



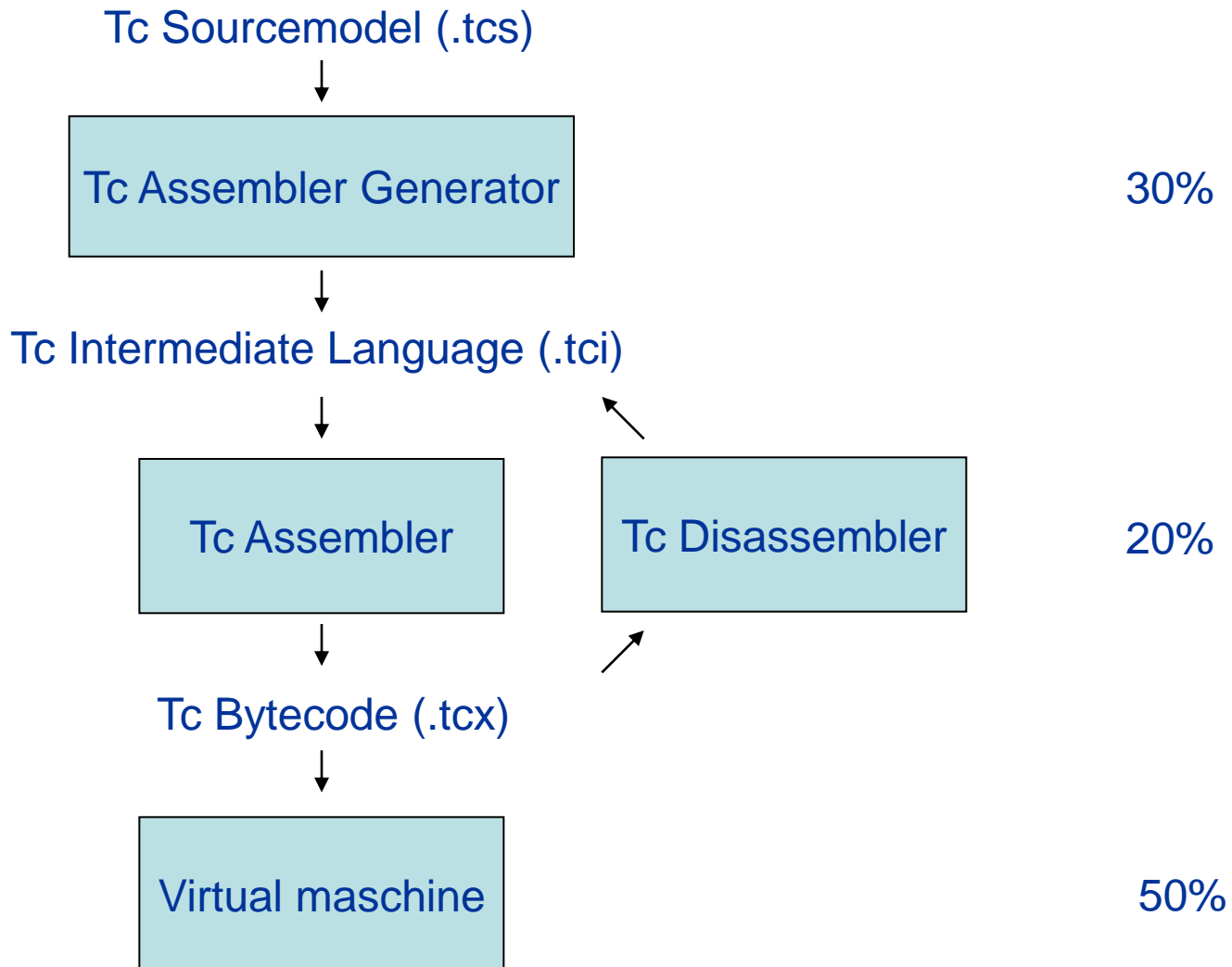
TreeCalc Virtual Machine

Virtual machines 185.A49 UE

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- Starting point
 - TreeCalc language + Java generator
 - Test models and test data (JUnit)
- Goal
 - Virtual Machine with same functionality
 - Implementation in Java



- Variables
 - Numbers instead of names
 - Enhance symbol tables
- Nice and useful
 - Comments in output (variable names, ...)
 - Constants handled by Assembler
- Short-circuiting and, or
 - label-handling

```
A_LI_MainLayers.compute =
  F_LI_Indexation_Perc > 0 ? F_LI_TariffDuration : 1
```

tcs

↓ Tc Assembler Generator

```
.formula formula=506 simple=false ; line 3182
  //start of if statement, line 3182
  : callfunc 65 0 ; F_LI_INDEXATION_PERC
  : pushconst 0
  : cmpbig
  : iffalse L0
  : callfunc 90 0 ; F_LI_TARIFFDURATION
  : goto L1
L0:
  : pushconst 1
L1:
  //end of if statement
  : return
.formuladone
```

