The Stack & Procedures

CSE 351 Winter 2020

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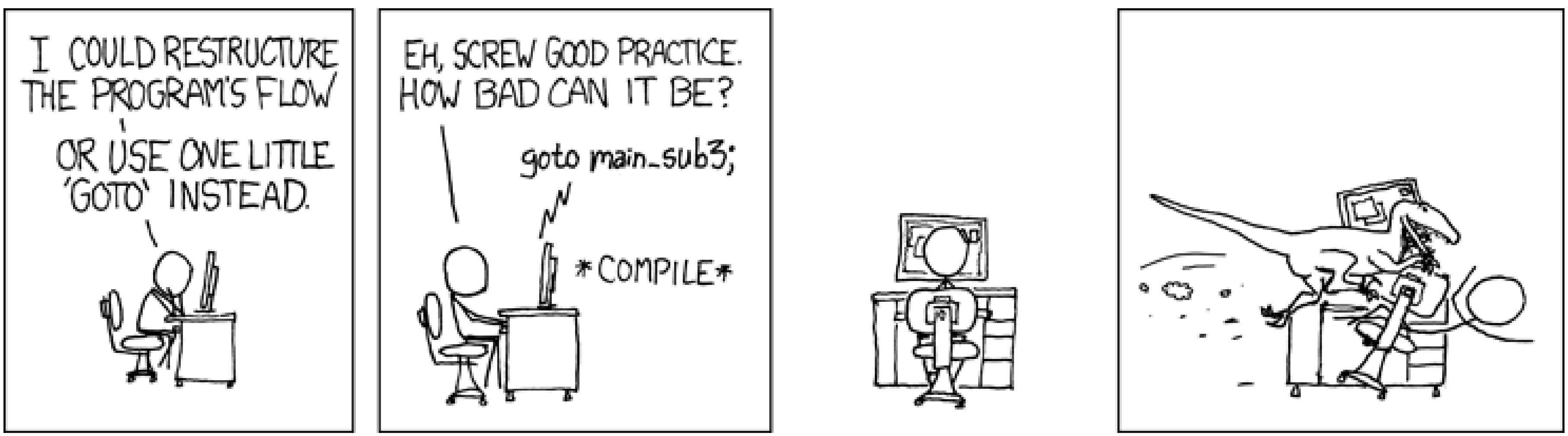


http://xkcd.com/571/

Administrivia

- Lab 2 due next Friday (2/07)
  - Ideally want to finish well before the midterm
  - Optional GDB Tutorial homework on Gradescope

- Midterm: 2/10, during lecture
  - You will be provided a fresh reference sheet
  - Find a study group! Look at past exams!

Roadmap

C:

```
car *c = malloc(sizeof(car));
c->miles = 100;
c->gals = 17;
float mpg = get_mpg(c);
free(c);
```

Java:

```
Car c = new Car();
c.setMiles(100);
c.setGals(17);
float mpg =
    c.getMPG();
```

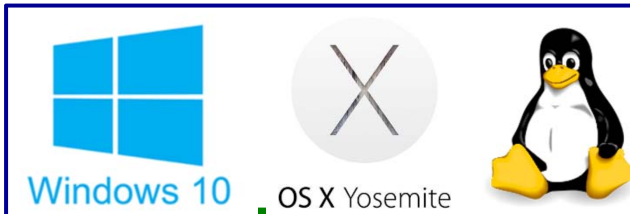
Assembly language:

```
get_mpg:
    pushq   %rbp
    movq    %rsp, %rbp
    ...
    popq    %rbp
    ret
```

