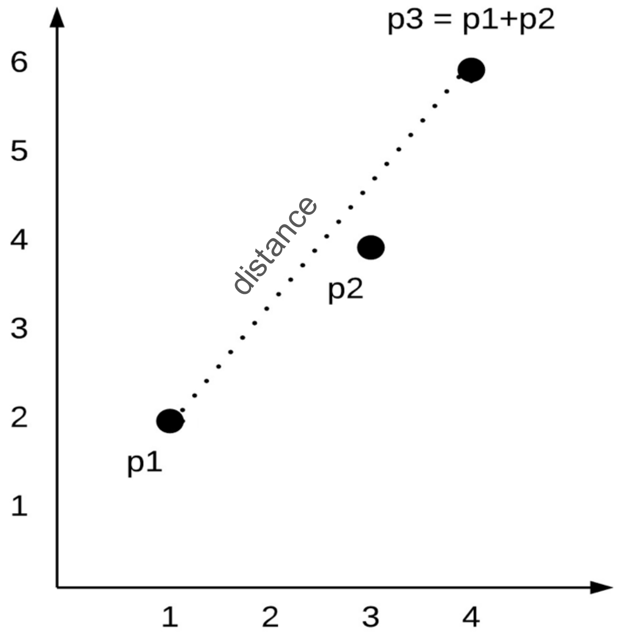
The program uses a typical `Point` class for:

- Constructing 2D points, like `p1` and `p2`
- Computing and printing `p3 = p1 + p2`
- Computing and printing `distance(p1,p3)`





High-level language



Example: write a Jack program

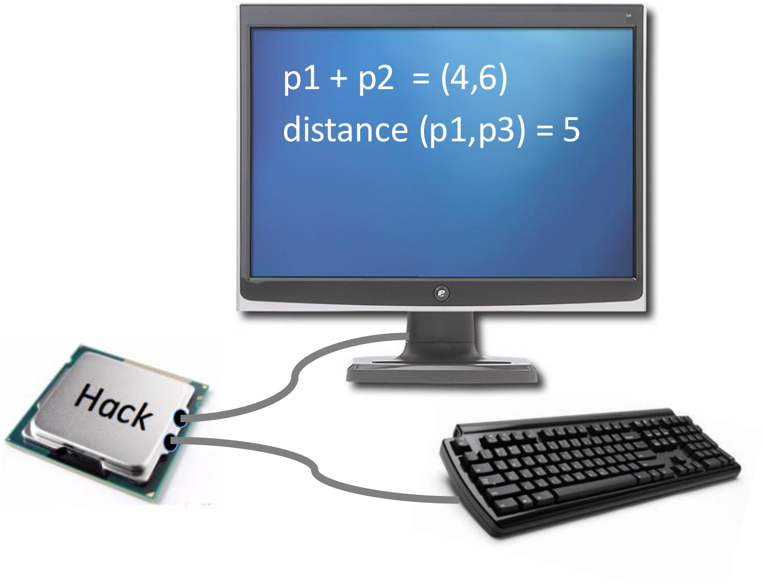
The program uses a typical `Point` class for:

- Constructing 2D points, like `p1` and `p2`
- Computing and printing `p3 = p1 + p2`
- Computing and printing `distance(p1,p3)`

`Point` class (skeletal)

Written in the Jack language

```
/** Represents a 2D point */
class Point {
    /** Constructs a new point with the given coordinates */
    constructor Point new(int ax, int ay)
    /** Returns the point which is this point plus the other point */
    method Point plus(Point other)
    /** Cartesian distance between this and the other point */
    method int distance(Point other)
    /** Prints this point as "(x,y)" */
    method void print()
    ...
}
```

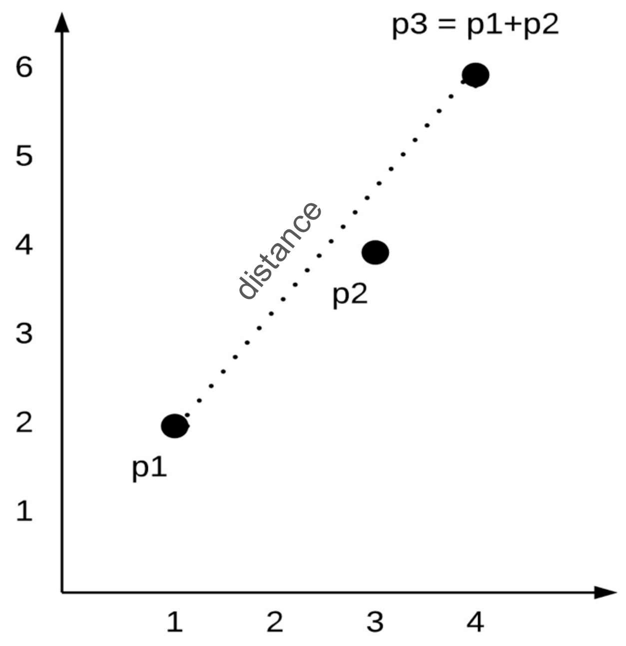


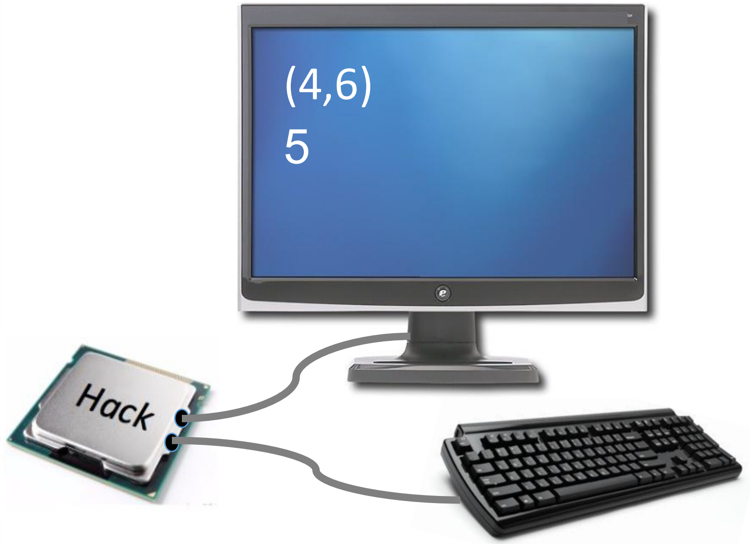
High-level language

```
/** Constructs and manipulates Point objects */
class Main {
  function void main() {
     var Point p1, p2, p3;
     let p1 = Point.new(1,2);
     let p2 = Point.new(3,4);
     let p3 = p1.plus(p2);
     do p3.print();
     do Output.println();
     do Output.printInt(p1.distance(p3));
     return;
  }
}
```

Written in the Jack language

```
/** Represents a 2D point */
class Point {
    /** Constructs a new point with the given coordinates */
    constructor Point new(int ax, int ay)
    /** Returns the point which is this point plus the other point */
    method Point plus(Point other)
   /** Cartesian distance between this and the other point */
   method int distance(Point other)
   /** Prints this point as "(x,y)" */
   method void print()
   ...
}
```





High-level language

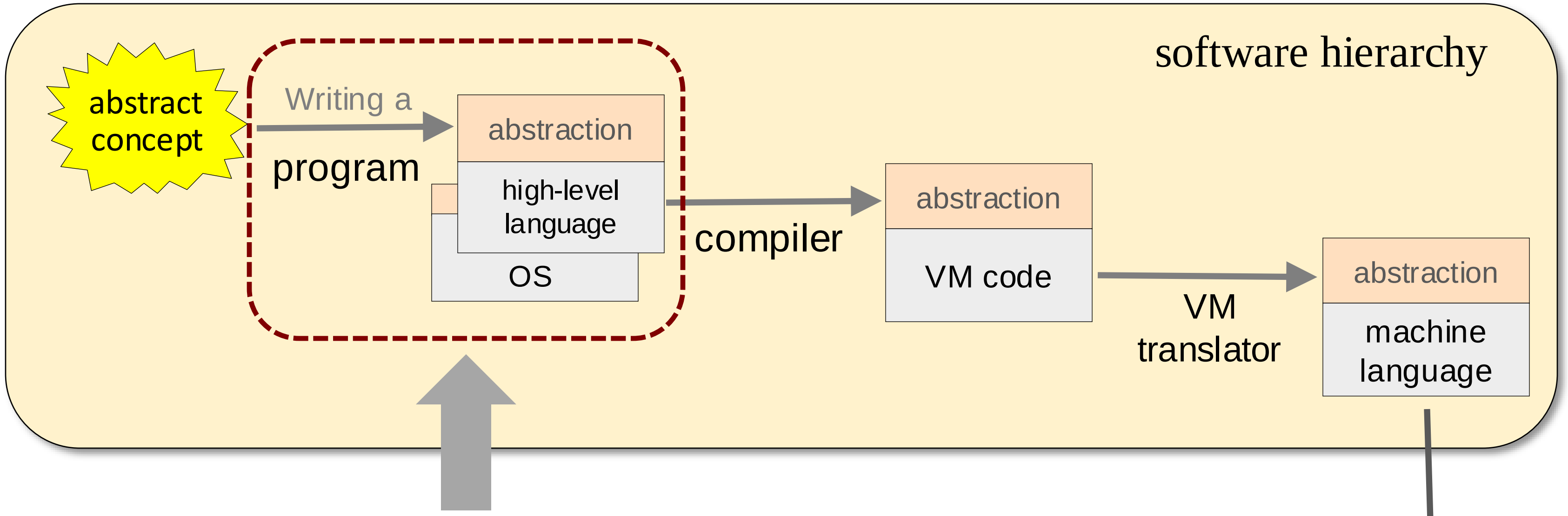
```
/** Represents a 2D point.
    File name: Point.jack. */
class Point {

    // The coordinates of this point
    field int x, y

    // The number of Point objects constructed so far:
    static int pointCount;

    /** Constructs a two-dimensional point and
        initializes it with the given coordinates. */
   constructor Point new(int ax, int ay) {
         let x = ax;
         let y = ay;
         let pointCount = pointCount + 1;
         return this;
    }

    /** Returns the x coordinate of this point. */
    method int getx() { return x; }

    /** Returns the y coordinate of this point. */
    method int gety() { return y; }

    /** Returns the number of points constructed so far. */
    function int getPointCount() {
        return pointCount;
    }

    // Class declaration continues on top right.
```

```
    /** Returns a point which is this
        point plus the other point. */
    method Point plus(Point other) {
       return Point.new(x + other.getx(),
                        y + other.gety());
    }

    /** Returns the Euclidean distance between
        this and the other point. */
    method int distance(Point other) {
      var int dx, dy;
      let dx = x – other.getx();
      let dy = y – other.gety();
      return Math.sqrt((dx*dx) + (dy*dy));
    }

    /** Prints this point as "(x,y)" */
    method void print() {
      do Output.printString("(");
      do Output.printInt(x);
      do Output.printString(",");
      do Output.printInt(y);
      do Output.printString(")");
      return;
    }

} // End of Point class declaration.
```

Jack is a typical object-based, high-level language

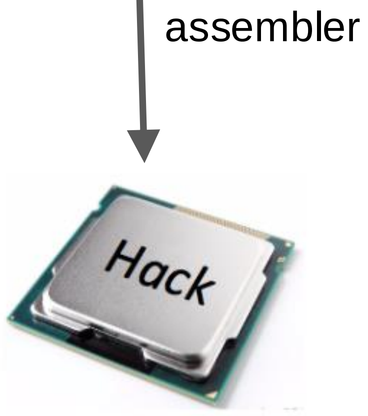
Details, later.

Nand to Tetris Roadmap: Part II



How is this high-level language implemented?

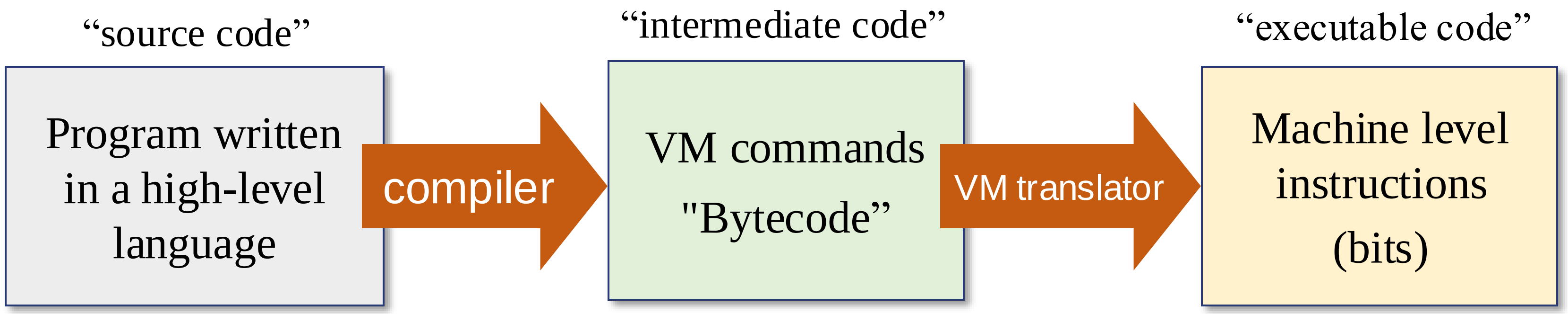
- Compiler
- OS
- Virtual machine
- Assembler



Compilation

One tier

Two tier



Compilation

One tier

Pros

1-tier compilers generate efficient, target-specific code

Cons

Requires multiple compilers / compilations, one for each target hardware platform.

