

COP 3402 Systems Software

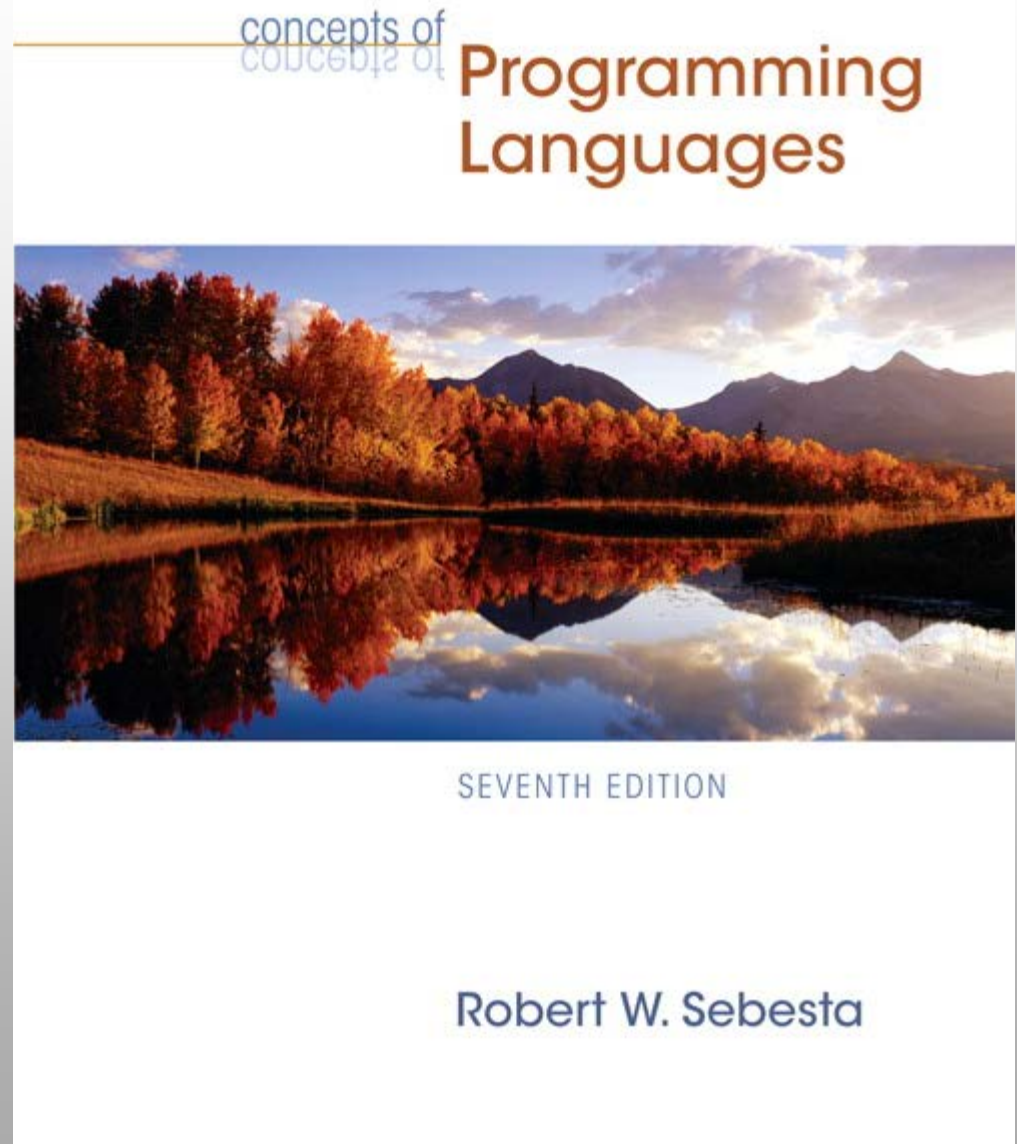
Lecture 4: Implementing Subprograms

Different Conventions !!!

- Note that the convention used in Chapter 10 of the book “Programming Languages” by Sebesta is different from ours!!!
- Sebesta uses a different ordering of Functional Value, Static Link, Dynamic Link, Return Address, Parameters, and Locals in an Activation Record.
- The goal of the lecture is to explain the purpose of the dynamic and static links in more detail.

Chapter 10

Implementing Subprograms



Chapter 10 Topics

- The General Semantics of Calls and Returns
- Implementing “Simple” Subprograms
- Implementing Subprograms with Stack–Dynamic Local Variables
- Nested Subprograms
- Blocks
- Implementing Dynamic Scoping

The General Semantics of Calls and Returns

- The subprogram call and return operations of a language are together called its *subprogram linkage*
- A subprogram call has numerous actions associated with it
 - Parameter passing methods
 - Static local variables
 - Execution status of calling program
 - Transfer of control
 - Subprogram nesting

Implementing “Simple” Subprograms: Call Semantics

- Save the execution status of the caller
- Carry out the parameter-passing process
- Pass the return address to the callee
- Transfer control to the callee

