SCOPE, FUNCTION CALLS AND STORAGE MANAGEMENT

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

outer block

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

inner block

local variable

global variable

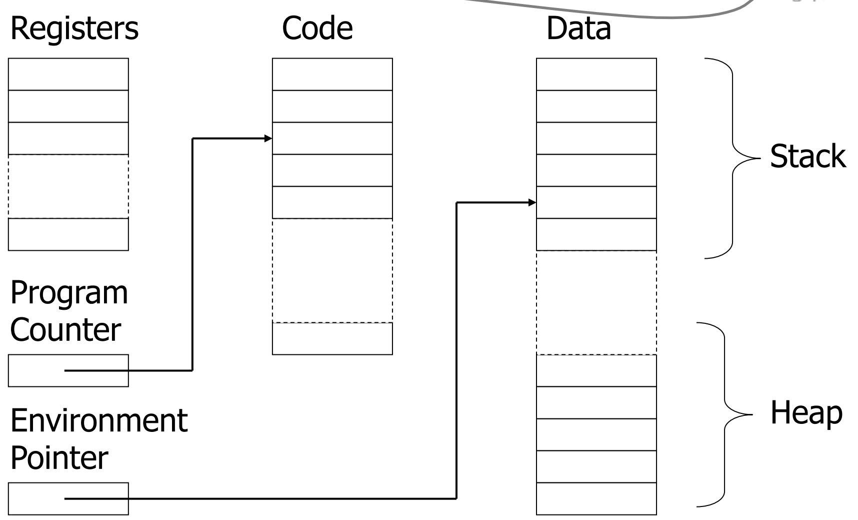
  - Storage management
    - ✓Enter block: allocate space for variables
    - ✓Exits block: some or all space may be deallocated

Examples

- Blocks in common languages
  - C, { … }
  - Algol begin … end
  - ML 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

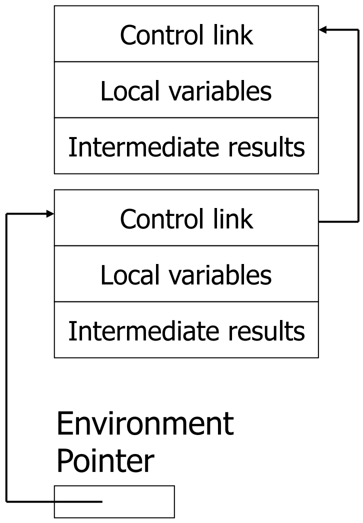
- Activation record
  - Data structure stored on run-time stack
  - Contains space for local variables
- Example

```
{ 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



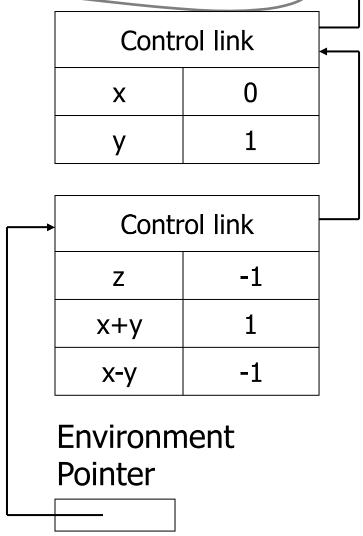
- Control link
  - pointer to previous record on stack
- Push record on stack:
  - Set new control link to point to old env ptr
  - Set env ptr to new record
- Pop record off stack
  - Follow control link of current record to reset environment pointer

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.

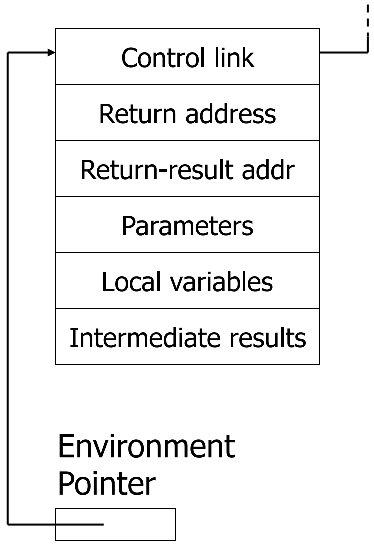
Functions and procedures

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

