

DESIGN AND IMPLEMENTATION OF
S-COMPILER INTERPASS

by

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A MASTER'S REPORT

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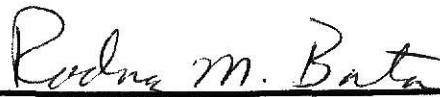
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Chapter 1

INTRODUCTION

In 1983 Spring, an implementation project was held under the direct of Dr. Rodney M. Bates. The goal of the project was to implement a portable SIMULA system(S-Port) on Perkin Elmer interdata machines.

This report describes a design of Interpass which is a main part of the compiler to be used in the future¹ Perkin Elmer portable SIMULA system, and is organized as follows.

Chapter 1 is an overall introduction to the subject matter of this report.

Chapter 2 provides a brief history and some characteristics of SIMULA language.

Chapter 3 introduces S-Port, that is, what this system consists of and what is the main function of each part of the system.

Chapter 4 discusses the overall design of the Perkin Elmer portable SIMULA system.

Chapter 5 illustrates the Syntax/Semantics language(S/SL) which is used to construct the Interpass.

Chapter 6 discusses the design of Interpass by providing with the major data structures and the semantic operations.

¹ This system is not available yet.

Chapter 7 shows some interesting problems which we met during the process of interpass design and implementation.

Chapter 8 concludes with a summary of the present status of the Interpass, i.e., what is done up until now, what can be done to make this Interpass design more perfect, and what we contribute to the future work.

Finally there is a reference section and an appendix of S/SL program listing which we implemented.

Chapter 2

SIMULA LANGUAGE

This chapter describes SIMULA language. It is organized in two parts. The first part introduces the historical development of SIMULA² and the second part discusses the principal features of SIMULA.

2.1 Development of SIMULA

SIMULA (SIMulation Language) is a general purpose programming language developed by Ole-Johan Dahl (OJD) and Kristen Nygaard (KN) of the NCC in 1967 under a contract with the Univac Division of Sperry Rand Corporation. The language is a true extension of ALGOL 60, i.e., it contains ALGOL 60 as a subset. However, SIMULA is historically an extended version of the SIMULA I which was also developed by OJD and KN at the NCC during the years of 1961-1964.

The initiating ideas for SIMULA I originated at the Norwegian Defense Research Establishment (NDRE) in the late fifties. At that time, the NDRE started work in the design of a language which could serve the dual purpose of system description and simulation programming. But the major development of this language was carried out at the NCC from the spring of 1961.

² In this report, SIMULA indicates SIMULA 67. Because SIMULA 67 is the most prevalent version of the language today, and it is commonly called SIMULA.

SIMULA I was initially designed to provide a systems analyst with unified concepts which facilitate the concise description of discrete event systems. In other words, the initial ideas of this language were based upon a mathematically formulated "discrete event network" concept, as evidenced by the title of the IFIP 1962 Munich paper, "SIMULA--an extension of ALGOL to the description of discrete event networks".

But as the language developed, the network concept was found to have shortcomings. The language designers of SIMULA I envisaged the important examples of systems which could not naturally be regarded as networks. The result of this was the abandonment of the "network" concept and the introduction of the "process" concept as the basic, unifying concept. That was in February 1964. Language designers no longer regarded a system as described by a "general mathematic structure" and instead understood it as a variable collection of interacting processes--each process being present in the program execution, the simulation, as an ALGOL stack. Graphical representations of simplified (but structurally identical) versions of the program executions were used as models of the systems described by the language.

During 1965 and the beginning of 1966, OJD and KN spent most of the time using and introducing SIMULA I. But they became more and more interested in the possibilities of

SIMULA I as an existing³ general purpose programming language. That was the starting point of SIMULA idea.

Language designers explored SIMULA I's list structuring and coroutine capabilities, the use of procedure attributes etc. Very soon they realized that important shortcomings existed in the language.

1. The inspect mechanism for remote attribute accessing turned out to be very cumbersome in some situations.
2. When writing simulation programs, processes often shared a number of common properties, both in data attributes and actions, but were structurally different in other respects so that they had to be described by separate declarations.

In order to solve these problems, Hoare's record class construct was introduced along with the idea of "prefixing". Each of the processes would be a block instance consisting of two layers: a prefix layer containing a successor and predecessor pointer, and other properties associated with two-way list membership, and a main part containing the attributes.

With the gradual development that we described above, SIMULA was born in 1967.

2.2 Principal Features of SIMULA

³ "existing" in the sense that it was available on most of the major computer systems, being used over a long period of time by a substantial number of people throughout the world and having a significant impact upon the development of future programming languages

SIMULA is an extension of ALGOL 60. With some exceptions, the rules of ALGOL 60 have been preserved in SIMULA. The definitions of certain syntactic units, however, have been extended to account for the new concepts of SIMULA.

For example, as in ALGOL, the head of a SIMULA block contains declarations. However, in SIMULA these can be the declarations of classes as indicated by the redefinition of the syntactic unit declaration.

The principal features which convert ALGOL 60 to SIMULA provide the ability to

1. Declare a class,
2. Generate objects of a declared class,
3. Reference variables,
4. Form a hierarchical structure of class declarations.

2.2.1 Class Declaration

The notion of class in SIMULA can be traced back to the notions of block and block instance in ALGOL 60. An ALGOL block is a description of a composite data structure and associated algorithms. When a block is executed, a dynamic instance of that block is generated. The block instance is the composite data structure described by the block and contains the local variables of the block as well as information needed for the dynamic linkage to other blocks. It is possible to have interaction between instances of different blocks and even instances of the same block in the case of recursive procedure call.

The form of a class declaration in SIMULA parallels the form of a procedure declaration in ALGOL 60. A class declaration can have the following form.

```
class A (PA) ; SA;  
begin DA;  
    IA  
    ; inner ;  
    FA  
end
```

The identifier A is the name of the class; PA is the formal parameter list of the class A and it contains only parameter names; SA is the list of specifications of the parameters in PA.

The class body begins with a list of declarations DA. The symbols IA and FA represents lists of instructions respectively called initial operations and final operations of the class A. The symbol "inner" represents a dummy instruction acting as a separator between the initial and final operations.

The quantities passed as parameters in PA or declared in DA are called the attributes of the class A and hence also attributes of any object of that class.

2.2.2 Object Generation

A central new concept in SIMULA is the "object". An object is a self contained program, having its own local data and actions defined by a class declaration.

The notion of object in SIMULA originated from the notions of record class and record introduced by Hoare and Wirth.

The expression

`new A (...)`

where A is a class, is an object generator. When encountered, it creates an object which is an instance of class A and starts execution of the initial operations of A. The execution continues until the end of the class body is encountered, at which time the execution terminated.

2.2.3 Reference Variables and Remote Identifiers

Each element of a simulation has attributes whose values determine the state of the element. Since elements are specified in SIMULA by the class declaration, their attributes are naturally represented by the variable which appears in the declaration.

When an object is executed, some of the actions performed involve attributes of the object itself. This is called local access of attributes and the usual rules of ALGOL apply.

The term remote access is used for the accessing of attributes of other objects. In this case a given attribute is not uniquely specified by merely mentioning its attribute identifier. It is also necessary to specify the object to which the considered attribute belongs. A remote access is thus performed in two steps.

1. The selection of a particular object,

2. The determination of the attribute of the selected object.

A new type of variable, the reference variable, is used for referring to objects. A reference to a newly created object is obtained during the execution of an object generator. This reference is analogous to a pointer. The language permits the calculation and assignment of references by introducing special operators

`:-` reference assignment

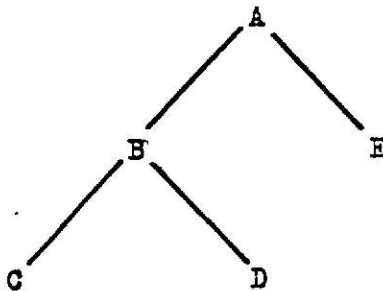
`==` reference equality

`!=` reference inequality

to work with reference variables.

2.2.4 Hierarchical Declarations

A class declaration may be preceded by a prefix which is the name of another class. The prefixed class is now called a subclass of the



Hierarchy of classes and subclasses

prefix. The following is a declaration for the subclass B of the previously declared class A.

```
A class B (PB) ; SB;  
  begin DB;  
    IB  
    ; inner ;  
    FB  
  end
```

More generally a hierarchy of classes can be introduced by a succession of declarations of subclasses as follows.

```
class A...;  
  A class B...;  
    B class C...;  
      B class D...;  
        A class E...;
```

A graph corresponding to this hierarchy is an oriented tree. The root of the tree is the class that has no prefix. The prefix sequence of a given class is the sequence of classes encountered on the unique path going from the given class to the root. In the above example the prefix sequence of class C consists of C, B, and A.

A subclass is said to be inner to its prefixes. Thus C is inner to B and A. Conversely B and A are said to be outer to C.

Chapter 3

PORTABLE SIMULA SYSTEM

This chapter provides the information about the portable SIMULA system(S-Port) and discusses the major parts of that system.

3.1 Components of S-Port

S-Port is a portable implementation of the SIMULA language. It is initiated by the Norwegian Computing Center(Oslo) and the Program Library Unit(Edinburgh) in 1979. The system consists of three parts:

1. a portable front-end compiler,
2. a portable run-time support system, and
3. a machine dependent code generator.

The portable front-end compiler translates a source program written in SIMULA into the intermediate language S-code. The compiler itself is written in SIMULA.

The portable run-time support system is used to support the storage allocation, creation and management of objects and activation records, and garbage collection.

Both the front-end compiler and the run-time system will be distributed in the intermediate language S-code. This language is used to transmit an analysed SIMULA program from the front-end compiler to the code generator.

The code generator is a unique machine dependent part of the system and this will produce code for the target ma-

chine corresponding to the S-program. This code generator is often called a back-end compiler by contrast with the front-end compiler.

In order to be a complete SIMULA system, S-port is to be supported by this back-end compiler, i.e., code generator. The task of the back-end compiler is to translate the programs in S-code into the machine language of the given machine. So, from now on, we shall call that compiler S-compiler. This compiler must insert necessary links to the operating system of the object machine.

As we described, the Portable SIMULA system consists of three main parts, two language dependent parts and a target dependent part. But, in many cases, the system needs services that can only be provided through the operating system environment, e.g., file handling and interrupt monitoring.

The run-time system requires information about the options selected by the user, the current mode of operation and the environmental conditions applicable to the particular implementation.

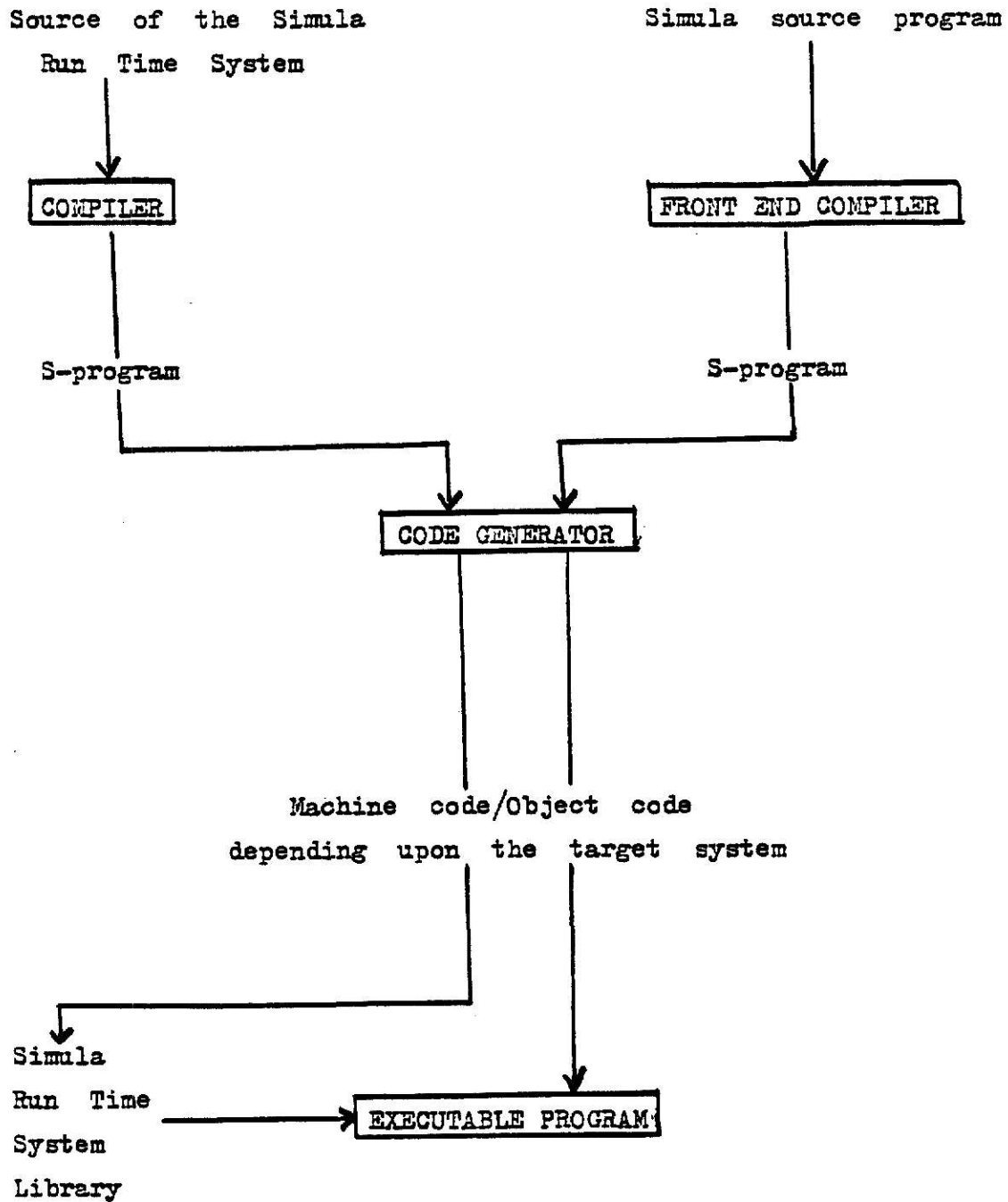
The front-end compiler also requires information about the compile time options selected by the user, and some information which is only known in each implemented system, such as default file names.

The environment interface support package provides system dependent services to the S-Port through Environment Interface. The Environment Interface itself is system independent and is organized according to the S-Code standards.

**THIS BOOK
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NUMEROUS PAGES
WITH DIAGRAMS
THAT ARE CROOKED
COMPARED TO THE
REST OF THE
INFORMATION ON
THE PAGE.**

**THIS IS AS
RECEIVED FROM
CUSTOMER.**

General Overview of S-Port



Chapter 4

PERKIN ELMER SIMULA SYSTEM

This chapter describes the overall design of the Perkin Elmer portable SIMULA system. This system is going to be implemented as a complete portable SIMULA system on Perkin Elmer interdata machines. It is to be run under the Unix operating system.

4.1 General Idea

S-Port, which was brought from Norway, provides a portable front-end compiler and a portable run-time support system. However, in order to be a complete portable SIMULA system, it is necessary to develop a machine dependent code generator, i.e., S-Compiler. Also, it is necessary to provide an environment interface support package compatible with the operating system of these machines.

We are going to write S-Compiler which translates the intermediate language S-Code to the 8/32 interdata code. Also we shall provide the Environment Interface which contains utility routines and interfaces to operating system.

Any SIMULA program can be translated into S-Code by the front-end compiler. Then the translated version of S-Code can be compiled by the S-Compiler, linked with the machine code version of the run time system and Environment Interface. This produces the final object code of the original SIMULA program.