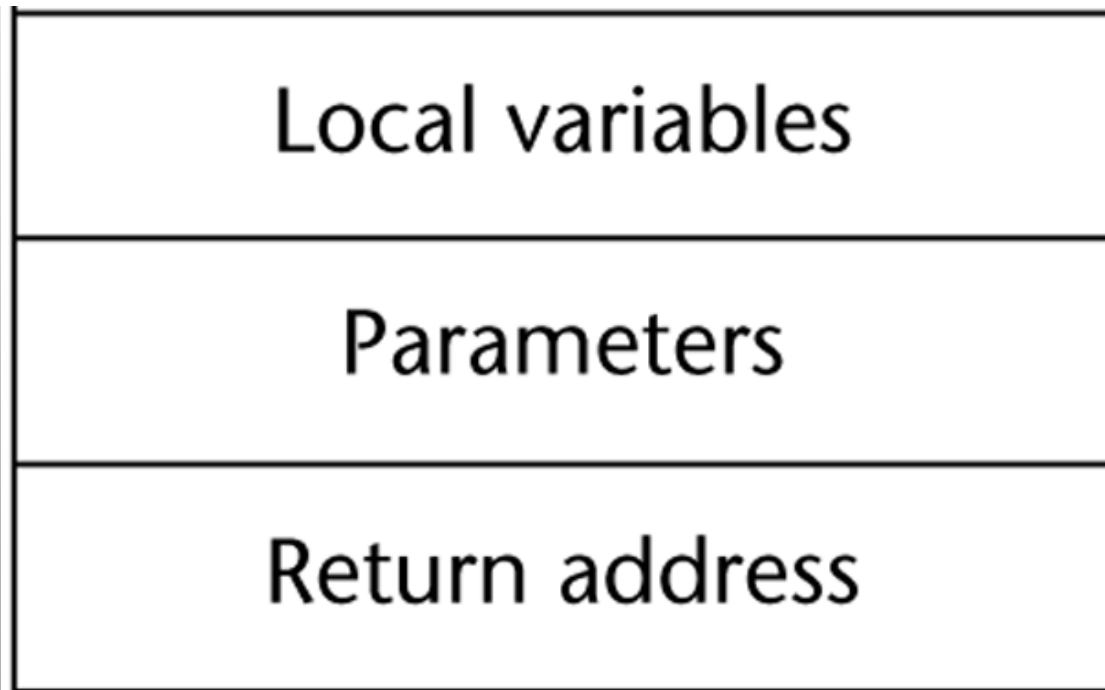
Implementing “Simple” Subprograms: Return Semantics

- If pass-by-value-result parameters are used, move the current values of those parameters to their corresponding actual parameters
- If it is a function, move the functional value to a place the caller can get it
- Restore the execution status of the caller
- Transfer control back to the caller

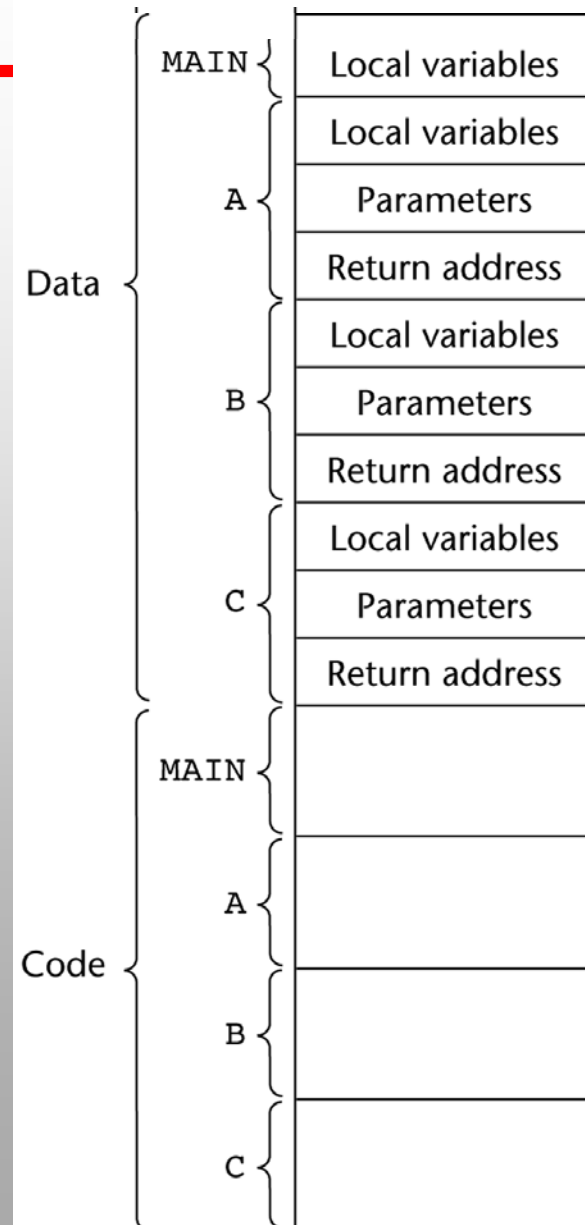
Implementing “Simple” Subprograms: Parts

- Two separate parts: the actual code and the noncode part (local variables and data that can change)
- The format, or layout, of the noncode part of an executing subprogram is called an *activation record*
- An *activation record instance* is a concrete example of an activation record (the collection of data for a particular subprogram activation)

