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Tutorials for "Formal methods for Java" Exercise sheet 10

Exercise 1: Graph Search

Consider the following graph and heuristic function.



- (a) For each search technique covered in the lecture (DFS, BFS, Greedy, and A^{*}) give the order in which the nodes are closed. If multiple decisions are possible at a step, choose one and make this choice explicit (i.e., state the choice you made).
- (b) Is the heuristic admissible if node q_8 is the goal state? Justify your claim.

Exercise 2: Compiling into Java Bytecode

To compile a Java statement or expression into Java Bytecode, we can define the function *xlat*. This function takes as input a Java statement or a Java expression and returns a sequence of Java Bytecode instructions. To access local variables, we assume am auxiliary function *slot* that takes the name of a local variable and returns the slot of that variable on the stack. We illustrate these two functions on two simple examples:

$$xlat(e_1 \cdot e_2) \equiv xlat(e_1)$$

 $xlat(e_2)$
"imul"

That is, we translate a multiplication into the sequence of instructions corresponding to the description First evaluate e_1 , then e_2 , then execute the instruction imul".

The next example simply evaluates the local integer variable **x**:

$$xlat(x) \equiv$$
 "iload" $slot(x)$

Here, the code produced by *xlat* states Load the value of the variable stored at the slot of x."

- (a) Give the translation for the statement $\mathbf{x} = \mathbf{e}$; where \mathbf{x} is a local integer variable and \mathbf{e} some integer expression, i.e., specify what xlat(x = e;) expands to.
- (b) Give the translation for the statement e1.f = e2; where e1 evaluates to some object of class C, f is an integer field, and e2 is an integer expression, i.e., specify what $xlat(e_1.f = e_2;)$ expands to.