CS 242 2012

Scope, Function Calls and Storage Management

Reading: Chapter 7, Concepts in Programming Languages

Announcements

- Midterm exam
  - Wed 10/24, 7-9PM, Room TBA
  - Local SCPD students are required to come to campus
  - Closed book, one page of notes allowed (tentatively)
- Homework 1
  - Due today 5PM
  - Turn in two parts separately
    - Printed on paper: all except code solutions to Haskell problems
    - Electronically on CourseWare: code solutions to Haskell problems

Turn in paper solutions now in class or in homework drop box by 5PM.

  - See web site

Topics

- Block-structured languages and stack storage
- In-line Blocks
  - activation records
  - storage for local, global variables
- First-order functions
  - parameter passing
  - tail recursion and iteration
- Higher-order functions
  - deviations from stack discipline
  - language expressiveness => implementation complexity

Block-Structured Languages

- Nested blocks, local variables
  - Example

new variables declared in nested blocks

```
{ int x = 2;
    { int y = 3;
        x = y+2;
    }
}
```

outer block

inner block

local variable y

global variable x

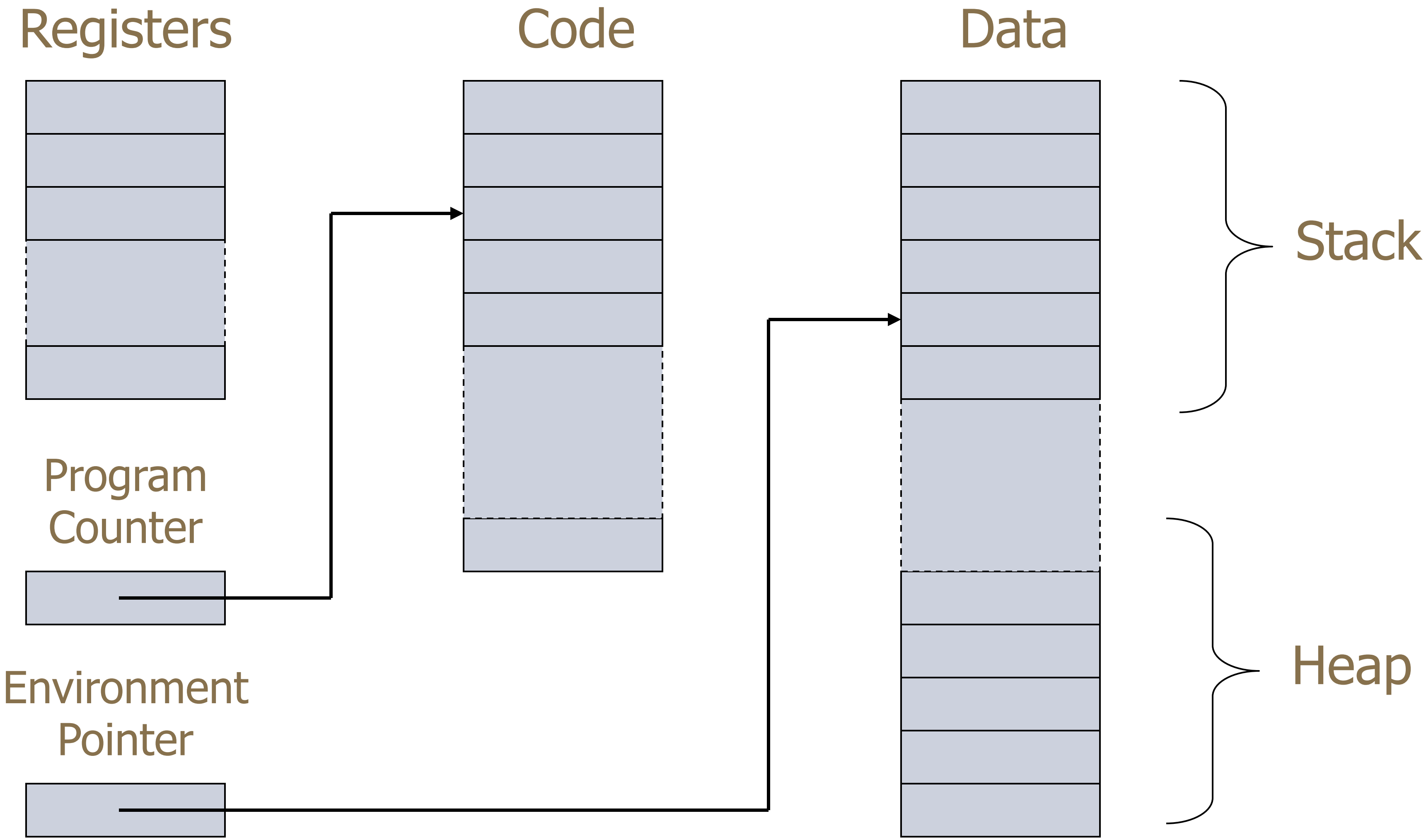
  - Storage management
    - Enter block: allocate space for variables
    - Exits block: some or all space may be deallocated

Examples

- Blocks in common languages
  - C, ~~JavaScript~~ *   { … }
  - Algol   begin … end
  - ML, Haskell   let … in … end
- Two forms of blocks
  - In-line blocks
  - Blocks associated with functions or procedures
- Topic: block-based memory management, access to local variables, parameters, global variables

* JavaScript functions provide blocks

Simplified Machine Model



Interested in Memory Mgmt Only

- Registers, Code segment, Program counter
  - Ignore registers
  - Details of instruction set will not matter
- Data Segment
  - Stack contains data related to block entry/exit
  - Heap contains data of varying lifetime
  - Environment pointer points to current stack position
    - Block entry: add new activation record to stack
    - Block exit: remove most recent activation record

Some basic concepts

- Scope
  - Region of program text where declaration is visible
- Lifetime
  - Period of time when location is allocated to program

```
{ int x = … ;
      {  int y = … ;
            {  int x = … ;
                 ….
             };
      };
};
```

Inner declaration of x hides outer one.

Called “hole in scope”

Lifetime of outer x includes time when inner block is executed

Lifetime ≠ scope

Lines indicate “contour model” of scope.

In-line Blocks

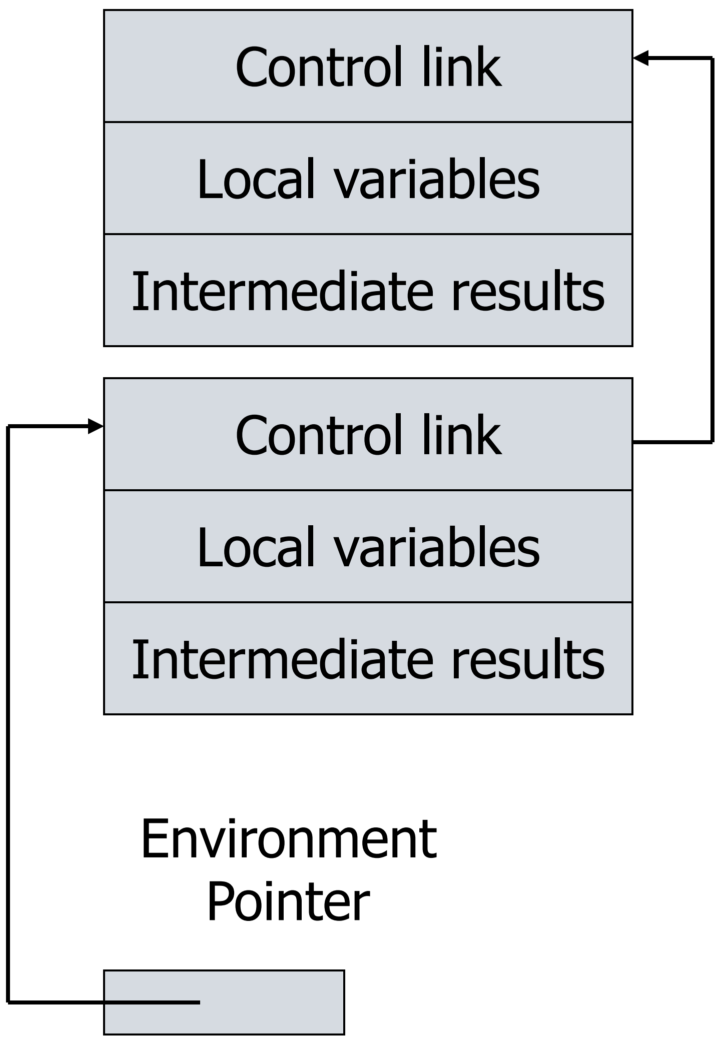
- Activation record
  - Data structure stored on run-time stack
  - Contains space for local variables
- Example

```
{ int x=0;
  int y=x+1;
    { int z=(x+y)*(x-y);
    };
};
```

Push record with space for x, y
Set values of x, y
    Push record for inner block
    Set value of z
    Pop record for inner block
Pop record for outer block

May need space for variables and intermediate results like (x+y), (x-y)

Activation record for in-line block



- Control link
  - pointer to previous record on stack
- Push record on stack:
  - Set new control link to point to old env ptr
  - Set env ptr to new record
- Pop record off stack
  - Follow control link of current record to reset environment pointer

Can be optimized away, but assume not for purpose of discussion.