4.2 S-Compiler Design

The S-Compiler written for Perkin Elmer machines consists of two parts:

1. a brand new pass Interpass, and
2. a set of modified passes of the Pascal/32 compiler.

4.2.1 Interpass

Interpass is an independent pass, and it translates the token stream* of S-code into the intermediate language of a modified version of Pass 6 of the PASCAL/32 compiler.

Interpass recognizes the operations indicated by the S-code and releases the appropriate tokens for the input stream of modified Pass 6. Unlike the original passes of Pascal/32 compiler, this pass, in certain cases, does not release the tokens at the end of the output stream. Instead through the use of pointers, the tokens are inserted into the middle of the output stream.

Interpass also allocates data space for the constants and for the global or local variables within the respective areas.

This pass uses S/SL as the main controlling language and this S/SL program calls a set of semantic operations coded in Sequential Pascal. S/SL interpreter for the Interpass is also written in Pascal.

4.2.1 Modified passes of Pascal/32 Compiler

* Actually, it is a file of integers in binary byte form.

We use passes 6, 7, 8, and 9 of the Pascal/32 compiler which are written in Pascal, and modify especially Pass 6 and Pass 7. This section describes the major functions performed by the passes 1 through 9 and gives an account of modification of Pass 6, Pass 7 and Pass 8.

I. Pascal/32 Compiler

Pascal/32 compiler is an extensive modifications of Hartmann compiler for the concurrent and sequential Pascal languages. It is composed of 9 passes.

Pass 1 of the Pascal/32 compiler is the lexical scanner. It converts the character input to the compiler into the tokens recognized by the parser in Pass 2.

Pass 2 is for syntax analysis. This pass verifies the syntax of the intermediate code generated by Pass 1. The output of this pass is in the form of a polish postfix notation, the operands followed by the operator.

The main function of Pass 3 of the Pascal/32 compiler is name analysis. This pass applies the language scope rules to convert references to an identifier into the references to the appropriate unique objects in each part of the program.

Pass 4 is for declaration analysis. This pass performs storage allocation and outputs data addressing information along with data type information in the intermediate code.

The main function of Pass 5 is operand analysis. This pass performs operand type checking on all of the operators

in the program. This pass applies the operand compatibility rules of the language. It produces output which is effectively the assembler language for a stack machine.

Pass 6 of the Pascal/32 compiler is for program logic. It is designed primarily to perform constant folding, i.e., performing operations on constants at compile time rather than at run time. However, since this is the first pass to build entire procedures as in-memory data structures, it performs several other functions which either perform various other optimizations or rearrange intermediate code to simplify the operation of the later passes.

The main function of Pass 7 of the Pascal/32 compiler is Interdata 8/32 code generation. The input is essentially the instructions of the virtual stack machine output by Pass 5. The actual output from pass 7 is a set of 8/32 instructions in unformatted form.

Pass 8 performs machine dependent code optimization using the peephole technique. This pass makes instruction choices depending upon the length of the instruction. It maps the code labels to the actual machine addresses by generating a table.

Pass 9 is for code optimization. This pass converts the machine code into the format accepted by the linkage loader. It uses the table supplied by Pass 8 to replace the labels with the addresses.

II. Modification of Code Generator Passes

Modification of Pass 6

The data structure used in Pass 6 is a stack of lists of trees. And there's some optimization back to token stream. Each result operand is used only once, so this structure is suitable. The "dup" token of S-Code requires the duplication of its operand. It is not possible to represent this operation by a tree. Hence, Pass 6 is modified to generate graphs rather than trees.

Also, new tokens⁵ must be included in the input token stream of this pass for the language features which are present in S-Code but not in Pascal.

Finally, there's a modification about Pass 6 has to be able to read a mapfile and do random access to the main file containing tokens.

Modification of Pass 7

This pass is designed to hold the descriptors of the runtime operand on the compile time stack as long as they are not computed. The register containing the operand is freed after the computation of the result is complete. In order to process the tokens like "save" and "restore" in S-code, Pass 7 has to be modified to be able to save and restore with the temporary values.

⁵ For the list of these new tokens, look at S/SL program listing under "pass 6 New Input Tokens".

Also, this pass is for code generation, so it has to generate code for the new tokens introduced by S-Code.

Modification of Pass 8

Right now, Pass 8 eliminates duplicate constants. If same constant value appears twice, then it replaces them with a single copy of that constant. S-Code has initialized variables which behave like constants. For example, S-Code has initial constant values for the variables of the arithmetic type, data address type and instruction type. Pass 8 is therefore modified to include a way of distinguishing constant values and initializing variables, so that the latter do not have duplicates removed.

4.3 Environment Interface

The Environment Interface is used to do things depend on the unix operating system. It is written in language C, since this is the base language of the unix operating system.

This Environment Interface provides the system dependent services for the environment in which Perkin Elmer SIMULA system is to be implemented. It contains routines for the necessary environment switch between the Pascal environment and the C environment, since the run time environment of the Pascal code generator is different from that of unix and SIMULA environment is same as Pascal. This includes saving of stack pointers for both C stack and Pascal

stack, and copying of parameters, because the parameter passing mechanisms are also different.

In addition to these, The Environment Interface introduces new functions for the Unix supplied editing services.

Chapter 5

SYNTAX/SEMANTIC LANGUAGE

This chapter serves as an introduction to Syntax/Semantic Language (S/SL) which we use to construct the Interpass. It is organized as follows. We first give general ideas about S/SL, and then the important features of S/SL are given. Also there is a brief explanation about how S/SL is implemented. Finally syntax diagrams⁶ are given to illustrate the syntax of S/SL.

5.1 General Concepts

S/SL is a programming language developed at the University of Toronto as a tool for constructing compilers. It is a very modest language, incorporating only the following features: sequences, repetitions and selection of actions(statements); input, matching and output of tokens; output of error signals; subprograms(called rules); and invocation of semantic operations implemented in another language such as Pascal.

S/SL is a language without data or assignment; it is a pure control language. Data can be manipulated only via semantic operations.

⁶ We use syntax diagrams rather than BNF, because the structure of a program written in S/SL resembles a textual notation for syntax diagrams with statements relating to the output actions and calls to the semantic routines inserted.

An S/SL program behaves like a recursive descent parser with output actions and semantic routine calls included in it.

The semantic routines called by S/SL program can be parameterized or nonparameterized. The parameters passed to the parameterized routines can be only constants since S/SL does not contain any variables. The entire data handling process is carried out through the execution of these routines.

S/SL adheres to a strict data abstraction by separating the algorithm from the data. The algorithm invokes the semantic routines where the data is manipulated.

5.2 Features of S/SL

Each S/SL program consists of a list of declarations followed by a list of executable rules. Each rule consists of a name, an optional return type and a sequence of actions (statements). Each rule has one of these two forms:

name: actions;

name >> type: actions;

A rule with the first form is called a procedure rule; a rule with the second form is called a choice rule. These two forms are analogous to procedures and functions in Pascal. In our dialect, the choice rule does not exist.

5.2.1 Declarations in S/SL

We need to make declarations that are used by S/SL rules. In particular we need to specify the set of input tokens, the set of output tokens, the set of error signals, the set of values returned by each choice rule and the set of values to be used as parameters to parameterized semantic ops. Each of these sets is declared by enumerating the names of their members; this is similar to defining enumerated types in Pascal. For example:

```
input: % Input Tokens7
    integer
    plus
    ...etc...;
output: % Output Tokens
    Int
    Add
    ...etc...;
error: % Error Signals
    missingSemicolon
    ...etc...;
```

5.2.2 Summary of S/SL Actions

There are eight different actions(statements) in S/SL.

1. The call action: This action is used to invoke a procedure rule. The appearance of @ followed by the name of a procedure rule signifies that the rule is to be called.

⁷ Here we have shown the convention for comments in S/SL programs, namely, anything to the right of a % on a line is ignored.

2. The return action: The symbol >> in a rule signifies return before reaching the end of the rule. In choice rules, the >> must be followed by a value in the rule's specified return range, and implicit return via the final semicolon is not allowed. In procedure rules, the return >> is not followed by a value. Usually >> is not used in procedures because return is implicit at the end of the rule.

3. The input (or match) action: The equal sign(=) followed by the appearance of an input token in a rule signifies that the next input should be read and must match the token.

4. The emit token: The appearance of a dot(a period) followed by an output token signifies that the token is to be emitted to the output stream.

5. The error action: The appearance of # followed by an error signal signifies that the error signal is to be emitted to a special error stream. Presumably this stream is used to print appropriate error messages.

6. The cycle action: This action is analogous to the loop structure in the high level languages like Pascal. Each cycle is of the form:

```
    {
      actions
    }
```

The enclosed actions are repeated until a return(>>) or one of the cycle's exits(>) is encountered.

7. The exit action: The appearance of > signifies exit from the most tightly enclosing cycle.

8. The choice action: The effect of this action is analogous to a case statement in Pascal. The choice action is of the form:

```
[ selector
    | labels:
        actions
    | labels:
        actions
    | *:
        actions
]
```

A choice action can be a rule choice, a semantic choice or an input choice. If the selector is the name of an S/SL choice rule then the choice action is a rule choice. In a rule choice, the specified rule is called and then the choice tries to match the returned value to one of the labels. If the selector is the name of a semantic routine then the choice action is considered to be a semantic choice. In a semantic choice, semantic action is called and value it returns is used. If the selector is "=", we have an input choice, which tries to match the current input token to one of the labels. The actions associated with the matched labels are executed; if no label is matched, the final alternative, labelled by the star(*), is executed. This is analogous to the otherwise clause in a Pascal case statement. It is optional. If omitted, the selector must match one of the choice's labels. Otherwise, there is an error.

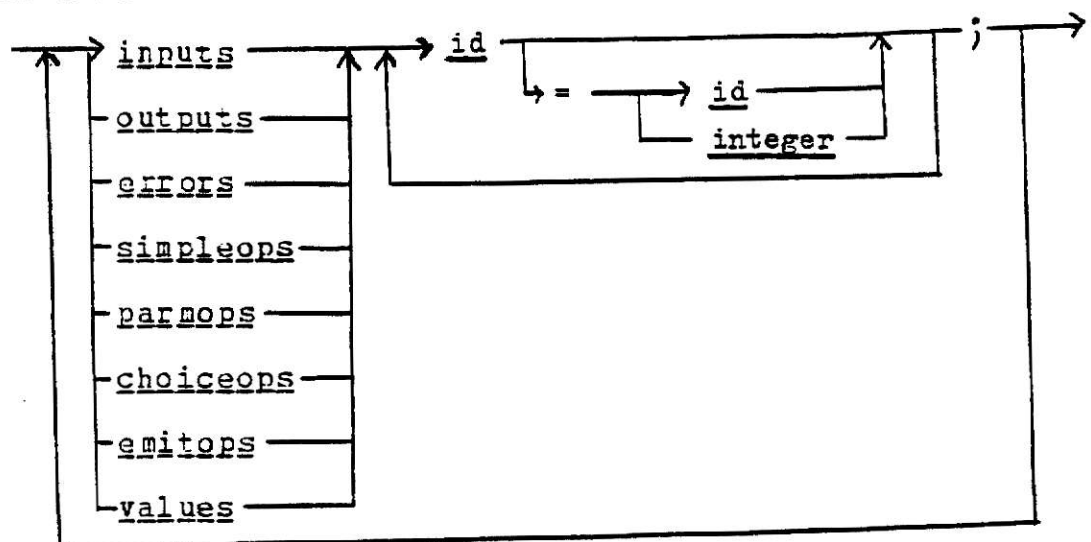
The choice action controls the decision process. The input token (in case of input choice) or the value returned (in case of a rule or a semantic choice) is only used as a determiner for the selection of a particular set of actions. It does not modify or manipulate any data. Our dialect has no rule choices.

5.3 Implementation of S/SL

S/SL is implemented by a translator which translates S/SL to an intermediate language. That language can be called SL-code. This is a machine-language-like instruction set encoded into a sequence of numbers. The result is a Pascal array of integers. The translated S/SL program is then interpreted by SL-code interpreter. That interpreter scans through the array by using a large case statement. Each instruction and semantic operation of SL-code has a counter part label in the case statement.

5.4 S/SL Syntax

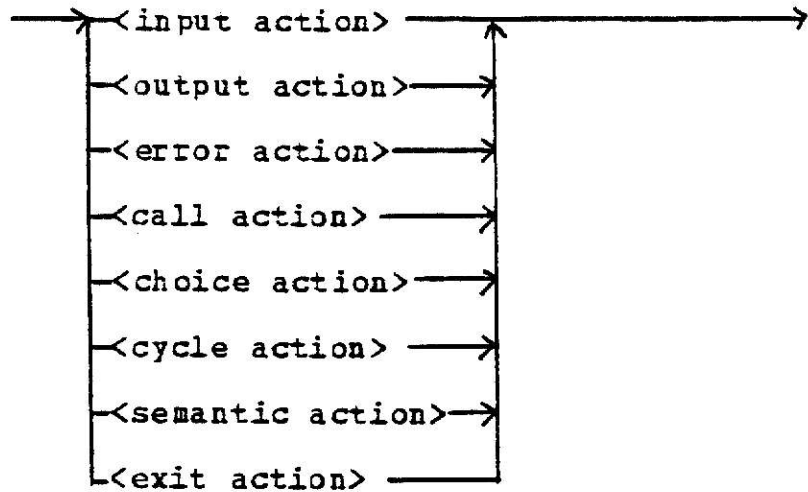
declaration:



rule:



action:



input action:



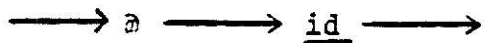
output action:



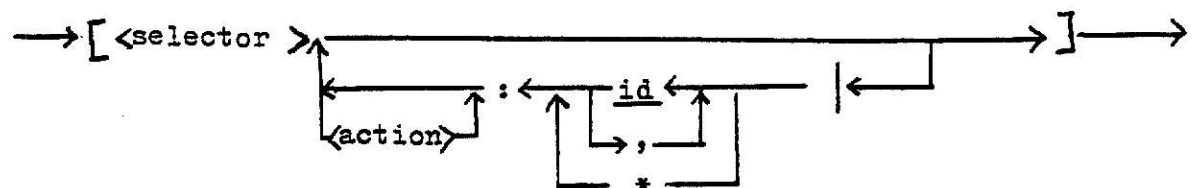
error action:



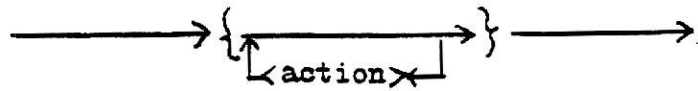
call action:



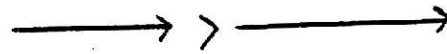
choice action:



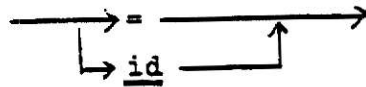
cycle action:



exit action:



selector:



Chapter 6

DESIGN OF INTERPASS

Interpass is a new pass and at the same time a major pass of the S-Compiler. Interpass includes a main controlling program coded in S/SL and a set of semantic routines coded in Pascal. This chapter discusses the design of Interpass. First, we give the detailed description of data structures and semantic operations used in Interpass. Then the general summary of how we built the S/SL program is given.

6.1 Data Structures and Semantic Operations of Interpass

6.1.1 S-stack and Associated Semantic Operations

This is a global stack which corresponds to the compile time stack defined in the S-code. It is a stack of pointers pointing to the descriptors.* This stack is implemented as a Pascal array of pointers.

