Chapter 8

Fundamental Characteristics of Subprograms

1. **A subprogram has a single entry point**

2. **The caller is suspended during execution of the called subprogram**

3. **Control always returns to the caller when the called subprogram s execution terminates**

Basic definitions:

A *subprogram definition* is a description of the actions of the subprogram abstraction

A *subprogram call* is an explicit request that the subprogram be executed

A *subprogram header* is the first line of the definition, including the name, the kind of subprogram, and the formal parameters

The *parameter profile* of a subprogram is the number, order, and types of its parameters

The *protocol* of a subprogram is its parameter profile plus, if it is a function, its return type

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A subprogram *declaration* provides the protocol, but not the body, of the subprogram

A *formal parameter* is a dummy variable listed in the subprogram header and used in the subprogram

An *actual parameter* represents a value or address used in the subprogram call statement

Actual/Formal Parameter Correspondence:

1. *Positional*

2. *Keyword*

e.g.
```
SORT(LIST => A, LENGTH => N);
```

Advantage: order is irrelevant
Disadvantage: user must know the formal parameter s names

Default Values:

e.g.
```
procedure SORT(LIST : LIST_TYPE;
               LENGTH : INTEGER := 100);
...
SORT(LIST => A);
```

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Procedures provide user-defined statements

Functions provide user-defined operators

Design Issues for Subprograms

1. What parameter passing methods are provided?
2. Are parameter types checked?
3. Are local variables static or dynamic?
4. What is the referencing environment of a passed subprogram?
5. Are parameter types in passed subprograms checked?
6. Can subprogram definitions be nested?
7. Can subprograms be overloaded?
8. Are subprograms allowed to be generic?
9. Is separate or independent compilation supported?

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Local referencing environments

If local variables are stack-dynamic:

- *Advantages:*
    a. Support for recursion
    b. Storage for locals is shared among some subprograms

- *Disadvantages:*
    a. Allocation/deallocation time
    b. Indirect addressing
    c. Subprograms cannot be history sensitive

Static locals are the opposite

Language Examples:

1. FORTRAN 77 and 90 - most are static, but can have either (`SAVE` forces static)

2. C - both (variables declared to be `static` are) (default is stack dynamic)

3. Pascal, Modula-2, and Ada - dynamic only

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Parameters and Parameter Passing

Semantic Models: **in mode, out mode, inout mode**

Conceptual Models of Transfer:

1. **Physically move a value**
2. **Move an access path**

Implementation Models:

1. ***Pass-by-value (in mode)***

   - Either by physical move or access path

   - Disadvantages of access path method:
   - **- Must write-protect in the called subprogram**
   - **- Accesses cost more (indirect addressing)**

   - Disadvantages of physical move:
   - **- Requires more storage**
   - **- Cost of the moves**

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2. Pass-by-result (out mode)

- Local s value is passed back to the caller

- Physical move is usually used
  - Disadvantages:
    a. If value is passed, time and space
    b. In both cases, order dependence may be a problem
    e.g.

```
procedure sub1(y: int, z: int);
  ...
sub1(x, x);
```

Value of `x` in the caller depends on order of assignments at the return

3. Pass-by-value-result (inout mode)

- Physical move, both ways

- Also called pass-by-copy

- Disadvantages:
  - Those of pass-by-result
  - Those of pass-by-value

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4. Pass-by-reference (inout mode)

- Pass an access path
- Also called pass-by-sharing

- *Advantage*: passing process is efficient

- *Disadvantages*:
a. Slower accesses
b. Can allow aliasing:
i*. Actual parameter collisions:*
e.g.

```
procedure sub1(a: int, b: int);
...
sub1(x, x);
```

ii. Array element collisions:
e.g.

```
sub1(a[i], a[j]);  /* if i = j  */
```

Also, `sub2(a, a[i]);`

iii. Collision between formals and globals

- Root cause of all of these is: The called subprogram is provided wider access to nonlocals than is necessary

- Pass-by-value-result does not allow these aliases (but has other problems!)

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5. Pass-by-name (multiple mode)

- **By textual substitution**

- **Formals are bound to an access method at the time of the call, but actual binding to a value or address takes place at the time of a reference or assignment**

- **Purpose: flexibility of late binding**

- ***Resulting semantics*:**

  - **If actual is a scalar variable, it is pass-by-reference**
  - **If actual is a constant expression, it is pass-by-value**
  - **If actual is an array element, it is like nothing else**
    e.g.

```
procedure sub1(x: int; y: int);
  begin
 x := 1;
  y := 2;
  x := 2;
  y := 3;
  end;

sub1(i, a[i]);
```

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- If actual is an expression with a reference to a variable that is also accessible in the program, it is also like nothing else

  e.g. (assume `k` is a global variable)

```
procedure sub1(x: int; y: int;
                      z: int);
  begin
 k := 1;
  y := x;
  k := 5;
  z := x;
  end;

sub1(k+1, j, i);
```