Example

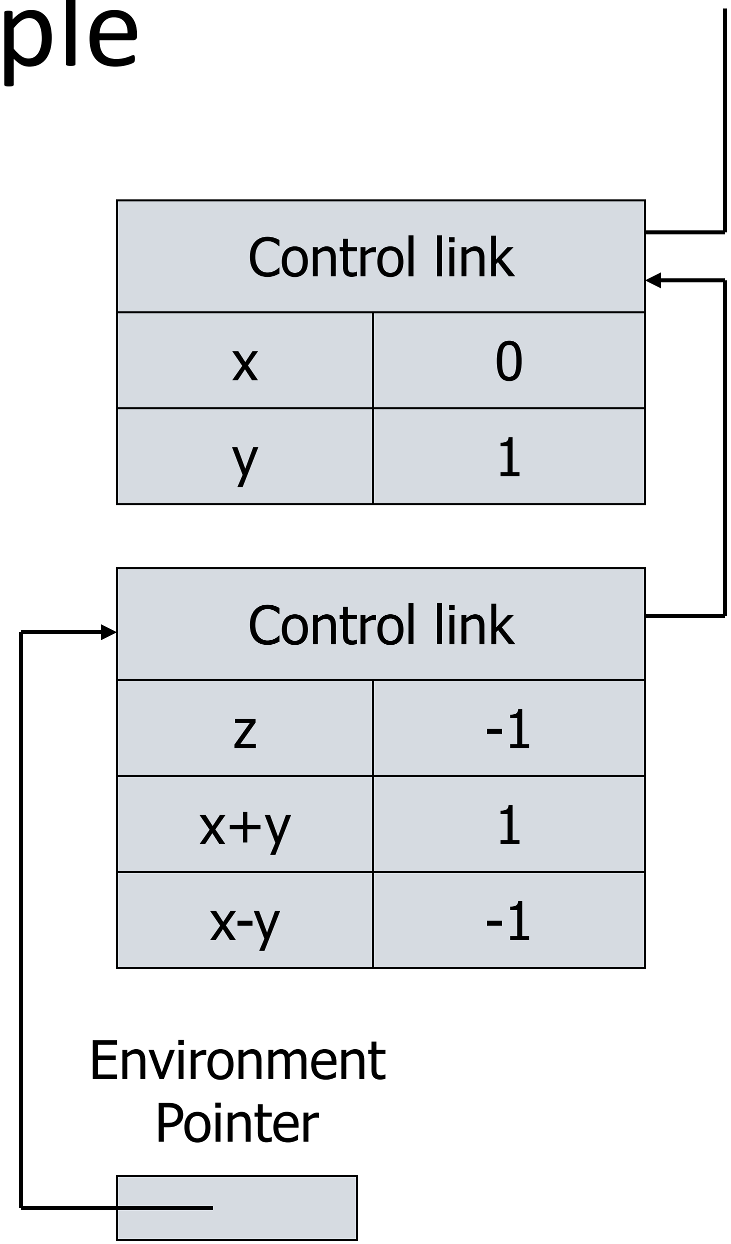
```
{ int x=0;
   int y=x+1;
      {  int z=(x+y)*(x-y);
       };
};
```

Push record with space for x, y

Set values of x, y

- Push record for inner block
- Set value of z
- Pop record for inner block

Pop record for outer block



Scoping rules

- Global and local variables

    x, y are local to outer block

    z is local to inner bock

    x, y are global to inner block

```
{ int x=0;
  int y=x+1;
    { int z=(x+y)*(x-y);
    };
};
```

- Static scope

    global refers to declaration in closest enclosing block

- Dynamic scope

    global refers to most recent activation record

These are same until we consider function calls.

Functions and procedures

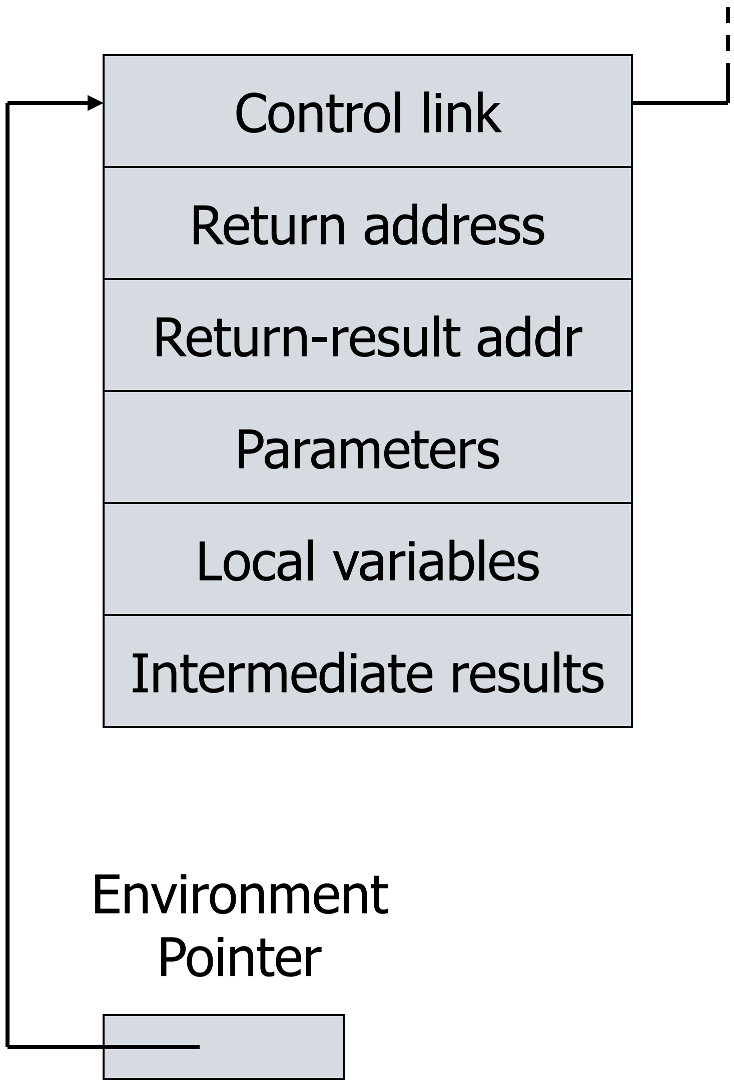
- Syntax of procedures (Algol) and functions (C)

```
procedure P (<pars>)
    begin
        <local vars>
        <proc body>
    end;
```

```
<type> function f(<pars>)
{
    <local vars>
    <function body>
}
```

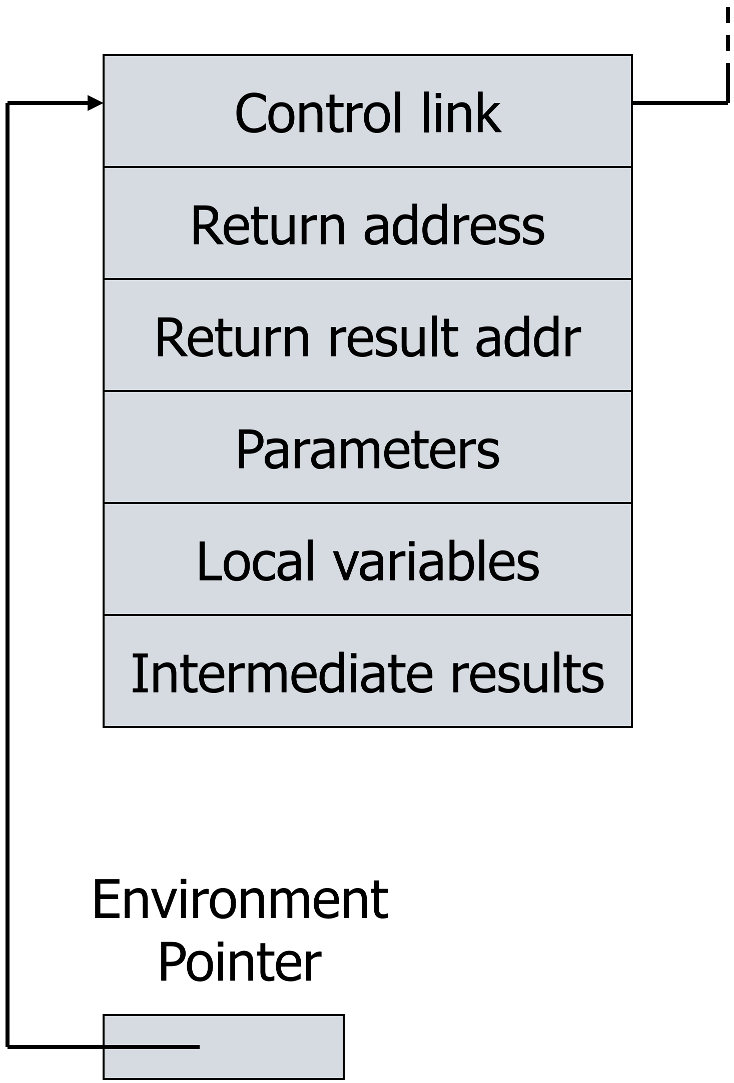
- Activation record must include space for
  - parameters
  - return address
  - local variables, intermediate results
  - return value (an intermediate result)
  - location to put return value on function exit

