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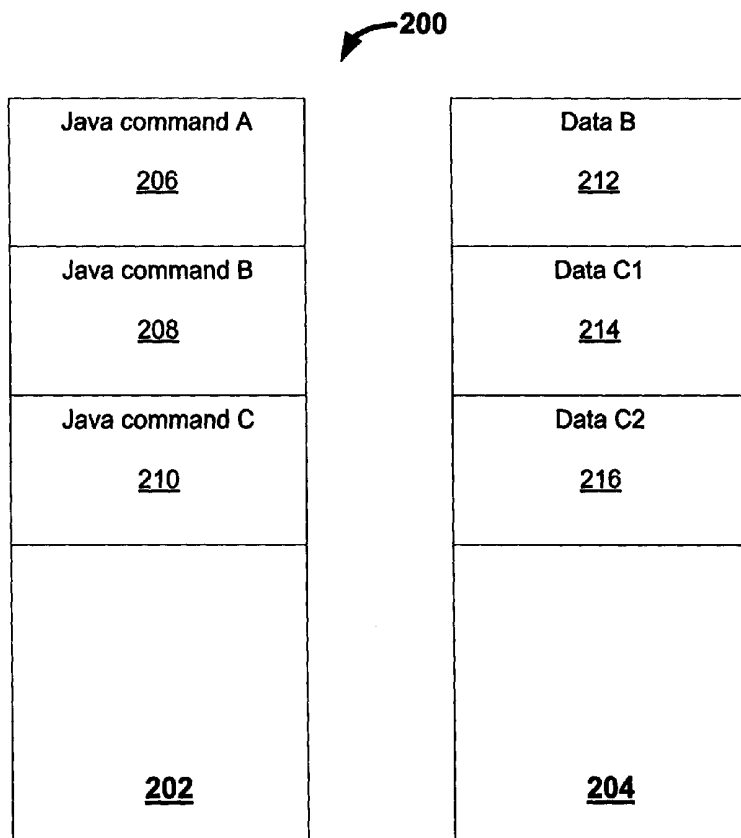
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(54) Title: IMPROVED METHODS AND APPARATUS FOR NUMERIC CONSTANT VALUE INLINING IN VIRTUAL MACHINES



(57) Abstract: Improved frameworks for loading and execution of portable, platform independent programming instructions within a virtual machine are disclosed. The improved frameworks provide a mechanism that will generally improve the runtime performance of virtual machines by eliminating the need to always traverse a constant pool at runtime to execute a Java instruction. In effect, the described system contemplates doing some extra work during the loadin of a class into a virtual machine by obtaining the information from the constant pool during loading and representing that information in a form that cen be used more efficiently at runtime. Accordingly, methods for creating data structures suitable for use by a virtual machine to execute load constant commands, as well as methods for execution of Java load constant instructions are disclosed. The data structures can include a code portion having a load constant computer executable command, and a data stream having data corresponding to the load constant computer executable command.

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IMPROVED METHODS AND APPARATUS FOR NUMERIC CONSTANT VALUE INLINING IN VIRTUAL MACHINES

CROSS-REFERENCE TO RELATED APPLICATIONS

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This application is related to U.S. Patent Application No. 09/703,361, entitled "IMPROVED FRAMEWORKS FOR INVOKING METHODS IN VIRTUAL MACHINES", filed concurrently herewith, and hereby incorporated herein by reference.

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This application is related to U.S. Patent Application No. 09/703,449, entitled "IMPROVED FRAMEWORKS FOR LOADING AN EXECUTION OF OBJECT-BASED PROGRAMS", filed concurrently herewith, and hereby incorporated herein by reference.

15 BACKGROUND OF THE INVENTION

The present invention relates generally to object-based high level programming environments, and more particularly, to frameworks for loading and execution of portable, platform independent programming instructions within a virtual machine.

20

Recently, the Java™ programming environment has become quite popular. The Java™ programming language is an language that is designed to be portable enough to be executed on a wide range of computers ranging from small devices (e.g., pagers, cell phones and smart cards) up to supercomputers. Computer programs written in the Java programming language (and other languages) may be compiled into Java virtual machine instructions (typically referred to as Java bytecodes) that are suitable for execution by a Java virtual machine implementation.

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The Java virtual machine is commonly implemented in software by means of an interpreter for the Java virtual machine instruction set but, in general, may be software, hardware, or both. A particular Java virtual machine

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implementation and corresponding support libraries, together constitute a Java™ runtime environment.

Computer programs in the Java programming language are arranged in one or more classes or interfaces (referred to herein jointly as classes or class files). Such programs are generally platform, i.e., hardware and operating system, independent. As such, these computer programs may be executed, unmodified, on any computer that is able to run an implementation of the Java™ runtime environment. A class written in the Java programming language is compiled to a particular binary format called the "class file format" that includes Java virtual machine instructions for the methods of a single class. In addition to the Java virtual machine instructions for the methods of a class, the class file format includes a significant amount of ancillary information that is associated with the class. The class file format (as well as the general operation of the Java virtual machine) is described in some detail in The Java Virtual Machine Specification by Tim Lindholm and Frank Yellin (ISBN 0-201-31006-6), which is hereby incorporated herein by reference.

Conventionally, when a class file is loaded into the virtual machine, the virtual machine essentially makes a copy of the class file for its internal use. The virtual machine's internal copy is sometimes referred to as an "internal class representation." In conventional virtual machines, the internal class representation is typically almost an exact copy of the class file and it replicates the entire Constant Pool. This is true regardless of whether multiple classes loaded into the virtual machine reference the same method and thus replicate some (or much) of the same Constant Pool information. Such replication may, of course, result in an inefficient use of memory resources. In some circumstances (particularly in embedded systems which have limited memory resources) this inefficient use of memory resources can be a significant disadvantage.

As described in The Java Virtual Machine Specification, one of the structures of a standard class file is known as the "Constant Pool." The Constant Pool is a data structure that has several uses. One of the uses of the Constant Pool that is relevant to the present invention is that the Constant Pool

contains the information that is needed to resolve various Java Instructions, for example, a method invocation instruction that can be invoked by any of the methods within the class. Fig. 1A (which may be familiar to those skilled in the art) is a representation of a Constant Pool section of a class file that contains the information necessary to uniquely identify and locate a particular invoked method.

Additionally, conventional virtual machine interpreters decode and execute the virtual machine instructions (Java bytecodes) one instruction at a time during execution, e.g., "at runtime." To execute a Java instruction, typically, several operations have to be performed to obtain the information that is necessary to execute the Java instruction. For example, to invoke a method referenced by a Java bytecode, the virtual machine must make several operations to access the Constant Pool simply to identify the information necessary to locate and access the invoked method.

