

## Parameter Passing

*In this set of notes you will learn about:*

- Parameter passing modes
  - Call by value
  - Call by reference
  - Call by sharing
  - Call by result
  - Call by value/result
  - Call by name
- Subroutine closures as parameters
- Special-purpose parameters
  - Conformant arrays
  - Default and optional parameters
  - Positional versus named parameters
  - Variable number of parameters
- Function returns

Note: These notes cover Section 8.3 of the textbook

## Parameter Passing

- *Formal parameters*: the parameters that appear in the declaration of a subroutine
  - For example, `int n` in `fac`'s declaration written in C:

```
int fac(int n)
{ return n ? n*fac(n-1) : 1; }
```
- *Actual parameters*: the variables and expressions that are passed to a subroutine in a subroutine call
  - For example, `n-1` in the recursive call to `fac` in the example above
- *Arguments* can also be passed to built-in operations, but the variables and expressions that are passed to built-in operations are handled and evaluated often depends on the built-in operator
  - For example, `n ? n*fac(n-1) : 1` is a conditional expression that evaluates and returns `n*fac(n-1)` if `n` is nonzero (in C/C++), otherwise `1` is returned
  - Syntax of built-in operations often suggests that they are special, but not always, e.g. Lisp and Smalltalk have a uniform syntax for built-in operations and user-defined subroutines

## Parameter Passing Modes in C

- *Call by value* parameter passing only: actual parameter is evaluated and its *value* is assigned to the formal parameter of the function being called
- A formal parameter behaves like a local variable and can even be modified in the function without affecting the actual parameter
  - For example

```
int fac(int n)
{ if (n < 0) n = 1;
  return n ? n*fac(n-1) : 1;
}
```
- Objects can be modified in a function by passing pointers to the object to the function
  - For example

```
swap(int *a, int *b)
{ int t = *a; *a = *b; *b = t; }
```

where *a* and *b* are integer pointer formal parameters, and *\*a* and *\*b* in the function body *dereference* the pointers to access the integers
  - A function call should explicitly pass pointers to integers, e.g. `swap(&x, &y)`, where *x* and *y* are integer variables and *&x* and *&y* are the addresses of their values
- Arrays and pointers are exchangeable in C: an array is automatically passed as a pointer to the array

## Parameter Passing Modes in Fortran

- *Call by reference* parameter passing only
- If the actual parameter is an *l-value*, e.g. a variable, its *reference* is passed to the subroutine
- If the actual parameter is an *r-value*, e.g. an expression, it is evaluated and assigned to an invisible temporary variable whose reference is passed
  - For example

```
SUBROUTINE SHIFT(A, B, C)
INTEGER A, B, C
A = B
B = C
END
```

    - When called with `SHIFT(X, Y, 0)` this results in *Y* being assigned to *X*, and *Y* is set to 0
    - When called with `SHIFT(X, 2, 3)` this results in 2 being assigned to *X*

## Parameter Passing Modes in Pascal

- Call by value and call by reference parameter passing
- Call by value is similar to C
- Call by reference is indicated by **var** parameters

- For example

```
procedure swap(var a:integer, var b:integer)
var t;
begin
  t := a; a := b; b := t
end
```

- where the **var** formal parameters *a* and *b* are passed by reference (**var** *t* declares a local variable)
- Programs can suffer from unnecessary data duplication overhead
    - When a big array is passed by value it means that the entire array is copied
    - Therefore, passing arrays by reference instead of by value is not a bad idea to enhance efficiency
    - Do this *unless* the array is modified in the subroutine, because call by value will not affect actual parameter but call by reference does, which can lead to buggy code

## Parameter Passing Modes in C++

- Call by value and call by reference parameter passing
- Call by value is similar to C
- Call by reference is indicated by using **&** for formal parameters
  - For example

```
swap(int &a, int &b)
{ int t = a; a = b; b = t; }
```

where the formal parameters *a* and *b* are passed by reference e.g. `swap(x, y)` exchanges integer variables *x* and *y*
- Large objects should be passed by reference instead of by value to increase efficiency
- Arrays are automatically passed by reference (like in C)
- To avoid objects to be inadvertently modified when passed by reference, **const** parameters can be used
  - For example

```
store_record_in_file(const huge_record &r)
{ ... }
```
  - Compiler will prohibit modifications of object in function
- **const** parameters are also supported in ANSI C

## Parameter Passing Modes in Languages With Reference Model of Variables

- Smalltalk, Lisp, ML, Clu, and Java (partly) adopt *reference model of variables*
- Every variable contains the *memory address* of the variable's value
- Parameter passing of variables is *call by sharing* in which the address of the value is passed to a subroutine
  - This is implemented similar to call by value: the content of the variable that is passed is an address to the variable's value
- For expressions, *call by sharing* passes the value of the expression

## Parameter Passing Modes in Java

- *Call by value and call by reference/sharing* parameter passing
- Java adopts both *value* and *reference models of variables*
  - Variables of built-in types are passed by value
  - Class instances are passed by sharing
  - To pass a variable of built-in type by reference, the & can be used for formal parameters (like in C++)

## Parameter Passing Modes in Ada

- *Call by value, call by result, and call by value/result* parameter passing
- Indicated by Ada's **in** (by value), **out** (by result), and **in out** (by value/result) modes for formal parameters
  - For example

```
procedure shift(a:out integer, b:in out integer,
c:in integer) is
begin
  a := b; b := c;
end shift;
```

where **a** is passed out, **b** is passed in and out, and **c** is passed in
- **in** mode parameters can be read but not written in the subroutine
  - *Call by value*, but writes to the parameter are prohibited in the subroutine
- **out** mode parameters can be written but not read in the subroutine (Ada 95 allows read)
  - *Call by result* uses a local variable to which the writes are made and the resulting value is copied to the actual parameter when the subroutine returns
- **in out** mode parameters can be read and written in the subroutine
  - *Call by value/result* uses a local variable that is initialized by assigning the actual parameter's value to it and when the subroutine returns the variable's value is copied back to the actual parameter

## Parameter Passing Modes in Ada (cont'd)

- The Ada compiler generates code for the example `Ada.shift` procedure to implement call by value, call by result, and call value/result with a structure that is somewhat similar to the following ANSI C function
  - `void shift(int *a, int *b, const int c)`

```
{ int tmpa, tmpb = *b, tmpc = c; // copy input value
before start
  tmpa = tmpb; tmpb = tmpc;
  *a = tmpa; *b = tmpb;
before return
}
```
  - That is, local variables are initialized with **in** mode parameters, operated on, and copied to **out** mode parameter
  - This is more efficient for simple types, because it avoids repeated pointer indirection necessary to access variables memory that are passed by reference
- The Ada compiler may decide to use *call by reference* for passing non-scalars (e.g. records and arrays) to optimize the program
  - This works for **in** mode, because the parameter cannot be written (like using `const` in C++ with reference parameter)
  - This works for **out** and **in out** modes, because the parameter is written anyway

## Parameter Aliasing Problems

- An *alias* is a variable or formal parameter that refers to the same value location as another variable or formal parameter
  - Example variable aliases in C++:

```
int i, &j = i; //j refers to i (is an alias for i)
...
i = 2; j = 3;
cout << i; // prints 3
```

- Example parameter aliases in C++:  
shift(int &a, int &b, int &c)  
{ a = b; b = c; }

The result of shift(x, y, x) is that x is set to y but y is unchanged

- Example variable and parameter aliases in C++:

```
int sum = 0;
score(int &total, int val)
{ sum += val; total += val; }
```

The result of score(sum, 7) is that sum is incremented by 14

- Java adopts reference model of variables (call by sharing)
  - Watch out for aliases as problems are hard to correct
- Ada forbids parameter aliases
  - Allows compiler to use call by reference with the same effect as call by result
  - But not checked by compiler and resulting program behavior is undefined

## Call by Name Parameter Passing

- C/C++ macros (also called `defines`) adopt *call by name*
  - For example  
#define max(a,b) ( (a)>(b) ? (a) : (b) )
  - A "call" to the macro replaces the macro by the body of the macro (called *macro expansion*), for example `max(n+1, r)` is replaced by `((n+1)>(m)?(n+1):(m))` in the program text
  - Macro expansion is applied to the program source text and amounts to the substitution of the formal parameters with actual parameter expressions
  - Formal parameters are often parenthesized to avoid syntax problems after expansion, for example `max(c?0:1,b)` gives `((c?0:1)>(b)?(c?0:1):(b))` in which `(c?0:1)>(b)` would have had a different meaning without parenthesis
- Call by name parameter passing reevaluates actual parameter expression each time the formal parameter is read
  - Watch out for reevaluation of function calls in actual parameters, for example  
max(somefunc(),0)  
results in the evaluation of `somefunc()` twice if it returns `value > 0`

## Call by Name Parameter Passing in Algol 60

- Algol 60 adopts call by name parameter passing by default (and also supports call by value)

- A powerful use of call by name is *Jensen's device* in which an expression containing a variable is passed to a subroutine with the variable

```
real procedure sum(expr, i, low, high);  
value low, high;      low and high are passed by value  
real expr;           expr and i are passed by name  
integer i, low, high;  
begin  
  real rtn;  
  rtn := 0;  
  for i := low step 1 until high do
```

```
    rtn := rtn + expr; the value of expr depends on the  
value of i
```

```
sum := rtn      return value by assigning to function
```

```
name
```

```
end sum
```

- To calculate

$$y = \int_0^{10} (3x^2 - 5x + 2) dx$$

we can simply write `y := sum(3*x*x-5*x+2, x, 1, 10); in` which the sum function sums `3*x*x-5*x+2` for variable `x` ranging from 1 to 10

## Parameter Passing Problems

- Call by name problem

- Cannot write a swap routine that always works!

```
procedure swap(a, b)  
integer a, b, t;  
begin t := a; a := b; b := t  
end swap
```

Consider `swap(i, a[i])`, which executes `t := i`

`i := a[i]` this changes `i`

`a[i] := t` assigns `t` to wrong array element

- Call by value/result problem

- Behaves differently compared to call by reference in the presence of aliases

```
procedure shift(a:out integer, b:in out integer,  
c:in integer) is  
begin
```

```
  a := b; b := c;
```

```
end shift;
```