Activation record for function



- Return address
  - Location of code to execute on function return
- Return-result address
  - Address in activation record of calling block to store function return val
- Parameters
  - Locations to contain data from calling block

Example



- Function

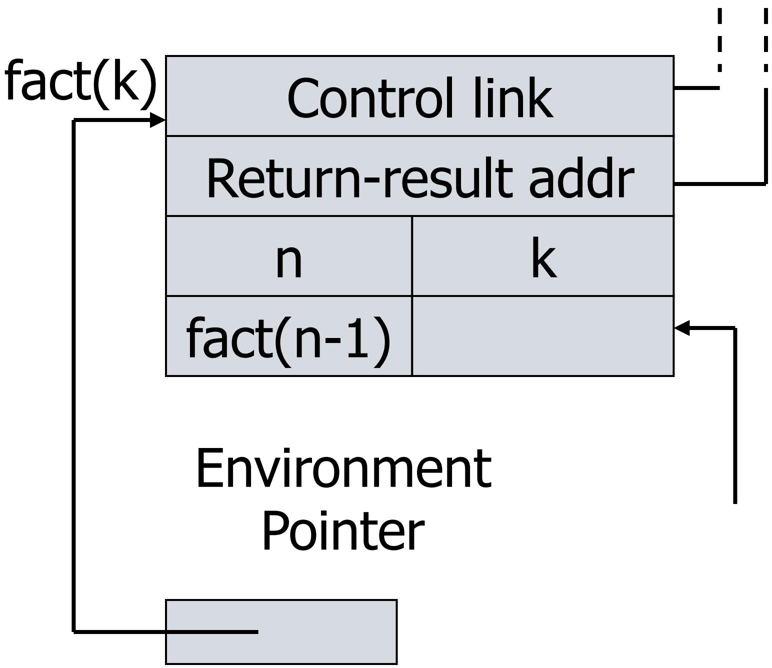
  fact(n) = if n<= 1 then 1

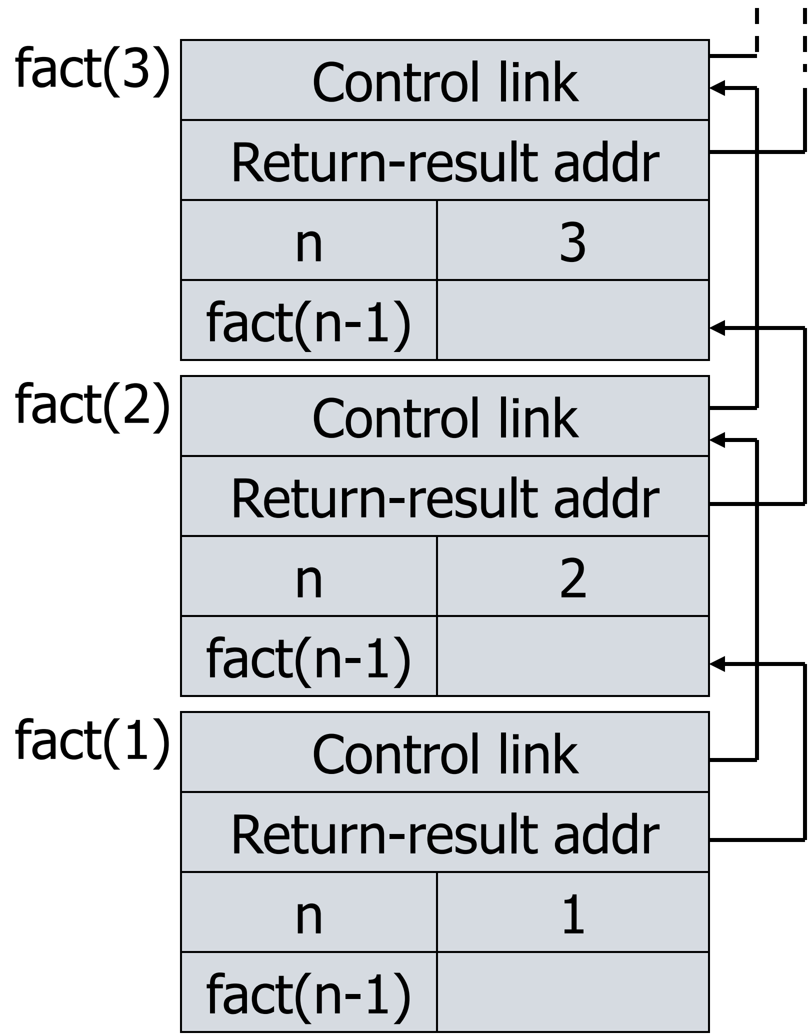
  else n * fact(n-1)

  – Return result address

  – location to put fact(n)
- Parameter
  – set to value of n by calling sequence
- Intermediate result
  – locations to contain value of fact(n-1)

Function call



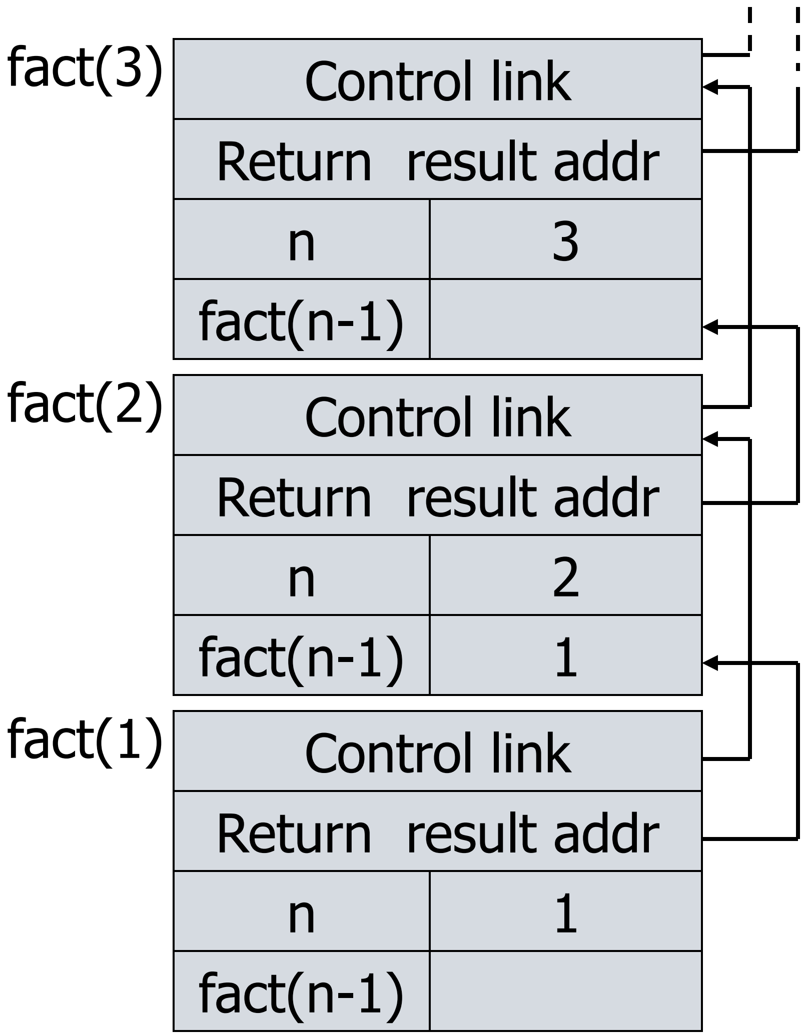


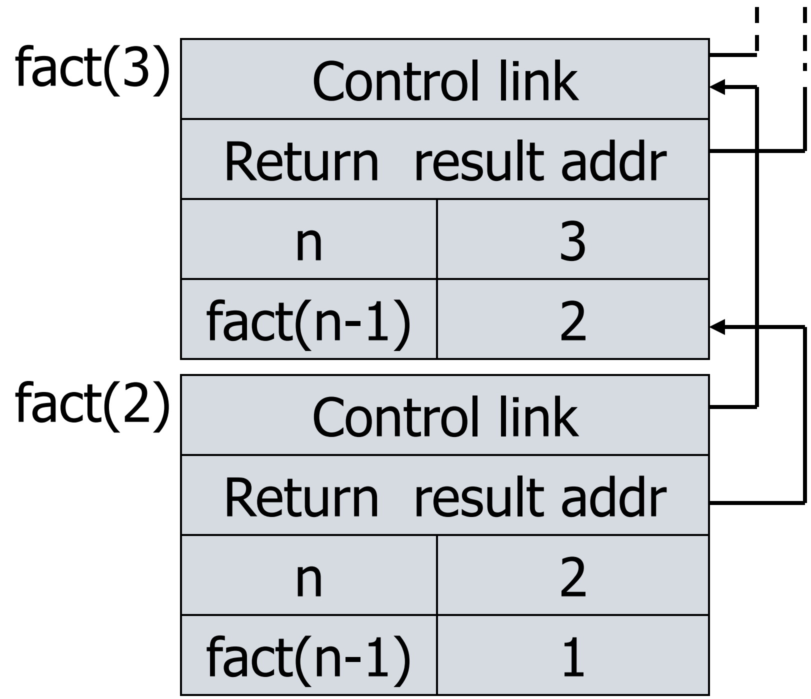
fact(n) = if n<= 1 then 1
else n * fact(n-1)

