Programming Languages
CS 214

Categorizing Functions

Recall: The _____ set constructor: _____ can be used to describe the _____ in a language.

This approach categorizes functions by their _____ (__) and _____ (__) types.

Example: C++ lets us use function notation to *cast*…

```
int( real ) → int
double( int ) → real
```

But if we write a *round()* function:

```
int round( double value) { return int(value + 0.5); }
```

then *round()* is also a member of: `( real ) → int`

and *int()* and *round()* obviously _____ very differently...

Functions: as *Mapping Rules*

The function constructor defines a function's *specification* (i.e., it's domain- and range-sets), but not its *behavior* (i.e., indicate the domain-to-range element mappings).

Behavior can be defined via a *domain-to-range mapping rule*:

Example: In C++, we can *specify* that: $abs(\ int\ ) \rightarrow\ int$

but to define the *behavior* of *abs()*, we need a rule:

$$abs(v) = \begin{cases} v, & \text{if } v \geq 0; \\ -v, & \text{otherwise} \end{cases}$$

A _____ must specify the range-value for each domain-value for which the function is defined.

Functions: as *Algorithms*

An alternative way to specify behavior is to specify:

- the function's _____
- the function's _____
- a ____ for computing the result, using the parameters.

```
-- Ada
function abs(val: in float)
         return float is
begin
  if val >= 0.0 then
    return val;
  else
    return -val;
  end if;
end abs;
```

```
"Lisp"
(defun abs (val)
  (if (>= val 0)
    val
    (- 0 val) ))
```

```
"Smalltalk (Number method)"
abs
  self >= 0
    ifTrue: ^self
    ifFalse: ^(0 - self).
```

Some like to view a HLL as a _____

Functions and Operators

Most _____ can be defined as _____, and vice versa.

Example: Ada provides an exponentiation operator **
where C++ provides an exponentiation function *pow()*.

So a 3rd-order polynomial can be expressed in C++ as

```
y = a * ___(x,3) + b * ___(x,2) + c * x + d;
```

or in Ada as:

```
y = a * x __ 3 + b * x __ 2 + c * x + d;
```

Superficially, functions and operators are *equivalent*:

- The _____ of a function ≡ the _____ of an operator.
- A _____ can be thought of as a _____.

Functions: as *Abstractions*

Others prefer to view functions as an *abstraction mechanism*:
- the ability to hide algorithm details behind a name...

Example: If a library provides a *summation()* function, it might use any of these algorithms:

```
// iterative algorithm
int summation(int n) {
  int result = 1;
  for (int i = 2; i <= n; i++)
    result += i;
  return result;
}
```

```
// recursive algorithm
int summation(int n) {
  if (n >= 2)
    return n + summation(n-1);
  else
    return 1;
}
```

```
// using Gauss' formula
int summation(int n) {
  return n * (n+1) / 2;
}
```

The name *summation()* is an *abstraction* that hides the details of the particular algorithm it uses.

Functions: as *Subprograms*

Imperative HLLs divide functions into two categories:

- _____: subprograms that map: $(P_1 \times P_2 \times ... \times P_n) \rightarrow \varnothing$
- _____: subprograms that map: $(P_1 \times P_2 \times ... \times P_n) \rightarrow R \neq \varnothing$

There are no standard names for these categories:

HLL	$(D) \rightarrow \varnothing$	$(D) \rightarrow R$
C/C++	void function	function
Fortran	subroutine	function
Pascal	procedure	function
Modula-2	proper procedure	function procedure
Ada	procedure	function

We will describe subprograms mapping $(D) \rightarrow R$ as *functions*, and describe subprograms mapping $(D) \rightarrow \varnothing$ as *procedures*.

Functions: as *Messages*

OO languages view functions as _____.

The _____ of a message executes its _____.

– The result is controlled by the _____, not the *sender*.

Different OO languages use different syntax for messages...

Example: To find the length of *anArray*, we send it a message:

```
// C++
anArray->length()
```

```
// Java
anArray.length
```

```
// Ruby
anArray.length
```

Example: To find the length of *aString*, we send it a message:

```
// C++
aString->length()
```

```
// Java
aString.length()
```

```
// Ruby
aString.length
```

Messages are something like _____...

