Machine-Level Programming III: Procedures

CS140 – Assembly Language and Computer Organization

Slides Courtesy of:

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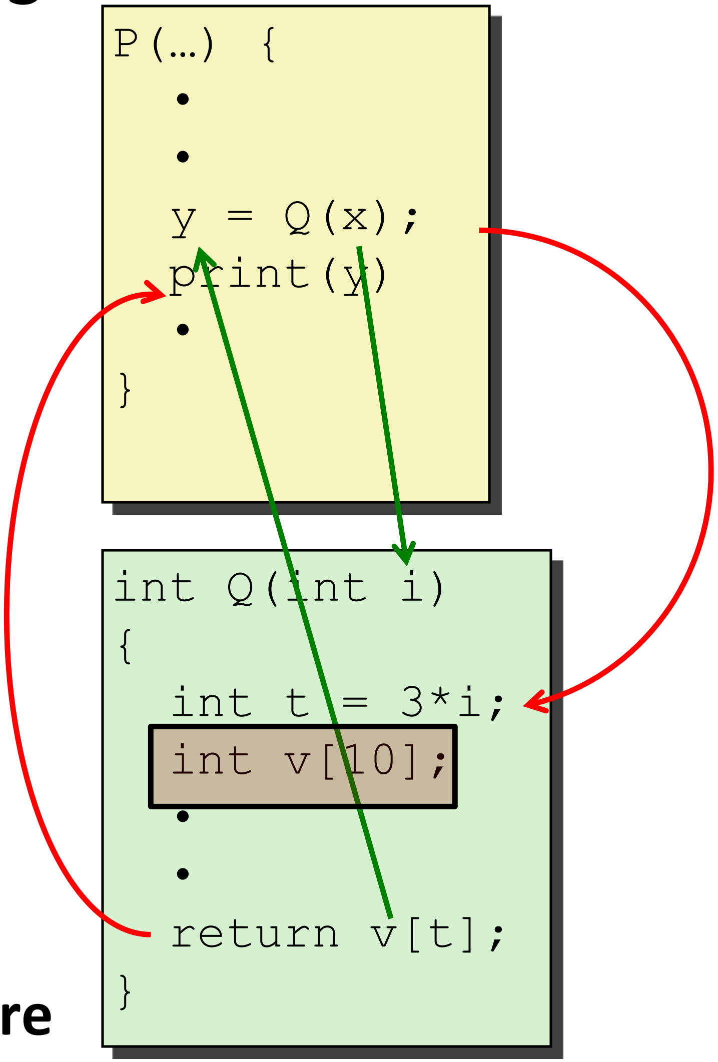
Mechanisms in Procedures

- **Passing control**
  - To beginning of procedure code
  - Back to return point
- **Passing data**
  - Procedure arguments
  - Return value
- **Memory management**
  - Allocate during procedure execution
  - Deallocate upon return
- **Mechanisms all implemented with machine instructions**
- **x86-64 implementation of a procedure uses only those mechanisms required**



```
P(…) {
   •
   •
   y = Q(x);
   print(y)
   •
}
```

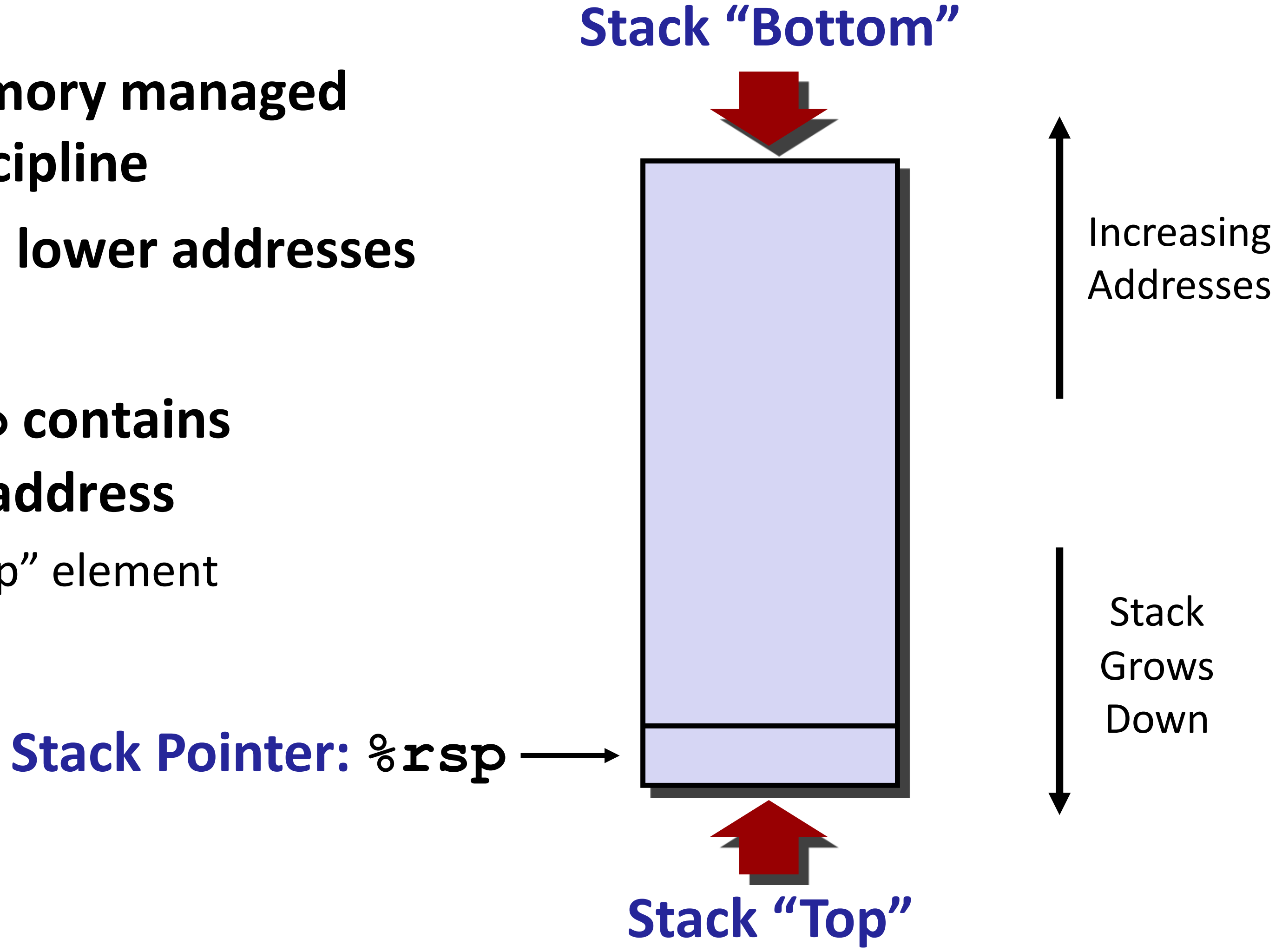
```
int Q(int i)
{
   int t = 3*i;
   int v[10];
   •
   •
   return v[t];
}
```