Return address omitted; would be ptr into code segment

Function return next slide →

Function return





fact(n) = if n<= 1 then 1
else n * fact(n-1)

Topics for first-order functions

- Parameter passing
  - pass-by-value: copy value to new activation record
  - pass-by-reference: copy ptr to new activation record
- Access to global variables
  - global variables are contained in an activation record higher “up” the stack
- Tail recursion
  - an optimization for certain recursive functions

See this yourself: write factorial and run under debugger

Parameter passing

- General terminology: L-values and R-values
  - Assignment   `y := x+3`
    - Identifier on left refers to location, called its L-value
    - Identifier on right refers to contents, called R-value
- Pass-by-reference
  - Place L-value (address) in activation record
  - Function can assign to variable that is passed
- Pass-by-value
  - Place R-value (contents) in activation record
  - Function cannot change value of caller's variable
  - Reduces aliasing (alias: two names refer to same loc)

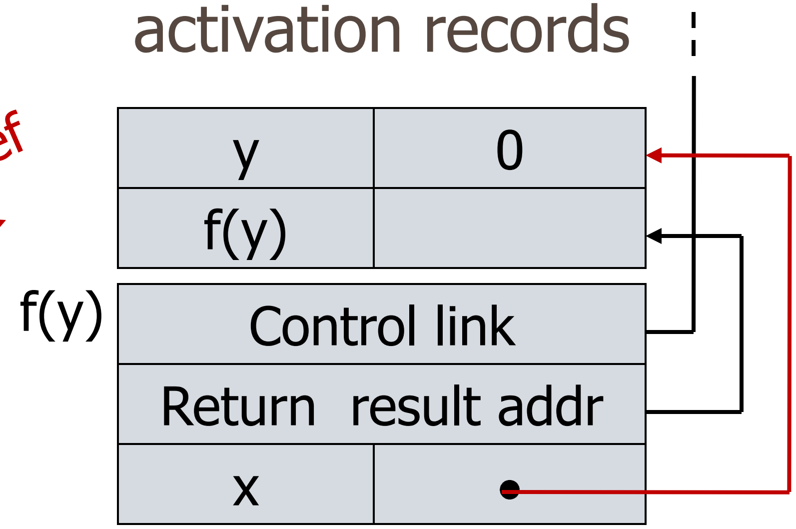
Example

pseudo-code

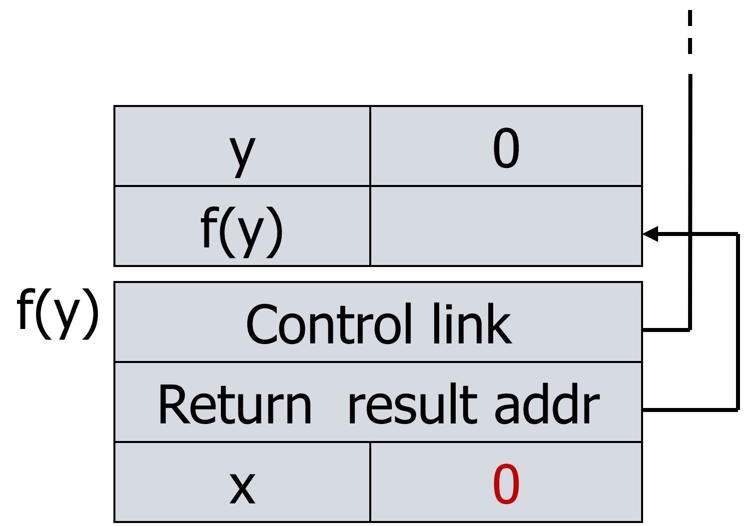
```
function f (x) =
   { x = x+1; return x;  }
var y = 0;
print (f(y)+y);
```

activation records

pass-by-ref



pass-by-value



Access to global variables

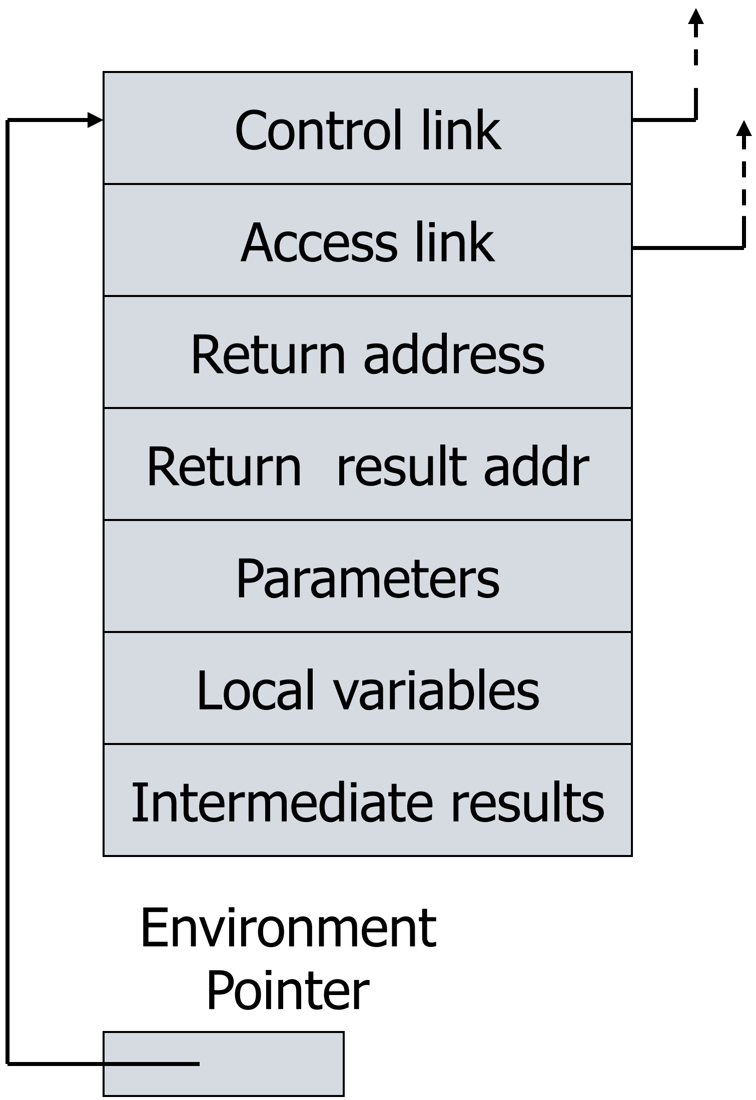
- Two possible scoping conventions
  - Static scope: refer to closest enclosing block
  - Dynamic scope: most recent activation record on stack
- Example

```
var x=1;
function g(z) { return x+z; }
function f(y) {
    var x = y+1;
    return g(y*x);
}
f(3);
```

outer block	x	1
f(3)	y	3
	x	4
g(12)	z	12

Which x is used for expression x+z ?