An Activation Record for “Simple” Subprograms



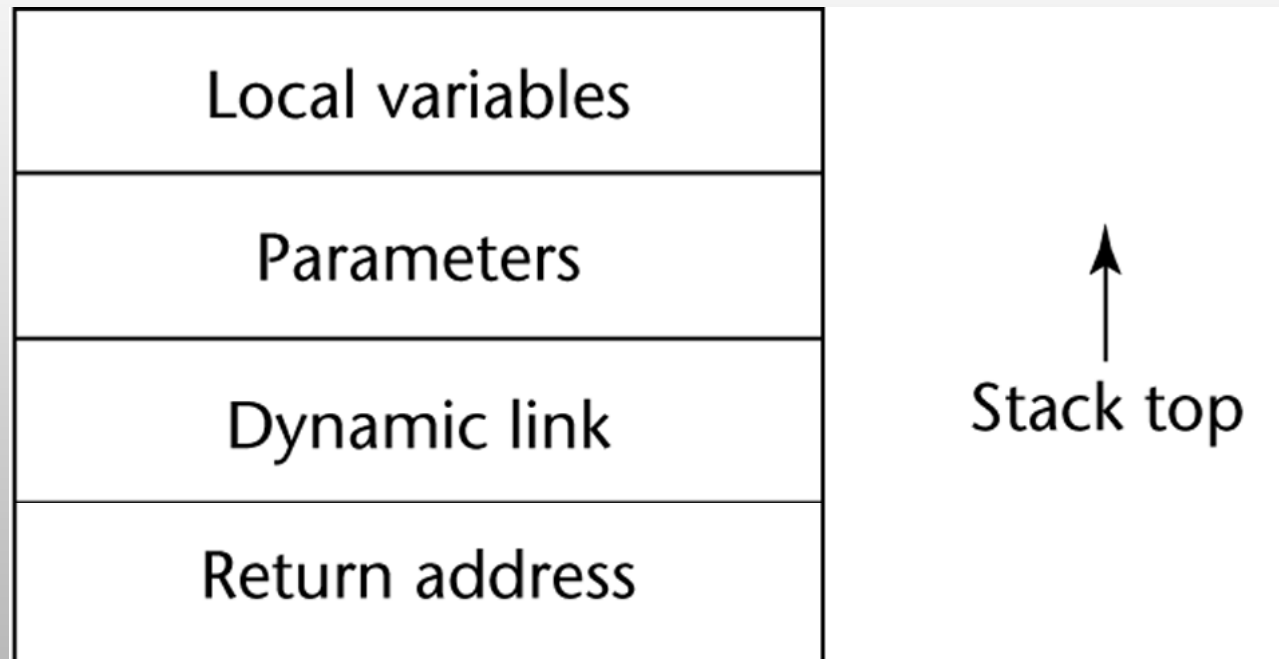
Code and Activation Records of a Program with “Simple” Subprograms



Implementing Subprograms with Stack-Dynamic Local Variables

- More complex activation record
 - The compiler must generate code to cause implicit allocation and de-allocation of local variables
 - Recursion must be supported (adds the possibility of multiple simultaneous activations of a subprogram)

Typical Activation Record for a Language with Stack-Dynamic Local Variables



Implementing Subprograms with Stack-Dynamic Local Variables: Activation Record

- The activation record format is static, but its size may be dynamic
- The *dynamic link* points to the top of an instance of the activation record of the caller
- An activation record instance is dynamically created when a subprogram is called
- Run-time stack

An Example: C Function

```
void sub(float total, int part)
{
    int list[4];
    float sum;
    ...
}
```

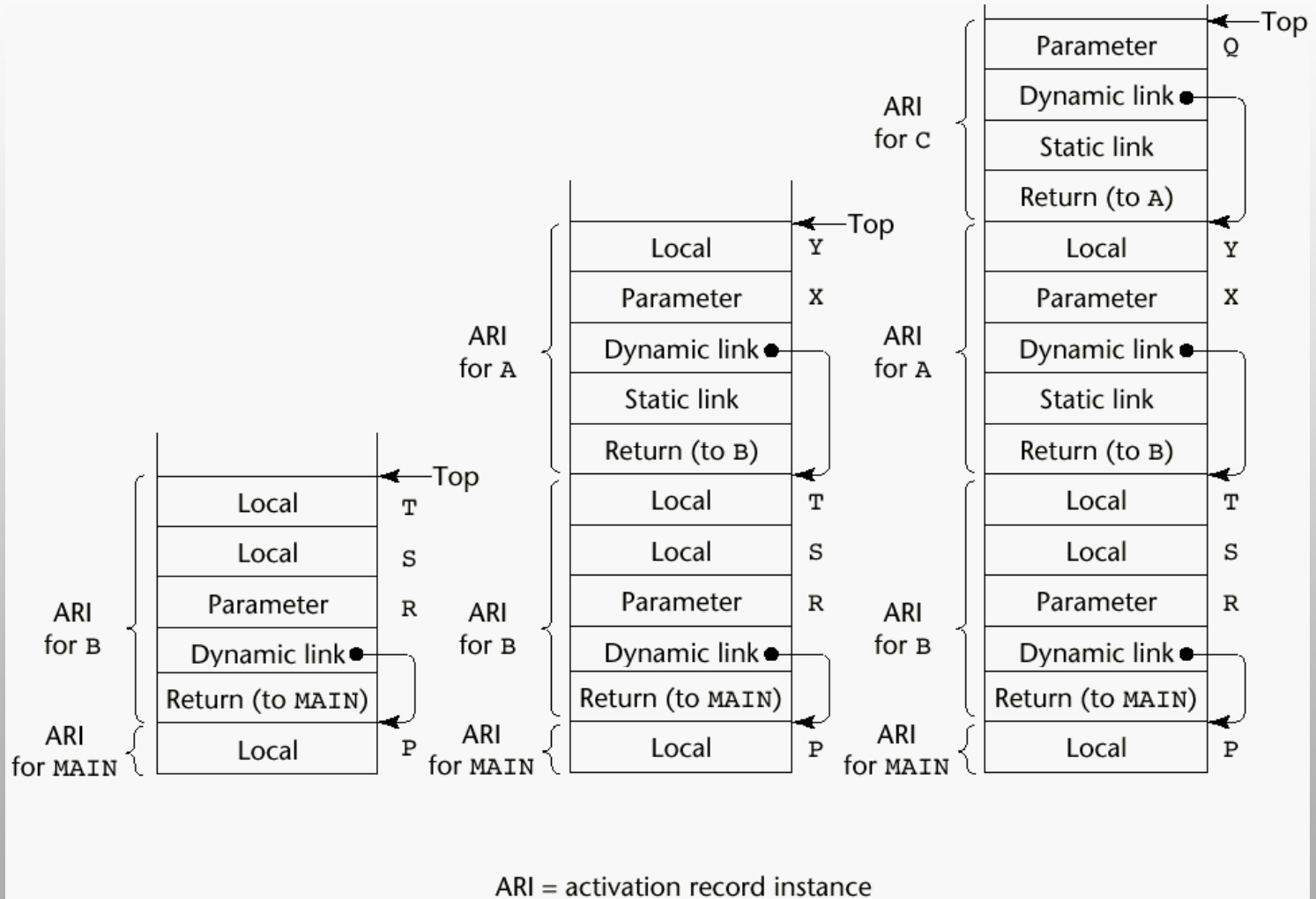
Local	sum
Local	list [4]
Local	list [3]
Local	list [2]
Local	list [1]
Local	list [0]
Parameter	part
Parameter	total
Dynamic link	
Static link	
Return address	