Today

- **Procedures**
  - **Stack Structure**
  - Calling Conventions
    - Passing control
    - Passing data
    - Managing local data
  - Illustration of Recursion

x86-64 Stack

- **Region of memory managed with stack discipline**
- **Grows toward lower addresses**
- **Register `%rsp` contains lowest stack address**
  - address of “top” element



Stack “Bottom”

Increasing Addresses

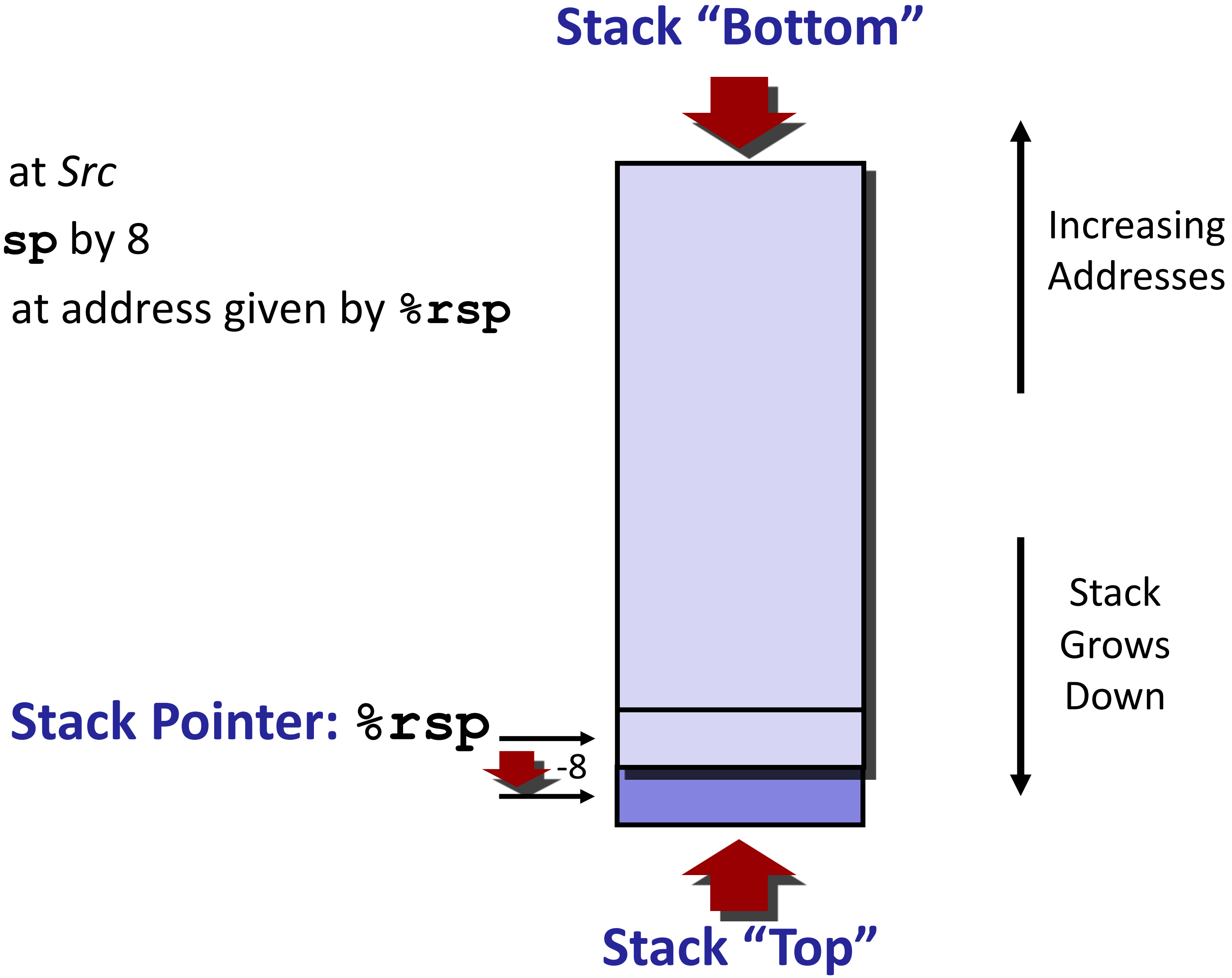
Stack Grows Down

Stack Pointer: `%rsp`

Stack “Top”