Subprogram Mechanisms

To have a subprogram mechanism, a language must provide:

- A means of _____ the subprogram (specifying its _____);
- A means of _____ the subprogram (or _____ it).

In programming languages, to _____ a thing is to:

- Allocate storage for that thing; and
- Bind the thing's name to the address of that storage.

Example: This is a C++ subprogram _____: because it:

```
int summation(int n) {
  return n * (n+1) / 2;
}
```

(i) reserves storage (for the function's code); and
(ii) binds the name *summation* to the first address in that storage.

Definitions vs. Declarations

Where a *definition* binds a name to *storage*,
a _____ binds a name to a _____.

Example: This is a C++ _____:

```
int summation(int n);
```

because it tells the compiler this about *summation*:

summation(int) $\rightarrow$ *int*

allowing the compiler to type-check calls to the function.

For a _____, declaration and definition are _____...

```
int result;
```

This statement reserves a word of memory, and binds the name *result* to the address of that word.

For _____, declaration and definition can be _____.

C/C++ Function Pointers

Implication of a function *definition*:

a C/C++ function's name is a _____ to its starting address.

Example: If *summation* and *factorial* are two functions:

```
int summation(int n) { return n * (n+1) / 2; }
int factorial(int n) { … definition of factorial … }
```

then we can _____:

```
typedef int * fptr(int);
```

use it to _____:

```
fptr fTable[2];
```

_____ our array:

```
fTable[0] = summation;
fTable[1] = factorial;
```

and then _____:

```
cout << fTable[i](n);
```

Classes use a similar table for _____.

Subprogram Definitions

To allocate a subprogram's storage, 4 items are needed:

1. Its _____(___ storage for values sent by the caller);
2. Its _____ (___ storage for the return value);
3. Its _____ (___ storage for local variables); and
4. Its ____ or statements (_____ storage).

These are all provided by a subprogram's _____.

By contrast, a subprogram's _____ requires only:

1. Its parameters' types (i.e., its domain-set __); and
2. Its return-type (i.e., its range-set *R*)

This _____: $f(D) \rightarrow R$

lets the compiler check ___ to the function for correctness.

Imperative Examples

Consider these imperative function definitions:

```
// C++
void swap(int & a, int & b) {
  int t = a; a = b; b = t;
}
```

```
-- Ada
procedure swap(a, b: in out integer) is
integer t;
begin
  t := a; a := b; b := t;
end swap;
```

In each case, we have: **`swap( int& × int& )`** $\rightarrow$ $\varnothing$

This allows the compiler to check that in calls: swap(*x*, *y*); the arguments *x* and *y* are compatible with the parameters.

Subprograms: Lisp and Smalltalk

A Lisp subprogram definition uses the *defun* function:

```
"Lisp"
(defun factorial (n)
  (if (< n 2)
    1
    (* n (factorial (- n 1) ))))
```

When evaluated, *defun* parses the function that follows it and (assuming no errors) creates a symbol table entry for it.

A Ruby subprogram is a member of a module, class or scope:

```
"Ruby Integer method"
def factorial(n)
  total = 1
  (1..n).each do |n| total *= n
  end
  total
end
```

On an _____ *event*, Ruby parses the method and (assuming no errors) creates a symbol table entry for it.

Calling Subprograms

In most languages, a subprogram is called by *naming it*.

```
// C++
swap(x, y);
```

```
-- Ada
swap(x, y);
```

```
(* Modula-2 *)
swap(x, y);
```

```
* Fortran
  CALL swap(x, y);
```

Fortran subroutines must be called with the *CALL* keyword.

Lisp functions must be called as part of a valid expression (following an o-parenthesis):

```
"Lisp"
(setq answer (factorial n) )
```

Smalltalk requires that a message be sent to an object:

```
"Smalltalk"
answer := 5 factorial
```

Issue: Parameterless Subprograms

Must parentheses be given at calls to parameterless functions?