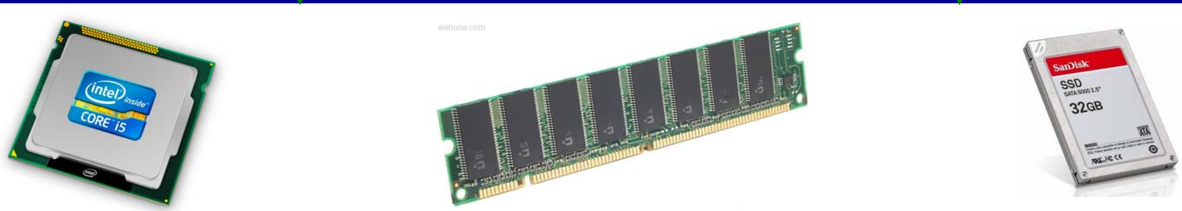
Machine code:

```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```

OS:



Computer system:

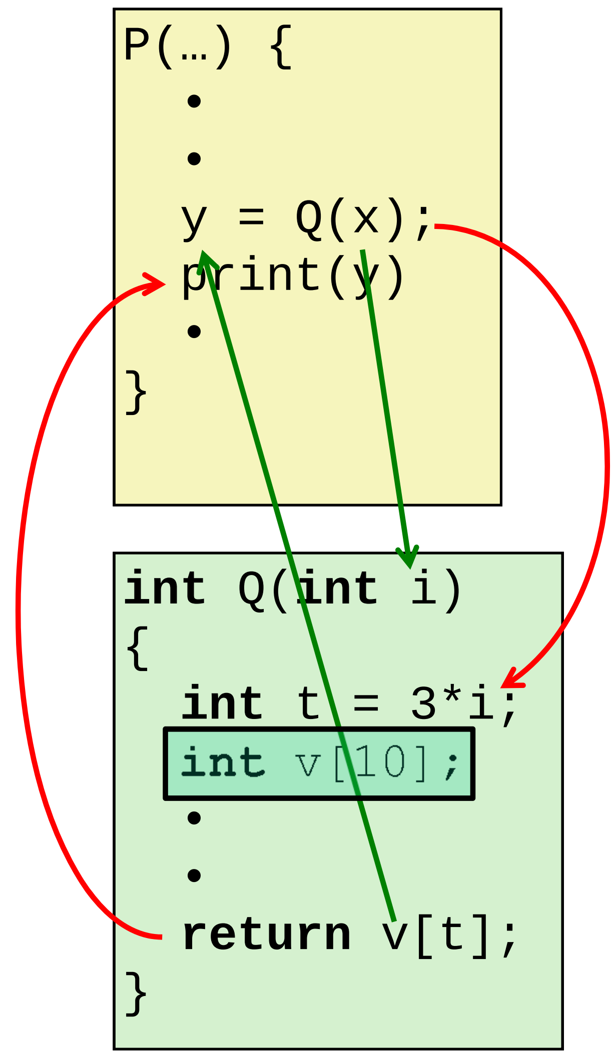


- Memory & data
- Integers & floats
- x86 assembly
- Procedures & stacks
- Executables
- Arrays & structs
- Memory & caches
- Processes
- Virtual memory
- Memory allocation
- Java vs. C

Mechanisms required for *procedures*

1) Passing control
   - To beginning of procedure code
   - Back to return point
2) Passing data
   - Procedure arguments
   - Return value
3) Memory management
   - Allocate during procedure execution
   - Deallocate upon return

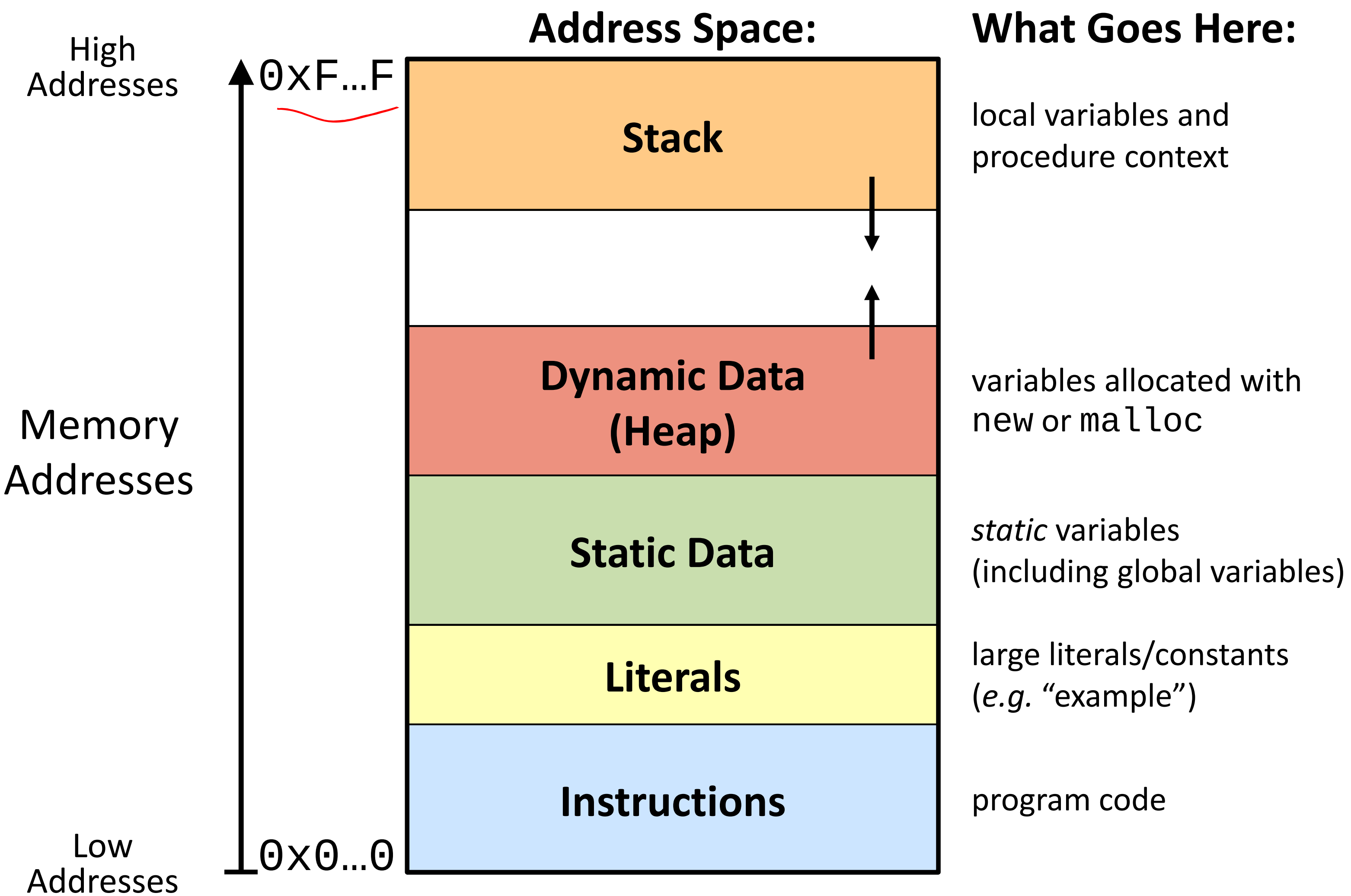
- All implemented with machine instructions!
  - An x86-64 procedure uses only those mechanisms required for that procedure



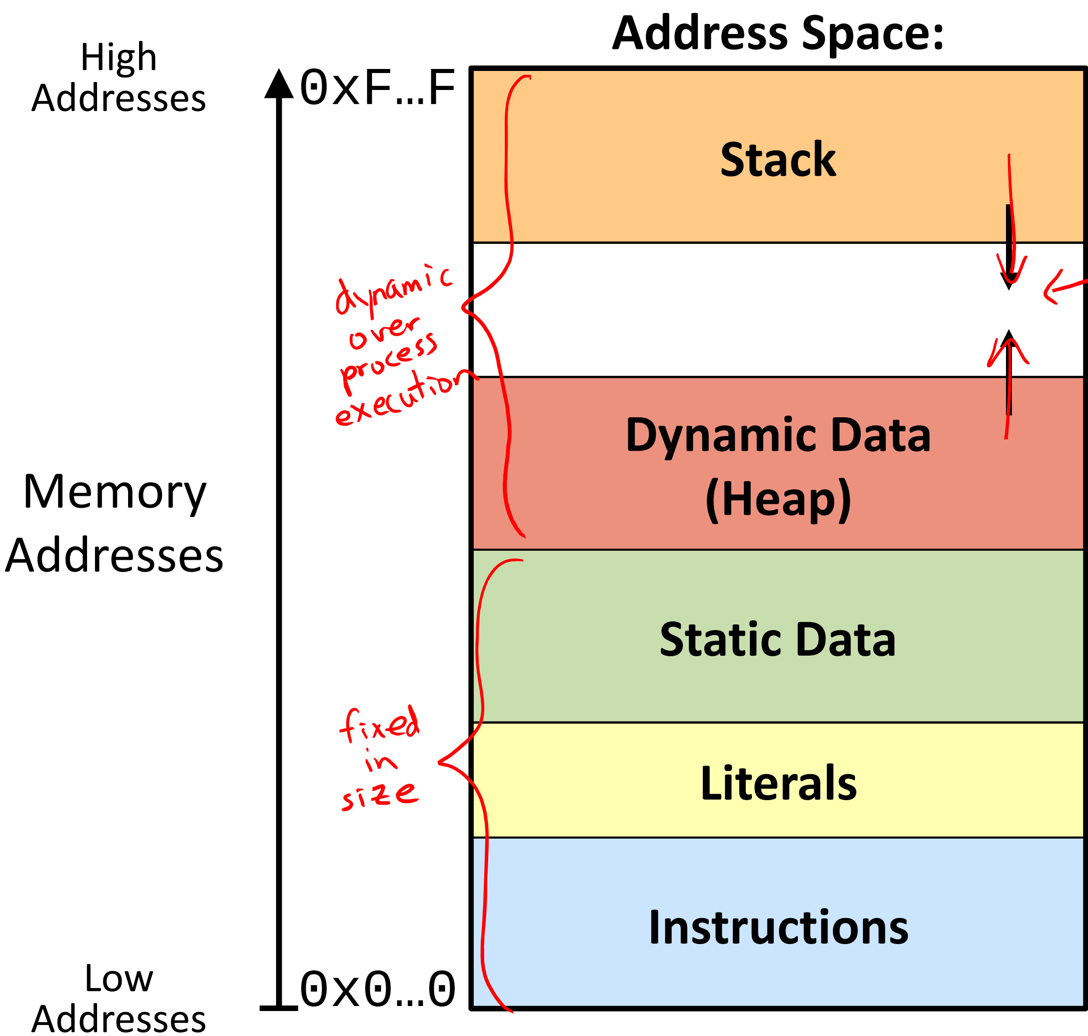
Procedures

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

Simplified Memory Layout



Memory Management



Who's Responsible:

Managed "automatically" (by compiler/assembly)

grow towards each other to maximize use of space

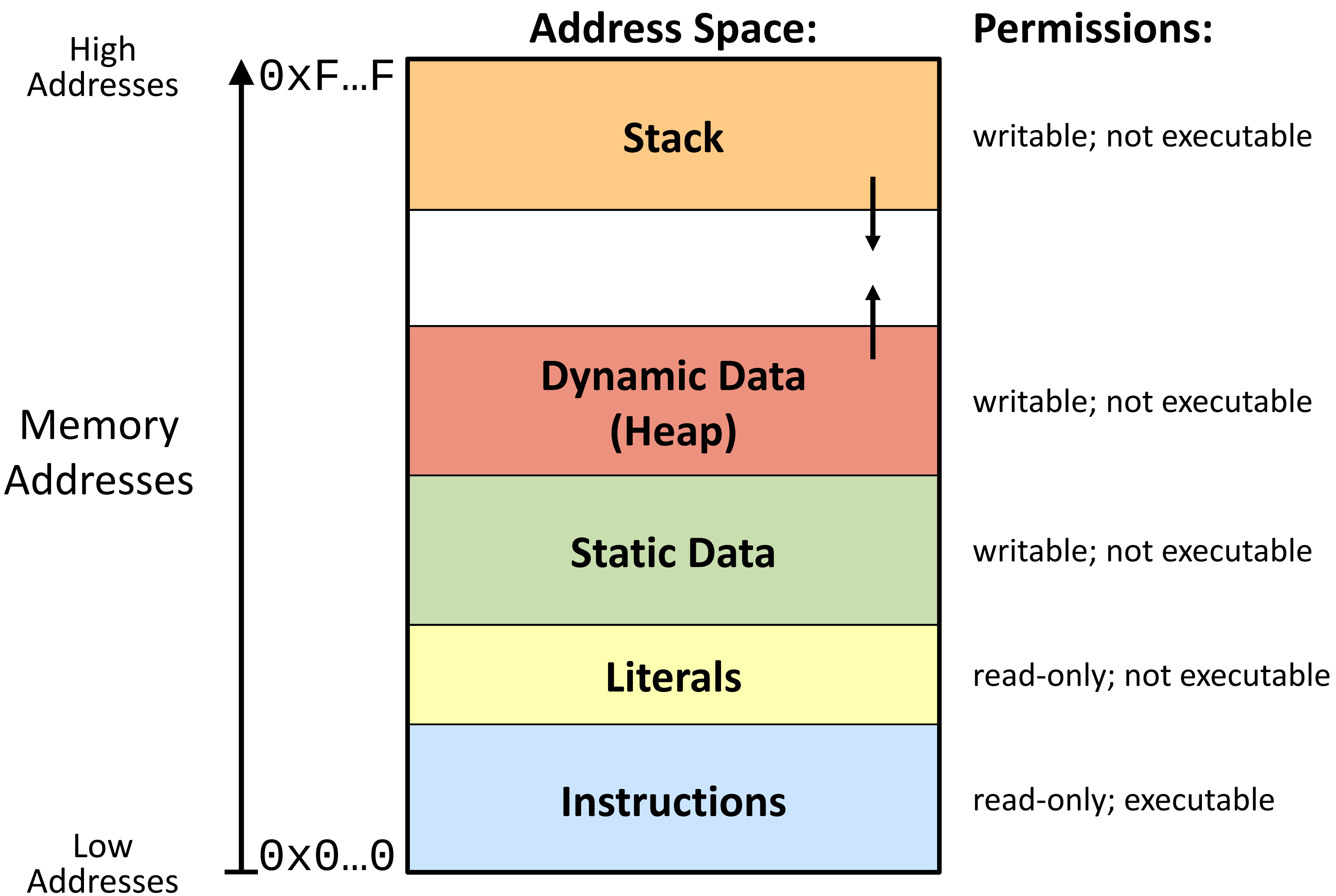
Managed "dynamically" (by programmer)

Managed "statically" (initialized when process starts)

Managed "statically" (initialized when process starts)

Managed "statically" (initialized when process starts)

Memory Permissions

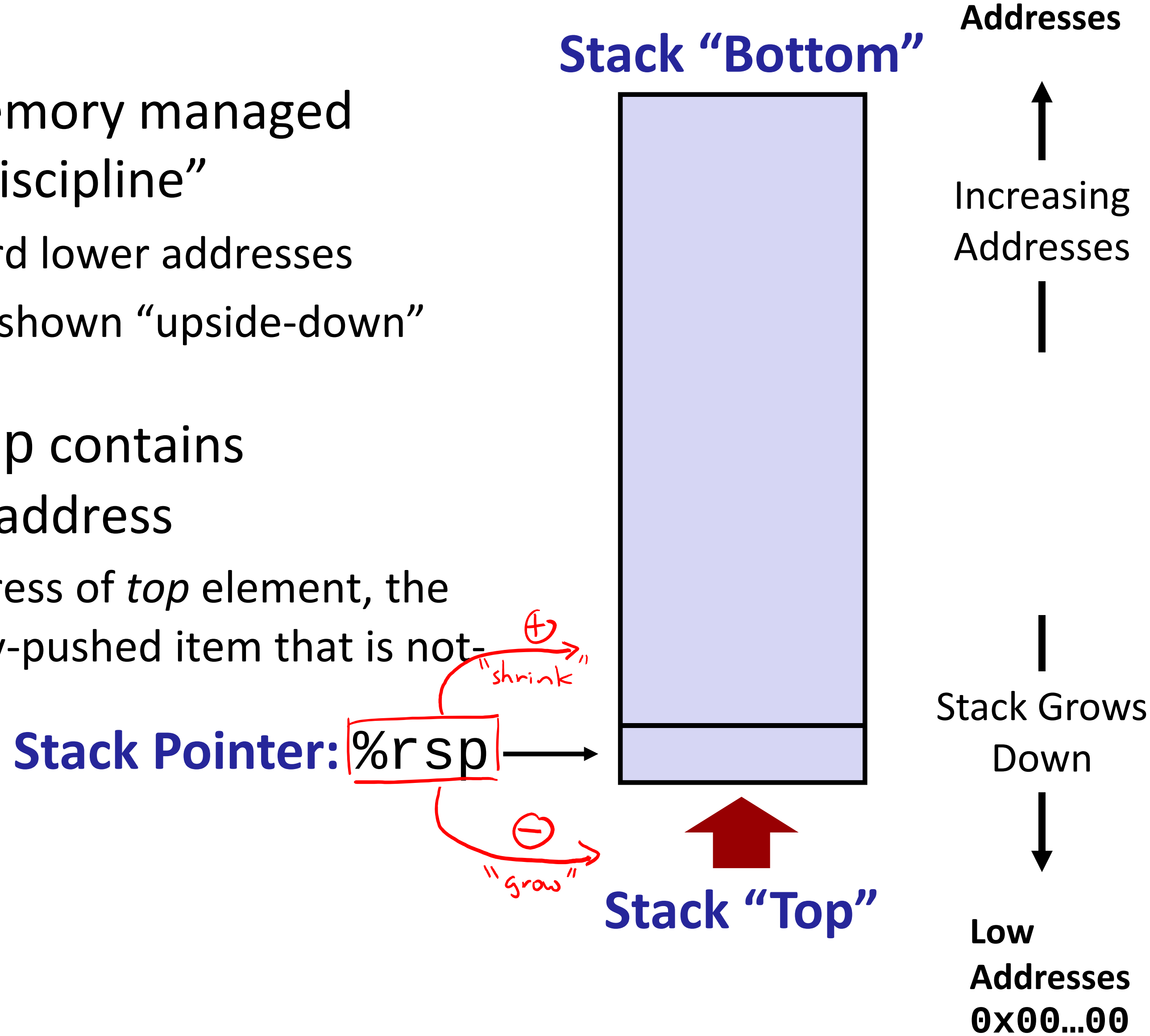


- Segmentation faults? accessing memory in a way that you are not allowed to

x86-64 Stack

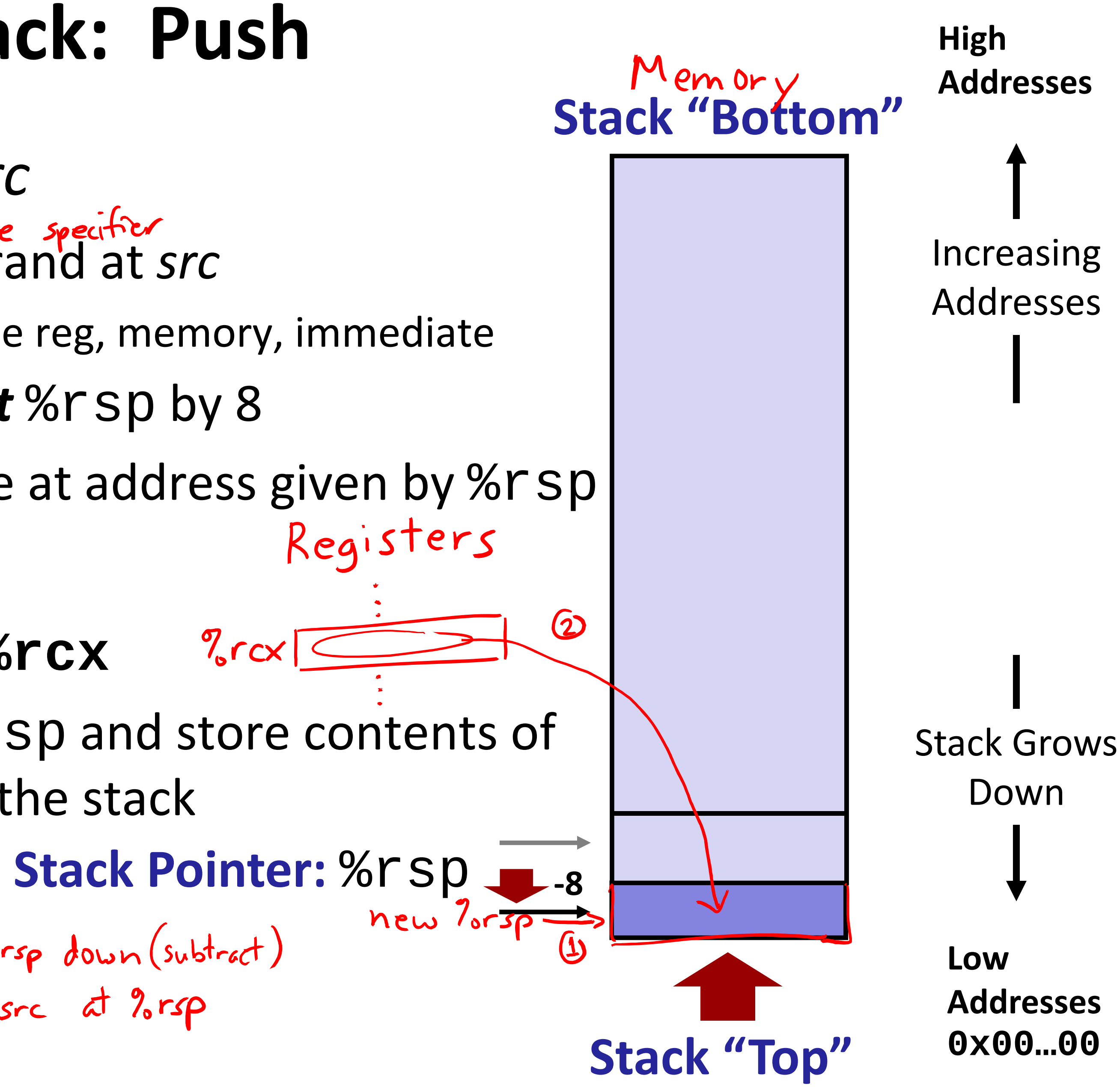
Last In, First Out (LIFO)

- Region of memory managed with stack "discipline"
  - Grows toward lower addresses
  - Customarily shown "upside-down"
- Register `%rsp` contains *lowest* stack address
  - `%rsp` = address of *top* element, the most-recently-pushed item that is not-yet-popped



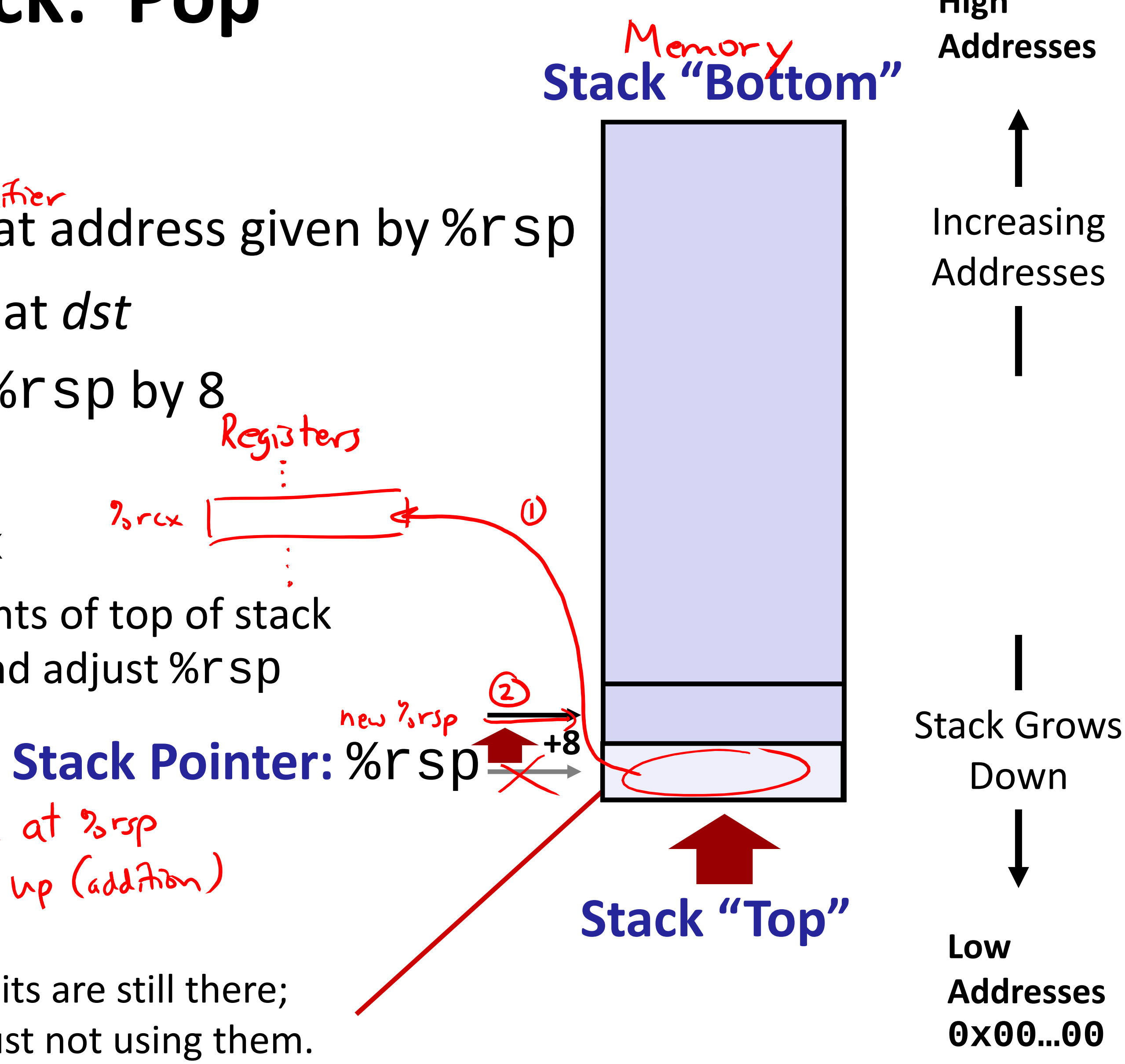
