

# Check in 18

## Lecture Review – Error Checking

**Give an example of a program analysis that is sound but not complete**

ECS 665

# COMPILER CONSTRUCTION

Parameters

# Administrivia

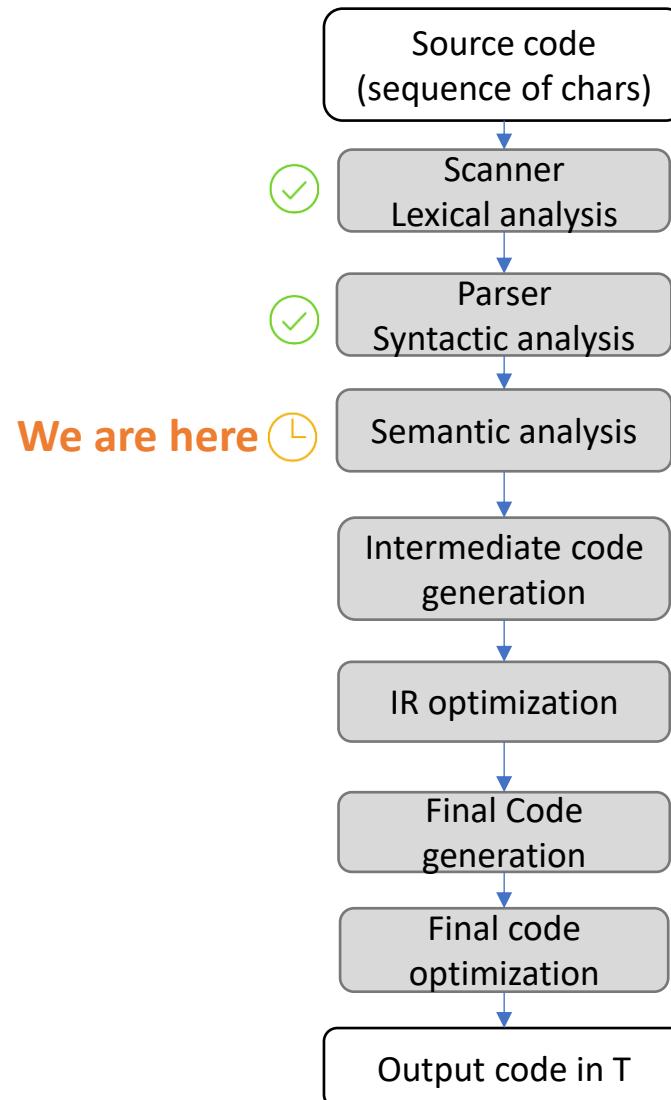
Announcements

# Compiler Construction: Progress

You are here

**Continuing exploration of language semantic features**

- Informs design/behavior of our semantic analysis



# Last Time

## Lecture Review – Error Checking

### The Limits of Error Checking

- Halting problem

### Partial Correctness

- Partial Correctness
- Soundness
- Completeness



Semantics

# Today's Outline

Parameters

## Vocabulary

- lval/rval
- Memory references
- Calls

## Parameter Passing

- Call by value
- Call by reference
- Call by name
- Call by value-result



Semantics

# Vocabulary

Parameters

- Define a couple of terms that are helpful to talk about parameters
  - We already encountered some of these in passing



# L and R Values

Parameters

- L-Value
  - A value with a place of storage
- R-Value
  - A value that may not have storage

loc; loc -> I  
| I

LVAL                    RVAL  
a = 1;  
a = b;  
b++;

b = 4  
a = b++;

# Bad Use of R-Values

## Parameters

- Can prevent programs that are valid in pass by value from working in pass by reference
  - Literals (for example) do not have locations in memory
  - The type checker should catch these errors.