- C/C++: ___

```
doSomething();
```

() is the _____; jumps to address preceding it

- Ada: ___

```
doSomething;
```

() delimits arguments (syntax)

- Modula-2: ___

```
doSomething;
```

() delimits arguments

- Fortran: ___

```
CALL doSomething
```

() delimits arguments

- Lisp: ___

```
(doSomething)
```

() delimits function calls

- Smalltalk: ___

```
obj doSomething
```

no method has __ parameters...

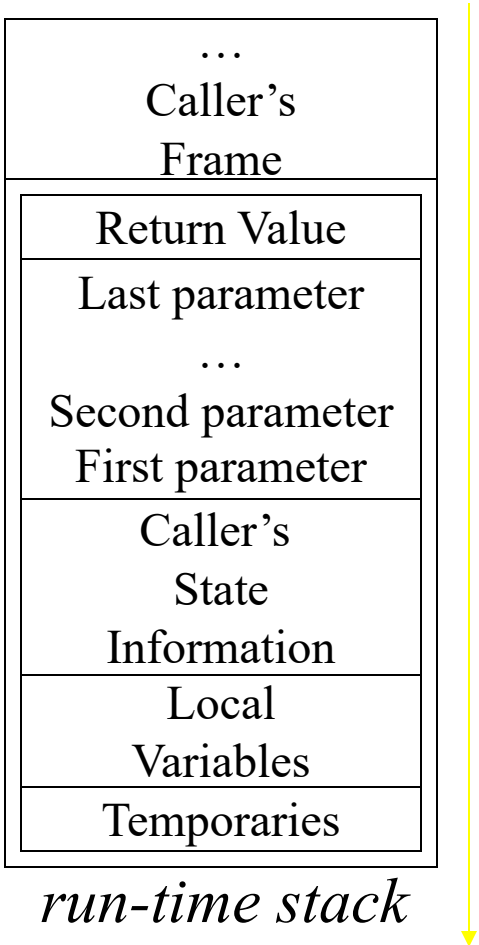
Activations

An _____ is a call to a subprogram, and involves 3 steps:

- Space for the subprogram's data values is allocated on a special _____;
- The caller's arguments are associated with the subprogram's parameters;
- Control is transferred from the caller to the starting address of the subprogram.

On Unix systems, the run-time stack grows "downward"

The space for one subprogram's data is called a _____, or _____.



run-time stack

Why a Stack?

Consider a *recursive* subprogram:

```
// C++
int sum(n) {
 if (n > 1)
  return n + sum(n-1);
 else
  return 1;
}
```

When called: *sum(3)*

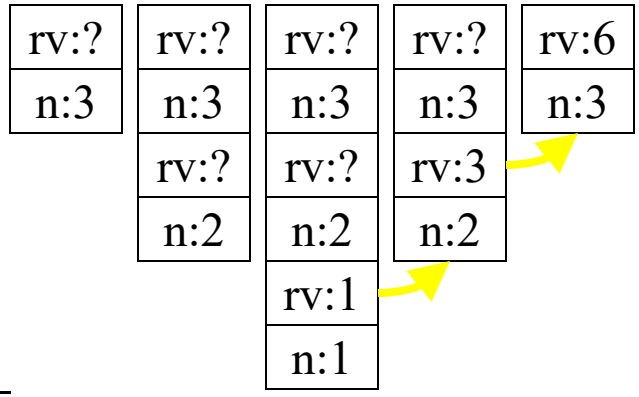
sum(3) calls: *sum(2)*

sum(2) calls: *sum(1)*

sum(1) returns 1 to: *sum(2)*

sum(2) returns 2+1 to: *sum(3)*

sum(3) returns 3+3 to its caller.



The call-sequence uses _____ behavior, so a _____ is the appropriate data structure.

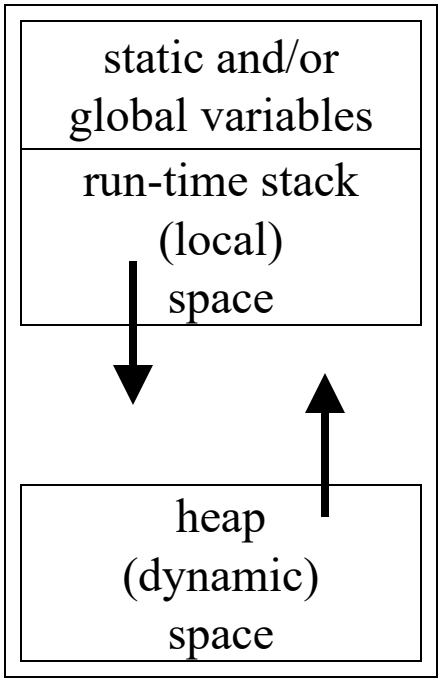
Each activation's parameters (*n*) and locals must be kept distinct.