An Example Without Recursion

```
void A(int x) {  
    int y;  
    ...  
    C(y);  
    ...  
}  
void B(float r) {  
    int s, t;  
    ...  
    A(s);  
    ...  
}  
void C(int q) {  
    ...  
}  
void main() {  
    float p;  
    ...  
    B(p);  
    ...  
}
```

main calls B
B calls A
A calls C

An Example Without Recursion



Dynamic Chain and Local Offset

- The collection of dynamic links in the stack at a given time is called the *dynamic chain*, or *call chain*
- Local variables can be accessed by their offset from the beginning of the activation record. This offset is called the *local_offset*
- The *local_offset* of a local variable can be determined by the compiler at compile time

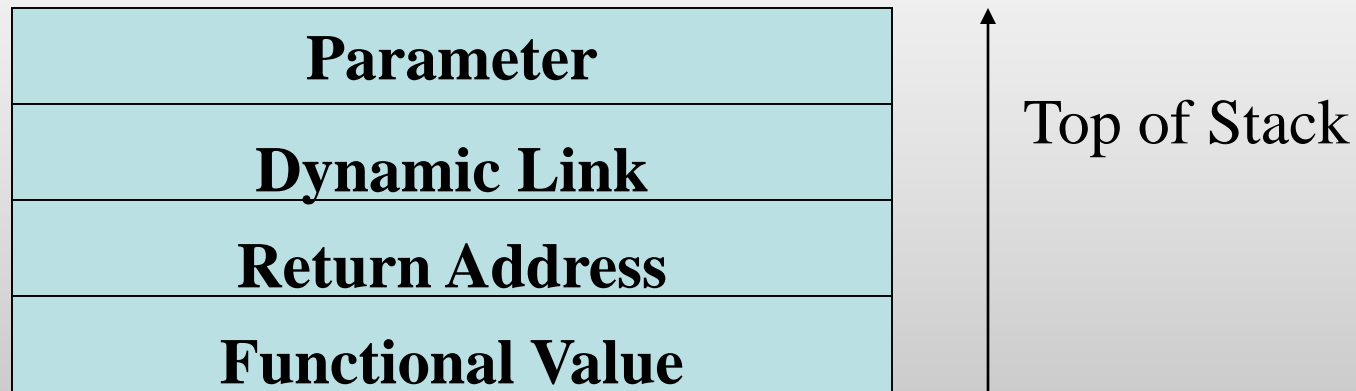
An Example With Recursion

- The activation record used in the previous example supports recursion, e.g.

```
int factorial (int n) {  
    <-----1  
    if (n <= 1) return 1;  
    else return (n * factorial(n - 1));  
    <-----2  
}  
void main() {  
    int value;  
    value = factorial(3);  
    <-----3  
}
```

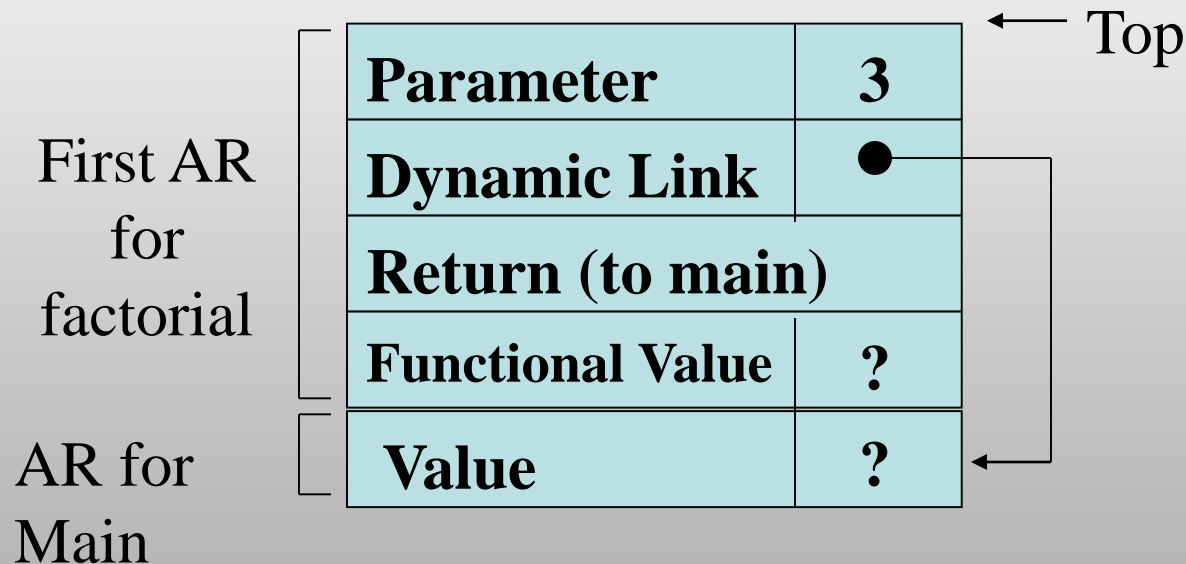
Example with recursion (cont.)

- Activation record format



Example with recursion (cont.)

- **factorial()** called from Main with a parameter of 3



Example with recursion (cont.)