```
procedure P (<pars>)          <type> function f(<pars>)
  begin                        {
    <local vars>                  <local vars>
    <proc body>                   <function body>
  end;                         }
```

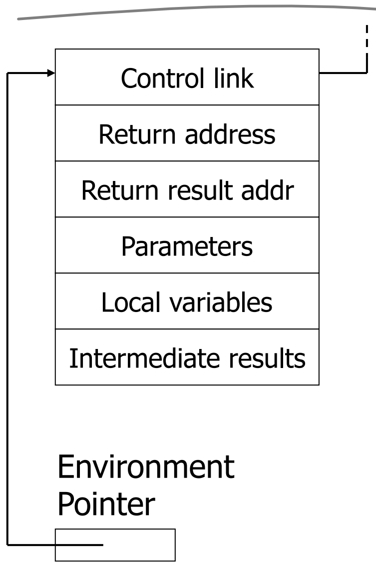
- Activation record must include space for
  - parameters
  - return address
  - local variables, intermediate results
  - return value (an intermediate result)
  - location to put return value on function exit

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 receive return address
- Parameters
  - Locations to contain data from calling block

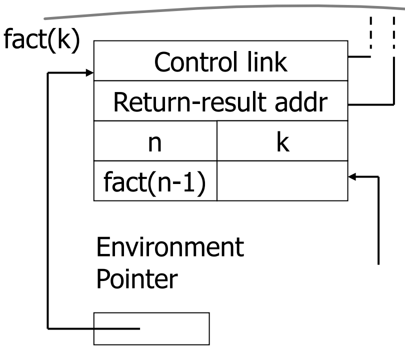
Example

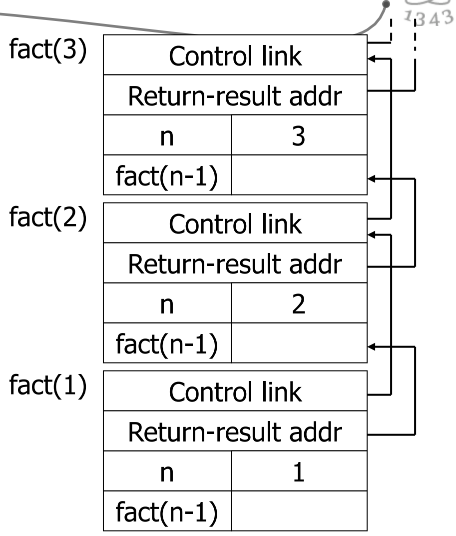


- Function

  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



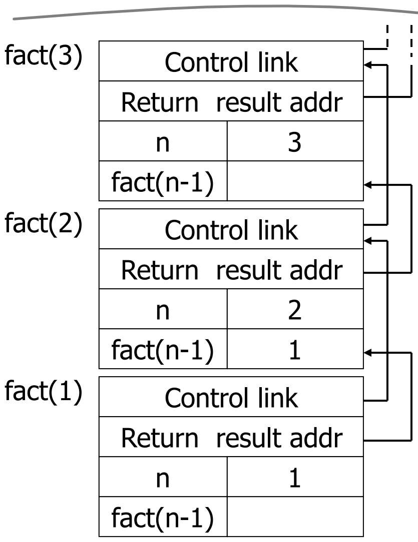


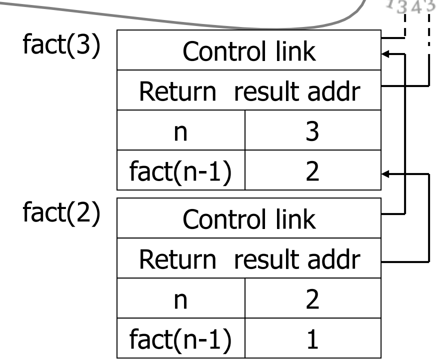
fact(n) = if n<= 1 then 1
else n * fact(n-1)

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

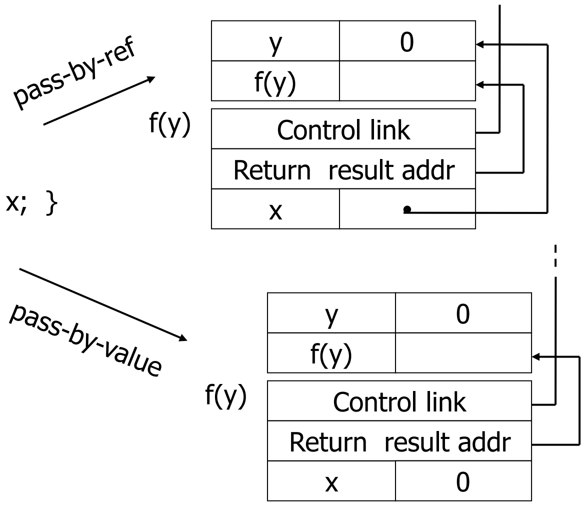
- General terminology: L-values and R-values
  - Assignment   y := x+3
    - ✓Identifier on left refers to location, called its L-value
    - ✓Identifier on right refers to contents, called R-value
- Pass-by-reference
  - Place L-value (address) in activation record
  - Function can assign to variable 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

activation records

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



Access to global variables

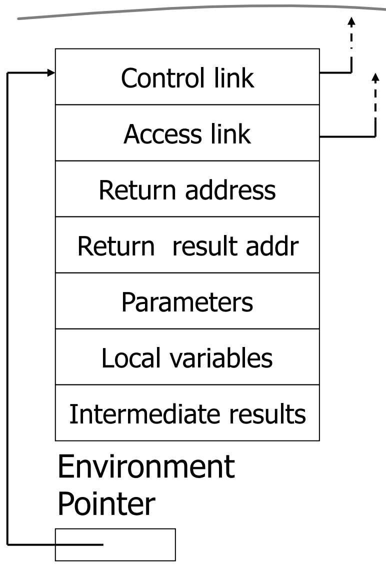
- Two possible scoping conventions
  - Static scope: refer to closest enclosing block
  - Dynamic scope: most recent activation record on stack
- Example

