

THE GENERAL SEMANTICS OF CALLS AND RETURNS

- The subprogram call and return operations of a language are together called its subprogram linkage
- General semantics of subprogram calls
 - Parameter passing methods
 - Stack-dynamic allocation of local variables
 - Save the execution status of calling program
 - Transfer of control and arrange for the return
 - If subprogram nesting is supported, access to nonlocal variables must be arranged

The General Semantics of Calls and Returns

- General semantics of subprogram returns:
 - In mode and inout mode parameters must have their values returned
 - Deallocation of stack-dynamic locals
 - Restore the execution status
 - Return control to the caller

Call Semantics

- Save the execution status of the caller
- Pass the parameters
- Pass the return address to the callee
- Transfer control to the callee

Return Semantics

- If pass-by-value-result or out mode 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

• Required storage:

- Status information, parameters, return address, return value for functions

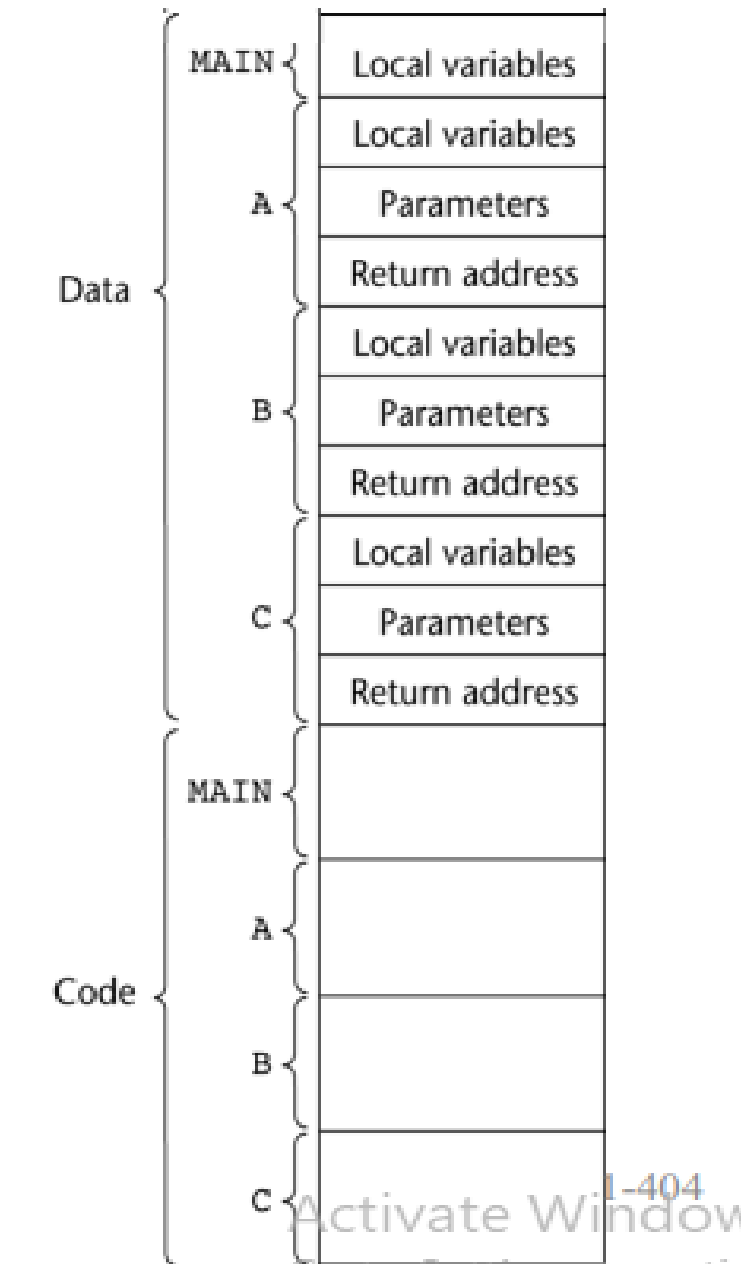
Parts

- Two separate parts: the actual code and the noncode part (local variables and data that can change)
- The format, or layout, of the non-code 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

