The Stack & Procedures

CSE 351 Winter 2020

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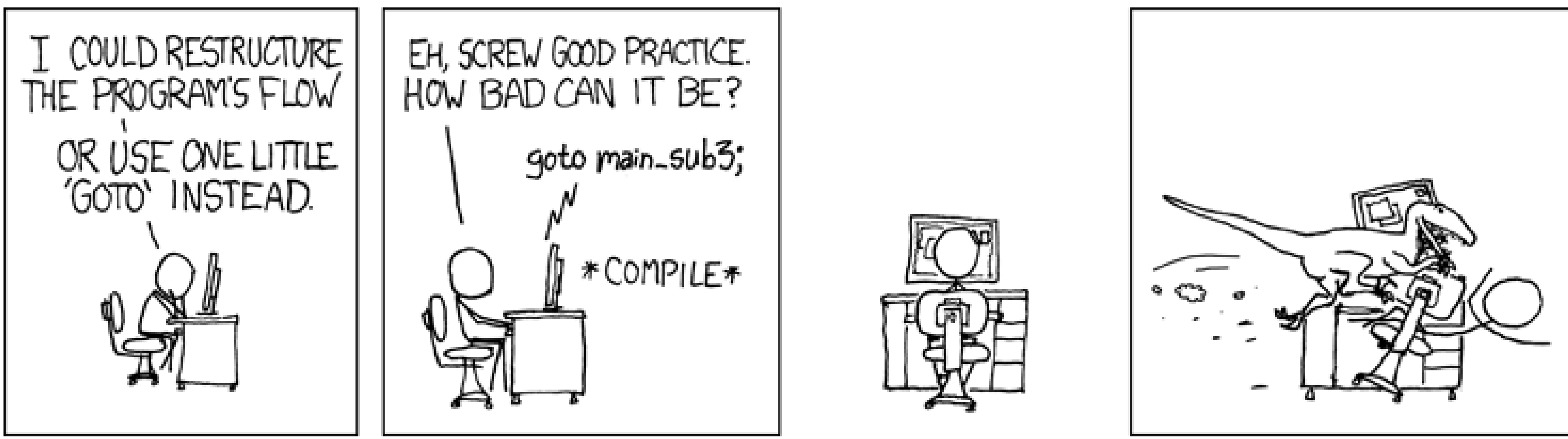


http://xkcd.com/571/

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();
```

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

Assembly language:

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

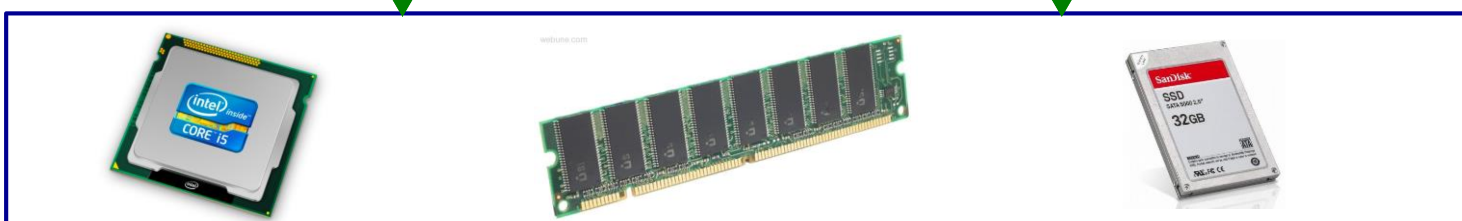
Machine code:

```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```

OS:

Windows 10   OS X Yosemite

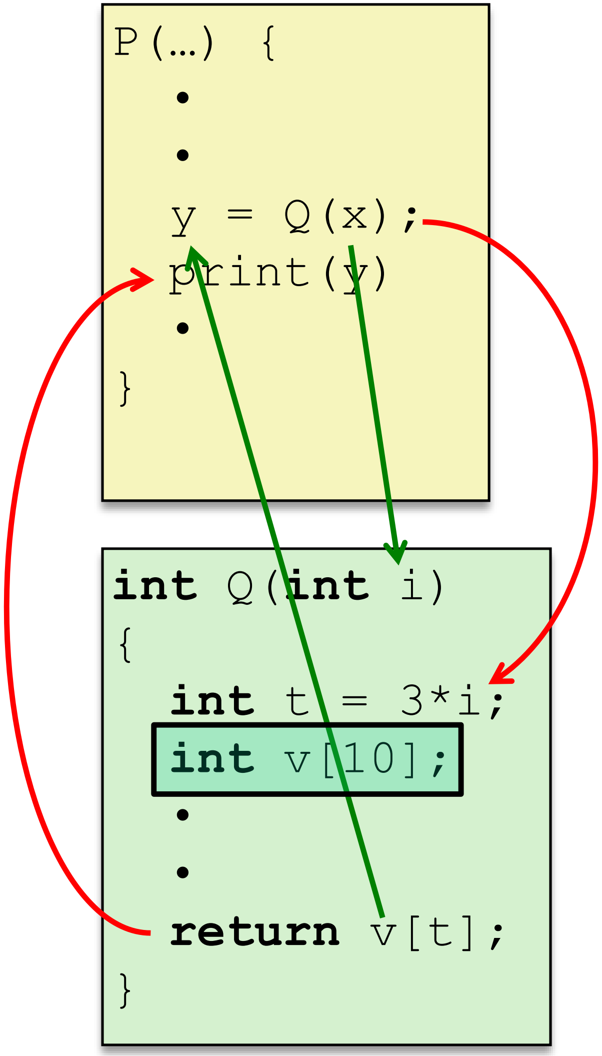
Computer system:



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

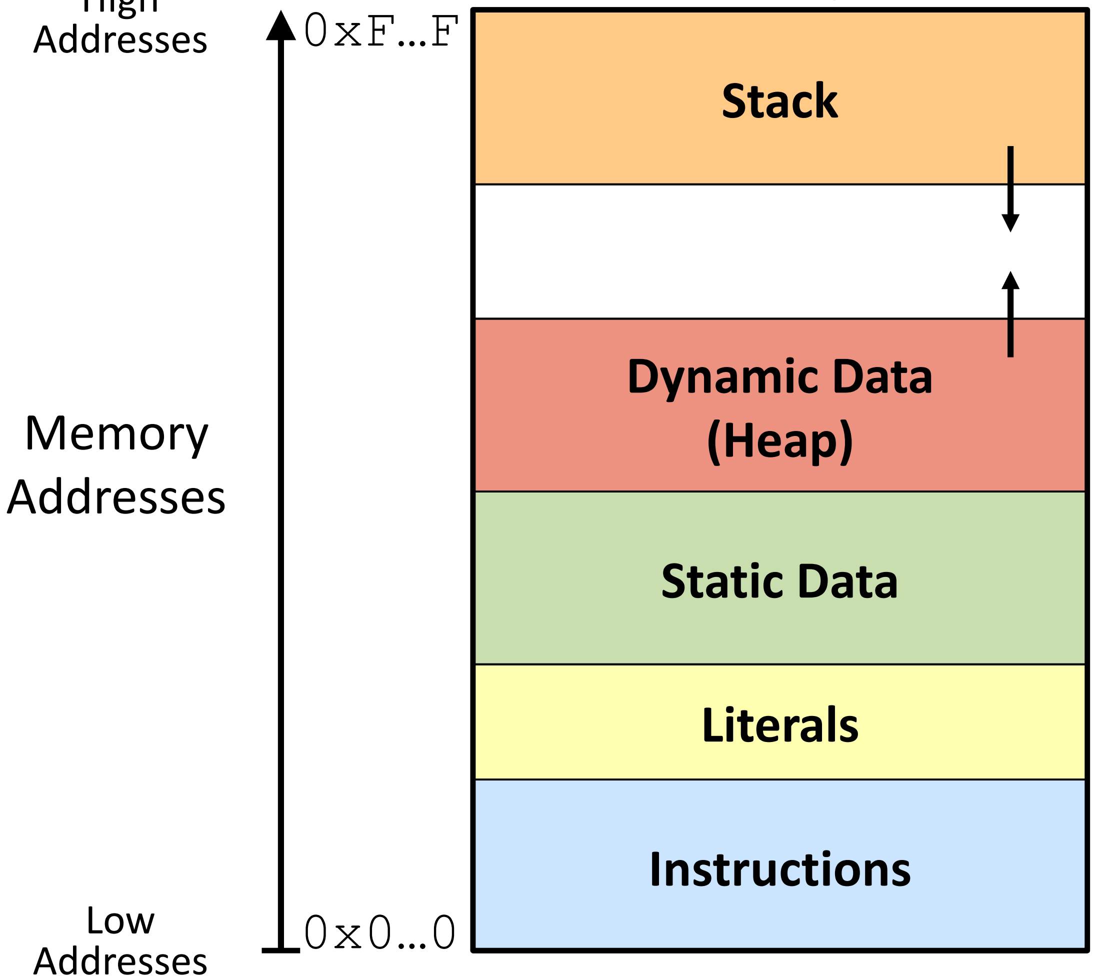


Procedures

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

Simplified Memory Layout

Address Space:



What Goes Here:

local variables and procedure context

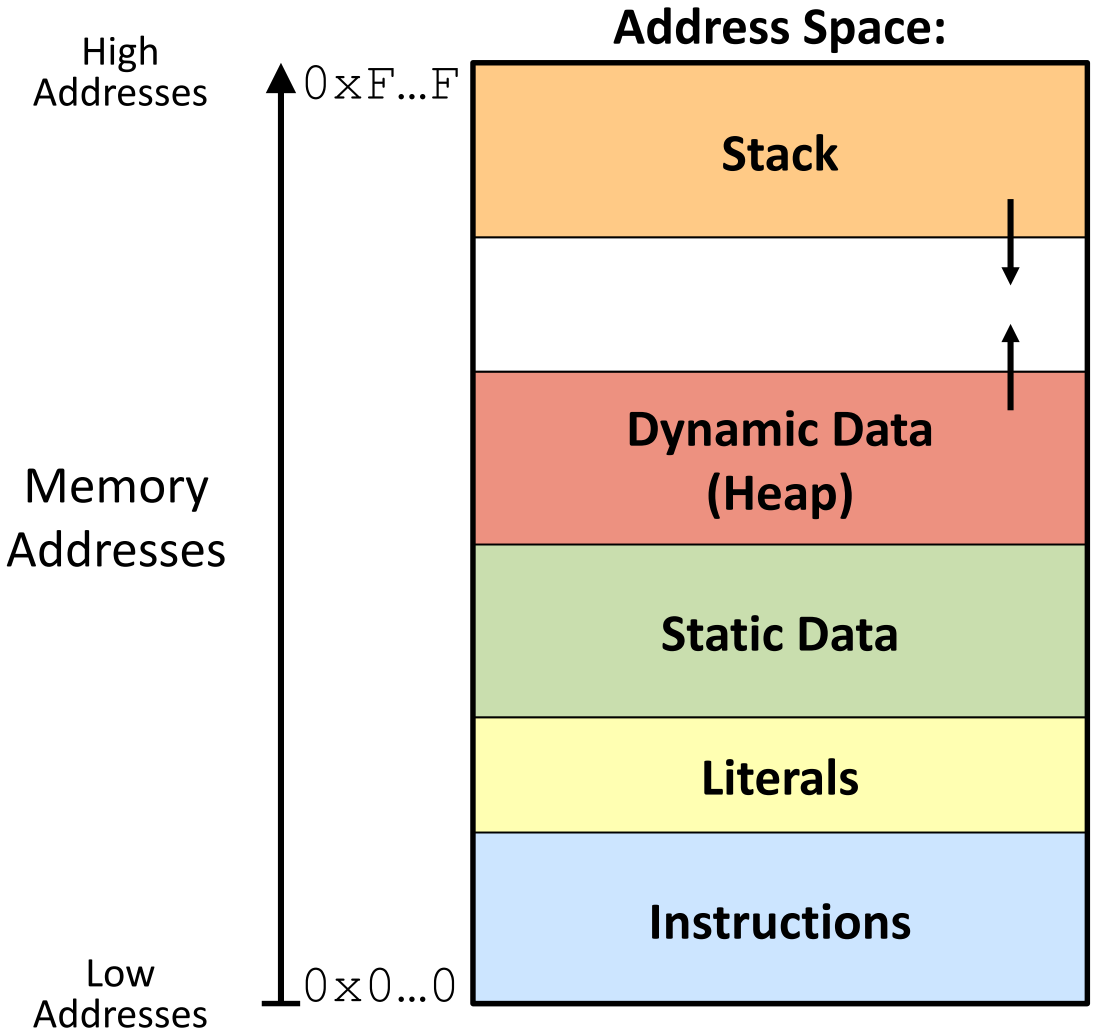
variables allocated with `new` or `malloc`

static variables (including global variables)

large literals/constants (*e.g.* "example")

program code

Memory Management



Who's Responsible:

Managed "automatically" (by compiler/assembly)

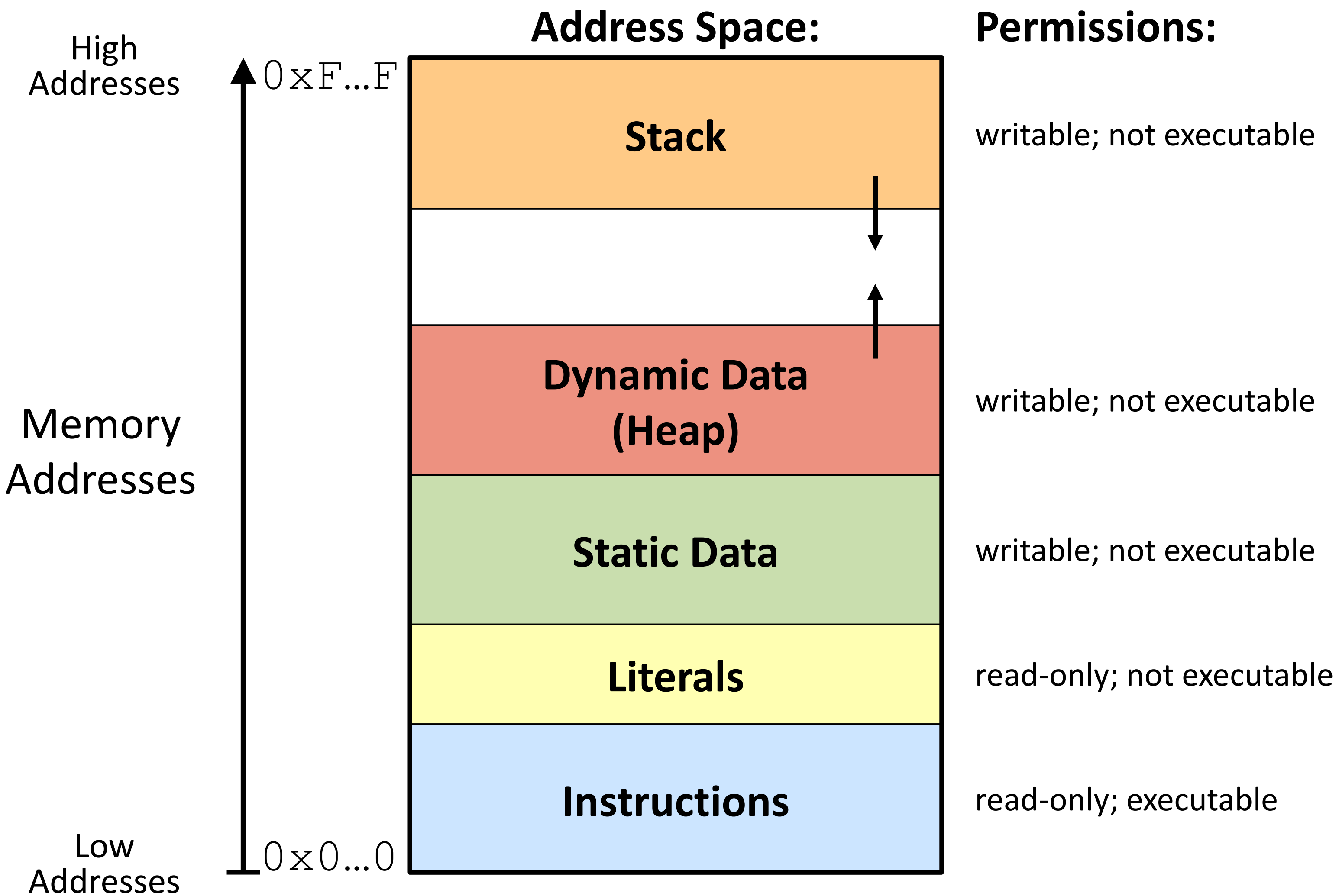
Managed "dynamically" (by programmer)