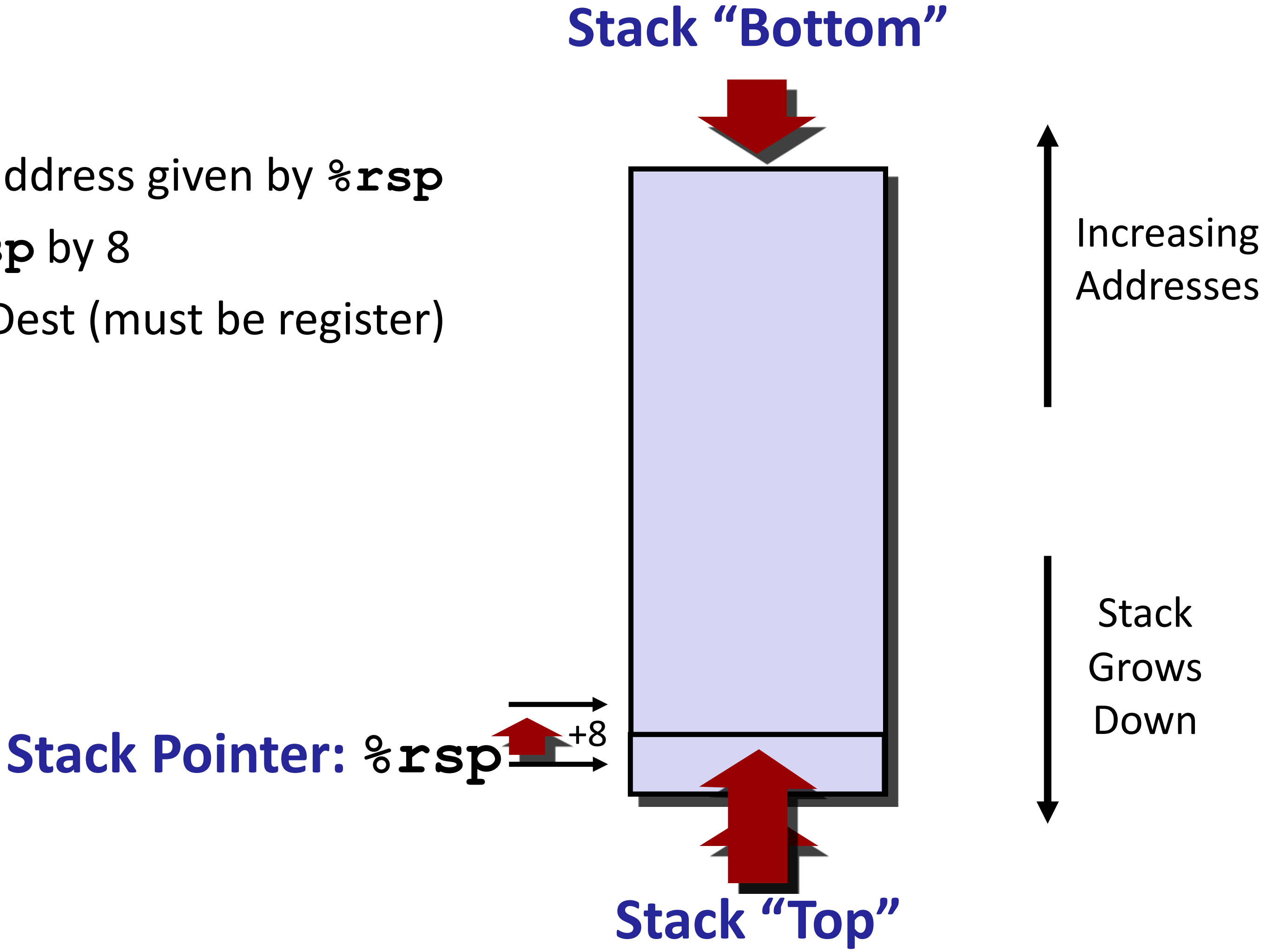
x86-64 Stack: Push

- `pushq` *Src*
  - Fetch operand at *Src*
  - Decrement `%rsp` by 8
  - Write operand at address given by `%rsp`



x86-64 Stack: Pop

- `popq` ***Dest***
  - Read value at address given by `%rsp`
  - Increment `%rsp` by 8
  - Store value at Dest (must be register)



Today

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  - Stack Structure
  - Calling Conventions
    - **Passing control**
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Code Examples

```
void multstore
 (long x, long y, long *dest)
{
    long t = mult2(x, y);
    *dest = t;
}
```

```
0000000000400540 <multstore>:
  400540: push   %rbx              # Save %rbx
  400541: mov    %rdx,%rbx         # Save dest
  400544: callq  400550 <mult2>    # mult2(x,y)
  400549: mov    %rax,(%rbx)       # Save at dest
  40054c: pop    %rbx              # Restore %rbx
  40054d: retq                     # Return
```

```
long mult2
  (long a, long b)
{
  long s = a * b;
  return s;
}
```

```
0000000000400550 <mult2>:
  400550:  mov    %rdi,%rax      # a
  400553:  imul   %rsi,%rax      # a * b
  400557:  retq                  # Return
```

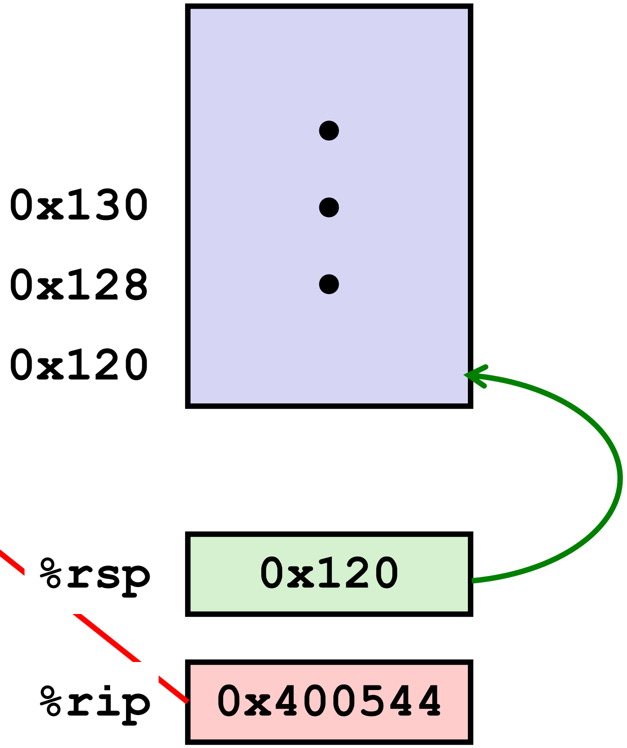
Procedure Control Flow

- **Use stack to support procedure call and return**
- **Procedure call: `call label`**
  - Push return address on stack
  - Jump to ***label***
- **Return address:**
  - Address of the next instruction right after call
  - Example from disassembly
- **Procedure return: `ret`**
  - Pop address from stack
  - Jump to address