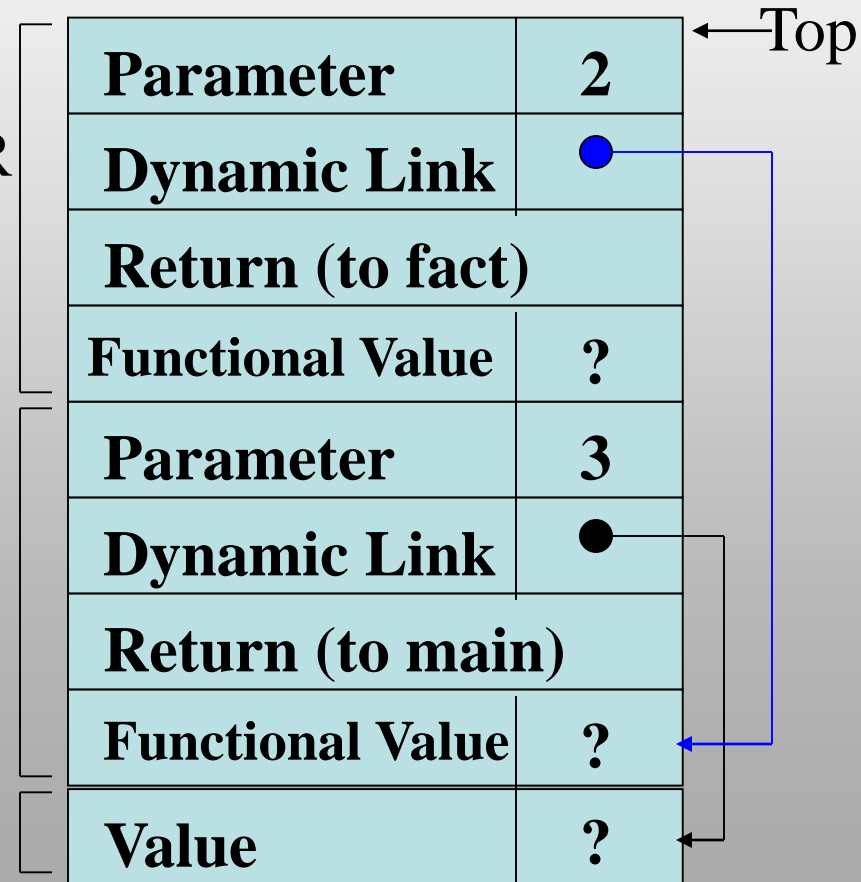
- **factorial(2)** called from **factorial(3)**

• Notice how the dynamic link points back to the bottom of the activation record of the calling party? This series of links (or dynamic chain) allows you to trace back the history of execution.

Second AR
for
factorial

First AR
for
factorial

AR for
Main



Example with recursion (cont.)

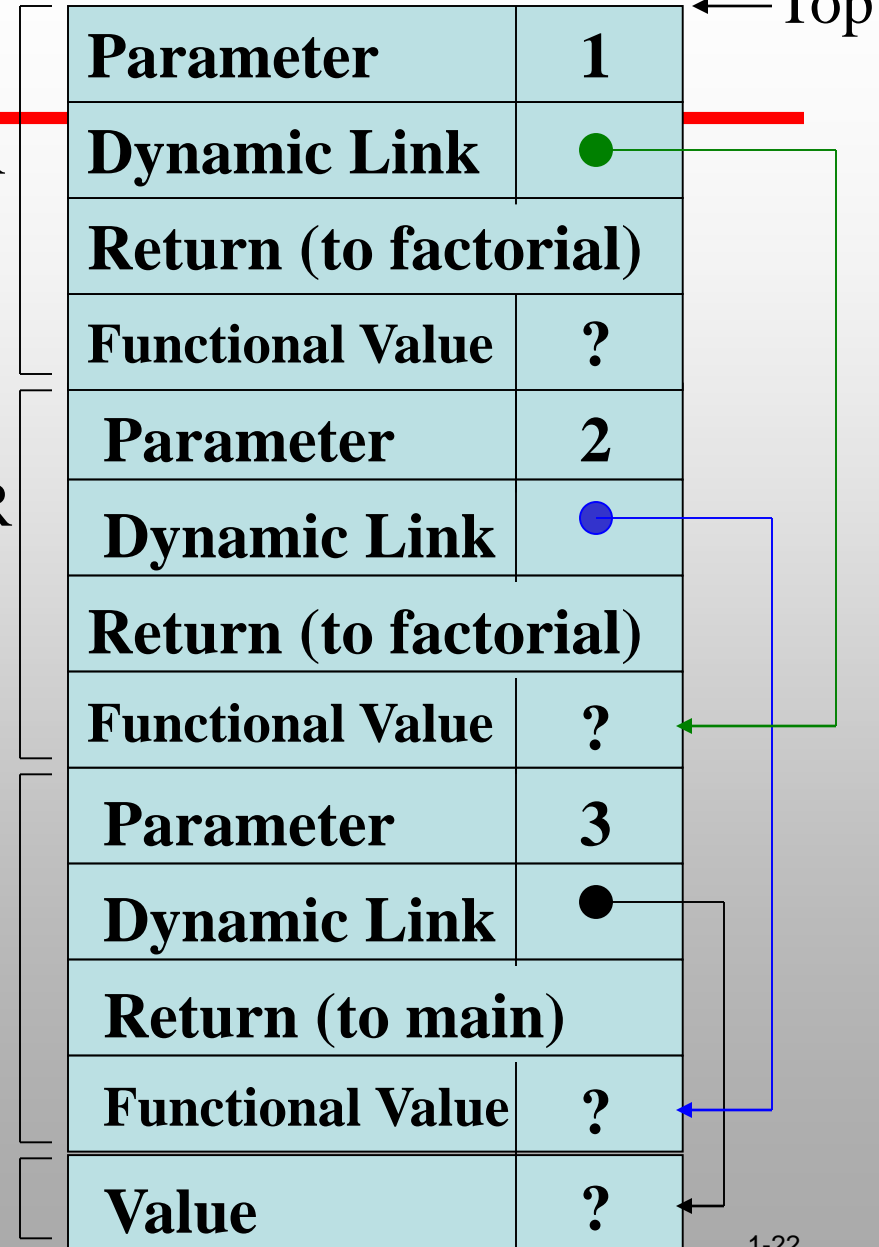
- **factorial(1)** called from **factorial(2)**

Third AR
for
factorial

Second AR
for
factorial

First AR
for
factorial

AR for
Main



Example with recursion (cont.)