Compilation

Two tier

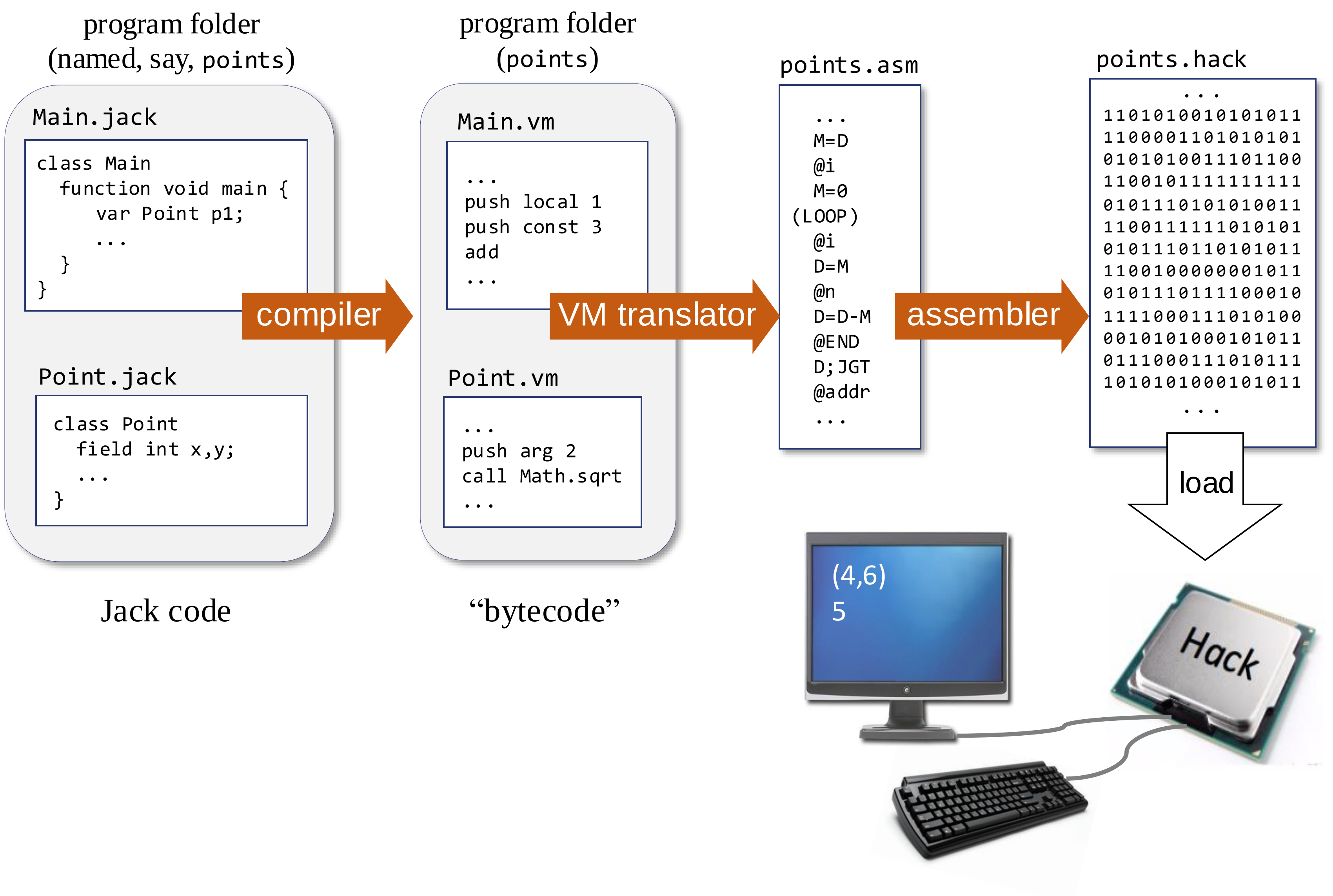
Pros

Compile once, run everywhere

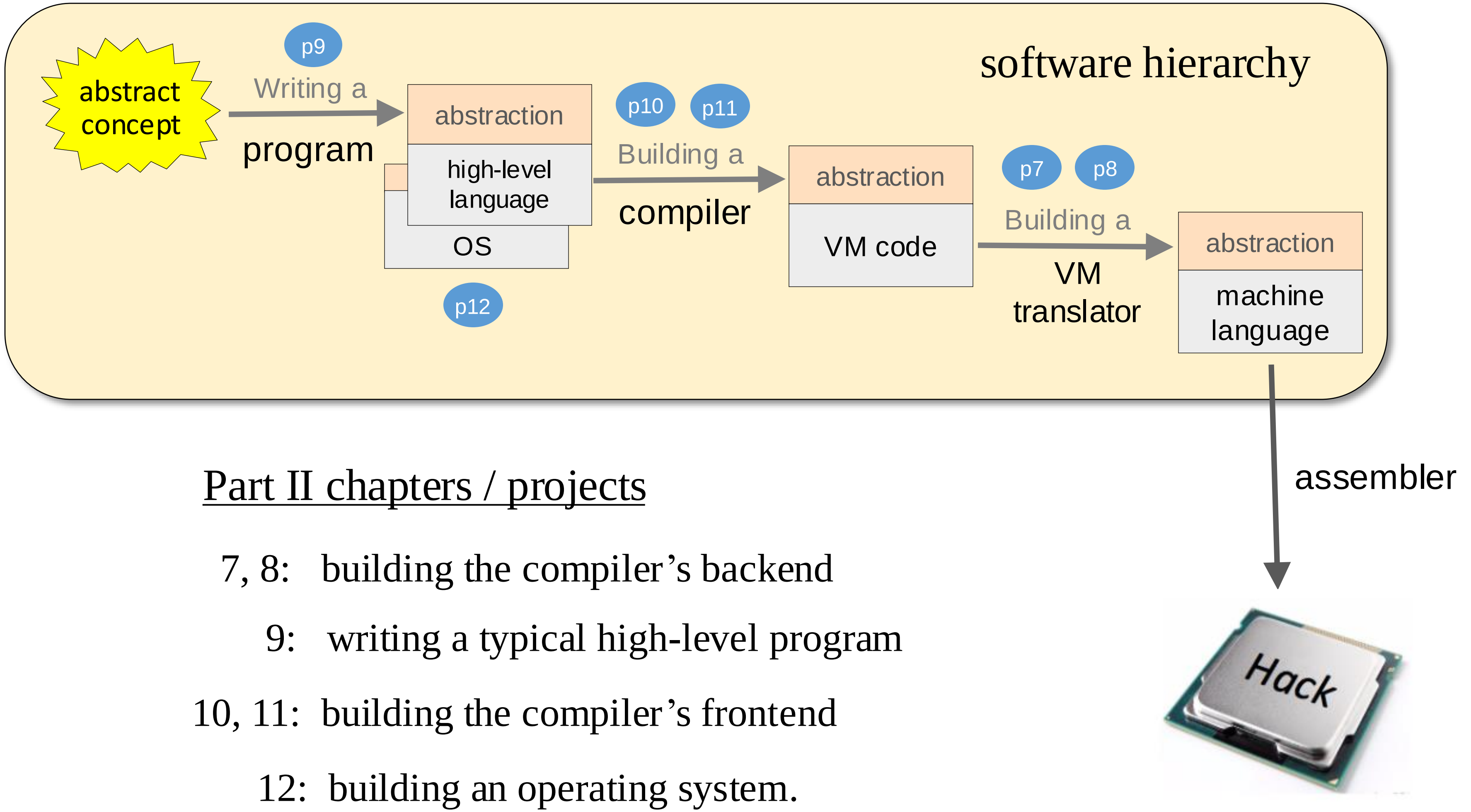
Cons

- Requires multiple VM translators, one for each target hardware platform
  (But: VM translators are much simpler than compilers)
- Generates less efficient machine language code
  (But: For numerous apps, the inefficiency delta is insignificant).

Compilation on the Hack/Jack platform



Nand to Tetris Roadmap: Part II



Part II chapters / projects

7, 8: building the compiler's backend

9: writing a typical high-level program

10, 11: building the compiler's frontend

12: building an operating system.

Lecture 7

Virtual Machine, Part I

These slides support chapter 7 of the book

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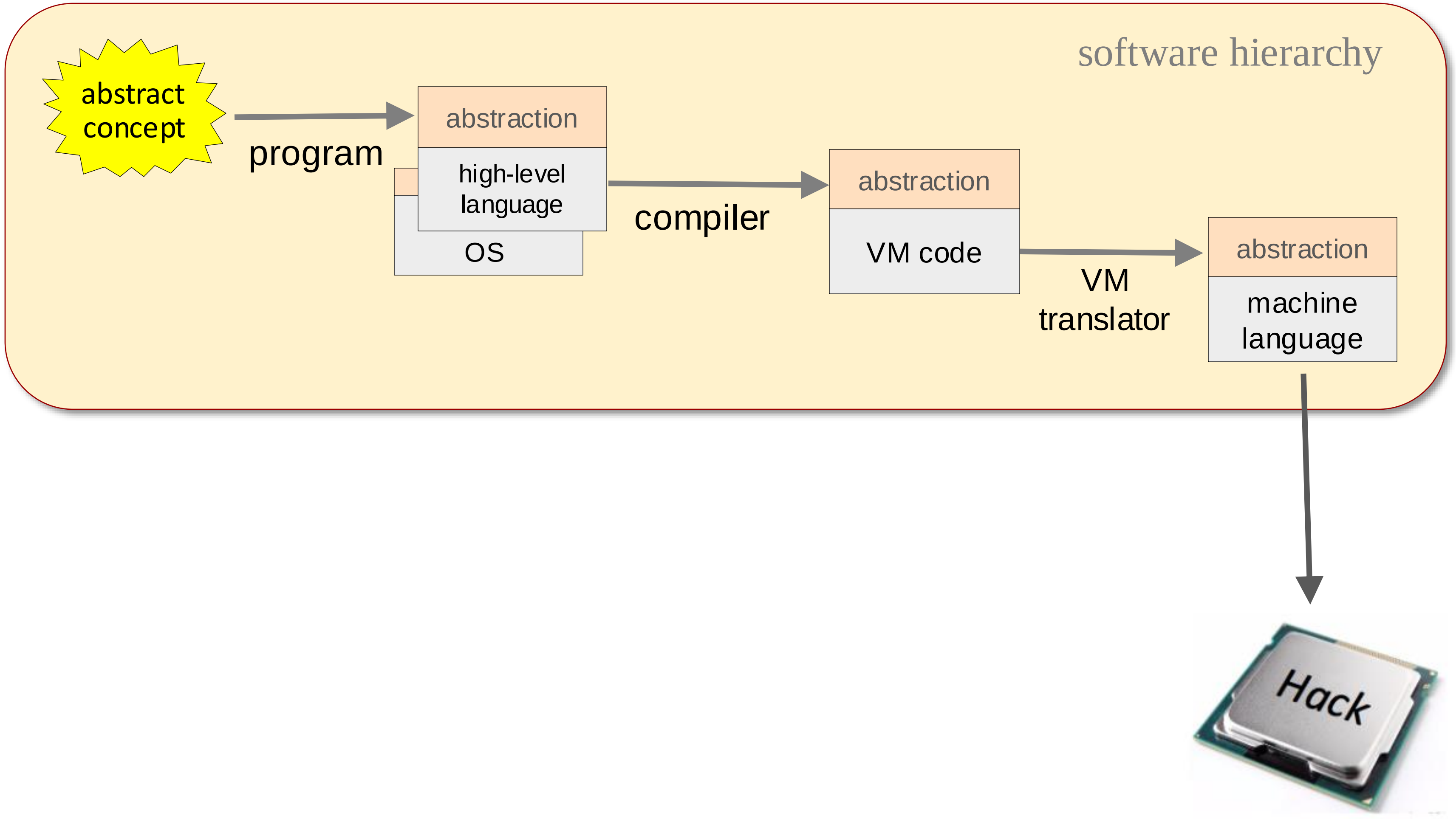
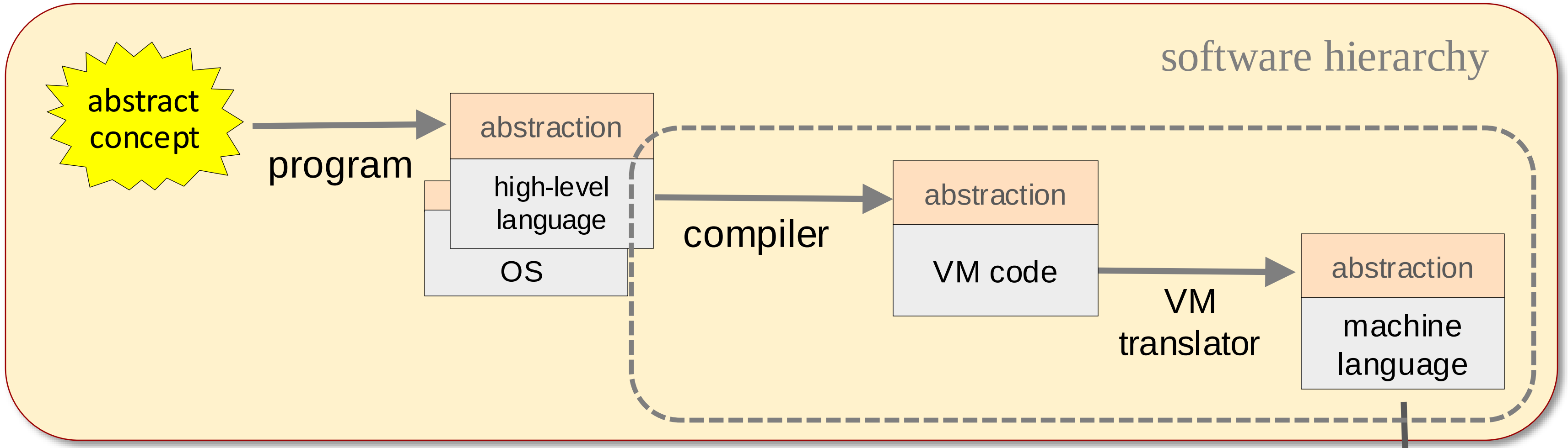
Nand to Tetris Roadmap: Part II



Nand to Tetris Roadmap: Part II



<u>VM code:</u> Generated by compilers;
runs on an *abstract virtual machine*

<u>VM Translator:</u> Translates the VM code
into machine language

The VM translator *implements* the VM code *abstraction*.

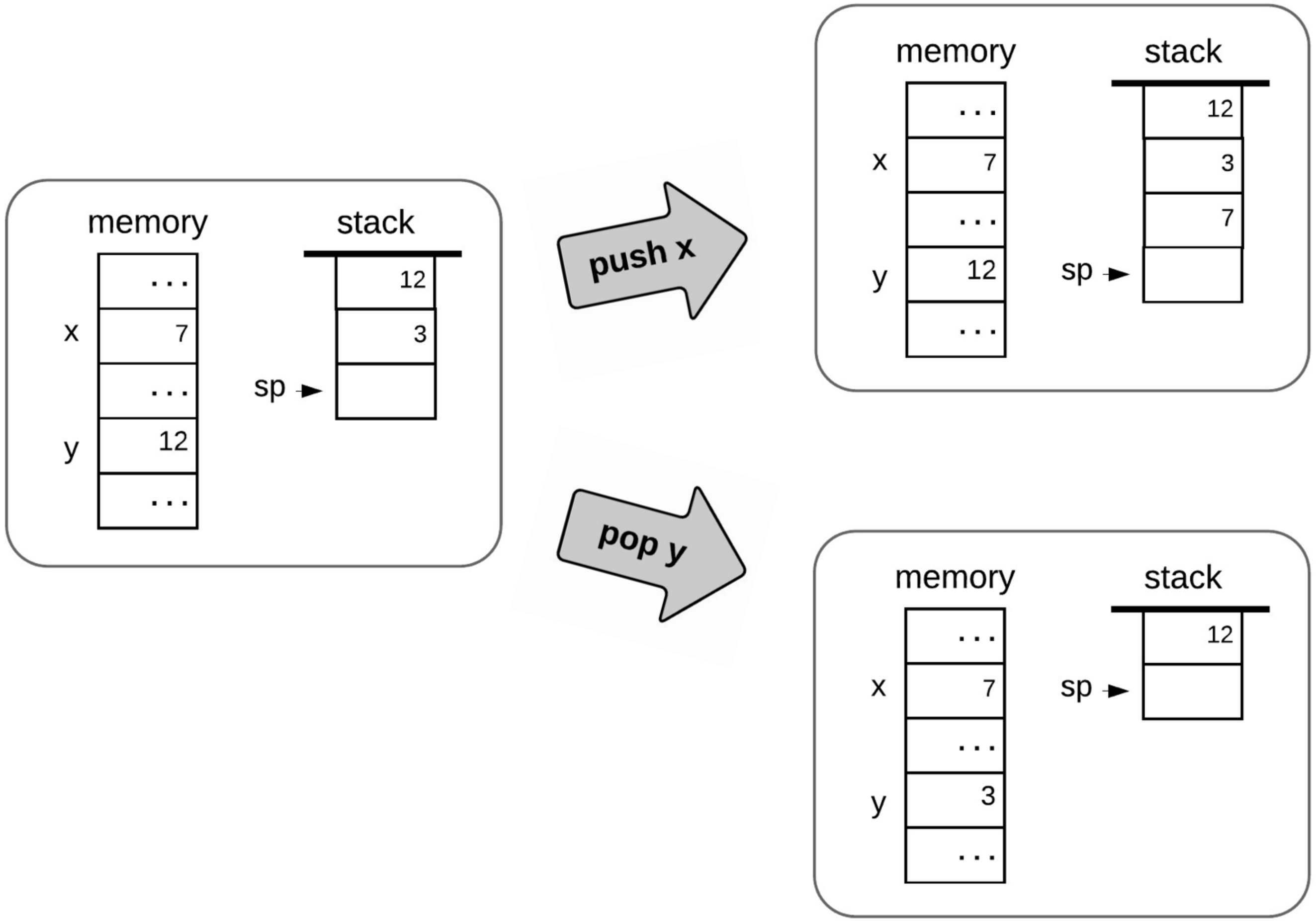
Our VM is *stack-based*

<u>Basic operations</u>

`push`: adds an element at the stack’s top

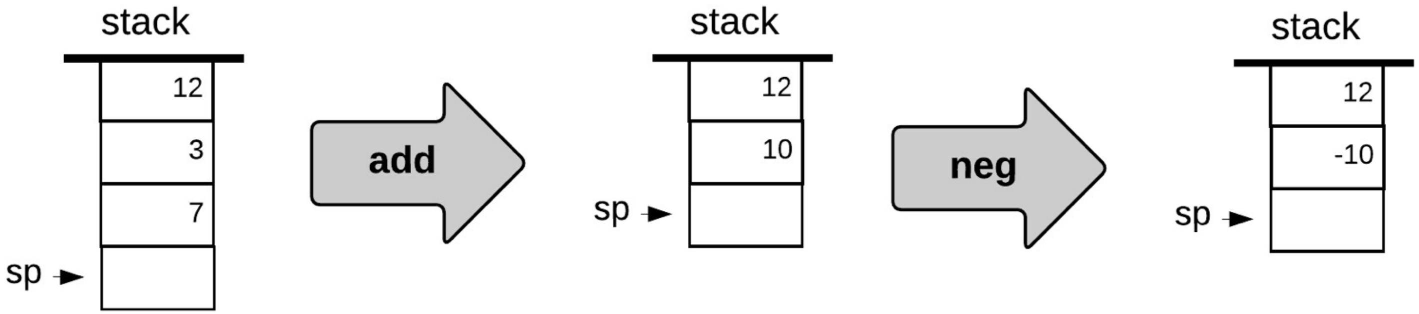
`pop`: removes the top element

Stack



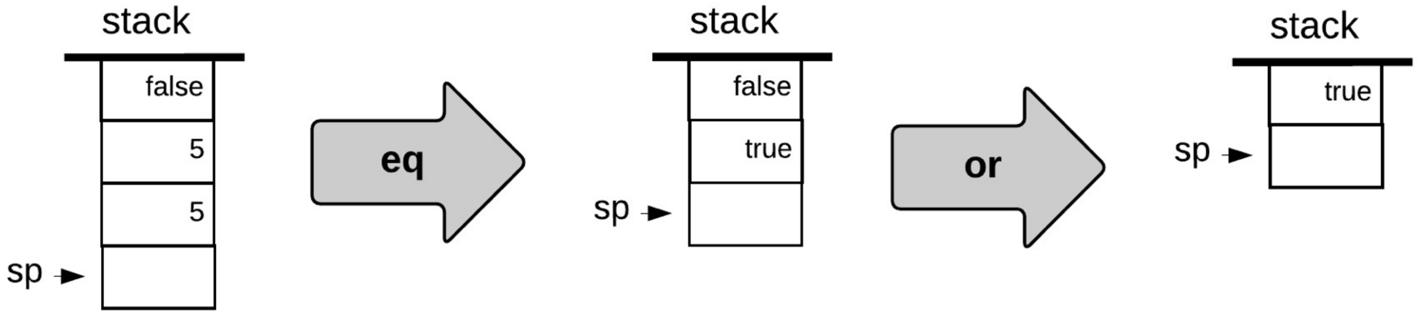
memory
stack
...
x
7
...
y
12
...
12
3
sp
push x
pop y
memory
stack
...
x
7
...
y
12
...
12
3
7
sp
memory
stack
...
x
7
...
y
3
...
12
sp

Stack arithmetic



<u>Applying a function</u> *f* (that has *n* arguments)

- pops *n* values (arguments) from the stack,
- Computes *f* on the values,
- Pushes the resulting value onto the stack.

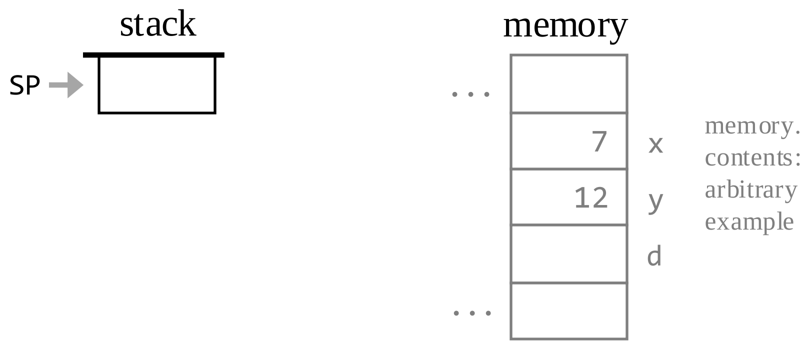


Arithmetic operations

VM pseudocode (example)

```
// d = (2 - x) + (y + 9)
push 2
push x
sub
push y
push 9
add
add
pop d
```

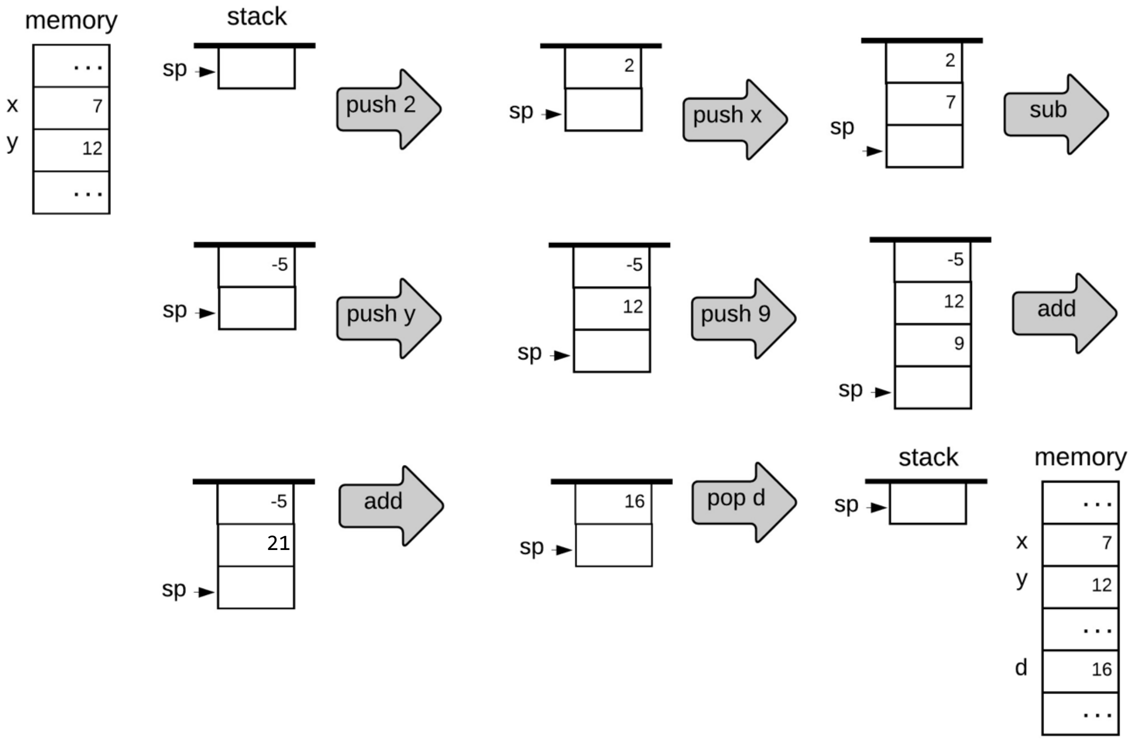
typically, generated by a compiler



Arithmetic operations (example recap)

VM pseudocode

```
// d = (2 − x) + (y + 9)
push 2
push x
sub
push y
push 9
add
add
pop d
```

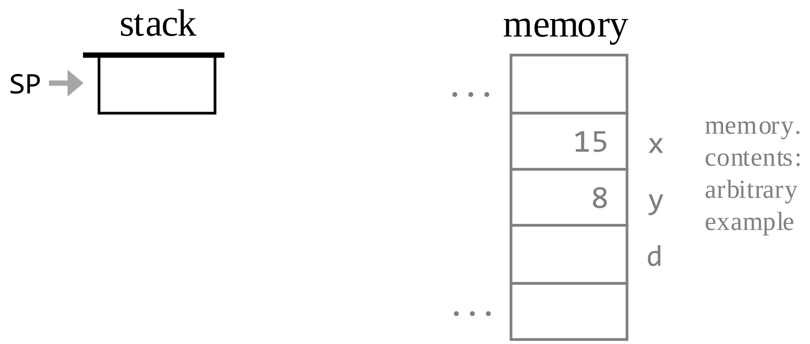


Logical operations

VM pseudocode (another example)

```
// (x < 7) or (y == 8)
push x
push 7
lt
push y
push 8
eq
or
```

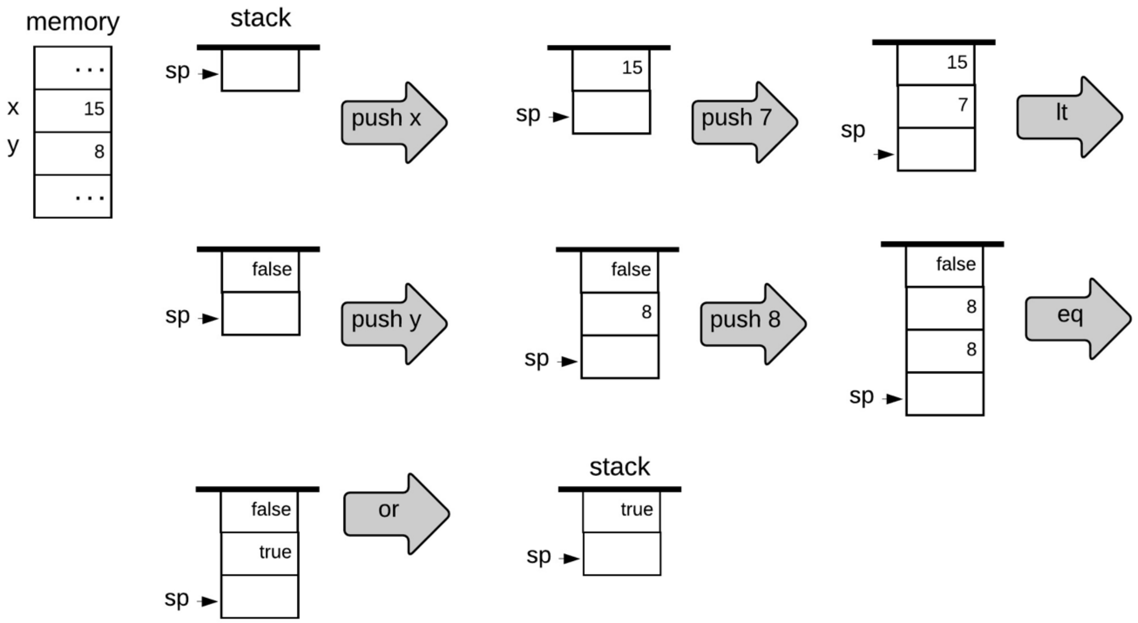
typically, generated by a compiler



Logical operations (example recap)

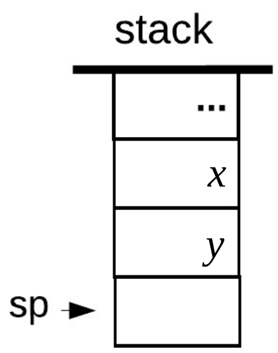
VM pseudocode (example 2)

```
// (x < 7) or (y == 8)
push x
push 7
lt
push y
push 8
eq
or
```



Arithmetic / Logical commands: Recap

command	operation	returns
`add`	$x + y$	integer
`sub`	$x - y$	integer
`neg`	$-y$	integer
`eq`	$x ==$ y	boolean
`gt`	$x > y$	boolean
`lt`	$x < y$	boolean
`and`	x And y	boolean
`or`	x Or y	boolean
`not`	Not x	boolean



Each command pops as many operands as it needs from the stack, computes the specified operation, and pushes the result onto the stack.

<u>The big picture</u>: Compilation / expressiveness

Every high-level arithmetic ot logical expression can be translated into a sequence of VM commands, operating in a stack.

The VM language

Push / pop commands

`push` *segment i*

`pop` *segment i*

Arithmetic / Logical commands

`add`, `sub` , `neg`

`eq` , `gt` , `lt`

`and`, `or` , `not`

Branching commands

`label` *label*

`goto` *label*

`if-goto` *label*

Function commands

`Function` *functionName nVars*

`Call` *functionName nArgs*

`return`

The Big Picture

Source code (e.g. Java)

```
class Foo {
   static int s1, s2;
   public int bar(int x, int y) {
      int a, b, c;
      ...
      c = s1 + y;
      ...
      return c;
   }
}
```

compiler

Compiled VM code

```
...
...
...
...
...
...
...
...
...
```

The Big Picture

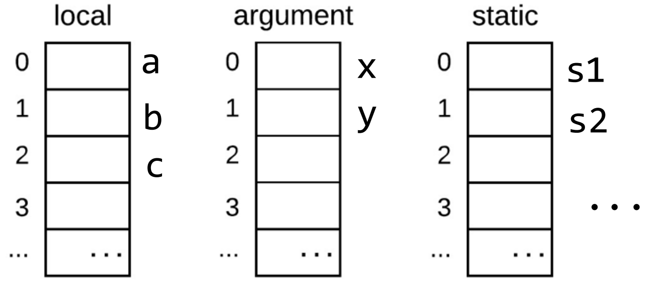
Source code (e.g. Java)

```
class Foo {
   static int s1, s2;
   public int bar(int x, int y) {
      int a, b, c;
      ...
      c = s1 + y;
      ...
      return c;
   }
}
```

compiler

Compiled VM code

```
   ...
   ...
   ...
   ...
   push static 0
   push argument 1
   add
   pop local 2
   ...
```



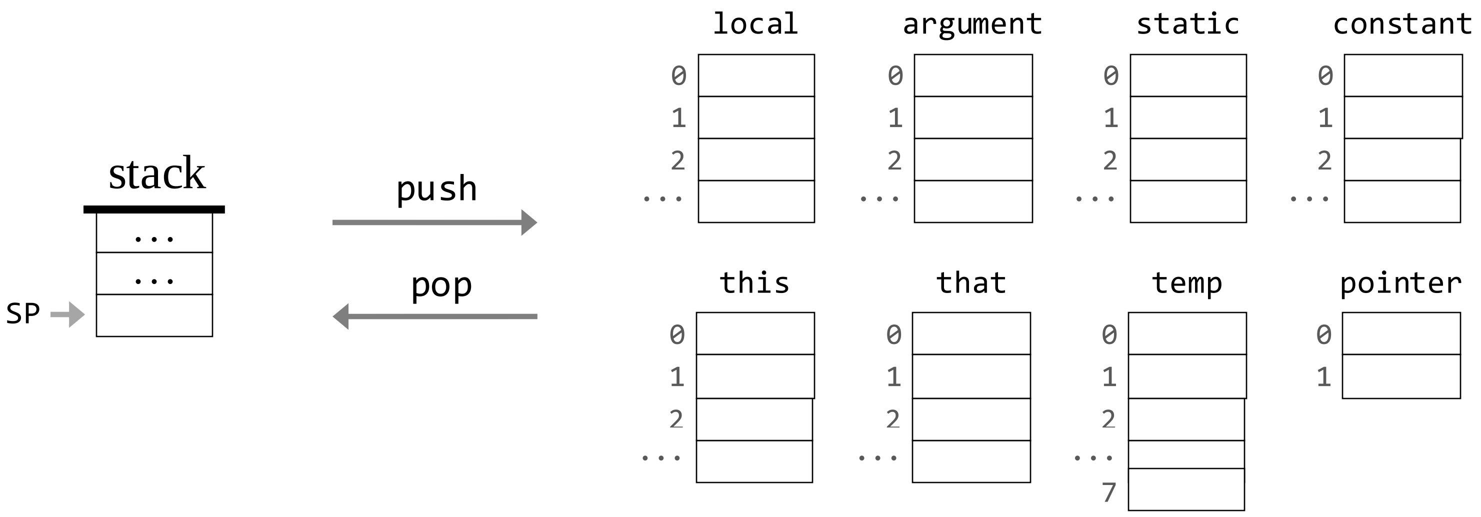
virtual memory segments

The compiler...

1. Represents variables by *virtual memory segments*, according to their *kinds*: `local`, `argument`, `static`, ...

2. Generates VM commands that operate on the stack and on the virtual memory segments.

Virtual memory segments



Our VM architecture features 8 *virtual memory segments*

(their roles will become clear when we'll develop the compiler).

<u>VM abstraction:</u> All segments look and behave exactly the same:

`push` / **`pop`** ***segment i***

where *segment* is `local`, `argument`, ..., `pointer`
and *i* is a non-negative integer.

VM commands

Push / pop

`push` *segment i*

`pop` *segment i*

Arithmetic / Logical

`add`, `sub` , `neg`

`eq` , `gt` , `lt`

`and`, `or` , `not`

Example

```
// local 2 ← local 2 + argument 0
push local 2
push argument 0
add
pop local 2
```

Implementation options

Native: Extend the computer's hardware with modules that represent the stack, the stack pointer, and other VM constructs; Extend the computer's instruction set with primitive versions of the VM commands;

Emulation: Write a program in a high level language that represents the stack and the virtual memory segments as ADTs; Implement the VM commands as methods that operate on these ADTs;

Translation: Translate each VM command into machine language instructions that operate on a host RAM; Use an addressing contract that realizes the stack and the memory segments as dedicated RAM segments.

VM commands

Push / pop

`push` *segment i*

`pop` *segment i*

Arithmetic / Logical

`add`, `sub` , `neg`

`eq` , `gt` , `lt`

`and`, `or` , `not`

Implementation options

Native: Extend the computer's hardware with modules that represent the stack, the stack pointer, and other VM constructs; Extend the computer's instruction set with primitive versions of the VM commands;

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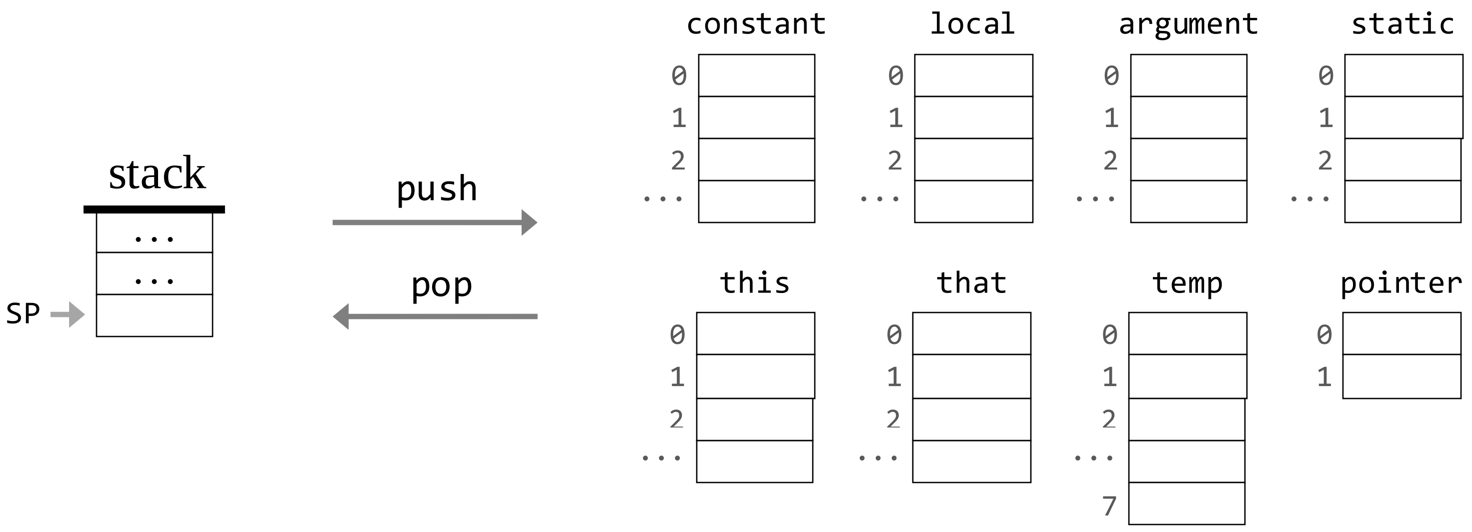
Translation: Translate each VM command into machine language instructions that operate on a host RAM; Use an addressing contract that realizes the stack and the memory segments as dedicated RAM segments.

The approach taken by:

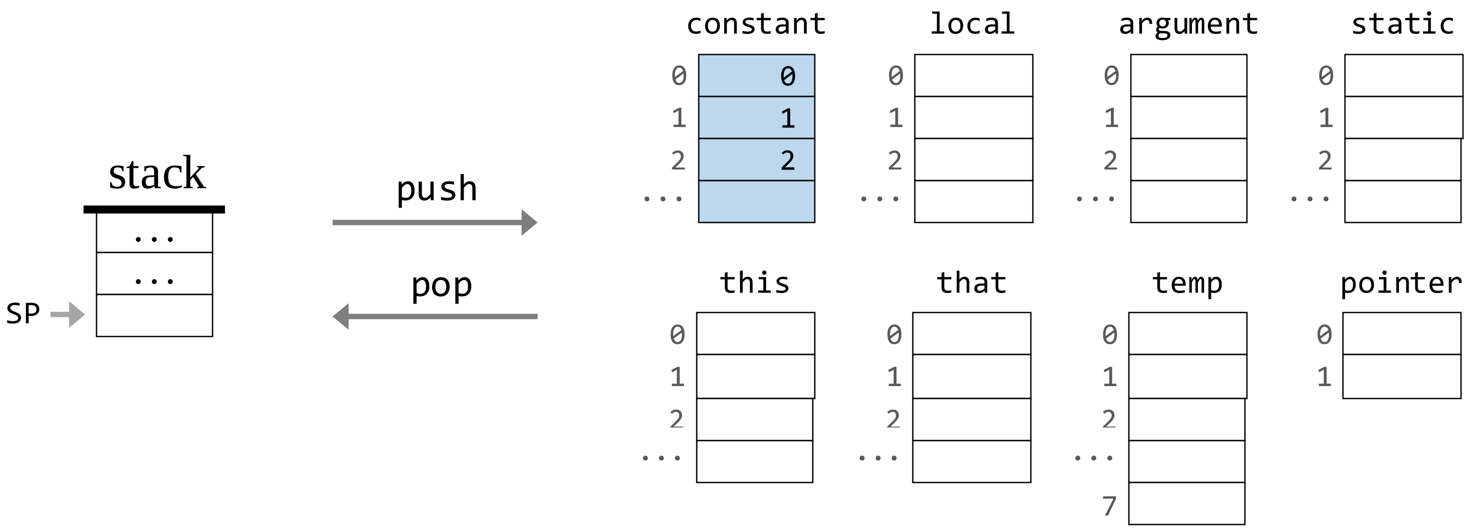
- Java, C#, Python, Ruby, Scala, ...
- Jack (designed in Nand to Tetris)

We'll start with implementing the push / pop commands.