```
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

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(…)
```

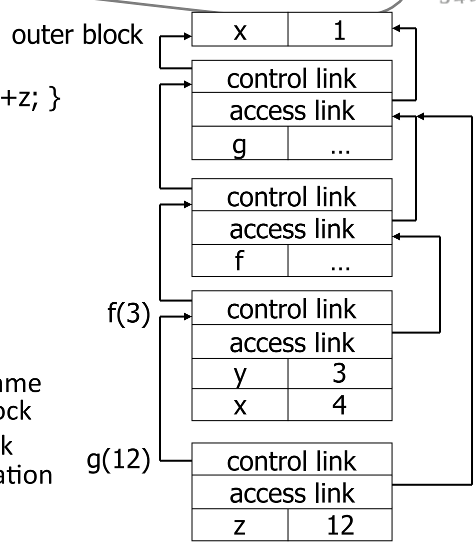
Simplify to

```
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.

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

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

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);
```

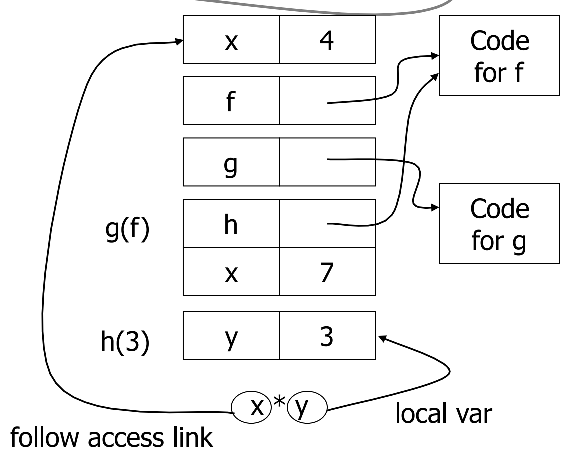
Pseudo-JavaScript

```
{ 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

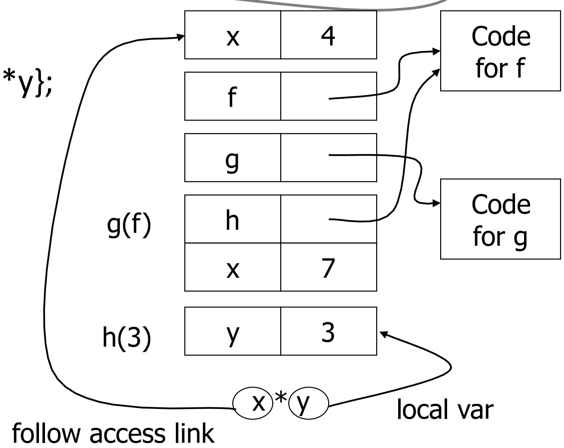
```
int x = 4;
  fun f(y) = x*y;
    fun g(h) =
      let
        int x=7
      in
        h(3) + x;
    g(f);
```



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?