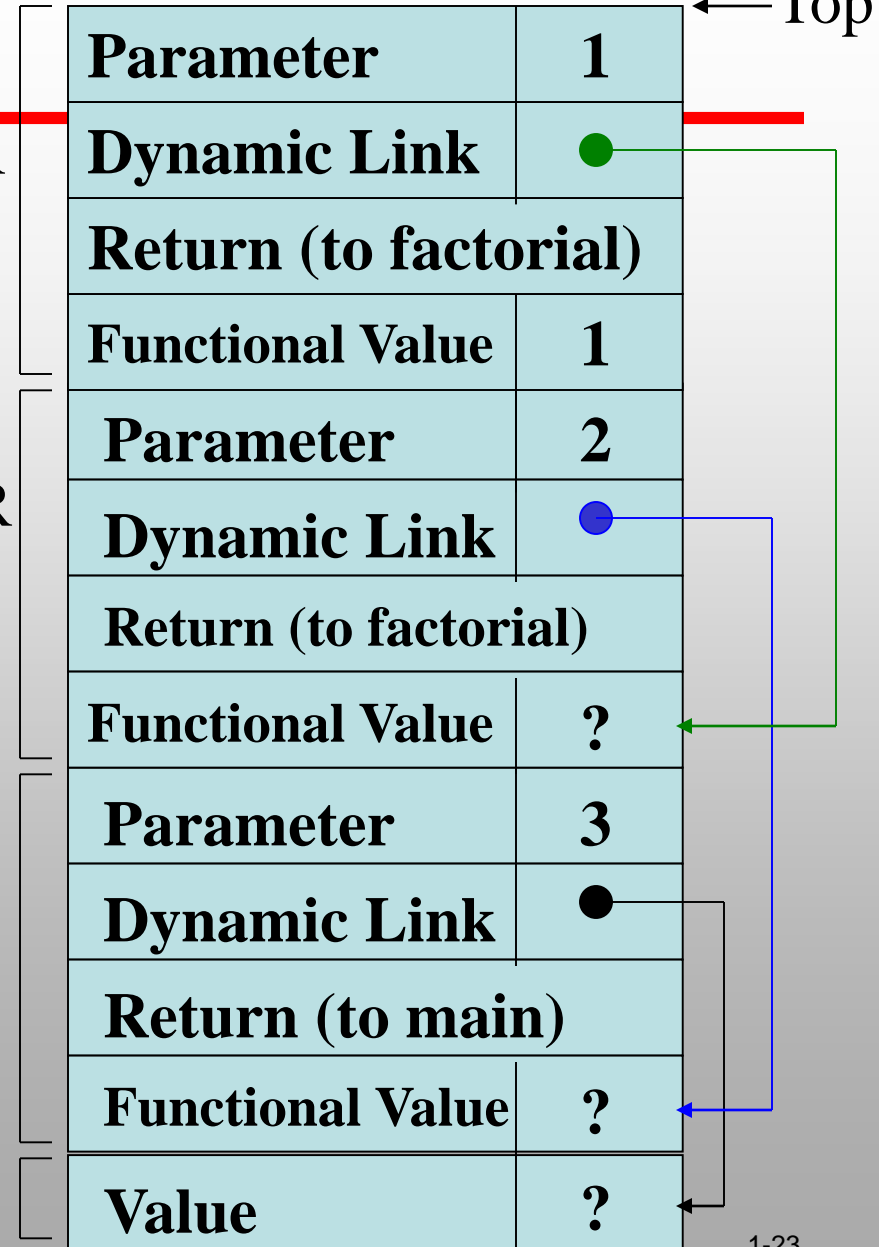
- **factorial(1)** finished, and returns a value of 1 via functional value

