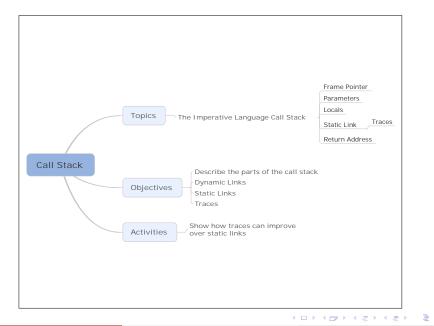
#### Outline

#### Call Stack

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#### C-Like Languages

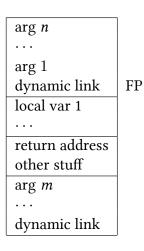
C-like languages have functions with these properties:

- Two layers of scope (local and global).
- Multiple, possibly variable number of parameters.
- Functions not first-class.

In order to call a function in a C-like language, we need space on the stack for several things.

- Return address
- Arguments
- Pointer to previous stack frame
- Local variables

# Stack Frame Diagram for C



- The return address points to the machine code of the calling function.
- The dynamic link points to the stack frame of the calling function.
  - Don't confuse them!!
- Registers, temporary values, etc. get put in the "other stuff" section.

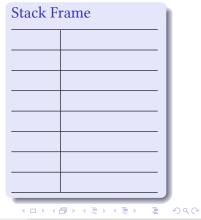
Call Stack

Call Stack

## **Example Function Call**

- Call foo with 1,2,3
- Old stack frame at 0x01c8
- Program counter at 0xff80

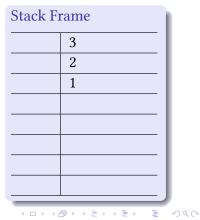
```
C Code
int foo(int a, int b, int c) {
    int d = 10;
    int e = 20;
    return a + e + d;
5 }
```



## **Example Function Call**

- Call foo with 1,2,3
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#### **Example Function Call**

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```
C Code
int foo(int a, int b, int c) {
    int d = 10;
    int e = 20;
    return a + e + d;
5 }
```

```
Stack Frame
    3
    2
FP
    0x01c8
```

#### **Example Function Call**

- Call foo with 1,2,3
- Old stack frame at 0x01c8
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## C Code int foo(int a, int b, int c) { int d = 10; int e = 20; return a + e + d; 5 }

```
Stack Frame
 FP
       0x01c8
       10
       20
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```

Stack Call Stack

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## **Example Function Call**

- Call foo with 1,2,3
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```
C Code

int foo(int a, int b, int c) {

int d = 10;

int e = 20;

return a + e + d;

}
```

Call Stack

Call Stack

	3
	2
	1
FP	0x01c8
	10
	20
	0xff80

## **Example Function Call**

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```
C Code
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   int e = 20;
   return a + e + d;
}
```

Stack I	Frame	
	3	-
	2	
	1	
FP	0x01c8	
	10	
	20	
	0xff80	
	tmp stuff	
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## **Example Function Call**

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• Call foo with 1,2,3

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- Old stack frame at 0x01c8
- Program counter at 0xff80

```
C Code

1 int foo(int a, int b, int c) {
2    int d = 10;
3    int e = 20;
4    return a + e + d;
5 }
```

```
        Stack Frame

        31

        2

        1

        FP
        0x01c8

        10

        20

        0xff80

        tmp stuff
```

## Pascal Like Languages

- Many languages have *nested scope...* functions can be defined within functions.
- Pascal is the most famous.
- OCaml (and most functional languages) let you do this too.

```
let rec foo a =
  let t = 10 + a in
  let bar b =
    let u = 20 in a + u + b + t + foo 9
  let baz c =
    let v = 30 in a + v + c + t + bar 5
  in baz 4
```

• We now need a pointer to the *parent scope*'s stack frame.

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Nested Scopes

Nested Scopes

## Example

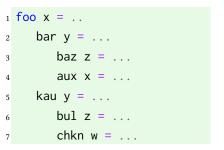
## Example

• Consider this code, where indentation denotes scope:

```
_{1} foo x = ...
     bar y = \dots
        baz z = \dots
        aux x = ...
     kau y = \dots
        bul z = \dots
        chkn w = ...
```

Suppose we have the call sequence

```
foo \rightarrow bar \rightarrow kau \rightarrow bul \rightarrow chnk \rightarrow bar \rightarrow aux \rightarrow baz
```



Dynamic Static foo bar kau bul chkn bar aux

baz

Suppose we have the call sequence

$$foo \rightarrow bar \rightarrow kau \rightarrow bul \rightarrow chnk \rightarrow bar \rightarrow aux \rightarrow baz$$