To illustrate, Fig. 1B shows an exemplary conventional Java bytecode stream 150 including virtual machine instructions (typically referred to as Java bytecodes) that are suitable for execution by a conventional Java virtual machine. The first bytecode, Java bytecode 152 represents an arithmetic Java "Add" command with no associated parameters. The second bytecode, Java bytecode 154 represents a Java "iconst" instruction (load an integer constant on the stack). The Java bytecodes 156 and 157, CP-IndexA and CP-IndexB, respectively represent the first and second bytes of an index to the constant pool for the integer constant. It should be noted that Java bytecodes 152, 154 and 156 collectively represent a Java "iconst" instruction. In order to execute the Java Instruction iconst, at run time, an index to the Constant Pool is constructed from the CP-IndexA and CP-IndexA. Once an index to the Constant Pool has been determined, the appropriate structures in the Constant Pool have to be accessed so that the appropriate constant value can be determined. Accordingly, the Java instruction "iconstant" is executed but only after performing several operations at run time. As can be appreciated from the example above, the execution of a relatively simple instruction such as loading a constant value can take a significant amount of run time.

Furthermore, execution of relatively more complex Java instructions requires even more processing than noted above. For example, in order to conventionally execute an invoke method command 158, the constant pool has to be accessed several times at run time just to obtain the symbolic

5 representation of information associated with the method. The CP_IndexC and CP_IndexD are indexes to a constant pool where information relating to the method including its parameter values needed for execution can be found. Accordingly, a CP_IndexD associated with the method instruction 158 is typically an index to an entry into the Constant Pool wherein that entry itself provides

10 another pair of indexes to other entries in the Constant Pool, and so forth. Thus, execution of an invoke method command would require a significant amount of processing at run time (e.g., accessing the Constant Pool several times to obtain symbolic representation relating to the method). As will be appreciated, this conventional technique is an inefficient approach that may

15 result in significantly longer execution times. In addition, once the symbolic information relating to the method has been obtained, there may be a need to convert the symbolic information into an internal representation at run time. Again, this is an inefficient approach.

Accordingly, there is a need for improved frameworks for loading and

20 execution of portable, platform independent programming instructions within a virtual machine.

SUMMARY OF THE INVENTION

To achieve the foregoing and other objects of the invention, improved frameworks for loading and execution of portable, platform independent programming instructions within a virtual machine will be described. One aspect
5 of the present invention seeks to provide a mechanism that will generally improve the runtime performance of virtual machines by eliminating the need to always traverse a constant pool at runtime to execute a Java instruction. In effect, the described system contemplates doing some extra work during the loading of a class into a virtual machine by obtaining the information from the
10 constant pool during loading and representing that information in a form that can be used more efficiently at runtime.

In other aspects of the invention, specific data structures that are suitable for use within a virtual machine and methods for creating such data structures are described. In one embodiment, an enhanced Java bytecode representation
15 having a pair of Java bytecode streams is disclosed. The enhanced Java bytecode has a Java code stream suitable for storing Java commands as bytecodes within a code stream. A Java data stream of the enhanced Java bytecode representation is used to store the data parameters associated with the Java commands in the code stream.

20 As will be appreciated, the invention allows for representation in the code stream of actual parameter values, or references to actual parameter values. Accordingly, data parameters can be provided for efficient execution of Java instructions without requiring further processing of Constant Pool at run time. As a result, the performance of Java complaint virtual machine can be enhanced.

25 The invention can be implemented in numerous ways, including a system, an apparatus, a method or a computer readable medium. Several embodiments of the invention are discussed below.

As a method of creating data structures suitable for use by a virtual machine to execute a Java Load Constant instruction, one embodiment of the
30 invention provides for converting one or more Java bytecodes representing a Java Load Constant instruction in single stream into Java bytecodes in a pair of

Java bytecode streams suitable for use by the virtual machine. The Java
bytecode streams can include a Java code stream with one or more Java
bytecodes representing the Java Load Constant command and a Java data
stream that includes one or more Java bytecodes representing data associated
5 with the Java Load Constant command in the Java code stream.

As a data structure for containing a load constant computer executable
command and data associated with the load constant computer executable
command, the data structure suitable for use by a virtual machine in an object
oriented programming environment, one embodiment of the invention includes a
10 code portion having a load constant computer executable command, and a data
stream having data corresponding to the load constant computer executable
command.

As a method of executing load constant computer instructions on a virtual
machine in an object oriented programming environment, one embodiment of
15 the invention includes the acts of: fetching a load constant command from a
stream; fetching from another stream data associated with the load constant
command; and executing the load constant command with the associated data
after the associated has been fetched.

20

BRIEF DESCRIPTION OF THE DRAWINGS

The present invention will be readily understood by the following detailed description in conjunction with the accompanying drawings, wherein like
5 reference numerals designate like structural elements, and in which:

Fig. 1A is a representation of a Constant Pool section of a Java class file.

Fig. 1B shows an exemplary conventional Java bytecode stream including virtual machine instructions.

Fig. 2 is a block diagram representation of Java bytecode streams in
10 accordance with one embodiment of the invention.

Fig. 3 illustrates an execution method for executing Java bytecode instructions in accordance with one embodiment of the invention.

Fig. 4 illustrates an exemplary bytecode stream generation method in accordance with one embodiment of the invention.

15 Fig. 5 illustrates an exemplary loading method for loading bytecodes of a class file in accordance with one embodiment of the invention.

Fig. 6 illustrates a processing method for processing a Java Load constant command in accordance with one embodiment of the invention.

20 Fig. 7 illustrates an execution method for executing a Java Load Constant command in accordance with one embodiment of the invention.

DETAILED DESCRIPTION OF THE INVENTION

As described in the background section, the Java programming
5 environment has enjoyed widespread success. Therefore, there are continuing
efforts to extend the breadth of Java compatible devices and to improve the
performance of such devices. One of the most significant factors influencing the
performance of Java based programs on a particular platform is the performance
of the underlying virtual machine. Accordingly, there have been extensive
10 efforts by a number of entities to provide improved performance Java compliant
virtual machines. In order to be Java compliant, a virtual machine must be
capable of working with Java classes, which have a defined class file format.
Although it is important that any Java virtual machine be capable of handling
Java classes, the Java virtual machine specification does not dictate how such
15 classes are represented internally within a particular Java virtual machine
implementation.

