

TD 2 - Blocks and procedures, dynamic vs. static links

Exercise 1

Let π be the following program seen in the lecture course:

```
begin  var x := 2;
      proc p is x := 0;
      proc q is begin var x := 1; proc p is call p; call p; end;
      call p;
end
```

Compute the semantics of this program according to the following variants:

1. with static links for procedures, dynamic links for variables, and the recursive call rule,
2. with static links for procedures, dynamic links for variables and the non-recursive call rule.

Exercise 2

Let π be the following program seen in the lecture course:

```
begin  var x := 0;
      proc p is x := x * 2;
      proc q is call p;
      begin
        var x := 5;
        proc p is x := x + 1;
        call q; y := x;
      end;
end
```

Compute the semantics of this program according to the following three variants:

1. Dynamic links for procedures and variables.
2. Static links for procedures and dynamic link for variables.
3. Static links for procedures and variables.

Exercise 3

We add the following statement to the **While** language with blocks and procedures:

Stm ::= $p := S$.

Give a semantics to this language. Your semantics should be conservative wrt. the semantics of the **While** language.

Exercise 4

Complete the semantics of **While** with blocks and procedures with static links for variables and procedures.

Exercise 5

We modify the syntax of procedures to allow parameters:

$$\begin{aligned} S &\in \mathbf{Stm} \\ S &::= x := a \mid \text{skip} \mid S_1; S_2 \mid \\ &\quad \text{if } b \text{ then } S_1 \text{ else } S_2 \\ &\quad \text{while } b \text{ do } S \text{ od} \mid \text{begin } D_V \ D_P; S \text{ end} \mid \text{call } p(a_1, a_2) \\ D_V &::= \text{var } x := a; D_V \mid \epsilon \\ D_P &::= \text{proc } p(x_1, x_2) \text{ is } S; D_P \mid \epsilon \end{aligned}$$

We are interested in the semantics with static link for procedures and dynamic link for variables.

- Modify the semantics of procedure declaration and call in order to obtain a semantics with call-by-value.
- Same thing with call-by-reference.