Push / pop commands



Implementing `push constant` *i*

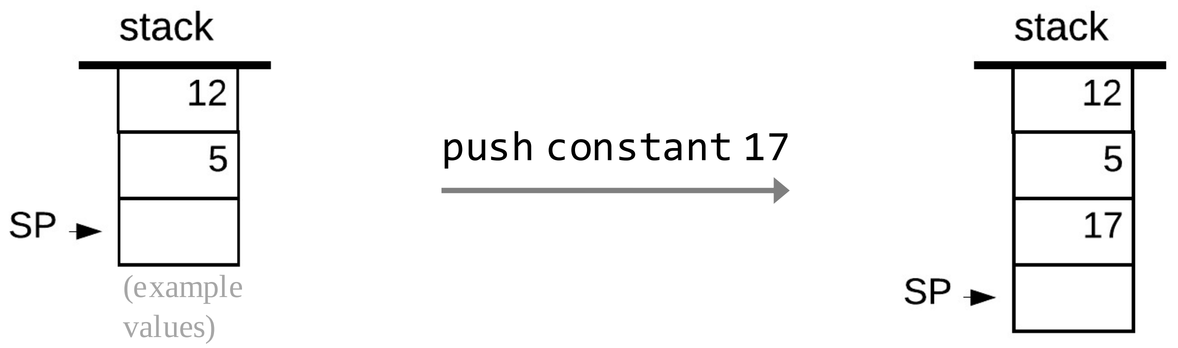


The `constant` segment represents the integers, `0`, `1`, `2`, `3`, ...

Abstraction: `constant` *i* supplies the integer *i*

Implementing `push constant` *i*

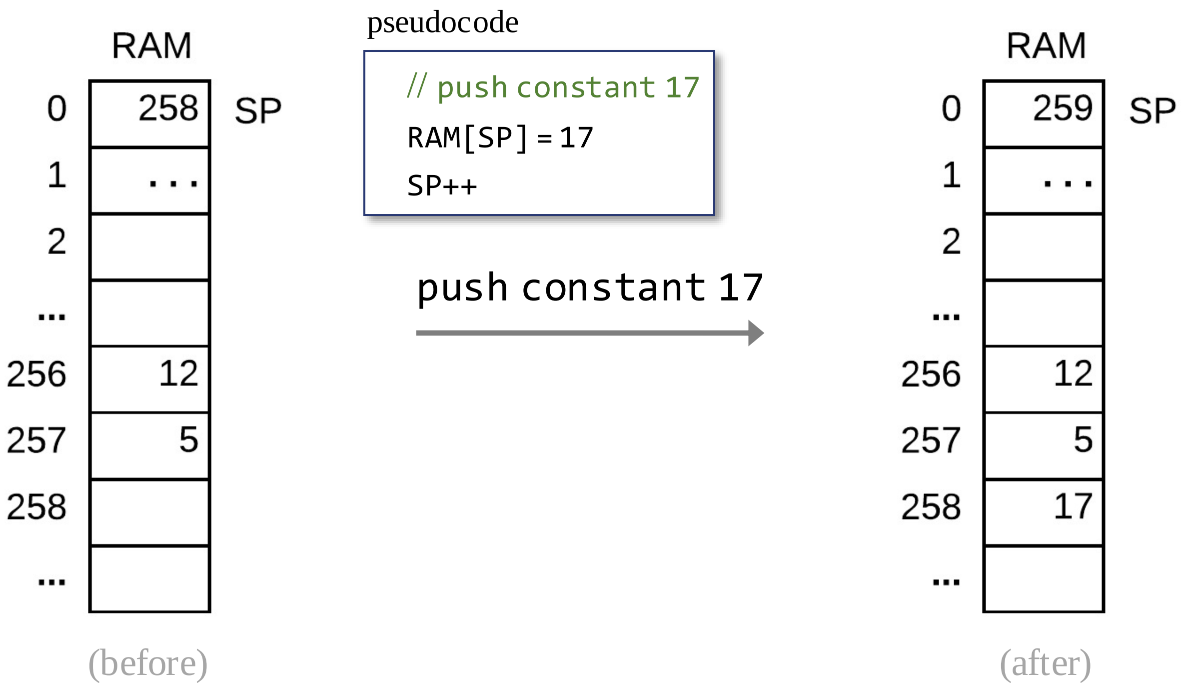
Abstraction



Implementation

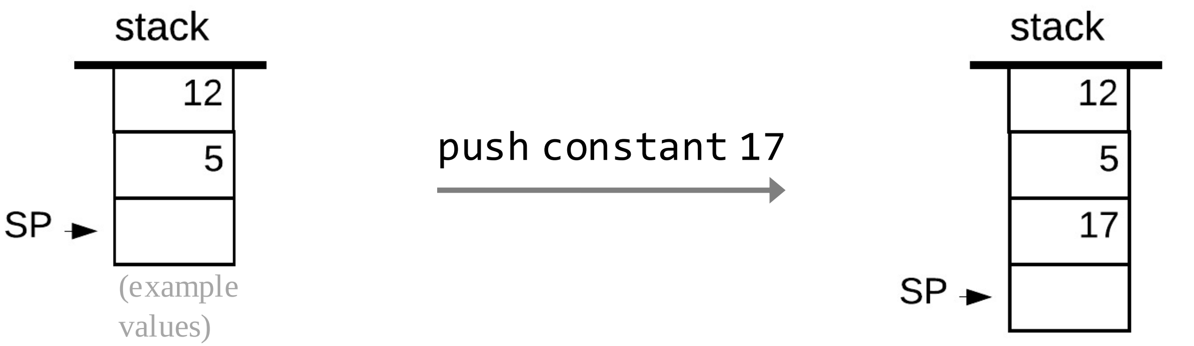
Stack:
stored in the RAM,
base address = 256

Stack Pointer:
stored in `RAM[0]`



Implementing `push constant` *i*

Abstraction



Implementation

Stack:
stored in the RAM,
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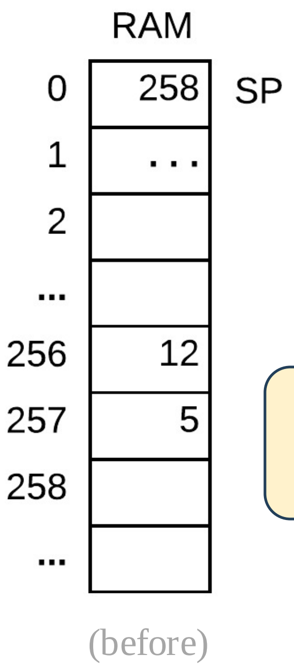
Stack Pointer:
stored in `RAM[0]`



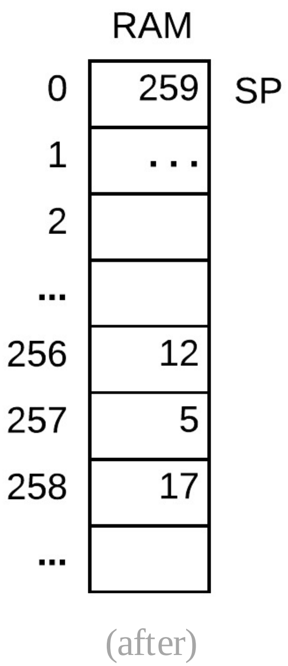
pseudocode

```
// push constant 17
RAM[SP] = 17
SP++
```

Hack assembly

```
// D = 17
@17
...
M=D
// SP++
@SP
M=M+1
```

Let's generalize



Implementing `push constant` *i*

Abstraction

VM code

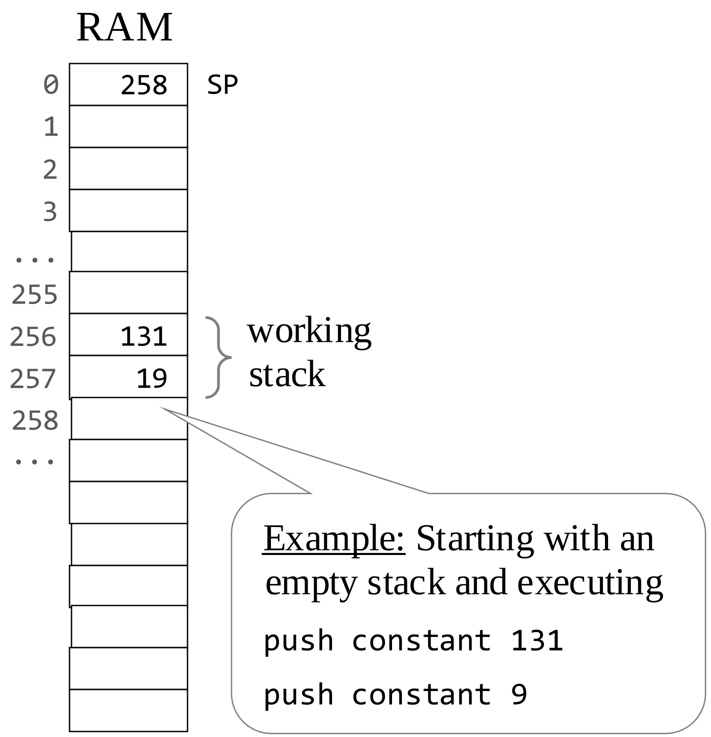
```
push constant i
```

VM translator

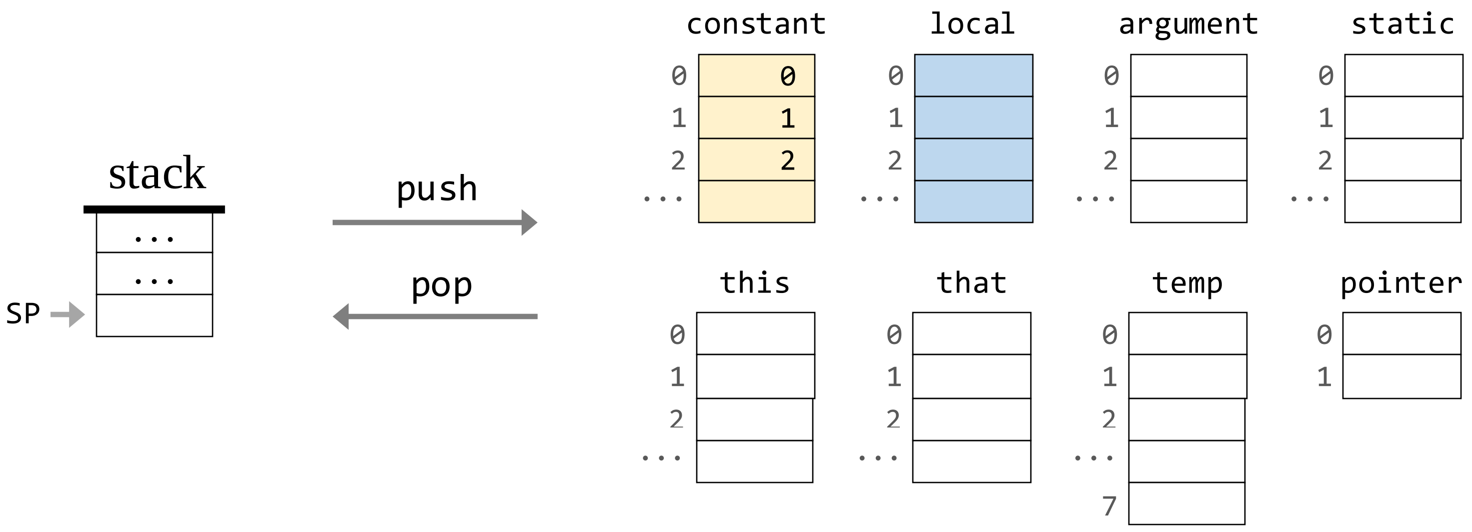
Implementation

Assembly code

```
// D = i
@i
D=A
// RAM[SP] = D
@SP
A=M
M=D
// SP++
@SP
M=M+1
```

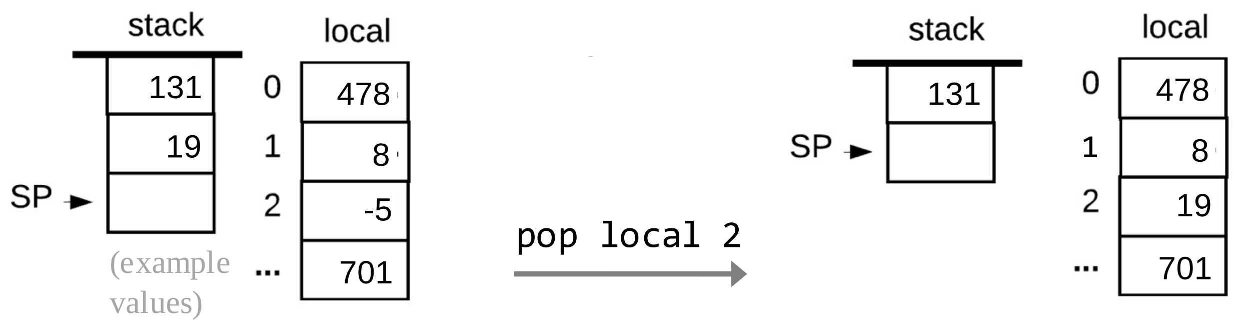


Implementing `push` / `pop` `local` *i*



Implementing `push` / `pop local` *i*

Abstraction

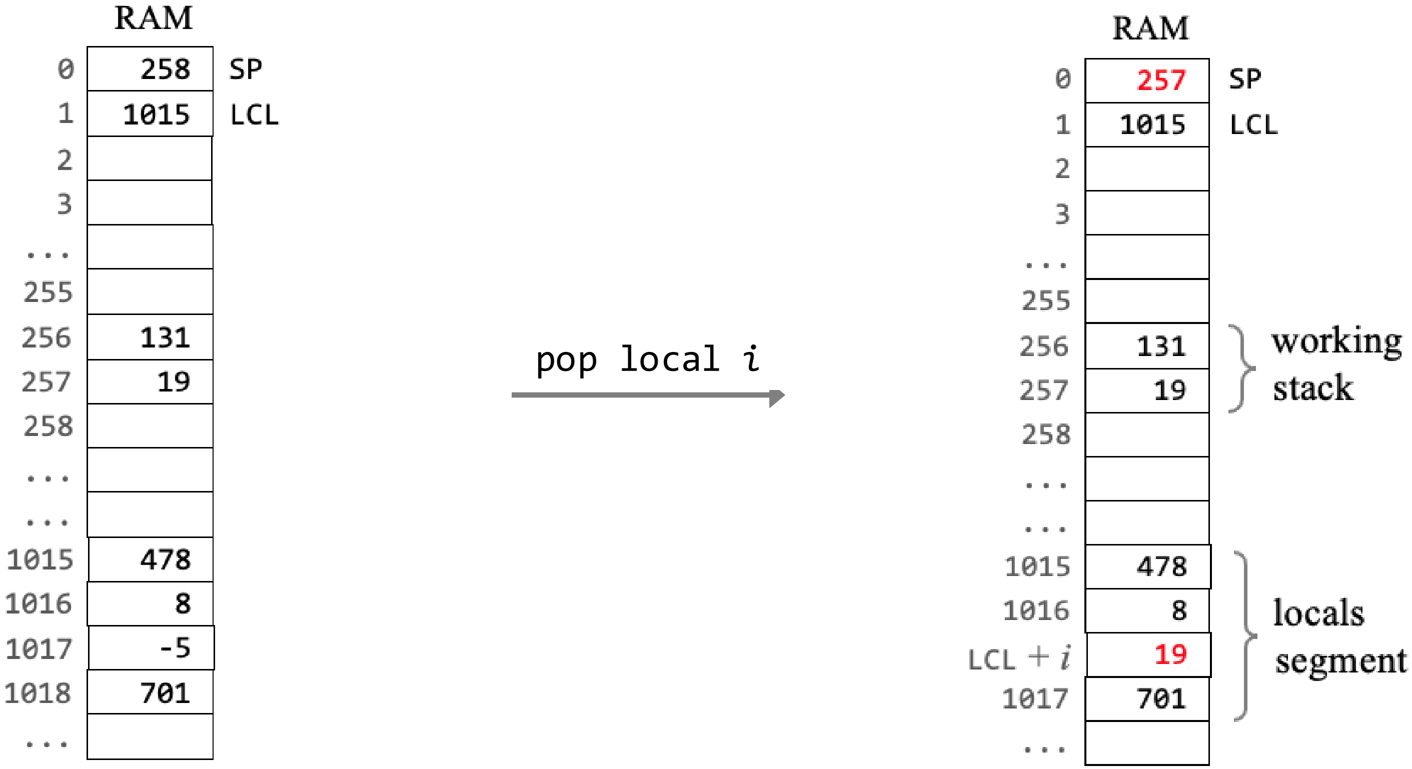


Implementation

locals segment: stored somewhere in the RAM;