x86-64 Stack: Push

- `pushq` *src*
  - Fetch operand at *src*
    - *Src* can be reg, memory, immediate
  - ***Decrement*** `%rsp` by 8
  - Store value at address given by `%rsp`
- <u>Example</u>:
  - **`pushq %rcx`**
  - Adjust `%rsp` and store contents of `%rcx` on the stack



x86-64 Stack: Pop

- popq *dst*
  - Load value at address given by `%rsp`
  - Store value at *dst*
  - ***Increment*** `%rsp` by 8
- Example:
  - **`popq %rcx`**
  - Stores contents of top of stack into `%rcx` and adjust `%rsp`



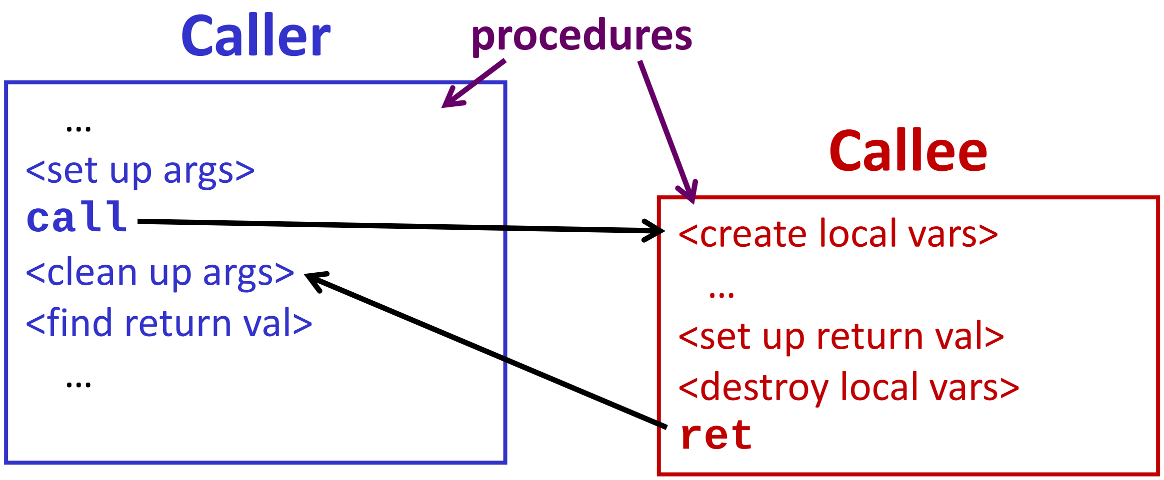
① read out data at %rsp
② move %rsp up (addition)

Those bits are still there;
we're just not using them.

Procedures

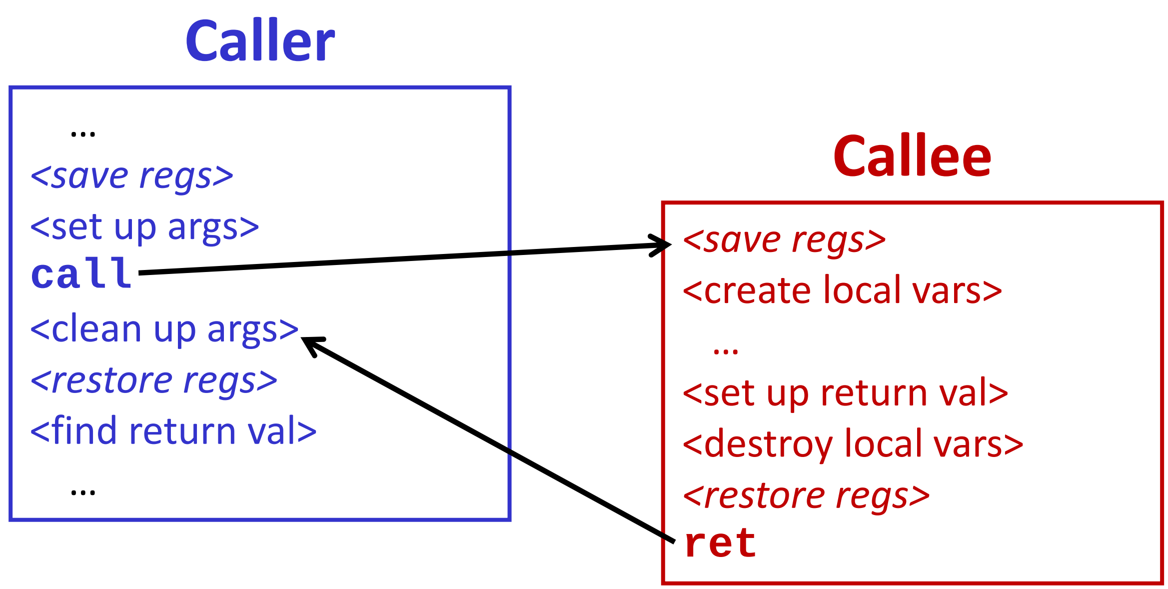
- Stack Structure
- **Calling Conventions**
  - **Passing control**
  - Passing data
  - Managing local data
- Register Saving Conventions
- Illustration of Recursion

Procedure Call Overview



- **Callee** must know where to find args
- **Callee** must know where to find *return address*
- **Caller** must know where to find *return value*
- **Caller** and **Callee** run on same CPU, so use the same registers
  - How do we deal with register reuse?
- Unneeded steps can be skipped (*e.g.* no arguments)

Procedure Call Overview



- The *convention* of where to leave/find things is called the calling convention (or procedure call linkage)
  - Details vary between systems
  - We will see the convention for x86-64/Linux in detail
  - What could happen if our program didn't follow these conventions?

Code Example (Preview)

Compiler Explorer:
https://godbolt.org/z/nQ6KbZ

Caller

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

executable disassembly

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

these are instruction addresses

Callee

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

