Virtual machine: lecture plan

Overview

- ✓ The road ahead
- Program compilation

VM abstraction

- the stack
- memory segments

VM implementation

- the stack
- memory segments

VM implementation platforms

- VM emulator
- VM translator

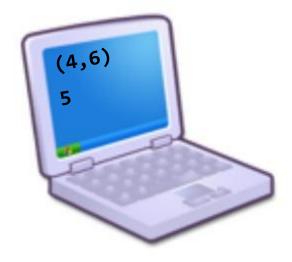
The VM translator

- Proposed implementation
- Building it (project 7)

The big picture

High-level program

```
/** Demo: working with 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(); // prints (4,6)
     do Output.println();
     do Output.printInt(p1.distance(p3));
     return;
         /** Represents a Point */
         class Point {
           field int x, y;
            static int pointCount;
           /** Constructs a new point */
            constructor Point new(int ax, int ay) {
                let x = ax;
                let y = ay;
                let pointCount = pointCount + 1;
                return this;
```



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The big picture

High-level program

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class Main {
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class Point {

field int x, y;

static int pointCount;

let x = ax;

let y = ay;

return this;

/** Constructs a new point */

constructor Point new(int ax, int ay) {

let pointCount = pointCount + 1;

Compiler

Low-level code

Program compilation: 1-tier

high-level program





computer

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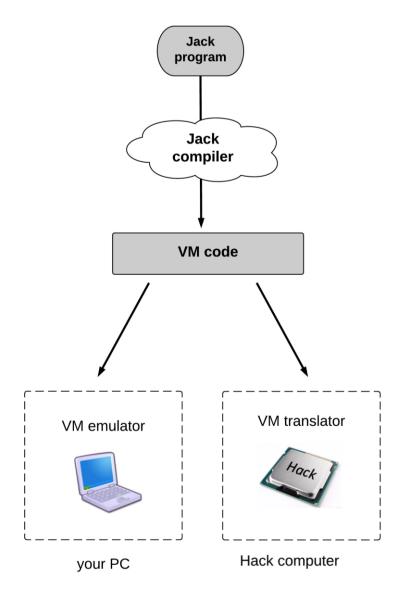




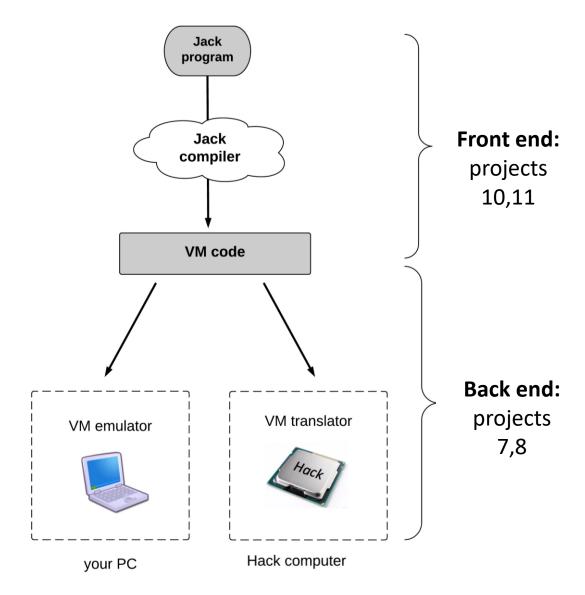
this device

that device

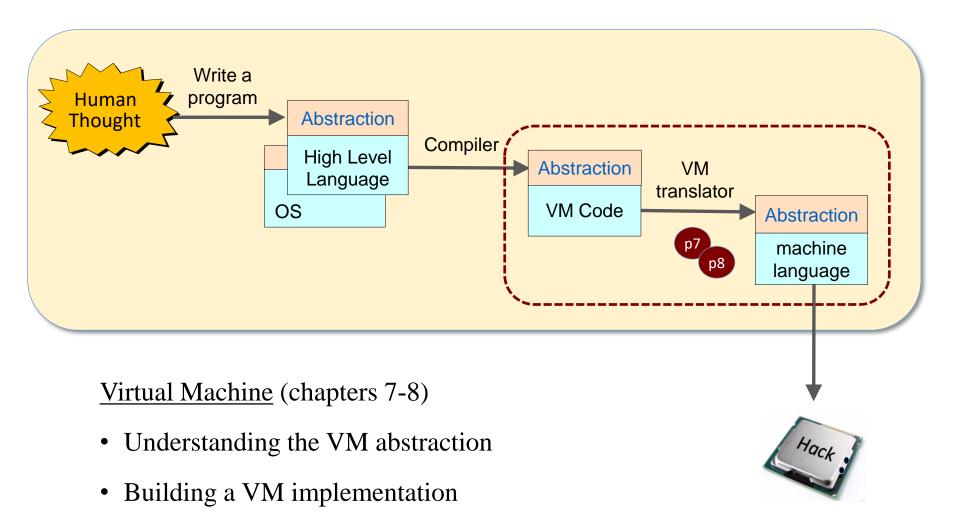
Jack compilation



Jack compilation



The big picture



Take home lessons

- Compilation (big picture)
- Virtualization
- VM abstraction
- Stack processing
- VM implementation
- Pointers
- Programming.