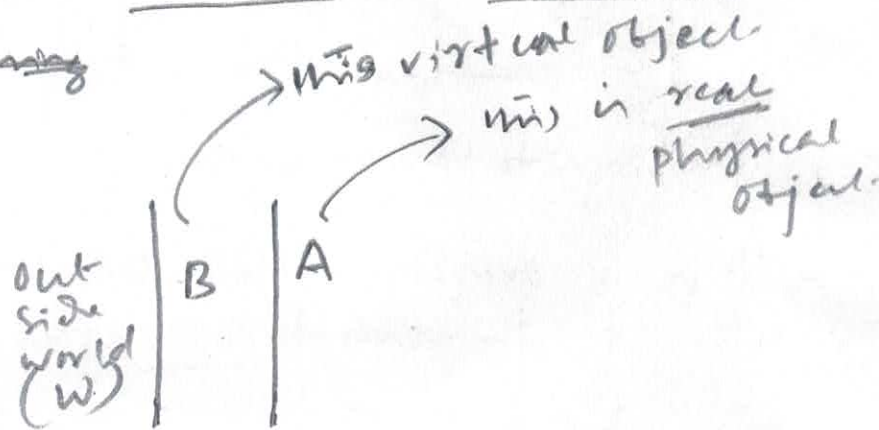


Virtual Machine :-

The concept of virtual :-

- Virtual Memory
- Virtual Machine
- Virtualization (Virtual Box)

Virtual :- To mimic the structure and behaviour of A by B. ~~using~~



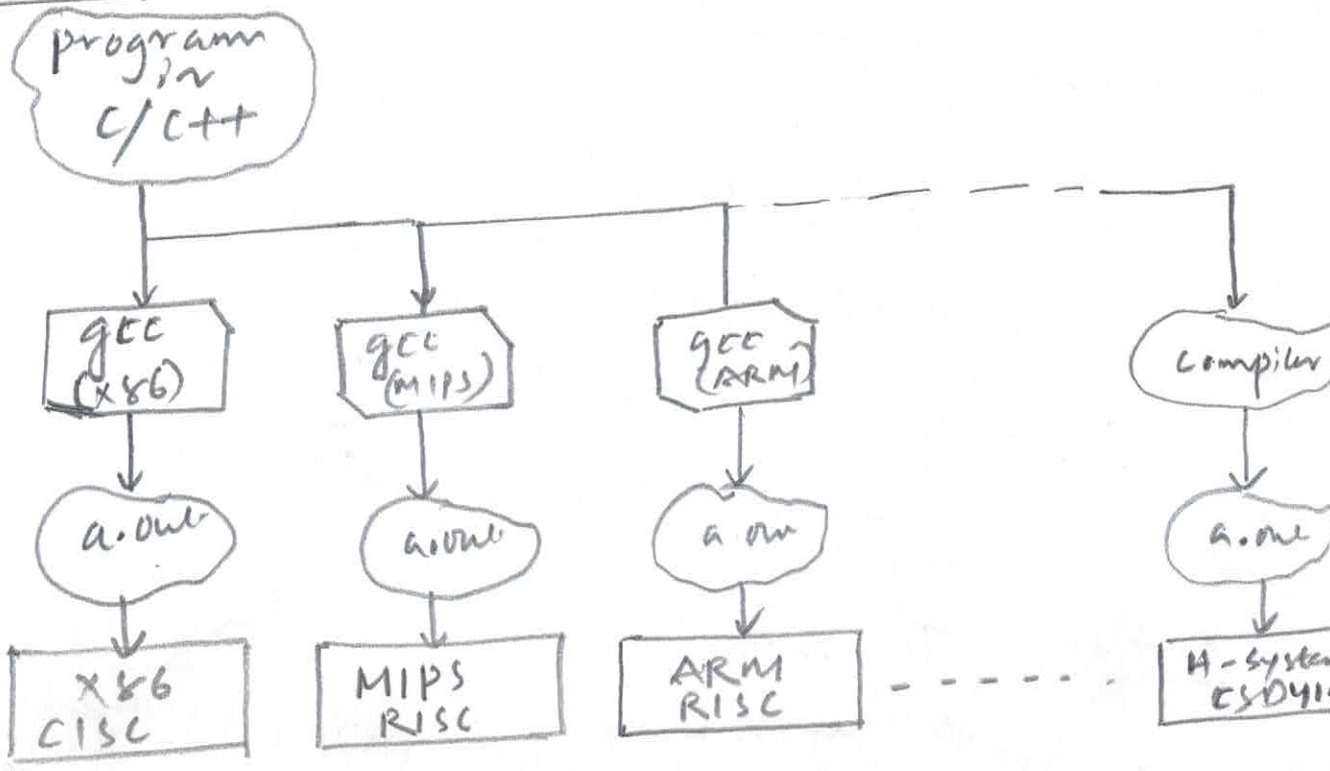
———— (not physically existing as such but made by software to appear to do so)