Control Flow Example #1

```
0000000000400540 <multstore>:
  •
  •
  400544: callq  400550 <mult2>
  400549: mov    %rax,(%rbx)
  •
  •
```

```
0000000000400550 <mult2>:
  400550:  mov    %rdi,%rax
  •
  •
  400557:  retq
```



0x130

0x128

0x120

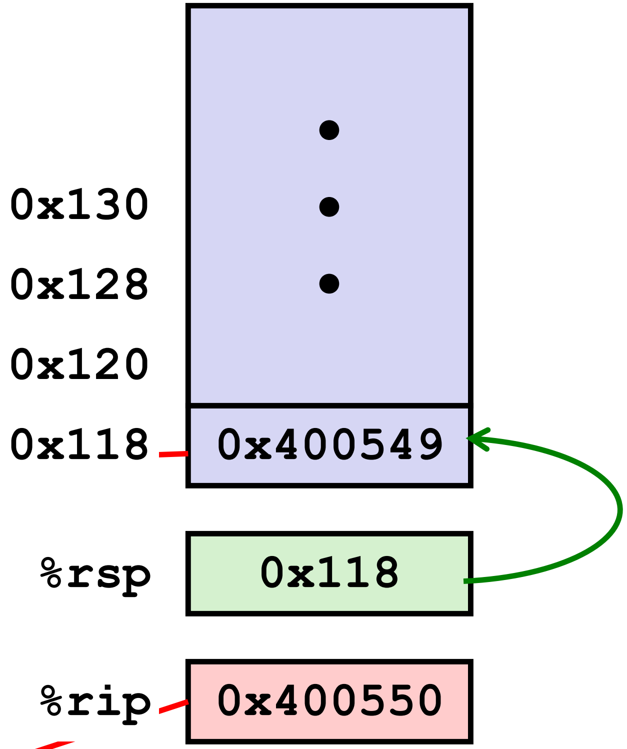
%rsp 0x120

%rip 0x400544

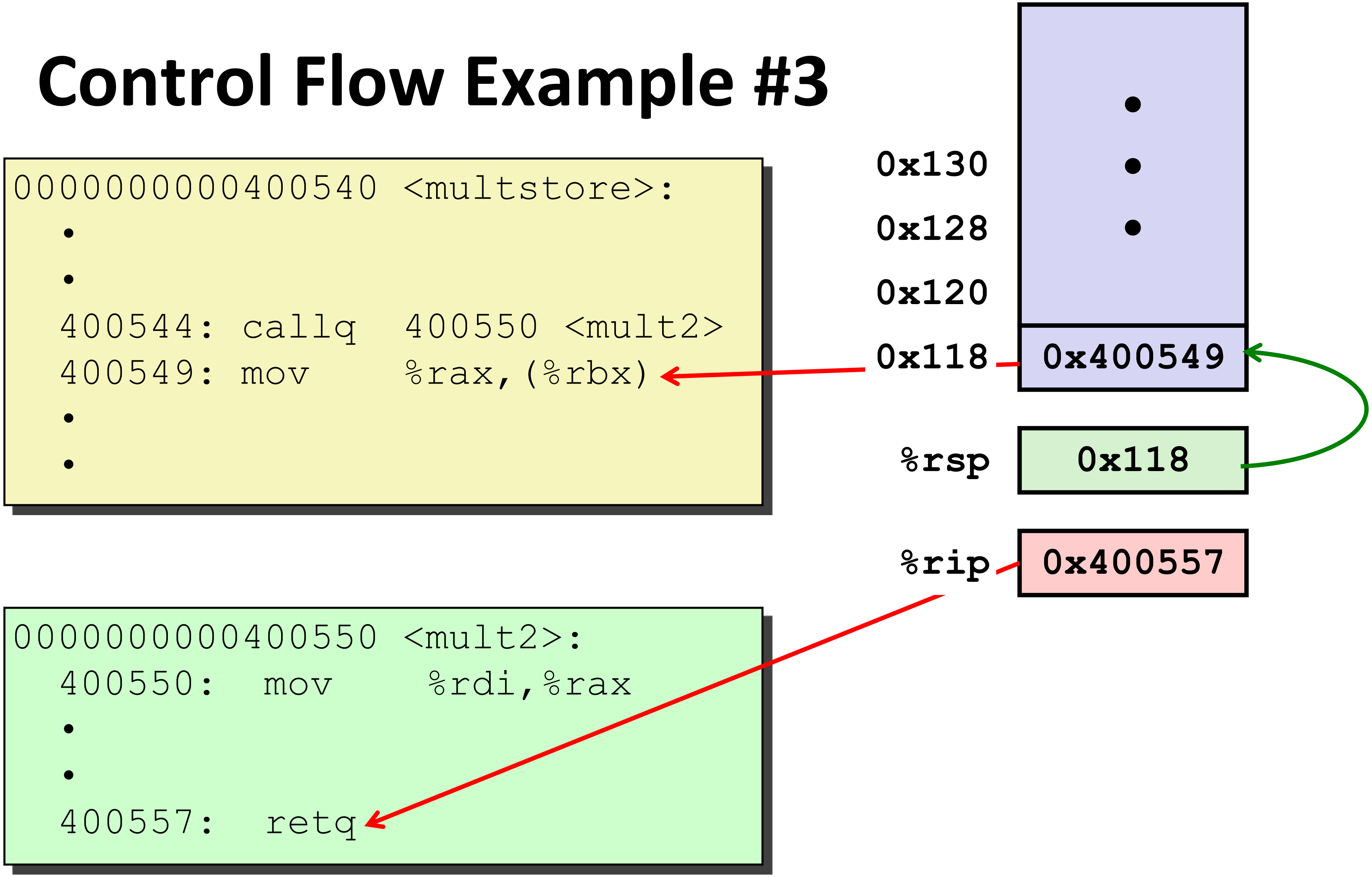
Control Flow Example #2

```
0000000000400540 <multstore>:
  •
  •
  400544: callq  400550 <mult2>
  400549: mov    %rax,(%rbx)
  •
  •
```

```
0000000000400550 <mult2>:
  400550:  mov    %rdi,%rax
  •
  •
  400557:  retq
```



