Script generated by TTT

Title: Petter: Compiler Construction (02.07.2020)

- 59: Function Definitions

Date: Fri Jul 03 14:12:19 CEST 2020

Duration: 09:57 min

Pages: 9

Result of a Function

The global register set is also used to communicate the result value of a function:

$$\operatorname{code}^i\operatorname{\mathtt{return}} e \
ho = \operatorname{code}^i_{\mathrm{R}} e \
ho$$

$$\operatorname{\mathsf{move}} R_0 \ R_i$$

$$\operatorname{\mathsf{return}}$$

alternative without result value:

$$code^i return \rho = return$$

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global registers are otherwise not used inside a function body:

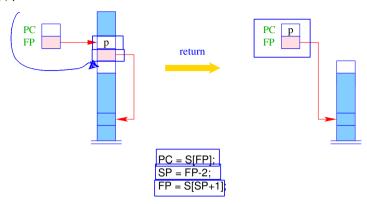
- <u>advantage: at any</u> point in the body another function can be called without backing up global registers
- disadvantage: on entering a function, all *global* registers must be saved

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Return from a Function

The instruction return relinquishes control of the current stack frame, that is, it restores PC and FP.



Translation of Functions

The translation of a function is thus defined as follows:

$$\operatorname{code}^{1} t_{r} \mathbf{f}(\operatorname{args}) \{\operatorname{decls} ss \} \rho = \operatorname{move} R_{l+1} R_{-1} \\ \vdots \\ \operatorname{move} R_{l+n} R_{-n} \\ \operatorname{code}^{l+n+1} ss \rho' \\ \text{return} \}$$

Assumptions:

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Assumptions:

• the function has *n* parameters

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Assumptions:

- ullet the function has n parameters
- the local variables are stored in registers $R_1, \dots R_l$

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Translation of Functions

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Assumptions:

- the function has *n* parameters
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Are the move instructions always necessary?

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