

# Cool Type Checking

## Cool Run-Time Organization



Paul Hudson  
@twostraws

Feeling a little cold? Just put these two lines into any Xcode project and your Mac will heat up your room in no time thanks to Swift maxing out the CPU.

[Traduci il Tweet](#)

```
class A: B { }  
class B: A { }
```

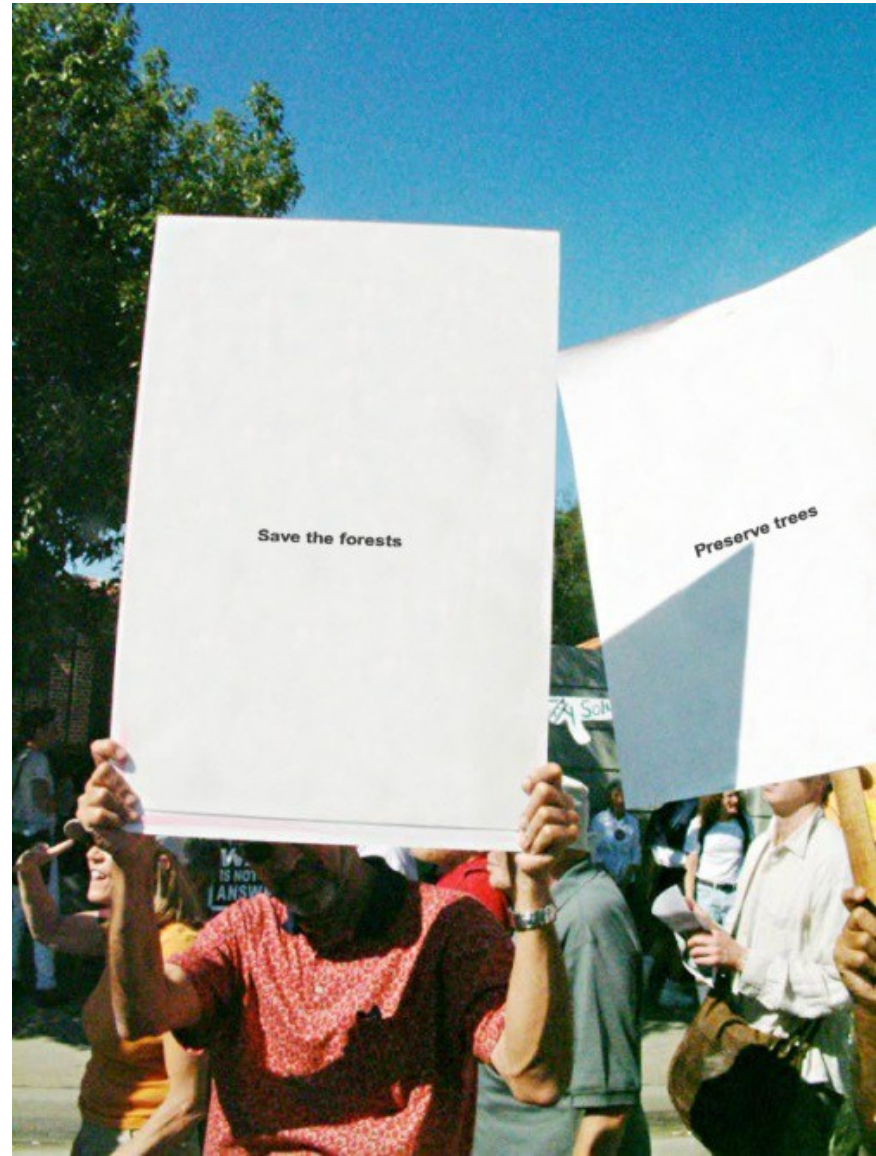
10:10 PM · 29 mar 2019 · [Twitter Web App](#)

# One-Slide Summary

- We will use **SELF\_TYPE<sub>C</sub>** for “C or any subtype of C”. It shows off the **subtlety** of our type system and allows us to check methods that **return self objects**.
- The **lifetime** of an activation of (i.e., a call to) procedure **P** is all the steps to execute **P** plus all the steps in procedures that **P** calls.
- Lifetime is a **run-time (dynamic)** notion; we can model it with trees or **stacks**.

# Lecture Outline

- SELF\_TYPE
- Object Lifetime
- Activation Records
- Stack Frames



# SELF\_TYPE Dynamic Dispatch

- If the return type of the method is **SELF\_TYPE** then the type of the dispatch is the type of the dispatch expression:

$$\mathbf{O, M, C \vdash e_0 : T_0} \quad \}^A$$

$$\begin{array}{c} \dots \\ \mathbf{O, M, C \vdash e_n : T_n} \end{array} \quad \}^B$$

$$\mathbf{M(T_0, f) = (T_1', \dots, T_n', SELF\_TYPE)} \quad \}^C$$

$$\mathbf{T_i \leq T_i' \quad 1 \leq i \leq n} \quad \}^D$$

---

$$\mathbf{O, M, C \vdash e_0.f(e_1, \dots, e_n) : T_0}$$

# Where is SELF\_TYPE Illegal in COOL?

$m(x : T) : T' \{ \dots \}$

- Only  $T'$  can be SELF\_TYPE! *Not T.*

What could go **wrong** if  $T$  were SELF\_TYPE?

```
class A { comp(x : SELF_TYPE) : Bool {...}; };  
class B inherits A {  
  b() : int { ... };  
  comp(y : SELF_TYPE) : Bool { ... y.b() ... }; };
```

...

```
let x : A ← new B in ... x.comp(new A); ...
```

...