```
0000000000400550 <mult2>:
  400550:  movq   %rdi,%rax  # a
  400553:  imulq  %rsi,%rax  # a * b
  400557:  ret               # Return
```

Procedure Control Flow

- Use stack to support procedure call and return
- Procedure call: `call label` (special push)
  1) Push return address on stack (*why? which address?*) → ① move %rsp down → ② store ret addr at %rsp
  2) Jump to ***label*** → ③ label → %rip

Procedure Control Flow

- Use stack to support procedure call and return
- Procedure call: `call label` (special push)
  1) Push return address on stack (*why? which address?*) → ① move %rsp down → ② store ret addr at %rsp
  2) Jump to ***label*** → ③ label → %rip
- Return address:
  - Address of instruction immediately after **`call`** instruction
  - Example from disassembly:

```
400544: call   400550 &lt;mult2&gt;
400549: movq   %rax,(%rbx)
```

Return address = **0x400549**

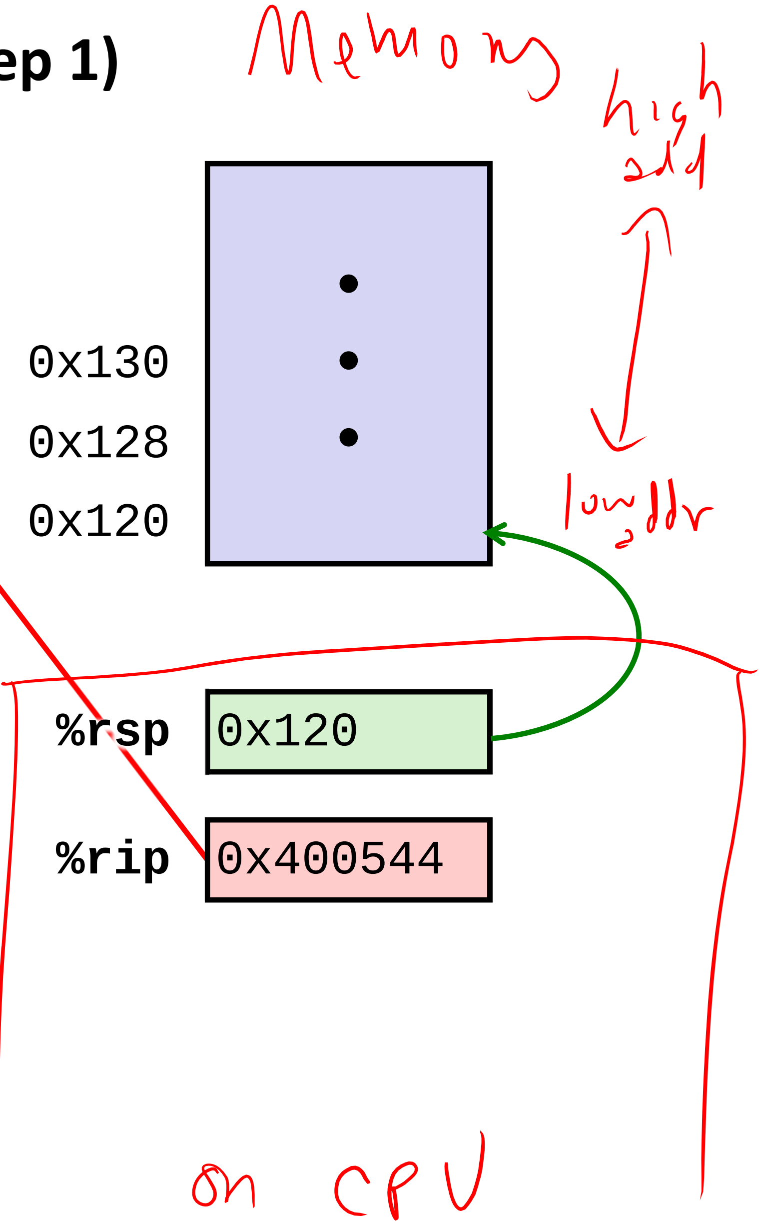
next instruction happens to be a move, but could be anything

- Procedure return: `ret` (special pop)
  1) Pop return address from stack ① read ret addr at %rsp into %rip
  2) Jump to address ② move %rsp up

Procedure Call Example (step 1)

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

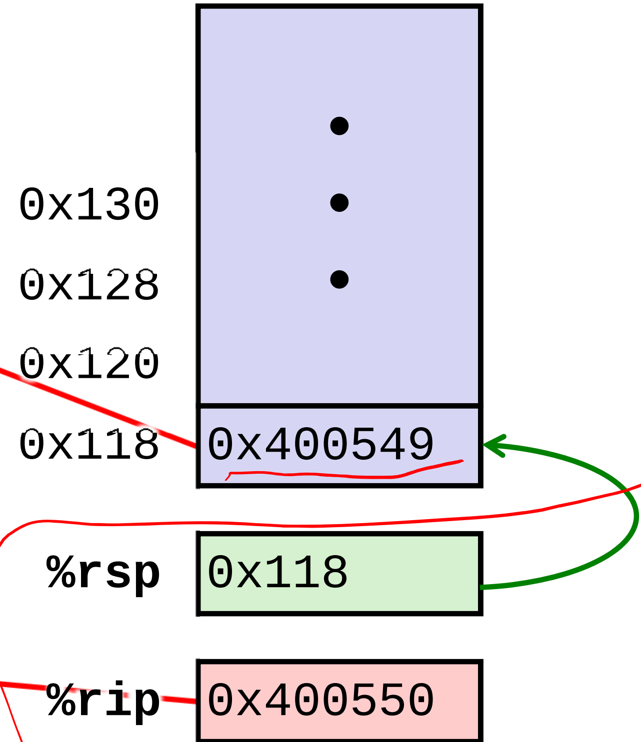
```
0000000000400550 <mult2>:
  400550:  movq   %rdi,%rax
  •
  •
  400557:  ret
```



Procedure Call Example (step 2)

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

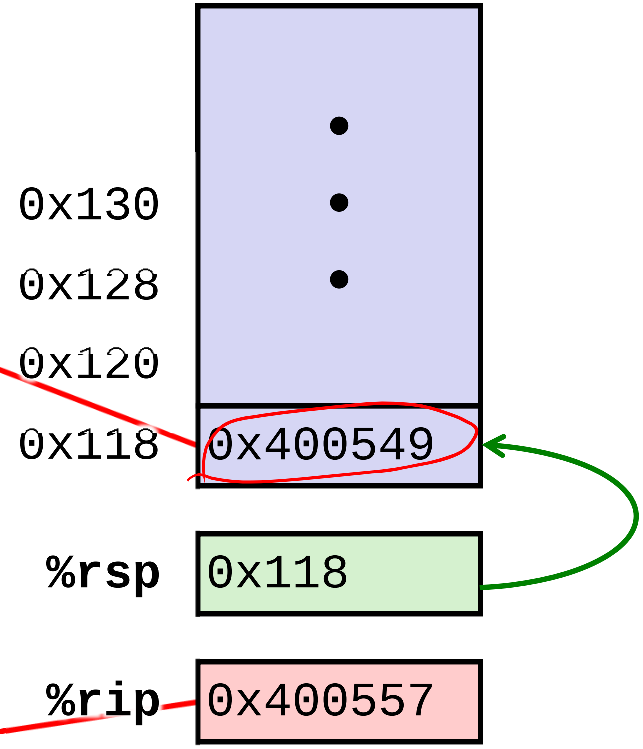
```
0000000000400550 <mult2>:
  400550:  movq   %rdi,%rax
  •
  •
  400557:  ret
```



Procedure Return Example (step 1)

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

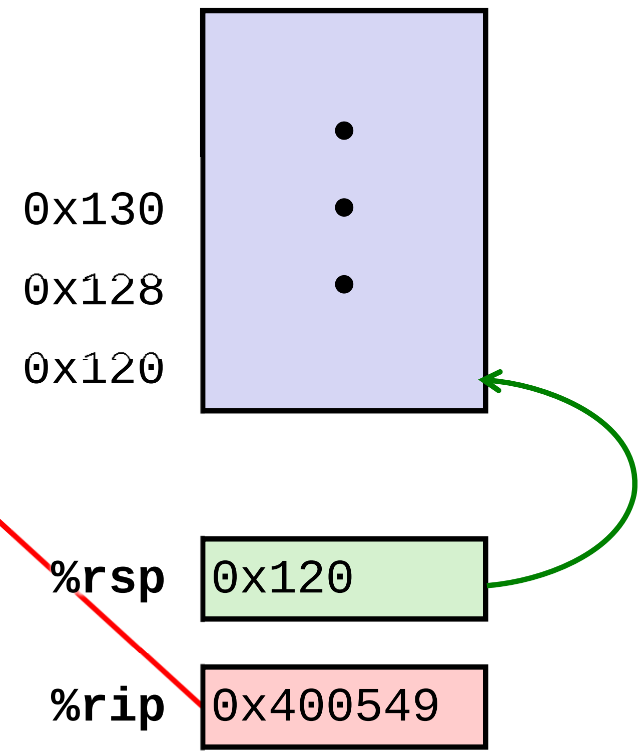
```
0000000000400550 <mult2>:
  400550:  movq   %rdi,%rax
  •
  •
  400557:  ret
```



Procedure Return Example (step 2)

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