- Disadvantages of pass by name:

- Very inefficient references
- Too tricky; hard to read and understand

Language Examples:

1. FORTRAN
   - Before 77, pass-by-reference
   - 77 - scalar variables are often passed by value-result
2. ALGOL 60
   - Pass-by-name is default; pass-by-value is optional

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3. ALGOL W
   - Pass-by-value-result
4. C
   - Pass-by-value

5. Pascal and Modula-2
   - Default is pass-by-value; pass-by-reference is optional

6. C++
   - Like C, but also allows reference type parameters, which provide the efficiency of pass-by-reference with in-mode semantics

7. Ada
   - All three semantic modes are available
   - If `out`, it cannot be referenced
   - If `in`, it cannot be assigned
8. Java
   - Like C++, except only references

Type checking parameters

- Now considered very important for reliability

- FORTRAN 77 and original C: none
- Pascal, Modula-2, FORTRAN 90, Java, and Ada: it is always required
- ANSI C and C++: choice is made by the user

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Implementing Parameter Passing

ALGOL 60 and most of its descendants use the run-time stack

- Value - copy it to the stack; references are indirect to the stack

- Result - same

- Reference - regardless of form, put the address in the stack

- Name - run-time resident code segments or subprograms evaluate the address of the parameter; called for each reference to the formal; these are called *thunks*
  - Very expensive, compared to reference or value-result

Ada
- Simple variables are passed by copy (value-result)
- Structured types can be either by copy or reference
  - This can be a problem, because
    - a) Of aliases (reference allows aliases, but value-result does not)
    - b) Procedure termination by error can produce different actual parameter results
    - Programs with such errors are erroneous

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Multidimensional Arrays as Parameters

- If a multidimensional array is passed to a subprogram and the subprogram is separately compiled, the compiler needs to know the declared size of that array to build the storage mapping function

- C and C++
  - Programmer is required to include the declared sizes of all but the first subscript in the actual parameter
    - This disallows writing flexible subprograms
    - Solution: pass a pointer to the array and the sizes of the dimensions as other parameters; the user must include the storage mapping function, which is in terms of the size parameters (See example, p. 351)

- Pascal
  - Not a problem (declared size is part of the array s type)

- Ada
  - Constrained arrays - like Pascal
  - Unconstrained arrays - declared size is part of the object declaration (See book example p. 351)

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- Pre-90 FORTRAN
  - Formal parameter declarations for arrays can include passed parameters

  - e.g.

```
SUBPROGRAM SUB(MATRIX, ROWS, COLS, RESULT)
  INTEGER ROWS, COLS
  REAL MATRIX (ROWS, COLS), RESULT
  ...
  END
```

Design Considerations for Parameter Passing

1. Efficiency
2. One-way or two-way

- These two are in conflict with one another!

Good programming => limited access to variables, which means one-way whenever possible

Efficiency => pass by reference is fastest way to pass structures of significant size

- Also, functions should not allow reference parameters

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Parameters that are Subprogram Names

Issues:

1. *Are parameter types checked?*

   - Early Pascal and FORTRAN 77 do not
   - Later versions of Pascal, Modula-2, and FORTRAN 90 do
   - Ada does not allow subprogram parameters
   - C and C++ - pass pointers to functions; parameters can be type checked

2. *What is the correct referencing environment for a subprogram that was sent as a parameter?*

   - *Possibilities:*
     a. It is that of the subprogram that enacted it.
        - *Shallow binding*

     b. It is that of the subprogram that declared it.
        - *Deep binding*

     c. It is that of the subprogram that passed it.
        - *Ad hoc binding*
          (Has never been used)

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- For static-scoped languages, deep binding is most natural

- For dynamic-scoped languages, shallow binding is most natural

Example:

```
sub1
  sub2

  sub3
    call sub4(sub2)

  sub4(subx)
    call subx

call sub3
```

What is the referencing environment of `sub2` **when it is called in** `sub4`**?**

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Def: An *overloaded subprogram* is one that has the same name as another subprogram in the same referencing environment

C++ and Ada have overloaded subprograms built-in, and users can write their own overloaded subprograms

Generic Subprograms

A *generic* or *polymorphic* subprogram is one that takes parameters of different types on different activations

Overloaded subprograms provide *ad hoc polymorphism*

A subprogram that takes a generic parameter that is used in a type expression that describes the type of the parameters of the subprogram provides *parametric polymorphism*

Examples of parametric polymorphism

1. Ada
   - Types, subscript ranges, constant values, etc., can be generic in Ada subprograms and packages   e.g. - see next page