Third AR
for
factorial

Second AR
for
factorial

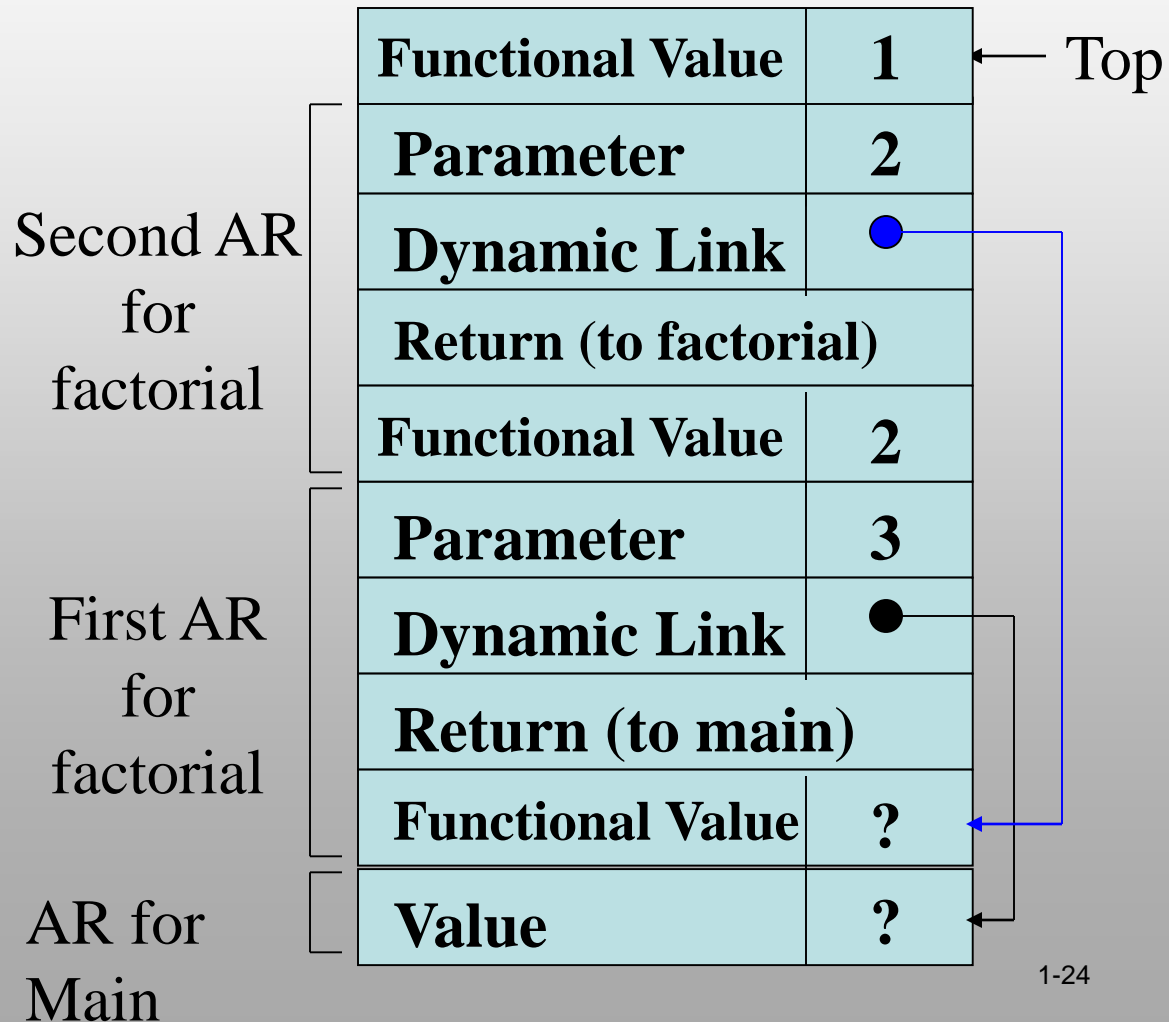
First AR
for
factorial

AR for
Main



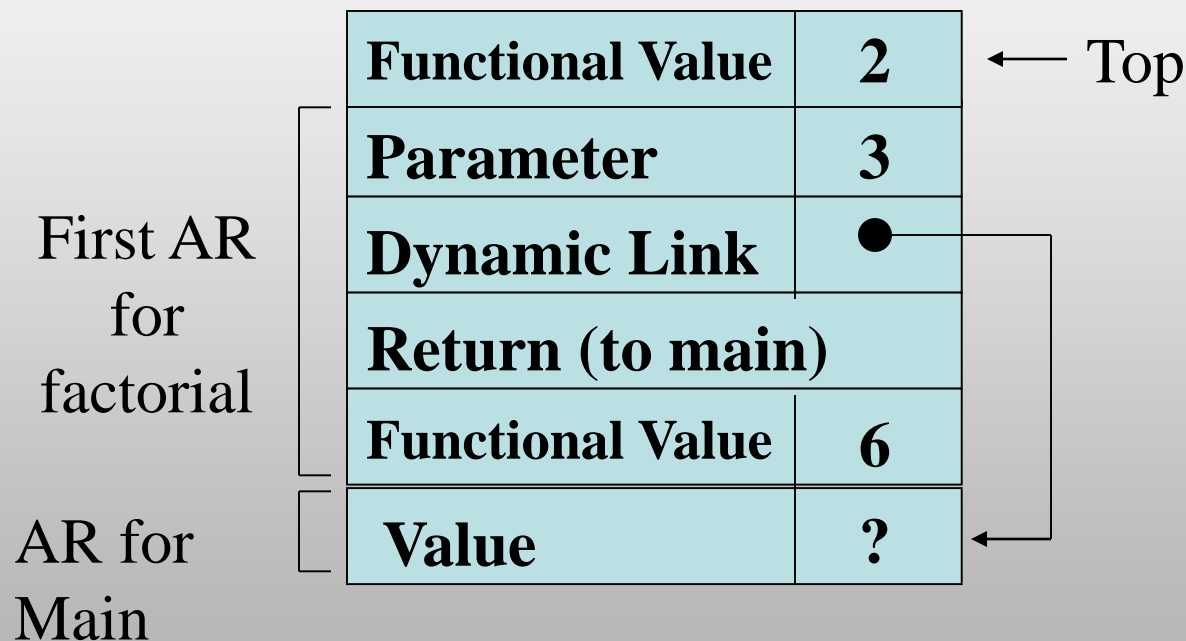
Example with recursion (cont.)

- **factorial(2)** finished, and returns a value of 2 via functional value



Example with recursion (cont.)

- **factorial(3)** finishes and calculates a value of 6 to be returned to main via functional value



Example with recursion (cont.)

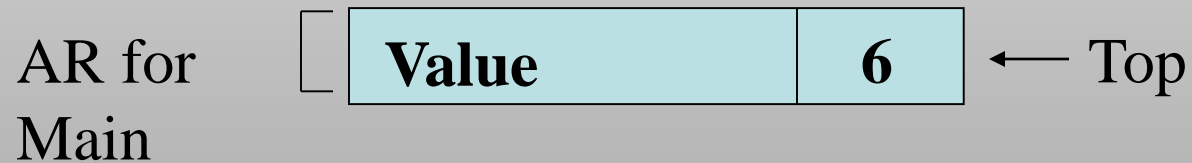
- **Main now sets value of local variable 'value' to calculated value of factorial.**

AR for
Main

[Functional Value	6	← Top
	Value	6	

Example with recursion (cont.)

