

CMSC 330: Organization of Programming Languages

Parameter Passing

Programming Language Features (cont.)

- ▶ Names & binding
 - Namespaces
 - Static (lexical) scopes
 - Dynamic scopes
- ▶ Polymorphism
 - Parametric
 - Subtype
 - Ad-hoc
- ▶ Parameter passing
 - Call by value
 - Call by reference
 - Call by name
 - Eager vs. lazy evaluation
- ▶ Parallelism
 - Multithreading
 - Message passing

Parameter Passing in OCaml

- Quiz: What value is bound to *z*?

```
let add x y = x + y
let z = add 3 4
```

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```
let add x y = x + y
let z = add (add 3 1) (add 4 1)
```

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```
let r = ref 0
let add x y = (!r) + x + y
let set_r () = r := 3; 1
let z = add (set_r ()) 2
```

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Actuals evaluated
before call

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Call-by-Value

- In **call-by-value** (*cbv*), arguments to functions are fully evaluated before the function is invoked
 - Also in OCaml, in `let x = e1 in e2`, the expression *e1* is fully evaluated before *e2* is evaluated
- C, C++, and Java also use call-by-value

```
int r = 0;
int add(int x, int y) { return r + x + y; }
int set_r(void) {
    r = 3;
    return 1;
}
add(set_r(), 2);
```

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Call-by-Value in Imperative Languages

- ▶ In C, C++, and Java, call-by-value has another feature

- What does this program print? 0

```
void f(int x) {  
    x = 3;  
}  
  
int main() {  
    int x = 0;  
    f(x);  
    printf("%d\n", x);  
}
```

- Cbv protects function arguments against modifications

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Call-by-Value (cont.)

- ▶ Actual parameter is copied to stack location of formal parameter

```
void f(int x) {  
    x = 3;  
}  
  
int main() {  
    int x = 0;  
    f(x);  
    printf("%d\n", x);  
}
```

x	0
x	3

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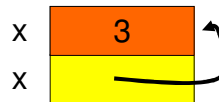
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Call-by-Reference

► Alternative idea

- Implicitly pass a **pointer** or **reference** to actual parameter
- If the function writes to it the actual parameter is modified

```
void f(int x) {  
    x = 3;  
}  
  
int main() {  
    int x = 0;  
    f(x);  
    printf("%d\n", x);  
}
```



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Call-by-Reference (cont.)

► Advantages

- Allows multiple return values
- Avoid copying entire argument to called function
 - More efficient when passing large (multi-word) arguments
 - Can do this without explicit pointer manipulation

► Disadvantages

- More work to pass non-variable arguments
 - Examples: constant, function result
- May be hard to tell if function modifies arguments
- Introduces **aliasing**

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Aliasing

- ▶ We say that two names are **aliased** if they refer to the same object in memory
 - C examples (this is what makes optimizing C hard)

```
int x;  
int *p, *q; /*Note that C uses pointers to  
            simulate call by reference */  
p = &x; /* *p and x are aliased */  
q = p; /* *q, *p, and x are aliased */
```

```
struct list { int x; struct list *next; }  
struct list *p, *q;  
...  
q = p; /* *q and *p are aliased */  
      /* so are p->x and q->x */  
      /* and p->next->x and q->next->x... */
```

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Call-by-Reference (cont.)

- ▶ Call-by-reference is still around (e.g., C++)

```
int x = 0; // C++  
void f(int& y) { y = 1; } // y = reference var  
f(x); printf("%d\n", x); // prints 1  
f(2); // error
```

- ▶ Seems to be less popular in newer languages
 - Older languages still use it
 - Examples: Fortran, Ada, C with pointers
 - Possible efficiency gains not worth the confusion
 - The “hardware” is basically call-by-value
 - Although call by reference is not hard to implement and there may be some support for it

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Call-by-Value Discussion

- ▶ Cbv is standard for languages with side effects
 - When we have side effects, we need to know the order in which things are evaluated
 - Otherwise programs have unpredictable behavior
 - Call-by-value specifies the order at function calls
 - Call-by-reference can sometimes give different results
- ▶ Differences blurred for languages like Java
 - Language is call by value
 - But most parameters are object references anyway
 - Still have aliasing, parameter modifications at object level

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Call-by-Name

- ▶ Call-by-name (cbn)
 - First described in description of Algol (1960)
 - Generalization of Lambda expressions (to be discussed later)
 - **Idea:** In a function:
Let add $x\ y = x+y$
add $(a*b)\ (c*d)$
Then each use of x and y in the function definition is just a literal substitution of the actual arguments, $(a*b)$ and $(c*d)$, respectively
 - **Implementation:** Highly complex, inefficient, and provides little improvement over other mechanisms

Example:

add $(a*b)\ (c*d) =$

$(a*b) + (c*d)$ ← executed function

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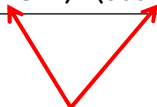
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Call-by-Name (cont.)