Control Flow Example #3



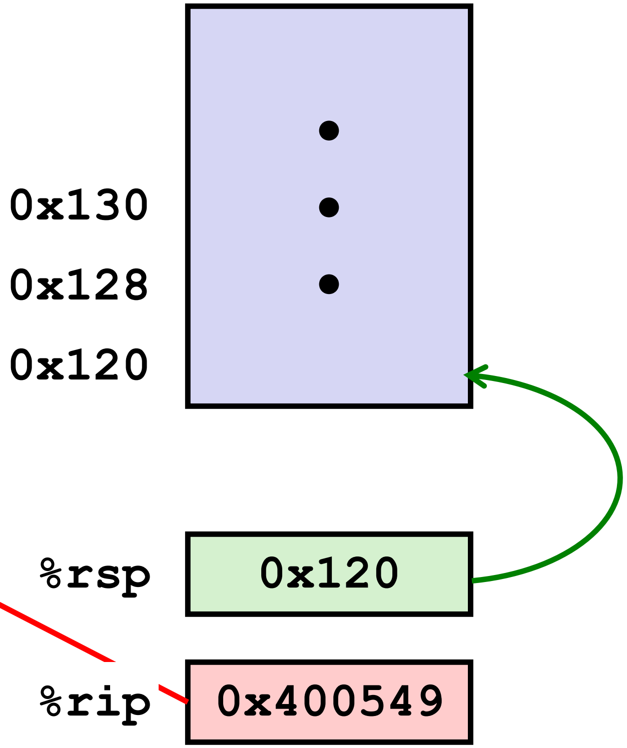
```
0000000000400540 <multstore>:
  •
  •
  400544: callq  400550 <mult2>
  400549: mov    %rax,(%rbx)
  •
  •
```

```
0000000000400550 <mult2>:
  400550:  mov    %rdi,%rax
  •
  •
  400557:  retq
```

Control Flow Example #4

```
0000000000400540 <multstore>:
  •
  •
  400544: callq  400550 <mult2>
  400549: mov    %rax,(%rbx)
  •
  •
```

```
0000000000400550 <mult2>:
  400550:  mov    %rdi,%rax
  •
  •
  400557:  retq
```



0x130
0x128
0x120
•
•
•
%rsp
0x120
%rip
0x400549

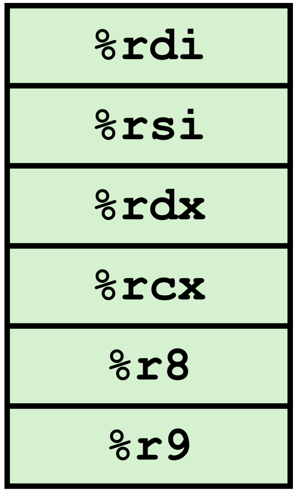
Today

- **Procedures**
  - Stack Structure
  - Calling Conventions
    - Passing control
    - **Passing data**
    - Managing local data
  - Illustrations of Recursion & Pointers

Procedure Data Flow

Registers

- First 6 arguments



%rdi

%rsi

%rdx

%rcx

%r8

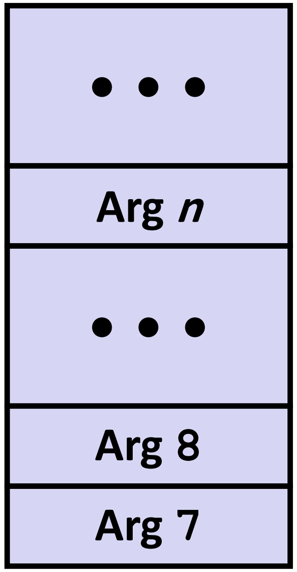
%r9

“Diane’s
Silk
Dress
Costs
$89”

- Return value

%rax

Stack



• • •

Arg *n*

• • •

Arg 8

Arg 7

- Only allocate stack space when needed
- gcc –O0 will use ONLY stack.