Managed "statically" (initialized when process starts)

Managed "statically" (initialized when process starts)

Managed "statically" (initialized when process starts)

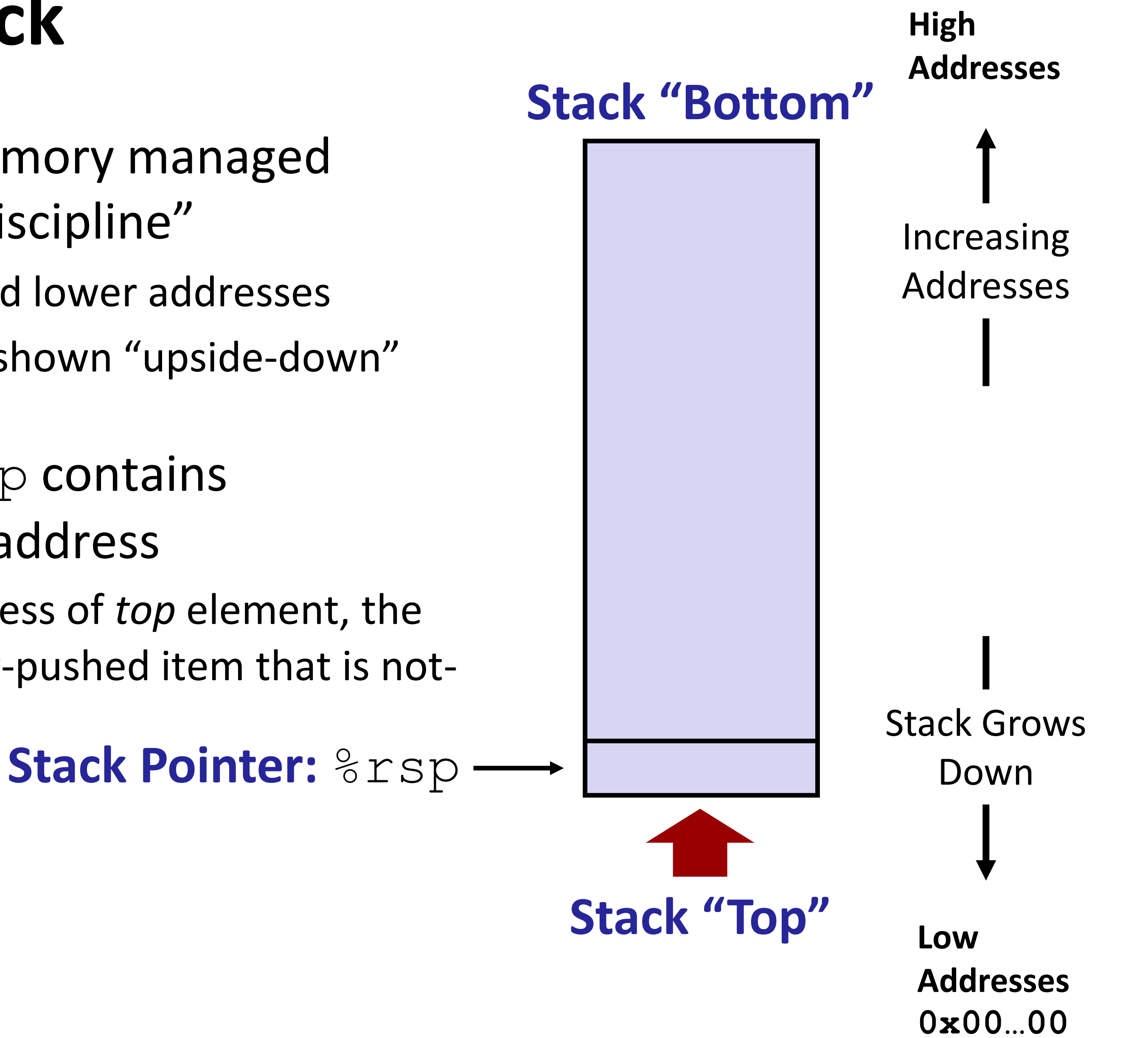
Memory Permissions



- Segmentation faults?