- In **call-by-name** (*cbn*), arguments to functions are evaluated at the last possible moment, just before they're needed

```
let add x y = x + y
let z = add (add 3 1) (add 4 1)
```

OCaml; *cbv*; arguments
evaluated here



Haskell; *cbn*; arguments
evaluated here



```
add x y = x + y
z = add (add 3 1) (add 4 1)
```

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Call-by-Name (cont.)

- What would be an example where this difference matters?

```
let cond p x y = if p then x else y
let rec loop n = loop n
let z = cond true 42 (loop 0)
```

OCaml; *cbv*; infinite recursion
at call



```
cond p x y = if p then x else y
loop n = loop n
z = cond True 42 (loop 0)
```

Haskell; *cbn*; never evaluated
because parameter is never used



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Call by Name Examples

- ▶ $P(x) \{x = x + x;\}$
What is: $Y = 2;$
 $P(Y);$ ← becomes $Y = Y + Y = 4$
 $write(Y)$
- ▶ $F(m) \{m = m + 1; \text{return } m;\}$
What is: $int\ A[10];$
 $m = 1;$
 $P(A[F(m)])$

becomes $P(A[F(m)])$
 - $A[F(m)] = A[F(m)] + A[F(m)]$
 - $A[m++] = A[m++] + A[m++]$
 - $A[2] = A[3] + A[4]$

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Call by Name Anomalies

- ▶ Write a function to exchange values of X and Y
- ▶ Usual way - $swap(x,y) \{ t=x; x=y; y=t; \}$
 - Cannot do it with call by name!
- ▶ Reason
 - Cannot handle both of following
 - $swap(A[m], m)$
 - $swap(m, A[m])$
 - One of these must fail
 - $swap(A[m], m) \rightarrow t = A[m]; A[m] = m; m = t;$
 - $swap(m, A[m]) \rightarrow t = m; m = A[m]; A[m] = t; \quad // \text{ fails!}$

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Two Cool Things to Do with CBN

- ▶ CBN is also called **lazy evaluation**
 - CBV is also known as **eager evaluation**
- ▶ Build control structures with functions

```
let cond p x y = if p then x else y
```

- ▶ Build “infinite” data structures

```
integers n = n :: (integers (n+1))  
take 10 (integers 0) (* infinite loop in cbv *)
```

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Simulating CBN with CBV

- ▶ Thunk
 - A function with no arguments
- ▶ Algorithm
 1. Replace arguments $a_1 \dots a_k$ by thunks $t_1 \dots t_k$
 - When called, t_i evaluates and returns a_i
 2. Within body of the function
 - Replace formal argument with thunk invocations

```
let add1 x = x + 1 in add1 (2+3)
```



```
let add1 x = x() + 1 in add1 (fun () -> (2+3))
```

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Simulating CBN with CBV (cont.)

```
let cond p x y = if p then x else y
let rec loop n = loop n
let z = cond true 42 (loop 0)
```

• becomes...

Get 1st arg Return 2nd arg Never invoked

```
let cond p x y = if (p ()) then (x ()) else (y ())
let rec loop n = loop n (* didn't transform... *)
let z = cond (fun () -> true)
              (fun () -> 42)
              (fun () -> loop 0) }
```

Parameters are now thunks

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Three-Way Comparison

- Consider the following program under the three calling conventions
 - For each, determine *i*'s value and which *a[i]* (if any) is modified

```
int i = 1;

void p(int f, int g) {
    g++;
    f = 5 * i;
}

int main() {
    int a[] = {0, 1, 2};
    p(a[i], i);
    printf("%d %d %d %d\n",
        i, a[0], a[1], a[2]);
}
```

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Example: Call-by-Value

```
int i = 1;

void p(int f, int g) {
    g++;
    f = 5 * i;
}

int main() {
    int a[] = {0, 1, 2};
    p(a[i], i);
    printf("%d %d %d %d\n",
        i, a[0], a[1], a[2]);
}
```

i	a[0]	a[1]	a[2]	f	g
1	0	1	2		
				1	1
				5	2

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Example: Call-by-Reference

```
int i = 1;

void p(int f, int g) {
    g++;
    f = 5 * i;
}

int main() {
    int a[] = {0, 1, 2};
    p(a[i], i);
    printf("%d %d %d %d\n",
        i, a[0], a[1], a[2]);
}
```

i/g	a[0]	a[1]/f	a[2]
1	0	1	2
2		10	
2		10	

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Example: Call-by-Name

```
int i = 1;

void p(int f, int g) {
    g++;
    f = 5 * i;
}

int main() {
    int a[] = {0, 1, 2};
    p(a[i], i);
    printf("%d %d %d %d\n",
        i, a[0], a[1], a[2]);
}
```

i	a[0]	a[1]	a[2]
1	0	1	2
2			10
2			10

The expression `a[i]` isn't evaluated until needed, in this case after `i` has changed.