The Java class file format utilizes the constant pool construct to store the
information necessary to execute a Java instruction at run time. However, as
suggested above, traversing the constant pool at runtime to obtain the
20 information necessary to execute Java instructions is not particularly efficient.
One aspect of the present invention seeks to provide a mechanism that will
generally improve the runtime performance of virtual machines by eliminating
the need to always traverse a constant pool at runtime to execute a Java
instruction. Accordingly, a significant amount of work is conventionally
25 performed at runtime. In effect, the described system contemplates doing some
extra work during the loading of a class into a virtual machine by obtaining the
information from the constant pool during loading and representing that
information in a form that can be used more efficiently at runtime

In other aspects of the invention, specific data structures that are suitable
30 for use within a virtual machine and methods for creating such data structures
are described. In one embodiment, an enhanced Java bytecode representation
having a pair of Java bytecode streams is disclosed. The enhanced Java

bytecode has a Java code stream suitable for storing various Java commands as bytecodes within a code stream. A Java data stream of the enhanced Java bytecode representation is used to store the data parameters associated with the Java commands in the code stream. As will be appreciated, the invention
5 allows for representation in the code stream of actual parameter values, or references to actual parameter values. Accordingly, data parameters can be provided for efficient execution of Java instructions without requiring further processing of Constant Pools at run time. As a result, the performance of Java complaint virtual machine can be enhanced.

10 Furthermore, if the invention is implemented together with other improvements as described in concurrently filed, co-pending Application No. U.S. Patent Application No. 09/703,361, entitled "IMPROVED FRAMEWORKS FOR INVOKING METHODS IN VIRTUAL MACHINES", the constant pool may not even need to be copied into the virtual machine's in order to invoke methods. Thus, the use of
15 the invention in conjunction with the improved techniques provided as described in U.S. Patent Application No. 09/703,361, entitled "IMPROVED FRAMEWORKS FOR INVOKING METHODS IN VIRTUAL MACHINES" has the potential in many circumstances to even further improve the performance of the virtual machines.

20 Embodiments of the invention are discussed below with reference to Figs. 2 - 7. However, those skilled in the art will readily appreciate that the detailed description given herein with respect to these figures is for explanatory purposes as the invention extends beyond these limited embodiments.

Fig. 2 is a block diagram representation of Java bytecode streams 200 in
25 accordance with one embodiment of the invention. The Java bytecode streams 200 can be, for example, implemented as a data structure embodied in a computer readable medium that is suitable for use by a virtual machine. As shown in Fig. 2, the Java bytecode streams 200 includes a pair of Java bytecode streams, namely, a Java code stream 202 and a Java data stream 204. The
30 code stream 202 includes various Java commands 206, 208, and 210. The code stream 206 represents a Java command A which does not have any parameters

associated with it. On the other hand, code streams 208 and 210 represent respectively Java commands B and C with associated data parameters which are represented in the Java data stream 204. The Java bytecode 212 represents data B which is the data parameters corresponding to the Java command B of
5 Java code stream 202. It should be noted that the Java command B and data B together represent a Java instruction corresponding to a Java command B with its associated data. Similarly, the Java bytecodes 214 and 216 represent respectively data C1 and C2 which collectively represent the data parameters corresponding to the Java command C of Java code stream 202. Accordingly,
10 the Java command C, data C1 and data C2 together represent a Java instruction corresponding to a Java command C with its associate data represented in bytecodes 214 and 216.

As noted above, the Java bytecode 200 streams are suitable for use by a virtual machine. Referring now to Fig. 3, an exemplary execution method 300
15 for executing Java bytecode instructions is disclosed. The execution method 300 can be used, for example, in conjunction with a pair of Java bytecode streams, for example, the Java code stream 202 and Java data stream 204. Initially, at operation 302, the next command in the code stream is fetched. For example, referring back to Fig. 2, the next command fetched can be the bytecode 206 of
20 the Java code stream 202. Next, at operation 304, a pointer to the Java code stream is incremented to point to the next command in the Java code stream. Referring again to Fig. 2, a pointer to the Java code stream 206 is incremented to point to the next command in the Java code stream, for example, the bytecode 206 (Java command B). Following incrementing the pointer at
25 operation 304, the execution method 300 proceeds to operation 306 where a determination is made as to whether the fetched command has an associated parameter. If it is determined at operation 306 that the fetched command does not have an associated parameter, for example, in the case of Java command A of Fig. 2, the execution method 300 proceeds directly to operation 312 where
30 the fetched command (with no associated parameter) is executed. Thereafter, at operation 314 a determination is made as to whether there are more commands in the Java code stream to execute. If it is determined at operation

314 that there are no more commands to execute, the execution method 300 ends. However, if it is determined at operation 314 that there is at least one more command to execute, that execution method 300 proceeds back to operation 302 where the next command in the code stream is fetched.

5 On the other hand, if it is determined at operation 306 that the fetched command has an associated parameter, the execution method 300 proceeds to operation 308 where the parameter values associated with the fetched command are fetched from the data stream. Referring back to Fig 2., for example, in the case when the fetched command is the Java command B of
10 bytecode 208, the parameter values associated with Java command B, namely, data B of the bytecode 212 is fetched. Similarly, in the case of the Java command C (bytecode 210), data C1 and data C2 (bytecodes 214 and 216) would be fetched at operation 308. As will be appreciated, the invention allows for parameter values in the data stream which can represent actual parameter
15 values (or references to actual parameter values). Accordingly, the data parameters in the data code can be used to execute instructions without requiring further processing of Constant Pool.

 After the appropriate data is fetched, at operation 310, the pointer to the data command stream is incremented to point to the appropriate position in the
20 data stream. As will be appreciated, the pointer to the data stream can be updated based on the command type (i.e., based on the number of bytecodes appropriated for the data associated with the command). When the command and the appropriate parameter values have been fetched, the execution method 300 proceeds to operation 314 where the fetched command is executed.
25 Finally, at operation 314 a determination is made as to whether there are more commands in the Java code stream to execute. If it is determined at operation 314 that there are no more commands to execute, the execution method 300 ends. However, if it is determined at operation 314 that there is at least one more command to execute, that execution method 300 proceeds back to
30 operation 302 where the next command in the code stream is fetched.

As noted above, the invention, among other things, provides for a pair of Java bytecode streams suitable for use by a virtual machine, for example, the code stream 202 and a Java data stream 204. Referring now to Fig. 4, an exemplary bytecode stream generation method 400 for generation of an enhanced bytecode representation is disclosed. The bytecode stream generation can be used, for example, to generate a pair of bytecode streams from a conventional Java bytecode stream 150 of Fig. 1. Initially, at operation 402, the next bytecode representing a command is read. Next, at operation 404, a bytecode representing the command is written into an entry of a code stream, for example, the Java code stream 202 of Fig. 2. Following operation 404, a determination is made at operation 406 as to whether the command has an associated parameter. If it is determined at operation 406 that the command does not have any associated parameters, the bytecode stream generation method 400 proceeds directly to operation 410 where a determination is made as to whether there are more bytecodes to read. If there are no more bytecodes to process, the bytecode stream generation method 400 ends. However, if there is at least one more bytecodes to read, the bytecode stream generation method 400 proceeds to operation 402 where the next bytecode representing a command is read.

