

## 11. Bytecode

Generating bytecode is the job of *IRBuilder*. This class is part of the *NewCompiler* package. There is a pre-build image available at

<http://www.iam.unibe.ch/~scg/Research/NewCompiler/>.

Here one example as seen in the lecture:

```
irMethod:= IRBuilder new
  numRargs: 1;
  addTemps: #(self);
  pushTemp: #self;
  send: #truncated;
  returnTop;
  ir.
```

```
aCompiledMethod := irMethod compiledMethod.
```

The variable *aCompiledMethod* now contains the generated compiled method. This method can be executed:

```
aCompiledMethod valueWithReceiver:3.5 arguments: #()
```

### Exercise 11.1: Expressions

With the help of *IRBuilder*, generate a method that calculates the expression  $(3 + 2 * 2)$  factorial and returns the result.

### Exercise 11.2: Parameters

Change the code that you wrote for the first exercise to use parameters instead of hard coded numbers:  $(a + b)$  factorial. If executed with

```
aCompiledMethod valueWithReceiver: nil arguments: #(3 4)
```

it should print 5040.

### Exercise 11.3: Instance Variables

Generate a method that adds two instance variables and returns the result. Test the code by running it on a *Point*, e.g., *3@4*.

### Exercise 11.4: Loops <sup>\*1</sup>

The Squeak bytecode has support for jumps. Jumps are used to implement conditionals and loops in an efficient way. Generate a *compiledMethod* with *IRBuilder* that outputs the numbers 1 to 10 on the Transcript window.

## Static Bytecode Analysis

With the help of *InstructionStream* and *InstructionClient*, we can easily interpret the code of a method. As an example, see class *InstructionPrinter*.

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<sup>1</sup>The starred exercises are optional

## Exercise 11.5: Counting Bytecodes

Implement a class that counts the message send bytecodes of a method. The code

```
SendCounter on: (Object compiledMethodAt: #halt)
should return 1.
```

## Runtime Bytecode Analysis

Look at the method `tallyInstructions:` in the class `ContextPart` (class-side):

```
"This method uses the simulator to count the number of occurrences of
each of the Smalltalk instructions executed during evaluation of aBlock.
Results appear in order of the bytecode set."
| tallies |
tallies := Bag new.
thisContext sender
  runSimulated: aBlock
  contextAtEachStep: [:current | tallies add: current nextByte].
^tallies sortedElements
```

The method `runSimulated: aBlock contextAtEachStep: [:current ...]` executes `aBlock` and for each bytecode executed, the second argument block is evaluated with an instance of one of the subclasses of `ContextPart` as the argument.

```
ContextPart tallyInstructions: [3.14159 printString]
```

## Exercise 11.6: Counting Number of Executed Bytecodes

Write a similar method named `numberOfBytecodeExecuted: aBlock` that returns the number of bytecode executed when evaluating the provided block. For instance:

```
ContextPart numberOfBytecodeExecuted: [3.14159 printString]
```

In total, the expression `3.14159 printString` is evaluated by executing around 1000 bytecodes.

## Exercise 11.7: Bytecode Covered \*

When a method is invoked, not all the bytecode contained in this method are executed. For instance, when executing `3.14159 printString` the method `on: defined` in the class `WriteStream` is executed, but only 90% of its bytecode are executed.

```
ContextPart bytecodeCovered: [3.14159 printString]
==> #(#('WriteStream>>on:' 90) #('LimitedWriteStream>>nextPut:' 69)
#('Object>>species' 100) ...)
```

**Please save the code and send it by mail to [st-staff@iam.unibe.ch](mailto:st-staff@iam.unibe.ch). Attach your written solutions that are not part of the source-code to the mail or hand them in as hardcopy at the beginning of the next exercise session. Your mail and solutions should be clearly marked with names and matrikel numbers of the solution authors.**