CS 536 Announcements for Monday, April 1, 2024

Last Time
- type checking
- type-system concepts
- type-system vocabulary
- base
  - type rules
  - how to apply type rules

Today
- runtime environments
- runtime storage layout
- activation records
- static allocation
- stack allocation
- what happens on function call, entry, return

Next Time
- parameter passing

Type checking in base

base's type system
- primitive types: integer  logical  void
- type constructors: tuple
- coercion: a logical cannot be used as an integer is expected and vice versa

Type errors in base
- operators applied to operands of wrong type
- expressions that, because of context, must be a particular type but are not
- related to function calls

Type checking
- Recursively walks the AST to
  - determine the type of each expression and sub-expression using the type rules of the language
  - find type errors
- Add a typeCheck method to AST nodes
Type checking (cont.)

Type checking: errors

Goals:
- report as many distinct errors as possible
- don’t report same error multiple times – avoid error cascading

Introduce internal error type
- when type incompatibility is discovered
  - report the error
  - pass error up the tree
- when a type check gets error as an operand
  - don't (re)report an error
  - pass error up the tree

Example:

```
integer a.
logical b.
a = True + 1 + 2 + b.
b = 2.
```
Back to the big picture

Before code generation, we need to consider the **runtime environment**: 
= underlying software & hardware configuration assumed by the program

Program piggybacks on the operating system (OS)
- provides functions access to hardware
- provides illusion of uniqueness
- enforces some boundaries on what is allowed

Compiler must use runtime environment as best it can
- limited # of very fast registers to do computation
- comparatively large region of memory to hold data
- some basic instructions from which to build more complex behaviors

We need to create/impose conventions on the way our program accesses memory
- assembly code enforces very few rules
- conventions help to guarantee separately developed code works together

Issues to consider

Variables
- How are they stored?
- What happens when a variable's value is needed?

How do functions work?
- What information should be stored for each function?
- What should happen when client code calls a function?
- What should happen when a function is entered?
- What should happened when a function returns?
General memory layout

Memory layout: static allocation

Region for global memory

One "frame" for each procedure
  • memory "slot" for each local, parameter
  • memory "slot" for caller

Every time a function is called, its names (local variables & parameters) refer to the same location in memory
Memory layout: stack allocation

Allocate one activation record (AR) per invocation
- use the stack
- push a new AR on function entry
- pop AR on function exit
- to reduce the size, put static data in the global area

Stack size not known at compile time
- don't know (at compile-time) how many ARs there will be
- size of local variables may not be known
- each AR keeps track of the previous AR's boundaries

Activation record keeps track of
- local variables
- info about the call made by the caller
  - data context
  - control context

Non-local dynamic memory

Don't always want all data allocated in a function call to disappear on return

Don't know how much space we'll need

The Heap
- region of memory independent of the stack
- allocated according to calls in the program
- how is memory "given back"?
Function calls

Instruction pointer ($ip$) tracks the line (address) of code that it is executing
- if $ip$ points to code generated for some function, we'll say we are in that function

caller = function doing the invocation
callee = function being invoked

$sp$ (stack pointer) – points to top of stack
$fp$ (frame pointer) – points to bottom of current AR

Activation records revisited

[Diagram of activation records]

Week 10 (M)
Function entry: caller responsibilities
Store the caller-saved registers in it's own AR
Set up the actual parameters
• set aside slot for the return value
• push parameters onto the stack
Copy return address out of $ip
Jump to first instruction of the callee

Function entry: callee responsibilities
Save $fp (it will need to be restored when the callee returns)
Update the base of the new AR to be the end of the old AR
Save callee-saved registers (if necessary)
Make space for locals

Function exit: callee responsibilities
Set the return value
Restore callee-saved registers
Grab stored return address
Restore old $sp
Restore old $fp
Jump to the stored return address

Function exit: caller responsibilities
Pop the return value (or copy from register)
Restore caller-saved registers
Example

```plaintext
#1  integer summation(integer max) [ 
#2    integer sum. 
#3    integer k. 
#4    sum = 0. 
#5    k = 1. 
#6    while k <= max [ 
#7      sum = sum + k. 
#8      k++. 
#9    ]
#10   return sum. 
#11 ] 
#12  void main{} [ 
#13    integer x. 
#14    x = summation(4). 
#15    write <<< x. 
#16 ]
```