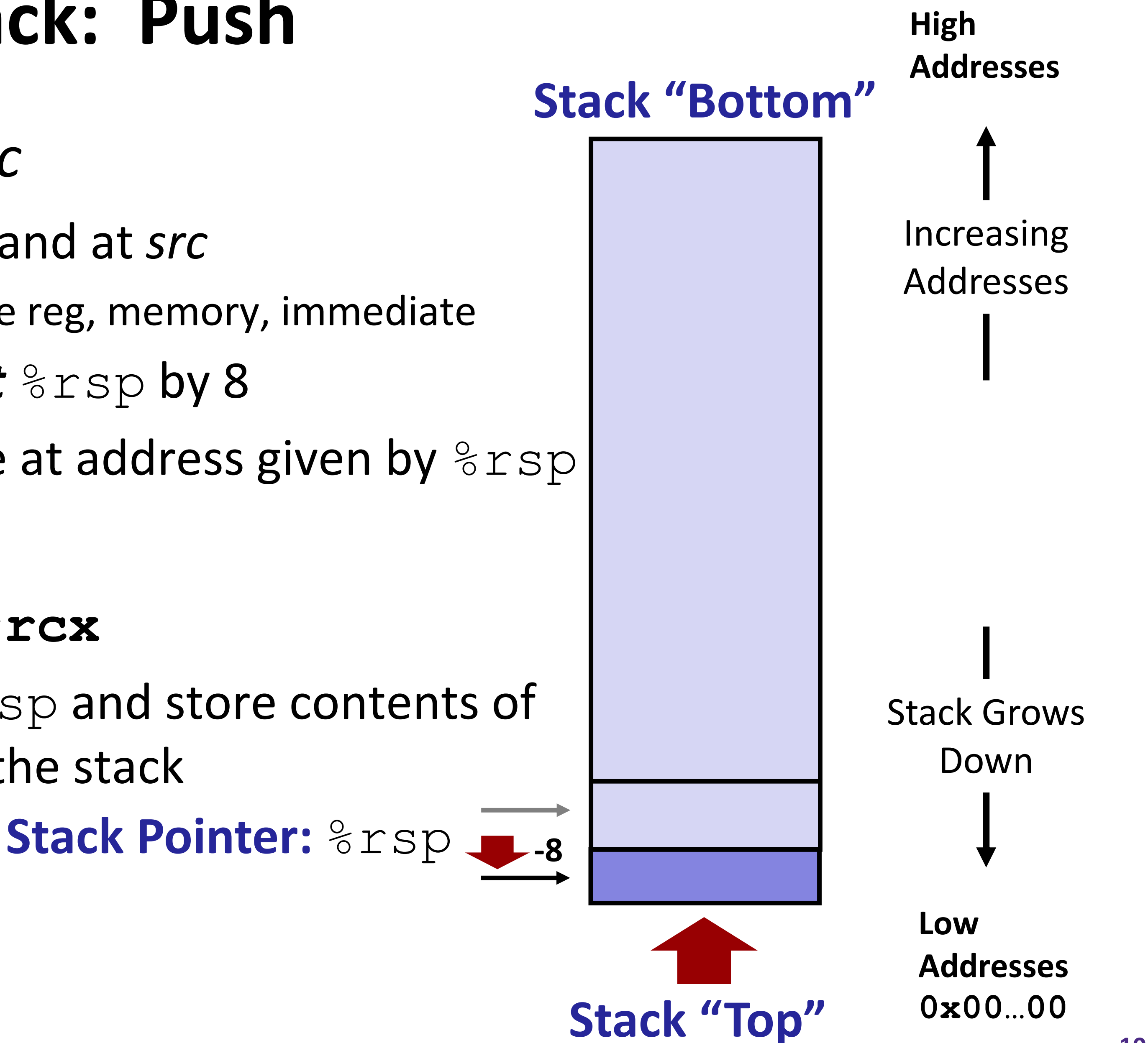
x86-64 Stack

- 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



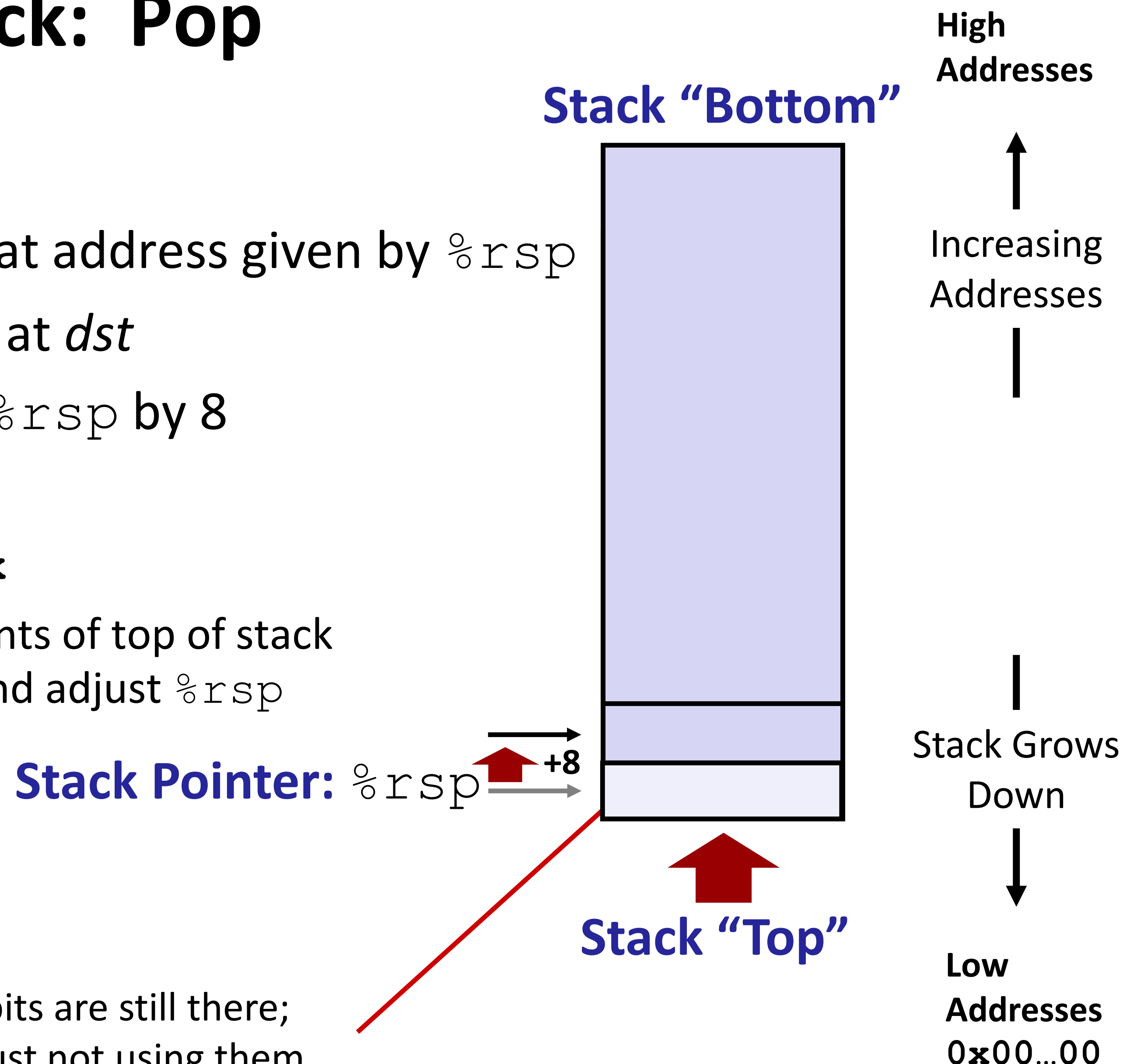
x86-64 Stack: Push

- `pushq` *src*
  - Fetch operand at *src*
    - *Src* can be reg, memory, immediate
  - ***Decrement*** `%rsp` by 8
  - Store value at address given by `%rsp`
- Example:
  - **`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`



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

Procedures

- Stack Structure
- **Calling Conventions**
  - **Passing control**
  - Passing data
  - Managing local data
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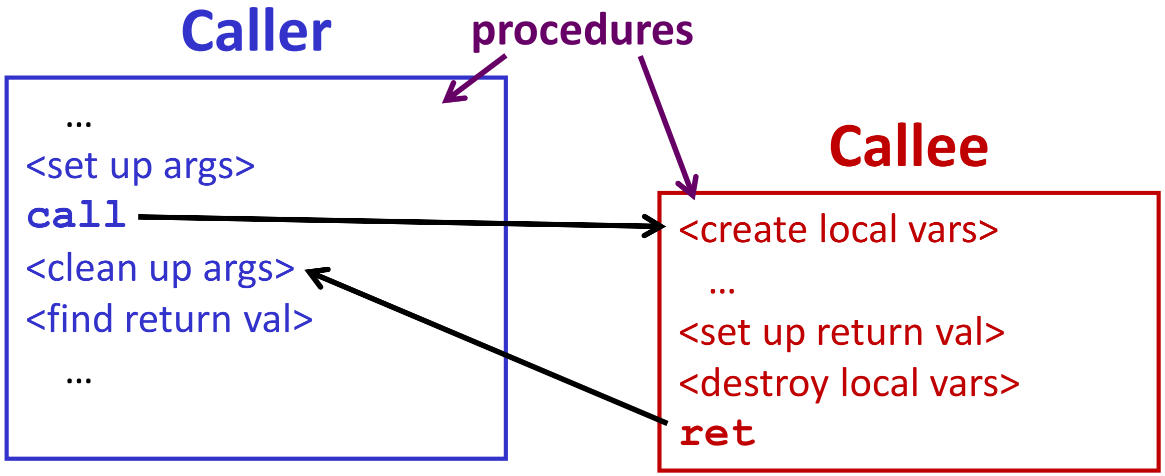
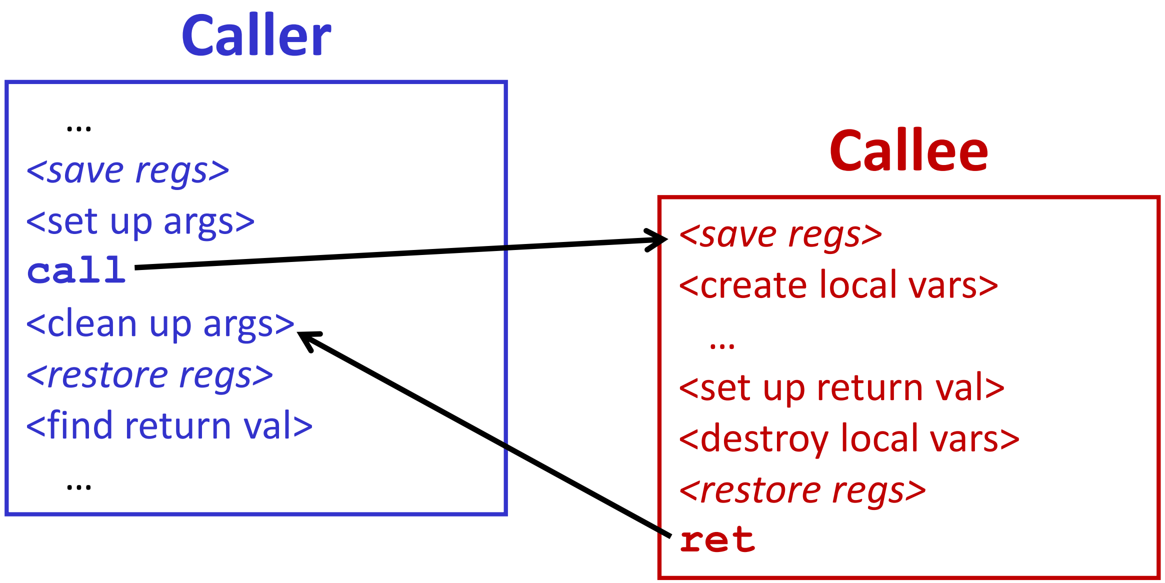
Procedure Call Overview



- **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 <u>x86-64/Linux</u> in detail
  - What could happen if our program didn’t follow these conventions?