- **Main now sets 'value = 6'**



Nested Subprograms

- Some non-C-based static-scoped languages (e.g., Fortran 95, Ada, JavaScript) use stack-dynamic local variables and allow subprograms to be nested
- All variables that can be non-locally accessed reside in some activation record instance in the stack
- The process of locating a non-local reference:
 1. Find the correct activation record instance
 2. Determine the correct offset within that activation record instance

Locating a Non-local Reference

- Finding the offset is easy
- Finding the correct activation record instance
 - Static semantic rules guarantee that all non-local variables that can be referenced have been allocated in some activation record instance that is on the stack when the reference is made

Static Scoping

- A *static chain* is a chain of static links that connects certain activation record instances
- The static link in an activation record instance for subprogram A points to one of the activation record instances of A's static parent
- The static chain from an activation record instance connects it to all of its static ancestors

Example Pascal Program

```
program MAIN_2;
  var X : integer;
  procedure BIGSUB;
    var A, B, C : integer;
    procedure SUB1;
      var A, D : integer;
      begin { SUB1 }
        A := B + C; <-----1
      end; { SUB1 }
    procedure SUB2(X : integer);
      var B, E : integer;
      procedure SUB3;
        var C, E : integer;
        begin { SUB3 }
          SUB1;
          E := B + A; <-----2
        end; { SUB3 }
      begin { SUB2 }
        SUB3;
        A := D + E; <-----3
      end; { SUB2 }
    begin { BIGSUB }
      SUB2(7);
    end; { BIGSUB }
  begin
    BIGSUB;
  end; { MAIN_2 }
```

Example Pascal Program (continued)

- Call sequence for MAIN_2

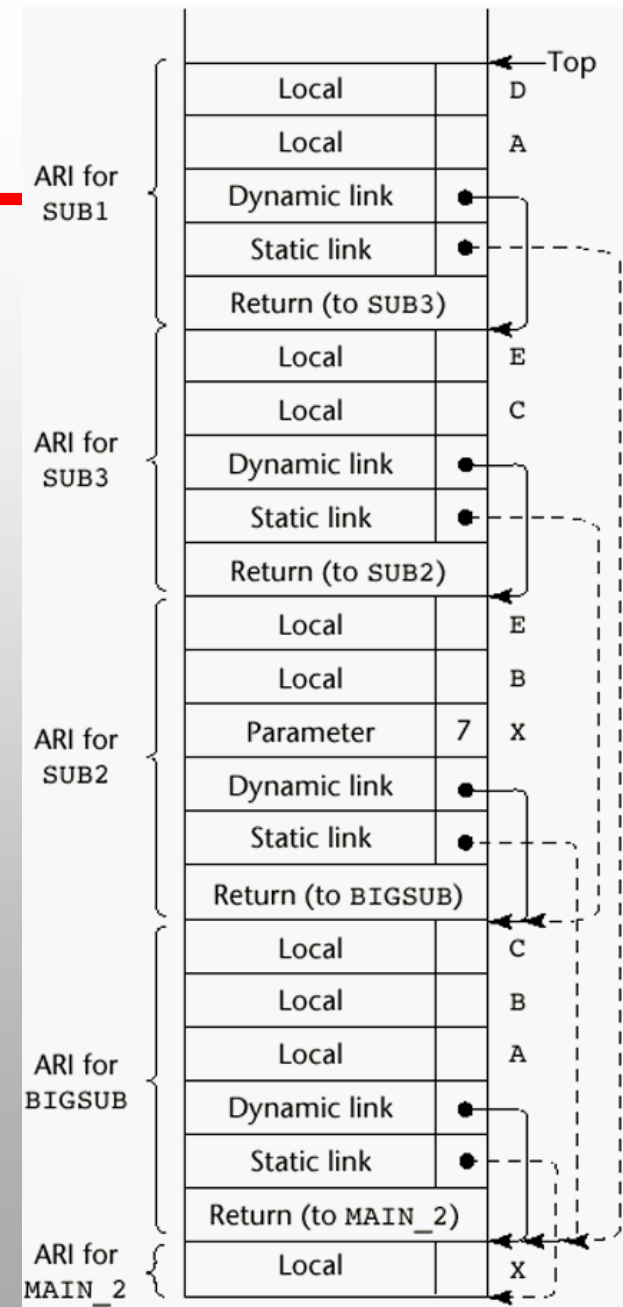
MAIN_2 **calls** BIGSUB

BIGSUB **calls** SUB2

SUB2 **calls** SUB3

SUB3 **calls** SUB1

Stack Contents at Position 1



Displays

- An alternative to static chains
- Static links are stored in a single array called a display
- The contents of the display at any given time is a list of addresses of the accessible activation record instances

Blocks

- Blocks are user-specified local scopes for variables
- An example in C

```
{int temp;  
  temp = list [upper];  
  list [upper] = list [lower];  
  list [lower] = temp  
}
```

- The lifetime of `temp` in the above example begins when control enters the block
- An advantage of using a local variable like `temp` is that it cannot interfere with any other variable with the same name

Implementing Blocks

- Two Methods:
 1. Treat blocks as parameter-less subprograms that are always called from the same location
 - Every block has an activation record; an instance is created every time the block is executed
 2. Since the maximum storage required for a block can be statically determined, this amount of space can be allocated after the local variables in the activation record

Implementing Dynamic Scoping

- *Deep Access*: non-local references are found by searching the activation record instances on the dynamic chain
- *Shallow Access*: put locals in a central place
 - One stack for each variable name
 - Central table with an entry for each variable name

Using Shallow Access to Implement Dynamic Scoping

	A			B
	A	C		A
MAIN_6	MAIN_6	B	C	A
u	v	x	z	w

(The names in the stack cells indicate the program units of the variable declaration.)

Summary

- Subprogram linkage semantics requires many action by the implementation
- Simple subprograms have relatively basic actions
- Stack–dynamic languages are more complex
- Subprograms with stack–dynamic local variables and nested subprograms have two components
 - actual code
 - activation record

Summary (continued)

- Activation record instances contain formal parameters and local variables among other things
- Static chains are the primary method of implementing accesses to non-local variables in static-scoped languages with nested subprograms
- Access to non-local variables in dynamic-scoped languages can be implemented by use of the dynamic chain or thru some central variable table method