

# The Implementation of Lua 5.0

Roberto Ierusalimschy



# VALUES AND OBJECTS

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- Values represent all Lua values
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# STRINGS

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# IMPLEMENTATION OF TABLES

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## TABLES: HASH PART

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# TABLES: HASH PART





T

# COMPUTING THE SC

# COMPUTING THE SIZE OF A

C





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# INSTRUCTION FORMATS

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- There is an alternative format for instructions that do not need three

# INSTRUCTION EXAMPLES

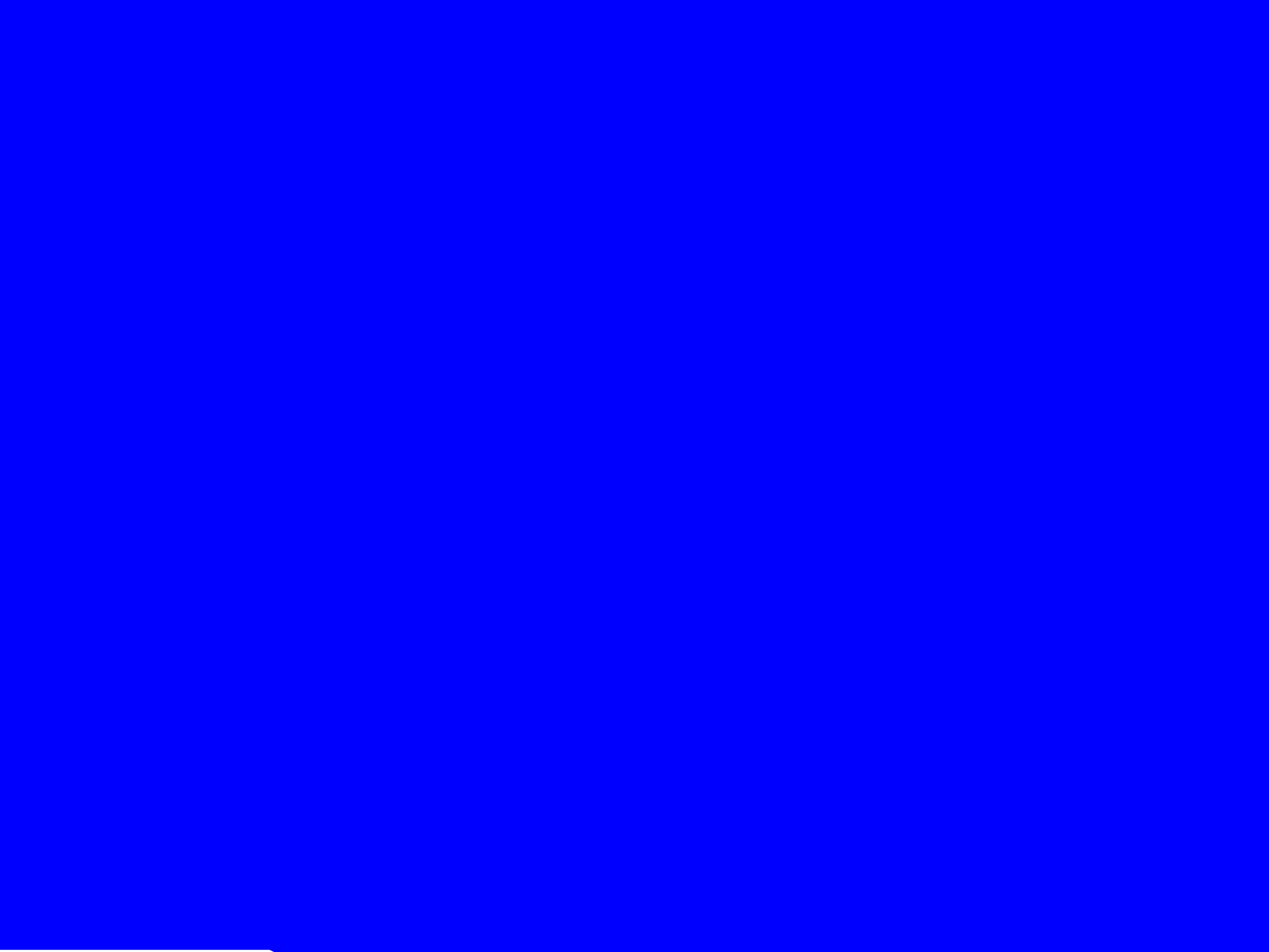
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C

# IMPLEMENTATION OF C



# IMPLEMENTATION OF CLOSURES



IMPLEMENTATION OF

# INCREMENTAL GARBAGE COLLECTOR

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THREE-C



G

GARBAGE-C

## FINAL REMARKS

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