Virtual Machine :-

- A - Hardware architecture
- B - Virtual Machine (VM)
- W - Programming Language & (compiler)

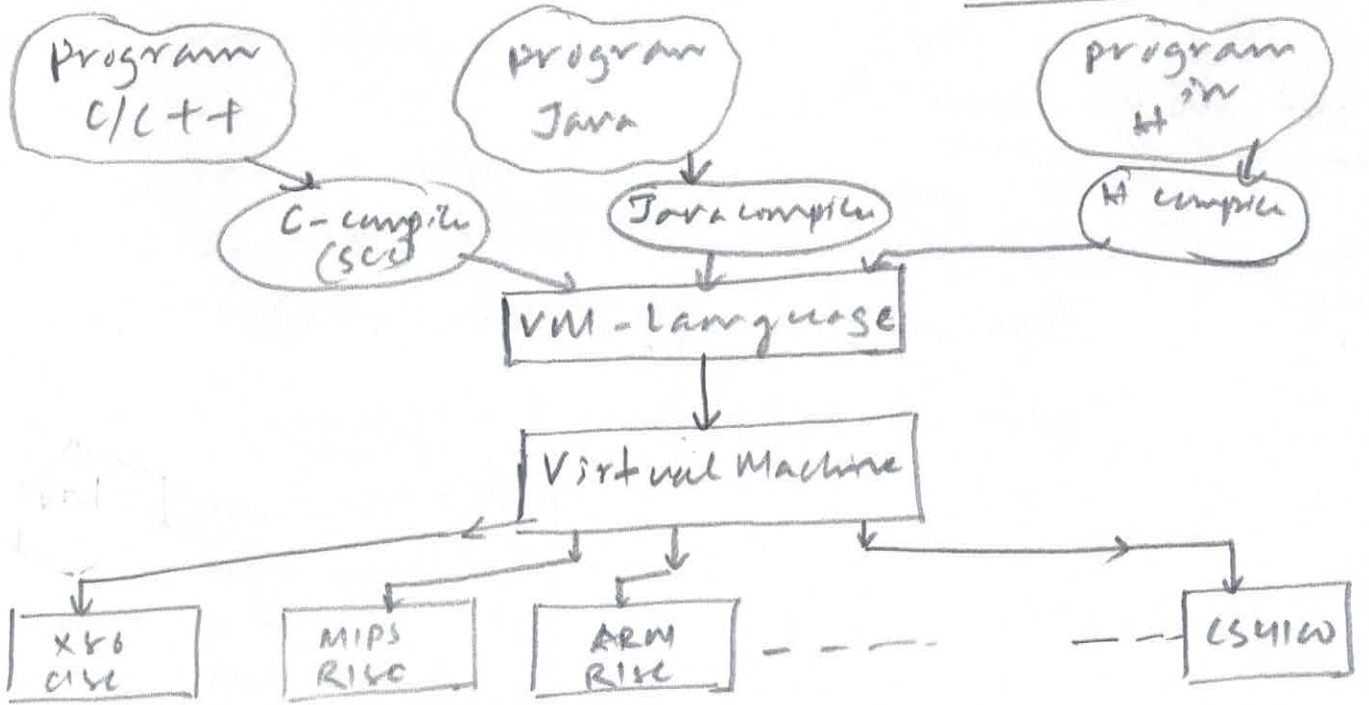
2

Scenario



The limitation - Code portability!