# Summary of SELF\_TYPE

- The extended  $\leq$  and `lub` operations do a lot of the work. Implement them to handle `SELF_TYPE`
- `SELF_TYPE` can be used only in a few places. Be sure it isn't used anywhere else.
- A use of `SELF_TYPE` always refers to any subtype in the current class
  - The exception is the type checking of dispatch, where `SELF_TYPE` *as the return type* of an invoked method might have nothing to do with the current enclosing class

# Course Goals

- At the end of this course, you will be acquainted with the fundamental concepts in the **design and implementation** of high-level programming **languages**. In particular, you will understand the **theory and practice** of **lexing, parsing, semantic analysis, and code interpretation**. You will also have gained practical experience programming in multiple **different languages**.

# Group Activity

The following typing judgments have one or more flaws. For each judgment, list the flaws and explain how they affect the judgment.

(a)

$$\frac{\begin{array}{l} O \vdash e_0 : T \\ O \vdash T \leq T_0 \\ O \vdash e_1 : T_1 \end{array}}{O[x/T_0] \vdash \text{let } x : T_0 \leftarrow e_0 \text{ in } e_1 : T_1} \text{ (let - init)}$$

(b)

$$\frac{\begin{array}{l} O(\text{id}) = T_0 \\ O \vdash e_1 : T_1 \\ T_0 \leq T_1 \end{array}}{O \vdash \text{id} \leftarrow e_1 : T_1} \text{ (assign)}$$



# Status

- We have covered the front-end phases
  - Lexical analysis
  - Parsing
  - Semantic analysis
- Next are the back-end phases
  - Optimization (optional)
  - Code execution (or code generation)
- We'll do **code execution** first . . .

# Run-time environments

- Before discussing code execution, we need to understand **what we are trying to execute**
- There are a number of standard techniques that are widely used for structuring executable code
- Standard Way:
  - Code
  - Stack
  - Heap



# Run-Time Organization Outline

- Management of run-time resources
- Correspondence between **static** (compile-time) and **dynamic** (run-time) structures
- Storage organization

# Run-time Resources

- Execution of a program is initially under the control of the operating system
- When a program is invoked:
  - The OS allocates space for the program
  - The code is loaded into part of the space
  - The OS jumps to the entry point (i.e., “main”)
- How does “space” work?

A photograph of an astronaut in a white spacesuit floating in space against a black background. The astronaut is positioned diagonally, with their head towards the top right and feet towards the bottom left. The suit is detailed with various equipment and a helmet. The background is a deep, dark blue/black, suggesting the vastness of space.

# Space

Space is big. Really big. You just won't believe how vastly, hugely, mind-bogglingly big it is. I mean, you may think it's a long way down the road to the chemist's, but that's just peanuts to space.

-- Douglas Adams

Space is as infinite as we can imagine, and expanding this perspective is what adjusts humankind's focus on conquering our true enemies, the formidable foes: ignorance and limitation.