Local variables
Parameters
Return address

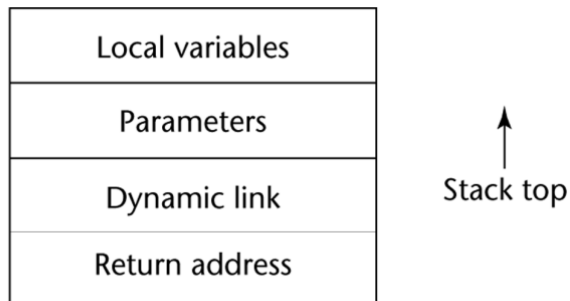
Code and Activation Records of a Program with “Simple” Subprograms



Implementing Subprograms with Stack-Dynamic Local Variables

- More complex activation record
- The compiler must generate code to cause implicit allocation and deallocation 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

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
- Activation record instances reside on the run-time stack
- The Environment Pointer (EP) must be maintained by the runtime system. It always points at the base of the activation record instance of the currently executing program unit

An Example: C Function

```
void sub(float total, int part)
{
  int list[5];
  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	
Return address	
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) {
...

```

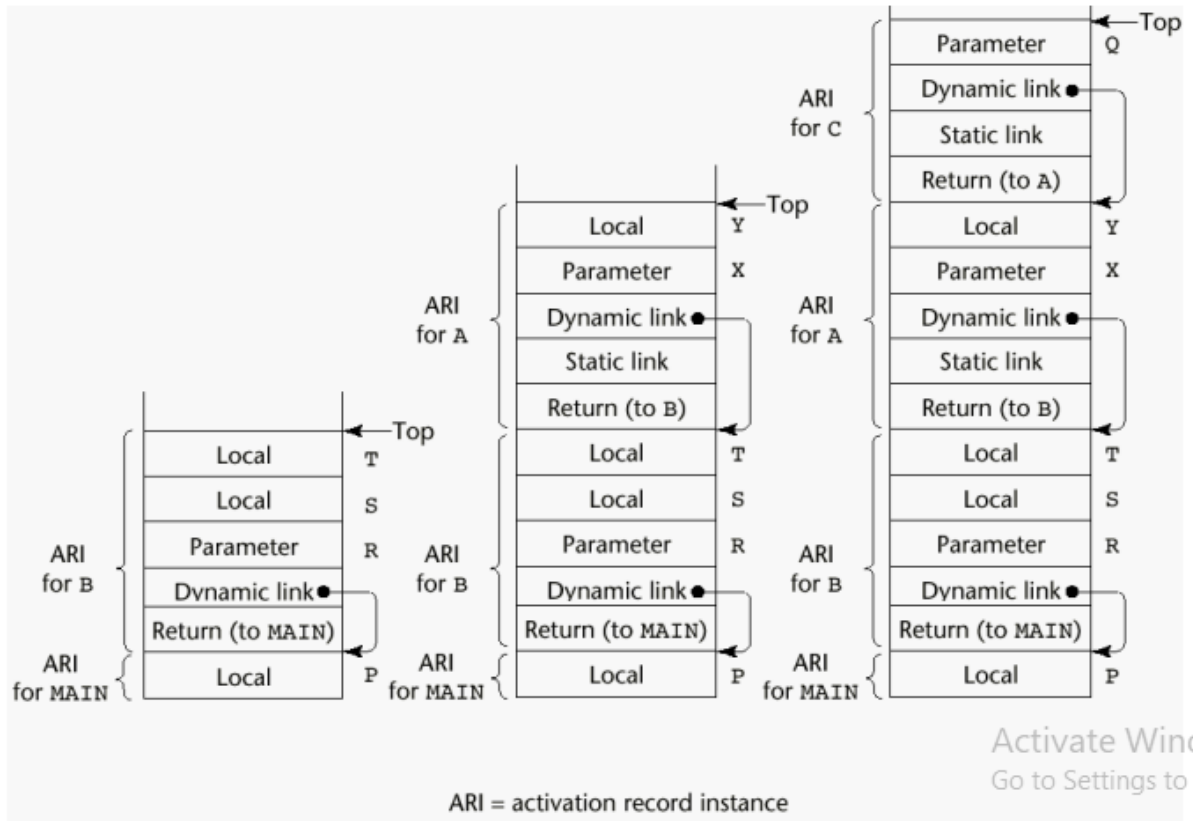
```

}
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, whose address is in the EP. 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
}
```

Activation Record for factorial

