

```

int fact(int n)
{
    if (n <= 1) return 1;
    else return n * fact(n-1);
}

void main()
{
    int i = fact(3);
}

```

$n * \text{fact}(n-1);$   
 $t = \text{fact}(n-1);$   
 $\text{return } n * t$

AR for Main = var i

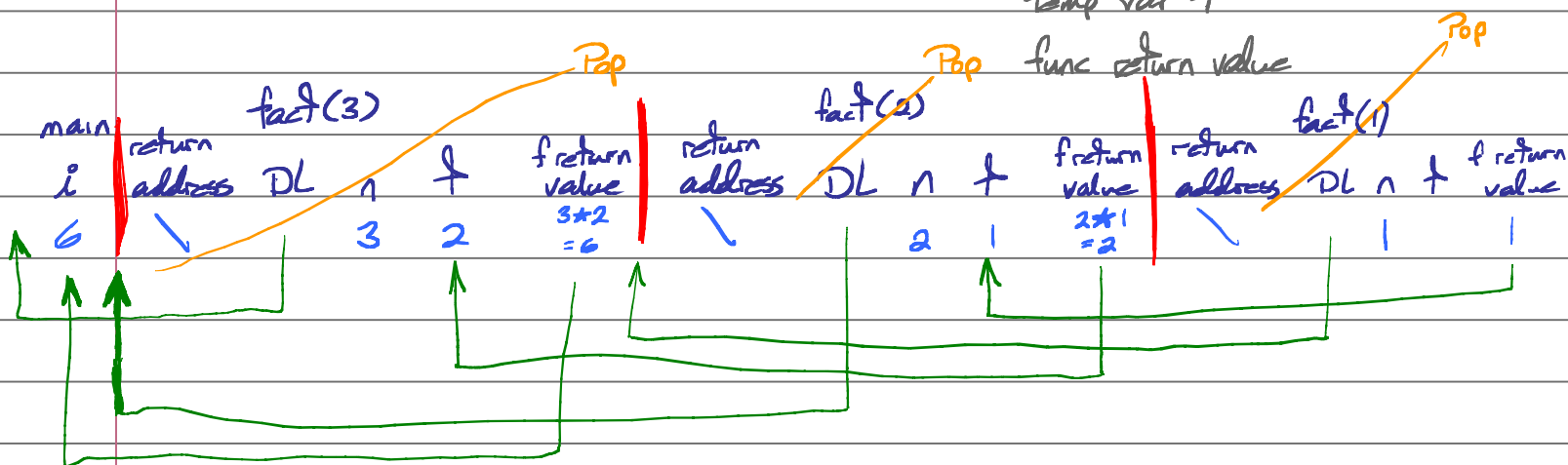
AR for fact = return address

DL

parameter n

temp var t

func return value



## Operational Semantics By Intermediate Code

• Function Call = Assume call-by-value parameter passing

•  $a = f(E_1, \dots, E_n)$

code to evaluate  $E_1$

$e_1$  = result of above evaluation

code to evaluate  $E_n$

$e_n$  = result of above evaluation

create new AR

fill AR with necessary data

$AR.returnAdd = "returnAddress"$

$AR.x_1 = e_1$

$AR.x_n = e_n$

push AR onto runtime stack

goto start-f

returnAddress:  $a = AR.returnValue$  // not needed for  $T = void$   
 pop AR from runtime stack

## Function Declaration

$T \ f(x_1, \dots, x_n) \{ \dots \text{body} \dots \}$

start- $f$ : code for body

Inside code for body

- Each return  $E$ ; translates into:  
code to evaluate  $E$   
 $AR.\text{returnValue} = \text{results of above evaluation}$   
 $\text{goto } AR.\text{returnAddr};$  // goto the label contained in  $AR.\text{returnAddr}$
- Each return; translates into:  
 $\text{goto } AR.\text{returnAddr}$
- IF there is no return statement, insert:  $\text{goto } AR.\text{returnAddr}$  at the end of body code.

Apply to fact function:

- combine operational semantics for if-else, function body, function call
- $AR$  = the activation record for the function currently being executed
- $AR'$  = the activation record for the called function to be pushed

startFact: code to evaluate " $AR.n \leq 1$ "

$b = \text{result of above code}$

if ( $b = 0$ ) goto Else;

$AR.\text{returnValue} = 1;$

$\text{goto } AR.\text{returnAddr};$

goto Out;

Else: code to evaluate " $AR.n - 1$ ";

$n = \text{result of above evaluation};$

create new  $AR'$ ;

fill  $AR'$  with necessary data

$AR'.n = n$

$AR'.\text{returnAddr} = \text{"returnFact"}$

push  $AR'$  onto runtime stack  
 $\text{goto startFact}$

return fact:  $AR.t = AR'.returnValue$

pop  $AR'$  from runtime stack

code to evaluate  $AR.n * AR.t$

$AR.returnValue = \text{result of above evaluation}$

goto  $AR.returnAdd$

Out: