CS 536 Announcements for Tuesday, April 19, 2022

Last Time
- parameter passing
- terminology
- different styles
  - what they mean
  - how they look on the stack
  - compare and contrast

Today
- how do we deal with variables and scope?
- how do we organize activation records?
- how do we retrieve values of variables from activation records?

Next Time
- code generation

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Accessing variables at runtime

local variables
- declared and used in the same function
- further divided into "block" scope in minim

global variables
- declared at the outermost level of the program

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non-local variables (i.e., from nested scopes)
- for static scope: variables declared in an outer scope
- for dynamic scope: variables declared in the calling context
Accessing local variables at runtime

Local variables
- includes parameters and all local variables in a function
- stored in activation record of function in which they are declared
- accessed using offset from frame pointer

Accessing the stack
- general anatomy of MIPS instruction
  - use "load" and "store" instructions
  - every memory cell has an address
  - calculate that memory address, then move data from/to that address

```c
void test(int x, int y) {
    int a, b;
    ...
    if (...) {
        int s;
        ...
    }
    else {
        int t, u, v;
        ...
        u = b + y;
    }
}
```

**MIPS code for**  \( u = b + y \)

**Activation record for**  test
Simple memory-allocation scheme

Reserve a slot for each variable in the function

Algorithm

For each function
set offset = +4
for each parameter
    add name to symbol table
    offset += size of parameter
offset = -4
offset -= size of callee saved registers
for each local
    offset -= size of variable
    add name to symbol table

Implementation

- add an offset field to each symbol table entry
- during name analysis, add the offset along with the name
- walk the AST performing decrements at each declaration node

Example

```c
void test(int x, int y) {
    int a, b;
    if (....) {
        int s;
    }
    else {
        int t, u, v;
        u = b + y;
    }
}
```
**Accessing global variables at runtime**

**Place in static data area**
- in MIPS, handled with a special storage directive
- variables referred to by name, not address

**Note**
- space allocated directly at compile time
- never needs to be deallocated

**Example**
```
.data
  _x: .word 10
  _y: .byte 1
  _z: .asciiz "this is a string"

.text
lw $t0, _x  # load from x into $t0
sw $t0, _x  # store from $t0 into x
```

**Accessing non-local variables at runtime**

**Two situations**
- static scope
  - variable declared in one procedure and accessed in a nested one
- dynamic scope
  - any variable x that is not declared locally resolves to instance of x in the AR closest to the current AR

**Example: static non-local scope**
```
function main() {
  int a = 0;

  function subprog() {
    a = a + 1;
  }
}
```
Example: static non-local scope

```c
void procA() {
    int x, y;
    void procB() {
        print x;
    }
    void procC() {
        int z;
        void procD() {
            int x;
            x = z + y;
            procB();
        }
        x = 4;
        z = 2;
        procB();
        procD();
    }
    x = 3;
    y = 5;
    procC();
}
```

Access links

Add additional field in the AR (called access link, or static link)

How access links work

- we know how many levels to traverse statically
Access links (cont.)

Setting up access links

```c
void procA() {
    int x, y;
    void procB() {
        print x;
    }
    void procC() {
        int z;
        void procD() {
            int x;
            x = z + y;
            procB();
        }
        x = 4;
        z = 2;
        procB();
        procD();
    }
    x = 3;
    y = 5;
    procC();
}
```

Handling use of non-local variable x (at compile time)

- each variable keeps track of nesting level in which it is declared
- when x is used in procedure P
  - follow predetermined # of links to get to AR for procedure in which x is declared
Using a display

Idea: avoid run-time overhead of following access links by having a global array (called the display) containing links to the procedures that lexically enclose the current procedure

How it works
- given procedure \( P \) at nesting level \( k \) is currently executing
- \( \text{display}[0], \text{display}[1], \ldots, \text{display}[k-2] \) hold pointers to ARs of the most recent activations of the \( k-1 \) procedures that enclose \( P \)
- \( \text{display}[k-1] \) holds pointer to \( P \)'s AR
- to access non-local variable \( x \) declared in nesting level \( n \)
  - use \( \text{display}[n-1] \) to get to AR that holds \( x \)
  - then use regular offset (within AR) to get to \( x \)

How to maintain the display in the code
- add new "save-display" field to AR
- when procedure \( P \) at nesting level \( k \) is called
  - save current value of \( \text{display}[k-1] \) in save-display field of \( P \)'s AR
  - set \( \text{display}[k-1] \) to point to save-display field of \( P \)'s AR
- when procedure \( P \) is ready to return
  - restore \( \text{display}[k-1] \) using value in save-display field

Example
```c
void procA() {
    int x, y;
    void procB() {
        print x;
    }
    void procC() {
        int z;
        void procD() {
            int x;
            x = z + y;
            procB();
        }
        x = 4;
        z = 2;
        procB();
        procD();
    }
    x = 3;
    y = 5;
    procC();
}
```
Dynamic non-local scope

Example

```java
function main() {
    int a = 0;
    fun1();
    fun2();
}
function fun2() {
    int a = 27;
    fun1();
}
function fun1() {
    a = a + 1;
}
```

Key point – we don't know which non-local variable we are referring to

Two ways to set up dynamic access
- deep access – somewhat similar to access links
- shallow access – somewhat similar to displays

Deep access
- if the variable isn't local
  - follow control link to caller's AR
  - check to see if it defines the variable
  - if not, follow the next control link down the stack
- note that we need to know if a variable is defined with that name in an AR
  - usually means we'll have to associate a name with a stack slot

Shallow access
- keep a table with an entry for each variable declaration
- compile a direct reference to that entry
- at function call on entry to function F
  - F saves (in its AR) the current values of all variables that F declares itself
  - F restores these values when it finishes