A stack is necessary in *any language that supports* _____.

Memory Layout

On Unix systems, a program's data space is laid out something like this:

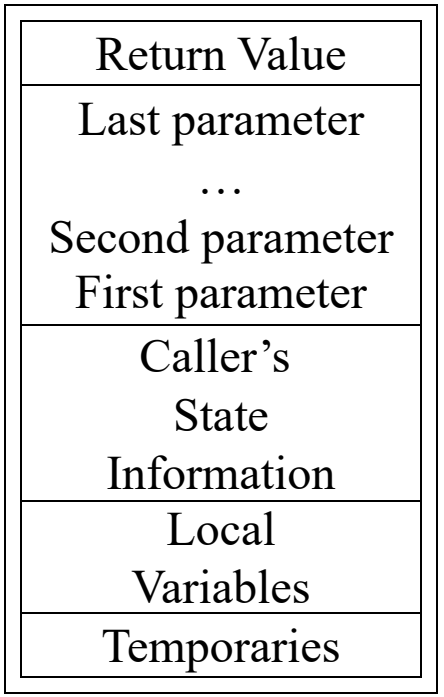
- Space for _____
- The _____ for locals, parameters, etc.
- The _____ for dynamically allocated variables.



This flexible design uses memory efficiently:
A typical program only runs out of memory if

- its *stack overruns its heap* (_____), or
- its *heap overruns its stack* (_____).

Parameter Passing



Parameters are allocated space within the subprogram's activation record on the run-time stack.

Before control is transferred to the subprogram, the call's arguments are "associated with" these parameters.

Exactly how arguments get associated with parameters depends on the _____ being used.

There are *four* general mechanisms: _____

_____ _____ _____ _____

Call-by-Value Parameters

… are variables into which their arguments are _____.

- Changing a parameter doesn't affect its argument's value.
- This is the _____ mechanism in most languages.
- This is the _____ mechanism in C, Lisp, Java, Smalltalk, ...

```
// C++
int summ (int a, int b) {
  return (a+b) * (b-a+1) / 2;
}
```

```
-- Ada
function summ (a, b: in integer)
         return integer is
begin
  return (a+b) * (b-a+1) / 2;
end summ;
```

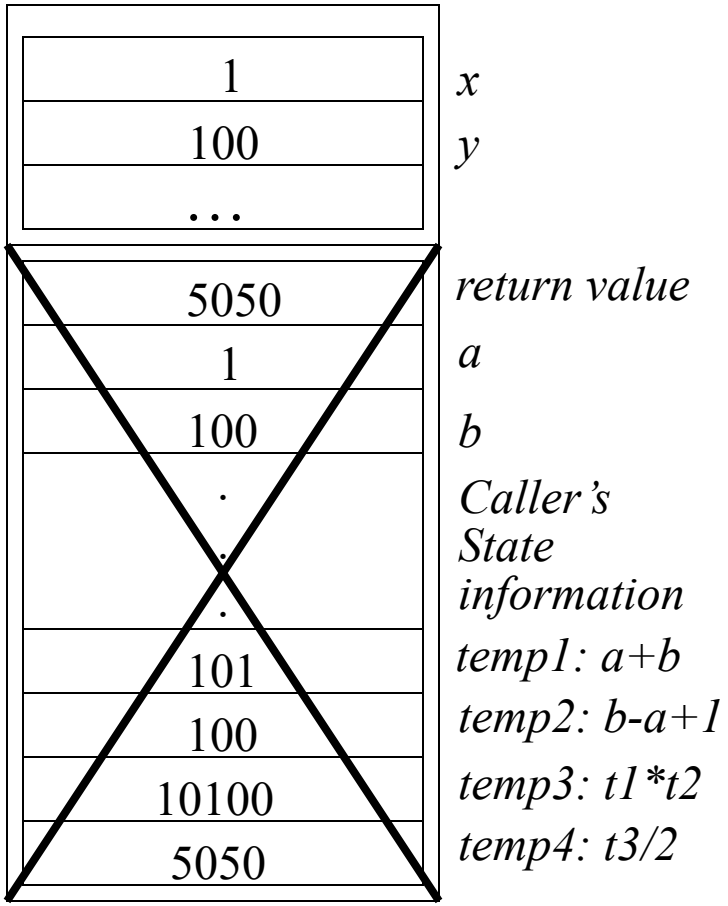
```
"Lisp"
(defun summ (a b)
 (/ (* (+ a b) (+ (- b a) 1))
    2) )
```

```
"Smalltalk Integer method"
summ: b
   ^(self+b) * (b-self+1) / 2
```