tci

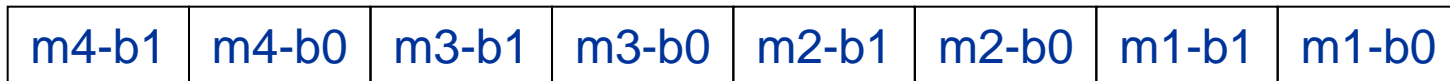
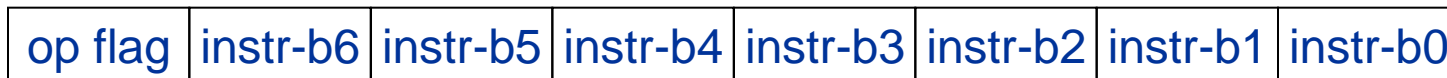
- Configuration: Instructions array

```
new Instruction(INSTR_CALLFUNC, "callfunc",
               +1, -2,
               "funcid", OPTYPE_INT,
               "nargs", OPTYPE_BYTE
               ) //arg1 ... arg_nargs -- result
```

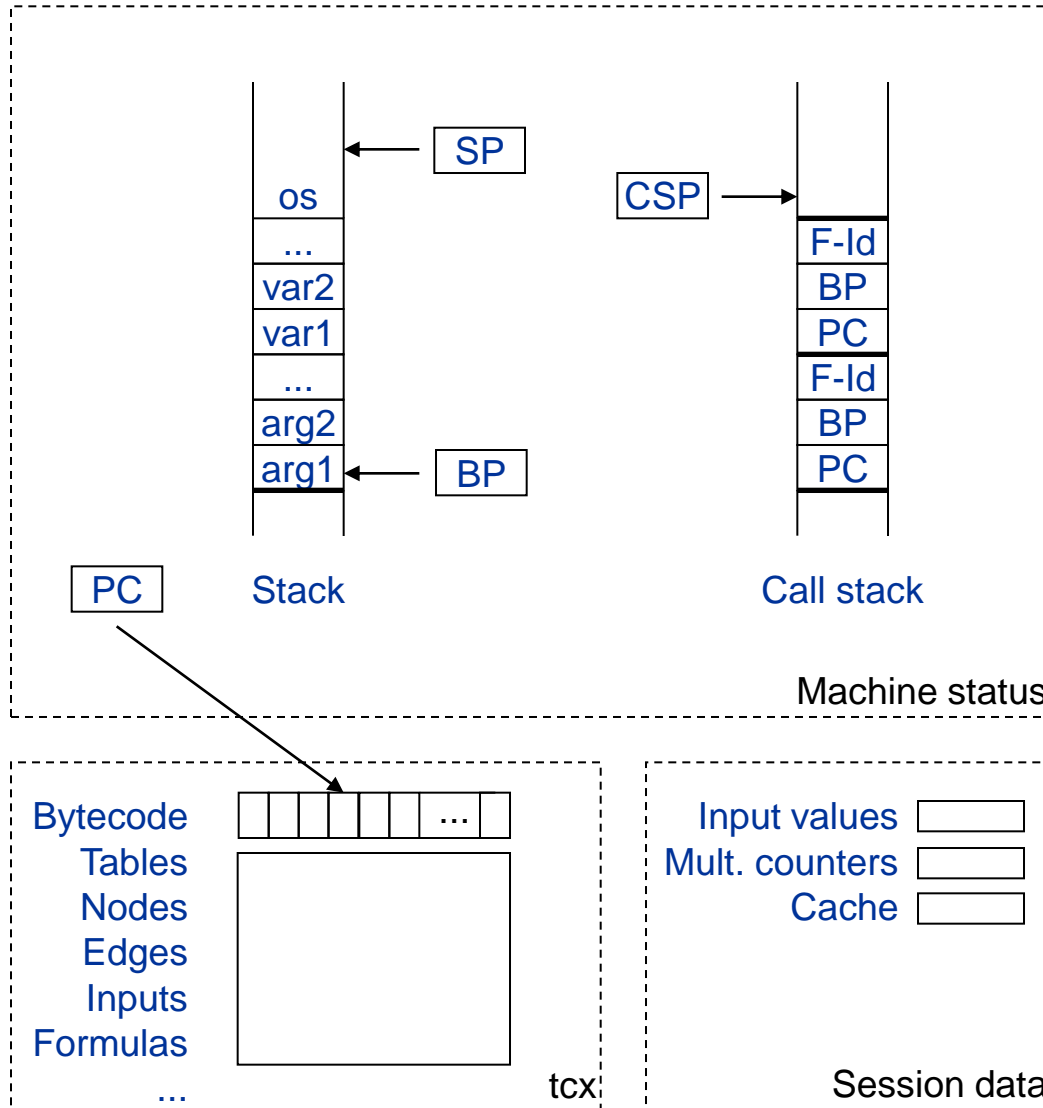
- Main action

- Parsing (ANTLR) + Error handling
- Formulas
 - Manage constant pool
 - Resolve labels (backpatching)
 - Encode bytecode

