

Procedures II

CSE 351 Autumn 2019

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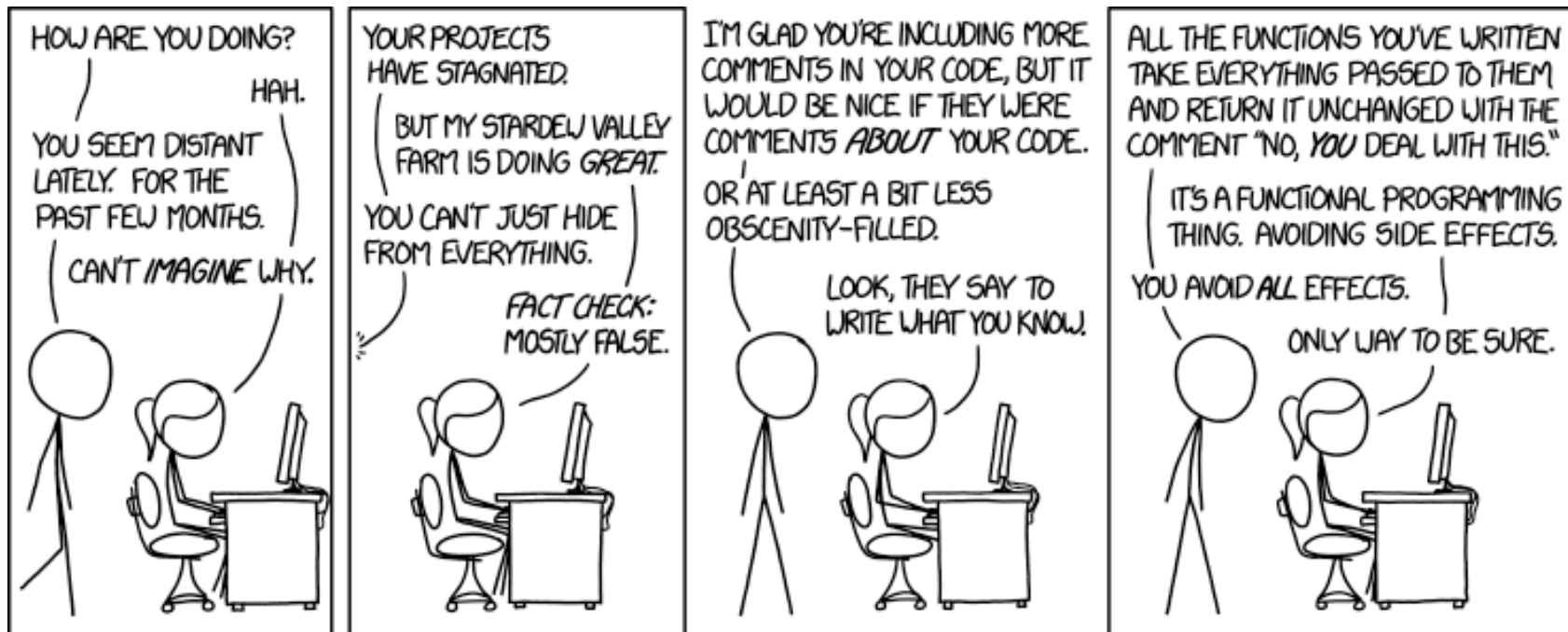
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Millicent Li



<http://xkcd.com/1790/>

Administrivia

- ❖ Lab 2 due Friday (10/25)
 - Since you are submitting a text file (`defuser.txt`), there won't be any Gradescope autograder output this time
 - Extra credit needs to be submitted to the extra credit assignment

- ❖ **Midterm** next Monday (10/28, 5:30 pm) in KNE 130
 - Make a cheat sheet! – two-sided letter page, *handwritten*
 - Check Piazza this week for announcements

Polling Question

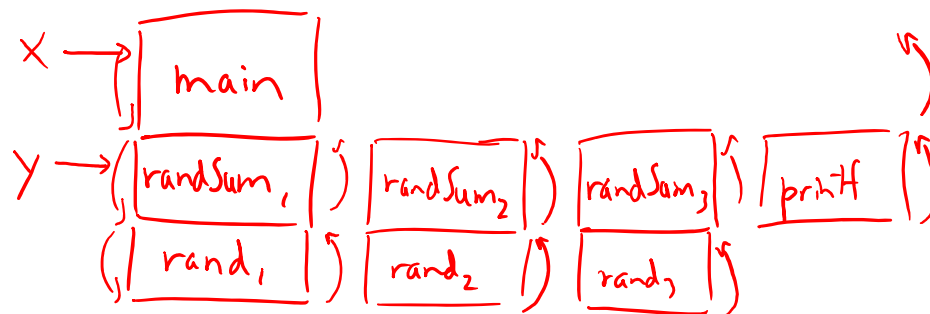
Vote only on 3rd question at <http://PollEv.com/justinh>

- ❖ Answer the following questions about when `main()` is run (assume `x` and `y` stored on the Stack):

```
int main() {
    int i, x = 0;
    for (i=0; i<3; i++)
        x = randSum(x);
    printf("x = %d\n", x);
    return 0;
}
```

```
int randSum(int n) {
    int y = rand() % 20;
    return n + y;
}
```