```
0000000000400550 <mult2>:
  400550:  movq   %rdi,%rax
  •
  •
  400557:  ret
```



Procedures

- Stack Structure
- **Calling Conventions**
  - Passing control
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Procedure Data Flow

Registers (NOT in Memory)

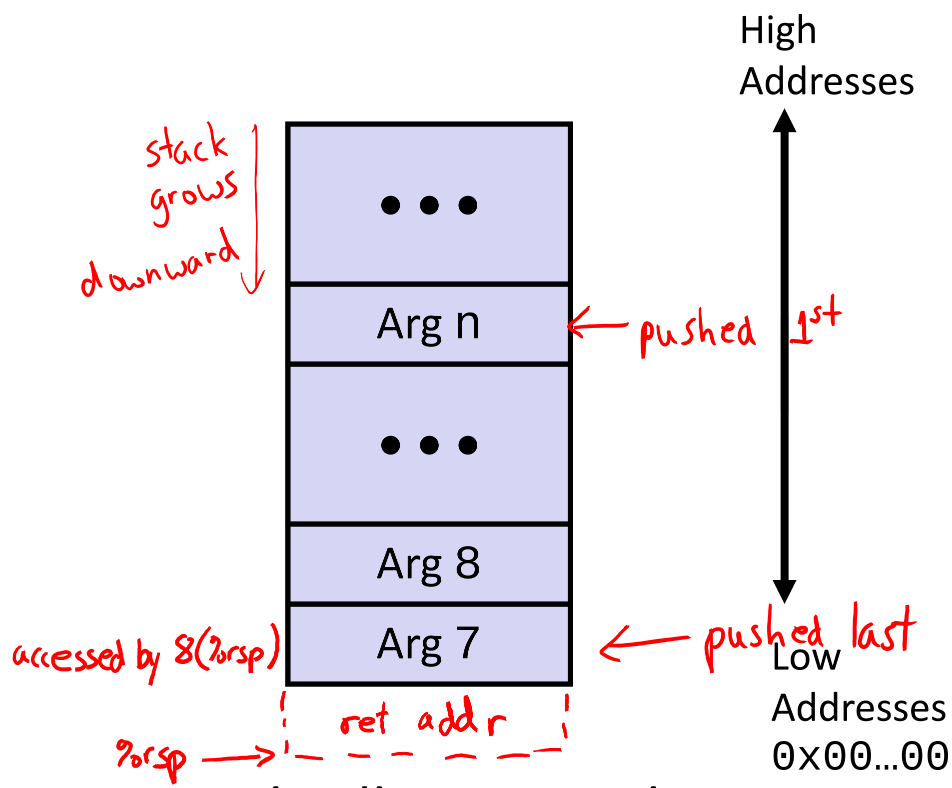
- First 6 arguments

①	`%rdi`	*Diane's*
②	`%rsi`	*Silk*
③	`%rdx`	*Dress*
④	`%rcx`	*Costs*
⑤	`%r8`	*$8*
⑥	`%r9`	*9*

- Return value

`%rax`

Stack (Memory)



- Only allocate stack space when needed

x86-64 Return Values

- By convention, values returned by procedures are placed in `%rax`
  - Choice of `%rax` is arbitrary

1) Caller must make sure to save the contents of `%rax` before calling a callee that returns a value
   - Part of register-saving convention

2) Callee places return value into `%rax`
   - Any type that can fit in 8 bytes – integer, float, pointer, etc.
   - For return values greater than 8 bytes, best to return a *pointer* to them

3) Upon return, caller finds the return value in `%rax`

Data Flow Examples

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

rdi rsi rdx

lined up nicely so we didn't have to manipulate arguments

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

(will explain later)

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

```
0000000000400550 <mult2>:
  # a in %rdi, b in %rsi
  400550:  movq   %rdi,%rax   # a
  400553:  imulq  %rsi,%rax   # a * b
  # s in %rax
  400557:  ret                # Return
```

Procedures

- Stack Structure
- **Calling Conventions**
  - Passing control
  - Passing data
  - **Managing local data**
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Stack-Based Languages

- Languages that support recursion
  - *e.g.* C, Java, most modern languages
  - Code must be *re-entrant*
    - Multiple simultaneous instantiations of single procedure
  - Need some place to store *state* of each instantiation
    - Arguments, local variables, return address
- Stack allocated in *frames*
  - State for a single procedure instantiation
- Stack discipline
  - State for a given procedure needed for a limited time
    - Starting from when it is called to when it returns
  - Callee always returns before caller does

Call Chain Example

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