On the other hand, when it is determined at operation 406 that the command has associated parameters, the bytecode stream generation method 400 proceeds to operation 408 where the associated parameters are read and processed. As will be appreciated, the processing of the associated parameters can be performed based on the command type in accordance with one aspect of the invention. This processing will be further illustrated in Fig. 5 below. After appropriate processing of associated parameters, at operation 409, an appropriate value is written to a data stream, for example, the Java data stream of Fig. 2. Next, the bytecode stream generation method 400 proceeds to operation 410 where a determination is made as to whether there are more bytecodes to read. If there is at least one more bytecodes to read, the bytecode stream generation method 400 proceeds to operation 402 where the next

bytecode representing a command is read. However, if there are no more bytecodes to process, the bytecode stream generation method 400 ends.

Fig. 5 illustrates an exemplary loading method 500 for loading bytecodes of a class file in accordance with one embodiment of the invention. For the sake of illustration, in the described embodiment, the loading is used in a Java runtime environment to load a Java class file. The class file can include various Java instructions (Java commands and associated data parameters). Typically, this would be accomplished by a Java class loader. It should be noted that in the described embodiment the Java commands are written into a Java code stream. Accordingly, the loading method 500 illustrates loading operations that can be performed to provide the corresponding Java code stream for the Java code stream.

Initially, at operation 502, a determination is made as to whether the Java command is a load constant command. If it is determined at operation 502 that the Java command is a load constant command, the loading method 500 proceeds to operation 504 where the load constant command is processed in accordance with one aspect of the invention. For example, such processing can be performed as illustrated below in Fig. 6.

On the other hand, If it is determined at operation 502 that the Java command is not a load constant command, the loading method 500 proceeds to operation 506 where a determination is made as to whether the Java command is an invoke method command. If it is determined at operation 506 that the Java command is an invoke method command, the loading method 500 proceeds to operation 508 where the invoke method command is processed in accordance with another aspect of the invention. In a preferred embodiment, the invoke method command is processed to create a reference cell which provides the information necessary to invoke the method at run time. For example, such processing can be performed as illustrated in co-pending U.S. Patent Application No. 09/703,361, entitled "IMPROVED FRAMEWORKS FOR INVOKING METHODS IN VIRTUAL MACHINES". Accordingly, in the described embodiment, the address of the reference cell corresponding to the invoke method command is written into the data stream.

However, If it is determined at operation 506 that the Java command is not an Invoke method command, the loading method 500 proceeds to operation 512 where a determination is made as to whether the Java command is a Jump command. If it is determined at operation 512 that Java command is a Jump
5 command, the appropriate code and data stream offsets of the Jump command are written into the data stream entry corresponding to the jump.

On the other hand, If it is determined at operation 512 that the Java command is not a jump command, the loading method 500 proceeds to operation 516 where a determination is made as to whether the Java command
10 is an instantiation command. As will be appreciated, if it is determined at operation 516 that the Java command is an instantiation command, the Constant pool information for the instantiation command can be processed at operation 518. Following operation 518, in the described embodiment, the appropriate type-descriptor is written into the data stream at operation 520. However, if it is
15 determined at operation 516 that the Java command is not an instantiation command, the loading method 500 proceeds to operation 522 where it is determined whether the Java command is a Get/Put field command.

As will be appreciated, if it is determined at operation 522 that the Java command is a Get/Put field command, the Constant pool information for the
20 instantiation command can be processed at operation 518. For example, a reference cell which provides the information necessary to execute the Get/Put field command at run time can be generated. Accordingly, following operation 524, the address of a reference cell corresponding to the Get/Put field command can be written into the data stream at operation 526. The loading method 500
25 ends if it is determined at operation 522 that the Java command is not a Get/Put field command.

Fig. 6 illustrates a processing method 600 for processing a Java Load constant command in accordance with one embodiment of the invention. The processing method 600 represents operations that can be performed, for
30 example, at operation 508 of Fig. 5. It should be noted that the processing method 600 can be used to convert a conventional representation of a Load constant command with its associated parameter (e.g., bytecodes 154, 156, and

157 of Fig 1). Accordingly, the processing method 600 can be used to represent the Load constant command and its associated parameter respectively into a Java code stream and a Java data stream, for example, the Java code stream 202 and Java data stream 204 of Fig. 2.

5 Initially, at operation 602, the first bytecode of the Constant Pool index (e.g., bytecode 156 of Fig. 1) is fetched. Next, at operation 604, the second bytecode of the Constant Pool index (e.g., byte code 157 of Fig. 1) is fetched. As will be appreciated, at operation 606, the Constant Pool index is constructed from the first and second fetched bytes. After construction of the Constant Pool
10 index, appropriate data structures of the Constant Pool are read at operation 608. Next, at operation 610, the corresponding constant value is determined based on the constant information read at operation 608. As will appreciated, other operations can be performed, for example, if necessary, byte alignment can be performed at operation 610. Finally, at operation 612 the constant value
15 determined at operation 610 is written into a Java data stream, for example, the Java data stream 204 of Fig. 2. It should be noted that corresponding Java Load constant command is written into an appropriate entry of a Java code stream, for example, the Java code stream 202 of Fig. 2.

Fig. 7 illustrates an execution method 700 for executing a Java Load
20 Constant command in accordance with one embodiment of the invention. It should be noted that the execution method 700 can be implemented in a virtual machine in conjunction with an enhanced bytecode representation to allow more efficient run time execution of a Java Load Constant command. For example, the processing method 600 can be used to generate the bytecode streams 200
25 having the Java code stream 202 and Java data stream 204. Accordingly, The Java Load Constant command can be stored in the code stream while the corresponding Constant parameters value are stored in the data stream.

Initially, at operation 702, the Java Load Constant command is fetched from the code stream. For example, referring back to Fig. 2, the bytecode 206
30 of the Java code stream 206 (Java command A), representing a Java Load Constant command is fetched from the Java code stream 202. Next, at operation 704, a pointer to the Java code stream is incremented to point to the

next command in the Java code stream. Referring again to Fig. 2, a pointer to the Java code stream 206 is incremented to point to the next command in the Java code stream, namely, code stream 206 (Java command B). Following incrementing the pointer at operation 704, the execution method 700 proceeds
5 to operation 706 where it is determined how many bytecodes corresponding to the Constant parameter value needs to be fetched from the Java data stream. As will appreciated this determination can be made based on the Constant's type (e.g., double, integer, float, etc.). Accordingly, at operation 708, the appropriate number of bytes which correspond to the Constant parameter value
10 are fetched.

