

```

(vector-ref (vector-ref (vector (vector 42)) 0) 0)

(vector-ref
 (vector-ref
  (let ([vecinit7976
        (let ([vecinit7972 42])
          (let ([collectret7974
                (if (< (+ (global-value free_ptr) 16)
                    (global-value fromspace_end))
                    (void)
                    (collect 16)
                )])
            (let ([alloc7971 (allocate 1 (Vector Integer))]
                  (let ([initret7973 (vector-set! alloc7971 0 vecinit7972)])
                    alloc7971))))))
    (let ([collectret7978
          (if (< (+ (global-value free_ptr) 16)
              (global-value fromspace_end))
              (void)
              (collect 16)
          )])
      (let ([alloc7975 (allocate 1 (Vector (Vector Integer)))]
            (let ([initret7977 (vector-set! alloc7975 0 vecinit7976)]
                  alloc7975))))
    0)
  0)

```

space allocation

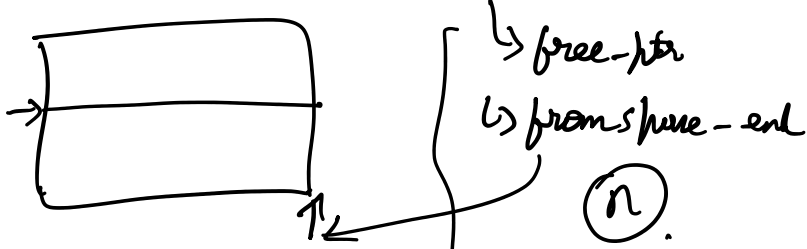
- (define v (Int ...))
- 1) enough space? yes
- 2) no → GC

steps

- 1) check if enough space
 - ↳ allocate & return the add
- 2) call GC.
 - ↳ (collect int) → GC
 - ↳ (collect 16) → 16 bytes
- (Allocate int type)

(Allocate 8 ~~bits~~)

(Global Value name)



if (free htr + n) >= end

(define v (
 n

collect
allocate
global value

(let var ())

(+ 4 (+ 2 1))

~~(+ 3)~~

(+ 4 3)
↑
Int

Exp-control

↳

```

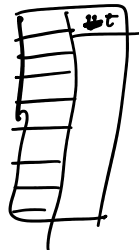
block35:
  movq free_ptr(%rip), alloc9024
  addq $16, free_ptr(%rip)
  movq alloc9024, %r11
  movq $131, 0(%r11)
  movq alloc9024, %r11
  movq vecinit9025, 8(%r11)
  movq $0, initret9026
  movq alloc9024, %r11
  movq 8(%r11), tmp9034
  movq tmp9034, %r11
  movq 8(%r11), %rax
  jmp conclusion
block36:
  movq $0, collectret9027
  jmp block35
block38:
  movq free_ptr(%rip), alloc9020
  addq $16, free_ptr(%rip)
  movq alloc9020, %r11
  movq $3, 0(%r11)
  movq alloc9020, %r11
  movq vecinit9021, 8(%r11)
  movq $0, initret9022
  movq alloc9020, vecinit9025
  movq free_ptr(%rip), tmp9031
  movq tmp9031, tmp9032
  addq $16, tmp9032
  movq fromspace_end(%rip), tmp9033
  cmpq tmp9033, tmp9032
  jl block36
  jmp block37
block37:
  movq %r15, %rdi
  movq $16, %rsi
  callq 'collect'
  jmp block35
block39:
  movq $0, collectret9023
  jmp block38
start:
  movq $42, vecinit9021
  movq free_ptr(%rip), tmp9028
  movq tmp9028, tmp9029
  addq $16, tmp9029
  movq fromspace_end(%rip), tmp9030
  cmpq tmp9030, tmp9029
  jl block39
  jmp block40
block40:
  movq %r15, %rdi
  movq $16, %rsi
  callq 'collect'
  jmp block38

```

uncover - locals

env, info

local:



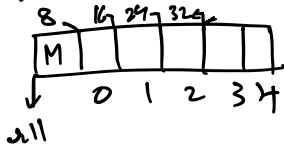
select inst

lhs = (vector-set! \uparrow v n arg)

movq vec, (%r11)

movq arg, 8(n+1)(%r11)

movq arg, 8(n+1)(%r11)



movq \$0, %hs

movq arg, 8(n+1)(%r11)
 ↓
 ← base ?

movq arg, 8(n+1)(%rax)
 -16(%rbp)

movq -16(%rbp), 8(n+1)(%r11)
 ↓ PI

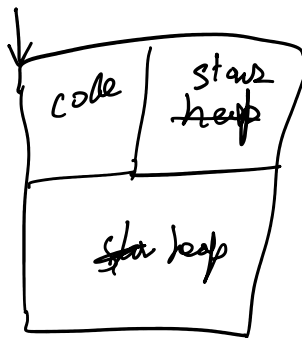
{ movq -16(%rbp)(%rax)
 movq(%rax), 8(n+1)(%r11)

hs = (vector-ref v n)

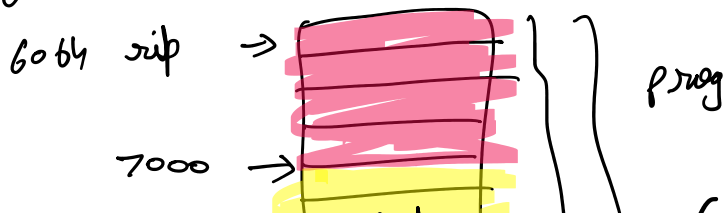
SE {
 → movq v, %r11
 movq 8(n+1)(%r11), %hs

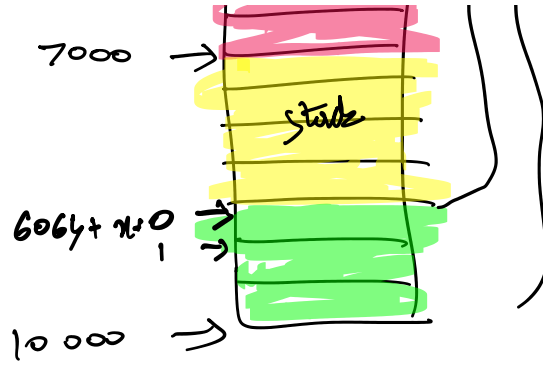
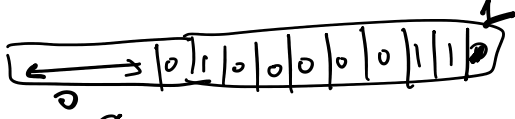
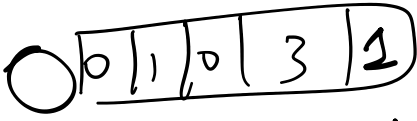
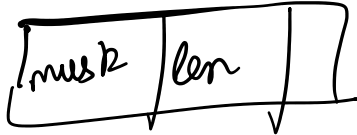
allocate → return address

- 1) current free_ptr, return value
- 2) update free_ptr, (len+1)
- 3) update / populate main data



→ movq free_ptr(%rip), %hs
 addq 8(len+1), free_ptr(%rip) %r2





(rip + free-ptr)

↓
lhs

movq lhs, (%r2, 1)

movq \$tag, 0(%r2, 1)

bit and/or
shifts