As the compilation process in interpass progresses, the descriptors are continuously created and destroyed on the S-stack. Therefore push and pop operations are needed for this creation and destruction.

* The actions which the S-compiler should take upon recognition of a specific program element, are defined in terms of descriptors. These descriptors contain information about the objects which exist during the compilation process.

The stack semantics for assignment and addressing in the S-program requires that certain conditions on the descriptors held in the stack are valid. For example, the correct interpretation of the "assign" instruction and valid code generation is possible only if the second topmost descriptor on the stack is of ref mode.⁹ At runtime the value held in the topmost descriptor is to be transferred to the location designated by the second topmost descriptor. The addressing instructions modify or replace the top descriptor on the stack. This means a new result descriptor must occupy the top of the stack at the end of translation. It is also necessary to set the mode, type or output pointer fields of the descriptor. Push and set operations are used to accomplish this. The emission of the right tokens in the output stream is possible only by examining the information. Verification operations and choice operations on the S-stack descriptors are needed for this.

Here is a list of some operations associated with S-stack.

--push descriptors

--pop the S-stack

--Set the mode field of the top of S-stack

--Set the output pointer field of the top of S-stack

--Return S-code type field of top of S-stack

⁹ The mode or "access rule" in S-code is grouped in two modes, namely VAL and REF. VAL access rules describe values. REF access rules describe references to areas which have an associated address of some sort.

--Verify if top of S-stack is ref mode and so on.

6.1.2 Tag Stack, Tag Table and Associated Semantic Operations

The tag stack is a stack of tag values associated with the descriptors. Tags are S-code equivalent of identifiers. It is implemented as an array of integers within a predefined subrange. This stack is used to push something onto S-stack.

The tag table is an array of records subscripted by tag values. A tag record stores two kinds of information about a tag. One field of the record stores the tag state. A tag may be undefined, referenced or defined. The other field points to the descriptor associated with the given tag. This table is used to locate the descriptor when the tag naming it appears in the input. The table entries are modified at compile time when the tags are declared or undeclared.

Whenever a tag is read from the input stream, it is held temporarily in the tag stack. Since tags may be specified prior to their definition, it is necessary to verify the state of the tag whenever the tag is referred to. The tag value stored in the tag stack is used to create a new descriptor relating to that tag. The pointer to that descriptor will be stored in the tag table at the tag value.

As the arguments to a token are scanned further, the appropriate fields of the descriptor referring to the tag

are set up. The setting operations may use the constant values being held in the count stack temporarily.

While interpreting the type conversion instructions it is necessary to examine the tag held in the tag stack in order to determine whether the conversion will be valid or not. Return or choice operations are needed to accomplish this.

Here is a list of some semantic operations associated with the tag stack and with the tag table:

- read a tag from input, and push it onto the tag stack
- set the state of the tag
- select the descriptor
- verify if top of the tag stack is a record type, and so on.

6.1.3 Count Stack and Associated Semantic Operations

Count stack is a stack of integers. During the compilation of an S-program, the count stack is used to temporarily hold the constant values which may appear in various program elements. In particular, the count stack can store:

- Size of an S-code type
- Number of a repetition value
- Number of a fixed repetition value
- Number of an indefinite repetition value
- Displacement
- Lower and upper bound of a range
- Byte, number and converted string values, and so on.

These values are placed on the count stack through push operations. It is sometimes necessary to increment or decrement the constant value on the count stack. Compile time addition and multiplication of the top two constants on the count stack is also needed in some translations. Therefore, simple semantic routines for these operations are introduced.

The count stack always holds the values temporarily. Once the constant has been used, it is discarded through a pop operation.

Here is a list of semantic operations for the count stack.

--push byte, number, etc.

--pop

--add top and second top of count stack and replace it by their sum

--add one(increment) to top of count stack

--subtract one(decrement) from top of count stack

--return the value of top of count stack and so on.

6.1.4 Index Table Stack and Associated Semantic Operations

This is a stack of tables of S-code jump indexes. Each entry contains a state(undefined, referenced, defined) and a Pass 6 label. Ordinarily, only the top table of the stack is visible. A maximum stack depth of two tables is sufficient.

The backward and forward jump instructions access the jump labels through indexing. When a jump instruction is translated, an index entry relating to the destination of the jump is changed. In particular, the state of the index will be changed depending on the kind of jump. The index will be undefined if the jump is forward jump. A set of Pass 6 labels is associated with the destination indices. It is necessary to allocate a new pass 6 label every time the destination is defined or referenced. Further, once a jump has occurred the corresponding index should be made available for reuse. But the Pass 6 labels can never be reused. A new index table is pushed when the compile time control enters a new scope level.

The following semantic operations operate on the index table stack:

- push a new index table on the index table stack with all entries undefined
- allocate a new pass 6 label and store it in the pass 6 label field of the table entry
- pop the index table stack
- set the state of the index, and so on.

6.1.5 Reachable Stack and Associated Semantic Operations

This is a stack of boolean values. It is used to indicate whether the current point in S-code is reachable, i.e., whether the runtime control can reach the current point. Initially it has only top entry with a value false. The top

of the stack is turned true by the tokens associated with the backward destinations, forward destinations, switch destinations and the labels `endif` and `else`. The top is turned false by the tokens associated with backward jumps, forward jumps, unconditional `gotos` and switches. The stack is pushed when statically nested procedures are entered and popped when they are exited.

The following semantic operations are required to push, pop, set or return a boolean value to indicate the reachability of the S-code:

- push true or false onto the reachable stack
- pop the reachable stack
- set the top of reachable stack to true or false
- return the value of the top of reachable stack.

6.2 General Coding Methodology

Here is an example of how S/SL program is constructed. "add" is a simple arithmetic instruction which, at runtime, adds the top descriptor and the second topmost descriptor. The operations involved are:

1. If the top descriptor is of ref mode then change the top of the S-stack to hold the contents of the area referred to by this descriptor. And emit code "tpushind".
2. If the second topmost descriptor is of ref mode then change the second top of the S-stack is to hold the contents of the area referred to by this descriptor. And emit code "tpush2ndind".

3. Verify that the top and the second topmost descriptor type tags are equal.
4. Emit a pass 6 "tadd" token in the output token stream.
5. Push the S-code type field of the S-stack top descriptor onto the tag stack.
6. Pop the top and the second top descriptors from the S-stack.
7. Depending on the data type, emit the value, i.e., a Pass 6 type argument to "add".

S/SL invokes the following semantic routines for interpreting the "add" instruction.

```

@ForceTOSValue
@ForceSOSValue
oVerifySTosSosMDataDotTypesMatch
oEmitToken(tadd)
oPushTagWithSMDDataDotType
oPopS
oPopS
[ oChooseTag
    | INT:
        oEmitValue(P6word)
    | REAL:
        oEmitValue(P6shortreal)
    | LREAL:
        oEmitValue(P6real)
    | *:
        oAbort(eArithmeticType)
]
```

@PushResultDescriptor

The S/SL rules @ForceTOSValue, @ForceSOSValue and @PushResultDescriptor invoke in turn the following semantic routines:

ForceTOSValue:

```
[ oChooseSMDDataDotMode
  | REFMode:
    [ oChooseSMDDataDotType
      | INT, BOOL, CHAR, REAL, LREAL,
        SIZE, OADDR, AADDR, GADDR,
        PADDR, RADDR:
        oSetSMDDataDotMode(VALMode)
        oEmitToken(tpushind)
        oPushTaqWithSMDDataDotType
        oEmitTaqMTypeDotP6Type
        oPopTaq
      | *:
        oSetSMDDataDotMode(VALADDRMode)
    ]
  | *:
]
```

ForceSOSValue:

```
[ oChooseSSosMDataDotMode
  | REFMode:
    [ oChooseSSosMDataDotType
      | INT, BOOL, CHAR, REAL, LREAL,
```

SIZE, OADDR, AADDR, GADDR, PADDR,
RADDR:

oSetSSosMDataMode (VALMode)
oEmitTokenAfterSSos (tpush2ndind)
oPushTagWithSSosMDataDotType
oEmitTagMTypeDotP6TypeBefore
SMDDataDotOutputpointer
oPopTag

| *:

oSetSSosMDataDotMode (VALADDRMode)

]

| *:

[

PushResultDescriptor:

oPushSNewResultDescriptor
oSetSMDDataDotTypeToTag
oPopTag
oSetSMDDataDotOutputPointer
oTurnonSMDDataDotHasP6Counterpart

Chapter 7

INTERESTING PROBLEMS

This chapter discusses some of the interesting issues which we met during the design of Interpass. The solutions adopted in each case are also described.

7.1 Unnesting of Procedure Bodies

7.1.1 Introducing the Problem

The segment instruction in S-code allows the existence of out of sequence code in the S-program.

segment-instruction

::= bseg <program-element>*¹⁰ eseg

The intention of this instruction is that the enclosed elements must be located elsewhere and cannot be generally scanned in strict sequential order. In other words, the following piece of S-code:

sequence-1 bseg sequence-2 eseg sequence-3

will generate target code for sequence-1 and sequence-3 in direct control sequence while sequence-2 will be located somewhere else.

Besides the "bseg" and "eseg" tokens may be nested thus allowing for nested procedures. Pass 6 of the Pascal/32 compiler has no provision for handling such nested procedures. A direct handling of the non-sequential code can result in a waste of memory space.

¹⁰ The asterisk(*) has the following meaning: "program-element" may occur zero or more times at this point.

7.1.2 Solution

The solution adopted was to use files for the treatment of code in the non sequential order. This was implemented as follows.

1. A main file or an output file is written physically in the order the tokens are produced. The main file is divided into fragments. It is assumed that within a fragment the physical and the logical ordering of the tokens is the same. But on the whole, the main file contains tokens which are not in order at all, because the fragments of this file have no inherent ordering, i.e.. they can be scattered within the main file.

2. There is another file called map file which allows Pass 6 to read the fragments of the output file in the correct logical order. The map file contains a list of pointers to the fragments. The physical ordering of the pointers is kept the same as the logical ordering of fragments to which they point. Pass 6 will read the map file sequentially.

3. A fragment stack is defined. Each entry of this stack is the root of a list of pointers pointing to the fragments. The list itself is a double linked list of fragment pointer nodes. Each node stores a pair of main file pointers. The pair of main file pointers are a begin-fragment pointer and an end-fragment pointer. The begin-fragment pointer points to the first token of the fragment and the end-fragment pointer points to the last of the fragment.

7.2 Value Forcing

7.2.1 Introducing the Problem

The descriptors on the S-stack can be of ref mode. A value forcing operation on such a descriptor requires the insertion of a pass 6 "pushind" token at a place in the token stream just after the instruction token which generated this descriptor. The instruction token may be residing at a position other than the end of the token stream and the value forcing operation can be performed on a descriptor which is below the top of the S-stack. This requires inserting the "pushind" token at a spot other than at the end of the output token stream.

7.2.2 The Solution

The solution adopted is to insert the token in the middle of the stream by splitting a fragment. The insertion mechanism is implemented as follows:

1. The descriptor on the S-stack contains a field called output pointer which stores the pointer to the spot in the output stream.
2. The fragment containing this token is split into two fragments. This is done by searching for that fragment through a scan of the fragment pointers in the list attached to the top entry of the fragment.
3. The found fragment is split into two and a new fragment is linked between the two pieces. The inserted fragment contains the pointers to the tokens to be inserted. The token itself is written physically at the end of the main file.

In this way, the logical ordering of the tokens is arranged without disturbing the physical ordering of the emitted tokens in the output stream.

Chapter 8

CONCLUSION

As a participant of the Perkin Elmer Simula System project, we had an wonderful opportunity to know the characteristics of a group project. Besides, as a result of working for Interpass design, we got an opportunity to study the components of S-Port, the low level intermediate language S-code, and the fascinating language S/SL.

We also observed that the selection of Syntax/Semantic Language as the main control language was made well because the structure of S/SL suits perfectly the control structure of S-code.

Concerning the present status of the project, we can say that the work of Interpass which includes the coding of S/SL and the coding of semantic routines in Pascal is about 70 % complete. However no testing has done on the code developed so far except running through S/SL assembler.

The design of Interpass so far does not include the treatment of initializing attributes of a record type in S-code. Future work can be done so that Interpass design will include some additions to the related data structure and semantic operations, particularly in the record descriptors. Interpass design will also be modified to include the code for the utility library routines. The routines will involve the reading of S-code tokens from Interpass input

stream, writing the tokens to Interpass output stream, allocating and freeing the descriptors during the compilation process and converting the text strings and input literals from S-code into internal form. One more thing what we can suggest is that for the efficiency and the convenience, making a S/SL pretty printer can be done as a part of the project.

Finally we can say that we have contributed to introducing a running SIMULA program in K.S.U. We can't run it yet, and it is just a commencement, but as the oriental saying indicates, "the commencement means it's already done the rest."

Appendix I

REFERENCES

REFERENCES

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Appendix II

S/SL PROGRAM LISTING

----- Tue Mar 13 16:58:45 1984 -----
----- KANSAS STATE UNIVERSITY -----
----- COMPUTER SCIENCE DEPT -----
----- MINI-COMPUTER LABORATORY -----

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ILLEGIBLE DOCUMENT

**THE FOLLOWING
DOCUMENT(S) IS OF
POOR LEGIBILITY IN
THE ORIGINAL**

**THIS IS THE BEST
COPY AVAILABLE**

.....

```

112 pushc
113 pushlen
114 pushv
115 Qlt
116 Qle
117 Qeq
118 Qge
119 Qgt
120 Qne
121 range
122 record
123 refer
124 rem
125 remote
126 remotev
127 rep
128 repcall
129 restore
130 routine
131 routinespec
132 rupdate
133 save
134 sdest
135 select
136 selectv
137 setobj
138 setswitch
139 skipif
140 sub
141 switch
142 system
143 tag
144 text
145 t_geto
146 t_inito
147 t_soto
148 true
149 update
150 xor
151 zeroarea
152 visible      % These are not used in S-code
153 endvisible   % but are stored in visible
154 taglist      % and taglist files for
155 endtaglist   % identification.
156 ;
157
158 % Simple Semantic Operations
159
160 SimpleOps:
161
162 oAddcount
163 oAddTagListEntryFromTagAndCount
164 oAdjustMinimumTagToTag
165 oAppendTagSOSMProfileDotImportListWithTagMAttribute
166 oBeginSegment
167 oCheckTagMRecordInitialization