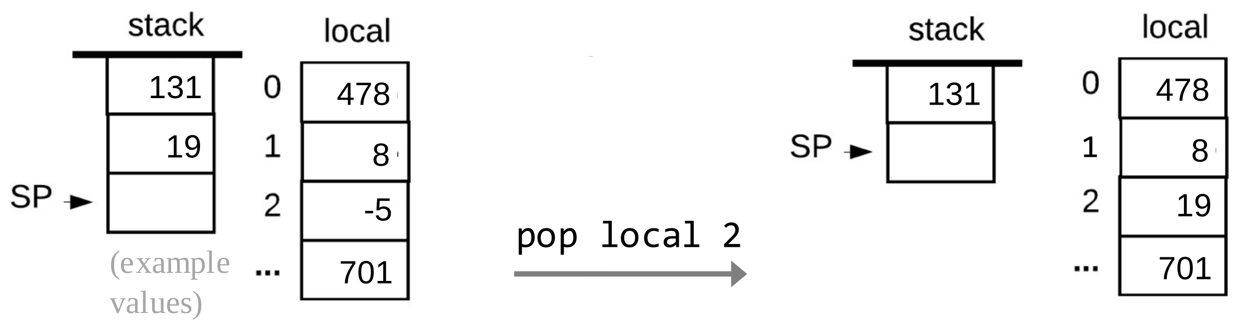
`LCL` = base address

(1015 is an example)



Implementing `push` / `pop` `local` *i*

Abstraction

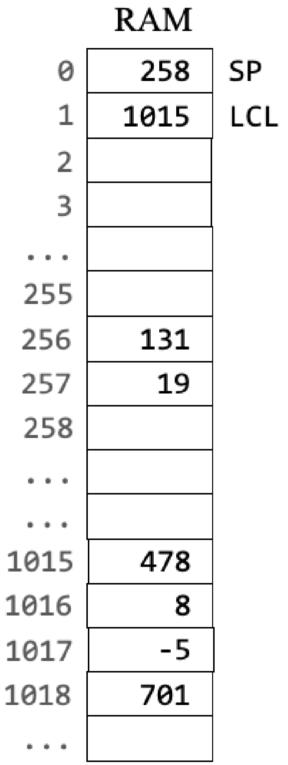


Implementation

locals segment: stored somewhere in the RAM;

`LCL` = base address

(1015 is an example)



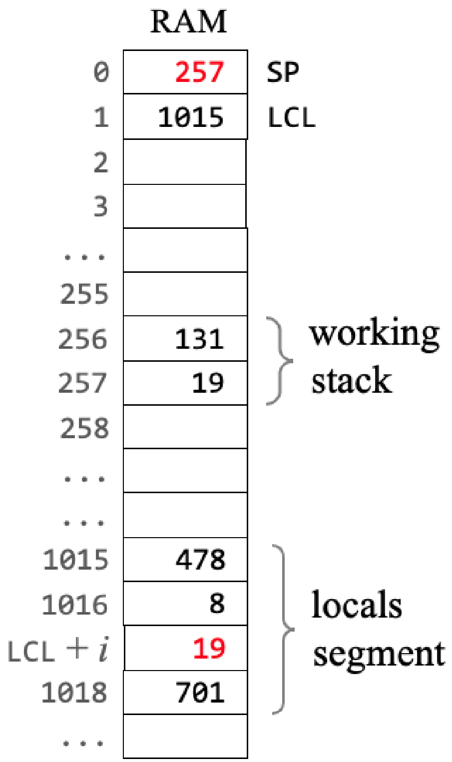
Pseudocode

```
// pop local i
addr ← LCL + i
SP--
RAM[addr] ← RAM[SP]
```

`pop local i`

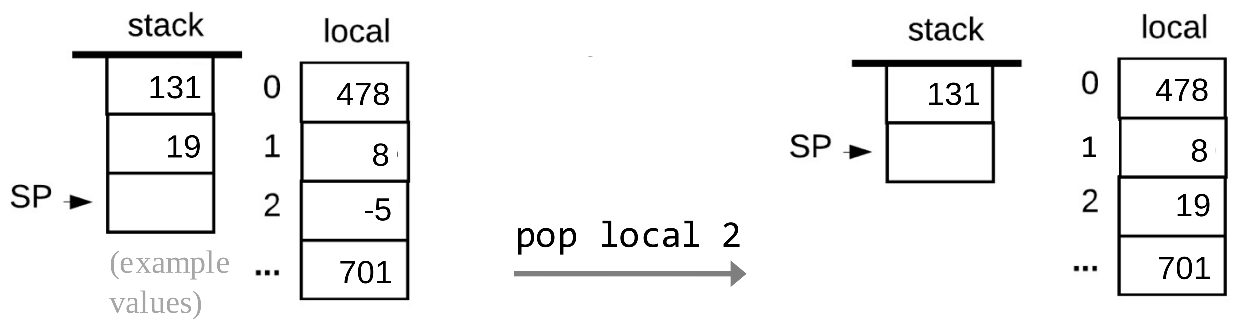
Hack assembly

You do it!



Implementing `push / pop local` *i*

Abstraction

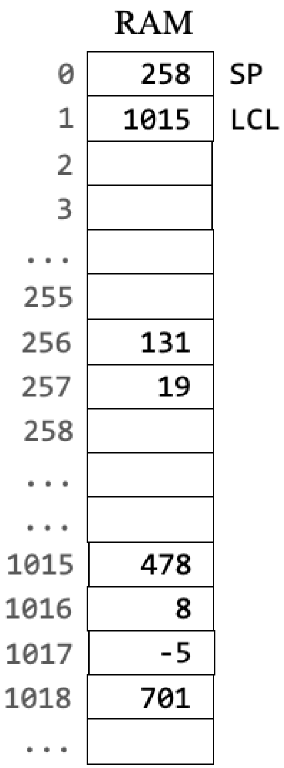


Implementation

locals segment: stored somewhere in the RAM;

`LCL` = base address

(1015 is an example)



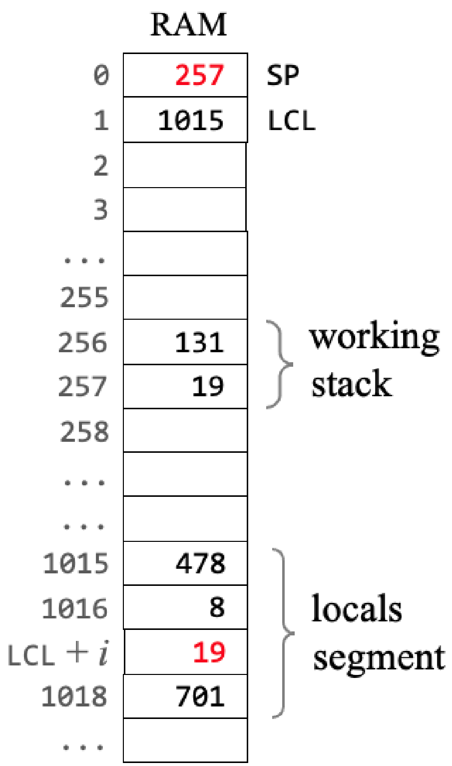
Pseudocode

```
// pop local i
addr ← LCL + i
SP--
RAM[addr] ← RAM[SP]
```

pop local *i*

Hack assembly

Let’s generalize



Implementing `push` / `pop local` *i*

Abstraction

VM code

```
pop local i
```

```
push local i
```

VM translator

Implementation

Assembly pseudo code

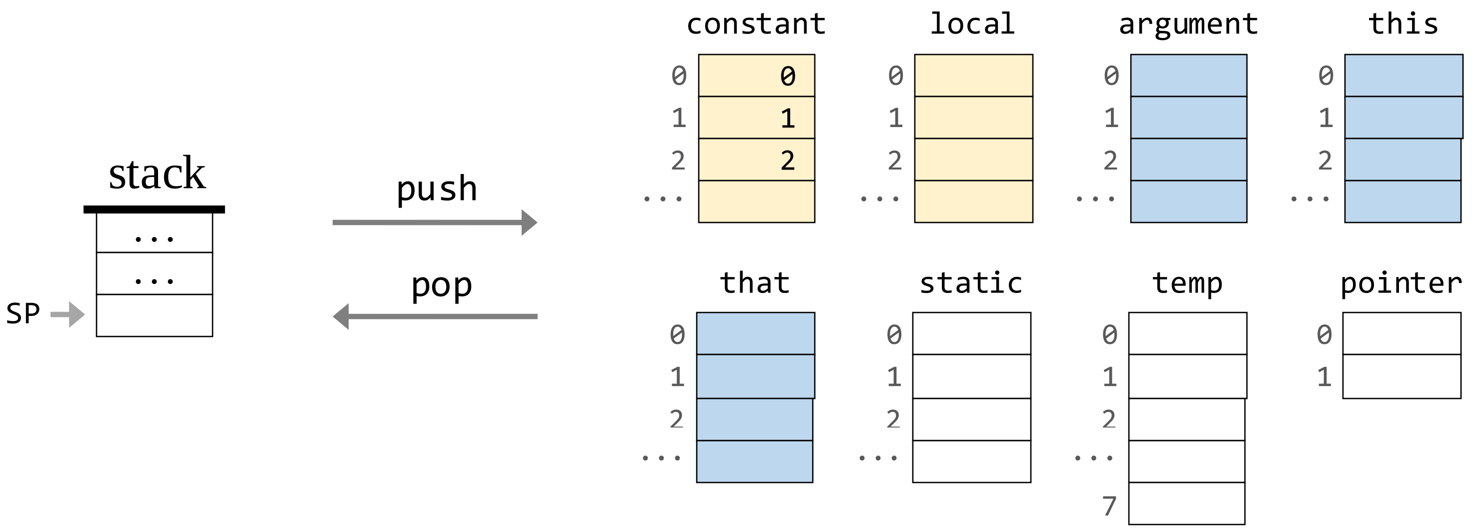
```
// pop local i
addr ← LCL + i
SP--
RAM[addr] ← RAM[SP]
```

```
// push local i
addr ← LCL + i
RAM[SP] ← RAM[addr]
SP++
```

RAM

0	258	SP
1	1015	LCL
2		
3		
...		
255		
256	131	working stack
257	19	
258		
...		
...		
1015	478	locals segment
1016	8	
1017	-5	
1018	701	
...		

Implementing `push` / `pop` `{local, argument, this, that}` *i*



<u>The segments</u> `argument`, `this`, and `that`:

Implemented exactly the same way as `local`

Implementing `push` / `pop` {`local`, `argument`, `this`, `that`} *i*

Abstraction

VM code

```
pop local i
```

```
push local i
```

VM translator

Implementation

Assembly pseudo code

```
// pop local i
addr ← LCL + i
SP--
RAM[addr] ← RAM[SP]
```

```
// push local i
addr ← LCL + i
RAM[SP] ← RAM[addr]
SP++
```

RAM

0	258	SP	
1	1015	LCL	
2			
3			
...			
255			
256	131		working stack
257	19		
258			
...			
...			
1015	478		locals segment
1016	8		
1017	-5		
1018	701		
...			

Implementation of `local` (reminder)

Implementing `push` / `pop` `{local, argument, this, that}` *i*

Abstraction

VM code

```
pop segment i
```

```
push segment i
```

where *segment* is

`local`, `argument`, `this`, `that`

and *i* is a non-negative integer

VM translator

Implementation

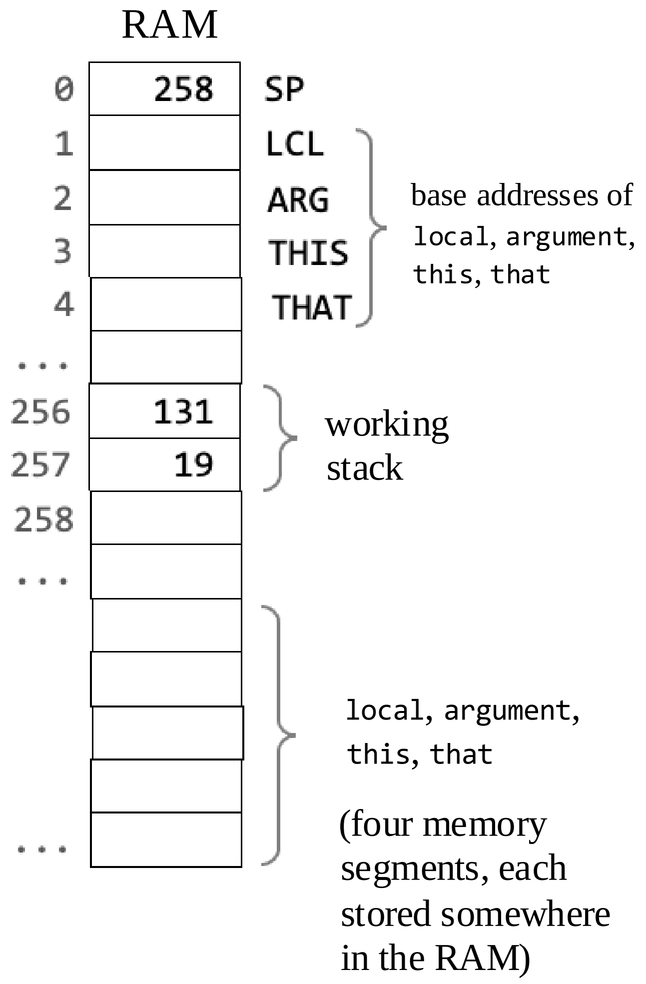
Assembly pseudo code

```
// pop segment i
addr ← segmentPointer + i
SP--
RAM[addr] ← RAM[SP]
```

```
// push segment i
addr ← segmentPointer + i
RAM[SP] ← RAM[addr]
SP++
```

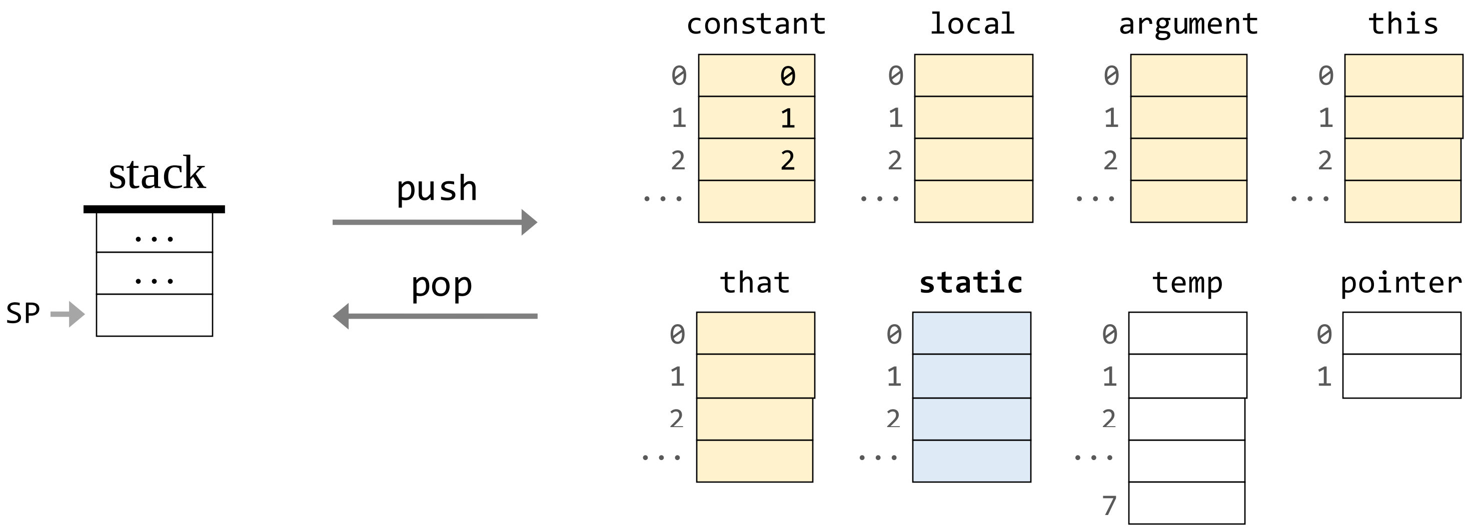
where *segmentPointer* is

`LCL`, `ARG`, `THIS`, `THAT`



Implementation of `local`, `argument`, `this`, `that`

Implementing `push / pop static` *i*



The Big Picture

When the compiler compiles classes, it maps all their *static variables* onto one VM segment, named `static`.

Implementing `push` / `pop static` *i*

Standard mapping (contract)

The `static` segment is stored in a fixed RAM block, starting at address 16 and ending at address 255

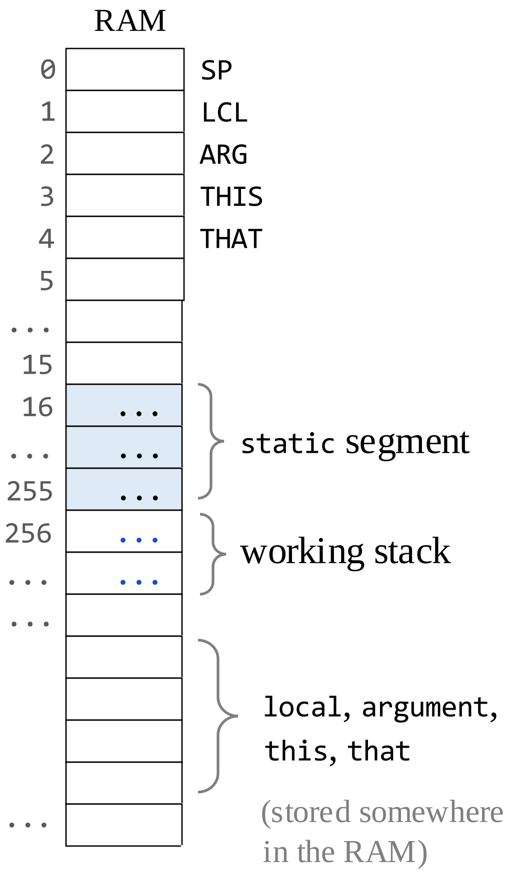
To translate `push`/`pop static` *i*

(when translating a VM file named `Xxx.vm`)

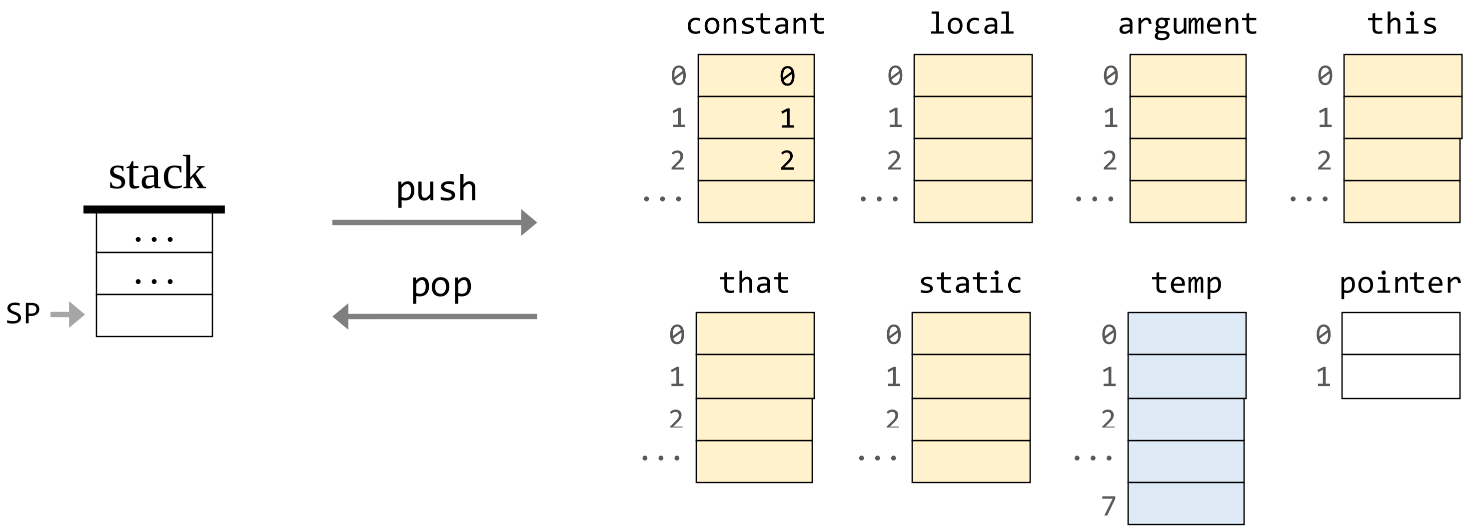
Generate assembly code that realizes:

`push`/`pop Xxx.`*i*

(Explanation: When this assembly code will be further translated to executable code, the Assembler will map these variables on RAM addresses 16, 17, 18, ..., exactly what we want).