```
who(…)
{
   •
 ①amI();
   •
 ②amI();
   •
}
```

1st call recurses twice

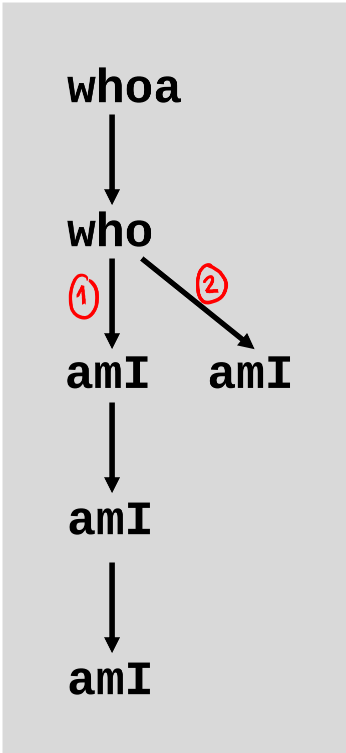
2nd call doesn't recurse

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

based on condition

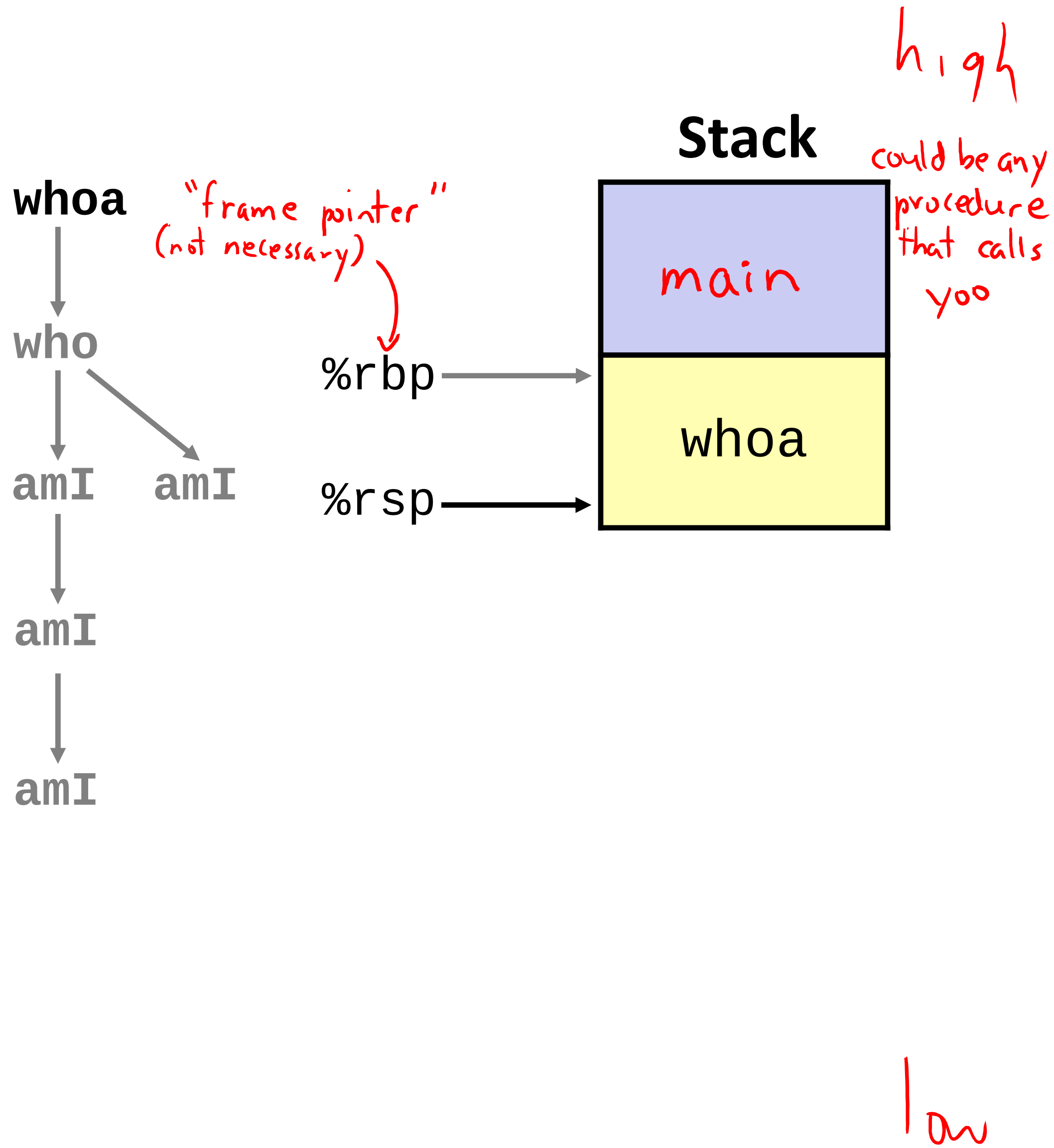
Procedure amI is recursive (calls itself)

Example Call Chain



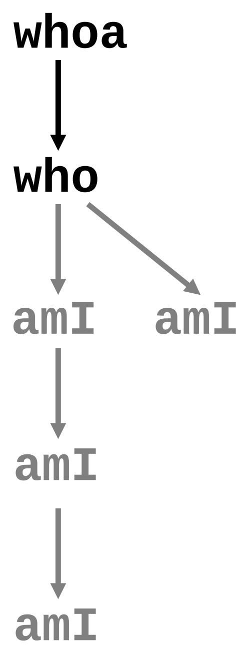
1) Call to yoo

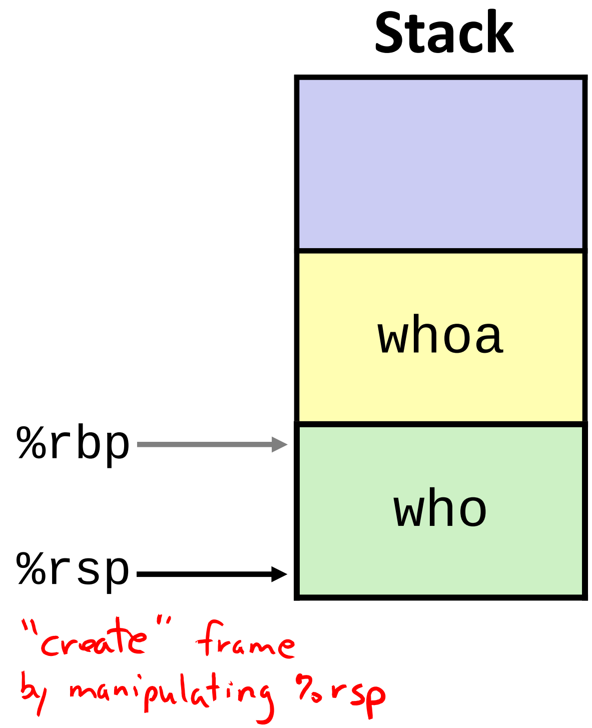
```
whoa(…)
{
  •
  •
  who();
  •
  •
}
```



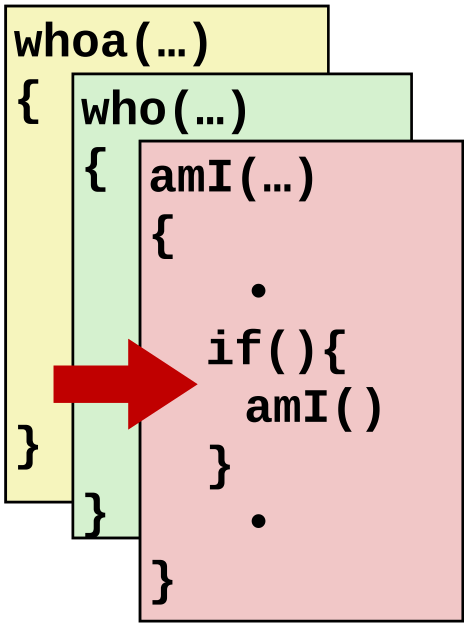
2) Call to who

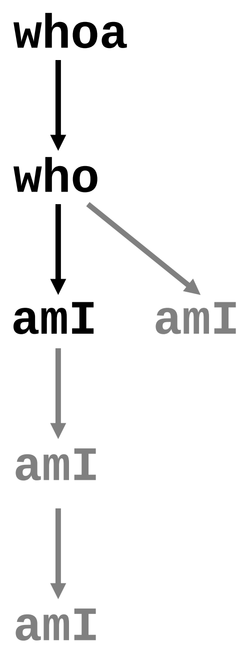
```
whoa(…)
{
        who(…)
        {
           •
           amI();
           •
           amI();