- When `shift(x,x,0)` is called by reference the resulting value of `x` is 0

- When `shift(x,x,0)` is called by value/result the resulting value of `x` is either unchanged or 0, because the order of copying out mode parameters is undefined

## Conformant Array Parameters

- Some languages support *conformant array* (or *open array*) parameters, e.g. Ada, Standard Pascal, Modula-2, and C
- Pascal arrays have compile-time shape and size
  - Problem e.g. when required to sort arrays of different sizes because sort procedure accepts one type of array with one size only
- Array parameters in *Standard Pascal* are conformant and array size is not fixed at compile-time

- For example:

```
function sum(A : array [low..high : integer] of
real) : real
...

```

Function `sum` accepts real typed arrays and `low` and `high` act like formal parameters that get the lower and upper bound index of the actual array parameter at run time

- C passes only pointers to arrays to functions and array size has to be determined using some other means (e.g. as a function parameter)

## Closures as Parameters

- Recall that a subroutine closure is a reference to a subroutine together with its referencing environment
- *Standard Pascal*, Ada 95, Modula-2+3 fully support passing subroutines as closures
  - Standard Pascal example:

```
procedure apply_to_A(function f(n:integer):integer
var A : array [low..high : integer] of integer);
var i:integer;
begin
  for i := low to high do A[i] := f(A[i])
end
```
- C/C++ support *pointers* to subroutines
  - No need for reference environment, because nested subroutines are not allowed
- Example:

```
void apply_to_A(int (*f)(int), int A[], int A_size)
{ int i;
  for (i=0; i<A_size; i++) A[i]=f(A[i]);
}
```

The `int (*f)(int)` is a formal parameter that is a pointer to a function `f` from `int` to `int`

## Default Parameters

- Ada, C++, Common Lisp, and Fortran 90 support *default parameters*
- A default parameter is a formal parameter with a default value
- When the actual parameter value is omitted in a subroutine call, the user-specified default value is used

- Example in C++:

```
void print_num(int n, int base = 10)
```

...

A call to `print_num(35)` uses default value 10 for base as if `print_num(35,10)` was called

- Example in Ada:

```
procedure put(item : in integer;  
width : in field := default_width;  
base : in number_base := 10) is
```

...

A call to `put(35)` uses default values for the `width` and `base` parameters

## Positional Versus Named Parameters

- Parameters are *positional* when the first actual parameter corresponds to the first formal parameter, the second actual to the second formal, etc.
  - All programming languages adopt this natural convention
- Ada, Modula-3, Common Lisp, and Fortran 90 also support *named parameters*
- A named parameter (also called *keyword parameter*) names the formal parameter in a subroutine call
  - For example in Ada:

```
put(item => 35, base => 8);
```

this "assigns" 35 to `item` and 8 to `base`, which is the same as `put(base => 8, item => 35);` and we can mix positional and name parameters as well:

```
put(35, base => 8);
```
- Advantages:
  - Documentation of parameter purpose
  - Allows default parameters anywhere in formal parameter list: with positional parameters, the use of default parameter is often restricted to the last parameters only, because the compiler cannot always tell which parameter is optional in subroutine call

## Variable Number of Arguments

- C, C++, and Common Lisp are unusual in that they allow defining subroutines that take a variable number of arguments

- Example in C/C++:

```
#include <stdarg.h>
int plus(int num, ...)
{ int sum;
  va_list args;           // declare list of arguments
  va_start(terms, num);  // initialize list of arguments
  for (int i=0; i<=num; i++)
    sum += va_arg(args, int); // get next argument
                          // must be int
  va_end(args);         // clean up list of arguments
  return sum;
}
```

Function `plus` adds a bunch of integers together, where the number of arguments is the first parameter to the function,

e.g. `plus(4, 3, 2, 1, 4)` returns 10

- Used in the `printf` and `scanf` text formatting functions in C
- Using variable number of arguments in C and C++ is not type safe as parameter types are not checked
- In Common Lisp, one can write `(+ 3 2 1 4)` to add the integers

## Function Returns

- Most languages allow a function to return any type of data structure, except a subroutine
- Modula-3 and Ada allow a function to return a subroutine implemented as a closure
- C and C++ allow functions to return pointers to functions (no closures)
- Earlier languages use special variable to hold function return

value

- Example in Pascal:

```
function max(a : integer; b : integer) : integer;
begin
  if a>b then max := a else max := b
end
```

There is no return statement, instead the function returns with the value of `max` when it reaches `end`

- Ada, C, C++, Java, and other more modern languages typically use an explicit return statement to return a value from a function

- Example in C:

```
int max(int a, int b)
{ if (a>b) return a; else return b; }
```

- May require a temporary variable for incremental

operations:

```
int fac(int n)
{ int rtn=1;
  for (i=2; i<=n; i++) rtn*=i;
  return rtn;
}
```

- return statement is more flexible, but wastes time copying the temporary variable value into return slot of subroutine frame on the stack