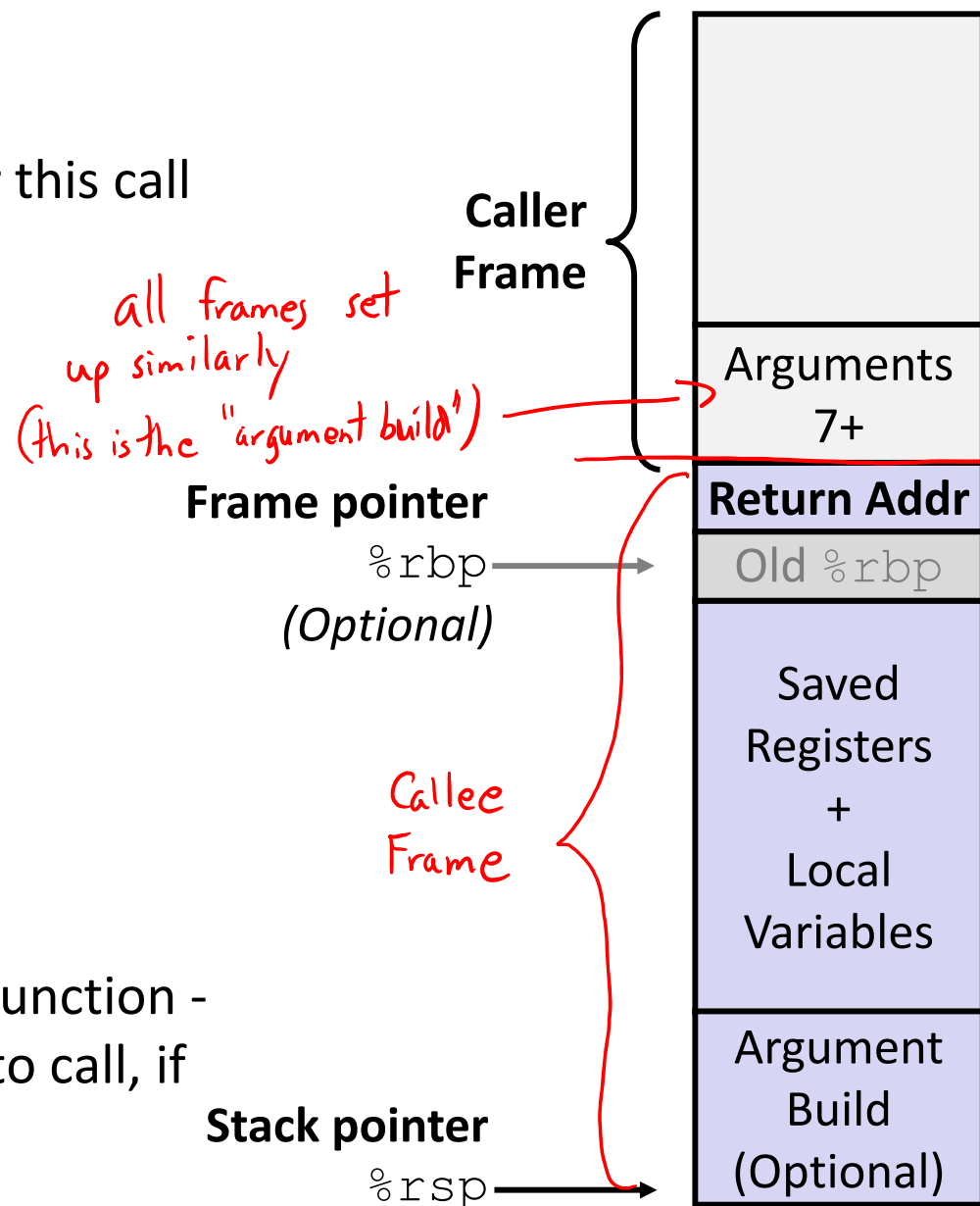
- Higher/larger address: `x` or `y`?
- How many total stack frames are created? **8**
- What is the maximum depth (# of frames) of the Stack?



- A. 1 B. 2 **C. 3** D. 4

x86-64/Linux Stack Frame

- ❖ **Caller's Stack Frame**
 - Extra arguments (if > 6 args) for this call
- ❖ **Current/Callee Stack Frame**
 - Return address
 - Pushed by `call` instruction
 - Old frame pointer (optional)
 - Saved register context (when reusing registers)
 - Local variables (If can't be kept in registers)
 - "Argument build" area (If callee needs to call another function - parameters for function about to call, if needed)



Example: increment

```
long increment(long *p, long val) {
    long x = *p;
    long y = x + val;
    *p = y;
    return x;
}
```

written this way
to correspond
to assembly

adding val to
value store at p

```
increment:
    movq    (%rdi), %rax    # x=*p
    addq    %rax, %rsi     # y=x+val
    movq    %rsi, (%rdi)  # *p=y
    ret
```

Register	Use(s)
%rdi	1 st arg (p)
%rsi	2 nd arg (val), y
%rax	x, return value

Procedure Call Example (initial state)

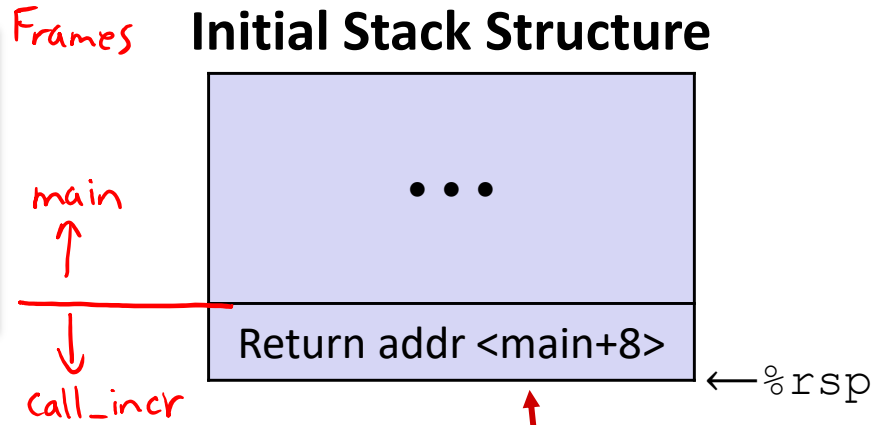
```

long call_incr() {
    long v1 = 351;
    long v2 = increment(&v1, 100);
    return v1 + v2;
}
    
```

Handwritten notes: 'p' under '&v1', 'val' under '100'

```

call_incr:
    subq    $16, %rsp
    movq    $351, 8(%rsp)
    movl    $100, %esi
    leaq    8(%rsp), %rdi
    call    increment
    addq    8(%rsp), %rax
    addq    $16, %rsp
    ret
    
```



- ❖ Return address on stack is the address of instruction immediately *following* the call to “call_incr”
 - Shown here as main, but could be anything)
 - Pushed onto stack by call call_incr

Procedure Call Example (step 1)