In Ada, *in* is optional, but is considered good programming style.

When function *summ()* is called

```
// C++
total = summ(x, y);
```



- An activation record for *summ()* containing space for *a* and *b* is pushed onto the run-time stack.
- The arguments are evaluated and copied into their parameters.
- Control is tranferred to *summ()* which executes and computes its return-value.
- *summ()*'s AR is popped, and control returns to the caller which retrieves the return-value from just "above" its stack-frame.

Call-by-Reference Parameters

… are pointers storing _____, that are auto-dereferenced whenever they are accessed.

- The parameter is an _____ for the argument.
- Changing the parameter's value changes the argument's value.

```
// C++
void swap (int& a, int& b) {
  int t = a; a = b; b = t;
}
```

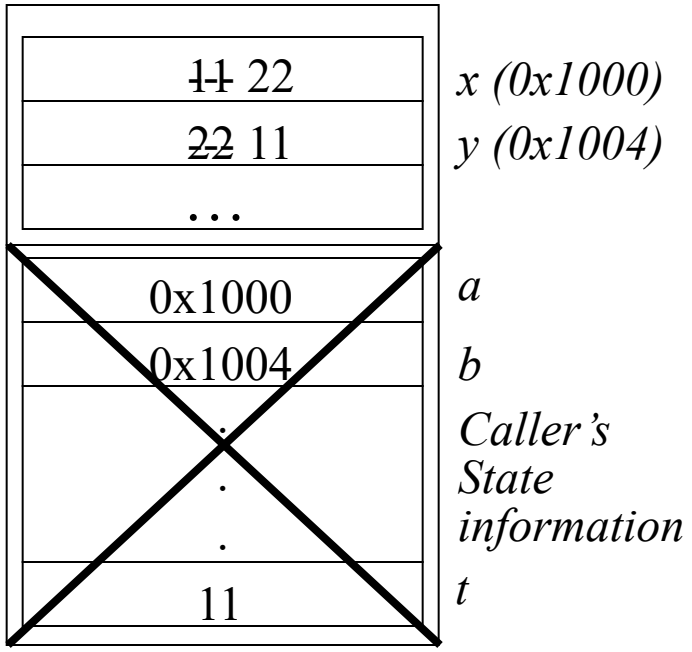
```
-- Ada
procedure swap (a, b: in out integer)
is  t: integer;
begin
  t:= a; a:= b; b:= t;
end swap;
```

Smalltalk and Lisp _____ provide call-by-reference, because "variables" are actually pointers to dynamic objects.

Java is complicated...

When *swap()* is called

```
// C++
swap(x, y);
```



– An activation record for *swap()* containing space for *a* and *b* is pushed onto the run-time stack.

– The _____ of the arguments are stored into their parameters.

– Control is transferred to *swap()* which executes, automatically dereferencing accesses to *a* and *b*.

– The RTS is popped, control returns to the caller, and the original values of *x* and *y* have been overwritten with new values.

Implementing Call-by-Reference?