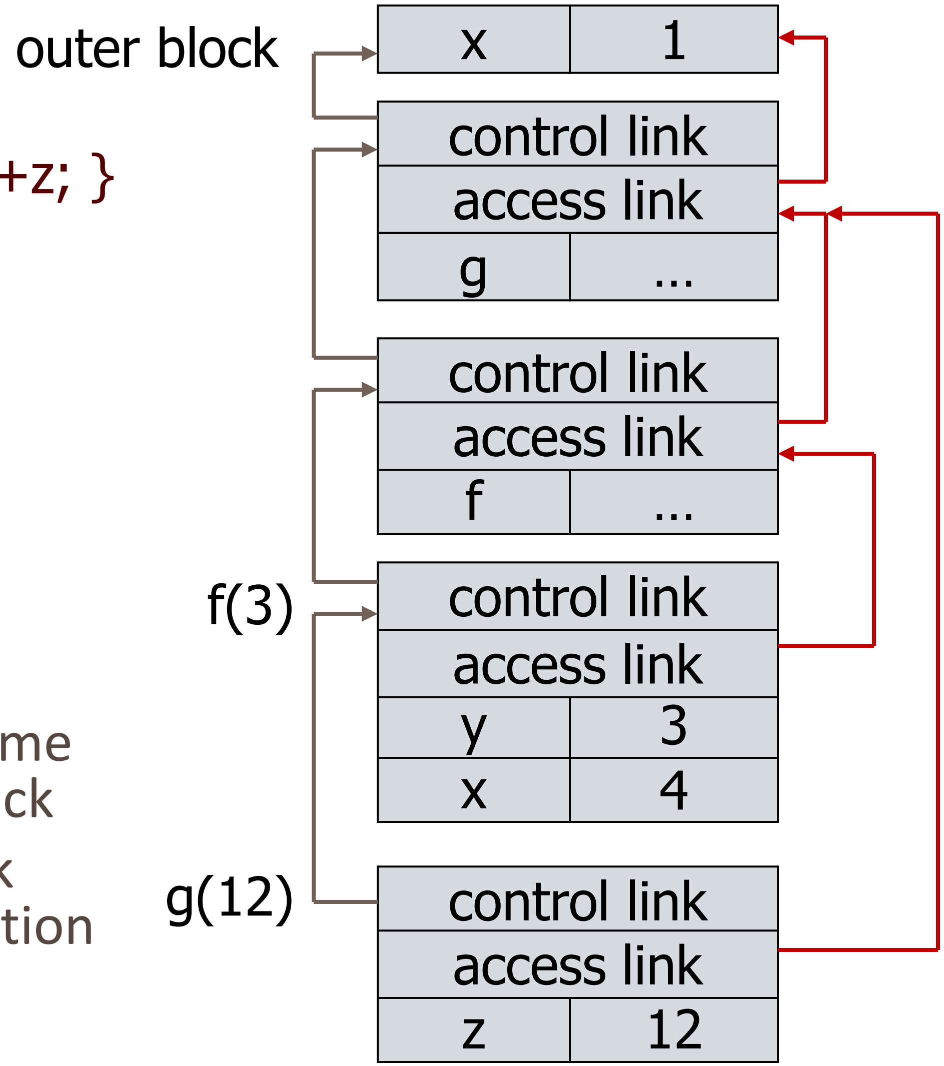
Activation record for static scope



- Control link
  - Link to activation record of previous (calling) block
- Access link
  - Link to activation record of closest enclosing block in program text
- Difference
  - Control link depends on dynamic behavior of prog
  - Access link depends on static form of program text

Static scope with access links

```
var x=1;
function g(z) = { return x+z; }
  function f(y) =
    { var x = y+1;
      return g(y*x); }
  f(3);
```



Use access link to find global variable:

- Access link is always set to frame of closest enclosing lexical block
- For function body, this is block that contains function declaration

Tail recursion (first-order case)

- Function g makes a *tail call* to function f if
  - Return value of function f is return value of g
- Example

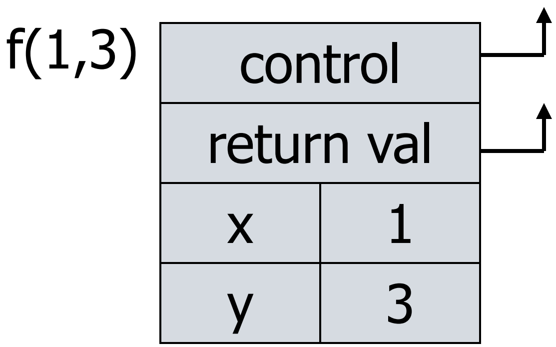
tail call — not a tail call

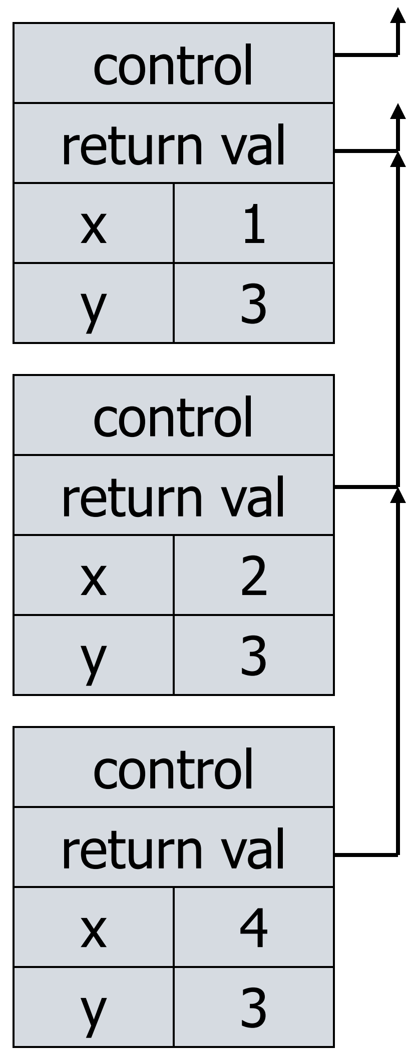
```
fun g(x) = if x>0 then f(x) else f(x)*2
```

- Optimization
  - Can pop activation record on a tail call
  - Especially useful for recursive tail call
    - next activation record has exactly same form

Example

Calculate least power of 2 greater than y






```
fun f(x,y) = if x>y
     then x
     else f(2*x, y);
f(1,3) + 7;
```

Optimization

- Set return value address to that of caller

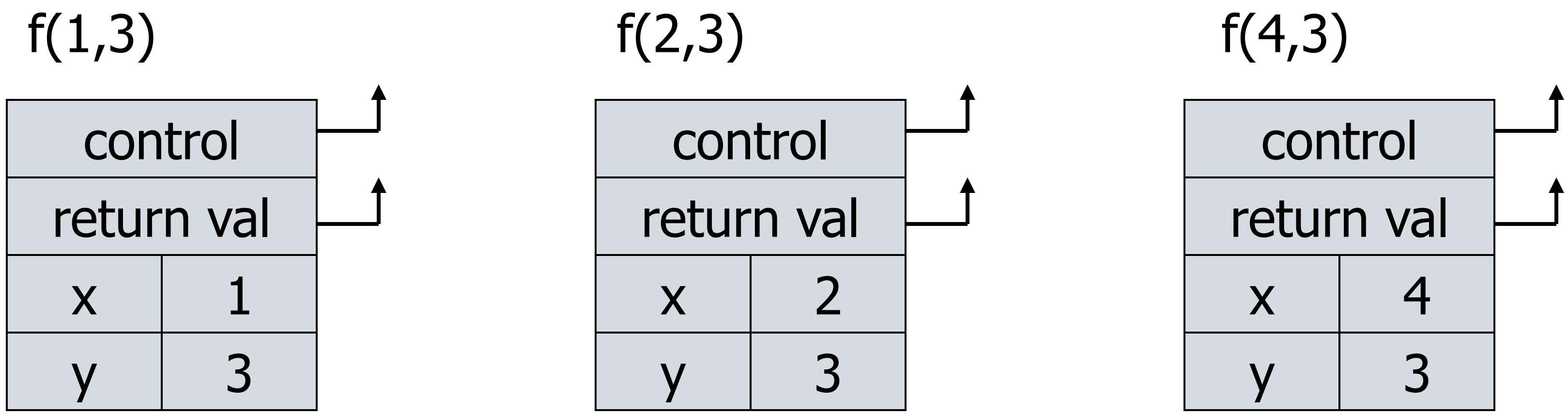
Question

- Can we do the same with control link?

Optimization

- avoid return to caller

Tail recursion elimination




```
fun f(x,y) = if x>y
    then x
    else f(2*x, y);
f(1,3);
```

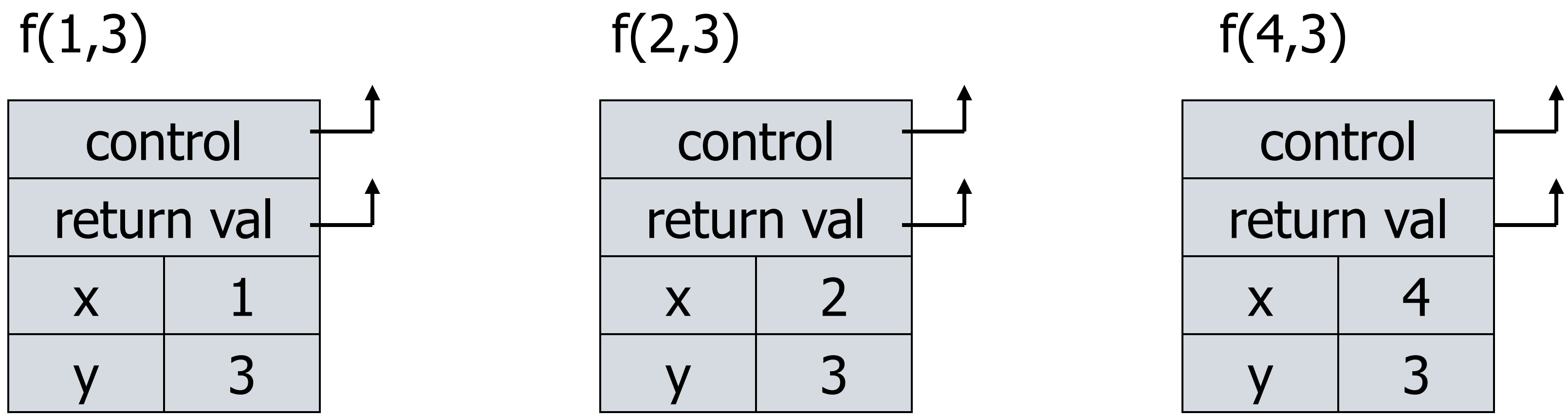
Optimization

- pop followed by push = reuse activation record in place

Conclusion

- Tail recursive function equiv to iterative loop

Tail recursion and iteration




```
fun f(x,y) = if x>y
     then x
     else f(2*x, y);
f(1,y);
```

test

loop body

initial value

```
function g(y) {
   var x = 1;
   while (!x>y)
      x = 2*x;
   return x;
}
```

Not essential to understand the ML code here.