Code Example (Preview)

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

```
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
```

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

```
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`
  1) Push return address on stack (*why? which address?*)
  2) Jump to ***`label`***

Procedure Control Flow

- Use stack to support procedure call and return
- Procedure call: `call label`
  1) Push return address on stack (*why? which address?*)
  2) Jump to ***`label`***
- Return address:
  - Address of instruction immediately after **`call`** instruction
  - Example from disassembly:

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

Return address = **`0x400549`**

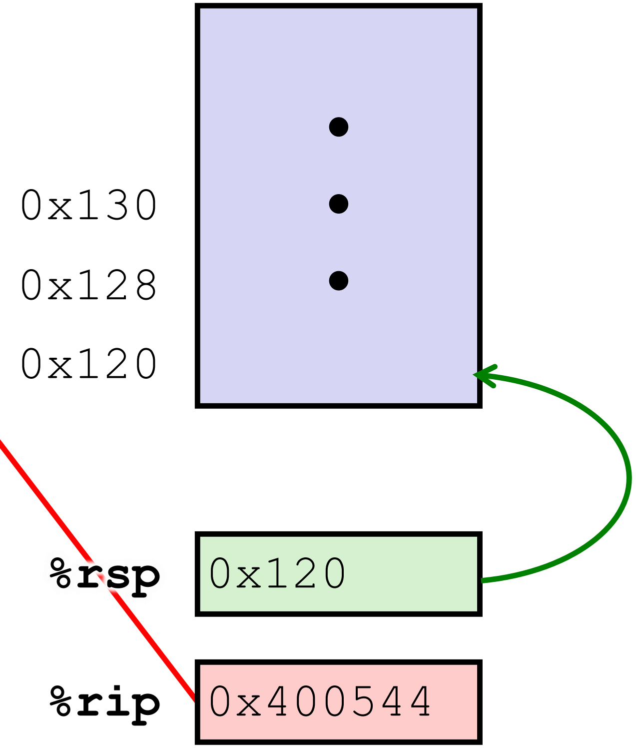
next instruction happens to be a move, but could be anything

- Procedure return: `ret`