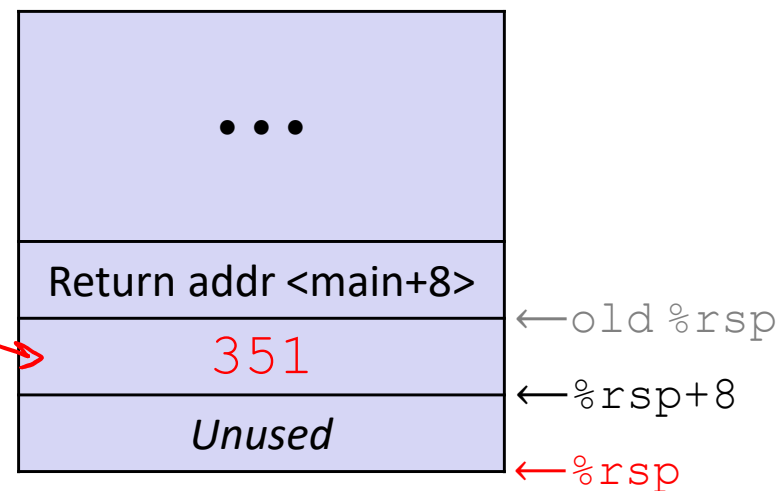
```
long call_incr() {
    long v1 = 351;
    long v2 = increment(&v1, 100);
    return v1 + v2;
}
```

allocated on stack

```
call_incr:
    subq    $16, %rsp
    movq    $351, 8(%rsp)
    movl    $100, %esi
    leaq    8(%rsp), %rdi
    call    increment
    addq    8(%rsp), %rax
    addq    $16, %rsp
    ret
```

Allocate space for local vars
"manual push"

Stack Structure



- ❖ Setup space for local variables
 - Only v1 needs space on the stack
- ❖ Compiler allocated extra space
 - Often does this for a variety of reasons, including alignment

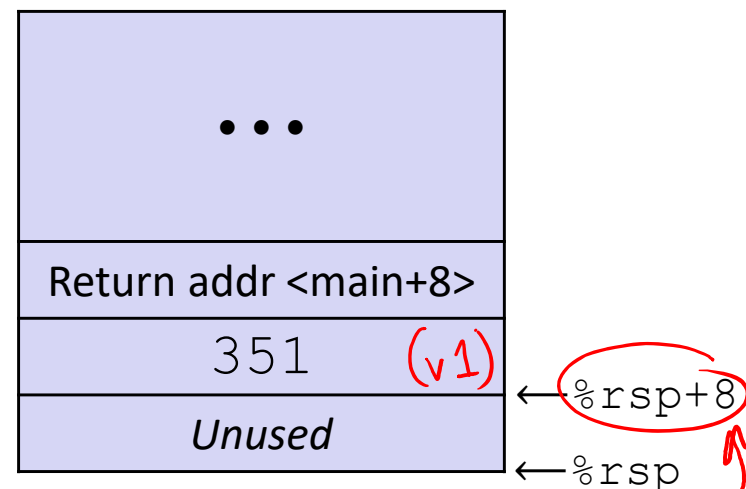
Procedure Call Example (step 2)

```
long call_incr() {
    long v1 = 351;
    long v2 = increment(&v1, 100);
    return v1 + v2;
}
```

```
call_incr:
    subq    $16, %rsp
    movq    $351, 8(%rsp)
    movl    $100, %esi    #set val
    leaq   8(%rsp), %rdi  #set p
    call   increment
    addq   8(%rsp), %rax
    addq   $16, %rsp
    ret
```

Set up parameters for call to increment

Stack Structure



Aside: movl is used because 100 is a small positive value that fits in 32 bits. High order bits of rsi get set to zero automatically. It takes *one less byte* to encode a movl than a movq.

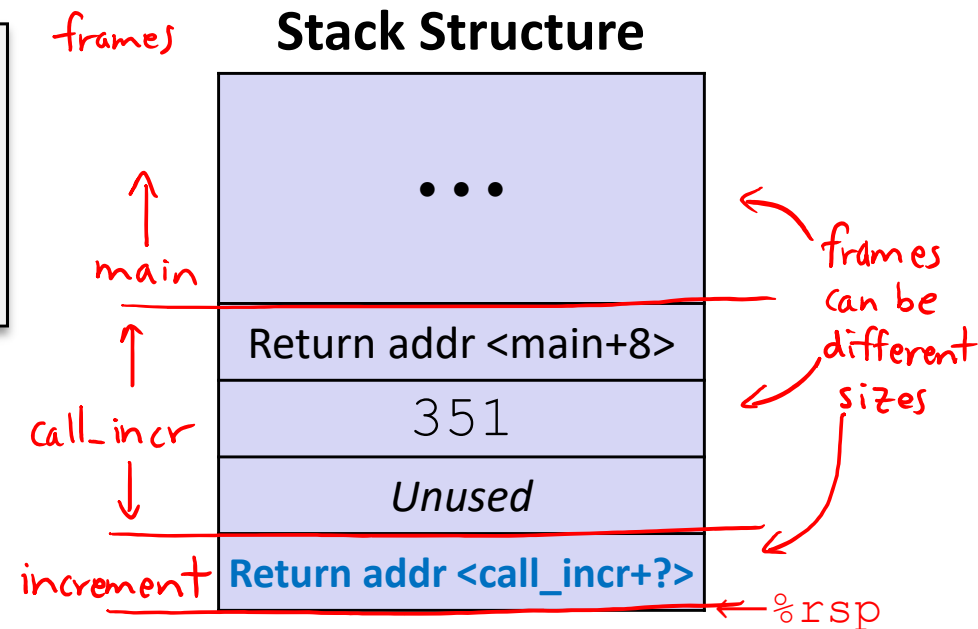
Register	Use(s)
%rdi	&v1
%rsi	100

Procedure Call Example (step 3)

```
long call_incr() {
    long v1 = 351;
    long v2 = increment(&v1, 100);
    return v1 + v2;
}
```

```
call_incr:
    subq    $16, %rsp
    movq    $351, 8(%rsp)
    movl    $100, %esi
    leaq   8(%rsp), %rdi
    call   increment
    addq   8(%rsp), %rax
    addq   $16, %rsp
    ret
```

```
increment:
    movq   (%rdi), %rax
    addq   %rax, %rsi
    movq   %rsi, (%rdi)
    ret
```



- ❖ State while inside `increment`
 - **Return address** on top of stack is address of the `addq` instruction immediately following call to `increment`

Register	Use(s)
<code>%rdi</code>	<code>&v1</code>
<code>%rsi</code>	<code>100</code>
<code>%rax</code>	

