

Virtual Machine Function Stack Example

-2: SP = 256

-1: goto Sys.init

0: function Add.add 0

1: push argument 0

2: push argument 1

3: add

4: return

5: function Main.main 2

6: push constant 7

7: pop local 0

8: push constant 8

9: pop local 1

10: push local 0

11: push local 1

12: call Add.add 2

13: pop local 0

14: push local 0

15: return

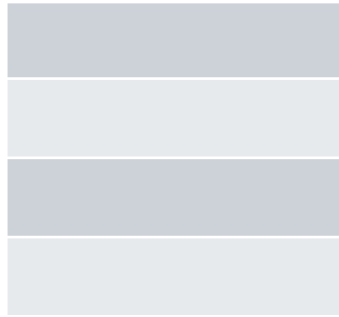
16: function Sys.init 0

17: call Main.main 0

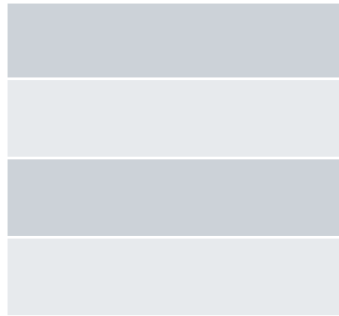
18: label Sys.init\$WHILE

19: goto Sys.init\$WHILE

Stack



Arguments



Locals



RAM

Address	Value
0	
1	
2	
3	
4	
..	
13	
14	
...	
256	
257	
258	
259	
260	
261	
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264	
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271	
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273	

```

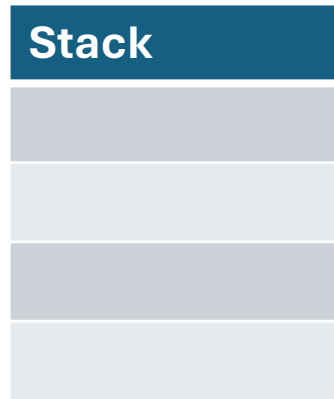
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15: return
16: function Sys.init 0
17: call Main.main 0
18: label Sys.init$WHILE
19: goto Sys.init$WHILE

```

```

push return-address
push LCL
push ARG
push THIS
push THAT
ARG = SP - numArgs - 5
LCL = SP
goto f

```



RAM

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0	
1	
2	
3	
4	
..	
13	
14	
...	
256	
257	
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14: push local 0
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19: goto Sys.init$WHILE

```

```

repeat numLocals times:
  push 0

```



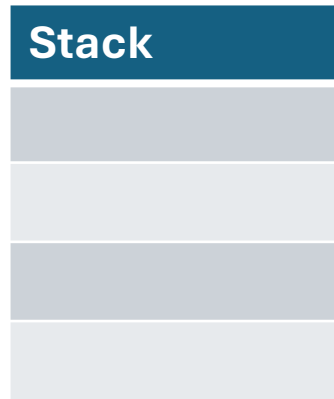
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0	
1	
2	
3	
4	
..	
13	
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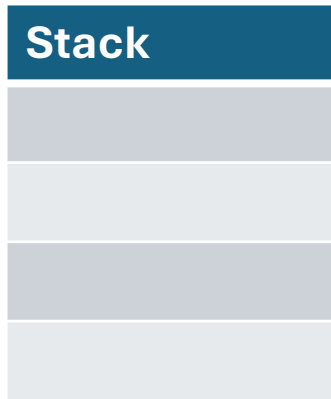
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push return-address
push LCL
push ARG
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repeat numLocals times:
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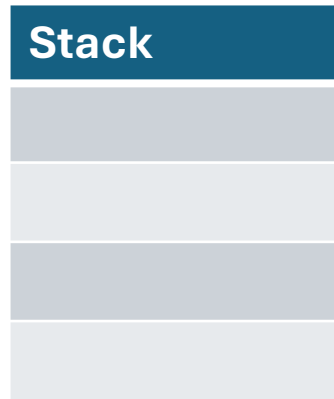
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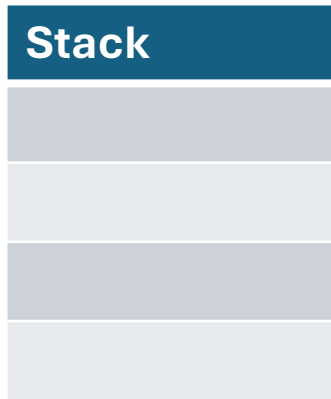
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```

```

FRAME = LCL
RET = *(FRAME-5)
*ARG = pop()
SP = ARG+1
THAT = *(FRAME-1)
THIS = *(FRAME-2)
ARG = *(FRAME-3)
LCL = *(FRAME-4)
goto RET

```



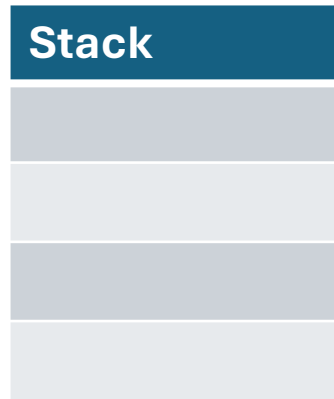
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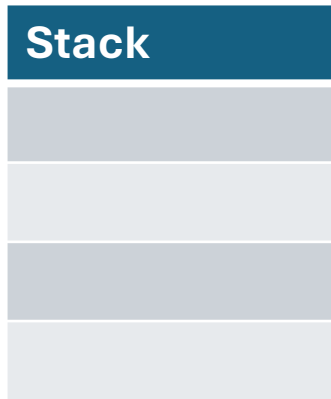
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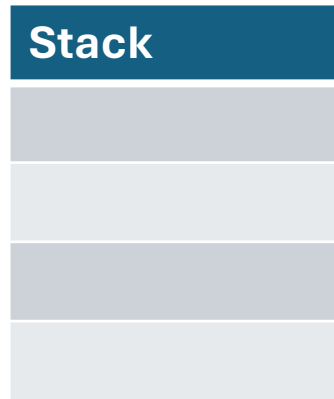
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