-- Vanna Bonta

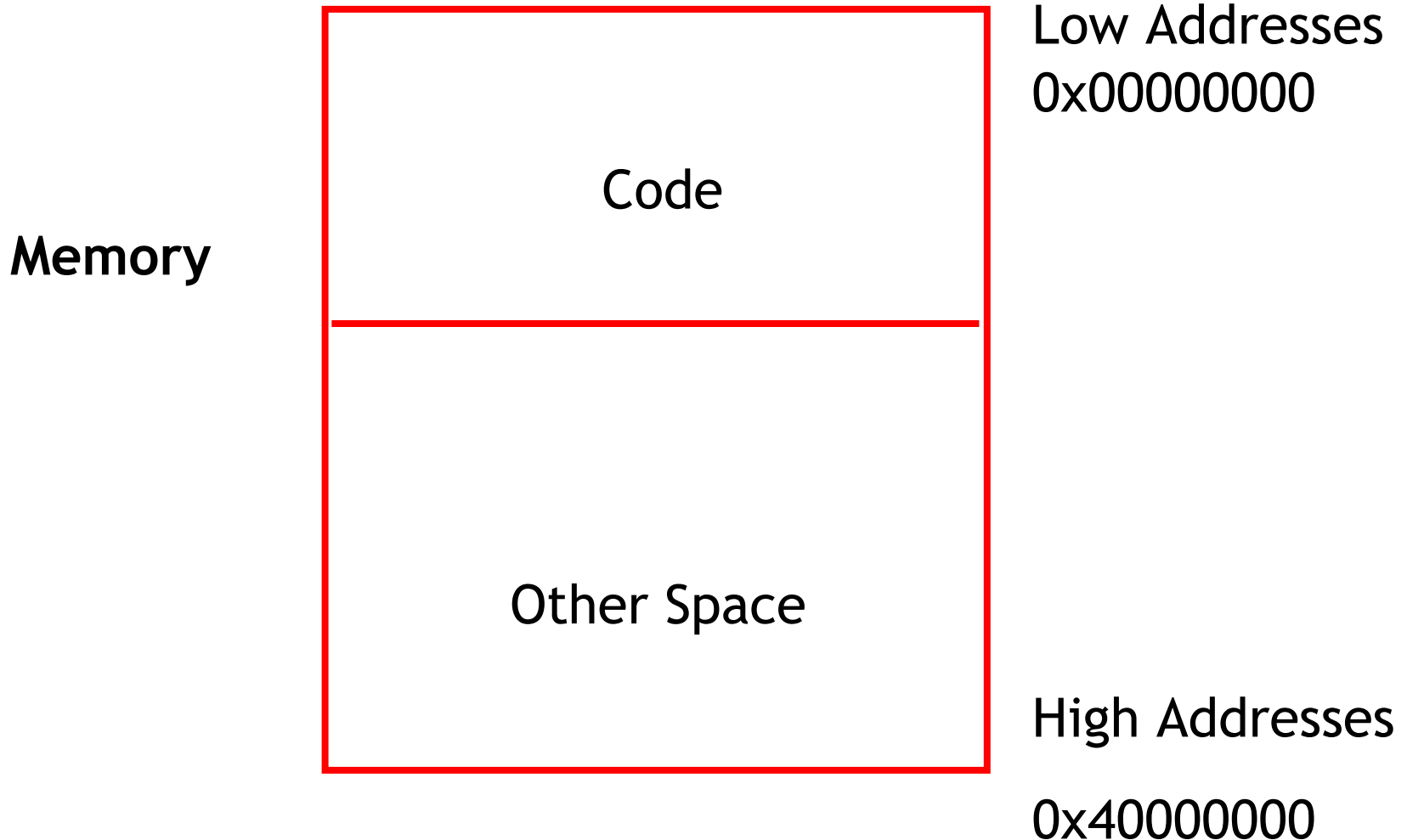
# (OS/Arch Info) Virtual Memory

- An **address space** is a partial mapping from addresses to values. Like a big array: the value at memory address 0x12340000 might be 87. *Partial* means some addresses may be invalid.
- There is an address space associated with the **physical memory** in your computer. If you have 1GB of RAM, addresses 0 to 0x40000000 are valid.
- If I want to store some information on MachineX and you want to store other information on MachineX, we would have to collude to use *different* physical addresses (= different parts of the address space).

# (OS/Arch Info) Virtual Memory 2

- **Virtual memory** is an abstraction in which **each process** gets its own *virtual address space*. The OS and hardware work together to provide this abstraction. All modern general computers use it.
- Each virtual address space is then mapped separately into a different part of physical memory. (*simplification*)
- So **Process1** can store information at its virtual address **0x4444** and **Process2** can *also* store information at its virtual address **0x4444** and there will be *no overlap* in physical memory.
  - e.g., **P1 0x4444** virtual -> 0x1000 physical
  - and **P2 0x4444** virtual -> 0x8000 physical

# Program Memory Layout



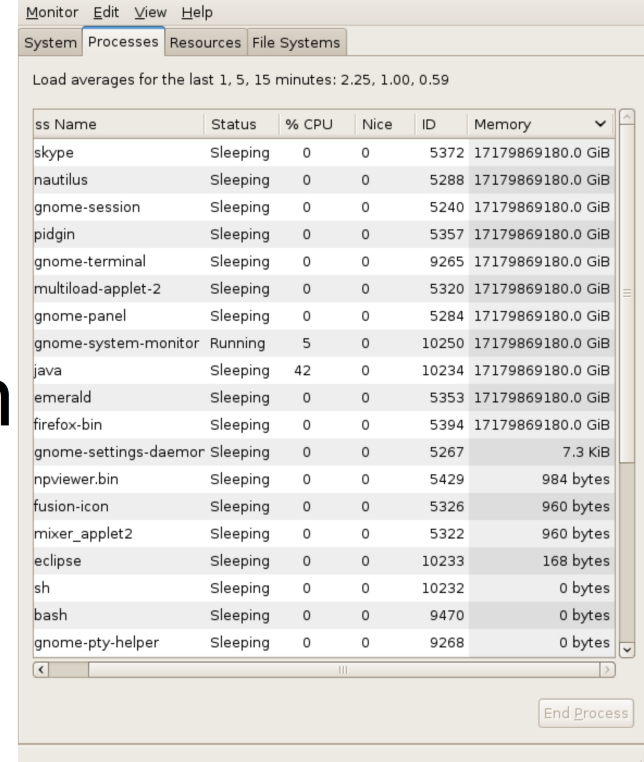


# Notes

- Our pictures of machine organization have:
  - Low address at the top
  - High address at the bottom
  - Lines delimiting areas for different kinds of data
- These pictures are simplifications
  - e.g., not all memory need be contiguous
- In some textbooks lower addresses are at bottom (doesn't matter)

# What is Other Space?

- Holds all data for the program
- Other Space = Data Space
- A **compiler** is responsible for:
  - Generating code (that is run later)
  - Orchestrating use of the data area
- An **interpreter** is responsible for:
  - Executing the code directly (now)
  - Orchestrating use of the (run-time) data



Monitor Edit View Help

System Processes Resources File Systems

Load averages for the last 1, 5, 15 minutes: 2.25, 1.00, 0.59

ss Name	Status	% CPU	Nice	ID	Memory
skype	Sleeping	0	0	5372	17179869180.0 GiB
nautilus	Sleeping	0	0	5288	17179869180.0 GiB
gnome-session	Sleeping	0	0	5240	17179869180.0 GiB
pidgin	Sleeping	0	0	5357	17179869180.0 GiB
gnome-terminal	Sleeping	0	0	9265	17179869180.0 GiB
multiloop-applet-2	Sleeping	0	0	5320	17179869180.0 GiB
gnome-panel	Sleeping	0	0	5284	17179869180.0 GiB
gnome-system-monitor	Running	5	0	10250	17179869180.0 GiB
java	Sleeping	42	0	10234	17179869180.0 GiB
emerald	Sleeping	0	0	5353	17179869180.0 GiB
firefox-bin	Sleeping	0	0	5394	17179869180.0 GiB
gnome-settings-daemon	Sleeping	0	0	5267	7.3 KiB
npviewer.bin	Sleeping	0	0	5429	984 bytes
fusion-icon	Sleeping	0	0	5326	960 bytes
mixer_applet2	Sleeping	0	0	5322	960 bytes
eclipse	Sleeping	0	0	10233	168 bytes
sh	Sleeping	0	0	10232	0 bytes
bash	Sleeping	0	0	9470	0 bytes
gnome-pty-helper	Sleeping	0	0	9268	0 bytes