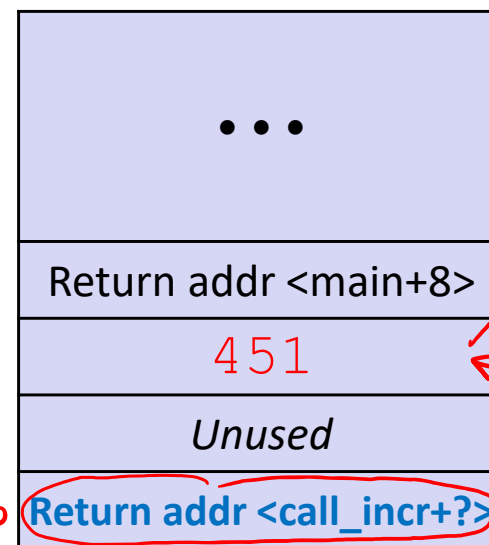
Procedure Call Example (step 4)

```
long call_incr() {
    long v1 = 351;
    long v2 = increment(&v1, 100);
    return v1 + v2;
}
```

```
call_incr:
    subq    $16, %rsp
    movq    $351, 8(%rsp)
    movl    $100, %esi
    leaq    8(%rsp), %rdi
    call   increment
    addq    8(%rsp), %rax
    addq    $16, %rsp
    ret
```

```
increment:
    ① movq    (%rdi), %rax # x = *p
    ② addq    %rax, %rsi  # y = x + 100
    ③ movq    %rsi, (%rdi) # *p = y
    ret
```

Stack Structure



① read 351
 ② add 100
 ③ store 451

popped off stack into %rip by ret instruction

- ❖ State while inside `increment`
 - After code in body has been executed

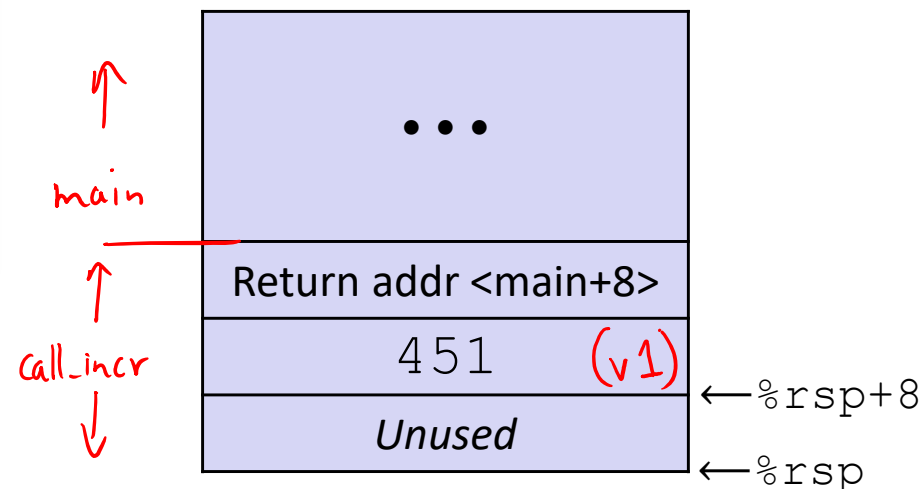
Register	Use(s)
%rdi	&v1
%rsi	451
%rax	351

Procedure Call Example (step 5)

```
long call_incr() {
    long v1 = 351;
    long v2 = increment(&v1, 100);
    return v1 + v2;
}
```

```
call_incr:
    subq    $16, %rsp
    movq    $351, 8(%rsp)
    movl    $100, %esi
    leaq    8(%rsp), %rdi
    call   increment
    addq    8(%rsp), %rax
    addq    $16, %rsp
    ret
```

Stack Structure



- ❖ After returning from call to `increment`
 - Registers and memory have been modified and return address has been popped off stack

Register	Use(s)
<code>%rdi</code>	<code>&v1</code>
<code>%rsi</code>	451
<code>%rax</code>	351 (v2)

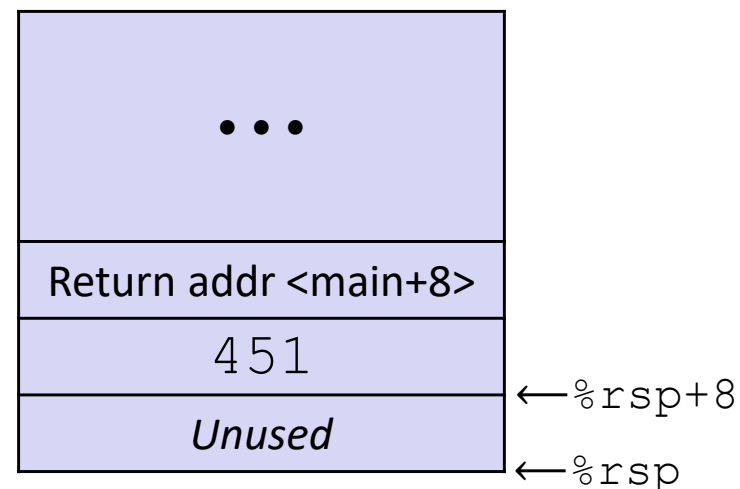
Procedure Call Example (step 6)

```
long call_incr() {
    long v1 = 351;
    long v2 = increment(&v1, 100);
    return v1 + v2;
}
```

```
call_incr:
    subq    $16, %rsp
    movq    $351, 8(%rsp)
    movl    $100, %esi
    leaq    8(%rsp), %rdi
    call    increment
    addq    8(%rsp), %rax
    addq    $16, %rsp
    ret
```

← Update %rax to contain v1+v2

Stack Structure



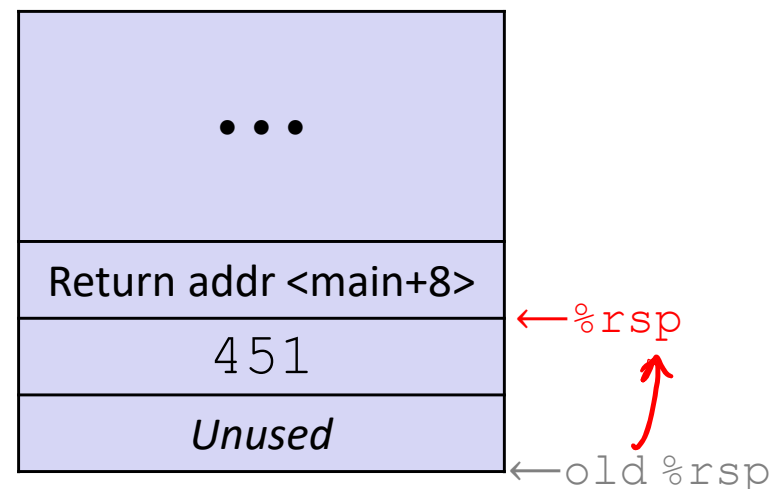
Register	Use(s)
%rdi	&v1
%rsi	451
%rax	451+351