  1) Pop return address from stack
  2) Jump to address

Procedure Call Example (step 1)

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

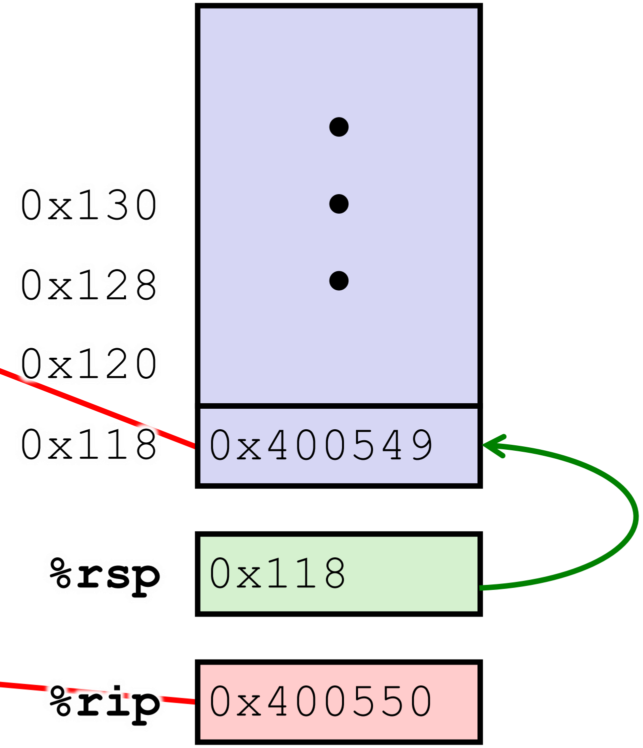
```
0000000000400550 <mult2>:
  400550:  movq    %rdi,%rax
  •
  •
  400557:  ret
```



Procedure Call Example (step 2)

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

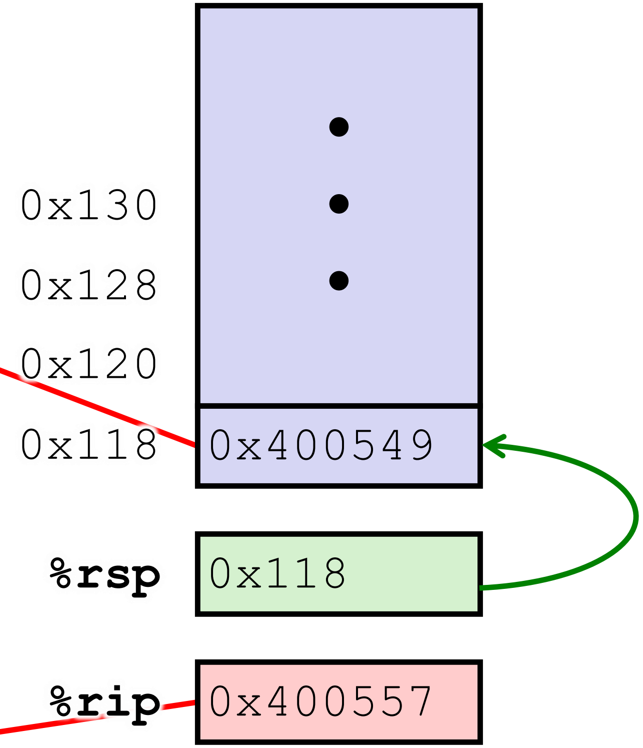
```
0000000000400550 <mult2>:
  400550:  movq   %rdi,%rax
  •
  •
  400557:  ret
```



Procedure <u>Return</u> Example (step 1)

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

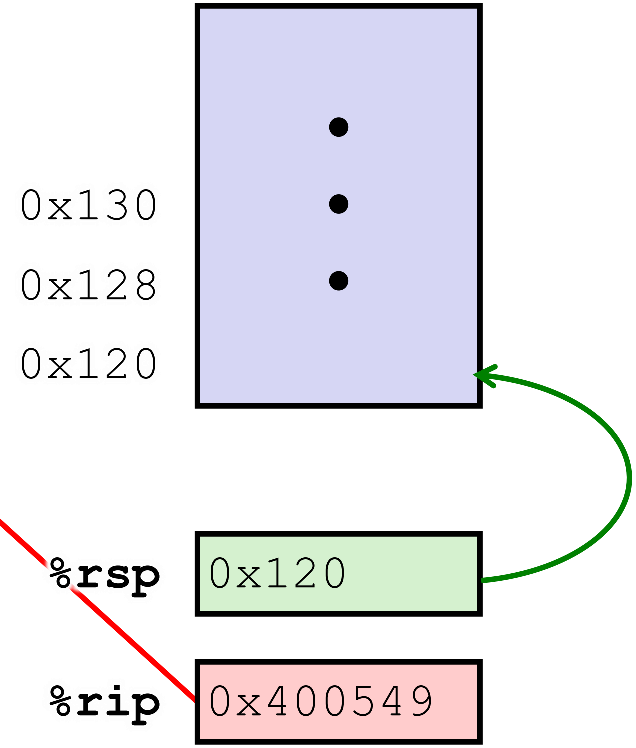
```
0000000000400550 <mult2>:
  400550:  movq    %rdi,%rax
  •
  •
  400557:  ret
```



Procedure <u>Return</u> Example (step 2)

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

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



Procedures

- Stack Structure