- How to overcome this limitation?
 - Some how you have to have a common hardware platform.
 - If you can't have physical hardware just create one using software.



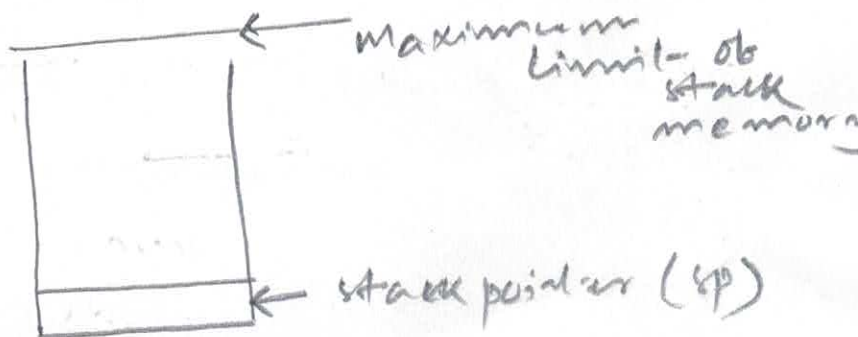
Virtual Machine Architecture :-

- Stack based Architecture
 - Register based architecture
- Example
- Java (JVM)
 - .Net (CLR)
- Dalvik virtual machine (DVM)
(Targetted for mobile platform)

Review of stack operation :-

operation

- push
- pop



Example :-

push A

$$[sp] \leftarrow A$$

$$sp \leftarrow sp - 1$$

pop A

$$\cancel{A \leftarrow [sp]}$$

$$sp \leftarrow sp + 1$$

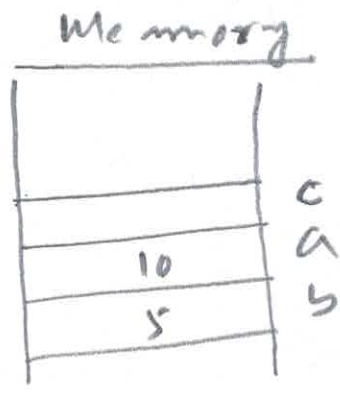
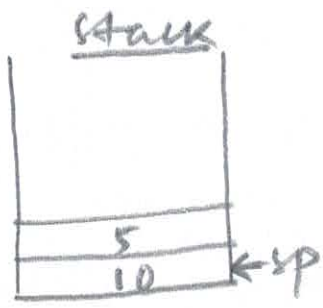
$$A \leftarrow [sp]$$

Stack based expression evaluation :-

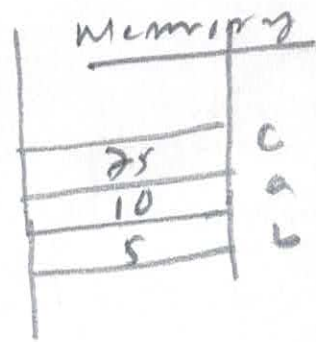
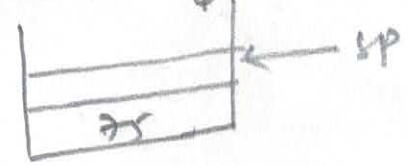
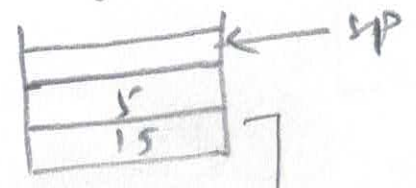
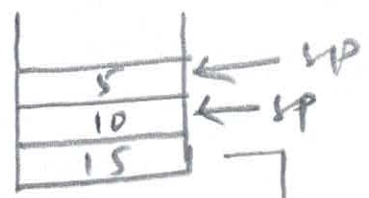
Example - $C = (a+b) * (a-b)$