After the appropriate constant value is fetched, at operation 710, the pointer to the data command stream is incremented to point to the appropriate position in the data stream. As will be appreciated, the pointer to the data stream can be updated based on the type of the Load constant command (i.e., based on the
15 number of bytecodes appropriated for the data associated with the command). Finally, at operation 712, the Constant Load command is executed, for example, the appropriate Constant value command in pushed on the stack.

The many features and advantages of the present invention are apparent from the written description, and thus, it is intended by the appended claims to
20 cover all such features and advantages of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation as illustrated and described. Hence, all suitable modifications and equivalents may be resorted to as falling within the scope of the invention.

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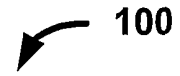
What is claimed is:

CLAIMS

1. A method of creating data structures suitable for use by a virtual machine to execute a Java Load Constant instruction, the method comprising:
- 5 converting one or more Java bytecodes representing a Java Load Constant instruction in a single stream, to a representation of the Java Load Constant command in a pair of Java bytecode streams, the pair of Java bytecode streams including:
- a Java code stream having one or more Java bytecodes
- 10 representing the Java Load Constant command,
- and a Java data stream with one or more Java bytecodes representing data associated with the Java Load Constant command in the Java code stream.
- 15 2. A method as recited in claim 1, wherein said converting comprises:
- constructing a Constant Pool index into a Constant Pool associated with the Java Load Constant command;
- reading the appropriate structures of the Constant Pool index based on the constructed Constant Pool index;
- 20 determining the corresponding Constant Value; and
- writing a representation of the determined constant value into one or more Java bytecodes of a stream of Java bytecodes.
3. A method as recited in claim 2, wherein said converting further comprises:
- 25 fetching a first bytecode of a Constant Pool index associated with the Java Load Constant command;
- fetching a second bytecode of the Constant Pool index associated with the Java Load Constant command; and
- wherein said constructing of the Constant Pool index into a Constant Pool
- 30 operates to determine an index based on said fetching of the first and the second bytecodes.

4. A method as recited in claim 3, wherein said converting further comprises:
writing a representation of the Java Load Constant command into one or more Java bytecodes of a stream of another Java bytecodes.
- 5
5. A method as recited in claim 1, wherein the representation of the Java Load Constant command represents a numeric constant value.
- 10
6. A method as recited in claim 1, wherein each bytecode can be one or more bytes.
7. In an object oriented programming environment, a data structure for
15 containing a load constant computer executable command and data associated with the load constant computer executable command, the data structure suitable for use by a virtual machine and comprising:
a code portion having a load constant computer executable command;
and
20 a data stream having data corresponding to the load constant computer executable command.
8. A data structure as recited in claim 7, wherein the code portion does not
include any data associated with the load constant computer executable
25 command and the data portion does not include a load constant computer executable command.
9. A data structure as recited in claim 8, wherein the code portion is a Java code
stream that includes a Java Load Constant command represented as one or
30 more Java bytecodes, and the data portion is a Java data stream that includes the data associated with the Java Load Constant command represented as one or more bytecodes.
10. A data structure as recited in claim 9, wherein each bytecode can be one or
35 more bytes.

11. In an object oriented programming environment, a method of executing load constant computer instructions on a virtual machine, the method comprising:
fetching a load constant command from a stream;
5 fetching from another stream data associated with the load constant command; and
executing the load constant command with the associated data after the associated has been fetched.
- 10 12. A method as recited in claim 11, wherein the load constant command is a Java Load Constant command.
13. A method as recited in claim 12,
wherein the load constant command is a Java Load Constant command;
15 wherein the code stream includes one or more Java bytecodes representing the Java Load Constant command and the data stream includes one or more Java bytecodes representing data associated with the Java Load Constant command in the Java code stream.
- 20 14. A method as recited in claim 13, wherein the method further comprises:
determining how many bytecodes represent data associated with the Java Load Constant command;
incrementing a pointer to the Java code stream; and
incrementing a pointer to the Java data stream.
- 25 15. A method as recited in claim 14, wherein said execution of the Java Load Constant command operates to push a constant value on a stack.




Constant Pool Section to Reference A Method

10:	class_index=11, name_type_index=12	CONSTANT_Methodref
11:	name_index=13	CONSTANT_Class_info
12:	name_index=14, decription_index=15	CONSTANT_NameAndType
13:	length, pointer to class name string	CONSTANT_Utf8_info
14:	length, pointer to method name string	CONSTANT_Utf8_info
15:	length, pointer to signature string	CONSTANT_Utf8_info
16:		

Fig. 1A

150



ADD Command <u>152</u>
ICONST Command <u>154</u>
CP_IndexA <u>156</u>
CP_Index B <u>157</u>
Invoke Method Command <u>158</u>
CP_Index C <u>160</u>
CP_Index_D <u>162</u>