```

```

168 oCloseInputFileAndPop
169 oCloseOutputCopyFile
170 oComputeRangeSizeAndAlignmentUnCount
171 oCreateBodyDescriptorAtTag
172 oCreateLabelDescriptorAtTag
173 oCreateProfileDescriptorAtTag
174 oCreateSwitchDescriptorAtTagWithCountLabels
175 oDecrementCountByOne
176 oEmitStringToOutputCopyFile
177 oEndSegment
178 oFixThis
179 oIncrementCountByOne
180 oMakeTagListTableEmpty
181 oMarkAndCopySection
182 oMarkSection
183 oMergeSections
184 oMultiplyCount
185 oOpenOutputCopyFileWithStringVisible
186 oOpenOutputCopyFileWithStringTagList
187 oPopCount
188 oPopIndexes
189 oPopMarkedSectionMEmpty
190 oPopP6Label
191 oPopReachable
192 oPopS
193 oPopString
194 oPopTag
195 oPopUpdateAndRestoreTag
196 oPushAndOpenInputFileWithStringVisible
197 oPushAndOpenInputFileWithStringTagList
198 oPushCountWithDuplicate
199 oPushCountWithInputByte
200 oPushCountWithInputIntegerLiteral
201 oPushCountWithInputNumber
202 oPushCountWithSMDataDotDisplacement
203 oPushCountWithSMDataDotFixrep
204 oPushCountWithSSosMDataDotFixrep
205 oPushCountWithTagMDataDotDisplacement
206 oPushCountWithTagMSwitchDotFirstP6Label
207 oPushCountWithTagMSwitchDotLastP6Label
208 oPushCountWithTagMTypeDotHasRepFileId
209 oPushCountWithTagMTypeDotIndefAlternateLength
210 oPushCountWithTagMTypeDotLength
211 oPushDownIndexes
212 oPushP6LabelWithNewLabel
213 oPushReachableWithFalse
214 oPushReachableWithTrue
215 oPushSNewResultDescriptor
216 oPushStringWithInputString
217 oPushWithDuplicate
218 oPushWithTagMDataDescriptor
219 oPushTagAndStringWithInput
220 oPushTagWithInputTag
221 oPushTagWithSMDataDotType
222 oPushTagWithSSosMDataDotType
223 oPushTagWithTagMTypeDotIndefRepTag

```

```

224 oPushUpdateWithTagAndUndefine *
225 oSetIndexSubCountDotP6LabelToNewLabel *
226 oSetReachableToFalse *
227 oSetReachableToTrue *
228 oSetSDotHasP6CounterPart *
229 oSetSMDataDotMode *
230 oSetSMDataDotOutputPointer *
231 oSetSMDataDotTypeToTag *
232 oSetTagMBodyDotP6PlabToNewP6Plab *
233 oSetTagMDataDotDisplacementToCount *
234 oSetTagMProfileDotIdToInputString *
235 oSetTagMProfileDotNatureToInputString *
236 oSetTagSosMDataDotFixrepToCount *
237 oSetTagSosMDataDotLowerBoundToCount *
238 oSetTagSosMDataDotUpperBoundToCount *
239 oSetTagSosMDataDotRepToCount *
240 oSetTagSosMProfileDotBodyTagToTag *
241 oSkipInputString *
242 oStoreValuePackedAddressConstantTag *
243 oStoreValueWithInputLongRealLiteralAtCount *
244 oStoreValueWithInputLongStringAndPushCountLength *
245 oStoreValueWithInputRealLiteralAtCount *
246 oSwapMarkedSSections *
247 oSwapP6Labels *
248 oSwapString *
249 oTranslateTagUsingTagListTable *
250 oTurnOnSMDataDotHasP6Counterpart *
251 oTurnOnOutputCopying *
252 oTurnOffOutputCopying *
253 oTurnOnTagSosMDataDotHasRange *
254 oTurnOnTagSosMDataDotHasFixrep *
255 oVerifyAllIndexesUndefined *
256 oVerifySosMDataDotTypesMatch *
257 oVerifyTagDotKindIsType *
258 ;
259
260
261 Z Semantic Operations with Parameters
262
263 ParmOps:
264
265 oAbort Z (errorCode) *
266 oAlignAreaToCount Z (AreaName) *
267 oCreateDataDescriptorAtTag Z (DataDescrKind) *
268 oEmitToken Z (P6Token) *
269 oEmitTokenAfterSSos Z (P6Token) *
270 oEmitTokenAfterSJos Z (P6Token) *
271 oEmitTokenToOutputCopyFile Z (TokenValue) *
272 oEmitValue Z (Integer) *
273 oEmitValueAfterSSos Z (Integer) *
274 oEmitValueAfterSJos Z (Integer) *
275 oIncrAreaDisplacementByCount Z (AreaName) *
276 oPushCount Z (Value) *
277 oPushTagWithType Z (ScodeType) *
278 oSetIndexSubCountDotState Z (IndexState) *
279 oSetSMDataDotMode Z (DescriptorModel) *

```

```

280 oSetSMDataDotType          Z (ScodeType)          *
281 oSetSSosMDataDotMode       Z (DescriptorMode)      *
282 oSetTagDotState             Z (TagState)             *
283 oSetTagMProfileDotProfileKind Z (ProfileKind)       *
284 oSetTagMProfileDotNature     Z (ProfileNature)       *
285 oVerifyIndexSubCountDotState Z (IndexState)         *
286 oVerifySDotDescriptorKind    Z (DataDescrKind)      *
287 oVerifySMDataDotMode        Z (DescriptorMode)      *
288 oVerifySMDataDotType         Z (ScodeType)          *
289 oVerifySSosMDataDotMode     Z (DescriptorMode)      *
290 oVerifySSosMDataDotType     Z (ScodeType)          *
291 oVerifyStringEqualsInputString Z (ErrorCode)        *
292 oVerifyTagDotState          Z (TagState)             *
293 ;
294
295
296 Z Choice Operations
297
298 ChoiceOps:
299
300 oChooseCountComparison      *
301 oChooseCountSosValue       *
302 oChooseCountValue          *
303 oChooseReachable           *
304 oChooseSDotDescriptorKind  *
305 oChooseSMDataDotHasP6CounterPart *
306 oChooseSMDataDotMode       *
307 oChooseSMDataDotType       *
308 oChooseSMDataDotHasFixrep  *
309 oChooseSMDataDotHasRange   *
310 oChooseSSosMDataDotMode    *
311 oChooseSSosMDataDotType    *
312 oChooseSEmpty              *
313 oChooseTagDotState         *
314 oChooseTagMTypeDotHasKeptField *
315 oChooseTagMTypeStructured  *
316 ;
317
318
319 Z Emit Semantic Operations
320
321 EmitOps:
322
323 oEmitCount                  *
324 oEmitIndexSubCountDotP6Label *
325 oEmitP6Label               *
326 oEmitSMDataDotP6Level      *
327 oEmitSMDataDotP6Mode       *
328 oEmitSMDataDotDisplacement *
329 oEmitSSosMDataDotP6Mode    *
330 oEmitStringToOutputCopy    *
331 oEmitTagMBodyDotP6Plab     *
332 oEmitTagMDataDotDisplacement *
333 oEmitTagMLabelDotP6Stlab   *
334 oEmitTagMProfileDotId8Chars *
335 oEmitTagMTypeDotLength     *

```

```

336 oEmitTagMTypeDotPoType
337 oEmitTagMTypeDotPoTypeBeforeSMDataDotOutputPointer
338 oEmitValueAreaCountBytes
339 ;
340
341
342 % VALUES OF S/SL
343
344 Values:
345
346 % Scode Type:
347
348 BUOL
349 CHAR
350 INT
351 REAL
352 LREAL
353 SIZE
354 UADDR
355 AADDR
356 GADDR
357 PADDR
358 RADDR
359 SINT      % special -- not a type, but a kind of range
360
361 % AreaName:
362
363 GlobalArea
364 ConstantArea
365 LocalArea
366
367
368 % DescriptorMode:
369
370 REFMode
371 VALMode
372 VALADJURMode
373
374 % IndexState:
375
376 UndefinedIndexState
377 DefinedIndexState
378 ReferencedIndexState
379
380
381 % TagState:
382
383 UndefinedTagState
384 SpecifiedTagState
385 DefinedTagState
386
387 % DataDescrKind:
388
389 GlobalDescrKind
390 LocalDescrKind
391 ConstantDescrKind

```

```

392 AttributeDescrKind
393 BodyDescrKind
394 DeclaredTypeDescrKind
395 BuiltinTypeDescrKind
396 SwitchDescrKind
397 LabelDescrKind
398 ImportDescrKind
399 ExportDescrKind
400 ExitDescrKind
401 ResultDescrKind
402 ProfileDescrKind
403
404 % ProfileKind: Tells what kind of routine a profile defines
405
406 knownProfileKind
407 systemProfileKind
408 externalProfileKind
409 interfaceProfileKind
410 ordinaryProfileKind
411
412 % ProfileNatures:
413
414 SIMULANature
415 CNature
416 Pas32Nature
417
418 % TokenValue: These are redefined as values so ParmOps
419 %               can emit them to special places.
420
421 otVisible      = visible
422 otEndVisible   = endvisible
423 otTaglist      = taglist
424 otEndTaglist   = endtaglist
425 otModule       = module
426
427 % BooleanValue:
428
429 P6True = 1          % constant values emitted to Pass 6
430 P6False = 0
431
432 interpassTrue = 1   % returned by interpass boolean valued ChoiceOps
433 interpassFalse = 0
434
435 yes = 1             % also used for boolean valued ChoiceOps
436 no = 0
437
438 % P6Relation: Relational operators
439
440 P6equal
441 P6greaterthan
442 P6greaterthanequal
443 P6lessthan
444 P6lessthanequal
445 P6notequal
446
447 % P6Mode: P6piab and P6stiab are passed as actuals to ParmOps

```

```

* 152
* 153
* 154
* 155
* 95

```

```

448 X          to tell which kind of Pb label is wanted.
449
450 PbGlobalMode
451 PbConstMode
452 PbLocalMode
453 PbPlabMode
454 PbStlabMode
455
456 X PbType:
457
458 Pbword
459 Pbshortreal
460 Pbreai
461 Pbwordpair
462
463 X Pass 6 conversion kinds:
464
465 stdconv      X int to shortreal
466 stdlongconv  X int to (long)real
467 stdlengthen  X short real to (long)real
468 stdround     X some kind of real to int
469
470 X Misc.
471
472 PbReturnAddressDisplacement = 4
473 PbFirstFormalDisplacement = 8
474
475 X Result values for oChooseCountComparison
476
477 CompGreater
478 CompEqual
479 CompLess
480
481
482
483 X ErrorCode: These are declared as values so they can
484 X          be emitted by ParmOps oAbort. At the
485 X          moment all errors are fatal.
486
487 eArithmeticType
488 eConvertType
489 eIllegalRelation
490 eProfileDescriptor
491 eStackNotEmpty
492 eType
493 eUndefinedTag
494 eTagKind
495 eFixrepsDiffer
496 eDuplicateDefinition
497 eDeferredMacros
498
499 X The following are non-fatal errors
500
501 erModuleNamesMismatch
502 erCheckCodeMismatch
503

```



```

560
561 SProgram:
562
563     =program
564     oPushStringWithInputString
565     @ProgramBody
566     =endprogram
567     oPopString
568 ;
569
570
571 ProgramBody:
572
573 [ =
574     | main:
575         @ProgramElements
576     | macro:
577         oAbortIfDeferredMacros
578         =module
579         oSkipInputString
580         oSkipInputString
581         @MacroDefinitions
582         =endmodule
583     | global:
584         @GlobalModule
585         =endmodule
586     | +=
587         [ [ =
588             | module:
589                 @ModuleHeader
590                 =body
591                 @ProgramElements
592                 =endmodule
593             | += >
594         ]
595     ]
596 ;
597
598
599 ModuleHeader:
600
601     oPushStringWithInputString % Module Id
602     oPushStringWithInputString % Check code
603     [ =
604         | existing:
605             oSwapString
606             oPushAndOpenInputFileWithStringVisible
607             =visible
608             oVerifyStringEquals(inputStringForModuleNamesMismatch)
609             oSwapString
610             oVerifyStringEquals(inputStringForCheckCodeMismatch)
611             @TranslateVisibleDeclarations
612             =endvisible
613             oCloseInputFileAndPop
614         | +=
615             oSwapString

```

```

*
110
216
*
54
193
*
92
*
91
265 497
95
241
241
*
52
71
*
52
95
*
14
*
52
*
216
216
60
248
196
152
291 501
248
291 502
*
153
168
248

```

```

616      oOpenOutputCopyFileWithStringVisible      185
617      oTurnUnOutputCopying      251
618      oEmitTokenToOutputCopyFile(notModule)      271      425
619      oEmitStringToOutputCopyFile      176
620      oSwapString      248
621      oEmitStringToOutputCopyFile      176
622      @TranslateVisibleDeclarations      *
623      oEmitTokenToOutputCopyFile(notEndVisible)      271      422
624      oCloseOutputCopyFile      169
625      oSwapString      248
626      oOpenOutputCopyFileWithStringTagList      186
627      oEmitTokenToOutputCopyFile(notTagList)      271      423
628      oEmitStringToOutputCopyFile      176
629      oSwapString      248
630      oEmitStringToOutputCopyFile      176
631      ( [ =
632          | tag:      143
633              oPushTagAndStringWithInput      219
634              oPopTag      194
635              oPushCountWithInputNumber      201
636              oPopCount      187
637          | += >
638      ] )
639      oEmitTokenToOutputCopyFile(notEndTagList)      271      424
640      oCloseOutputCopyFile      *
641  }
642 ;
643
644 TranslateVisibleDeclarations:      *
645
646 [ =
647     | constspec:      @TranslateConstSpec      38      *
648     | record:      @TranslateRecordDescriptor      122      *
649     | labelspec:      @TranslateLabelSpec      87      *
650     | profiles:      @TranslateProfile      109      *
651     | info:      @TranslateInfo      79      *
652     | setswitch:      @TranslateSetSwitch      138      *
653     | insert:      81
654         oTurnOffOutputCopying      252
655         @TranslateInsert      *
656         oTurnOnOutputCopying      251
657     ]
658 ;
659
660
661 TranslateInsert:      *
662
663     oPushStringWithInputString      216
664     oPushStringWithInputString      216
665     oPushTagAndStringWithInput      219
666     oPushTagAndStringWithInput      219
667     oSwapString      248
668     oPushAndOpenInputFileWithStringTagList      197
669     =taglist      154
670     oVerifyStringEqualsInputString(esModuleNamesMismatch)      291      501
671     oSwapString      248

```

672	oVerifyStringEquals(inputString(erCheckCodeMismatch))	291	502
673	oMakeTaglistTableEmpty	180	
674	{		
675	{ tag:	143	
676	oPushTagAndStringWithInput	219	
677	oPushCountWithInputNumber	201	
678	oAddTaglistEntryFromTagAndCount	*	
679	oPopCount	187	
680	oPopTag	194	
681	oPopString	193	
682	}		
683	}		
684	=endtaglist	155	
685	oSwapString	248	
686	oCloseInputFileAndPop	168	
687	oPushAndOpenInputFileWithStringVisible	196	
688	=visible	152	
689	oVerifyStringEquals(inputString(erModuleNamesMismatch))	291	501
690	oSwapString	248	
691	oVerifyStringEquals(inputString(erCheckCodeMismatch))	291	502
692	{		
693	{ constspec:	38	
694	oPushTagAndStringWithInput	219	
695	oTranslateTagUsingTaglistTable	*	
696	oTranslateConstSpec	*	
697	oPopString	193	
698	{ record:	122	
699	oPushTagAndStringWithInput	219	
700	oTranslateTagUsingTaglistTable	*	
701	oTranslateRecordDescriptor	*	
702	{ labelspec:	87	
703	oPushTagAndStringWithInput	219	
704	oTranslateTagUsingTaglistTable	*	
705	oTranslateLabelSpec	*	
706	oPopString	193	
707	{ profile:	109	
708	oPushTagAndStringWithInput	219	
709	oTranslateTagUsingTaglistTable	*	
710	oTranslateProfile	*	
711	oPopString	193	
712	{ routinespec:	131	
713	oPushTagAndStringWithInput	219	
714	oTranslateTagUsingTaglistTable	*	
715	oTranslateRoutineSpec	*	
716	oPopString	193	
717	{ info:	79	
718	oTranslateInfo	*	
719	{ line:	88	
720	oTranslateLine	*	
721	{ setswitch:	138	
722	oTranslateSetSwitch	*	
723	{ insert:	81	
724	oPushStringWithInputString	216	
725	oPopString	193	
726	oPushStringWithInputString	216	
727	oPopString	193	