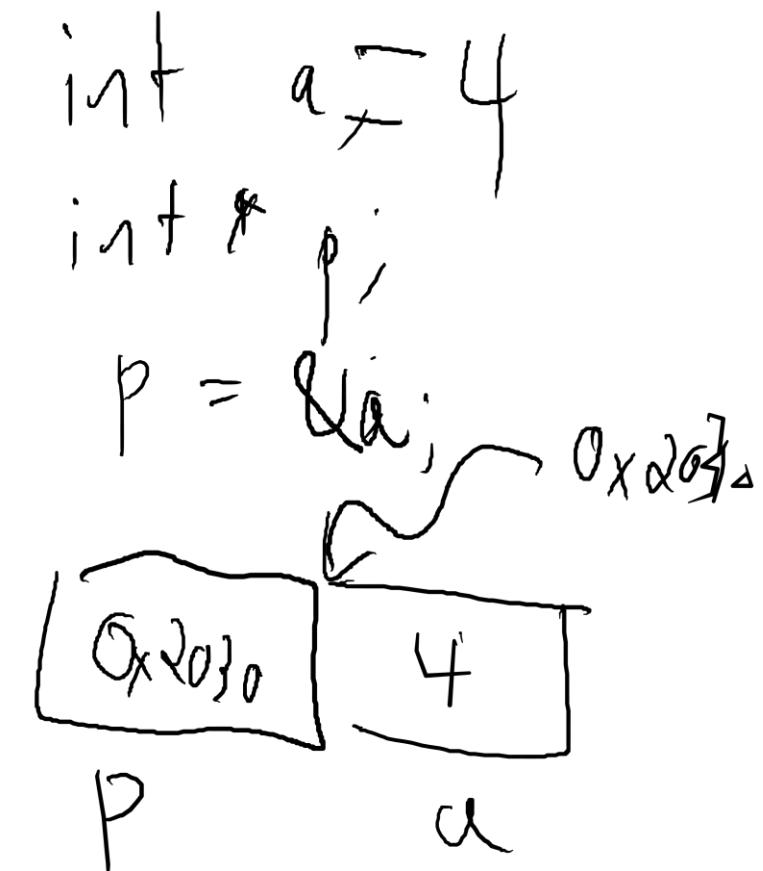
# Memory References

Parameters

- Pointer
  - A variable whose value is a memory address
- Aliasing
  - When two or more variables reference the same address

```
int g;  
int * b(int& a, int& z) {
```

```
    g = a + z;  
    a = 7;  
    main() {  
        b(g, g);  
    }
```



# Calls

Parameters

## Caller

- The *source* function initiating the call

## Callee

- The *target* function receiving the call

## Call Site

- The location within the caller where the call happens



We've traced the call.  
It's coming from inside the caller

# Calls

## Parameters

### Caller

- The *source* function initiating the call

### Callee

- The *target* function receiving the call

### Call Site

- The location within the caller where the call happens

```
void a() {  
    return;  
}  
void b() {  
    a();  
}  
void c() {  
    b();  
    a();  
}
```

Here  
*b* is the caller  
*a* is the callee

Here  
*c* is the caller  
*b* is the callee

Here  
*c* is the caller  
*a* is the callee

# Call Chains & Graphs

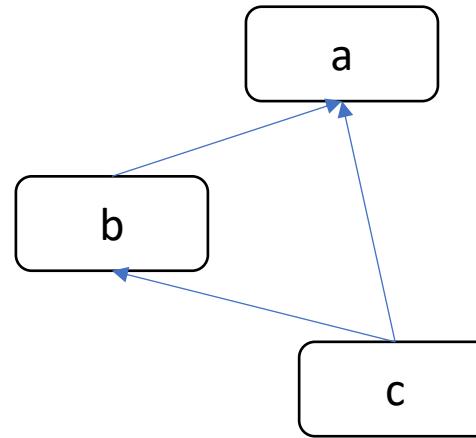
Parameters

## Call Graph

- A node-based representation of possible call structure
  - Edge: caller -> callee

## Call chain

- A realizable path of calls (c,b,a)



```
void a() {  
    return;  
}  
void b() {  
    a();  
}  
void c() {  
    b();  
    a();  
}
```