End Process

# Code Execution Goals

- Two goals:
  - **Correctness**
  - **Speed**
- Most complications at this stage come from trying to be fast as well as correct



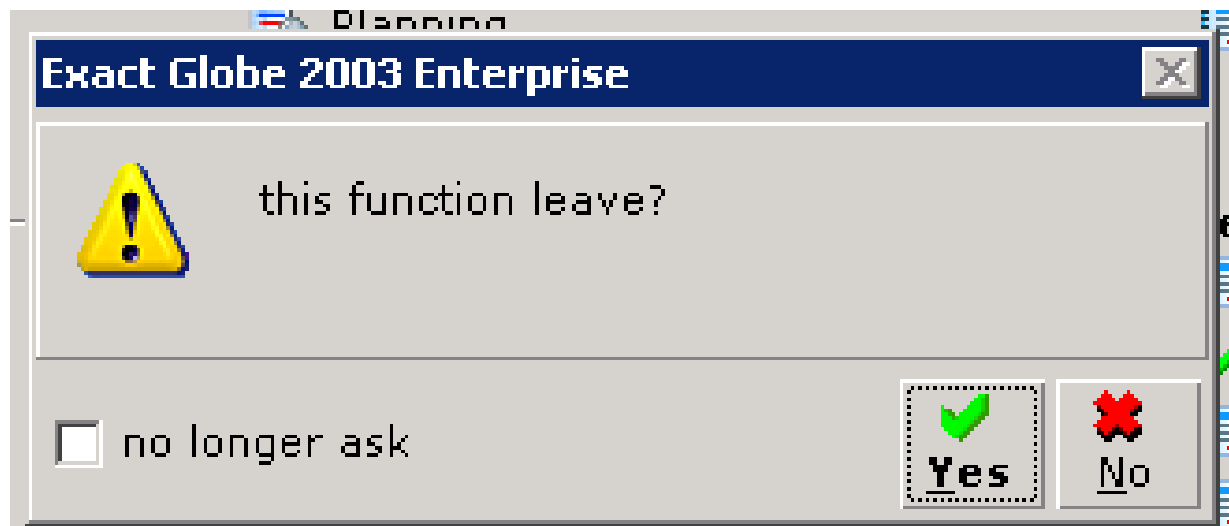
# Assumptions about Execution

- (1) Execution is **sequential**; control moves from one point in a program to another in a well-defined order
- (2) When a procedure is called, control eventually returns to the point immediately **after the call**

Do these assumptions always hold?

# Activations

- An invocation of procedure  $P$  is an **activation** of  $P$
- The **lifetime** of an activation of  $P$  is
  - All the steps to execute  $P$
  - Including all the steps in procedures that  $P$  calls



# Lifetimes of Variables

- The **lifetime** of a variable  $x$  is the portion of execution during which  $x$  is defined
- Note that
  - Scope is a static concept
  - Lifetime is a **dynamic** (run-time) concept



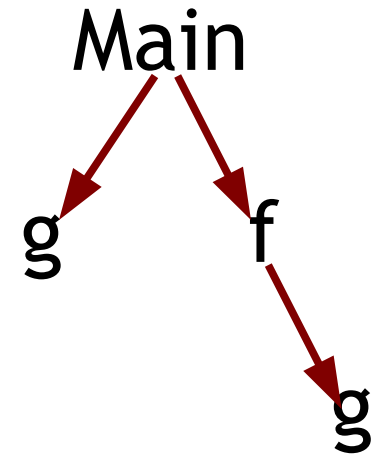
# Activation Trees

- Assumption (2) requires that when **P** calls **Q**, then **Q** returns before **P** does
- Lifetimes of procedure activations are **properly nested**
- Activation lifetimes can be depicted as a **tree**



# Example

```
Class Main {  
  g() : Int { 1 };  
  f(): Int { g() };  
  main(): Int {{ g(); f(); }};  
}
```





# Example 2

```
Class Main {  
    g() : Int { 1 };  
    f(x:Int): Int {  
        if x = 0 then g() else f(x - 1) fi  
    };  
    main(): Int {{ f(3); }};  
}
```

What is the activation tree for this example?

# Notes

- The activation tree depends on run-time behavior
- The activation tree may be different for every program input
- Since activations are properly nested, a **stack** can track currently active procedures
  - This is the **call stack**