Implementing `push` / `pop` `temp` *i*



The Big Picture

When translating high-level code, compilers sometimes generate VM code that uses temporary variables (variables that don't come from the source code)

The `temp` segment: A fixed, 8-entry segment: `temp 0`, `temp 1`, …, `temp 7`

Implementing `push` / `pop temp` *i*

Standard mapping (contract)

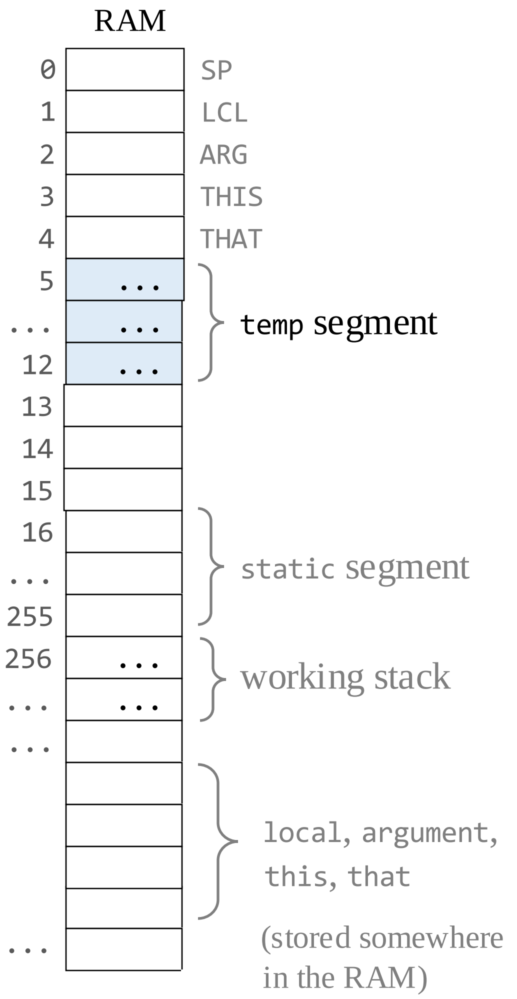
The `temp` segment is stored in a fixed RAM block, starting at address 5 and ending at address 12:

`temp 0` is stored in `RAM[5]`

`temp 1` is stored in `RAM[6]`

`...`

`temp 7` is stored in `RAM[12]`

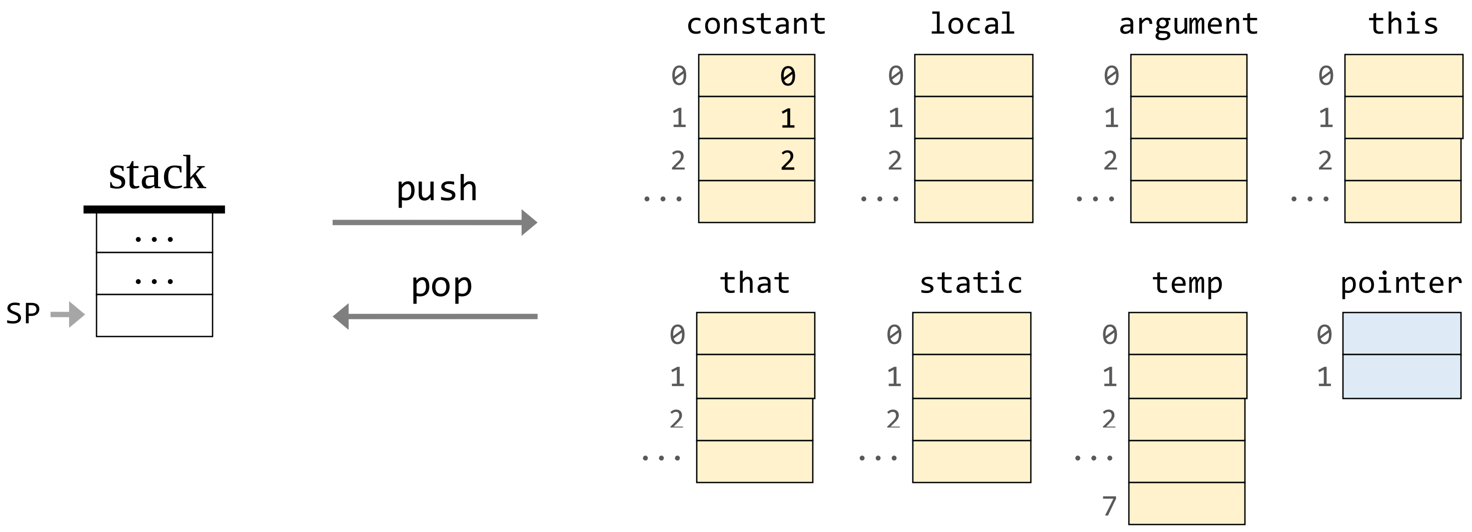


Implementing `push/pop temp` *i*

Generate assembly code that realizes:

`push/pop RAM[5 +` *i*`]`

Implementing `push` / `pop` `pointer` *i*



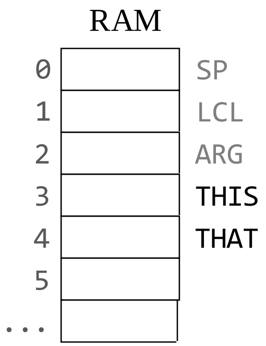
<u>The Big Picture</u>

The `pointer` segment comes to play when the compiler generates code that deals with *objects* and *arrays*;

More about this, when we learn how to write a compiler.

<u>Abstraction:</u> A fixed, 2-entry segment: `pointer 0`, `pointer 1`

Implementing `push` / `pop pointer` *i*



<u>Abstraction</u>

`pointer`: A two-element segment, containing the base addresses of segments `this` and `that`

<u>Implementation</u>

(a truly virtual segment, not stored anywhere)

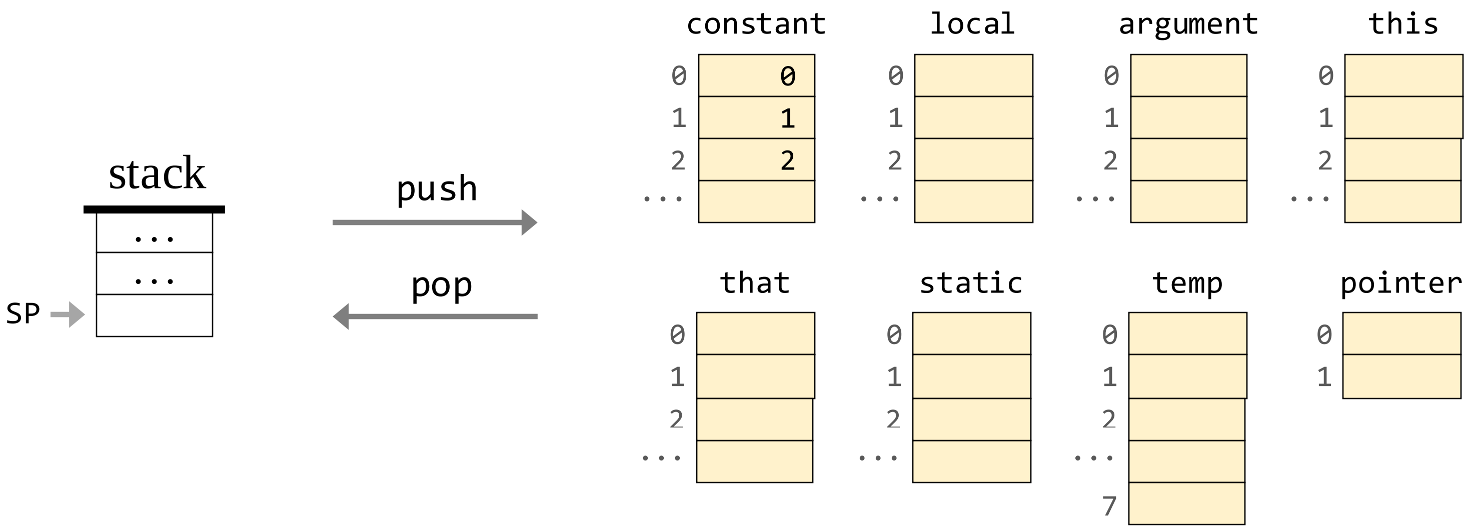
To translate: `push/pop pointer 0`

generate assembly code that realizes `push/pop THIS`

To translate: `push/pop pointer 1`

generate assembly code that realizes `push/pop THAT`

Push / pop commands



Recap

We described how to generate assembly code snippets that realize the VM operations

`push` / `pop` {`constant`, `local`, `argument`, `this`, `that`, `static`, `temp`, `pointer`} i

The VM language

Push / pop commands

`push` *segment i*

`pop` *segment i*

Arithmetic / Logical commands

`add`, `sub` , `neg`

`eq` , `gt` , `lt`

`and`, `or` , `not`

Branching commands

`label` *label*

`goto` *label*

`if-goto` *label*

Function commands

`Function` *functionName nVars*

`Call` *functionName nArgs*

`return`

Implementing the VM arithmetic-logical commands

command	operation	returns
`add`	$x + y$	integer
`sub`	$x - y$	integer
`neg`	$-y$	integer
`eq`	$x == y$	boolean
`gt`	$x > y$	boolean
`lt`	$x < y$	boolean
`and`	x And y	boolean
`or`	x Or y	boolean
`not`	Not x	boolean

Abstraction

Each arithmetic/logical command `pops` one or two values from the stack, computes one of the above functions on these values, and `pushes` the computed value onto the stack

Implementation

Popping implementation in assembly: Discussed

Pushing implementation is assembly: Discussed

`+, -, ==, >, <, And, Or, Not` computations in assembly: Simple.

Conclusion

Translating the arithmetic-logical VM commands to assembly: Easy.

The VM language

✓ Push / pop commands

`push` *segment i*

`pop` *segment i*

✓ Arithmetic / Logical commands

`add`, `sub` , `neg`

`eq` , `gt` , `lt`

`and`, `or` , `not`

This lecture

Branching commands

`label` *label*

`goto` *label*

`if-goto` *label*

Function commands

`Function` *functionName nVars*

`Call` *functionName nArgs*

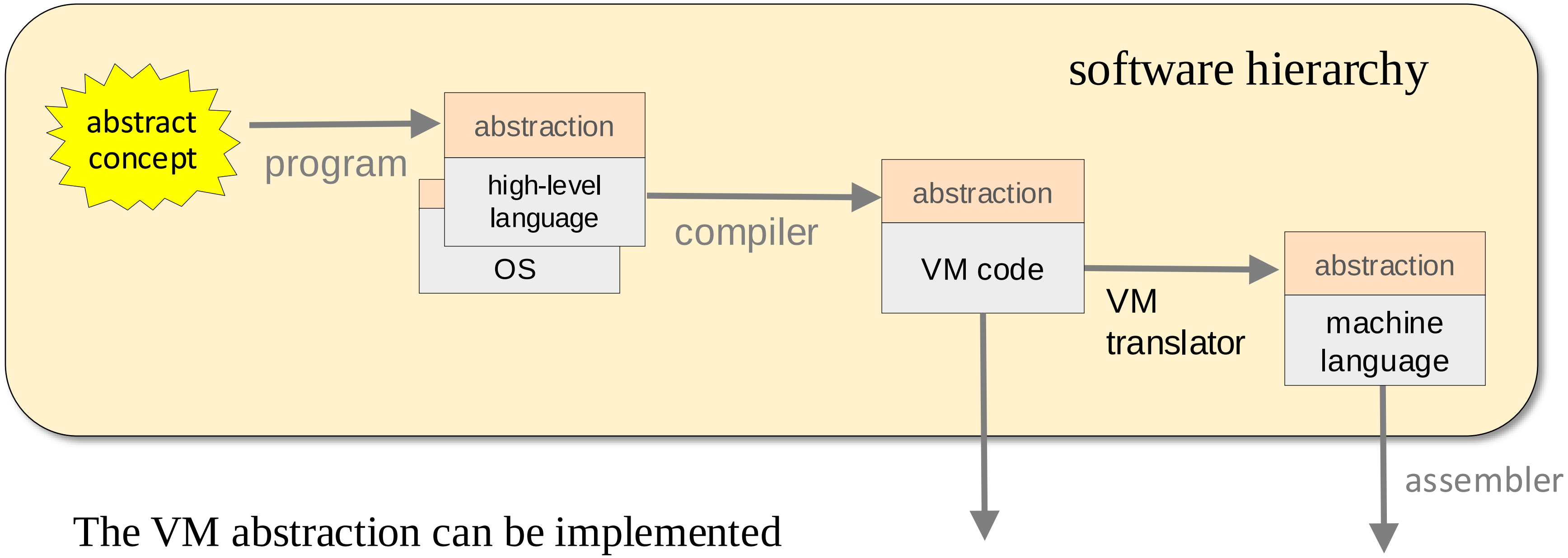
`return`

Next lecture

Lecture plan

- ✓ Overview
- ✓ The VM Language
- ➡ VM Emulator
- Standard Mapping
- VM Translator
- Project 7

VM implementations



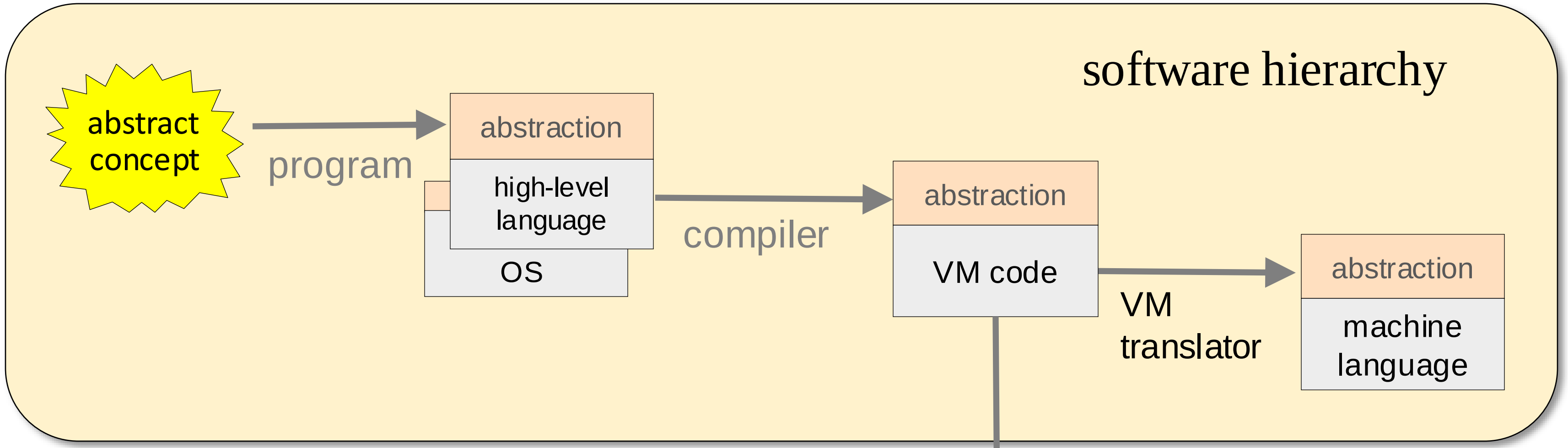
The VM abstraction can be implemented in several ways, including:

<u>VM emulator</u>: Uses a high-level language to execute VM commands (supplied)

<u>VM translator</u>: Translates VM commands into the machine language of a target platform (projects 7, 8).

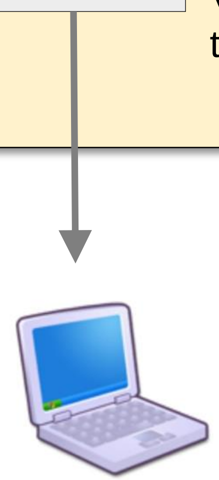
VM emulator

VM implementations



The VM abstraction can be implemented in several ways, including:

<u>VM emulator</u>: Uses a high-level language to execute VM commands (supplied).