Higher-Order Functions

- Language features
  - Functions passed as arguments
  - Functions that return functions from nested blocks
  - Need to maintain environment of function
- Simpler case
  - Function passed as argument
  - Need pointer to activation record “higher up” in stack
- More complicated second case
  - Function returned as result of function call
  - Need to keep activation record of returning function

Complex nesting structure

```
function m(…) {
   var x=1;
   …
   function n( … ){
     function g(z) { return x+z; }
     …
     { …
          function f(y) {
             var x = y+1;
             return g(y*x); }
        …
       f(3);  … }
     … n( … ) …}
 … m(…)
```

Write as

```
var x=1;
   function g(z) { return x+z; }
        function f(y)
          { var x = y+1;
             return g(y*x); }
        f(3);
```

Simplified code has same block nesting, if we follow convention that each declaration begins a new block.

JavaScript blocks and scopes

- { } groups JavaScript statements
  - Does not provide a separate scope

- Blocks w/scope can be expressed using *function*
  - (function(){ … })() - create function of no args and call
  - Example

```
var y=0;
(function () {     // begin block
     var x=2;     // local variable x
     y = y+x;
 }) ();           // end block
```

Translating examples to JS

```
var x = 5;
  function f(y) {return (x+y)-2};
    function g(h){var x = 7; return h(x)};
      {var x = 10; g(f)};
```

```
(function (){
   var x = 5;
   (function (){
        function f(y) {return (x+y)-2};
        (function (){
             function g(h){var x = 7; return h(x)};
             (function (){
                 var x = 10; g(f);
             })()
        })()
   })()
})()
```

Example and HW convention:
Each new declaration begins a new scope

Pass function as argument

Haskell

```
int x = 4;
  fun f(y) = x*y;
    fun g(h) = let
               int x=7
                in
                h(3) + x;
    g(f);
```

Pseudo-JavaScript

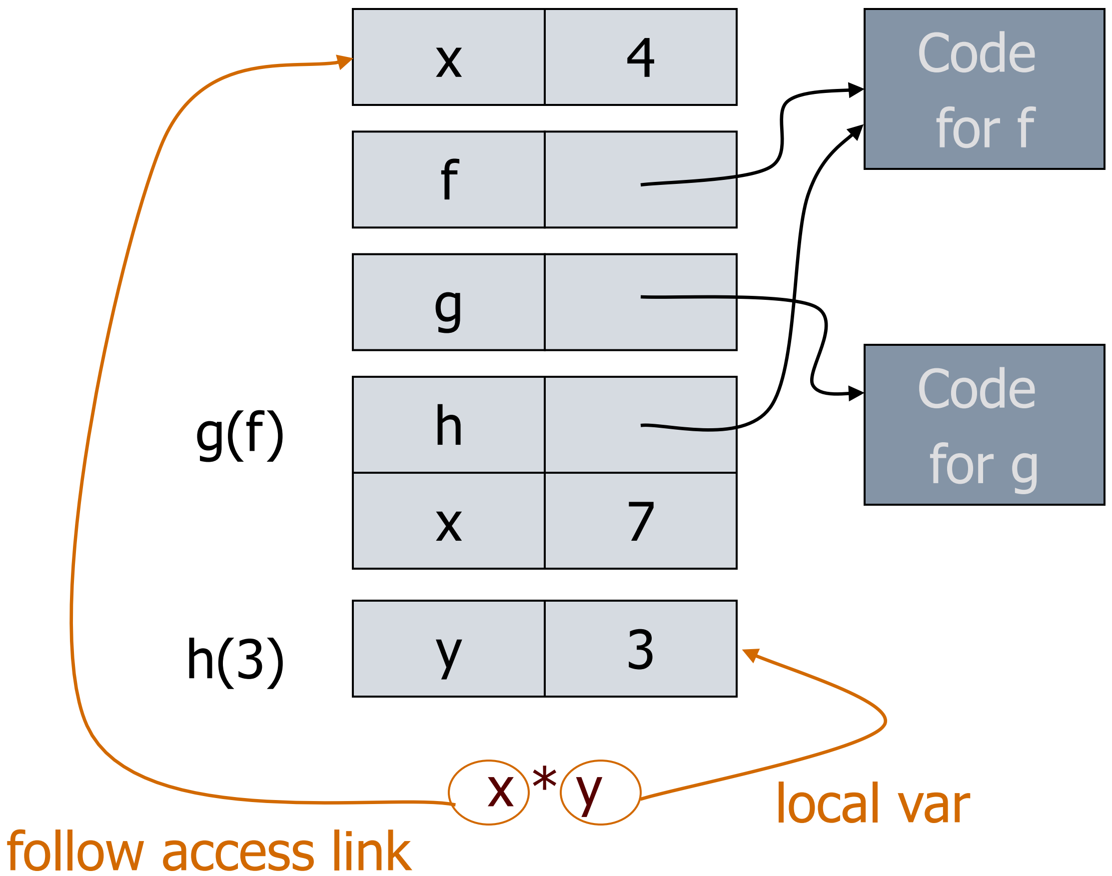
```
{ var x = 4;
   { function f(y) {return x*y};
      { function g(h) {
             var x = 7;
             return h(3) + x;
         };
         g(f);
} } }
```

There are two declarations of x

Which one is used for each occurrence of x?

Static Scope for Function Argument

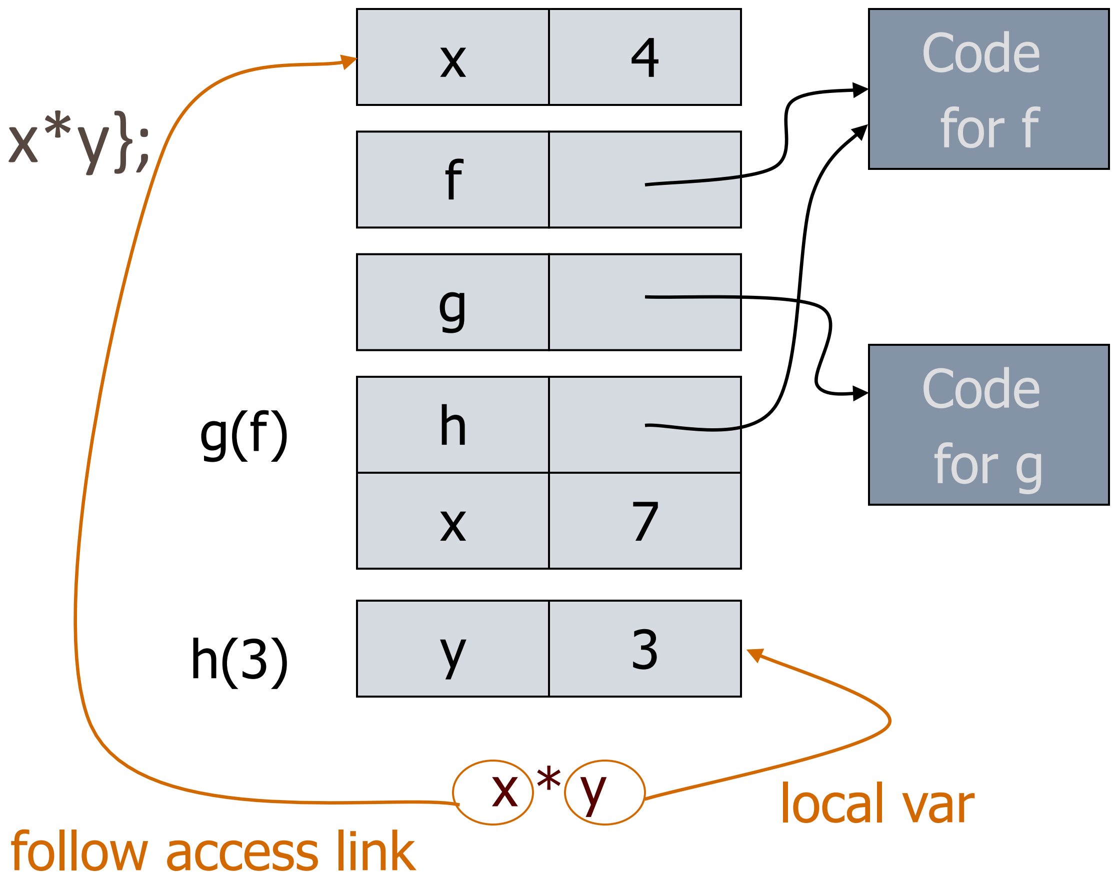
```
int x = 4;
  fun f(y) = x*y;
    fun g(h) =
      let
        int x=7
      in
        h(3) + x;
    g(f);
```



- How is access link for h(3) set?

Static Scope for Function Argument

```
{ var x = 4;
  { function f(y) {return x*y};
    { function g(h) {
          int x=7;
          return h(3) + x;
        };
      g(f);
} } }
```



- How is access link for h(3) set?