# Example

```
Class Main {  
  g() : Int { 1 };  
  f(): Int { g() };  
  main(): Int {{ g(); f(); }};  
}
```

*Main*

**Stack**

*Main*

# Example

```
Class Main {  
  g() : Int { 1 };  
  f(): Int { g() };  
  main(): Int {{ g(); f(); }};  
}
```



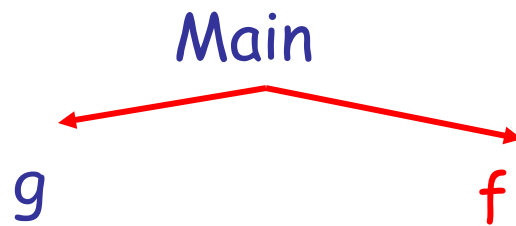
**Stack**

*Main*

*g*

# Example

```
Class Main {  
  g() : Int { 1 };  
  f(): Int { g() };  
  main(): Int {{ g(); f(); }};  
}
```



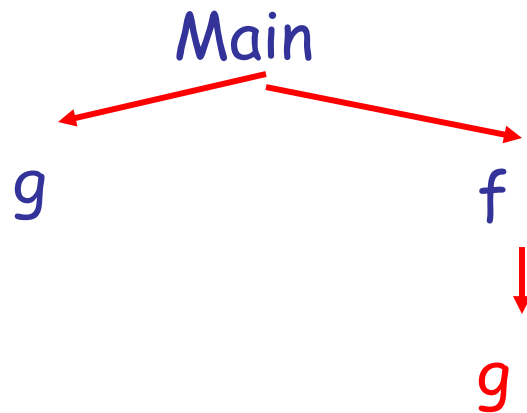
**Stack**

*Main*

*f*

# Example

```
Class Main {  
  g() : Int { 1 };  
  f(): Int { g() };  
  main(): Int {{ g(); f(); }};  
}
```



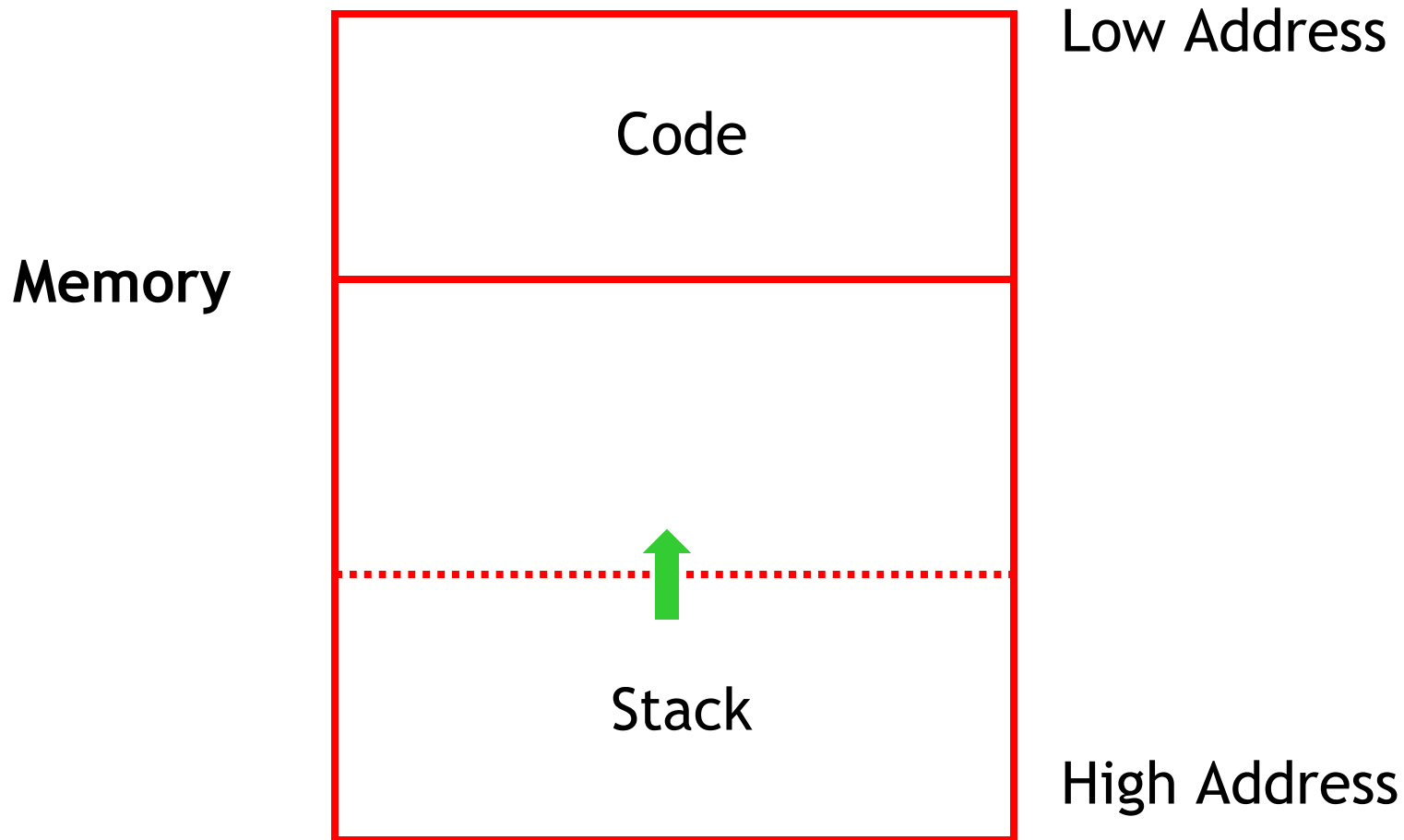
**Stack**

*Main*

*f*

*g*

# Revised Memory Layout



# Trivia: Slavic Folklore

(student “memorial”)

- This old woman flies on a mortar, wields a pestle, and lives in the forest in a hut supported by chicken legs. She may eat children or help the hero. In the John Wick film series, her name is associated with the main character.





Q: TV (110 / 842)

- Name the series and either of the characters involved in the first interracial kiss on US television. The kiss took place in the 1968 episode "Plato's Stepchildren".

# Trivia: Yu-Gi-Oh

(student “memorial”)

- In Yu-Gi-Oh, Yugi Moto is aided by the spirit of an ancient *what* as he plays Shadow Games and seeks Millenium Items? In the story, who invented the Duel Monsters card game?
- YTAS Bonus: Pithily explain Seto Kaiba's perspective on how wealth frees one from traditional strictures.