4

Stack based execution engine



Push a
 Push b
 add
 Push a
 Push b
 sub
 mul
 POP C



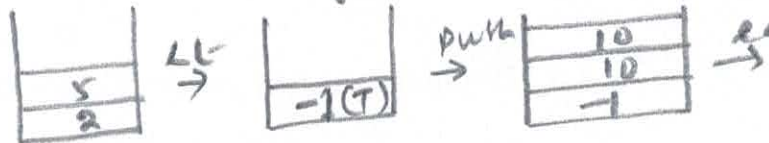
Example 2 -

if $(x < 5)$ or $(y = 10)$

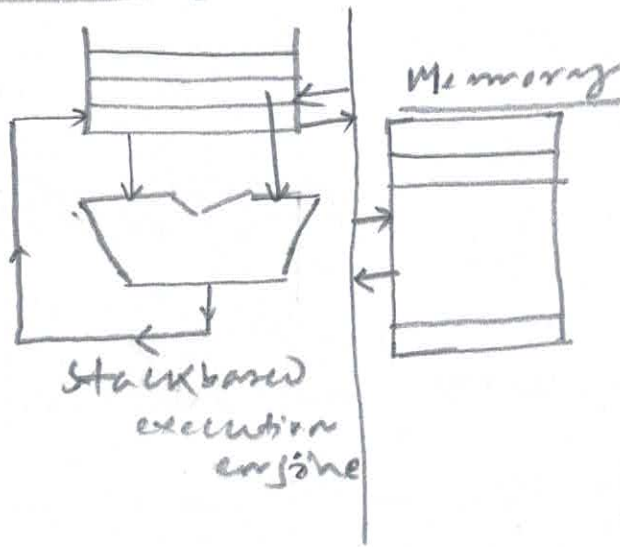
this binary output of this statement will be true or false

push x
 push 5
 lt
 push y
 push 10
 eq
 or

Let $x = 2, y = 10$



Architecture :-



→ All these architectures will be implemented in software.

Programming in Virtual Machine :-

- Instruction set - (Command)
- Memory Management -

Command in

- Arithmetic command
- Memory access command
- program/control flow command
- function calling command.

Arithmetic & Logic Command :-

add	—	$x + y$	
sub	—	$x - y$	
neg	—	$-x$	
eq	—	if $x = y$	then -1 else 0
gt	—	if $x > y$	then -1 else 0
lt	—	if $x < y$	then -1 else 0
and	—	$x \& y$	
or	—	$x \mid y$	
not	—	$\sim x$	

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Memory Access command :-

- Push segment-index $\left\{ \begin{array}{l} [SP] \leftarrow \text{segment}[index] \\ SP \leftarrow SP - 1 \end{array} \right.$
- POP segment-index $\left\{ \begin{array}{l} SP \leftarrow SP + 1 \\ \text{segment}[index] \leftarrow [SP] \end{array} \right.$