Procedure Call Example (step 7)

```
long call_incr() {
    long v1 = 351;
    long v2 = increment(&v1, 100);
    return v1 + v2;
}
```

```
call_incr:
    subq    $16, %rsp
    movq    $351, 8(%rsp)
    movl    $100, %esi
    leaq    8(%rsp), %rdi
    call    increment
    addq    8(%rsp), %rax
    addq    $16, %rsp
    ret
```

Stack Structure



← De-allocate space for local vars
 (make sure %rsp points to return addr before ret)

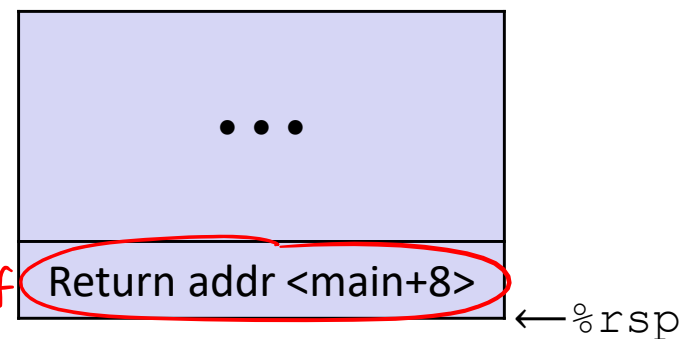
Register	Use(s)
%rdi	&v1
%rsi	451
%rax	802

Procedure Call Example (step 8)

```
long call_incr() {
    long v1 = 351;
    long v2 = increment(&v1, 100);
    return v1 + v2;
}
```

```
call_incr:
    subq    $16, %rsp
    movq    $351, 8(%rsp)
    movl    $100, %esi
    leaq    8(%rsp), %rdi
    call    increment
    addq    8(%rsp), %rax
    addq    $16, %rsp
    ret
```

Stack Structure



popped off
stack into %rip
by ret

- ❖ State *just before* returning from call to call_incr

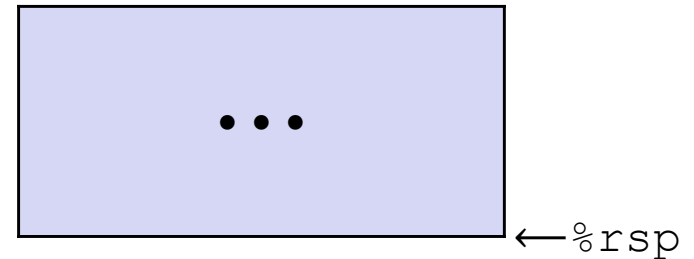
Register	Use(s)
%rdi	&v1
%rsi	451
%rax	802

Procedure Call Example (step 9)

```
long call_incr() {
    long v1 = 351;
    long v2 = increment(&v1, 100);
    return v1 + v2;
}
```

```
call_incr:
    subq    $16, %rsp
    movq    $351, 8(%rsp)
    movl    $100, %esi
    leaq    8(%rsp), %rdi
    call    increment
    addq    8(%rsp), %rax
    addq    $16, %rsp
    ret
```

Final Stack Structure



- ❖ State immediately *after* returning from call to `call_incr`
 - Return addr has been popped off stack
 - Control has returned to the instruction immediately following the call to `call_incr` (not shown here)

Register	Use(s)
%rdi	&v1
%rsi	451
%rax	802

Procedures

- ❖ Stack Structure
- ❖ Calling Conventions
 - Passing control
 - Passing data
 - Managing local data
- ❖ **Register Saving Conventions**
- ❖ Illustration of Recursion

Register Saving Conventions

- ❖ When procedure `whoa` calls `who`:
 - `whoa` is the *caller*
 - `who` is the *callee*
- ❖ Can registers be used for temporary storage?

```
whoa:  
  . . .  
  movq $15213, %rdx  
  call who  
  addq %rdx, %rax  
  . . .  
  ret
```

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

- No! Contents of register `%rdx` overwritten by `who`!
- This could be trouble – something should be done. Either:
 - *Caller* should save `%rdx` before the call (and restore it after the call)
 - *Callee* should save `%rdx` before using it (and restore it before returning)

Register Saving Conventions

❖ “*Caller-saved*” registers

- It is the **caller**'s responsibility to save any important data in these registers before calling another procedure (*i.e.* the **callee** can freely change data in these registers)
- **Caller** saves values in its stack frame before calling **Callee**, then restores values after the call

❖ “*Callee-saved*” registers

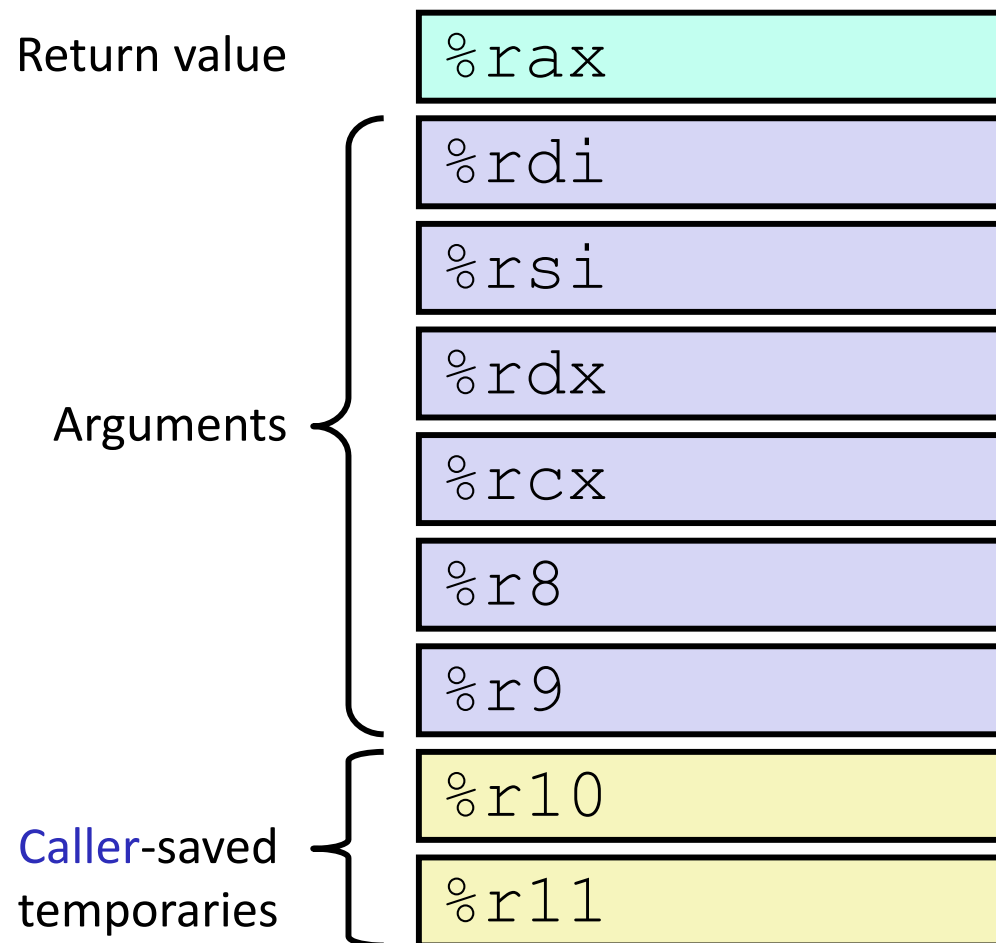
- It is the callee's responsibility to save any data in these registers before using the registers (*i.e.* the **caller** assumes the data will be the same across the **callee** procedure call)
- **Callee** saves values in its stack frame before using, then restores them before returning to **caller**