728	}		
729	-endvisible	153	
730	oCloseInputFileAndPop	168	
731	oMakeTagListTableEmpty	180	
732	oPopString	193	
733	oPopString	193	
734	oPopTag	194	
735	oPopTag	194	
736	;		
737			
738			
739	ProgramElements:	*	
740	{		
741	{ constspec:	38	
742	oPushTagWithInputTag	220	
743	oTranslateConstSpec	*	
744	{ const:	37	
745	oTranslateConstantDefinition	*	
746	{ record:	122	
747	oPushTagWithInputTag	220	
748	oTranslateRecordDescriptor	*	
749	{ push:	111	
750	oTranslatePush	*	
751	{ pushv:	114	
752	oTranslatePush	*	
753	oForceTOSValue	*	
754	{ pushc:	112	
755	oTranslateNonRecordConstValue	*	
756	{ dup:	47	
757	oPushSWithDuplicate	217	
758	oForceTOSValue	*	
759	oEmitToken(1dup)	268	545
760	{ pop:	105	
761	{ oChooseSDotDescriptorKind	304	
762	{ profileDescrKind	*	
763	oAbortIfProfileDescriptor)	265	490
764	{ *:		
765	oPopS	192	
766	}		
767	{ popall:	106	
768	oPushCountWithInputByte	199	
769	{ { oChooseCountValue	302	
770	{ 0:		
771	{ oChooseSEmpty	312	
772	{ yes:	435	
773	oPopCount	187	
774	}		
775	{ *:		
776	oAbortIfStackNotEmpty)	265	491
777	}		
778	}		
779	{ *:		
780	oPopS	192	
781	oDecrementCountByOne	175	
782	}		
783	}	12	
	assign:		

784	oForceTOSValue	*	
785	oVerifySSosMDataDotMode(REFMode)	289	370
786	oVerifySTosSosMDataDotTypesMatch	256	
787	oPushTagWithSMDataDotType	221	
788	{ oChooseSMDataDotMode	306	
789	{ VALMode:	371	
790	oEmitToken(tassign)	268	516
791	oEmitTagMTypeDotP6Type	336	
792	{ VALADDRMode:	372	
793	oEmitToken(tcopy)	268	517
794	oEmitTagMTypeDotLength	335	
795	}		
796	oPopTag	194	
797	oPopS	192	
798	oPopS	192	
799	{ update:	149	
800	oForceTOSValue	*	
801	oVerifySTosSosMDataDotTypesMatch	256	
802	oVerifySSosMDataDotMode(REFMode)	289	370
803	oPushTagWithSMDataDotType	*	
804	oEmitTokenAfterSSos(tdup)	269	545
805	{ oChooseSMDataDotMode	306	
806	{ VALMode:	371	
807	oEmitToken(tupdate)	268	546
808	oEmitTagMTypeDotP6Type	336	
809	{ VALADDRMode:	*	
810	oEmitToken(tupdatecopy)	268	547
811	oEmitTagMTypeDotLength	335	
812	}		
813	oPopTag	194	
814	oPopS	192	
815	oForceTOSValue	*	
816	{ rupdate:	132	
817	oForceTOSValue	*	
818	oVerifySTosSosMDataDotTypesMatch	256	
819	oVerifySMDataDotMode(REFMode)	287	370
820	oPushTagWithSSosMDataDotType	222	
821	oEmitTokenAfterSSos(tdup)	269	545
822	{ oChooseSSosMDataDotMode	310	
823	{ VALMode:	371	
824	oEmitToken(trupdate)	268	548
825	oEmitTagMTypeDotP6Type	336	
826	{ VALADDRMode:	372	
827	oEmitToken(trupdatecopy)	268	549
828	oEmitTagMTypeDotLength	335	
829	}		
830	oPopTag	194	
831	oPopS	192	
832	{ fetch:	65	
833	oForceTOSValue	*	
834	{ refer:	123	
835	oVerifySMDataDotType(GADDR)	288	356
836	oForceTOSValue	*	
837	oEmitToken(tadd)	268	522
838	oEmitTagMTypeDotP6Type	336	
839	oPopS	192	

840	oPushSNewResultDescriptor	215	
841	oSetSMDataDotMode(REFMode)	279	370
842	oPushTagWithInputTag	220	
843	oSetSMDataDotTypeToTag	231	
844	oPopTag	194	
845	oTurnOnSMDataDotHasP6Counterpart	250	
846	oSetSMDataDotOutputPointer	230	
847	{ deref:	42	
848	oVerifySMDataDotMode(REFMode)	287	370
849	oEmitToken(tpushconst)	268	509
850	oEmitValue(0)	272	
851	oPopS	192	
852	oPushTagWithType(GADDR)	277	356
853	oPushResultDescriptor	*	
854	{ select:	135	
855	oTranslateSelect	*	
856	{ selectv:	136	
857	oTranslateSelect	*	
858	oForceTOSValue	*	
859	{ remote:	125	
860	oTranslateRemote	*	
861	{ remotev:	126	
862	oTranslateRemote	*	
863	oForceTOSValue	*	
864	{ index:	77	
865	oTranslateIndex	*	
866	{ indexv:	78	
867	oTranslateIndex	*	
868	oForceTOSValue	*	
869	{ inco:	76	
870	oVerifySMDataDotType(SIZE)	288	353
871	oForceTOSValue	*	
872	oVerifySSosMDataDotType(OADDR)	290	354
873	oForceSUSValue	*	
874	oEmitToken(tadd)	268	522
875	oEmitValue(P6word)	272	458
876	oPopS	192	
877	oPopS	192	
878	oPushTagWithType(OADDR)	277	354
879	oPushResultDescriptor	*	
880	{ deco:	40	
881	oVerifySMDataDotType(SIZE)	288	353
882	oForceTOSValue	*	
883	oVerifySSosMDataDotType(OADDR)	290	354
884	oForceSUSValue	*	
885	oEmitToken(tsub)	268	523
886	oPopS	192	
887	oPopS	192	
888	oPushTagWithType(OADDR)	277	354
889	oPushResultDescriptor	*	
890	{ dist:	44	
891	oVerifySMDataDotType(OADDR)	288	354
892	oForceTOSValue	*	
893	oVerifySSosMDataDotType(OADDR)	290	354
894	oForceSUSValue	*	
895	oEmitToken(tsub)	268	523

896	oPopS	192	
897	oPopS	192	
898	oPushTagWithType(SIZE)	277	353
899	oPushResultDescriptor	*	
900	{ dsize:	46	
901	oVerifySMDataDotType(INT)	288	350
902	oForceSOSValue	*	
903	oEmitToken(tpushconst)	268	509
904	oPushCountWithTagMTypeDotHasRepField	208	
905	oEmitTagMTypeDotLength	335	
906	oEmitToken(tmull)	268	524
907	oEmitValue(Pword)	272	458
908	oEmitTagMTypeDotP6Type	336	
909	oEmitToken(tpushconst)	268	509
910	oPushCountWithTag	*	
911	oEmitToken(tadd)	268	522
912	oEmitValue(Pword)	272	458
913	oPopS	192	
914	oPushTagWithType(SIZE)	277	353
915	oPushResultDescriptor	*	
916	{ locate:	90	
917	oVerifySMDataDotType(AADDR)	*	355
918	oForceTOSValue	*	
919	oForceSUSValue	*	
920	{ oChooseSSosMDataDotType	311	
921	{ OADDR:	354	
922			
923	{ CAADDR:	356	
924	oEmitToken(tadd)	268	522
925	oEmitValue(Pword)	272	458
926	{ *:		
927	oAbort(ttype)	265	492
928	}		
929	oPopS	192	
930	oPopS	192	
931	oPushTagWithType(CAADDR)	277	356
932	oPushResultDescriptor	*	
933	{ setobj:	137	
934	oVerifySMDataDotType(INT)	288	350
935	oForceTOSValue	*	
936	oVerifySSosMDataDotType(OADDR)	290	354
937	oForceSUSValue	*	
938	oEmitToken(tsetobj)	268	552
939	oPopS	192	
940	oPopS	192	
941	{ getobj:	70	
942	oVerifySMDataDotType(INT)	288	350
943	oForceTOSValue	*	
944	oEmitToken(tgetobj)	268	553
945	oPopS	192	
946	oPushTagWithType(OADDR)	277	354
947	oPushResultDescriptor	*	
948	{ access:	5	
949	oTranslateAccess	*	
950	{ accessv:	6	
951	oTranslateAccess	*	

952	2ForceTOSValue	*
953	1 add:	7
954	2ForceTOSValue	*
955	2ForceSOSValue	*
956	oVerifyTosSosMDataDotTypesMatch	256
957	oEmitToken(tadd)	268 522
958	oPushTagWithSMDataDotType	221
959	oPopS	192
960	oPopS	192
961	[oChooseTag	*
962	1 INT:	350
963	oEmitValue(P6word)	272 458
964	1 REAL:	351
965	oEmitValue(P6shortreal)	272 459
966	1 LREAL:	352
967	oEmitValue(P6real)	272 460
968	1 *:	
969	oAbort(tArithmeticType)	265 487
970	]	
971	2PushResultDescriptor	*
972	1 sub:	140
973	2ForceTOSValue	*
974	2ForceSOSValue	*
975	oVerifyTosSosMDataDotTypesMatch	256
976	oEmitToken(tsub)	268 523
977	oPushTagWithSMDataDotType	221
978	oPopS	192
979	oPopS	192
980	[oChooseTag	*
981	1 INT:	350
982	oEmitValue(P6word)	272 458
983	1 REAL:	351
984	oEmitValue(P6shortreal)	272 459
985	1 LREAL:	352
986	oEmitValue(P6real)	272 460
987	1 *:	
988	oAbort(tArithmeticType)	265 487
989	]	
990	2PushResultDescriptor	*
991		
992	1 mult:	97
993	2ForceTOSValue	*
994	2ForceSOSValue	*
995	oVerifyTosSosMDataDotTypesMatch	256
996	oEmitToken(tmul)	268 524
997	oPushTagWithSMDataDotType	221
998	oPopS	192
999	oPopS	192
1000	[oChooseTag	*
1001	1 INT:	350
1002	oEmitValue(P6word)	272 458
1003	1 REAL:	351
1004	oEmitValue(P6shortreal)	272 459
1005	1 LREAL:	352
1006	oEmitValue(P6real)	272 460
1007	1 *:	

1008	oAbort(tArithmeticType)	265	487
1009	}		
1010	oPushResultDescriptor	*	
1011	{ div:	45	
1012	oForceTUSValue	*	
1013	oForceSDSValue	*	
1014	oVerifySToSosMDataDotTypesMatch	256	
1015	oEmitToken(tdiv)	268	525
1016	oPushTagWithSMDataDotType	221	
1017	oPopS	192	
1018	oPopS	192	
1019	{ oChooseTag	*	
1020	{ INT:	350	
1021	oEmitValue(Pbword)	272	458
1022	{ REAL:	351	
1023	oEmitValue(Pbshortreal)	272	459
1024	{ LREAL:	352	
1025	oEmitValue(Pbreal)	272	460
1026	{ *:		
1027	oAbort(tArithmeticType)	265	487
1028	}		
1029	oPushResultDescriptor	*	
1030	{ rem:	124	
1031	oVerifySMDataDotType(INT)	288	350
1032	oForceTUSValue	*	
1033	oVerifySSosMDataDotType(INT)	290	350
1034	oForceSDSValue	*	
1035	oEmitToken(tmod)	268	526
1036	oPopS	192	
1037	oPopS	192	
1038	oPushTagWithType(BOUL)	277	348
1039	oPushResultDescriptor	*	
1040	{ neg:	98	
1041	oForceTUSValue	*	
1042	oEmitToken(tneg)	268	521
1043	oPushTagWithSMDataDotType	221	
1044	oPopS	192	
1045	{ oChooseTag	*	
1046	{ INT:	350	
1047	oEmitValue(Pbword)	272	458
1048	{ REAL:	351	
1049	oEmitValue(Pbshortreal)	272	459
1050	{ LREAL:	352	
1051	oEmitValue(Pbreal)	272	460
1052	{ *:		
1053	oAbort(tArithmeticType)	265	487
1054	}		
1055	oPushResultDescriptor	*	
1056	{ and:	9	
1057	oVerifySMDataDotType(BOUL)	288	348
1058	oForceTUSValue	*	
1059	oVerifySSosMDataDotType(BOUL)	290	348
1060	oForceSDSValue	*	
1061	oEmitToken(tand)	268	519
1062	oPopS	192	
1063	oPopS	192	

1064	oPushTagWithType(BOUL)	277	348
1065	oPushResultDescriptor	*	
1066	! or:	104	
1067	oVerifySMDataDotType(BOUL)	288	348
1068	oForceTOSValue	*	
1069	oForceSUSValue	*	
1070	oVerifySToSosSMDataDotTypesMatch	256	
1071	oEmitToken(!or)	268	520
1072	oPopS	192	
1073	oPopS	192	
1074	oPushTagWithType(BOUL)	277	348
1075	oPushResultDescriptor	*	
1076	! xor:	150	
1077	oVerifySMDataDotType(BOUL)	288	348
1078	oForceTOSValue	*	
1079	oForceSUSValue	*	
1080	oVerifySToSosSMDataDotTypesMatch	256	
1081	oEmitToken(!compare)	268	527
1082	oEmitValue(!Pnotequal)	272	445
1083	oPopS	192	
1084	oPopS	192	
1085	oPushTagWithType(BOUL)	277	348
1086	oPushResultDescriptor	*	
1087	! imp:	75	
1088	oVerifySMDataDotType(BOUL)	288	348
1089	oForceTOSValue	*	
1090	oForceSUSValue	*	
1091	oVerifySToSosSMDataDotTypesMatch	256	
1092	oEmitToken(!not)	268	518
1093	oEmitToken(!and)	268	519
1094	oEmitToken(!not)	268	518
1095	! eqv:	58	
1096	oVerifySMDataDotType(BOUL)	288	348
1097	oForceTOSValue	*	
1098	oForceSUSValue	*	
1099	oVerifySToSosSMDataDotTypesMatch	256	
1100	oEmitToken(!compare)	268	527
1101	oEmitValue(!Pequal)	272	440
1102	oPopS	192	
1103	oPopS	192	
1104	oPushSNewResultDescriptor	215	
1105	oSetSMDataDotType(BOUL)	280	348
1106	oSetSMDataDotOutputPointer	230	
1107	! not:	101	
1108	oVerifySMDataDotType(BOUL)	288	348
1109	oForceTOSValue	*	
1110	oEmitToken(!not)	268	518
1111	oPushTagWithType(BOUL)	277	348
1112	oPushResultDescriptor	*	
1113	! compare:	36	
1114	oForceTOSValue	*	
1115	oForceSUSValue	*	
1116	oCheckRelation	*	
1117	oPushTagWithTypeSMDataDotType	221	
1118	! oChooseTagMTypeStructured	315	
1119	! yes:	435	