Data Flow Examples

```
void multstore
 (long x, long y, long *dest)
{
    long t = mult2(x, y);
    *dest = t;
}
```

```
0000000000400540 <multstore>:
  # x in %rdi, y in %rsi, dest in %rdx
  • • •
  400541: mov    %rdx,%rbx       # Save dest
  400544: callq  400550 <mult2>  # mult2(x,y)
  # t in %rax
  400549: mov    %rax,(%rbx)     # Save at dest
  • • •
```

```
long mult2
  (long a, long b)
{
  long s = a * b;
  return s;
}
```

```
0000000000400550 <mult2>:
  # a in %rdi, b in %rsi
  400550:  mov    %rdi,%rax      # a
  400553:  imul   %rsi,%rax      # a * b
  # s in %rax
  400557:  retq                  # Return
```

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Stack-Based Languages

- **Languages that support recursion**
  - e.g., C, Pascal, Java
  - Code must be "*Reentrant*"
    - Multiple simultaneous instantiations of single procedure
  - Need some place to store state of each instantiation
    - Arguments
    - Local variables
    - Return pointer
- **Stack discipline**
  - State for given procedure needed for limited time
    - From when called to when return
  - Callee returns before caller does
- **Stack allocated in *Frames***
  - state for single procedure instantiation

Call Chain Example

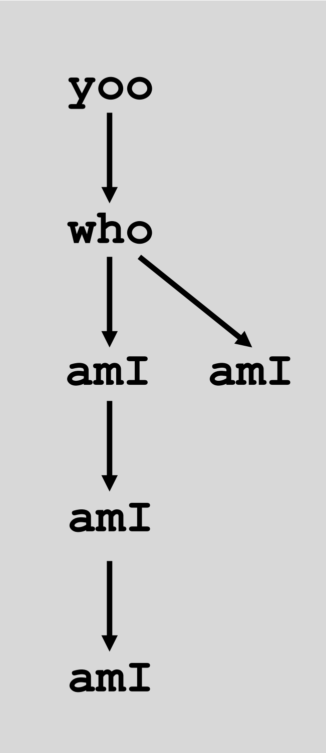
```
yoo(…)
{
  •
  •
  who();
  •
  •
}
```

```
who(…)
{
  • • •
  amI();
  • • •
  amI();
  • • •
}
```

```
amI(…)
{
  •
  •
  amI();
  •
  •
}
```

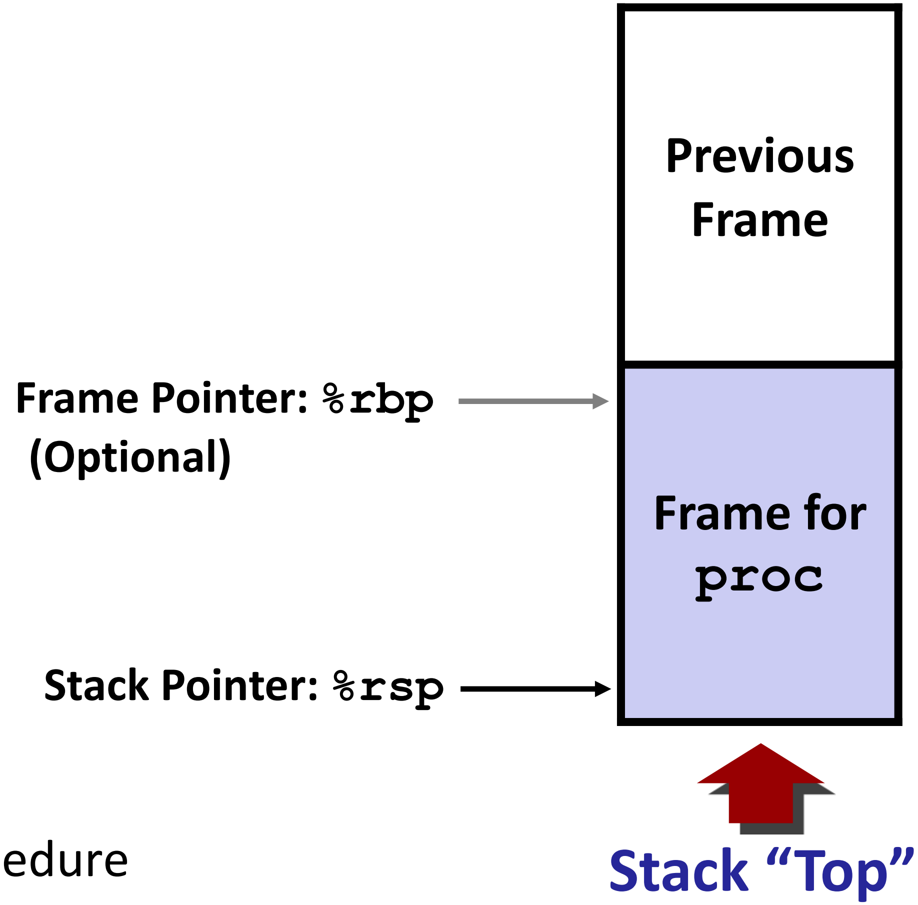
Procedure **amI()** is recursive

Example Call Chain



Stack Frames

- **Contents**
  - Return information
  - Local storage (if needed)
  - Temporary space (if needed)