Stroustrup's first C++ "compiler" just produced C code, so if C only provides the call-by-value mechanism, how can it handle the C++ call-by-reference mechanism?

```
// C++
swap(x, y);
```

1. At the call, replace arguments with their *addresses*:

```
/* C */
swap(&x, &y);
```

```
// C++
void swap (int& a,
           int& b);
```

2. In the declaration and definition, replace reference parameters with *pointers*:

```
/* C */
void swap (int* a,
           int* b);
```

```
// C++
void swap (int& a,
           int& b)
{  int t = a;
   a = b;
   b = t;
}
```

3. Within the function definition, *dereference* each access to the parameter

Any compiler can implement call-by-reference this way.

```
/* C */
void swap (int* a,
           int* b)
{  int t = *a;
   *a = *b;
   *b = t;
}
```

Call-by-Copy-Restore Parameters

… store _____.

– Within the subprogram, parameter accesses use the local value

– When the subprogram terminates, the local value is _____ into the corresponding argument.

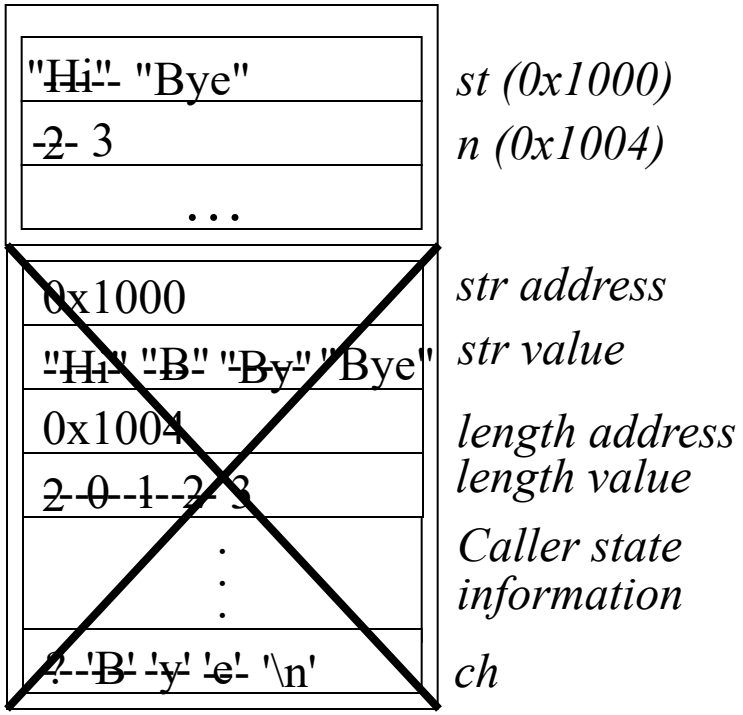
– More time-efficient then call-by-reference for _____. (avoids slow pointer-dereferencing).

– Ada's *in-out* parameters *may* use copy-restore...

```
procedure get (str: in out ubString; length in out integer) is
  ch: character;
begin
  length:= 0; str:= ""; get(ch);
  while not End_Of_Line loop
     str:= str + ch;
     length:= length + 1;
     get(ch);
end get;
```

When *get()* is called

```
-- Ada
get(st, n);
```



– An activation record for *get()* containing space for the _____ of both *str* and *length* is pushed onto the run-time stack.

– Argument _____ are written to their parameters.

– Control is tranferred to *get()* which executes, accessing only local values *str* and *length*.

– The original values of arguments *st* and *n* are overwritten with the values of parameters *str* and *length*, the RTS is popped, and control returns to the caller.

Aliasing

Copy-restore parameters behave the same as reference parameters, so long as the parameter is not an *alias* for a non-local that is accessed within the same subprogram.

Example:
Suppose we have this subprogram:

```
procedure aliasExample (param: in out integer) is
begin
   param:= 1;
   a:= 2;
end aliasExample;
```

and we execute:

```
a:= 0;
aliasExample(a);
put(a);
```

What is output, if *param* uses:

- call-by-_____?
- call-by-_____?

To avoid this, Ada *forbids* aliasing.