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Procedure Data Flow

Registers (NOT in Memory)

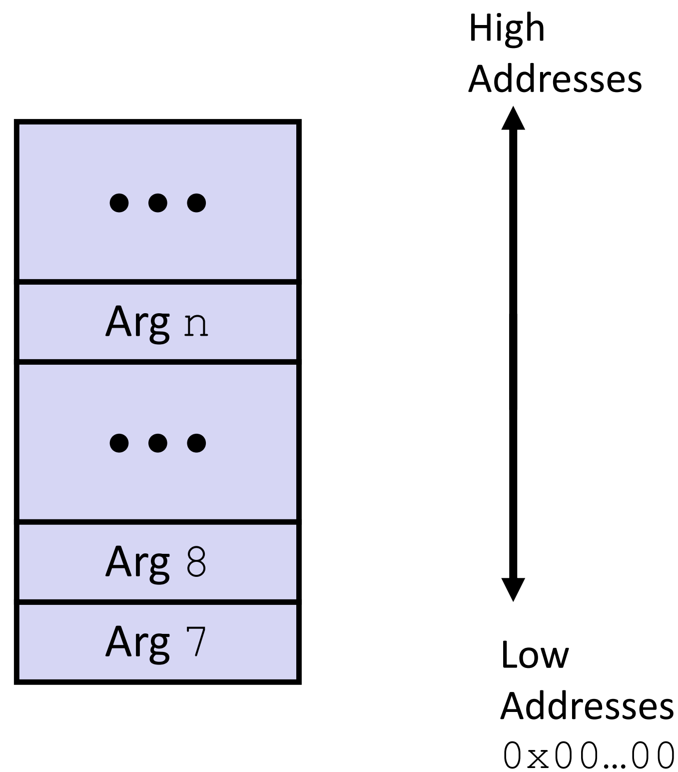
- First 6 arguments

Register	
`%rdi`	*Diane's*
`%rsi`	*Silk*
`%rdx`	*Dress*
`%rcx`	*Costs*
`%r8`	*$8 9*
`%r9`	

- 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;
}
```

```
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
    • • •
```

```
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**
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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

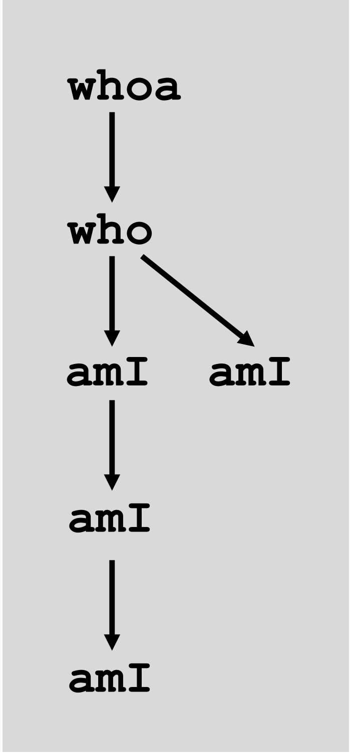
```
whoa(…)
{
    •
    •
    who();
    •
    •
}
```

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

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

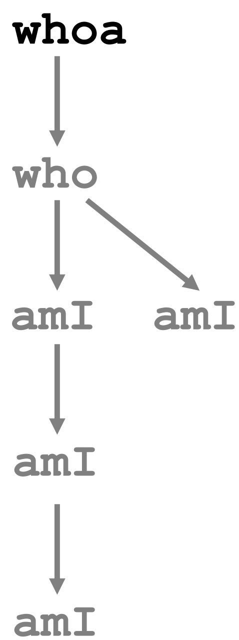
Procedure `amI` is recursive (calls itself)