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```
generic
  type ELEMENT is private;
  type VECTOR is array (INTEGER range <>) of
                 ELEMENT;
  procedure GENERIC_SORT(LIST: in out VECTOR);
  procedure GENERIC_SORT(LIST: in out VECTOR)
      is
    TEMP : ELEMENT;
    begin
    for INDEX_1 in LIST'FIRST ..
                INDEX_1'PRED(LIST'LAST) loop
      for INDEX_2 in INDEX'SUCC(INDEX_1) ..
                LIST'LAST loop
        if LIST(INDEX_1) > LIST(INDEX_2) then
          TEMP := LIST (INDEX_1);
          LIST(INDEX_1) := LIST(INDEX_2);
          LIST(INDEX_2) := TEMP;
        end if;
        end loop;  -- for INDEX_1 ...
      end loop;  -- for INDEX_2 ...
    end GENERIC_SORT;



procedure INTEGER_SORT is new GENERIC_SORT(
              ELEMENT => INTEGER;
              VECTOR => INT_ARRAY);
```

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- **Ada generics are used to provide the functionality of parameters that are subprograms; generic part is a subprogram**

Example:

```
generic
  with function FUN(X : FLOAT) return FLOAT;
 procedure INTEGRATE(LOWERBD : in FLOAT;
                     UPPERBD : in FLOAT;
                      RESULT : out FLOAT);
 procedure INTEGRATE(LOWERBD : in FLOAT;
                     UPPERBD : in FLOAT;
                      RESULT : out FLOAT) is
    FUNVAL : FLOAT;
    begin
    ...
    FUNVAL := FUN(LOWERBD);
    ...
    end;


INTEGRATE_FUN1 is new INTEGRATE(FUN => FUN1);
```

2. C++

- **Templated functions**
- **e.g.**

```
template <class Type>
Type max(Type first, Type second) {
  return first > second ? first : second;
 }
```

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C++ template functions are instantiated *implicitly* when the function is named in a call or when its address is taken with the `&` operator

Another example:

```
template <class Type>
void generic_sort(Type list[], int len) {
  int top, bottom;
  Type temp;
  for (top = 0; top < len - 2; top++)
    for (bottom = top + 1; bottom < len - 1;
         bottom++) {
      if (list[top] > list[bottom]) {
        temp = list [top];
        list[top] = list[bottom];
        list[bottom] = temp;
       }  //** end of for (bottom = ...
 }  //** end of generic_sort
```

Example use:

```
float flt_list[100];
...
generic_sort(flt_list, 100); // Implicit
                             // instantiation
```

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Def: *Independent compilation* is compilation of some of the units of a program separately from the rest of the program, without the benefit of interface information

Def: *Separate compilation* is compilation of some of the units of a program separately from the rest of the program, using interface information to check the correctness of the interface between the two parts.

Language Examples:

FORTRAN II to FORTRAN 77 - independent

FORTRAN 90, Ada, Modula-2, C++ - separate

Pascal - allows neither

Functions

Design Issues:

1. Are side effects allowed?
   a. Two-way parameters (Ada does not allow)
   b. Nonlocal reference (all allow)
2. What types of return values are allowed?

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Functions (continued)

Language Examples (for possible return types):

1. FORTRAN, Pascal, Modula-2 - only simple types
2. C - any type except functions and arrays
3. Ada - any type (but subprograms are not types)
4. C++ and Java - like C, but also allow classes to be returned

Accessing Nonlocal Environments

Def: The *nonlocal variables* of a subprogram are those that are visible but not declared in the subprogram

Def: *Global variables* are those that may be visible in all of the subprograms of a program

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Methods:

1. FORTRAN COMMON
   - The only way in pre-90 FORTRANs to access nonlocal variables
   - Can be used to share data or share storage

2. *Static scoping* - discussed in Chapter 4

3. *External declarations* - C

   - Subprograms are not nested

   - Globals are created by external declarations (they are simply defined outside any function)

   - Access is by either implicit or explicit declaration

   - Declarations (not definitions) give types to externally defined variables (and say they are defined elsewhere)

4. *External modules* - Ada and Modula-2
   - More about these later (Chapter 10)

5. *Dynamic Scope* - discussed in Chapter 4

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User-Defined Overloaded Operators

Nearly all programming languages have *overloaded operators*

Users can further overload operators in C++ and Ada (Not carried over into Java)

Example (Ada) (assume `VECTOR_TYPE` **has been defined to be an array type with** `INTEGER` **elements):**

```
function "*"(A, B : in VECTOR_TYPE)
    return INTEGER is
  SUM : INTEGER := 0;
  begin
  for INDEX in A'range loop
    SUM := SUM + A(INDEX) * B(INDEX);
  end loop;
  return SUM;
  end "*";
```

Are user-defined overloaded operators good or bad?

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Coroutines

A *coroutine* is a subprogram that has multiple entries and controls them itself

- Also called symmetric control

- A coroutine call is named a *resume*

- The first resume of a coroutine is to its beginning, but subsequent calls enter at the point just after the last executed statement in the coroutine

- Typically, coroutines repeatedly resume each other, possibly forever

- Coroutines provide quasiconcurrent execution of program units (the coroutines)

  - Their execution is interleaved, but not overlapped