VM emulator

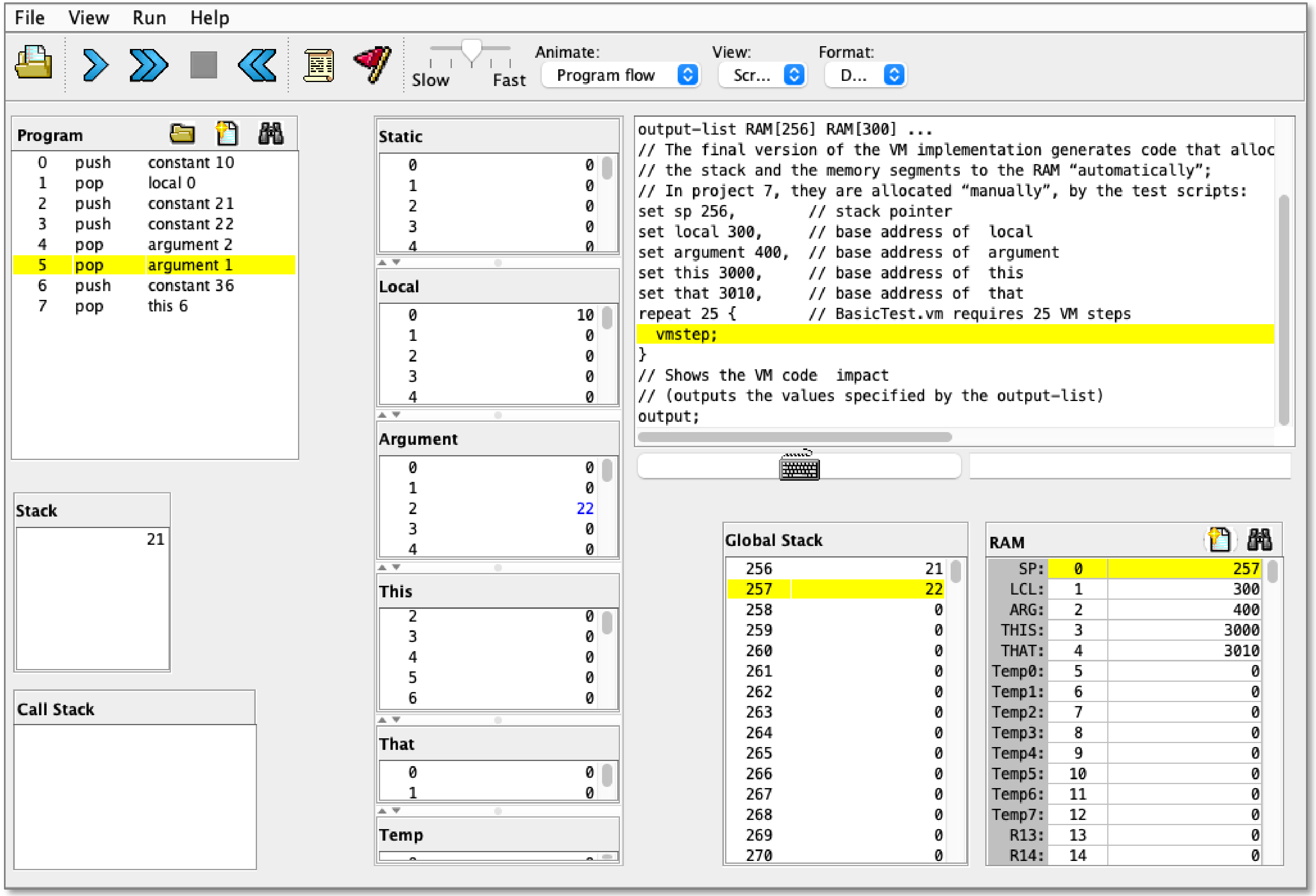
<u>Our VM emulator</u>

2. Executes VM programs

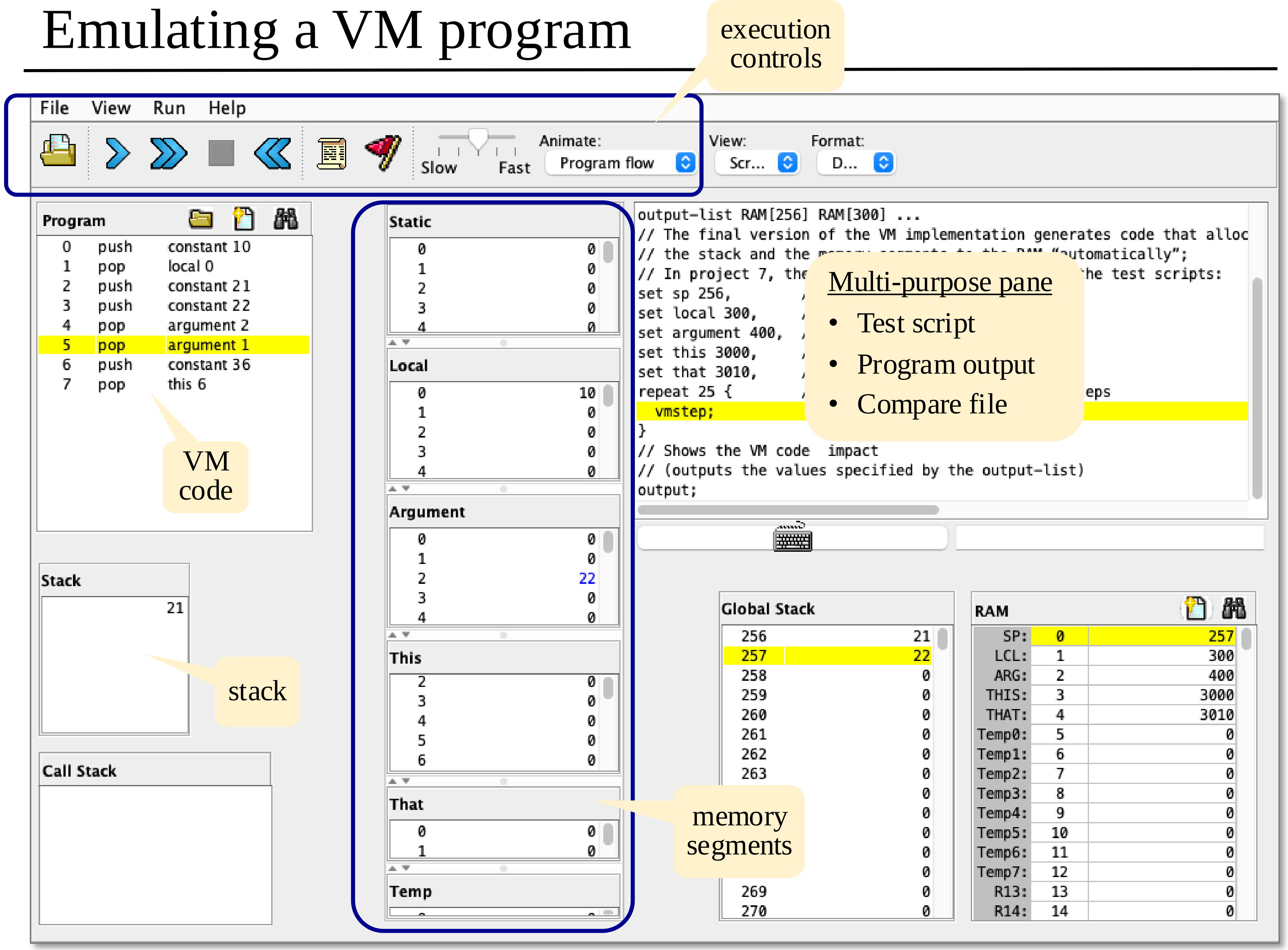
2. Visualizes...

- How VM commands work
- How the *stack* and the *virtual segments* are stored on the host RAM.

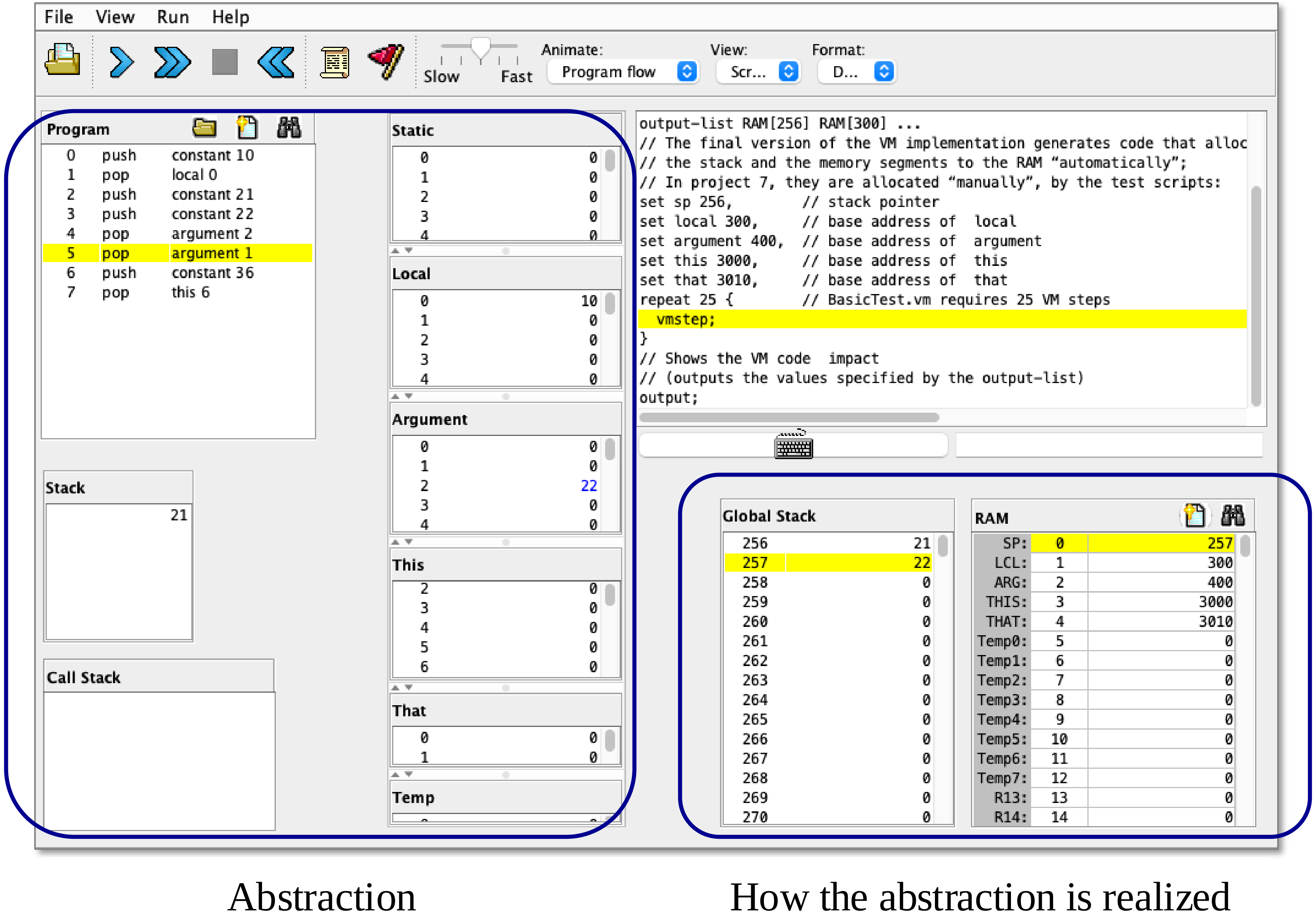
Emulating a VM program



Emulating a VM program



Emulating a VM program



Emulating a VM program: Testing

`BasicTest.vm`

```
push constant 10
pop local 0
push constant 21
push constant 22
pop argument 2
pop argument 1
push constant 36
pop this 6
...
```

(example test program from project 7)

`BasicTestVME.tst`

```
load BasicTest.vm,
output-file BasicTest.out,
compare-to BasicTest.cmp,

// In project 7 we allocate the stack and the virtual segments to the RAM
// "manually", using test script commands (in project 8 we will develop
// the ability to do these allocations "automatically"):

set sp 256,          // stack pointer
set local 300,       // base address of local
set argument 400,    // base address of argument
set this 3000,       // base address of this
set that 3010,       // base address of that

repeat 25 {          // BasicTest.vm requires 25 VM steps
  vmstep;
}

// Shows the impact of the executed VM code on selected RAM addresses
// (contents of selected pointers, virtual segments, etc.):
output-list RAM[256] RAM[300] RAM[401] RAM[402]...
output;
```

- The script runs the VM program on the VM emulator;
- Enables experimenting with the VM commands before implementing them in assembly.

Lecture plan

- Overview
- The VM Language
- VM Emulator
- Standard Mapping
- VM Translator
- Project 7

Standard VM mapping

Background

We've introduced a virtual machine (VM) model;

The VM can be implemented on numerous target platforms,
in numerous different ways.

Standard mapping (on some target platform)

Recommends how to realize the VM on a specific target platform
(where to store the stack, the segments pointers, the segments, etc.)

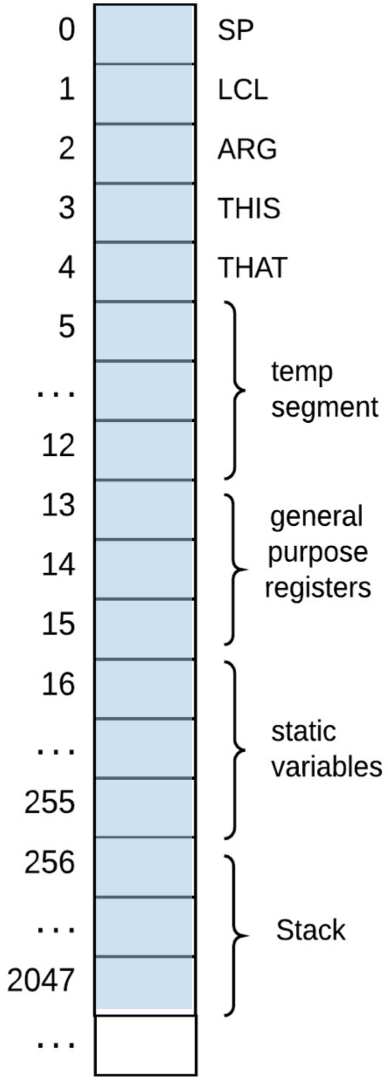
Benefits

Promotes compatibility with other tools / libraries that conform to this standard:

- VM emulators, OS routines
- Testing systems / test scripts
- Etc.

Standard VM mapping on the Hack platform

Hack RAM



To realize this standard mapping, the assembly code generated by the VM translator must conform to the mapping shown on the left, and use the following symbols:

Symbol	***Usage***
`SP`	This predefined symbol points to the memory address within the host RAM just following the address containing the topmost stack value.
`LCL`, `ARG`, `THIS`, `THAT`	These predefined symbols point, respectively, to the base addresses within the host RAM of the virtual segments `local`, `argument`, `this`, and `that` of the currently running VM function.
`R13`–`R15`	These predefined symbols can be used for any purpose.
`Xxx.`*i* symbols	The `static` segment is implemented as follows: each static variable *i* in file `Xxx.vm` is translated into the assembly symbol `Xxx.`*i*. In the subsequent assembly process, these symbolic variables will be allocated to the RAM by the Hack assembler.

Lecture plan

- Overview
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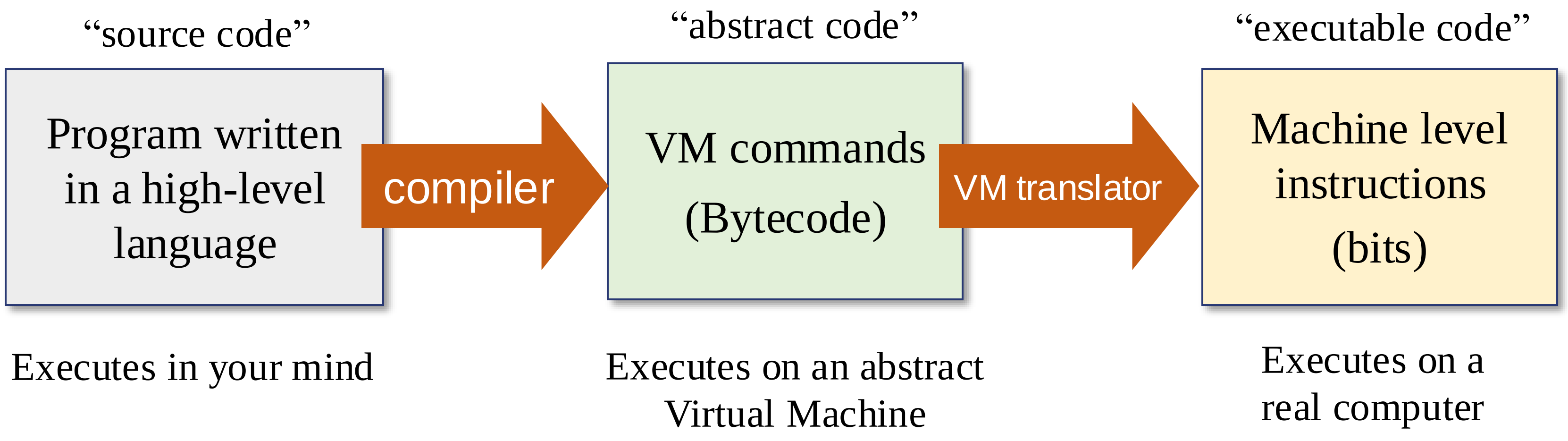
- Project 7

The Big Picture: Program compilation



The VM translator

VM code (*fileName*.vm)

```
...
push constant 17
push local 2
add
pop argument 1
...
```

VM translator

Generated assembly code (*fileName*.asm)

```
...
// push constant 17
@17
D=A
```

... additional assembly code that completes the implementation of push constant 17

```
// push local 2
```

... assembly code that implements push local 2

```
// add
```

... assembly code that implements add

```
// pop argument 1
```

... assembly code that implements push argument 1

```
...
```

The VM translator creates an output .asm file, parses the source VM commands line by line, generates assembly code according to the standard mapping, and emits the generated code into the output file.

The VM translator

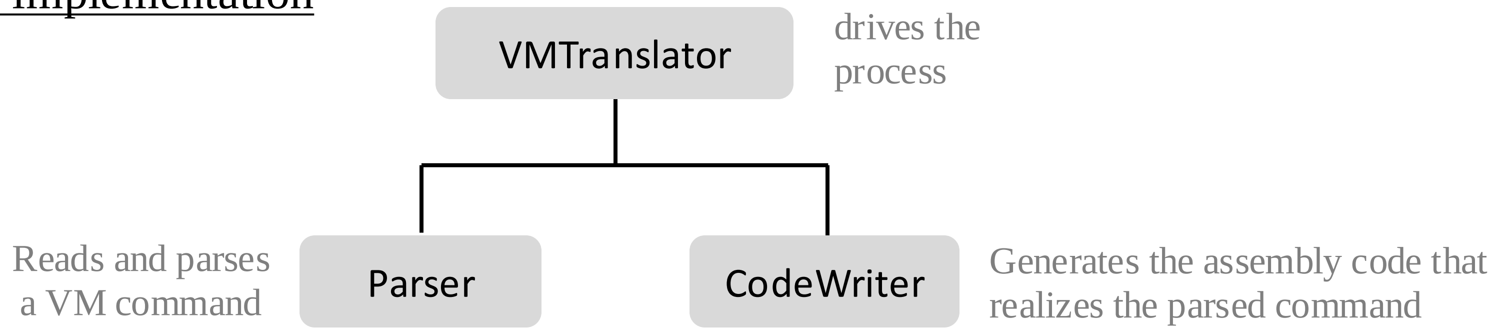
<u>Usage</u>: (if the translator is implemented in Java)

`$ java VMTranslator` *fileName*`.vm`

(the *fileName* may contain a file path; the first character of *fileName* must be an uppercase letter).

Output: An assembly file named *fileName*`.asm`

<u>Proposed implementation</u>



The VM translator

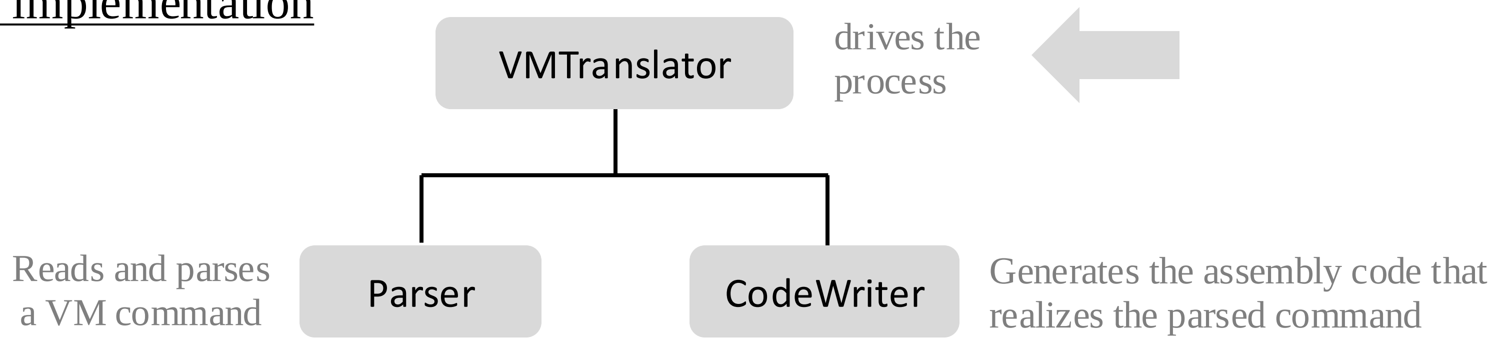
Usage: (if the translator is implemented in Java)

```
$ java VMTranslator fileName.vm
```

(the *fileName* may contain a file path; the first character of *fileName* must be an uppercase letter).

Output: An assembly file named *fileName*`.asm`

Proposed implementation



VMTranslator

- Constructs a `Parser` to handle the input file;
- Constructs a `CodeWriter` to handle the output file;
- Iterates through the input file, parsing each line and generating assembly code from it, using the services of the `Parser` and a `CodeWriter`.

The VM translator

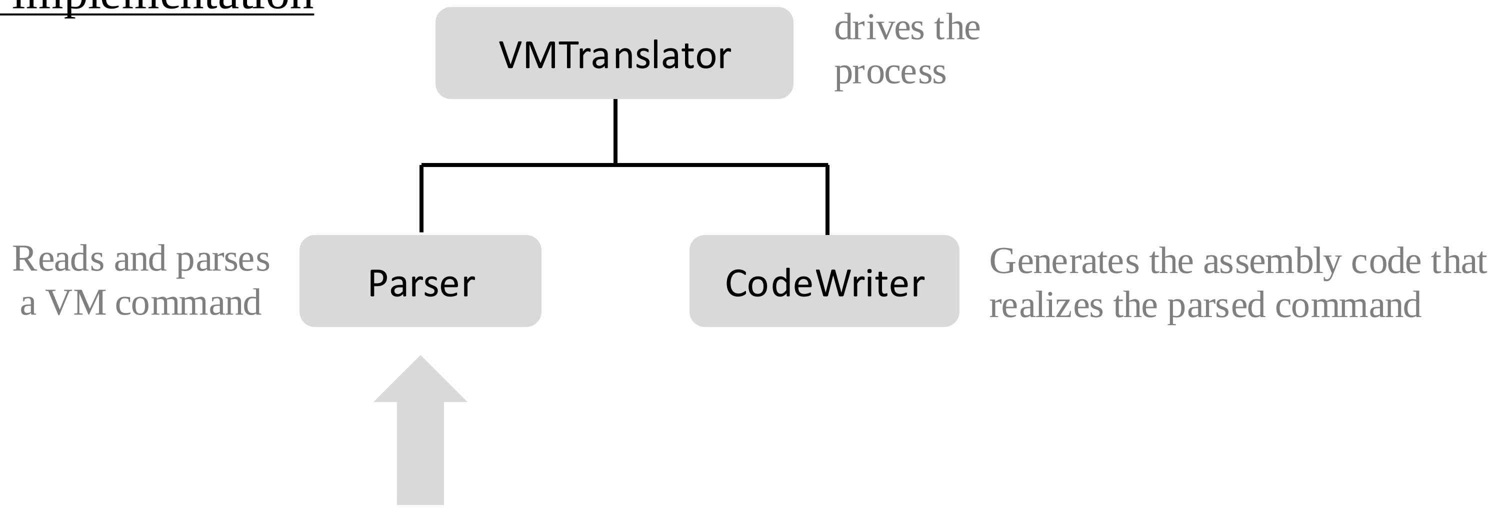
Usage: (if the translator is implemented in Java)

```
$ java VMTranslator fileName.vm
```

(the *fileName* may contain a file path; the first character of *fileName* must be an uppercase letter).

Output: An assembly file named *fileName*`.asm`

Proposed implementation



Parser API

Routines

- Constructor / initializer: Creates a `Parser` and opens the input (source VM code) file
- Getting the current instruction:

  `hasMoreLines()`: Checks if there is more work to do (boolean)

  `advance()`: Gets the next command and makes it the *current instruction* (string)
- Parsing the *current instruction*:

  `commandType()`: Returns the type of the current command (a string constant):

  `C_ARITHMETIC` if the current command is an arithmetic-logical command;

  `C_PUSH`, `C_POP` if the current command is one of these command types

  `arg1()`: Returns the first argument of the current command;
  In the case of `C_ARITHMETIC`, the command itself is returned (string)

  `arg2()`: Returns the second argument of the current command (int);
  Called only if the current command is `C_PUSH`, `C-POP`, ~~`C_FUNCTION`, or `C_CALL`~~

(crossed out specs will be handled in project 8)

Examples:

current command	
add, neg, eq, …	`commandType()` returns `C_ARITHMETIC`; `arg1()` returns `"add"`, `"neg"`, `"eq"`,…
push local 3	`commandType()` returns `C_PUSH`; `arg1()` returns `"local"`; `arg2()` returns `3`

Parser API (detailed)

- Handles the parsing of a single `.vm` file
- Reads a VM command, parses the command into its lexical components, and provides convenient access to these components
- Ignores white space and comments

Routine	*Arguments*	*Returns*	*Function*
constructor	input file / stream	—	Opens the input file/stream, and gets ready to parse it.
`hasMoreLines`	—	boolean	Are there more lines in the input?
`advance`	—	—	Reads the next command from the input and makes it the *current command*. This method should be called only if `hasMoreLines` is true. Initially there is no current command.

(continues in the next slide)

Parser API (detailed)

- Handles the parsing of a single `.vm` file
- Reads a VM command, parses the command into its lexical components, and provides convenient access to these components
- Ignores white space and comments

Routine	***Arguments***	***Returns***	***Function***
`commandType`	—	`C_ARITHMETIC`, `C_PUSH`, `C_POP`, ~~`C_LABEL`, `C_GOTO`, `C_IF`, `C_FUNCTION`, `C_RETURN`, `C_CALL`~~ (constant)	Returns a constant representing the type of the current command. If the current command is an arithmetic-logical command, returns `C_ARITHMETIC`.
`arg1`	—	string (crossed out specs will be handled in project 8)	Returns the first argument of the current command. In the case of `C_ARITHMETIC`, the command itself (`add`, `sub`, etc.) is returned. ~~Should not be called if the current command is `C_RETURN`.~~
`arg2`	—	int	Returns the second argument of the current command. Should be called only if the current command is `C_PUSH`, `C_POP`, ~~`C_FUNCTION`, or `C_CALL`.~~

The VM translator

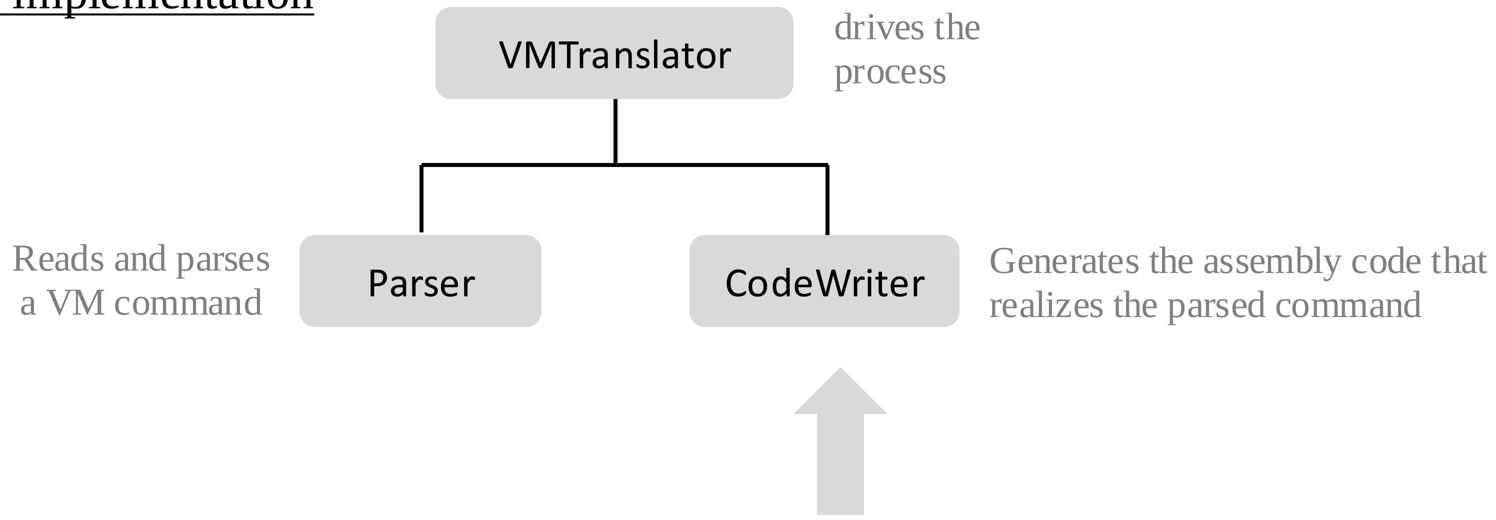
Usage: (if the translator is implemented in Java)

`$ java VMTranslator` *fileName*`.vm`

(the *fileName* may contain a file path; the first character of *fileName* must be an uppercase letter).

Output: An assembly file named *fileName*`.asm`

Proposed implementation



CodeWriter API

Generates assembly code from the parsed VM command

Routine	*Arguments*	*Returns*	*Function*
constructor	output file / stream	—	Opens an output file / stream and gets ready to write into it.
`writeArithmetic`	command (string)	—	Writes to the output file the assembly code that implements the given arithmetic-logical command.
`WritePushPop`	command (`C_PUSH` or `C_POP`), segment (string), `index` (int)	—	Writes to the output file the assembly code that implements the given push or pop command.
`close`	—	—	Closes the output file.

Implementation notes

- The components/fields of each VM command are supplied by the Parser routines;
- Implement `true` as `-1` (minus 1) and `false` as `0`;
- Start by writing and debugging *on paper* the assembly code that each VM command must generate; Then have your CodeWriter routines write this code;
- More routines will be added to this module in Project 8, for handling all the commands of the VM language.

Lecture plan

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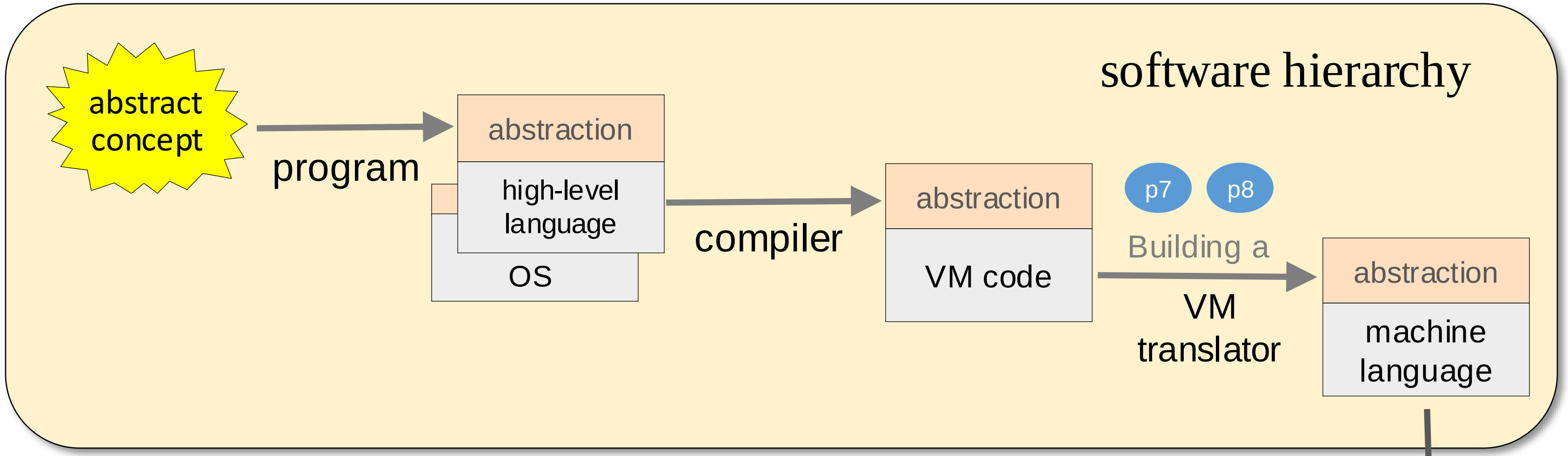
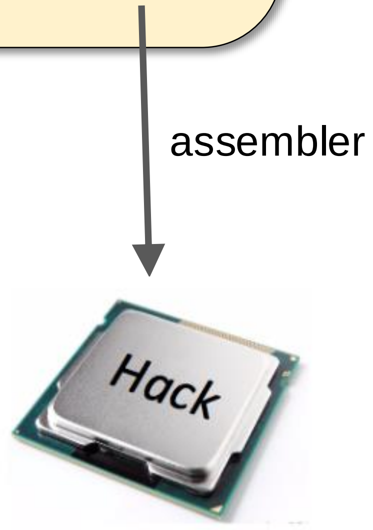
Project 7





<u>Project 7</u>

Build a basic VM translator that handles the VM *arithmetic-logical* and `push`/`pop` commands

<u>Project 8</u>

Extend the VM translator to handle the VM *branching* and *function* commands.

Project 7

fileName.vm

```
...
push constant 17
push local 2
add
pop argument 1
...
```

VM translator

fileName.asm

```
...
// push constant 17
@17
D=A
...
// push local 2
... generated assembly code
// add
... generated assembly code
// pop argument 1
... generated assembly code
...
```

Testing option 1: Translate the generated assembly code into machine language: run the binary code on the Hack computer

Testing option 2 (simpler): Run the generated assembly code on the CPU emulator.

Project 7

Test programs

`SimpleAdd.vm`

`StackTest.vm`

`BasicTest.vm`

`PointerTest.vm`

`StaticTest.vm`

Example:

`BasicTest.vm`

```
...
push constant 510
pop temp 6
push local 0
push that 5
add
push argument 1
sub
...
```

Given

`BasicTest.asm`

```
...
// push constant 510
@510
D=A
...
```

Generated by *your* VM translator

For each test program *Xxx*`.vm`

We supply three files:

Xxx`VME.tst`, *Xxx*`.tst` and *Xxx*`.cmp`

0. (recommended) Load and run the *xxx*`VME.tst` test script in the *VM emulator*; This will cause the emulator to load and execute *Xxx*`.vm`; Observe how the program's operations realize the stack and the segments on the host RAM
1. Use your VM translator to translate *Xxx*`.vm`; The result will be a file named *Xxx*`.asm`
2. Inspect the generated code; If there's a problem, fix your translator and go to stage 1
3. Load and run the *Xxx*`.tst` test script in the *CPUemulator*, This will cause the emulator to load and execute *Xxx*`.asm`; Inspect the results
4. If there's a problem, fix your translator and go to stage 1.