}          •
        }
```

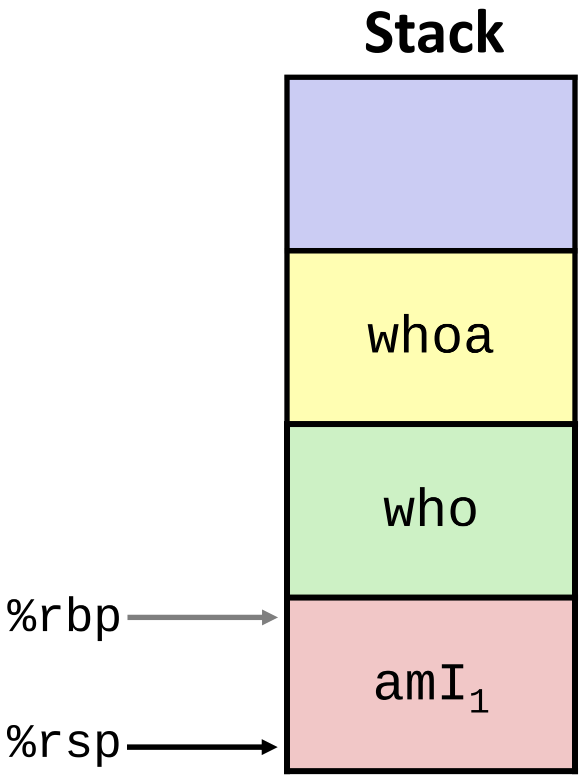




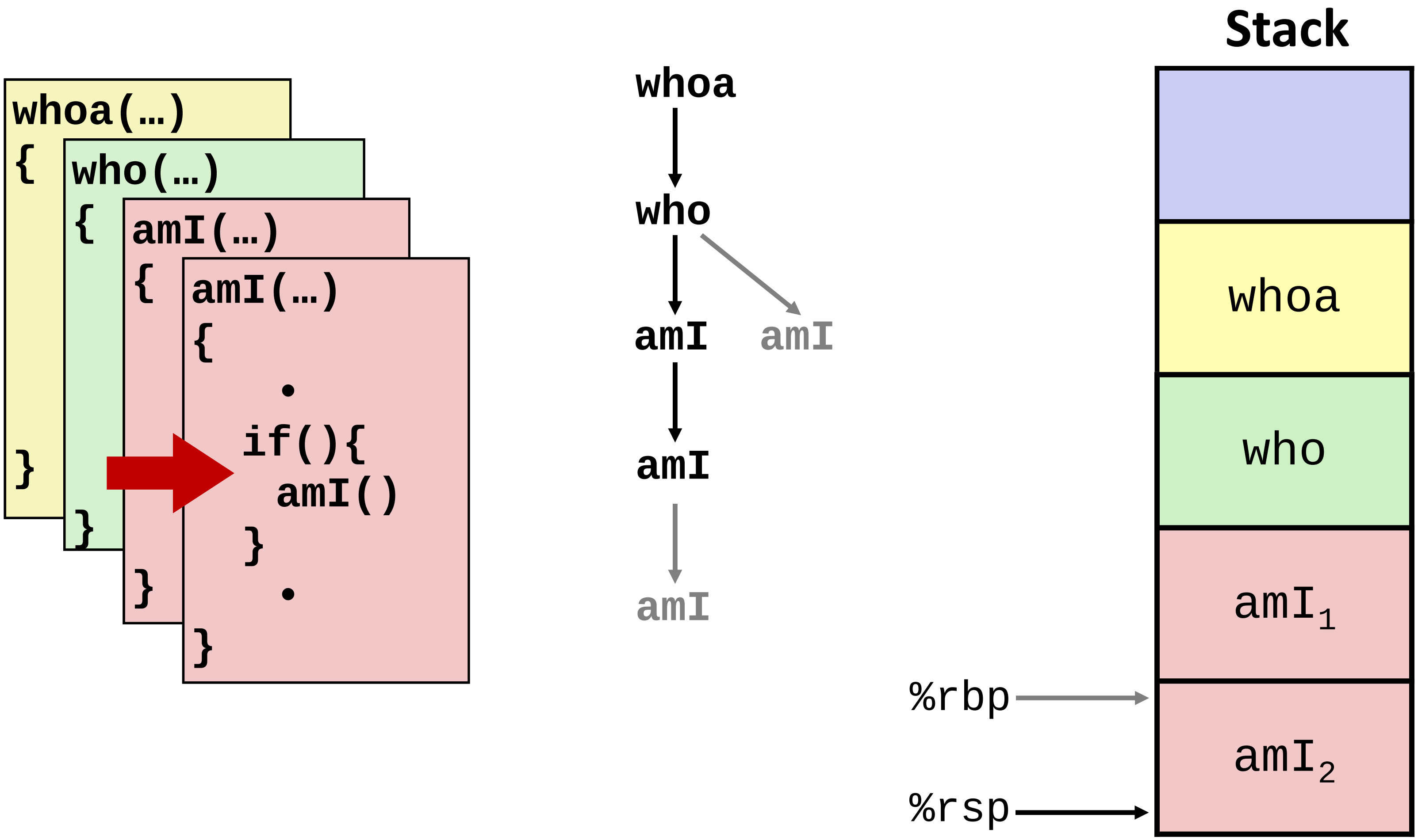
3) Call to amI (1)



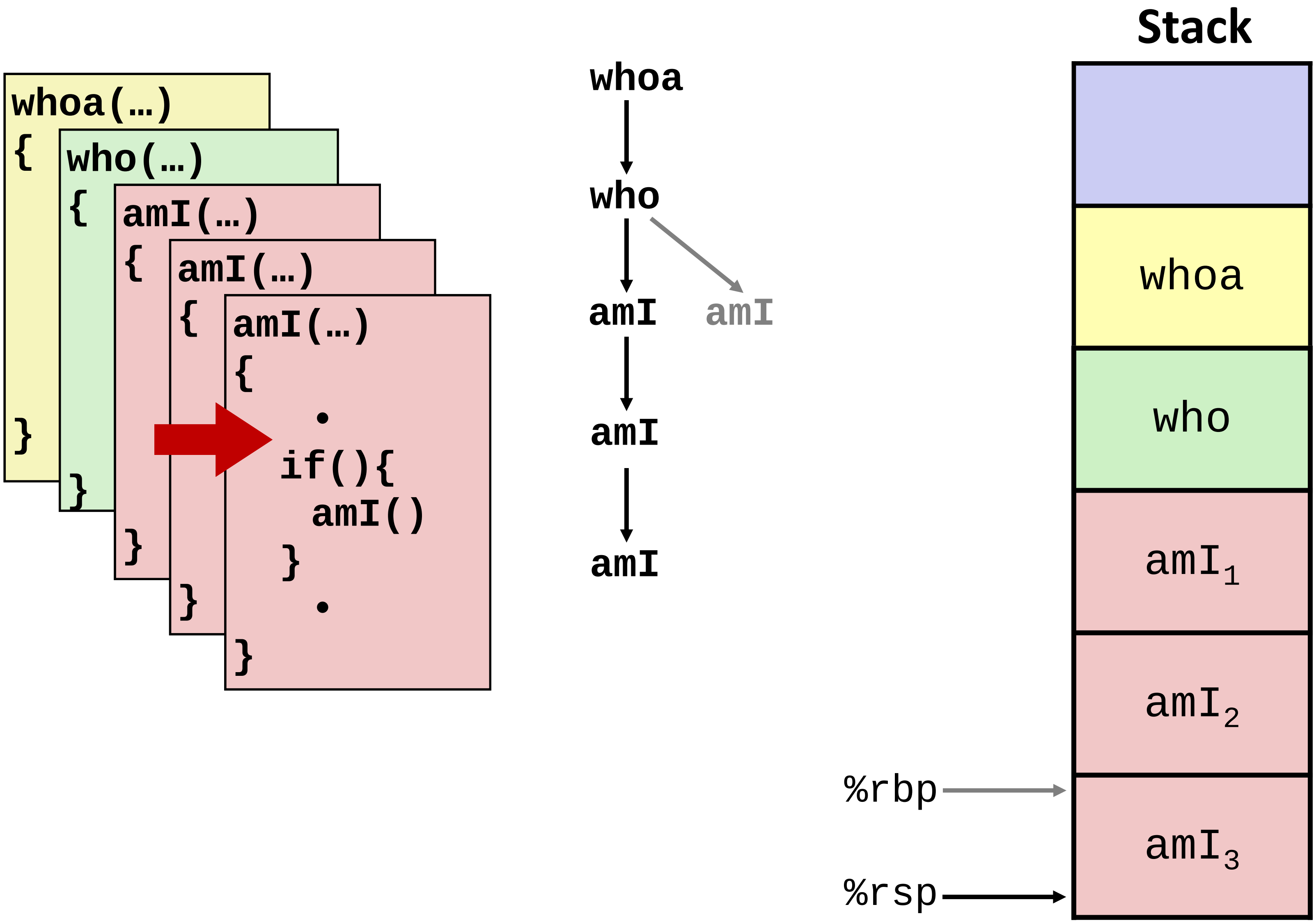




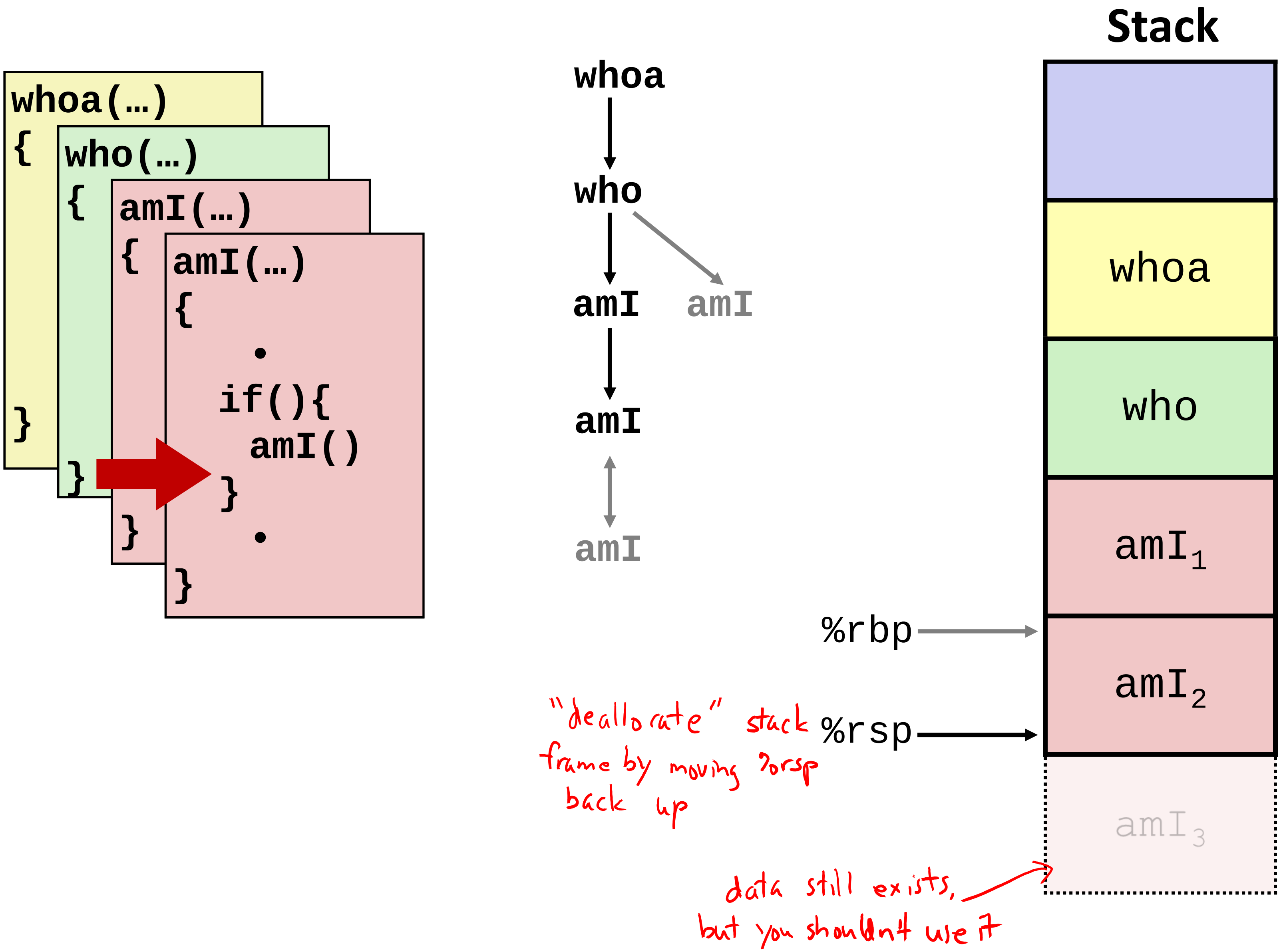
4) Recursive call to amI (2)



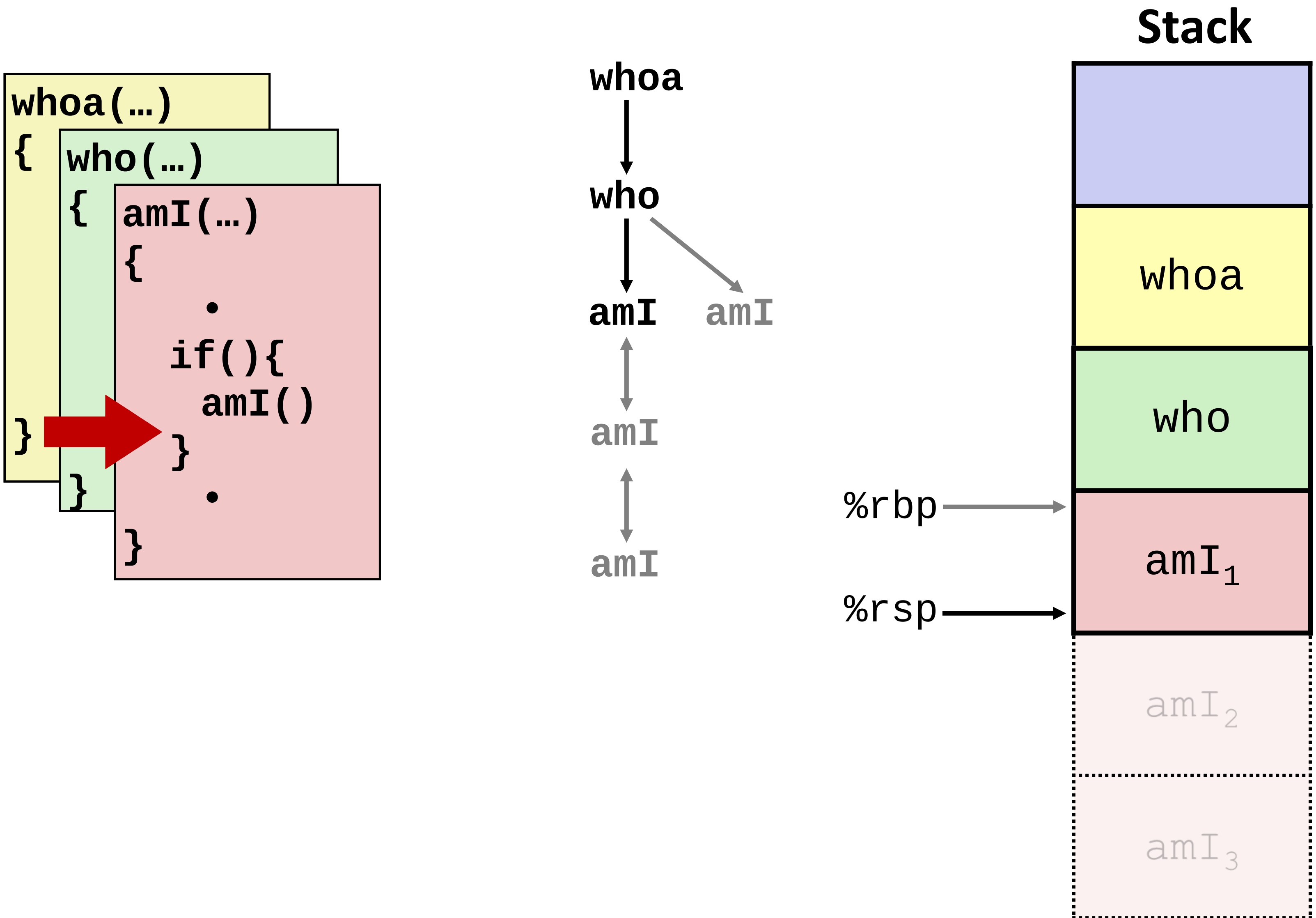
5) (another) Recursive call to amI (3)



6) Return from (another) recursive call to amI

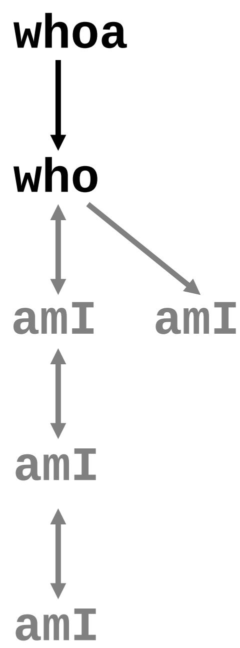


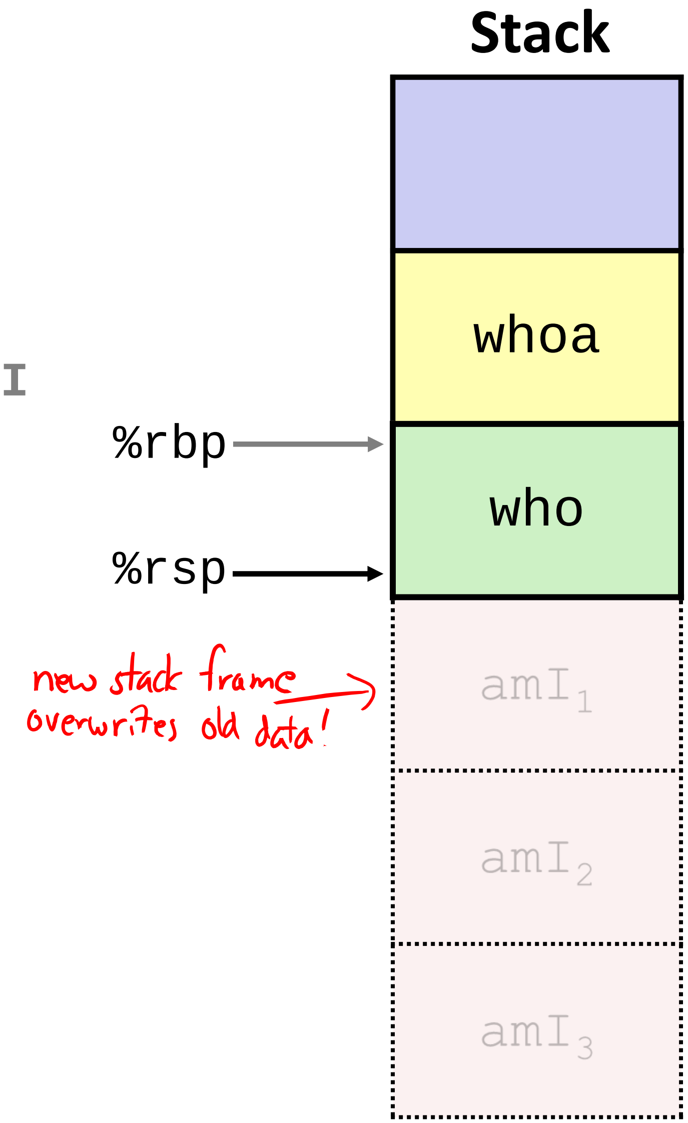
7) Return from recursive call to amI



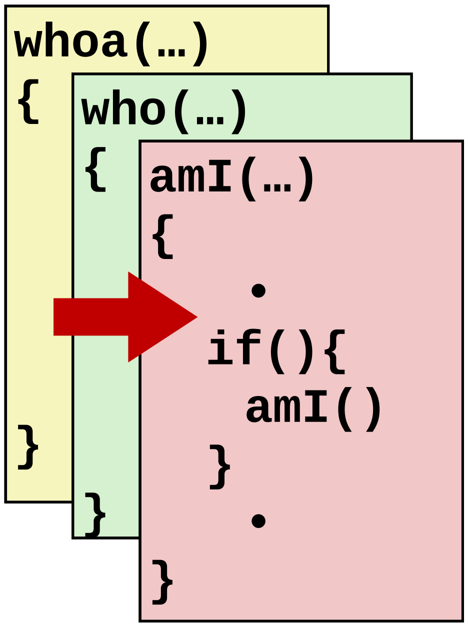
8) Return from call to amI

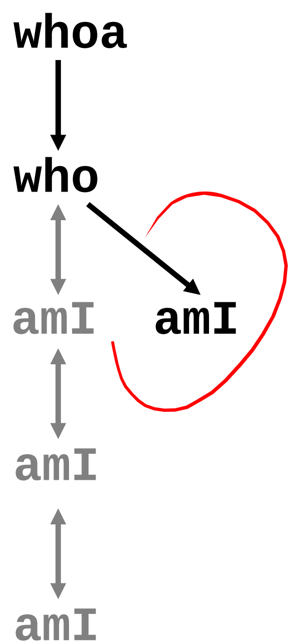
```
whoa(…)
{
  who(…)
  {
     •