Call-by-Name Parameters

1. _____ of the subprogram;
2. In the copy, _____;
3. _____;

The result is the _____ mechanism (aka _____).

```
/* C */
#define SWAP (a, b) { int t = a; a = b; b = t; }
```

```
// C++
inline void swap (int& a, int& b) { int t = a; a = b; b = t; }
```

- Call-by-name originated with _____.
- By replacing the function-call with the altered body, call-by-name:
  - _____ by eliminating the call and the RTS overhead; but
  - _____ by increasing the size of the program.

At each call to *swap()*

```
// C++ call to swap()
swap(w, x);
```

```
// C++ call to swap()
swap(y, z);
```

- The compiler makes a ____ of the body of the function.

```
{ int t = a; a = b; b = t; }
```

```
{ int t = a; a = b; b = t; }
```

- In it, the compiler _____.

```
{ int t = w; w = x; x = t; }
```

```
{ int t = y; y = z; z = t; }
```

- The compiler _____.

```
// C++ call to swap()
{ int t = w; w = x; x = t; }
```

```
// C++ call to swap()
{ int t = y; y = z; z = t; }
```

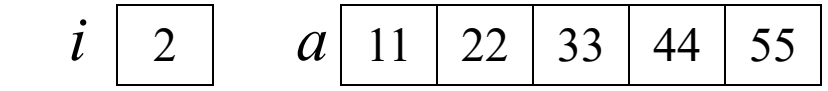
The resulting code is _____, but without the overhead of pushing a stack-frame, setting parameters, … it runs _____.

Macro-Substitution Anomaly

Suppose we have defined this C macro:

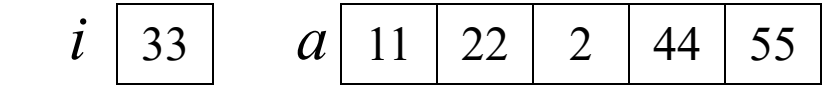
```
#define SWAP (a, b) { int t = a; a = b; b = t; }
```

a and *i* are as follows:



and we call: *SWAP(i, a[i]);*

What we expect is:



but what we get is: *bus error: core dumped*

What happened? Our call: *SWAP(i, a[i]);*

is replaced by: *{int t = i; i = a[i]; a[i] = t; }*

Tracing, we see:

a[i] → *a[33]* → bus error

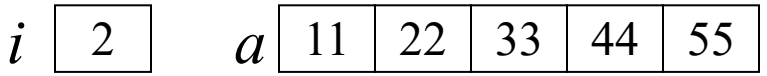
Because of such unexpected results, the use of macro-substitution (#define) for call-by-name is discouraged.

What About *inline*?

Suppose we have defined this C++ *inline* function:

```
inline void swap (int& a, int& b) { int t = a; a = b; b = t; }
```

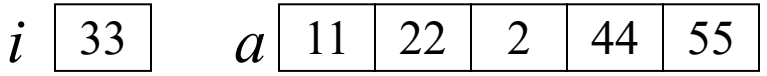
a and *i* are as follows:



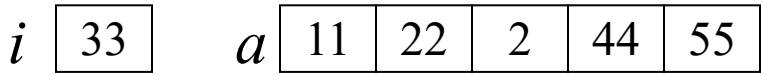
and we call:

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

What we expect is:



and we get:



What happened? Our call:

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

is replaced by:

```
{int* t1 = &i; int* t2 = &a[i];
 int t = *t1; *t1 = *t2; *t2 = t;}
```

Since *a[i]* has a reference parameter, its address is computed and stored (in *t2*), and changes to *i* do not affect *t2*.

Call-by-name (via inline) is ____ in C++.

Summary

There are two broad categories of subprograms:

- _____: that map: $(P_1 \times P_2 \times ... \times P_n) \rightarrow \varnothing$
- _____: that map: $(P_1 \times P_2 \times ... \times P_n) \rightarrow R \neq \varnothing$

When a subprogram is _____, an _____ containing space for its variables is pushed onto the _____.

The four parameter-passing mechanisms are: Call-by-_____

- _____ stores a copy of the argument.
- _____ stores the address (reference) of the argument and auto-dereferences all accesses to the parameter.
- _____ stores a copy and the address of the argument, and replaces the argument's value with the copy's value on termination.
- _____ makes a copy of the function, replaces the parameter in the copy with the argument, and then replaces the call with that copy.