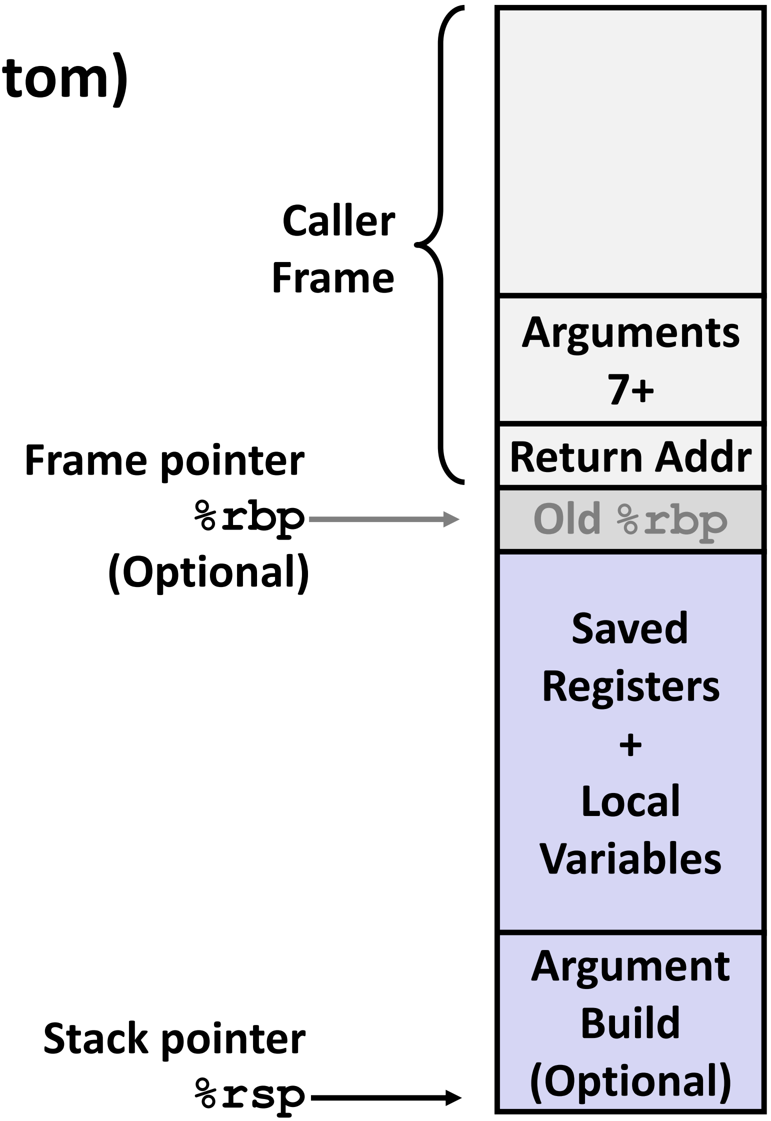


- **Management**
  - Space allocated when enter procedure
    - “Set-up” code
    - Includes push by `call` instruction
  - Deallocated when return
    - “Finish” code
    - Includes pop by `ret` instruction

x86-64/Linux Stack Frame

- **Current Stack Frame ("Top" to Bottom)**
  - "Argument build:"
    Parameters for function about to call
  - Local variables
    If can't keep in registers
  - Saved register context
  - Old frame pointer (optional)

- **Caller Stack Frame**
  - Return address
    - Pushed by `call` instruction
  - Arguments for this call



Register Saving Conventions

- **When procedure `yoo` calls `who`:**
  - `yoo` is the ***caller***
  - `who` is the ***callee***
- **Can register be used for temporary storage?**

```
yoo:
    • • •
     movq $15213, %rdx
     call who
     addq %rdx, %rax
    • • •
     ret
```

```
who:
    • • •
     subq $18213, %rdx
    • • •
     ret
```

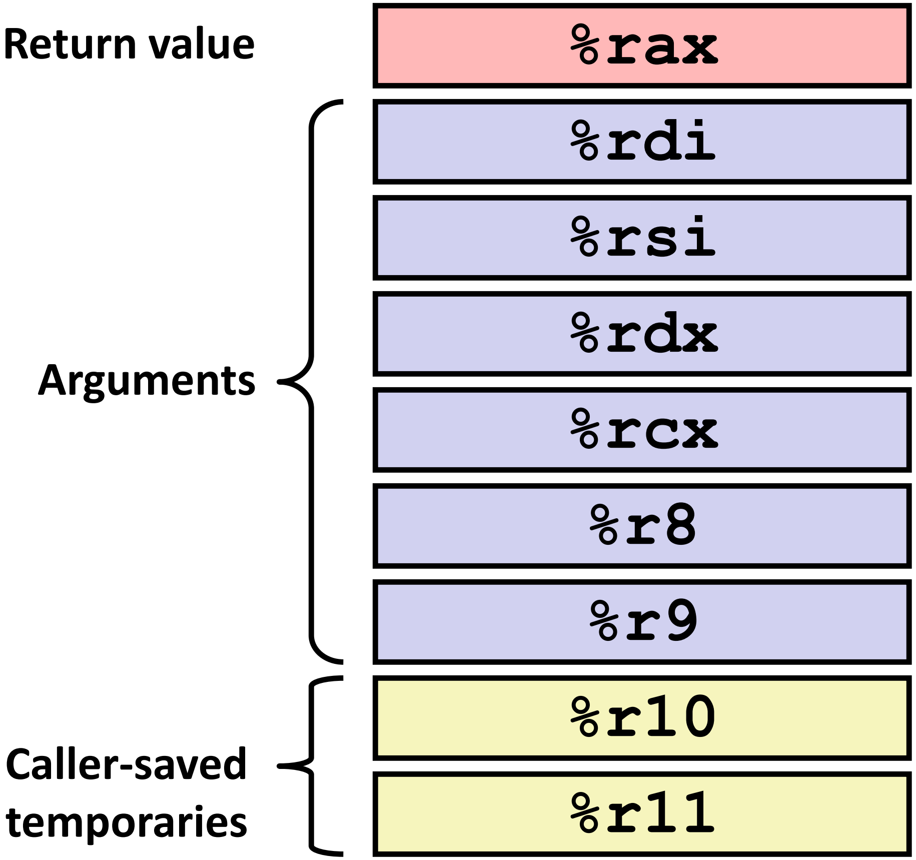
  - Contents of register `%rdx` overwritten by `who`
  - This could be trouble → something should be done!
    - Need some coordination

Register Saving Conventions

- **When procedure `yoo` calls `who`:**
  - `yoo` is the ***caller***
  - `who` is the ***callee***
- **Can register be used for temporary storage?**
- **Conventions**
  - ***"Caller Saved"***
    - Caller saves temporary values in its frame before the call
  - ***"Callee Saved"***
    - Callee saves temporary values in its frame before using
    - Callee restores them before returning to caller

x86-64 Linux Register Usage #1

- `%rax`
  - Return value
  - Also caller-saved
  - Can be modified by procedure
- `%rdi`, …, `%r9`
  - Arguments
  - Also caller-saved
  - Can be modified by procedure
- `%r10`, `%r11`
  - Caller-saved
  - Can be modified by procedure