1120	oEmitToken(tcstruct)	268	528
1121	oEmitCount	323	
1122	oEmitTagMTypeDotLength	335	
1123	*:		
1124	oEmitToken(tccompare)	268	527
1125	oEmitCount	323	
1126	oEmitTagMTypeDotPbType	336	
1127	)		
1128	oPopS	192	
1129	oPopS	192	
1130	oPushTagWithType(BOUL)	277	348
1131	oPushResultDescriptor	*	
1132	convert:	39	
1133	oPushTagWithInputTag	220	
1134	[oChooseSMDataDotType	307	
1135	CHAR:	349	
1136	[oChooseTag	*	
1137	CHAR, INT:	349	350
1138			
1139	*:		
1140	oAbort(tcConvertType)	265	488
1141	)		
1142	BOUL:	348	
1143	[oChooseTag	*	
1144	BOUL:	348	
1145			
1146	*:		
1147	oAbort(tcConvertType)	265	488
1148	)		
1149	INT:	350	
1150	[oChooseTag	*	
1151	INT:	350	
1152			
1153	CHAR:	349	
1154	oEmitToken(trange)	268	515
1155	oEmitValue(0)	272	
1156	oEmitValue(255)	272	
1157	REAL:	351	
1158	oEmitToken(tcconvrt)	268	536
1159	oEmitValue(stdconv)	272	465
1160	oEmitValue(P6shortreal)	272	459
1161	oEmitValue(4)	272	
1162	oEmitValue(4)	272	
1163	LREAL:	352	
1164	oEmitToken(tcconvrt)	268	536
1165	oEmitValue(stdlongconv)	272	466
1166	oEmitValue(8)	272	
1167	oEmitValue(8)	272	
1168	*:		
1169	oAbort(tcConvertType)	265	488
1170	)		
1171	REAL:	351	
1172	[oChooseTag	*	
1173	REAL:	351	
1174			
1175	INT:	350	

1176		oEmitToken(tconvrt)	268	536
1177		oEmitValue(stdround)	272	468
1178		oEmitValue(4)	272	
1179		oEmitValue(4)	272	
1180		! LREAL:	352	
1181		oEmitToken(tconvrt)	268	536
1182		oEmitValue(stdlengthen)	272	467
1183		oEmitValue(8)	272	
1184		oEmitValue(8)	272	
1185		! *:		
1186		oAbort(tConvType)	265	488
1187		}		
1188	! LREAL:		352	
1189	{ oChooseTag		*	
1190	! LREAL:		352	
1191				
1192	! INT:		350	
1193		oEmitToken(tconvrt)	268	536
1194		oEmitValue(stdround)	272	468
1195		oEmitValue(P6word)	272	458
1196		oEmitValue(4)	272	
1197		oEmitValue(4)	272	
1198	! REAL:		351	
1199		oEmitToken(tconvrt)	268	536
1200		oEmitValue(stdshorten)	272	*
1201		oEmitValue(P6shortreal)	272	459
1202		oEmitValue(4)	272	
1203		oEmitValue(4)	272	
1204		! *:		
1205		oAbort(tConvType)	265	488
1206		}		
1207	! SIZE:		353	
1208	{ oChooseTag		*	
1209	! SIZE:		353	
1210				
1211	! *:			
1212		oAbort(tConvType)	265	488
1213		}		
1214	! AADDR:		355	
1215	{ oChooseTag		*	
1216	! AADDR:		355	
1217				
1218	! *:			
1219		oAbort(tConvType)	265	488
1220		}		
1221	! OADDR:		354	
1222	{ oChooseTag		*	
1223	! OADDR:		354	
1224				
1225	! GADDR:		356	
1226	{ oChooseSMDDataDotMode		306	
1227	! REFMode:		370	
1228		oEmitToken(tpushind)	268	510
1229		oEmitValue(P6word)	272	458
1230		! *:		
1231		}		

1232	oEmitToken(tpushconst)	268	509
1233	oEmitValue(0)	272	
1234	{ *:		
1235	oAbort(eConvertType)	265	488
1236	}		
1237	{ GADDR:	356	
1238	{ oChooseTag	*	
1239	{ GADDR:	356	
1240			
1241	{ AADDR:	355	
1242	{ oChooseSMDataDotMode	306	
1243	{ REFMode:	370	
1244	oEmitToken(tpushind)	268	510
1245	oEmitValue(P6word)	272	458
1246	{ *:		
1247	}		
1248	oEmitToken(tpop2nd)	268	550
1249	{ BADDR:	354	
1250	{ oChooseSMDataDotMode	306	
1251	{ REFMode:	370	
1252	oEmitToken(tpushind)	268	510
1253	oEmitValue(P6wordpair)	272	461
1254	{ *:		
1255	}		
1256	oEmitToken(tpop)	268	534
1257	{ *:		
1258	oAbort(eConvertType)	265	488
1259	}		
1260	{ PADDR:	357	
1261	{ oChooseTag	*	
1262	{ PADDR:	357	
1263			
1264			
1265	{ *:		
1266	oAbort(eConvertType)	265	488
1267	}		
1268	{ RADDR:	358	
1269	{ oChooseTag	*	
1270	{ RADDR:	358	
1271			
1272	{ *:		
1273	oAbort(eConvertType)	265	488
1274	}		
1275	{ *:		
1276	}		
1277	oPop5	192	
1278	oPushResultDescriptor	*	
1279	{ labelSpec:	87	
1280	oPushTagWithInputTag	220	
1281	oTranslateLabelSpec	*	
1282	{ label:	86	
1283	{ oChooseSEmpty	312	
1284	{ yes:	435	
1285			
1286	{ *:		
1287	oAbort(eStackNotEmpty)	265	491

1288	]		
1289	oPushTagWithInputTag	220	
1290	[oChooseTagDotState	313	
1291	UndefinedTagState:	383	
1292	oCreateLabelDescriptorAtTag	172	
1293	oSetTagDotState(SpecifiedTagState)	282	384
1294	SpecifiedTagState:	384	
1295			
1296	*:		
1297	oAbort(eDuplicateDefinition)	265	496
1298	]		
1299	oEmitToken(tdefstlab)	268	539
1300	oEmitTagMLabelDotP6Stlab	333	
1301	oSetTagDotState(DefinedTagState)	282	385
1302	! goto:	73	
1303	oVerifySMDDataDotType(PADDR)	288	357
1304	oForceTOSValue	*	
1305	oPopS	192	
1306	[oChooseSEmpty	312	
1307	yes:	435	
1308	oEmitToken(tlongjump)	268	538
1309	oEmitTagMLabelDotP6Stlab	*	
1310	oEmitSMDDataDotP6Level	326	
1311	*:		
1312	oAbort(eStackNotEmpty)	265	491
1313	]		
1314	! switch:	141	
1315	[oChooseSEmpty	312	
1316	yes:	435	
1317			
1318	*:		
1319	oAbort(eStackNotEmpty)	265	491
1320	]		
1321	oPushTagWithInputTag	220	
1322	oVerifyTagDotState(UndefinedTagState)	292	383
1323	oPushCountWithInputNumber	201	
1324	oVerifySMDDataDotType(INT)	288	350
1325	oForceTOSValue	*	
1326	oEmitToken(tcseexpr)	268	532
1327	oPopS	192	
1328	oCreateSwitchDescriptorAtTagWithCountLabels	174	
1329	oEmitToken(tcsejump)	268	533
1330	oEmitValue(0)	272	
1331	oDecrementCountByOne	175	
1332	oEmitCount	323	
1333	oEmitValue(0)	272	
1334	oEmitValue(0)	272	
1335	oPushCountWithTagMSwitchDotFirstP6Label	206	
1336	(oPushCountWithTagMSwitchDotLastP6Label	*	
1337	[oChooseCountComparison	300	
1338	CompGreater: >	477	
1339	*:		
1340	]		
1341	oPopCount	187	
1342	oEmitCount	323	
1343	oIncrementCountByOne	179	

1344	}		
1345	oPopCount	187	
1346	oPopCount	187	
1347	oSetTagDotState(DefinedTagState)	282	385
1348	if sdest:	134	
1349	oPushTagWithInputTag	220	
1350	oVerifyTagDotState(DefinedTagState)	292	385
1351	oPushCountWithInputNumber	201	
1352	oPushCountWithTagMSwitchDotFirstP6Label	206	
1353	[oChooseSEmpty	312	
1354	if yes:	435	
1355			
1356	if *:		
1357	oAbortIfStackNotEmpty)	265	491
1358	]		
1359	oEmitToken(tdefLabel)	268	529
1360	oAddCount	*	
1361	oEmitCount	323	
1362	oPopCount	187	
1363	if fJumpif:	69	
1364	oPushDownIndexes	211	
1365	oForceTOSValue	*	
1366	oForceSOSValue	*	
1367	oCheckRelation	*	
1368	oPushCountWithInputByte	199	
1369	oSetIndexSubCountDotState(ReferencedIndexState)	278	378
1370	oSetIndexSubCountDotP6LabelToNewLabel	225	
1371	oPushTagWithSMDataDotType	221	
1372	[oChooseTagMTypeStructured	315	
1373	if yes:	435	
1374	oEmitToken(tcompstruct)	268	528
1375	oEmitCount	323	
1376	oEmitTagMTypeDotLength	335	
1377	if *:		
1378	oEmitToken(tcompare)	268	527
1379	oEmitCount	323	
1380	oEmitTagMTypeDotP6Type	336	
1381	]		
1382	oPopCount	187	
1383	oPopS	192	
1384	oPopS	192	
1385	oPopTag	194	
1386	oEmitToken(tnot)	268	518
1387	oEmitToken(tfalseJump)	268	531
1388	oEmitIndexSubCountDotP6Label	324	
1389	oSetIndexSubCountDotState(ReferencedIndexState)	278	378
1390	oPopCount	187	
1391	if fJump:	68	
1392	oPushDownIndexes	211	
1393	[oChooseSEmpty	312	
1394	if yes:	435	
1395			
1396	if *:		
1397	oAbortIfStackNotEmpty)	265	491
1398	]		
1399	oPushCountWithInputByte	199	

1400	oVerifyIndexSubCountDotState(UndefinedIndexState)	285	376
1401	oSetIndexSubCountDotP6LabelToNewLabel	225	
1402	oEmitToken(itJump)	268	530
1403	oEmitIndexSubCountDotP6Label	324	
1404	oSetIndexSubCountNotState(ReferencedIndexState)	278	378
1405	oPopCount	187	
1406	i fdest:	66	
1407	oPushDownIndexes	211	
1408	[oChooseSEmpty	312	
1409	i yes:	435	
1410			
1411	i *:		
1412	oAbortIfStackNotEmpty)	265	491
1413	]		
1414	oPushCountWithInputByte	199	
1415	oVerifyIndexSubCountDotState(ReferencedIndexState)	285	378
1416	oEmitToken(itdef/label)	268	529
1417	oEmitIndexSubCountDotP6Label	324	
1418	oSetIndexSubCountDotState(UndefinedIndexState)	278	376
1419	oVerifyAllIndexesUndefined	255	
1420	oPopCount	187	
1421	i bjumpif:	18	
1422	oPushDownIndexes	211	
1423	oForceTUSValue	*	
1424	oForceSUSValue	*	
1425	oCheckRelation	*	
1426	oPushCountWithInputByte	199	
1427	oVerifyIndexSubCountDotState(DefinedIndexState)	285	377
1428	oPushTagWithSMDataDotType	221	
1429	oSwapCount	*	
1430	[oChooseTagMTypeStructured	315	
1431	i yes:	435	
1432	oEmitToken(itcompstruct)	268	528
1433	oEmitCount	323	
1434	oEmitTagMTypeDotLength	335	
1435	i *:		
1436	oEmitToken(itcompare)	268	527
1437	oEmitCount	323	
1438	oEmitTagMTypeDotP6Type	336	
1439	]		
1440	oPopCount	187	
1441	oPopS	192	
1442	oPopS	192	
1443	oPopTag	194	
1444	oEmitToken(itnot)	268	518
1445	oEmitToken(itfalseJump)	268	531
1446	oEmitIndexSubCountDotP6Label	324	
1447	oPopCount	187	
1448	oSetIndexSubCountDotState(UndefinedIndexState)	278	376
1449	i bjump:	17	
1450	oPushDownIndexes	211	
1451	oVerifyIndexSubCountDotState(DefinedIndexState)	285	377
1452	oSetIndexSubCountDotState(UndefinedIndexState)	278	376
1453	oVerifyAllIndexesUndefined	255	
1454	oEmitToken(itJump)	268	530
1455	oEmitIndexSubCountDotP6Label	324	

1456	! bdest:	16	
1457	oPushDownIndexes	211	
1458	[oChooseSEmpty	312	
1459	! yes:	435	
1460			
1461	! *:		
1462	oAbortIfStackNotEmpty)	265	491
1463	]		
1464	oPushCountWithInputByte	199	
1465	oVerifyIndexSubCountDotState(UndefinedIndexState)	285	376
1466	oSetIndexSubCountDotP6LabelToNewLabel	225	
1467	oEmitToken(tdeflabel)	268	529
1468	oEmitIndexSubCountDotP6Label	324	
1469	oPopCount	187	
1470	oSetIndexSubCountDotState(DefinedIndexState)	278	377
1471	! skipif:	139	
1472	oForceUSValue	*	
1473	oForceSSValue	*	
1474	oCheckRelation	*	
1475	oPushTagWithSMDataDotType	221	
1476	oPopS	192	
1477	oPopS	192	
1478	[oChooseTagMTypeStructured	315	
1479	! yes:	435	
1480	oEmitToken(tcompstruct)	268	528
1481	oEmitCount	323	
1482	oEmitTagMTypeDotLength	335	
1483	! *:		
1484	oEmitToken(tcompare)	268	527
1485	oEmitCount	323	
1486	oEmitTagMTypeDotP6Type	336	
1487	]		
1488	oPushP6LabelWithNewLabel	212	
1489	oEmitToken(tnot)	268	518
1490	oEmitToken(tfalsejump)	268	531
1491	oEmitP6Label	325	
1492	oMarkAndCopySection	181	
1493	oProgramElements	739	
1494	-endskip	57	
1495	[oChooseReachable	303	
1496	! InterpassTrue:	432	
1497			
1498	! *:		
1499	oSetReachableToTrue	227	
1500	]		
1501	[oChooseSEmpty	312	
1502	! yes:	435	
1503			
1504	! *:		
1505	oAbortIfStackNotEmpty)	265	491
1506	]		
1507	oEmitToken(tdeflabel)	268	529
1508	oEmitP6Label	325	
1509	oPopP6Label	190	
1510	oPopMarkedSectionIfEmpty	189	
1511	! if:	74	

