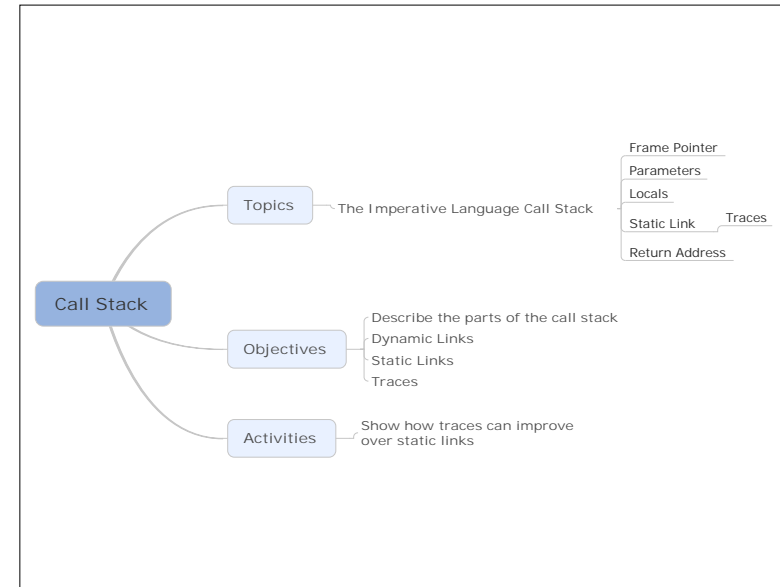


Call Stack

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C-Like Languages

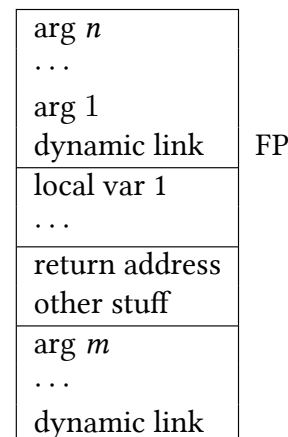
C-like languages have functions with these properties:

- 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.

Example Function Call

- Call foo with 1,2,3
- 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

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```
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2     int d = 10;
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5 }
```

Stack Frame

	3
	2
	1

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Stack Frame

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	2
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FP	0x01c8
	10
	20

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```

Stack Frame	
	3
	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
```

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Example

- Consider this code, where indentation denotes scope:

```

1 foo x = ..
2   bar y = ...
3     baz z = ...
4       aux x = ...
5   kau y = ...
6     bul z = ...
7     chkn w = ...

```

Suppose we have the call sequence

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

Example

```

1 foo x = ..
2   bar y = ...
3     baz z = ...
4       aux x = ...
5   kau y = ...
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7     chkn w = ...

```

Suppose we have the call sequence

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

Static

Dynamic