# Real-World Languages

- This Asian language features a relatively small vocabulary of sounds, a focus on the relative status of the speaker and listener in the conversation, three written scripts, and S-O-V ordering. Ex: 日本に行きたい。

# Real-World Languages

- This Southern Athabaskan language is the most commonly-spoken Native (Indigenous) American language north of Mexico. It has four basic vowels, two tones, inflected verbs, and was used as encryption to relay tactical secret messages in World War II.

# Activation Records

- On many machines the stack starts at high-addresses and grows towards lower addresses
- The information needed to manage one procedure activation is called an **activation record** (AR) or **frame**
- If procedure **F** calls **G**, then **G**'s activation record contains a mix of info about **F** and **G**.

# What is in **G**'s AR when **F** calls **G**?

- **F** is “suspended” until **G** completes, at which point **F** resumes. **G**'s AR contains information needed to resume execution of **F**.
- **G**'s AR may also contain:
  - Actual parameters to **G** (supplied by **F**)
  - **G**'s return value (needed by **F**)
  - Space for **G**'s local variables

# The Contents of a Typical AR for **G**

- Space for **G**'s return value
- Actual parameters
- Pointer to the previous activation record
  - The **control link** points to AR of **F** (caller of **G**)
  - (possibly also called the **frame pointer**)
- Machine status prior to calling **G**
  - Local variables
  - (Compiler: register & program counter contents)
- Other temporary values

# Example 2, Revisited

```
Class Main {  
  g() : Int { 1 };  
  f(x:Int):Int {  
    if x=0 then g() else f(x - 1) (**) fi  
  };  
  main(): Int {{f(3); (*) }};}  
}
```

AR for f:

*return address*

*control link*

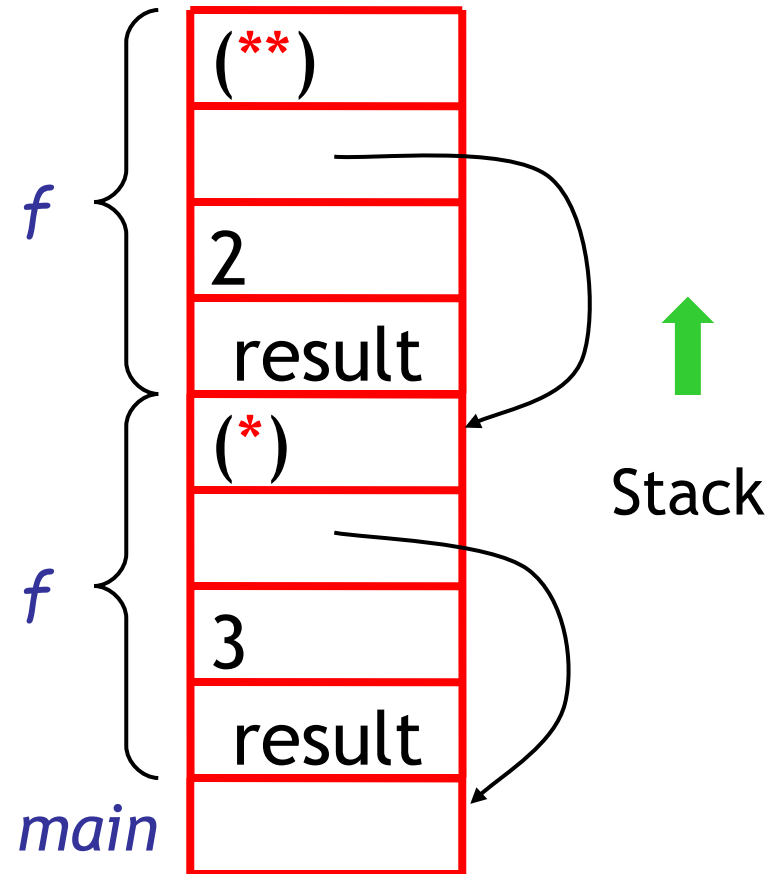
*argument*

*space for  
result*



# Stack After Two Calls to f

```
Class Main {  
  g() : Int { 1 };  
  f(x:Int):Int {  
    if x=0 then g()  
    else f(x - 1) (**) fi  
  };  
  main(): Int {{f(3); (*) }};  
}
```



# Notes

- `main` has no argument or local variables and its result is “never” used; its AR is uninteresting
- `(*)` and `(**)` are return addresses of the invocations of `f`
  - The return address is where execution resumes after a procedure call finishes
- This is only one of many possible AR designs
  - Would also work for C, Pascal, FORTRAN, etc.

# The Main Point

The compiler must determine, at compile-time, the layout of activation records and generate code that, when executed at run-time, correctly accesses locations in those activation records.