Fig. 1B

200

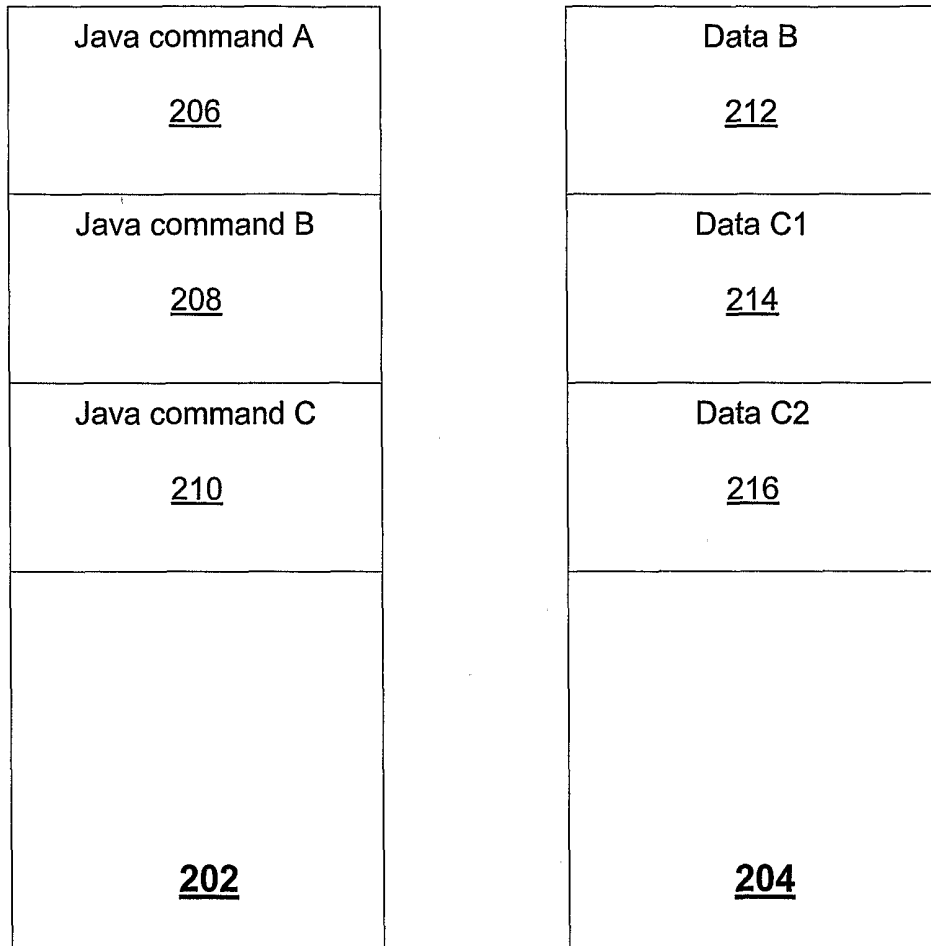


Fig. 2

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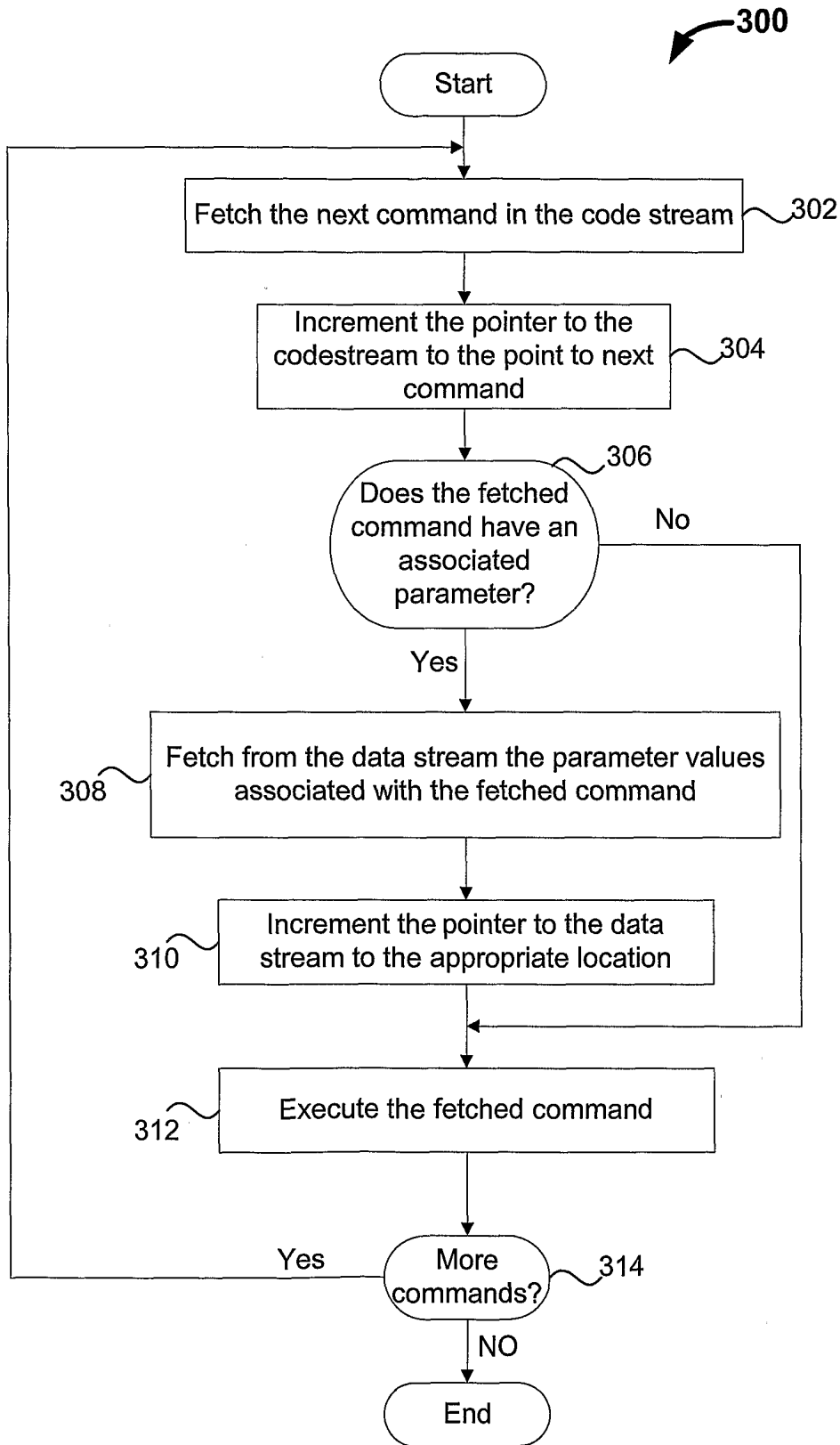