# Arguments

Parameters

- In definition:

```
void v(int a, int b, bool c) { ... }
```

- Terms

- Formals / formal parameters / parameters

- In call:

```
v(a+b,8,true);
```

- Terms

- Actuals / actual parameters / arguments



# Parameter Passing Schemes

Parameters

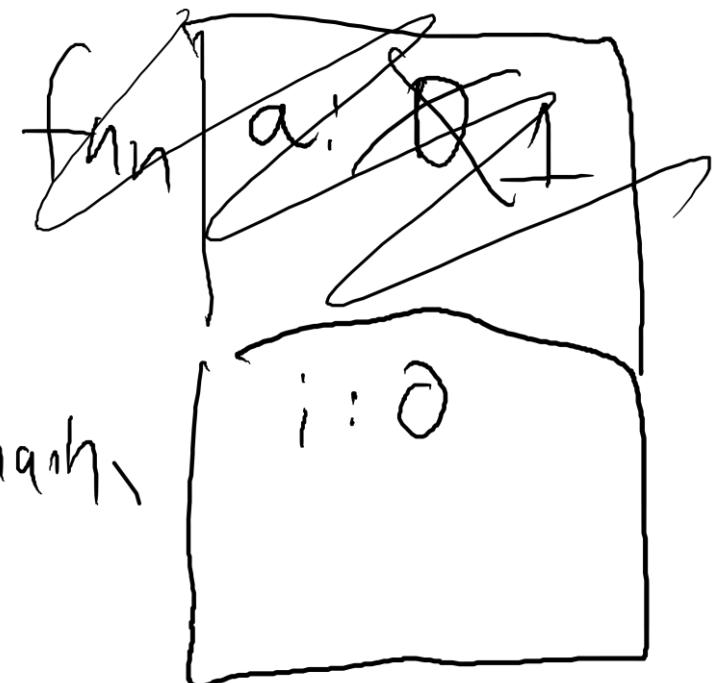
- We'll talk about some different varieties
  - Some of these are more used than others
  - Each has advantages / uses

# Pass by Value

Parameters

- On function call
  - *Values* of actuals are copied into the formals
  - C and java always pass by value

```
void fun(int a) {  
    int a = 1;  
}  
  
void main() {  
    int i = 0;      math,  
    fun(i);  
    print(i);  
}
```

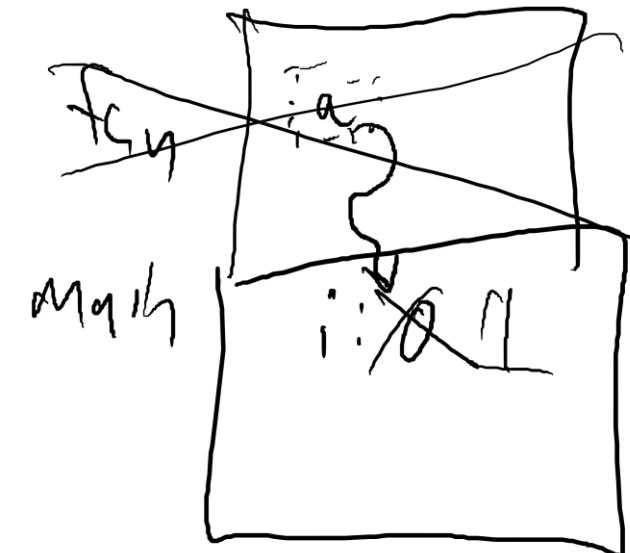


# Pass by Reference

Parameters

- On function call
  - The address of the actuals are *implicitly* copied

```
void fun(int a) {  
    a = 1;  
}  
  
void main() {  
    int i = 0;  
    fun(i);  
    print(i);  
}
```



# Language Examples

## Parameters

- Pass by value
  - C, Java, C#
- Pass by reference
  - Allowed in C++ and Pascal

A handwritten code snippet in black ink. It starts with the word 'Void' followed by a left parenthesis. Inside the parenthesis, there is a brace labeled 'Param' with an arrow pointing to it. Next is the word 'int&', followed by another brace labeled 'by reference' with an arrow pointing to it. After that is the variable name 'a'. Finally, there is a right parenthesis and a brace labeled 'arg' with an arrow pointing to it, followed by a closing brace '{'.

```
Void( int& a ) {
```

Param  
by reference  
arg

# Java and C# Are Pass by Value?!

## Parameters

- All non-primitive L-values are references

```
void fun(int a, Point p) {  
    a = 0;  
    p.x = 5;  
}  
void main() {  
    int i = 0;  
    Point k = new Point(1, 2);  
    fun(i, k);  
}
```

# Pass by Value-Result

Parameters



- When function is called
  - Value of actual is passed
- When function returns
  - Final values are copied back to the actuals
- Used by Fortran IV, Ada
  - As the language examples show, not very modern

# Pass by Name

Parameters



- Conceptually works as follows:
  - When a function is called
    - Body of the callee is rewritten with the **text** of the argument
    - Only really makes sense with non-local scope rules
  - Like macros in C / C++