Result of function call

C:\Documents and Settings\John Mitchell\My Documents\...

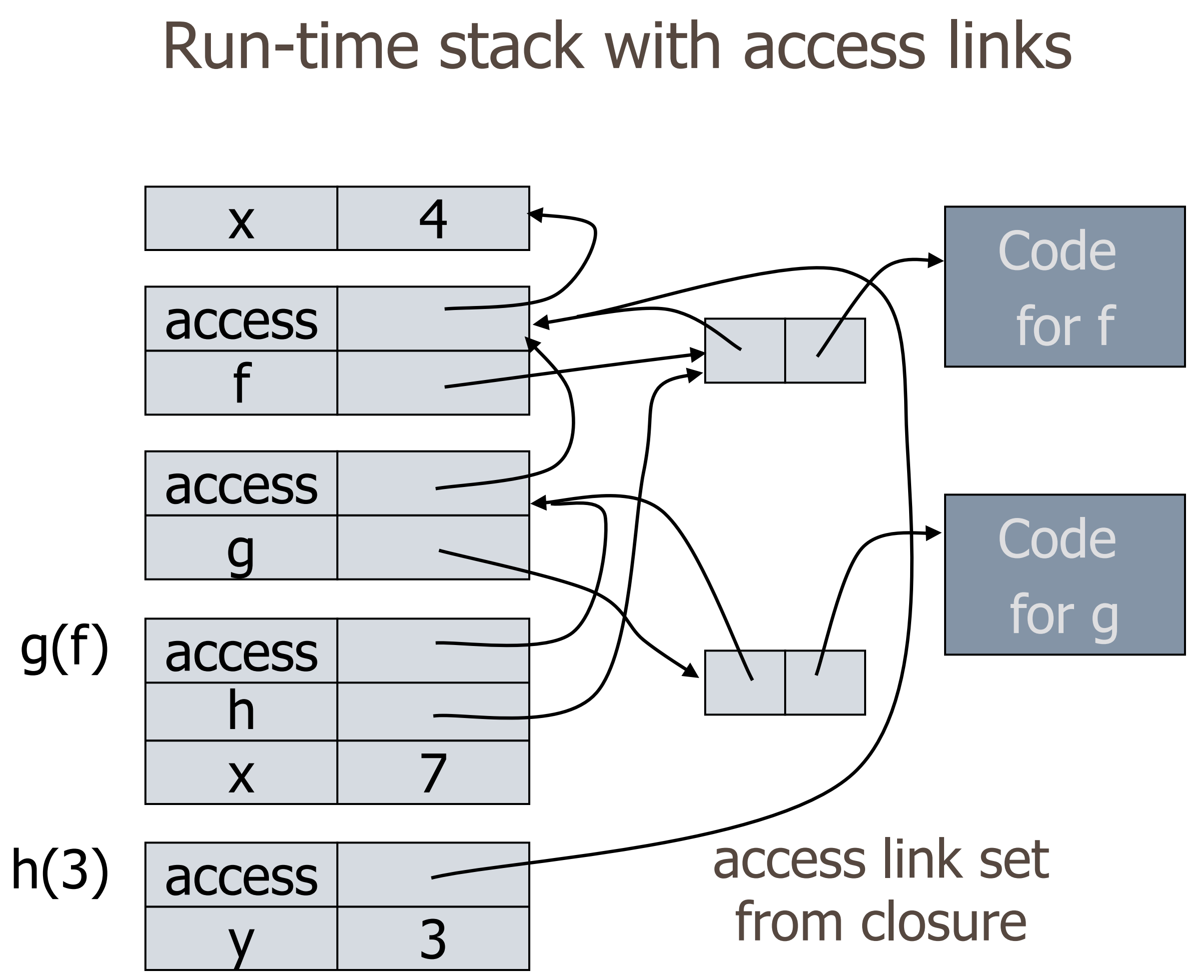
```
js> { var x = 4;
    { function f(y) {return x*y;}
        { function g(h) {
                var x = 7;
                return h(3) + x;
            }
            g(f);
} } }
19
js>
```

Closures

- Function value is pair *closure* = $\langle$*env*, *code* $\rangle$
- When a function represented by a closure is called,
  - Allocate activation record for call (as always)
  - Set the access link in the activation record using the environment pointer from the closure

Function Argument and Closures

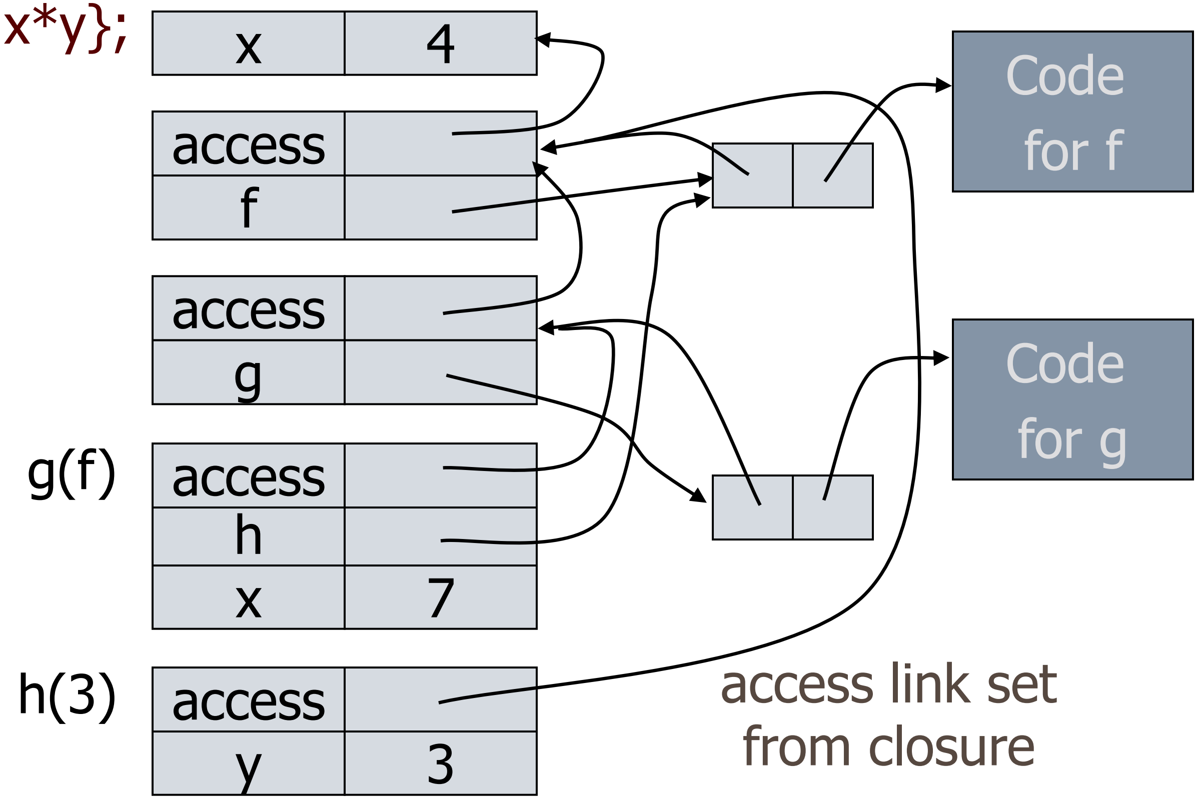
```
int x = 4;
  fun f(y) = x*y;
    fun g(h) =
        let
           int x=7
        in
           h(3) + x;
    g(f);
```



Function Argument and Closures

```
{ var x = 4;
  { function f(y){return x*y};
    { function g(h) {
        int x=7;
        return h(3)+x;
      };
      g(f);
}}}
```

Run-time stack with access links



Summary: Function Arguments

- Use closure to maintain a pointer to the static environment of a function body
- When called, set access link from closure
- All access links point “up” in stack
  - May jump past activ records to find global vars
  - Still deallocate activ records using stack (lifo) order

Return Function as Result

- Language feature
  - Functions that return “new” functions
  - Need to maintain environment of function
- Example

```
function compose(f,g)
        {return  function(x) { return g(f (x)) }};
```

- Function “created” dynamically
  - expression with free variables
    values are determined at run time
  - function value is closure = ⟨env, code⟩
  - code *not* compiled dynamically (in most languages)

Example: Return fctn with private state

ML

```
fun mk_counter (init : int) =
    let   val count = ref init
          fun counter(inc:int) =
              (count := !count + inc; !count)
    in
          counter
    end;
val c = mk_counter(1);
c(2) + c(2);
```

- Function to “make counter” returns a closure
- How is correct value of count determined in c(2) ?