Silly Register Convention Analogy

- 1) Parents (*caller*) leave for the weekend and give the keys to the house to their child (*callee*)
 - Being suspicious, they put away/hid the valuables (*caller-saved*) before leaving
 - Warn child to leave the bedrooms untouched: “These rooms better look the same when we return!”
- 2) Child decides to throw a wild party (*computation*), spanning the entire house
 - To avoid being disowned, child moves all of the stuff from the bedrooms to the backyard shed (*callee-saved*) before the guests trash the house
 - Child cleans up house after the party and moves stuff back to bedrooms
- 3) Parents return home and are satisfied with the state of the house
 - Move valuables back and continue with their lives

x86-64 Linux Register Usage, part 1

- ❖ **%rax**
 - Return value
 - Also **caller**-saved & restored
 - Can be modified by procedure
- ❖ **%rdi, ..., %r9**
 - Arguments
 - Also **caller**-saved & restored
 - Can be modified by procedure
- ❖ **%r10, %r11**
 - **Caller**-saved & restored
 - Can be modified by procedure



x86-64 Linux Register Usage, part 2

❖ `%rbx`, `%r12`, `%r13`, `%r14`

- **Callee**-saved
- **Callee** must save & restore

❖ `%rbp`

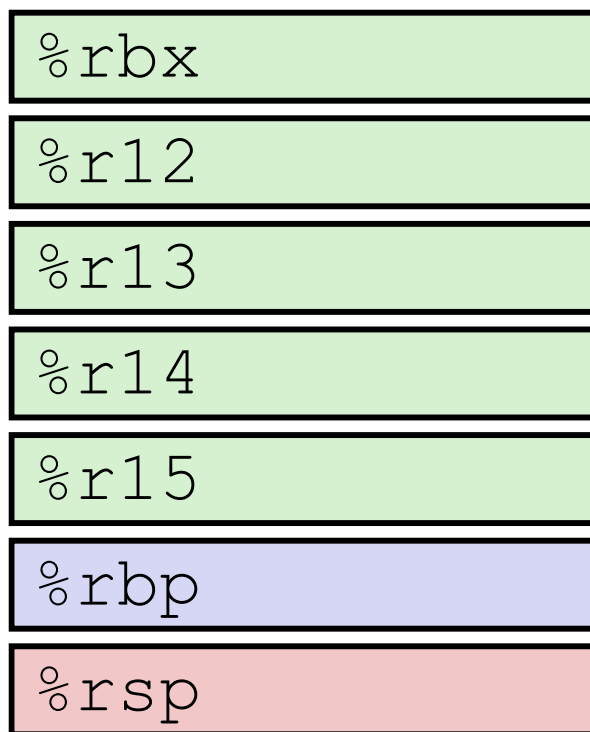
- **Callee**-saved
- **Callee** must save & restore
- May be used as frame pointer
- Can mix & match

❖ `%rsp`

- Special form of **callee** save
- Restored to original value upon exit from procedure

Callee-saved
Temporaries

Special



x86-64 64-bit Registers: Usage Conventions

<code>%rax</code>	Return value - Caller saved	<code>%r8</code>	Argument #5 - Caller saved
<code>%rbx</code>	Callee saved	<code>%r9</code>	Argument #6 - Caller saved
<code>%rcx</code>	Argument #4 - Caller saved	<code>%r10</code>	Caller saved
<code>%rdx</code>	Argument #3 - Caller saved	<code>%r11</code>	Caller Saved
<code>%rsi</code>	Argument #2 - Caller saved	<code>%r12</code>	Callee saved
<code>%rdi</code>	Argument #1 - Caller saved	<code>%r13</code>	Callee saved
<code>%rsp</code>	Stack pointer	<code>%r14</code>	Callee saved
<code>%rbp</code>	Callee saved	<code>%r15</code>	Callee saved

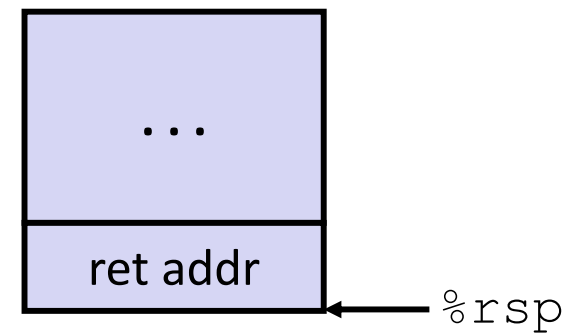
Callee-Saved Example (step 1)

```
long call_incr2(long x) {
    long v1 = 351;
    long v2 = increment(&v1, 100);
    return x + v2;
}
```