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Other Calling Mechanisms

- ▶ Call-by-result
 - Actual argument passed by reference, but not initialized
 - Written to in function body (and since passed by reference, affects actual argument)
- ▶ Call-by-value-result
 - Actual argument copied in on call (like cbv)
 - Mutated within function, but does not affect actual yet
 - At end of function body, copied back out to actual
- ▶ These calling mechanisms didn't really catch on
 - They can be confusing in cases
 - Recent languages don't use them

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How Function Calls Really Work

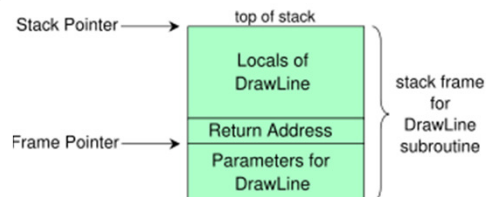
- ▶ Function calls are important
 - Usually have direct instruction support in hardware
 - Detail important for assembly language programming
 - See CMSC 212, 311, 412, or 430
- ▶ Will just provide quick overview here
- ▶ Key point to remember
 - Function calls generally require allocating stack frames

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Stack Frame / Activation Record

- ▶ Machine-dependent data structure containing state information for each function invocation
 - Allocated on stack at function invocation
 - Freed upon function return (by popping stack)
- ▶ Contents may include
 - Local variables
 - Return address
 - Actual parameters
 - Return value
 - Address of frame of calling function
 - Address of frame of lexically enclosing function



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Tail Calls

- ▶ A **tail call** is a function call that is the last thing a function does before it returns
 - Not just function call in last line of code in function

```
let add x y = x + y
let f z = add z z      (* tail call *)
```

```
let rec len = function
  [] -> 0
| (_::t) -> 1 + (len t)  (* not tail call, performs +1 *)
```

```
let rec len a = function
  [] -> a
| (_::t) -> len (a + 1) t (* tail call *)
```

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Tail Recursion

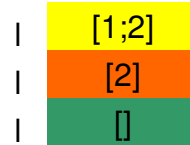
- ▶ Recall that in OCaml, all looping is via recursion
 - Seems very inefficient
 - Needs one stack frame for each recursive call
- ▶ A function is **tail recursive**
 - If it is recursive
 - And recursive call is a tail call
- ▶ If function is tail recursive
 - Can reuse stack frame for each recursive call

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Tail Recursion (cont.)

```
let rec len l = match l with
  [] -> 0
  | (_::t) -> 1 + (len t)
len [1; 2]
```



eax: 2

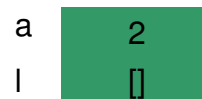
- ▶ Function is not tail recursive
 - Use stack frame store return value
 - Add 1 to return value, use as new return value

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Tail Recursion (cont.)

```
let rec len a l = match l with
  [] -> a
  | (_::t) -> (len (a + 1) t)
len 0 [1; 2]
```



eax: 2

- ▶ Function is tail recursive
 - Same stack frame can be reused for the next call
 - Since we'd just pop it off and return anyway

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Short Circuiting

- ▶ Will OCaml raise a `Division_by_zero` exception?

```
let x = 0

if x != 0 && (y / x) > 100 then
  print_string "OCaml sure is fun"

if x == 0 || (y / x) > 100 then
  print_string "OCaml sure is fun"
```

- No: `&&` and `||` are short circuiting in OCaml
 - ▶ `e1 && e2` evaluates `e1`. If false, it returns false. Otherwise, it returns the result of evaluating `e2`
 - ▶ `e1 || e2` evaluates `e1`. If true, it returns true. Otherwise, it returns the result of evaluating `e2`

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Short Circuiting (cont.)

- ▶ C, C++, Java, and Ruby all short-circuit `&&`, `||`
- ▶ But some languages don't, like Pascal (although Turbo Pascal has an option for this):

```
x := 0;
...
if (x <> 0) and (y / x > 100) then
  writeln('Sure OCaml is fun');
```

- So this would need to be written as

```
x := 0;
...
if x <> 0 then
  if y / x > 100 then
    writeln('Sure OCaml is fun');
```

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