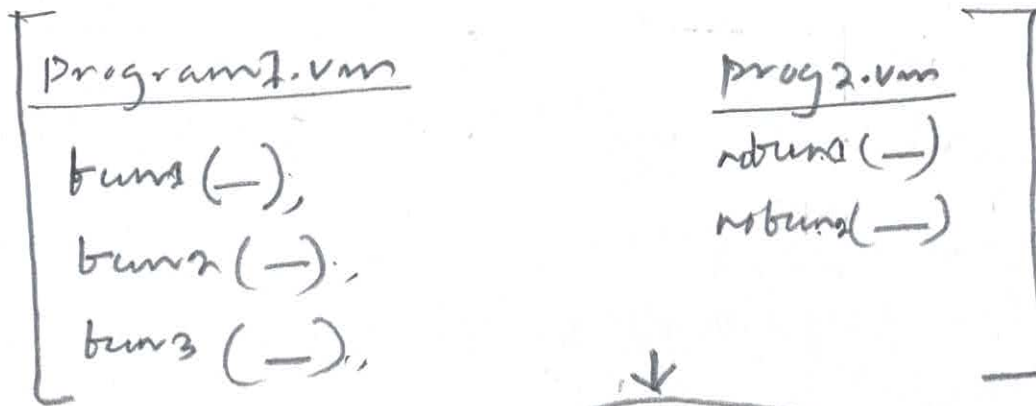
Partitioning memory into different-segment :-

- To manage the program (multiple programs) precisely.

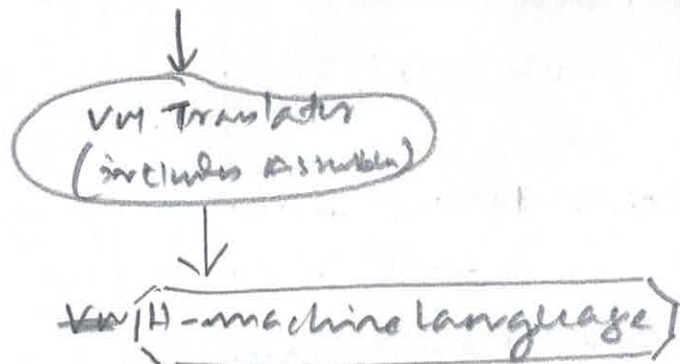
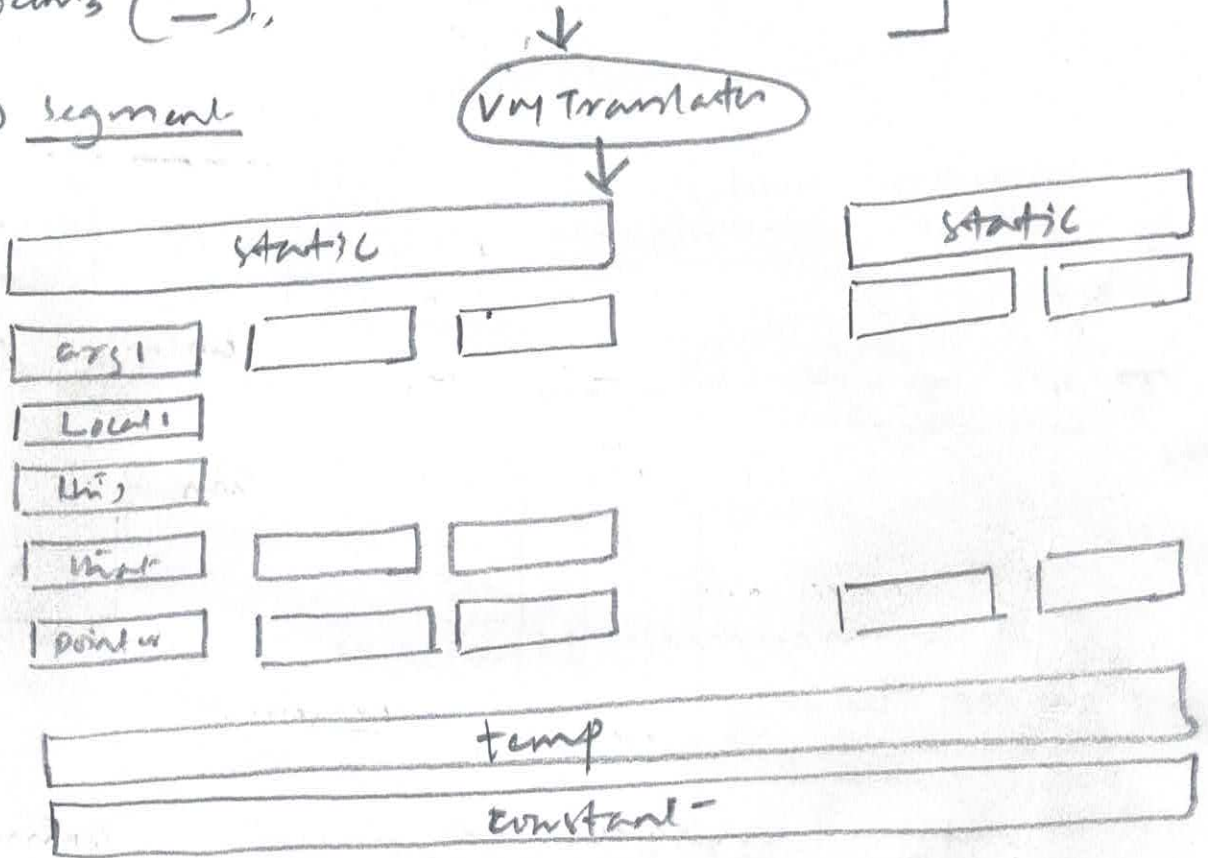
Memory segment (C++-VM) [Virtual Memory or VM]

