

# Out of Date Biases

## Parameter Lists

Parameters are pushed onto a heterogenous<sup>1</sup> stack.

The idea of parameter lists was borne out of:

- concern for memory conservation
- mathematical notation (which came from pen-and-paper-only thinking)
- strictly textual notations
- "everything must be synchronous" thinking.

## Exceptions

The idea of exceptions was borne out of:

- strictly textual notations
- synchronous-only thinking
- the idea of parameter lists (which cause accidental complexity in the design of exception syntax)

## Return Values

Return values are placed on the stack.

The idea of return values was borne out of:

---

<sup>1</sup> Parameters of all types share the same stack.

- concern for memory conservation
- mathematical notation
- strictly textual notations
- "everything must be synchronous" thinking
- the idea of parameter lists (which cause accidental complexity in the design of return syntax).

## Extra Work

The compiler must do extra work:

- to determine type safety
- to determine alignment.

## A Stack is a (Degenerate) Collection

A stack is an optimization of list.

A list is a collection.

The concept of *stack* conflates several issues:

- scoping
- optimization.

# Two Stacks for Every Type

## Separate Collections

Every *type* might be stored in a separate collection.

The *parameters* to a routine might be a collection of typed collections.

## Type Checking

Assertion: if something is in a typed collection, then it has the correct type.

Type check is done at "push" time (where "push" means to add the item to its collection).

## Type Name Clashes

What can we do if two parameters have the same type?

One solution - allow type synonyms.

Each parameter gets a unique name, but the name is synonymed to be of a given type.

E.G.

```
fn(a : int, b : int)
```

becomes

```
fn(a,b)
a = int
b = int
```

# Type Stack Operations

TBD

I have implemented a version of the above ideas and will document the operations (about 5) that I use (push-and-check-type, pop, list-add, etc.)

## PT Pascal and S/SL

The PT Pascal compiler, written in the language S/SL, used stacks for scoping and type checking. The PT Pascal source code and S/SL source code can be found at <https://research.cs.queensu.ca/home/cordy/pub/downloads/ssl/>.

A version of S/SL with input and output parameters was documented in a thesis - I can't find my copy of the thesis nor can I remember the author's name.