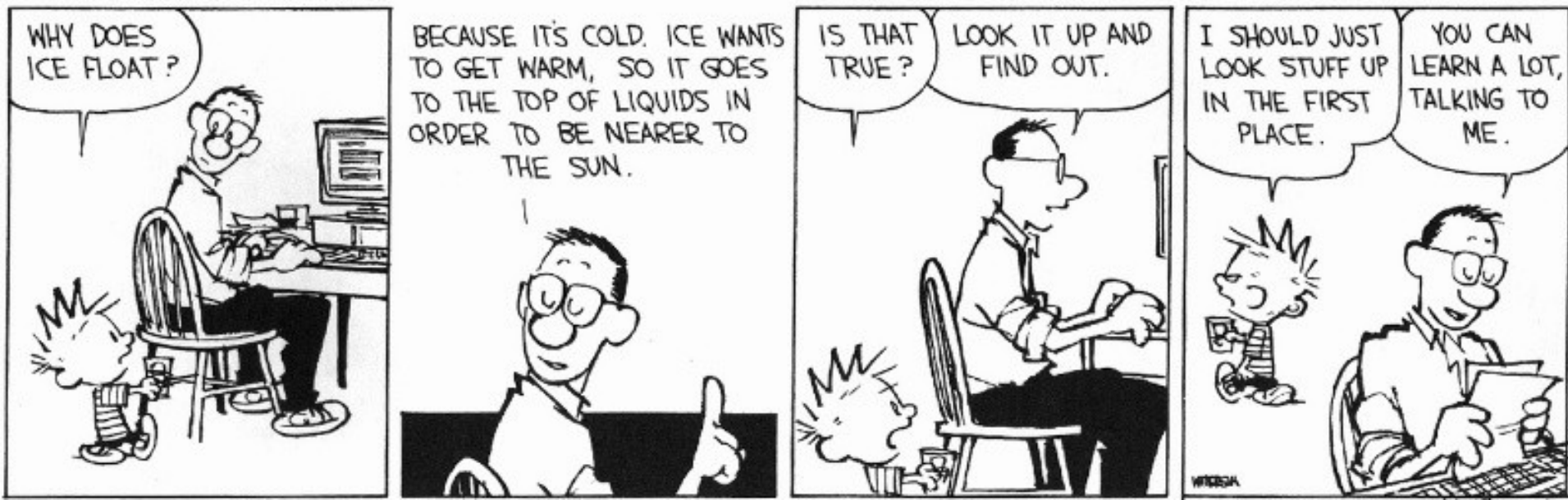
*Thus, the AR layout and the compiler must be designed together!*

# Discussion

- The advantage of placing the return value 1st in a frame is that the caller can find it at a fixed offset from its own frame
  - The caller must write the return address there
- There is nothing magic about this organization
  - Can rearrange order of frame elements
  - Can divide caller/callee responsibilities differently
  - An organization is better if it improves execution speed or simplifies code generation
    - Ask me about what embedded devices do.

# Discussion (Cont.)

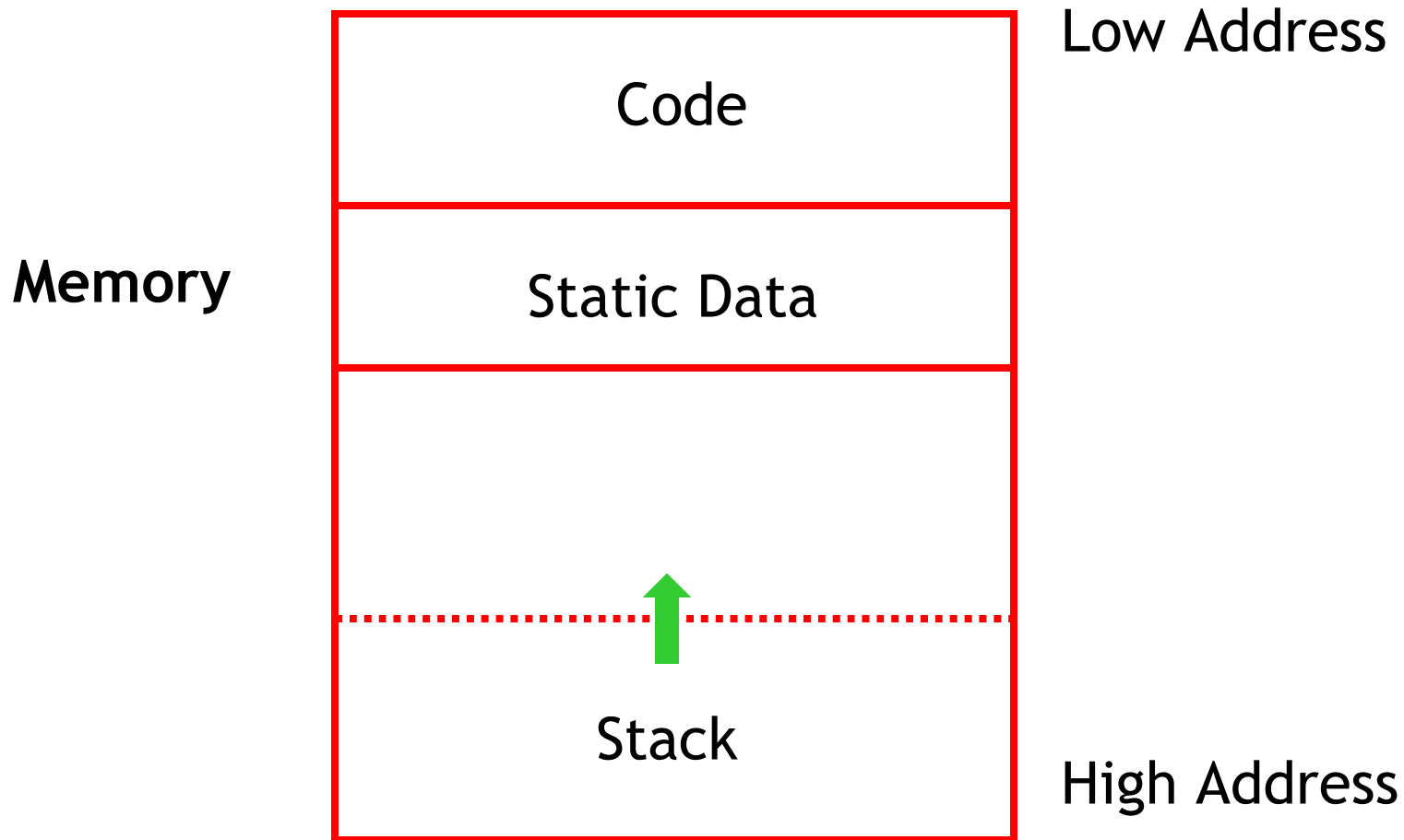
- Real compilers hold as much of the frame as possible in registers
  - Especially the method result and arguments
- Why?



