Functions

void foo() {
    int a, b;
    ...  
    bar(a, b);
}

void bar(int x, int y) {
    ...
}

Terms

- foo is the caller
- bar is the callee
- a, b are the actual parameters to bar
- x, y are the formal parameters of bar
- Shorthand:
  - argument = actual parameter
  - parameter = formal parameter

Different kinds of parameters

- Value parameters
- Reference parameters
- Result parameters
- Value-result parameters
- Read-only parameters

Value parameters

- "Call-by-value"
- Used in C, Java, default in C++
- Passes the value of an argument to the function
- Makes a copy of argument when function is called
- Advantages! Disadvantages?

Value parameters

```c
int x = 1;
void main () {
    foo(x, x);
    print(x);
}

void foo(int y, int z) {
    y = 2;
    z = 3;
    print(x);
}
```

```c
int x = 1;
void main () {
    foo(x, x);
    print(x);
}

void foo(int y, int z) {
    y = 2;
    z = 3;
    print(x);
}
```

Value parameters

- What do the print statements print?
Value parameters

```c
int x = 1;
void main () {
    foo(x, x);
    print(x);
}
void foo(int y, int z) {
    y = 2;
    z = 3;
    print(x);
}
```

- What do the print statements print?
- Answer:
  ```c
  print(x); //prints 1
  print(x); //prints 1
  ```

Reference parameters

```c
int x = 1;
void main () {
    foo(x, x);
    print(x);
}
void foo(int &y, int &z) {
    y = 2;
    z = 3;
    print(y);
}
```

- “Call-by-reference”
- Optional in Pascal (use “var” keyword) and C++ (use “&”)
- Pass the address of the argument to the function
- If an argument is an expression, evaluate it, place it in memory and then pass the address of the memory location
- Advantages? Disadvantages?

Reference parameters

```c
int x = 1;
void main () {
    foo(x, x);
    print(x);
}
void foo(int &y, int &z) {
    y = 2;
    z = 3;
    print(y);
}
```

- What do the print statements print?

Result parameters

```c
int x = 1;
void main () {
    foo(x, x);
    print(x);
}
```

- Return values of a function
- Some languages let you specify other parameters as result parameters – these are un-initialized at the beginning of the function
- Copied at the end of function into the arguments of the caller
- C++ supports “return references”
  ```c
  int& foo( ... )
  ```
  compute return values, store in memory, return address of return value
int x = 1;
void main () {
    foo(x, x);
    print(x);
}

void foo(int y, result int z) {
    y = 2;
    z = 3;
    print(x);
}

---

Result parameters

What do the print statements print?

Answer:

print(x); // prints 3
print(x); // prints 1

---

Value-result parameters

“Copy-in, copy-out”

Evaluate argument expression, copy to parameters

After subroutine is done, copy values of parameters back into arguments

Results are often similar to pass-by-reference, but there are some subtle situations where they are different

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Value-result parameters

What do the print statements print?

---

Value-result parameters

What do the print statements print?
Value-result parameters

```c
int x = 1;
void main () {
    foo(x, x);
    print(x);
}
void foo(int y,
    value result int z) {
    y = 2;
    z = 3;
    print(x);
}
```

What about this?

```c
int x = 1;
void main () {
    foo(x, x);
    print(x);
}
void foo(value result int y,
    value result int z) {
    y = 2;
    z = 3;
    print(x);
}
```

What about this?

```c
int x = 1;
void main () {
    foo(x, x);
    print(x);
}
void foo(value result int y,
    value result int z) {
    y = 2;
    z = 3;
    print(x);
}
```

What about this?

```c
int x = 1;
void main () {
    foo(x, x);
    print(x);
}
void foo(value result int y,
    value result int z) {
    y = 2;
    z = 3;
    print(x);
}
```

Read only parameters

- Used when callee will not change value of parameters
- Read-only restriction must be enforced by compiler
- This can be tricky when in the presence of aliasing and control flow
  ```c
  void foo(const int x, int y) {
      int * p;
      if (...) p = &x else p = &y
          *p = 4
  }
  - Is this legal? Hard to tell!
  - gcc will not let the assignment happen
  ```

Esoteric: “name” parameters

- “Call-by-name”
  - Usually, we evaluate the arguments before passing them to the function. In call-by-name, the arguments are passed to the function before evaluation
  - Not used in many languages, but Haskell uses a variant
    ```c
    int x = 2;
    void main () {
        foo(x + 2);
    }
    void foo(int y) {
        z = y + 2;
        print(z);
    }
    ```
    ```c
    int x = 2;
    void main () {
        foo(x + 2);
    }
    void foo(int y) {
        z = x + 2 + 2;
        print(z);
    }
    ```
Why is this useful?

- Consider the code on the left
- Normally, we must evaluate `bar()` before calling `foo()`
- But what if `bar()` runs for a long time?
- In call by name, we only evaluate `bar()` if we need to use it

```c
int x = 2;
void main () {
    foo(bar());
}
void foo(int y) {
    if (...)
        z = y;
    else
        z = 3;
    print(z);
}
```

Other considerations

- Scalars
  - For call by value, can pass the address of the actual parameter and copy the value into local storage within the procedure
  - Reduces size of caller code (why is this good?)
  - For machines with a lot of registers (e.g., MIPS), compilers will save a few registers for arguments and return types
  - Less need to manipulate stack

Other considerations

- Arrays
  - For efficiency reasons, arrays should be passed by reference (why?)
  - Java, C, C++ pass arrays by reference by default (technically, they pass a pointer to the array by value)
  - Pass in a fixed size dope vector as the actual parameter (not the whole array!)
  - Callee can copy array into local storage as needed

Dope vectors

- Remember: store additional information about an array
  - Where it is in memory
  - Size of array
  - # of dimensions
  - Storage order
  - Can sometimes eliminate dope vectors with compile-time analysis

Strings

- Requires a descriptor
  - Like a dope vector, provides information about string
  - May just need to pass a pointer (if string contains information about its length)
  - May also need to pass information about length

Calling a function

- What should happen when a function is called?
  - Set the frame pointer (sets the base of the activation record)
  - Allocate space for local variables (use the function's symbol table for this)
  - What about registers?
  - Callee might want to use registers that the caller is using
Saving registers

- Two options: **caller saves** and **callee saves**
- **Caller saves**
  - Caller pushes all the registers it is using on to the stack before calling function, restores the registers after the function returns
- **callee saves**
  - Callee pushes all the registers it is going to use on the stack immediately after being called, restores the registers just before it returns
- Why use one vs. the other?
  - Simple optimizations are good here: don't save registers if the caller/callee doesn't use any

The frame pointer

- Manipulate with instructions like **link** and **unlink**
- **Link**: push current value of FP on to stack, set FP to top of stack
- **Unlink**: read value at current address pointed to by FP, set FP to point to that value
- In other words: link pushes a new frame onto the stack, unlink pops it off

Example Subroutine Call and Stack Frame

```
Example Subroutine Call and Stack Frame
int SubOne(int a, int b) {
    int l1, l2;
    l1 = a;
    l2 = b;
    return l1+l2;
};
```

```
z = SubOne(x,2*y);
```
Example Subroutine Call and Stack Frame

```c
int SubOne(int a, int b) {
    int l1, l2;
    l1 = a;
    l2 = b;
    return l1 + l2;
};
```

```assembly
z = SubOne(x, 2*y);
```

```assembly
int SubOne(int a, int b) {
    int l1, l2;
    l1 = a;
    l2 = b;
    return l1 + l2;
};
```

Wednesday, October 9, 13