Fig. 3

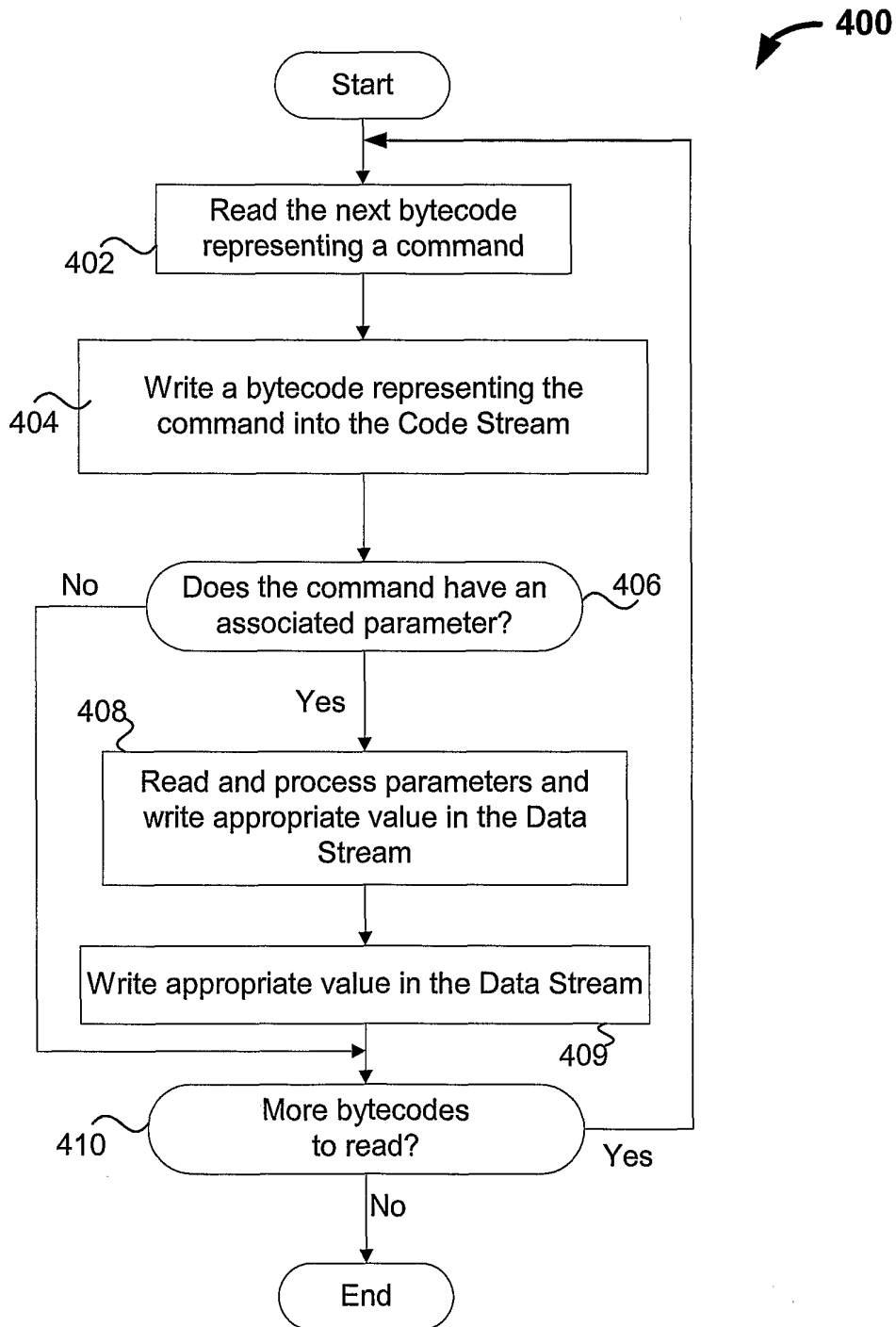


Fig. 4

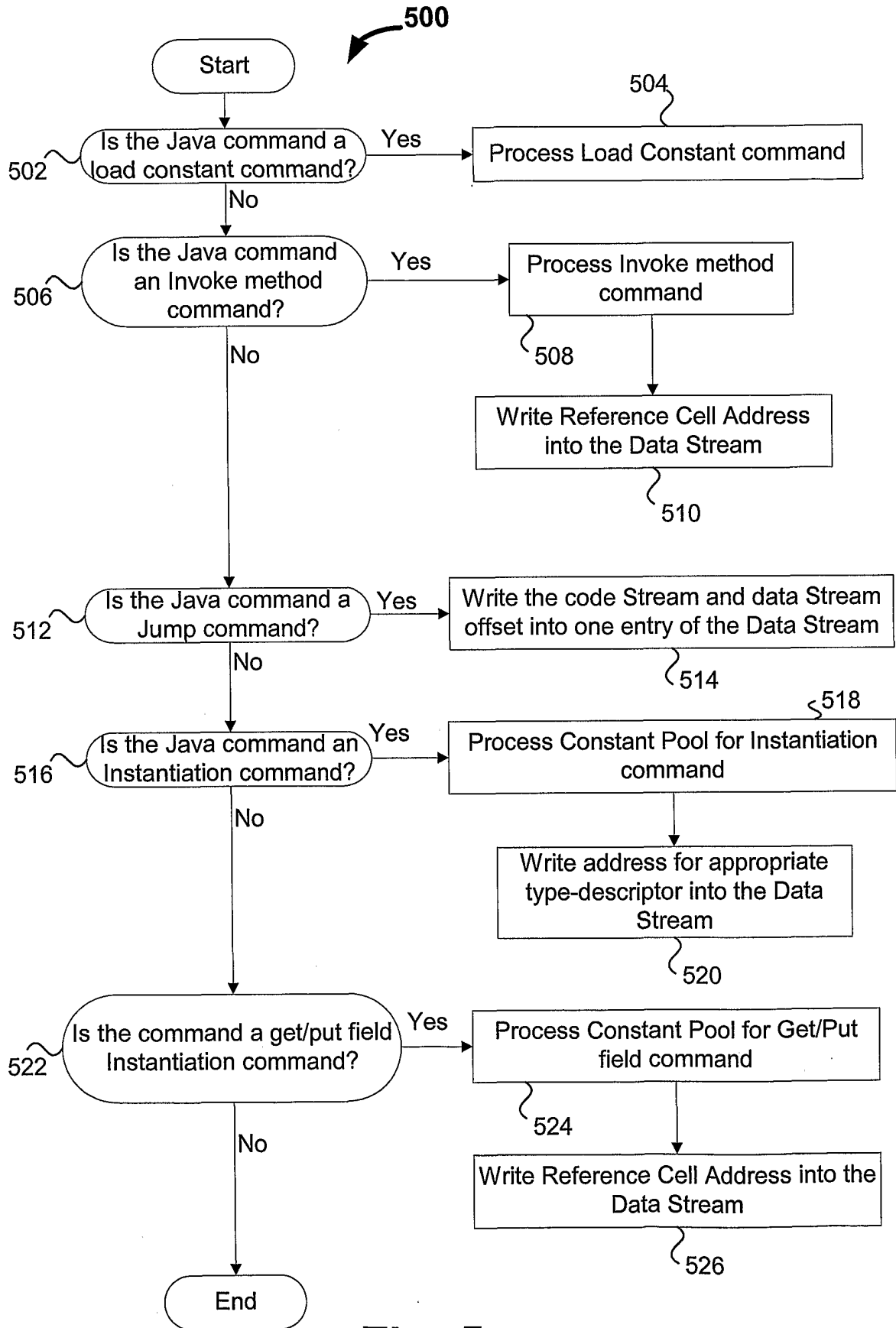


Fig. 5