1512	oForceTOSValue	*	
1513	oForceSOSValue	*	
1514	oCheckRelation	*	
1515	oPushTagWithSMDDataDotType	221	
1516	{ oChooseTagMTypeStructured	315	
1517	yes:	435	
1518	oEmitToken(tcompstruct)	268	528
1519	oEmitCount	323	
1520	oEmitTagMTypeDotLength	335	
1521	*:		
1522	oEmitToken(tcompare)	268	527
1523	oEmitCount	323	
1524	oEmitTagMTypeDotP6Type	336	
1525	}		
1526	oPopCount	187	
1527	oPopS	192	
1528	oPopS	192	
1529	oPushP6LabelWithNewLabel	212	
1530	oEmitToken(tfalsejump)	268	531
1531	oEmitP6Label	325	
1532	oMarkAndCopySSection	181	
1533	oProgramElements	739	
1534	{ *		
1535	else:	48	
1536	oForceTOSValue	*	
1537	oPushP6LabelWithNewLabel	*	
1538	oEmitToken(tjump)	268	530
1539	oEmitP6Label	325	
1540	oSwapMarkedSSections	246	
1541	oSwapP6Labels	247	
1542	oEmitToken(tdeflabel)	268	529
1543	oPopP6Label	190	
1544	oProgramElements	739	
1545	*:		
1546	}		
1547	}		
1548	endif	50	
1549	oForceTOSValue	*	
1550	oMergeSSections	183	
1551	oEmitToken(tdeflabel)	268	529
1552	oEmitP6Label	325	
1553	oPopP6Label	190	
1554	{ bseg:	20	
1555	oMarkSSection	182	
1556	oBeginSegment	166	
1557	oPushReachableWithTrue	214	
1558	oProgramElements	739	
1559	=eseg	21	
1560	oPopReachable	*	
1561	oEndSegment	177	
1562	oPopMarkedSSectionMemory	189	
1563	profile:	109	
1564	oPushTagWithInputTag	220	
1565	oTranslateProfile	*	
1566	*:		
1567	}		

```

1568 ;
1569
1570
1571
1572 TranslateProfile:
1573
1574     oCreateProfileDescriptorAtTag
1575     oSetTagDotState(DefinedTagState)
1576     {
1577         | known:
1578             oSetTagMProfileDotProfileKind(knownProfileKind)
1579             oPushTagWithInputTag
1580             oCreateBodyDescriptorAtTag
1581             oSetTagDotState(SpecifiedTagState)
1582             oSetTagMBodyDotP6labToNewP6lab
1583             oSetTagSosMProfileDotBodyTagToTag
1584             oPopTag
1585             oSetTagMProfileDotIdToInputString
1586             oSetTagMProfileDotNature(SIMULANature)
1587             oPopTag
1588         | system:
1589             oSetTagMProfileDotProfileKind(systemProfileKind)
1590             oPushTagWithInputTag
1591             oCreateBodyDescriptorAtTag
1592             oSetTagDotState(DefinedTagState)
1593             oSetTagSosMProfileDotBodyTagToTag
1594             oEmitToken(textId)
1595             oSetTagMBodyDotP6labToNewP6lab
1596             oEmitTagMBodyDotP6lab
1597             oPopTag
1598             oSetTagMProfileDotIdToInputString
1599             oEmitTagMProfileDotId8Chars
1600             oSetTagMProfileDotNature(CNature)
1601             oSetTagMProfileDotIdToInputString
1602         | external:
1603             oSetTagMProfileDotProfileKind(externalProfileKind)
1604             oPushTagWithInputTag
1605             oCreateBodyDescriptorAtTag
1606             oSetTagDotState(DefinedTagState)
1607             oSetTagSosMProfileDotBodyTagToTag
1608             oEmitToken(textId)
1609             oSetTagMBodyDotP6labToNewP6lab
1610             oEmitTagMBodyDotP6lab
1611             oPopTag
1612             oSetTagMProfileDotIdToInputString
1613             oSetTagMProfileDotNatureToInputString
1614             oEmitTagMProfileDotId8Chars
1615             oPopTag
1616         | interface:
1617             oSetTagMProfileDotProfileKind(interfaceProfileKind)
1618             oSetTagMProfileDotIdToInputString
1619     }
1620     oSetTagMProfileDotProfileKind(ordinaryProfileKind)
1621     oSetTagMProfileDotNature(SIMULANature)
1622 }
1623 oPushCount(P6FirstFormalDisplacement)

```

1624	oSetAreaToCount(LocalArea)	*	365
1625	{		
1626	; imports:	84	
1627	oPushTagWithInputTag	220	
1628	oPushUpdateWithTagAndUndefine	224	
1629	oVerifyTagDotState(UndefinedTagState)	292	383
1630	oCreateDataDescriptorAtTagImportDescrKind)	267	398
1631	oAppendTagSosMProfileDotImportListWithTagMAttribute	165	
1632	oQuantityDescriptor	*	
1633	oAllocateLocal	*	
1634	oPopUpdateAndRestoreTag	195	
1635	oPopTag	194	
1636	; *: >		
1637	}		
1638	{		
1639	; exports:	62	
1640	oPushTagWithInputTag	220	
1641	oPushUpdateWithTagAndUndefine	224	
1642	oVerifyTagDotState(UndefinedTagState)	292	383
1643	oCreateDataDescriptorAtTagExportDescrKind)	267	399
1644	oSetTagSosMProfileDotExportToTag	*	
1645	oQuantityDescriptor	*	
1646	oPopUpdateAndRestoreTag	195	
1647	oPopTag	194	
1648	; exits:	61	
1649	oPushTagWithInputTag	220	
1650	oPushUpdateWithTagAndUndefine	*	
1651	oCreateDataDescriptorAtTagExitDescrKind)	267	400
1652	oSetTagMDataDotTagToTag	*	
1653	oSetTagSosMProfileDotExitToTag	*	
1654	oPushCount(P6ReturnAddressDisplacement)	276	472
1655	oPopCount	187	
1656	oPopUpdateAndRestoreTag	195	
1657	oPopTag	194	
1658	; *: >		
1659	}		
1660	endprofile	53	
1661	;		
1662			
1663			
1664	AllocateLocal:	*	
1665			
1666	oAlignAreaToCount(LocalArea)	266	365
1667	oPopCount	187	
1668	oSetTagMDataDotDisplacementToCount	233	
1669	oIncrAreaDisplacementByCount(LocalArea)	275	365
1670	oPopCount	187	
1671	;		
1672			
1673	TranslateConstSpec:	*	
1674			
1675	oVerifyTagDotState(UndefinedTagState)	292	383
1676	oCreateDataDescriptorAtTagConstantDescrKind)	267	391
1677	oSetTagDotState(SpecifiedTagState)	282	384
1678	oQuantityDescriptor	*	
1679	oAllocateConstant	*	

1580	oPopTag	194		
1581	{			
1582				
1583	AllocateConstants	*		
1584				
1585	oAlignAreaToCount(ConstantArea)	266	364	
1586	oPopCount	187		
1587	oSetTagMDataDotDisplacementToCount	233		
1588	oIncrAreaDisplacementByCount(ConstantArea)	275	364	
1589	oPopCount	187		
1590	{			
1591				
1592	QuantityDescriptor:	*		
1593				
1594	% pre: a data descriptor on top of S-stack			
1595	% post: alignment and size on count Tos and Sos respectively			
1596				
1597	oPushTagWithInputTag	223		
1598	[oChooseTag	*		
1599	{ CHAR:	349		
1700	oPushCount(1)	276		
1701	oPushCountWithDuplicate	198		
1702	{ BOOL, SINT:	348	359	
1703	oPushCount(2)	276		
1704	oPushCountWithDuplicate	198		
1705	{ REAL, QADDR, AADDR, SIZE, PADDR, RADDR:	351	354	35
1706	oPushCount(4)	276		
1707	oPushCountWithDuplicate	198		
1708	{ GADDR:	356		
1709	oPushCount(8)	276		
1710	oPushCount(4)	276		
1711	{ LREAL:	352		
1712	oPushCount(8)	276		
1713	oPushCountWithDuplicate	198		
1714	{ INT:	350		
1715	[*			
1716	{ range:	121		
1717	oTurnOnTagSosMDataDotHasRange	253		
1718	oPushCountWithInputNumber	201		
1719	oSetTagSosMDataDotLowerBoundToCount	237		
1720	oPushCountWithInputNumber	201		
1721	oSetTagSosMDataDotUpperBoundToCount	238		
1722	oComputeRangeSizeAndAlignmentOnCount	170		
1723	{ *:			
1724	oPushCount(4)	275		
1725	oPushCountWithDuplicate	198		
1726	}			
1727	{ *:			
1728	oVerifyTagDotKindIsType	257		
1729	[oChooseTagMTypeDotHasIndefRepField	*		
1730	{ InterpassTrue:	432		
1731	=fixrep	67		
1732	oPushCountWithInputNumber	201		
1733	oTurnOnTagSosMDataDotHasFixrep	254		
1734	oSetTagSosMDataDotFixrepToCount	236		
1735	oPushTagWithTagMTypeDotIndefRepTag	223		

1736	oPushCountWithTagMTypeDotLength	210	
1737	oPopTag	194	
1738	oMultiplyCount	*	
1739	oPushCountWithTagMTypeDotIndefAlternateLength	209	
1740	oAddCount	*	
1741	! *:		
1742	oPushContWithTagMTypeDotLength	*	
1743	!		
1744	]		
1745	oPushCountWithTagMTypeDotAlignment	*	
1746	[=		
1747	! rep:	127	
1748	oSwapCount	*	
1749	oPushCountWithInputNumber	201	
1750	oSetTagSOSMDataDotRepToCount	239	
1751	oMultiplyCount	184	
1752	oSwapCount	*	
1753	! *:		
1754	oPushCount!!!	276	
1755	oSetTagSOSMDataDotRepToCount	239	
1756	oPopCount	187	
1757	!		
1758	oSetTagSOSMDataDotTypeToTag	*	
1759	oSwapCount	*	
1760	oSetTagSOSMDataDotLengthToCount	*	
1761	oSwapCount	*	
1762	oPopTag	194	
1763	;		
1764			
1765			
1766	PushResultDescriptor:	*	
1767			
1768	oPushNewResultDescriptor	215	
1769	oSetSMDataDotTypeToTag	231	
1770	oPopTag	194	
1771	oSetSMDataDotOutputPointer	230	
1772	oTurnOnSMDataDotHasP6Counterpart	250	
1773	;		
1774			
1775	TranslatePush:	*	
1776			
1777	oPushTagWithInputTag	220	
1778	[oChooseTagDotState	313	
1779	! UndefinedTagState:	383	
1780	oAbortIfUndefinedTag)	265	493
1781	! *:		
1782	]		
1783	oPushSwithTagMDataDescriptor	218	
1784	oEmitToken(tpushaddr)	268	511
1785	oEmitSMDataDotP6Mode	327	
1786	oEmitTagMDataDotDisplacement	332	
1787	oEmitSMDataDotP6Level	326	
1788	oSetSMDataDotMode(REFMode)	279	370
1789	oSetSMDataDotOutputPointer	230	
1790	oPopTag	194	
1791	;		

1792			
1793	TranslateSelect:	*	
1794			
1795	oPushTagWithInputTag	220	
1796	oVerifySDotMode(REFMode)	*	370
1797	oPopS	*	
1798	oPushNewResultDescriptor	215	
1799	oPushSwiThTagMDataDescriptor	218	
1800	oPushTagWithSMDataDotType	221	
1801	oPopS	192	
1802	oPopTag	194	
1803	oSetSMDataDotTypeToTag	231	
1804	oPopTag	194	
1805	oEmitToken(tfield)	268	514
1806	oEmitTagMDataDotDisplacement	332	
1807	;		
1808			
1809	TranslateRemotes:	*	
1810			
1811	oPushTagWithInputTag	220	
1812	oVerifySMDataDotType(UADDR)	288	354
1813	oForceTOSValue	*	
1814	oPopS	192	
1815	oPushSwiThTagMDataDescriptor	218	
1816	oEmitToken(tfield)	268	514
1817	oEmitTagMDataDotDisplacement	*	
1818	oSetSMDataDotMode(REFMode)	279	370
1819	oSetSDotHasP6Counterpart	*	
1820	oPopTag	194	
1821	;		
1822			
1823	TranslateIndex:	*	
1824			
1825	oVerifySMDataDotType(hf)	*	350
1826	oForceTOSValue	*	
1827	oVerifySSosDotMode(REFMode)	*	370
1828	oPushTagWithSSosMDataDotType	222	
1829	oPopS	192	
1830	oPushContWithTagMTypeDotLength	*	
1831	oEmitToken(tsimpleIndex)	268	554
1832	oEmitCount	323	
1833	oPopCount	187	
1834	oPopTag	194	
1835	;		
1836			
1837			
1838	TranslateAccess:	*	
1839			
1840	oPushCountWithInputByte	199	
1841	oPushTagWithInputTag	220	
1842	oPushSwiThTagMDataDescriptor	218	
1843	oVerifySDotDescriptorKind(AttributeDescrKind)	286	392
1844	oEmitToken(taccess)	268	544
1845	oEmitCount	323	
1846	oEmitTagMDataDotDisplacement	*	
1847	oPopCount	187	

1848	oPushResultDescriptor	1766						
1849	oSetSMDataDotMode(REFMode)	279	370					
1850	;							
1851								
1852								
1853	TranslateLabelSpec:							
1854								
1855	oVerifyTagDotState(UndefinedTagState)	292	383					
1856	oCreateLabelDescriptorAtTag	172						
1857	oSetTagDotState(SpecifiedTagState)	282	384					
1858	;							
1859								
1860	ForceDSValues:							
1861								
1862	{ oChooseSMDataDotMode	306						
1863	REFMode:	370						
1864	{ oChooseSMDataDotType	307						
1865	INT, BOOL, CHAR, REAL, LREAL, SIZE, QADDR, AADDR,	350	348	349	351	352	353	
1866	GADDR, PADDR, RADDR:	356	357	358				
1867	oSetSMDataDotMode(VALMode)	279	371					
1868	oEmitToken(tpushind)	268	510					
1869	oPushTagWithSMDataDotType	221						
1870	oEmitTagMTypeDotPbType	336						
1871	oPopTag	194						
1872	*:							
1873	oSetSMDataDotMode(VALADDRMode)	279	372					
1874	}							
1875	*:							
1876	}							
1877	;							
1878								
1879	ForceSSValues:							
1880								
1881	{ oChooseSSosMDataDotMode	310						
1882	REFMode:	370						
1883	{ oChooseSSosMDataDotType	311						
1884	INT, BOOL, CHAR, REAL, LREAL, SIZE, QADDR, AADDR,	350	348	349	351	352	353	
1885	GADDR, PADDR, RADDR:	356	357	358				
1886	oSetSSosMDataDotMode(VALMode)	281	371					
1887	oEmitTokenAfterSSos(tpush2ndind)	269	551					
1888	oPushTagWithSSosMDataDotType	222						
1889	oEmitTagMTypeDotPbTypeBeforeSMDataDotOutputPointer		337					
1890	oPopTag	194						
1891	*:							
1892	oSetSSosMDataDotMode(VALADDRMode)	281	372					
1893	}							
1894	*:							
1895	}							
1896	;							
1897								
1898								
1899	TranslateNonRecordConstValues:							
1900								
1901	{ -							
1902	true:	148						
1903	oEmitToken(tpushconst)	268	509					

1904	oEmitValue(True)	272	*
1905	oPushTagWithType(BOUL)	277	348
1906	! false:	64	
1907	oEmitToken(tpushconst)	268	509
1908	oEmitValue(False)	272	*
1909	oPushTagWithType(BOUL)	277	348
1910	! c_char:	25	
1911	oPushCountWithInputByte	199	
1912	oEmitToken(tpushconst)	268	509
1913	oEmitCount	323	
1914	oPopCount	187	
1915	oPushTagWithType(CHAR)	277	349
1916	! c_int:	28	
1917	oPushCountWithInputIntegerLiteral	200	
1918	oEmitToken(tpushconst)	268	509
1919	oEmitCount	323	
1920	oPushTagWithType(INT)	277	350
1921	! c_real:	33	
1922	oStoreValueWithInputRealLiteralAtCount	245	
1923	oFixThis	178	
1924	oPushTagWithType(REAL)	277	351
1925	! c_lreal:	29	
1926	oStoreValueWithInputLongRealLiteralAtCount	243	
1927	oFixThis	178	
1928	oPushTagWithType(LREAL)	277	352
1929	! text:	144	
1930	oStoreValueWithInputLongStringAndPushCountLength	244	
1931	oPushTagWithType(CHAR)	277	349
1932	! c_size:	35	
1933	oPushTagWithInputTag	220	
1934	oPushCountWithTagMTypeDotLength	210	
1935	oEmitToken(tpushconst)	268	509
1936	oEmitCount	323	
1937	oPopCount	187	
1938	oPopTag	194	
1939	oPushTagWithType(SIZE)	277	353
1940	! no_size:	100	
1941	oEmitToken(tpushconst)	268	509
1942	oEmitValue(0)	272	
1943	oPushTagWithType(SIZE)	277	353
1944	! anone:	10	
1945	oEmitToken(tpushconst)	268	509
1946	oEmitValue(0)	272	
1947	oPushTagWithType(AADDR)	277	355
1948	! c_addr:	30	
1949	oPushTagWithInputTag	220	
1950	oPushSWithTagMDataDescriptor	218	
1951	! oChooseSdotDescriptorKind	304	
1952	! GlobalDescrKind, ConstantDescrKind:	389	391
1953			
1954	! *:		
1955	oAbortleTagKind	265	444
1956	]		
1957	oEmitToken(tpushaddr)	268	511
1958	oEmitSMDataDotPbMode	327	
1959	oEmitSMDataDotDisplacement	328	