# Globals

- All references to a global variable point to the same object
  - Can't really store a global in an activation record
- Globals are assigned a fixed address once
  - Variables with fixed address are “**statically allocated**”
- Depending on the language, there may be other statically allocated values

# Memory Layout with Static Data



# Heap Storage

- A value that outlives the procedure that creates it cannot be kept in the AR

```
method foo() { new Bar }
```

The `Bar` value must survive deallocation of `foo`'s AR

- Languages with dynamically allocated data use a **heap** to store dynamic data



# Notes

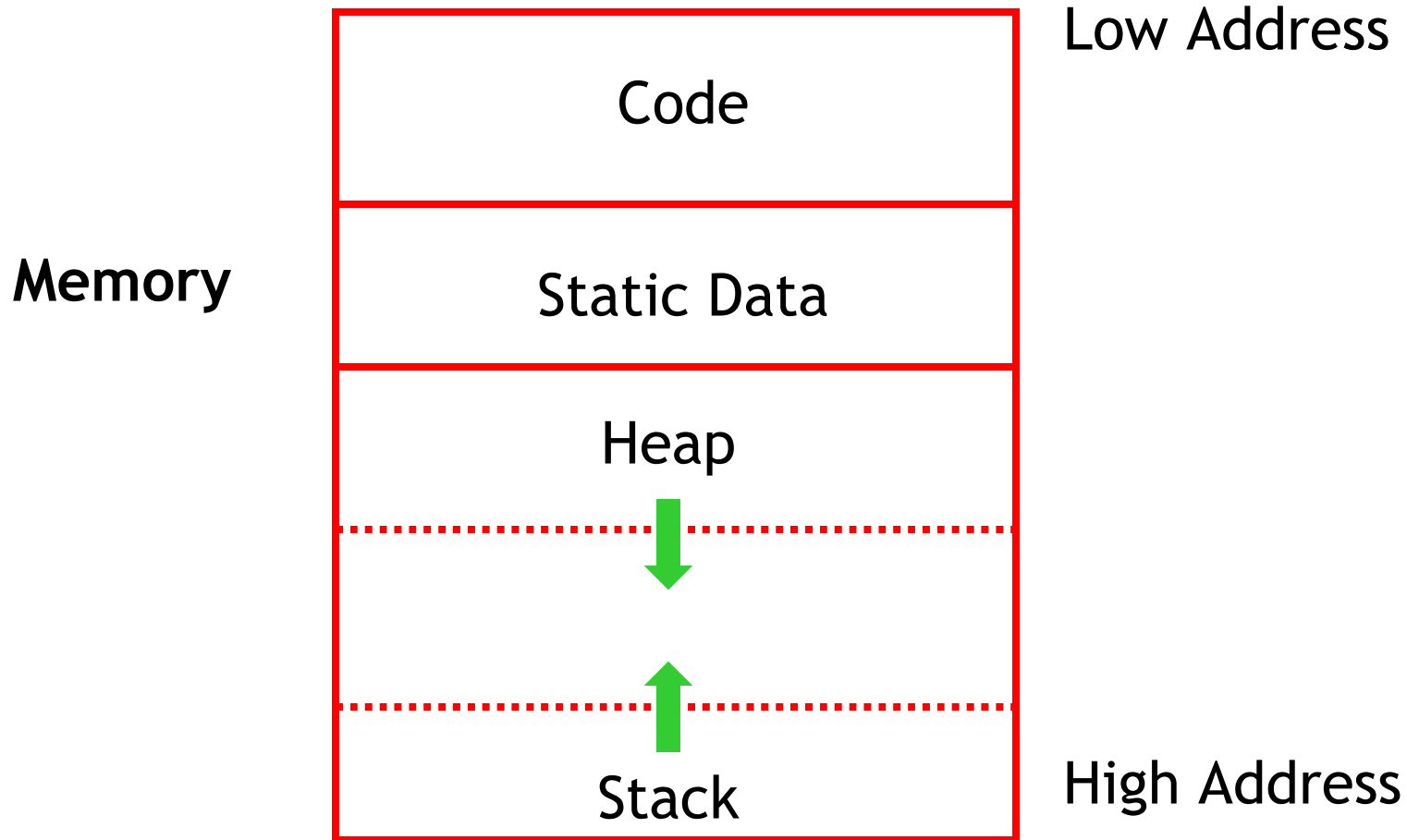
- The code area contains object code
  - For most languages, fixed size and read only
- The static area contains data (not code) with fixed addresses (e.g., global data)
  - Fixed size, may be readable or writable
- The stack contains an AR for each currently active procedure
  - Each AR usually fixed size, contains locals
- Heap contains all other data
  - In C, heap is managed by *malloc* and *free*

# Notes (Cont.)

- Both the heap and the stack grow
- Compilers must take care that they don't grow into each other
- Solution: start heap and stack at opposite ends of memory and let them grow towards each other



# Memory Layout with Heap



# Your Own Heap

- CA4 must emit assembly code for things like:  
let **x** = new Counter(5) in  
let **y** = **x** in {  
    **x.increment(1);**  
    print( **y.getCount()** ); // what does this print?  
}
- You'll need to use and manage **explicit heap** (described today and also in later lectures). A heap maps addresses (integers) to values.

# Homework

- RS4 recommended today
- PA4 due Tuesday