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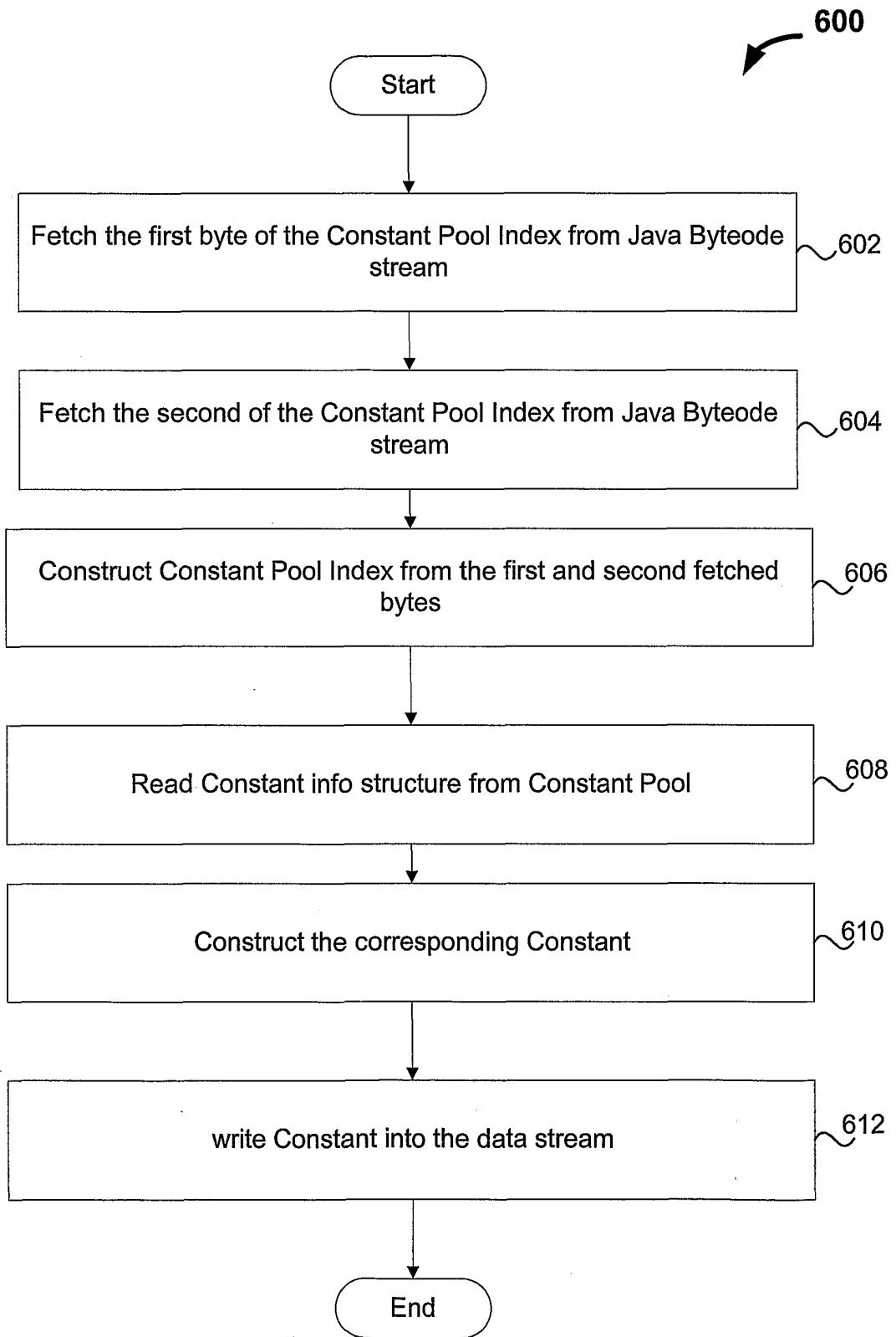


Fig. 6

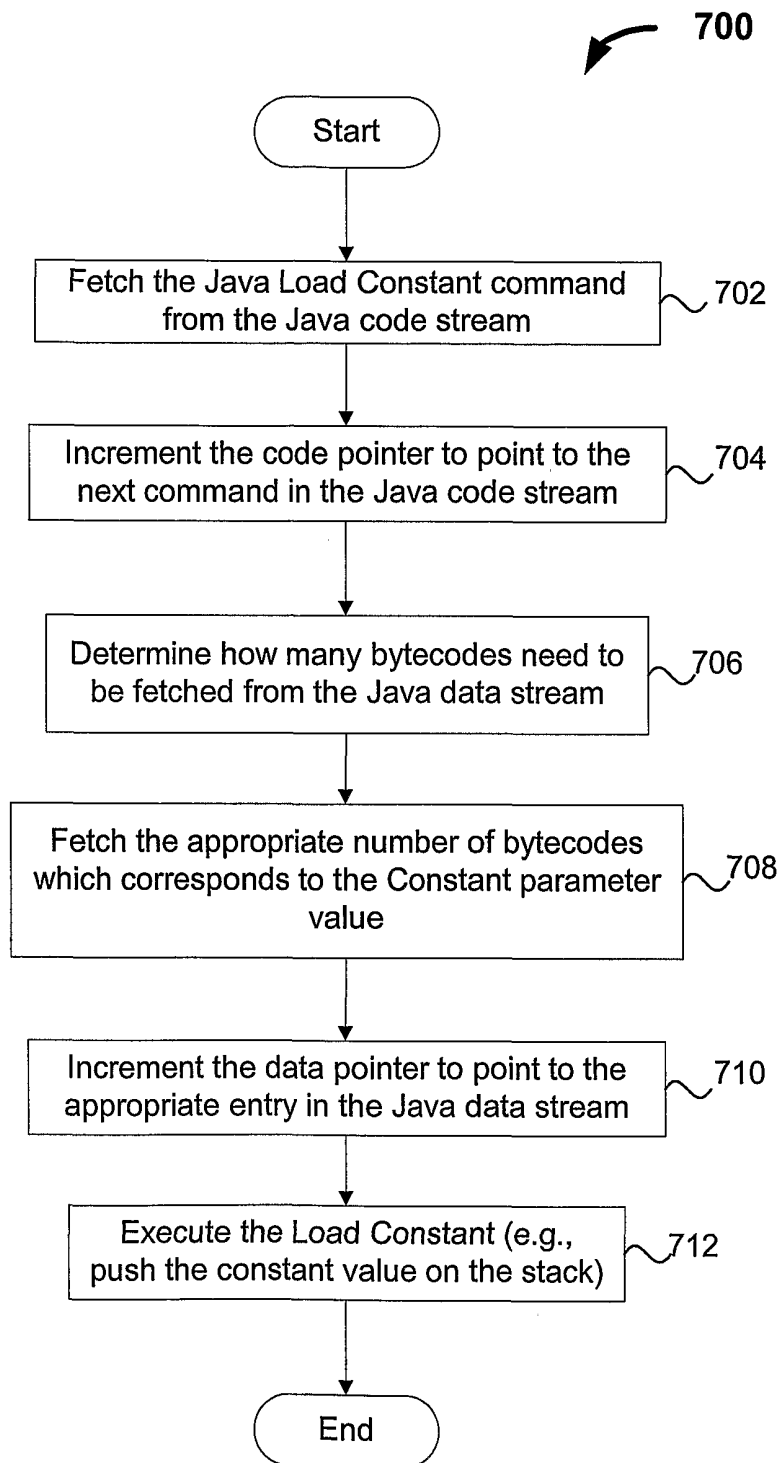


Fig. 7