Example: Return fctn with private state

JS

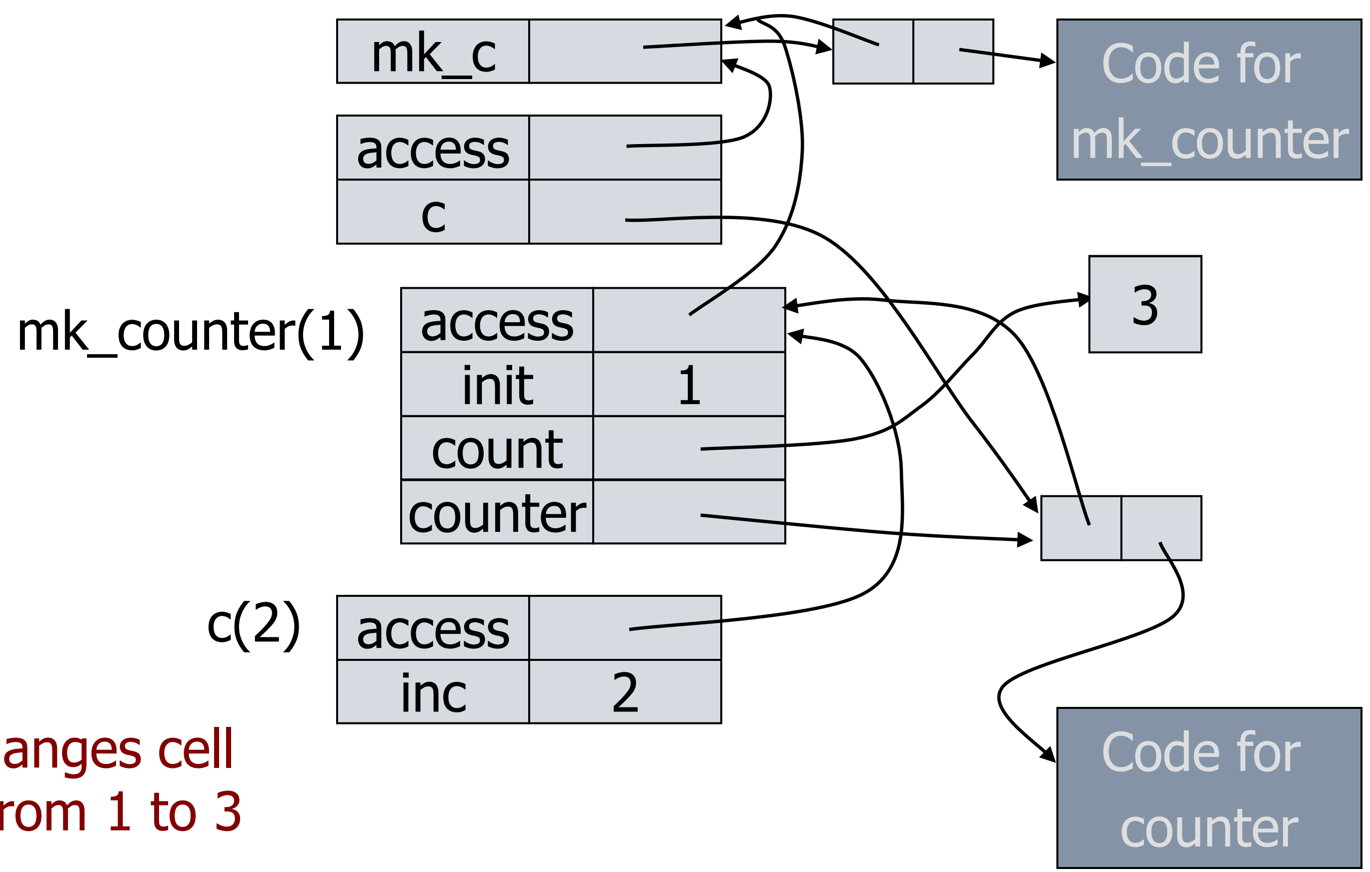
```
function mk_counter (init) {
   var count = init;
   function counter(inc) {count=count+inc; return
  count};
   return counter};
var c  = mk_counter(1);
c(2) + c(2);
```

- Function to "make counter" returns a closure
- How is correct value of count determined in c(2) ?

ML

Function Results and Closures

```
fun mk_counter (init : int) =
  let val count = ref init
        fun counter(inc:int) = (count := !count + inc; !count)
        in  counter end
  end;
val c = mk_counter(1);
c(2) + c(2);
```

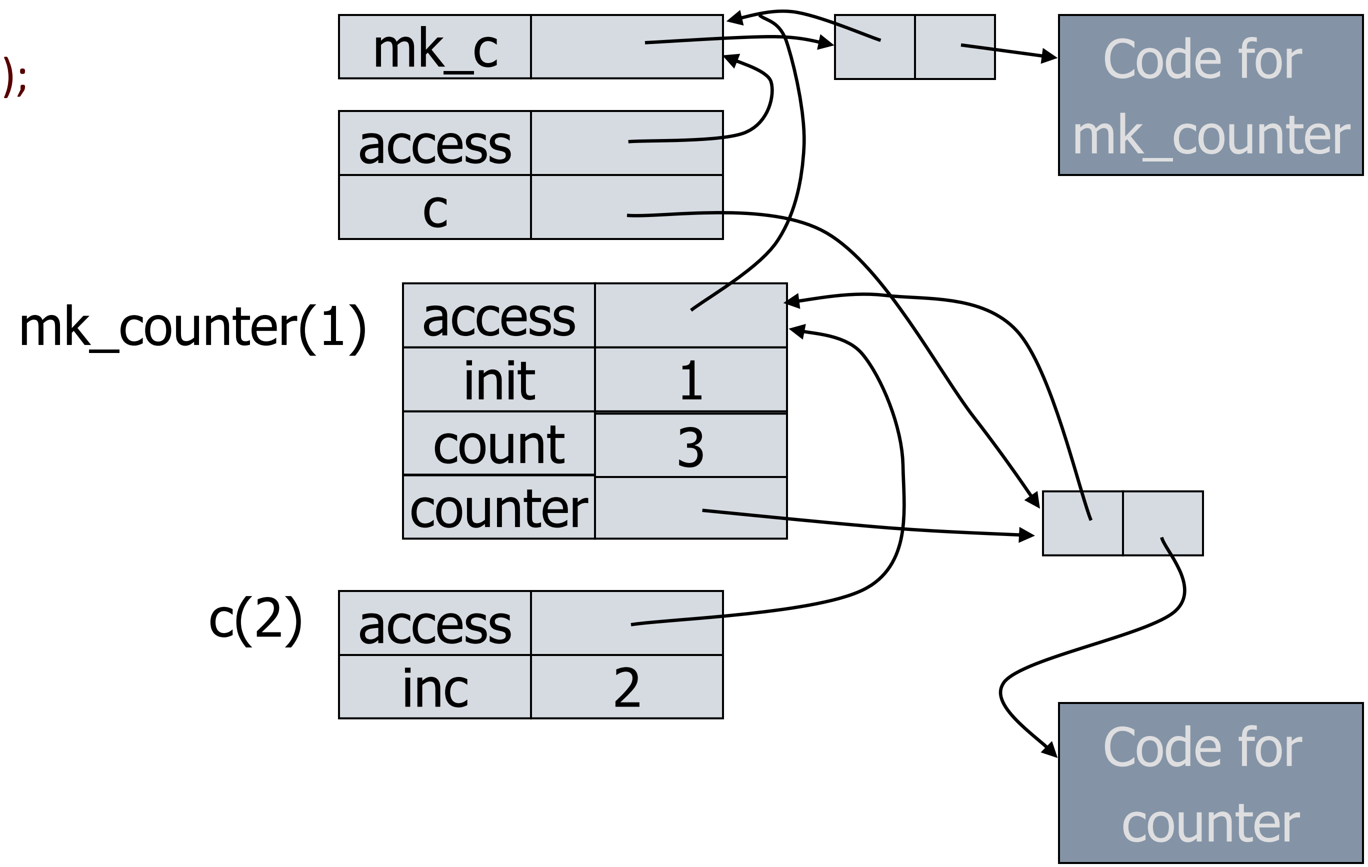


Call changes cell value from 1 to 3

Function Results and Closures

JS

```
function mk_counter (init) {
   var count = init;
   function counter(inc) {count=count+inc; return count};
   return counter};
var c  = mk_counter(1);
c(2) + c(2);
```



Closures in Web programming

- Useful for event handlers in Web programming:

```
function AppendButton(container, name, message) {
   var btn = document.createElement('button');
   btn.innerHTML = name;
   btn.onclick = function (evt) { alert(message); }
   container.appendChild(btn);
}
```

- Environment pointer lets the button’s click handler find the message to display

Summary: Return Function Results

- Use closure to maintain static environment
- May need to keep activation records after return
  - Stack (lifo) order fails!
- Possible "stack" implementation
  - Forget about explicit deallocation
  - Put activation records on heap
  - Invoke garbage collector as needed
  - Not as totally crazy as is sounds

    May only need to search reachable data

Summary of scope issues

- Block-structured lang uses stack of activ records
  - Activation records contain parameters, local vars, …
  - Also pointers to enclosing scope
- Several different parameter passing mechanisms
- Tail calls may be optimized
- Function parameters/results require closures
  - Closure environment pointer used on function call
  - Stack deallocation may fail if function returned from call
  - Closures *not* needed if functions not in nested blocks