↑ need x (in %rdi) after procedure call

focused on this interaction {
 main
 ↓
 call_incr2
 ↓
 increment

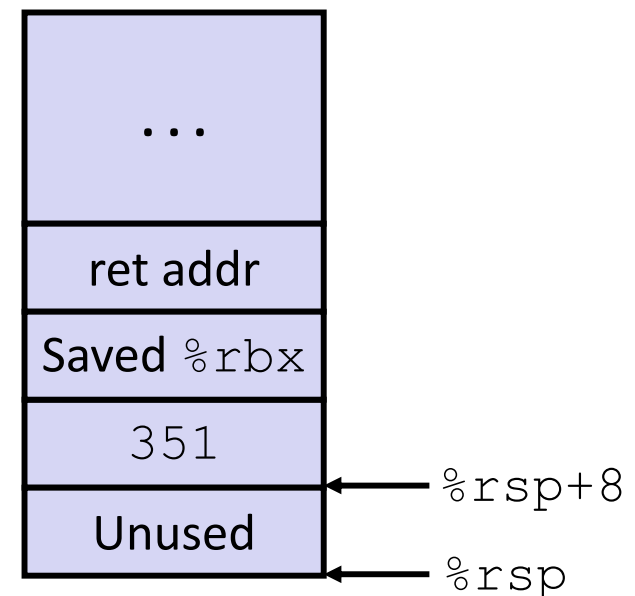
Initial Stack Structure



```
call_incr2:
    pushq    %rbx          ← save old %rbx
    subq    $16, %rsp
    movq    %rdi, %rbx    ← change %rbx
    movq    $351, 8(%rsp)
    movl    $100, %esi
    leaq   8(%rsp), %rdi
    call   increment      ← across procedure call
    addq   %rax, %rbx
    addq   $16, %rsp
    popq   %rbx
    ret
```

assumed the same (with arrow from %rdi to 8(%rsp))

Resulting Stack Structure



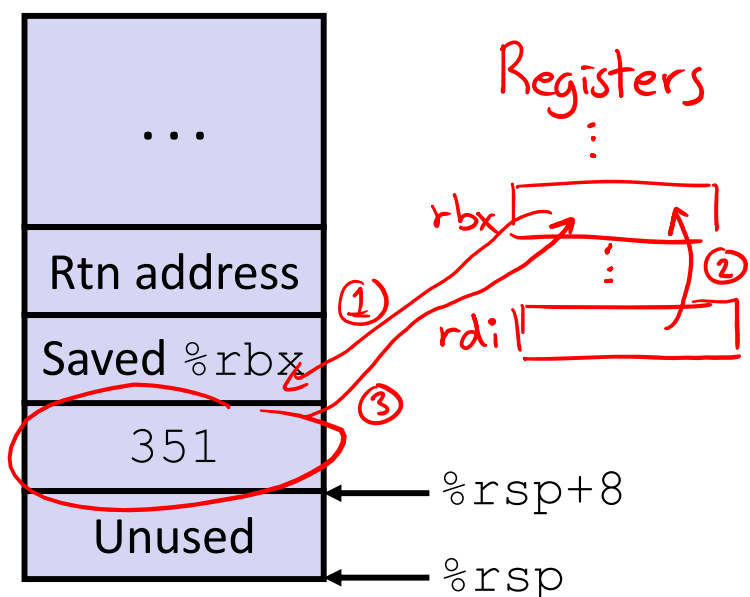
Callee-Saved Example (step 2)

```
long call_incr2(long x) {
    long v1 = 351;
    long v2 = increment(&v1, 100);
    return x + v2;
}
```

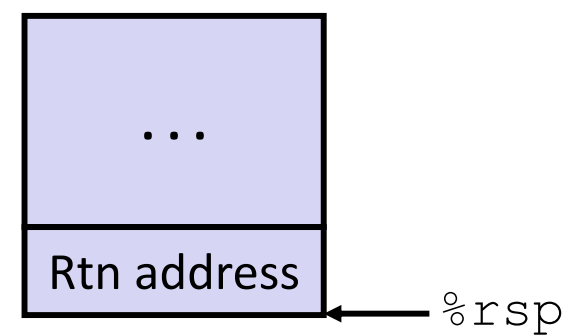
```
call_incr2:
    ① pushq    %rbx
      subq    $16, %rsp
    ② movq    %rdi, %rbx
      movq    $351, 8(%rsp)
      movl    $100, %esi
      leaq   8(%rsp), %rdi
      call   increment
      addq   %rbx, %rax
      addq   $16, %rsp
    ③ popq   %rbx
      ret
```

*stack discipline:
add/sub
push/pull
must be symmetric
within procedure*

Memory Stack Structure



Pre-return Stack Structure



Why Caller *and* Callee Saved?

- ❖ We want *one* calling convention to simply separate implementation details between caller and callee
- ❖ In general, neither caller-save nor callee-save is “best”:
 - If caller isn’t using a register, caller-save is better
 - If callee doesn’t need a register, callee-save is better
 - If “do need to save”, callee-save generally makes smaller programs
 - Functions are called from multiple places
- ❖ So... “some of each” and compiler tries to “pick registers” that minimize amount of saving/restoring

Register Conventions Summary

- ❖ **Caller**-saved register values need to be pushed onto the stack before making a procedure call *only if the Caller needs that value later*
 - **Callee** may change those register values
- ❖ **Callee**-saved register values need to be pushed onto the stack *only if the Callee intends to use those registers*
 - **Caller** expects unchanged values in those registers
- ❖ Don't forget to restore/pop the values later!

Procedures

- ❖ Stack Structure
- ❖ Calling Conventions
 - Passing control
 - Passing data
 - Managing local data
- ❖ Register Saving Conventions
- ❖ **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);
}

```

logical right shift

stop once all 1's shifted off

value of LSB

shift off LSB
and recurse

Compiler Explorer:

<https://godbolt.org/z/xFCrsw>

- Compiled with `-O1` for brevity instead of `-Og`
- Try `-O2` instead!

```

pcount_r:
    movl    $0, %eax
    testq   %rdi, %rdi
    jne     .L8
    rep    ret
.L8:
    pushq   %rbx
    movq   %rdi, %rbx
    shrq   %rdi
    call   pcount_r
    andl   $1, %ebx
    addq   %rbx, %rax
    popq   %rbx
    ret

```

Recursive Function: Base Case

```

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

Register	Use(s)	Type
%rdi	x	Argument
%rax	Return value	Return value

```

pcount_r:
    movl    $0, %eax ← prepare return val of 0
    { testq  %rdi, %rdi
      jne   .L8
    }
    rep ret

.L8:
    pushq  %rbx
    movq   %rdi, %rbx
    shrq   %rdi
    call   pcount_r
    andl   $1, %ebx
    addq   %rbx, %rax
    popq   %rbx
    ret
    
```

jump to .L8
if x & x != 0

Trick because some AMD hardware doesn't like jumping to ret

(don't worry about it)