<u>Segment-argument</u>	<u>Need</u>
Local	Local variables
Static	Global variables
constant	store constant values range (0 - 32767)
Heap/Heap	Heap kind of store memory (dynamic memory allocation)
pointer	<u>Base address of Heap/Heap</u>
temp	temporary variables (dynamic)

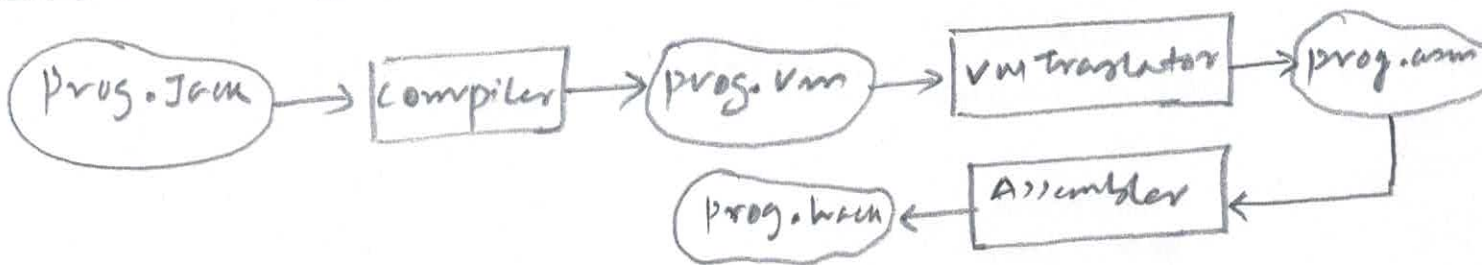
Virtual Memory Scenario or VMachine :-



Memory segment



Program Elements :-



⑧ Example of program execution :-

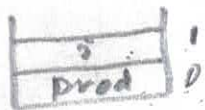
C-program :-

```
int mult(int x, int y) {
    int prod = 0;
    for (int i = y; i >= 1; i--)
        prod = prod + x;
    return prod;
}
```

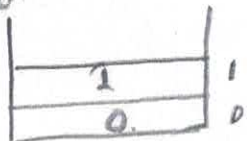
Argument



Local



Constant



Corresponding VM-code :-

```
push constant 0
pop local 0
push argument 1
pop local 1 ] variable assignment
```

Label loop

```
push constant 0
push local 1
eq ] i != 0
if- goto end
```

```
push local 0
push argument 0
add ✓
pop local 0
```

```
push local 1
push constant 1 ] i = i - 1
sub
pop local 1
goto loop
```

prod = prod + x

Label end

```
push local 0 ] return prod
return
```