1960	oEmitSMDataDotP6Level	326	
1961	oPop\$	192	
1962	oPopTag	194	
1963	oPushTagWithType(OADDR)	277	354
1964	! gnone:	103	
1965	oEmitToken(tpushconst)	268	509
1966	oEmitValue(0)	272	
1967	oPushTagWithType(OADDR)	277	354
1968	! gnone:	72	
1969	oEmitToken(tpushconst)	268	509
1970	oEmitValue(0)	272	
1971	oPushTagWithType(GADDR)	277	356
1972	! c_paddr:	31	
1973	oPushTagWithInputTag	220	
1974	oEmitToken(tpushlabel)	268	537
1975	oEmitValue(P6stlabMode)	272	454
1976	oEmitTagMLabelDotP6stlab	*	
1977	oPopTag	194	
1978	oPushTagWithType(PADDR)	277	357
1979	! nowhere:	102	
1980	oEmitToken(tpushconst)	268	509
1981	oEmitValue(0)	272	
1982	oPushTagWithType(PADDR)	277	357
1983	! c_raddr:	32	
1984	oPushTagWithInputTag	220	
1985	oEmitToken(tpushlabel)	268	537
1986	oEmitValue(P6stlabMode)	272	454
1987	oEmitTagMLabelDotP6stlab	*	
1988	oPopTag	194	
1989	oPushTagWithType(RADDR)	277	358
1990	! nobody:	99	
1991	oEmitToken(tpushconst)	268	509
1992	oEmitValue(0)	272	
1993	oPushTagWithType(RADDR)	277	358
1994	! *:		
1995	([=		
1996	! c_dot:	26	
1997	oPushTagWithInputTag	220	
1998	oPushCountWithTagMDataDotDisplacement	205	
1999	! *:		
2000	>		
2001	oAddCount	*	
2002	])		
2003	[=		
2004	! c_aaddr:	24	
2005	oPushTagWithInputTag	220	
2006	oPushTagWithType(AADDR)	277	355
2007	! c_gaddr:	27	
2008	oPushTagWithInputTag	*	
2009	oPushTagWithType(GADDR)	277	356
2010	]		
2011	!		
2012	;		
2013			
2014	AddAttributeDisplacementToCount:	*	
2015			

2016	oPushTagWithInputTag	223				
2017	oPushSWithTagMDataDescriptor	218				
2018	oVerifySDotDescriptorKind(AttributeDescrKind)	286	392			
2019	oAddCount	*				
2020	oPopS	192				
2021	oPopTag	194				
2022	;					
2023						
2024						
2025	CheckRelation:	*				
2026						
2027	oVerifySToSosMDataDotTypesMatch	256				
2028	oPushTagWithSMDataDotType	221				
2029	[oChooseTagMTypeDotHasIndefRepField	*				
2030	yes:	435				
2031	oPushCountWithSMDataDotFixrep	203				
2032	oPushCountWithSSosMDataDotFixrep	204				
2033	[oChooseCountComparison	300				
2034	CompEqual:	478				
2035						
2036	*:					
2037	oAbortIfFixrepsDiffer)	265	495			
2038	]					
2039	oPopCount	187				
2040	oPopCount	187				
2041	*:					
2042	]					
2043	oPopTag	194				
2044	[-					
2045	Qlt:	115				
2046	[oChooseSMDataDotType	307				
2047	CHAR, INT, REAL, LREAL, SIZE, DADDR:	349	350	351	352	353
2048	oPushCountWithRelationValue(P6lessthan)	*	443			
2049	*:					
2050	oAbort(illegalRelation)	265	489			
2051	]					
2052	Qle:	116				
2053	[oChooseSMDataDotType	307				
2054	CHAR, INT, REAL, LREAL, SIZE, DADDR:	349	350	351	352	353
2055	oPushCountWithRelationValue(P6lessthanorequal)	*	444			
2056	*:					
2057	oAbort(illegalRelation)	265	489			
2058	]					
2059	Qeq:	117				
2060	oPushCountWithRelationValue(P6equal)	*	440			
2061	Qge:	118				
2062	[oChooseSMDataDotType	307				
2063	CHAR, INT, REAL, LREAL, SIZE, DADDR:	349	350	351	352	353
2064	oPushCountWithRelationValue(P6greaterthanequal)	*	442			
2065	*:					
2066	oAbort(illegalRelation)	265	489			
2067	]					
2068	Qgt:	119				
2069	[oChooseSMDataDotType	307				
2070	CHAR, INT, REAL, LREAL, SIZE, DADDR:	349	350	351	352	353
2071	oPushCountWithRelationValue(P6greaterthan)	*	441			

2072		i ++;		
2073		oAbortIllegalRelation()	265	489
2074				
2075		i One;	120	
2076		oPushCountWithRelationValue(P6notequal)	*	445
2077				
2078		i ;		
2079	-1-		*	*
2080				

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c_real	33# 1921
c_record	34#
c_size	35# 1932

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dinitarea	43*						
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[illegible]

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ForceTOSValue  75d 784 800 815 817 833 858 863 868 871 882 892 918 935 943
ForceTOSValue  973 993 1012 1032 1041 1058 1068 1078 1089 1109 1114 1304 1325 1365 1423
ForceTOSValue  1512 1536 1549 1813 1826 1860*
ForceTOSValue  836
ForceTOSValue  952 1097

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```

[illegible]

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30
oChooseSMDDataDotMode      306* 788 805 1226 1242 1250 1862
oChooseSMDDataDotType      307* 1114 1864 2046 2053 2062 2069
oChooseSSosMDataDotMod-    310* 822 1981
e
oChooseSSosMDataDotTyp-    311* 920 1883
e
oChooseTag                  961 980 1000 1019 1045 1136 1143 1150 1172 1189 1208 1215 1222 1238 1261 1269
1698
oChooseTagDotState          313* 1290 1778
oChooseTagMTypeDotHasI-    1729 2029
ndeRepField
oChooseTagMTypeDotHasR-    314*
apField
oChooseTagMTypeStructu-    315* 1118 1372 1430 1478 1516
red
oCloseInputFileAndPop      168* 613 686 730
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oCloseOutputCopyFile       169* 624
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oCreateBodyDescriptorA-    171* 1580 1591 1605
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oCreateDataDescriptorA-    267* 1630 1643 1651 1676
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oCreateLabelDescriptor-    172* 1292 1856
AtTag
oCreateProfileDescriptor-   173* 1574
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oDecrementCountByOne       175* 781 1331
oEmitCount                  323* 1121 1125 1332 1342 1361 1375 1379 1433 1437 1481 1485 1519 1523 1832 1845
1913 1919 1936
oEmitIndexSubCountDotP-    324* 1388 1403 1417 1446 1455 1468
bLabel
oEmitPbLabel                325* 1491 1508 1531 1539 1552
oEmitSMDDataDotDisplace-   328* 1959
ment
oEmitSMDDataDotPbLevel     326* 1310 1787 1960
oEmitSMDDataDotPbMode      327* 1785 1958
oEmitSSosMDataDotPbMod-    329*
e
oEmitStringToOutputCop-    330*
y
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yFile
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cement
oEmitTagMDataDotDisplac-   1846
ement
oEmitTagMDataDotDisplac-   1817
ement
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```

a0																				
oEmitTagMLabelDotP6stl-	1976	1987																		
ab																				
oEmitTagMLabelDotP6Stl-	1309																			
ab																				
oEmitTagMProfileDotId-	334*	1599	1614																	
Chars																				
oEmitTagMTypeDotLength	335*	794	811	828	905	1122	1376	1434	1482	1520										
oEmitTagMTypeDotP6Type	336*	791	808	825	838	908	1126	1380	1438	1486	1524	1870								
oEmitTagMTypeDotP6Type-	337*	1889																		
BeforeSMDataDotOutputPointer																				
oEmitToken	268*	759	790	793	807	810	824	827	837	849	874	885	895	903	906	909				
	911	924	938	944	957	976	996	1015	1035	1042	1061	1071	1081	1092	1093	1094				
	1100	1110	1120	1124	1154	1158	1164	1176	1181	1193	1199	1228	1232	1244	1248	1252				
	1256	1299	1308	1326	1329	1359	1374	1378	1386	1387	1402	1416	1432	1436	1444	1445				
	1454	1467	1480	1484	1489	1490	1507	1518	1522	1530	1538	1542	1551	1594	1608	1784				
	1805	1816	1831	1844	1868	1903	1907	1912	1918	1935	1941	1945	1957	1965	1969	1974				
	1980	1985	1991																	
oEmitTokenAfterS3os	270*																			
oEmitTokenAfterSSos	269*	804	821	1887																
oEmitTokenToOutputCopy-	271*	618	623	627	639															
File																				
oEmitValue	272*	850	875	907	912	925	963	965	967	982	984	986	1002	1004	1006	1021				
	1023	1025	1047	1049	1051	1082	1101	1155	1156	1159	1160	1161	1162	1165	1166	1167				
	1177	1178	1179	1182	1183	1184	1194	1195	1196	1197	1200	1201	1202	1203	1229	1233				
	1245	1253	1330	1333	1334	1904	1908	1942	1946	1966	1970	1975	1981	1986	1992					
oEmitValueAfterS3os	274*																			
oEmitValueAfterSSos	273*																			
oEmitValueAreaCountByt-	338*																			
es																				
oEndSegment	177*	1561																		
oFixThis	178*	1923	1927																	
oIncrAreaDisplacementB-	275*	1669	1698																	
yCount																				

»PushReachableWithTrue	214*	1557																
»PushSNewResultDescriptor	215*	840	1104	1768	1798													
»PushStringWithInputString	216*	564	601	602	663	664	724	726										
»PushSwitchDuplicate	217*	757																
»PushSwitchTagMDataDescriptor	218*	1783	1799	1815	1842	1950	2017											
»PushTagAndStringWithInput	219*	633	665	666	676	694	699	703	708	713								
»PushTagWithInputTag	220*	742	747	842	1133	1280	1289	1321	1349	1564	1579	1590	1604	1627	1640	1649		
»PushTagWithInputTag	1697	1777	1795	1811	1841	1933	1949	1973	1984	1997	2005	2016						
»PushTagWithSMDDataDotType	803																	
»PushTagWithSMDDataDotType	221*	787	958	977	997	1016	1043	1117	1371	1428	1475	1515	1800	1869	2028			
»PushTagWithSSosMDataDotType	222*	820	1828	1888														
»PushTagWithTagMTypeDotIndexResTag	223*	1735																
»PushTagWithType	277*	852	878	888	898	914	931	946	1038	1064	1074	1085	1111	1130	1905	1909		
	1915	1920	1924	1928	1931	1939	1943	1947	1963	1967	1971	1978	1982	1989	1993	2006		
	2009																	
»PushUpdateWithTagAndUndefine	224*	1628	1641															
»PushUpdateWithTagAndUndefine	1650																	
»r	104*	1066																
»rdinaryProfileKind	410*	1620																
»SetAreaToCount	1624																	
»SetIndexSubCountDotP6LabelToNewLabel	225*	1370	1401	1466														
»SetIndexSubCountDotState	278*	1369	1389	1404	1418	1448	1452	1470										
»SetReachableToFalse	226*																	
»SetReachableToTrue	227*	1499																
»SetSDotHasP6CounterPart	228*																	
»SetSDotHasP6Counterpart	1819																	
»SetSMDDataDotMode	229*	279*	841	1788	1818	1849	1867	1873										
»SetSMDDataDotOutputPolarity	230*	846	1106	1771	1789													
»SetSMDDataDotType	280*	1105																
»SetSMDDataDotTypeToTag	231*	843	1769	1803														
»SetSSosMDataDotMode	281*	1886	1892															
»SetTagDotState	282*	1293	1301	1347	1575	1581	1592	1606	1677	1857								
»SetTagMBodyDotP6LabToNewP6Plab	1582																	
»SetTagMBodyDotP6PlabToNewP6Plab	232*	1595	1609															
»SetTagMDataDotDisplacementToCount	233*	1668	1687															
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[illegible]

[illegible]

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[illegible]

TranslateInsert	655	661*																	
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TranslateLine	720																		
TranslateNonRecordCons-	755	1899*																	
tValue																			
TranslateProfile	650	710	1565	1572*															
TranslatePush	750	752	1775*																
TranslateRecordDescrip-	648	701	748																
tor																			
TranslateRemote	860	862	1809*																
TranslateRoutineSpec	715																		
TranslateSelect	855	857	1793*																
TranslateSetSwitch	652	722																	
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rations																			
True	1904																		
true	148*	1402																	
trupdate	548*	824																	
trupdatecopy	549*	827																	
tsetobj	552*	938																	
tsimpleindex	554*	1831																	
tsup	523*	885	895	976															
tupdate	546*	807																	
tupdatecopy	547*	810																	
t_geto	145*																		
t_inito	146*																		
t_seto	147*																		
-U-																			
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UndefinedTagState	383*	1291	1322	1629	1642	1675	1779	1855											
update	149*	799																	
-V-																			
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VALMode	371*	789	806	823	1867	1886													
visible	152*	421	607	688															
-X-																			
xor	150*	1076																	
-Y-																			
yes	435*	772	1119	1284	1307	1316	1354	1373	1394	1409	1431	1459	1479	1502	1517	2030			
-Z-																			
zeroarea	151*																		
-~-																			
-	557*	557*	2079*	2079*															

end exref 522 identifiers 2059 total references
3314 collisions.

DESIGN AND IMPLEMENTATION OF
S-COMPILER INTERPASS

by

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AN ABSTRACT OF A MASTER'S REPORT

submitted in partial fulfillment of the
requirements for the degree

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ABSTRACT

The purposes of the report were: 1) to introduce and analyse the Perkin Elmer SIMULA system; 2) to describe the design of Interpass which is a main part of the compiler to be used in the Perkin Elmer SIMULA system.

The Perkin Elmer SIMULA system is a complete SIMULA system on 8/32 Perkin Elmer machines. It is to be run under the Unix operating system. It consists of a portable front-end compiler, a portable run-time support system and an S-Compiler. The portable front-end compiler and the portable run-time support system are provided by S-Port which was brought from Norway. Also there is an Environment Interface to facilitate the access to the Unix operating system.

The interpass is a brand new pass, and it plays the major role for the S-Compiler along with the modified passes of the Pascal/32 compiler. The Pascal/32 compiler is an extensive version of Hartmann compiler and it is available here at K.S.U. The Interpass is written in Syntax/Semantic Language (S/SL) and this primitive language S/SL calls semantic routines coded in Pascal.

The design of Interpass and the coding of S/SL which we intensively worked for are almost 70 % completed. The future work can be done about the design of Interpass by adding more data structures and semantic operations which we didn't do, especially for record descriptors and utility routines.