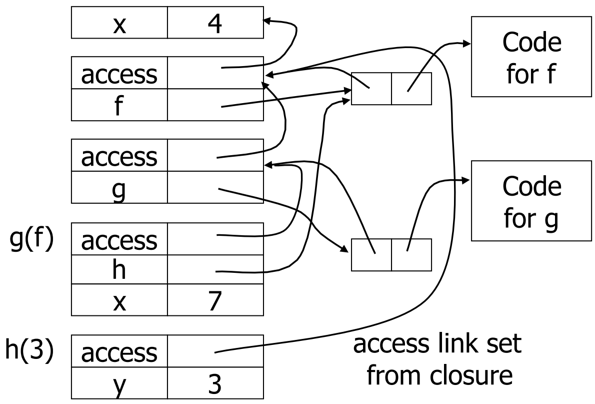
Closures

- Function value is pair *closure* = ⟨*env*, *code* ⟩
- 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

Run-time stack with access links

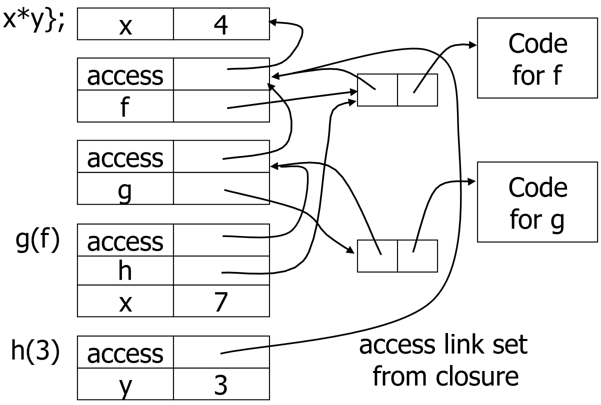
```
int x = 4;
  fun f(y) = x*y;
    fun g(h) =
        let
           int x=7
        in
           h(3) + x;
    g(f);
```



Function Argument and Closures

Run-time stack with access links

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



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);
```

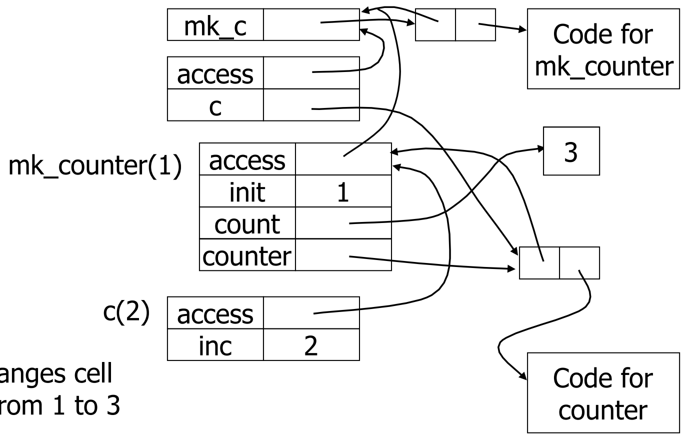
Function to "make counter" returns a closure

How is correct value of count determined in call c(2) ?

Function Results and Closures

ML

```
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);
```

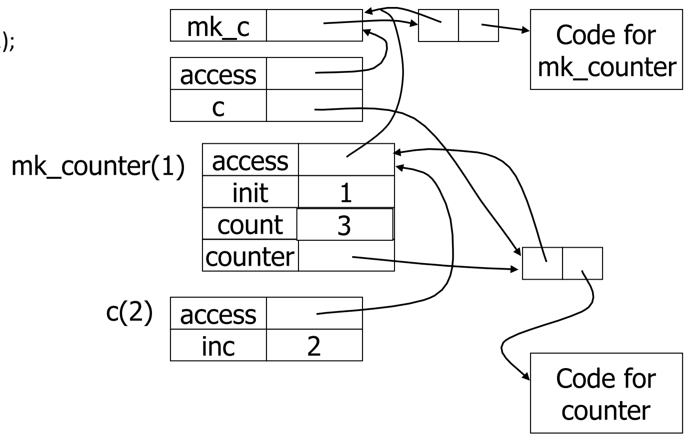


Call changes cell value from 1 to 3

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