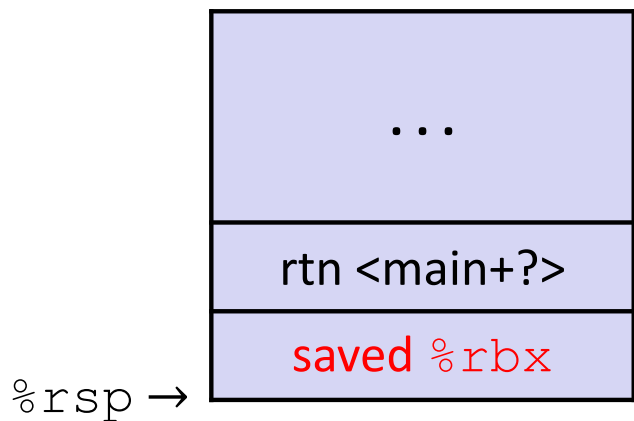
Recursive Function: Callee Register Save

```

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

Register	Use(s)	Type
%rdi	x	Argument

The Stack



Need original value of x *after* recursive call to pcount_r.

“Save” by putting in %rbx (**callee** saved), but need to save old value of %rbx before you change it.

```

pcount_r:
    movl    $0, %eax
    testq   %rdi, %rdi
    jne     .L8
    rep    ret
.L8:
    pushq   %rbx
    movq    %rdi, %rbx
    shrq   %rdi
    call   pcount_r
    andl   $1, %ebx
    addq   %rbx, %rax
    popq   %rbx
    ret
    
```

need x across procedure call

push before changing

store "x" for this stack frame

pop/restore before returning

Recursive Function: Call Setup

```

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

Register	Use(s)	Type
%rdi	x (new)	Argument
%rbx	x (old)	Callee saved

The Stack



```

pcount_r:
    movl    $0, %eax
    testq   %rdi, %rdi
    jne     .L8
    rep    ret
.L8:
    pushq   %rbx
    movq    %rdi, %rbx
    shrq   $1, %rdi
    call   implicit pcount_r
    andl   $1, %ebx
    addq   %rbx, %rax
    popq   %rbx
    ret
    
```

Recursive Function: Call

```

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

Register	Use(s)	Type
%rax	Recursive call return value	Return value
%rbx	x (old)	Callee saved

```

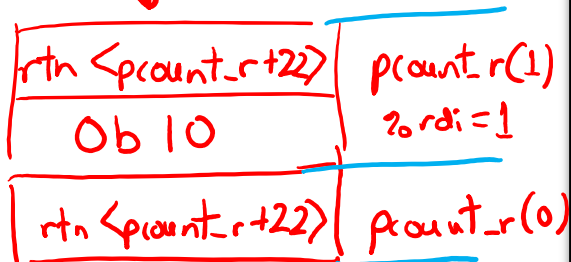
pcount_r:
    movl    $0, %eax
    testq   %rdi, %rdi
    jne    .L8
    rep    ret
.L8:
    pushq   %rbx
    movq   %rdi, %rbx
    shrq   %rdi
    call   pcount_r
    andl   $1, %ebx
    addq   %rbx, %rax
    popq   %rbx
    ret
    
```

if original x = 0b101:

The Stack

frames

main



pcount_r(5)
%rdi = 5

pcount_r(2)
%rsp →
%rdi = 2

Recursive Function: Result

```

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

Register	Use(s)	Type
%rax	Return value	Return value
%rbx	x&1	Callee saved

The Stack



```

pcount_r:
    movl    $0, %eax
    testq   %rdi, %rdi
    jne     .L8
    rep    ret
.L8:
    pushq   %rbx
    movq    %rdi, %rbx
    shrq   %rdi
    call    pcount_r
    andl    $1, %ebx
    addq    %rbx, %rax
    popq    %rbx
    ret
    
```

across

assumed the same

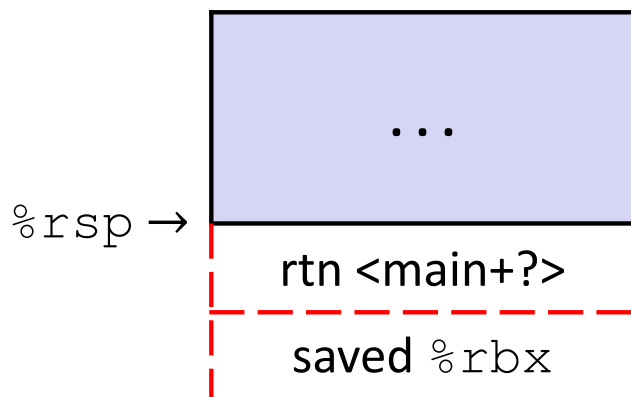
Recursive Function: Completion

```

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

Register	Use(s)	Type
%rax	Return value	Return value
%rbx	Previous %rbx value	Callee restored

The Stack



```

pcount_r:
    movl    $0, %eax
    testq   %rdi, %rdi
    jne     .L8
    rep    ret
.L8:
    pushq   %rbx
    movq    %rdi, %rbx
    shrq   %rdi
    call    pcount_r
    andl    $1, %ebx
    addq   %rbx, %rax
    popq   %rbx
    ret    ← restore before returning
    
```

Observations About Recursion

- ❖ Works without any special consideration
 - Stack frames mean that each function call has private storage
 - Saved registers & local variables
 - Saved return address
 - Register saving conventions prevent one function call from corrupting another's data
 - Unless the code explicitly does so (*e.g.* buffer overflow)
 - Stack discipline follows call / return pattern
 - If P calls Q, then Q returns before P
 - Last-In, First-Out (LIFO)
- ❖ Also works for mutual recursion (P calls Q; Q calls P)

x86-64 Stack Frames

- ❖ Many x86-64 procedures have a minimal stack frame
 - Only return address is pushed onto the stack when procedure is called
- ❖ A procedure *needs* to grow its stack frame when it:
 - Has too many local variables to hold in **caller**-saved registers
 - Has local variables that are arrays or structs
 - Uses `&` to compute the address of a local variable
 - Calls another function that takes more than six arguments
 - Is using **caller**-saved registers and then calls a procedure
 - Modifies/uses **callee**-saved registers

x86-64 Procedure Summary

❖ Important Points

- Procedures are a **combination of *instructions and conventions***
 - Conventions prevent functions from disrupting each other
- Stack is the right data structure for procedure call/return
 - If P calls Q, then Q returns before P
- Recursion handled by normal calling conventions

❖ Heavy use of registers

- Faster than using memory
- Use limited by data size and conventions

❖ Minimize use of the Stack