     amI();
     •
     amI();
     •
  }
}
```

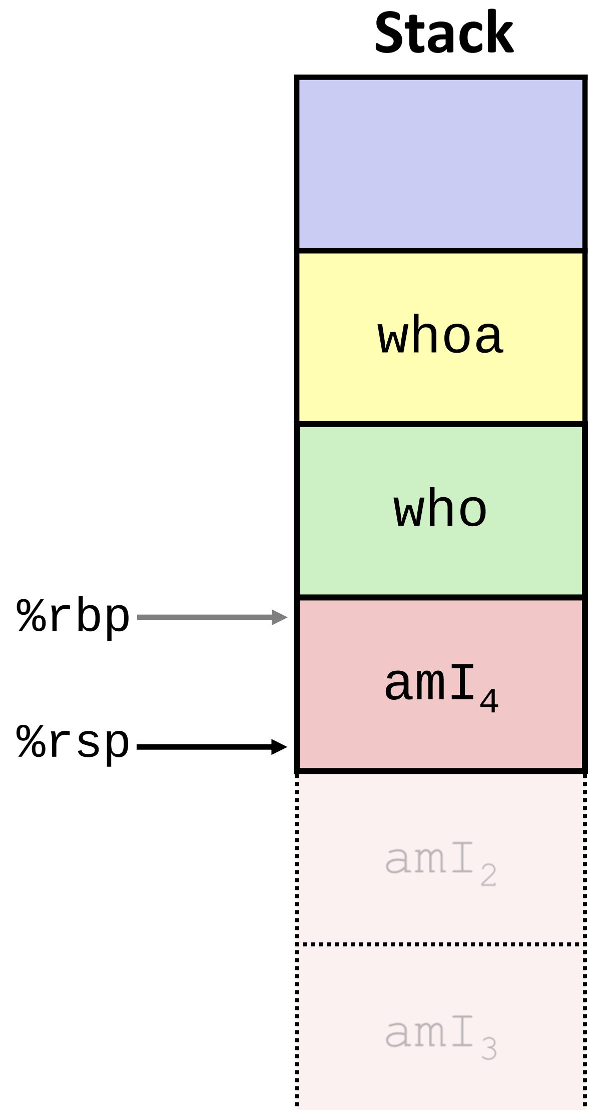




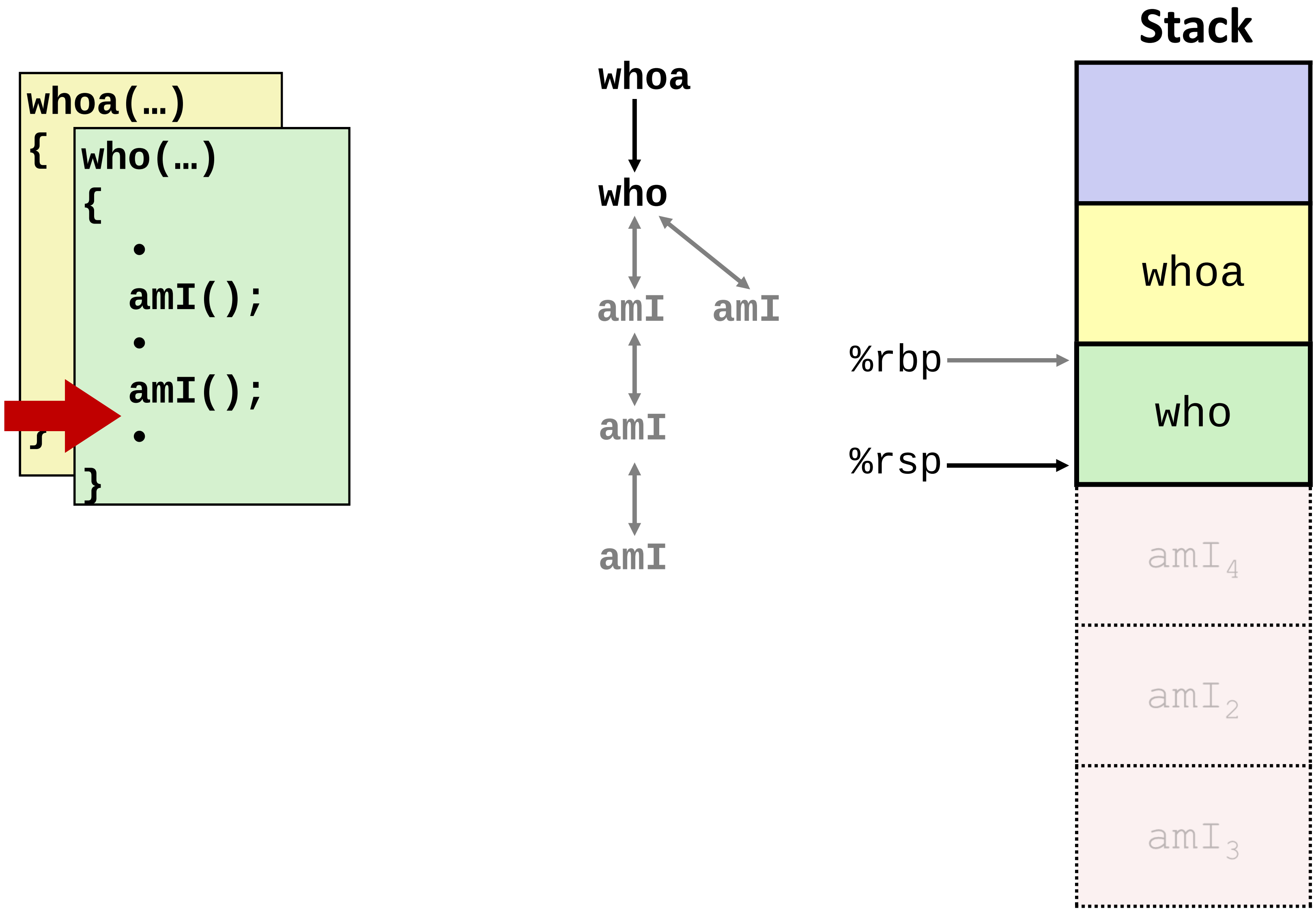
9) (second) Call to amI (4)





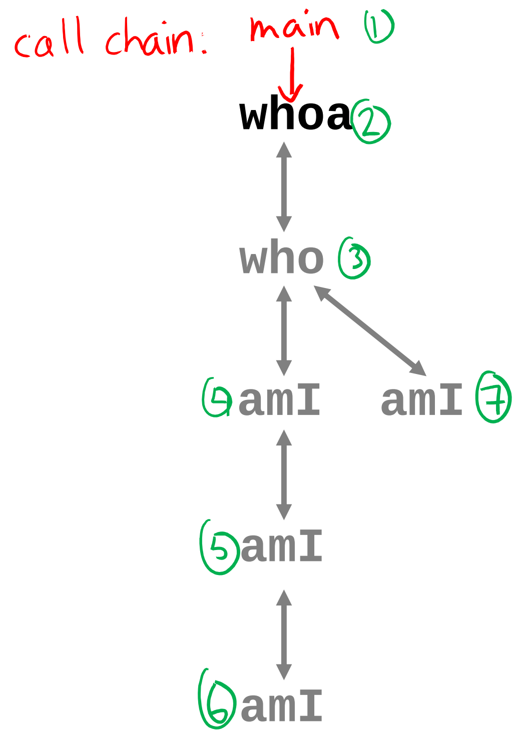


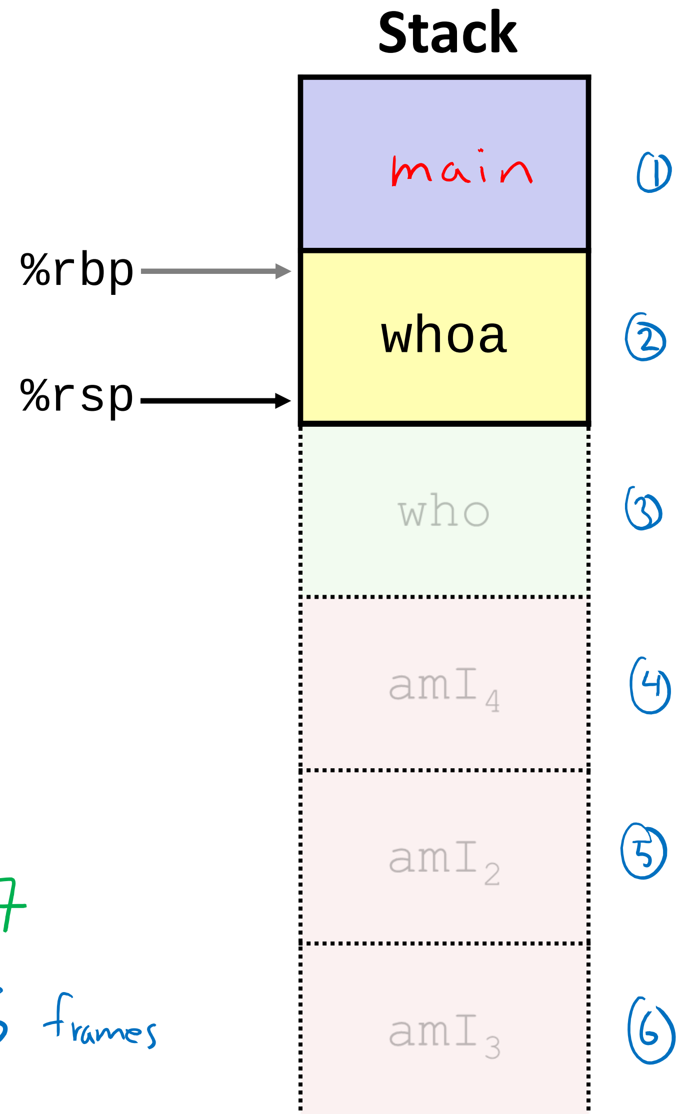
10) Return from (second) call to amI



11) Return from call to who

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





total stack frames created: 7

maximum stack depth: 6 frames

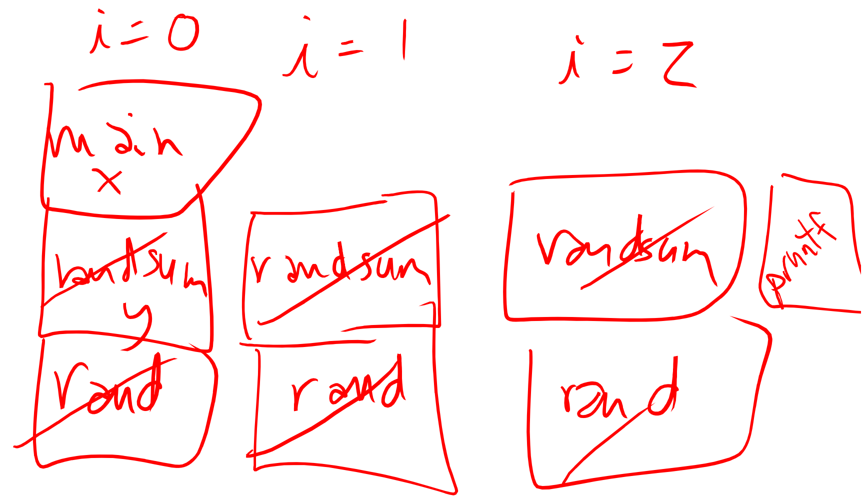
Polling Question

Vote only on 3rd question at http://pollev.com/rea

- 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*?
- 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)