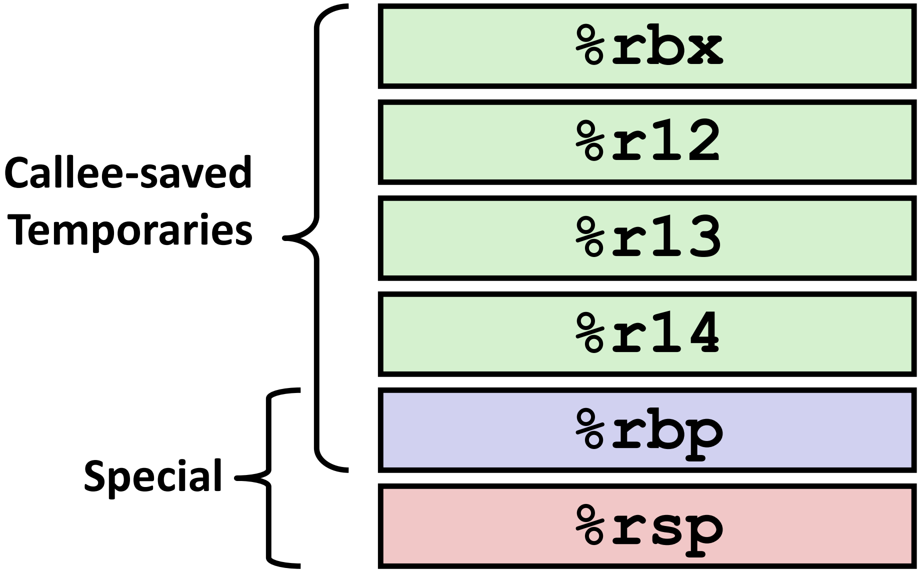
Return value

Arguments

Caller-saved temporaries

x86-64 Linux Register Usage #2

- **`%rbx`, `%r12`, `%r13`, `%r14`**
  - Callee-saved
  - Callee must save & restore
- **`%rbp`**
  - Callee-saved
  - Callee must save & restore
  - May be used as frame pointer
  - Can mix & match
- **`%rsp`**
  - Special form of callee save
  - Restored to original value upon exit from procedure



Today

- **Procedures**
  - Stack Structure
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  - **Illustration of Recursion**

Recursive Function

```
/* Recursive popcount */
long pcount_r(unsigned long x) {
  if (x == 0)
    return 0;
  else
    return (x & 1)
           + pcount_r(x >> 1);
}
```

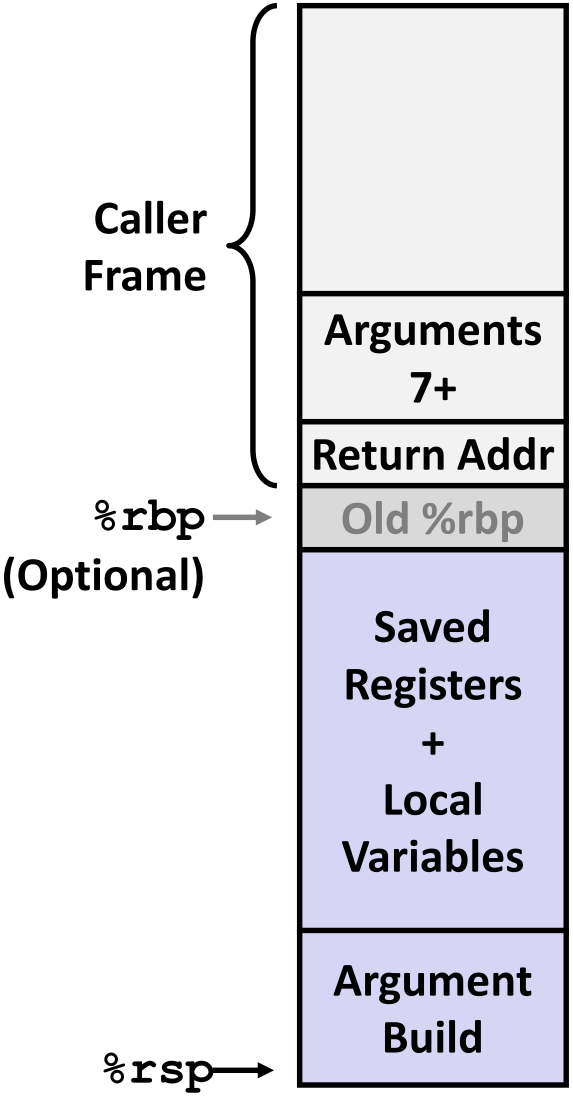
```
pcount_r:
  movl    $0, %eax
  testq   %rdi, %rdi
  je      .L6
  pushq   %rbx
  movq    %rdi, %rbx
  andl    $1, %ebx
  shrq    %rdi
  call    pcount_r
  addq    %rbx, %rax
  popq    %rbx
.L6:
  rep; ret
```

Observations About Recursion

- **Handled Without Special Consideration**
  - Stack frames mean that each function call has private storage
    - Saved registers & local variables
    - Saved return pointer
  - Register saving conventions prevent one function call from corrupting another's data
    - Unless the C code explicitly does so (e.g., buffer overflow in Lecture 9)
  - Stack discipline follows call / return pattern
    - If P calls Q, then Q returns before P
    - Last-In, First-Out
- **Also works for mutual recursion**
  - P calls Q; Q calls P

x86-64 Procedure Summary

- **Important Points**
  - Stack is the right data structure for procedure call / return
    - If P calls Q, then Q returns before P
- **Recursion (& mutual recursion) handled by normal calling conventions**
  - Can safely store values in local stack frame and in callee-saved registers
  - Put function arguments at top of stack
  - Result return in `%rax`
- **Pointers are addresses of values**
  - **On stack or global**


Caller Frame
Arguments 7+
Return Addr
%rbp
(Optional)
Old %rbp
Saved Registers + Local Variables
Argument Build
%rsp