Tc Bytecode - Formulas



b1	b0	operand value
0	0	no operand
0	1	1 byte
1	0	2 bytes, big-endian
1	1	4 bytes, big-endian



- Decode instruction → instrid, op1, op2, op3, op4
- switch(instrid) { ... }
- Operand stack
 - set freed elements to null → automatic GC

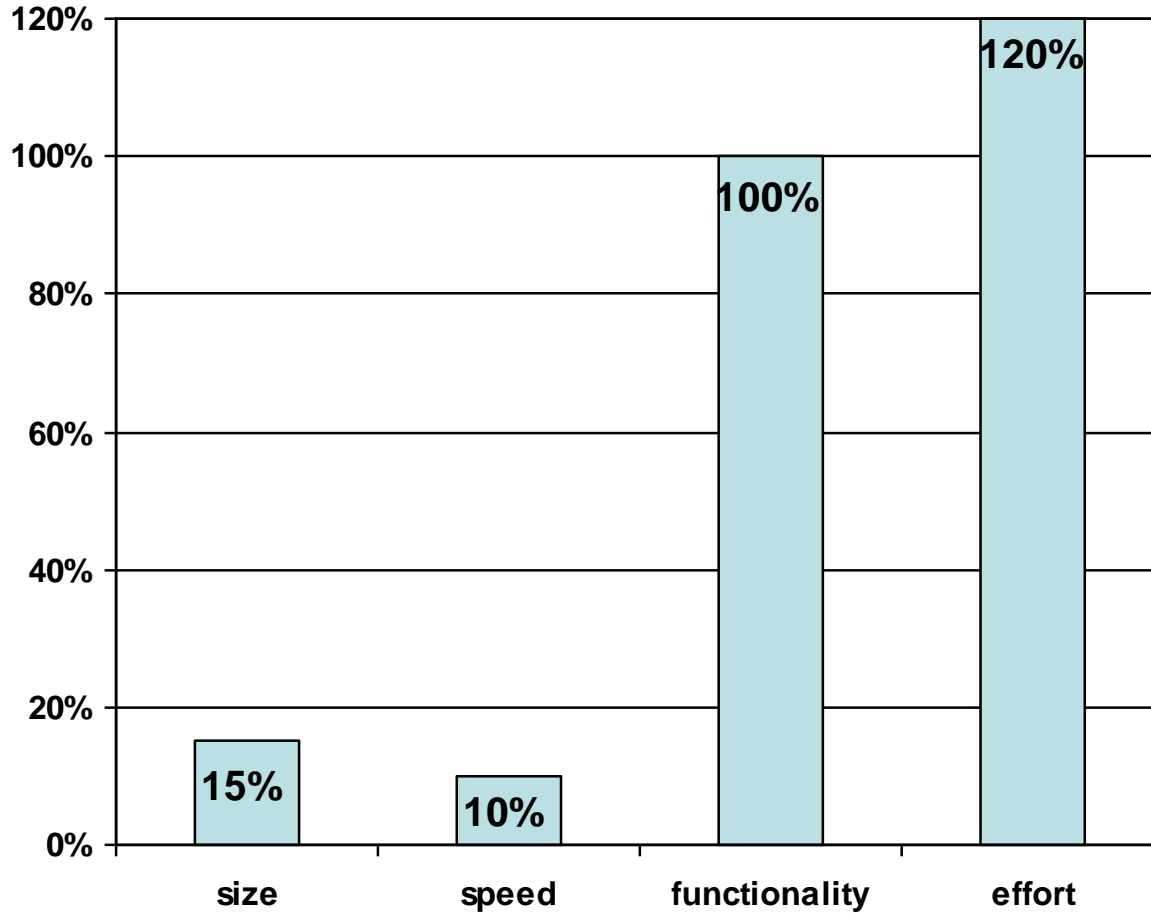
```

case INSTR_ADD: //a b -- a+b
    stack[sp-1] = V.getInstance(stack[sp-1].doubleValue() + stack[sp].doubleValue());
    stack[sp--] = null;
    break;

```

- Trace
 - PC, instruction, operands
 - status before+after instruction execution
- Base classes
 - Values: V, VString, VDouble, VList, ...
 - TreeCalc standard functions
 - Table access functions

- Macro programs for tree access
 - need special instructions
 - dynamic call of formula
 - get children / linked nodes
 - check if result is defined (own/subnodes)
 - ...
 - quite long (~2 x 200 instructions)
 - hard to debug
- Alternatives
 - recursive call to TcVM machine
 - tree actions / results in extra stacks



- Assembler
 - very useful layer
 - easy to implement
- Bytecode
 - compact vs. easy to handle
- Assembler generator
 - locatability of instruction names important
 - simpler than Java source code generator
- Virtual machine
 - for prototype: optimize later
 - trace output essential
 - tree handling: macro programming not best solution

<https://github.com/treecalc>

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