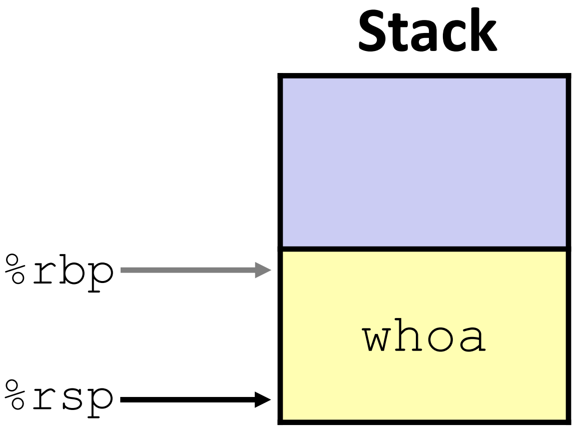
Example Call Chain



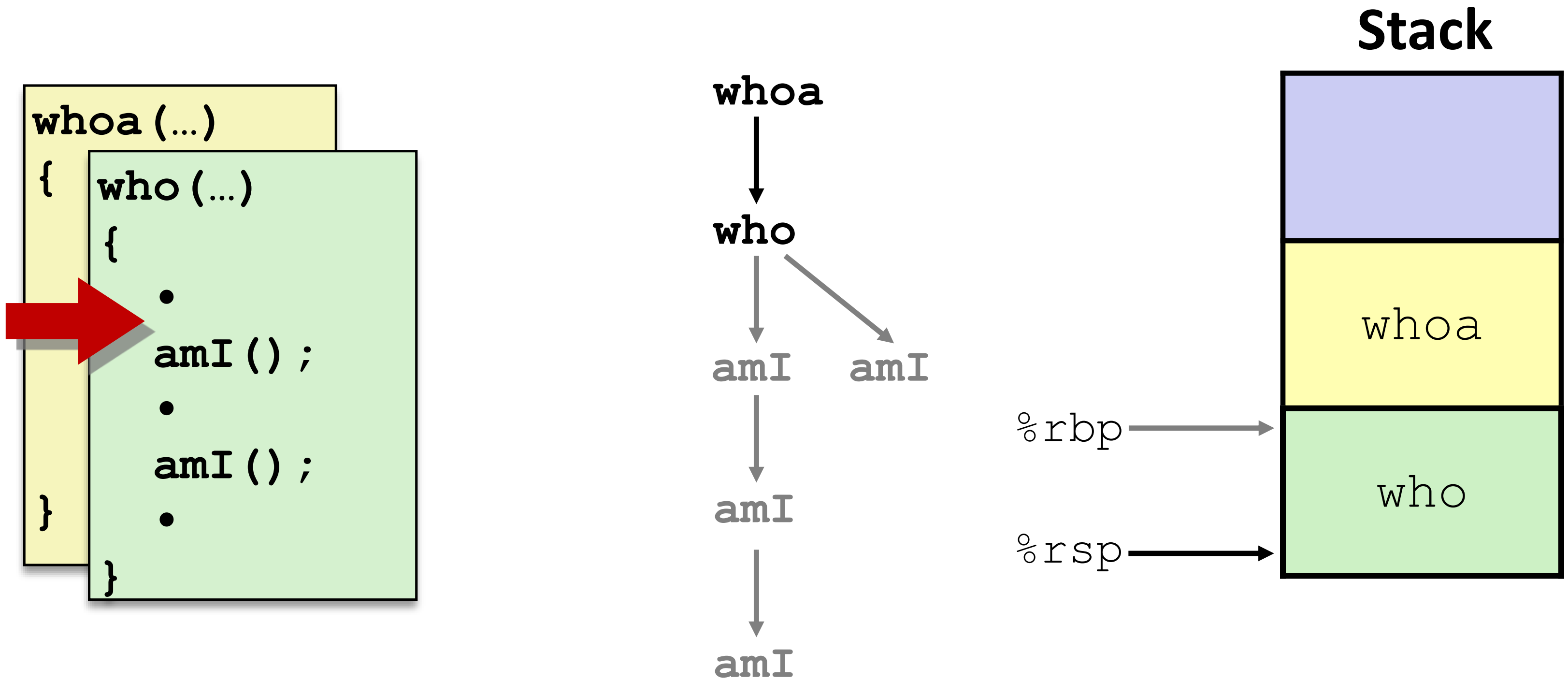
1) Call to yoo

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

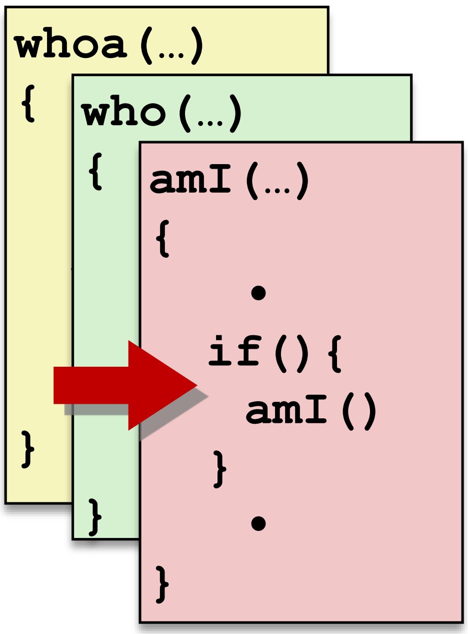


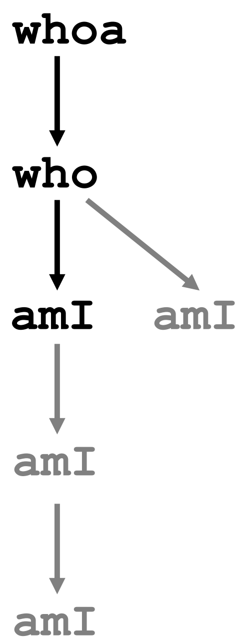


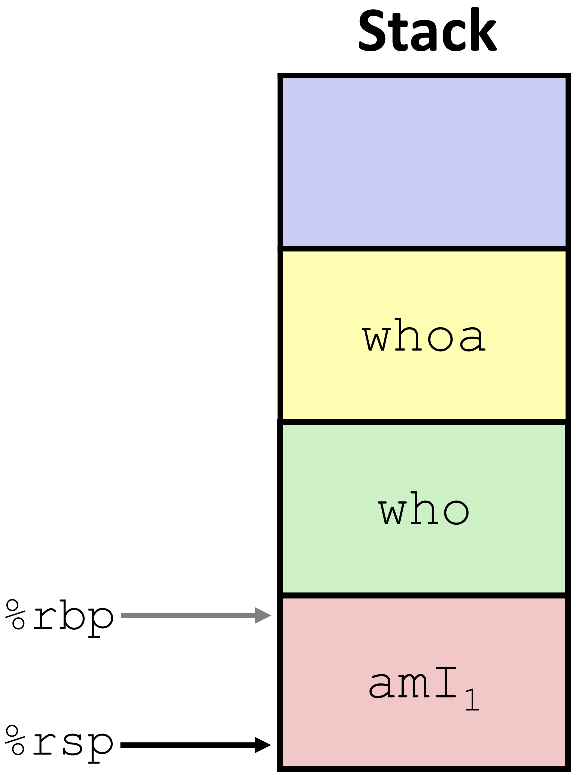
2) Call to who


whoa (…)
{
}
who (…)
{
•
amI ();
•
amI ();
•
}
whoa
who
amI
amI
amI
amI
Stack
whoa
who
%rbp
%rsp

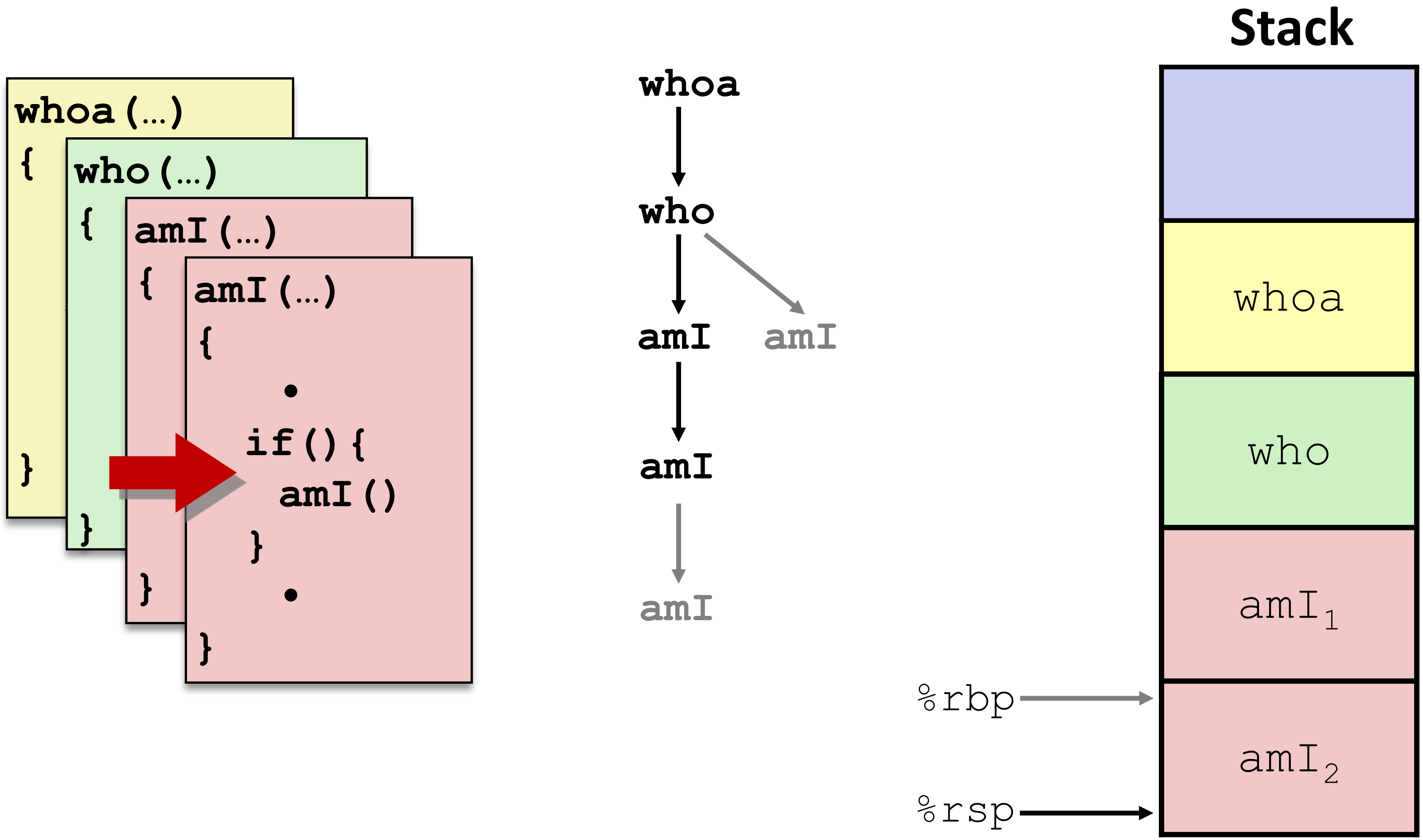
3) Call to amI (1)



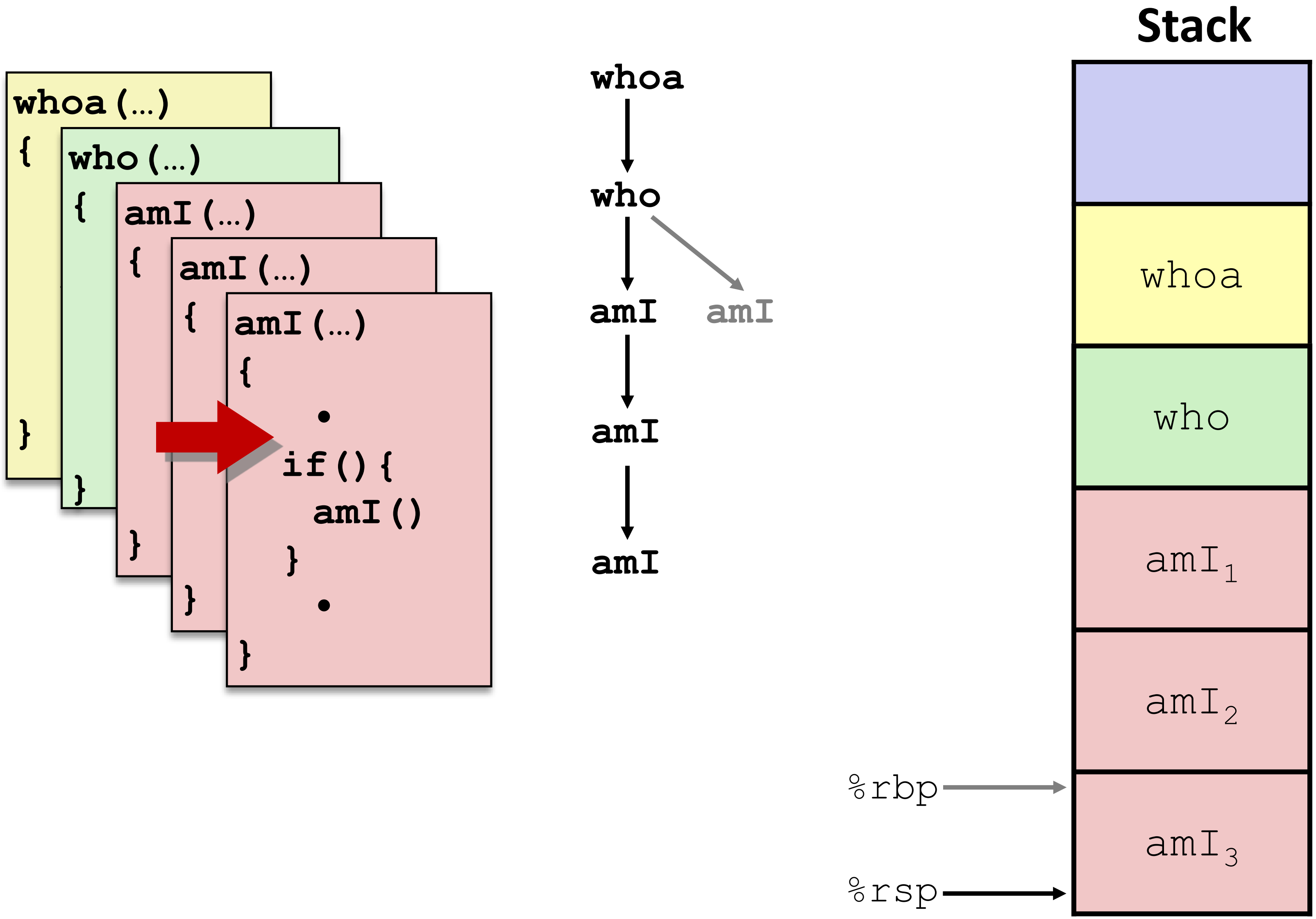




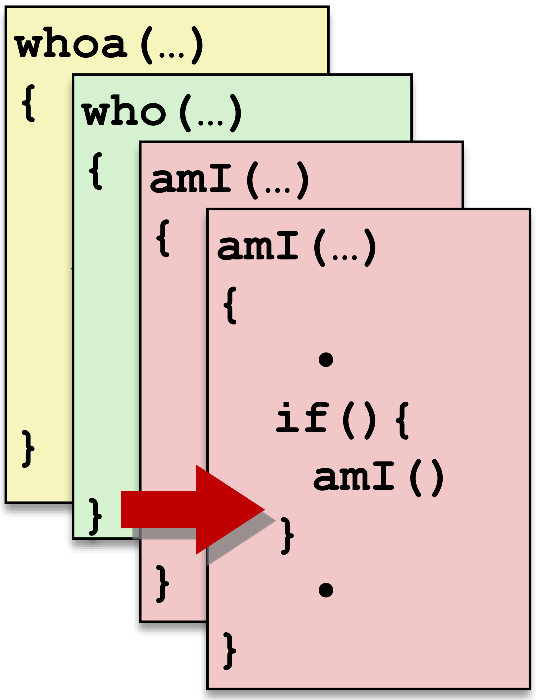
4) Recursive call to amI (2)

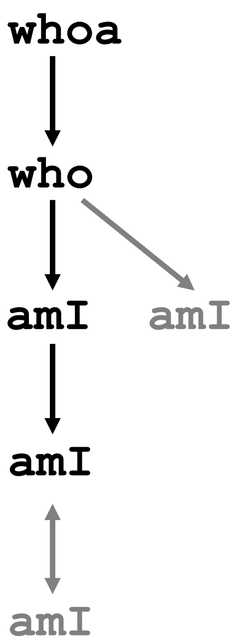


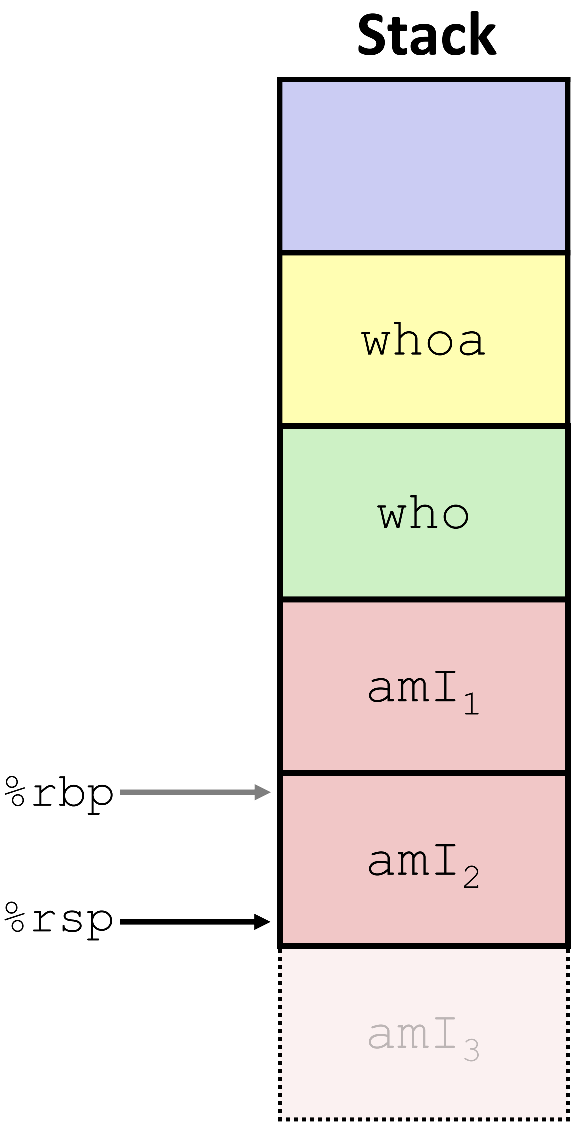
5) (another) Recursive call to amI (3)



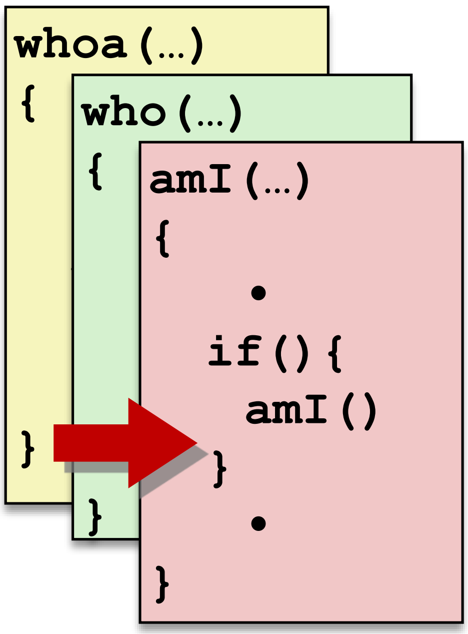
6) Return from (another) recursive call to `amI`

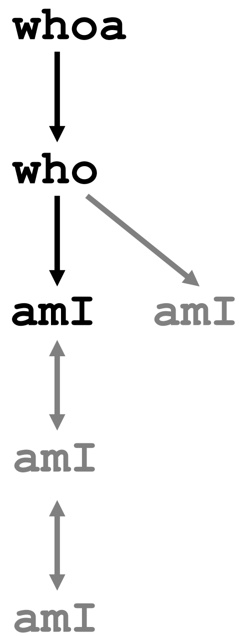


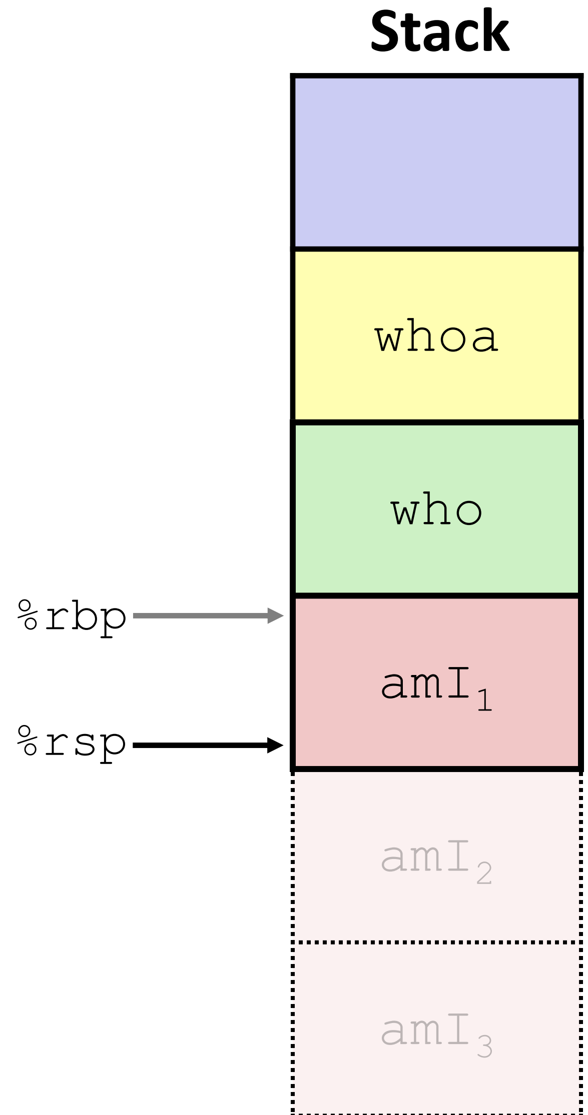




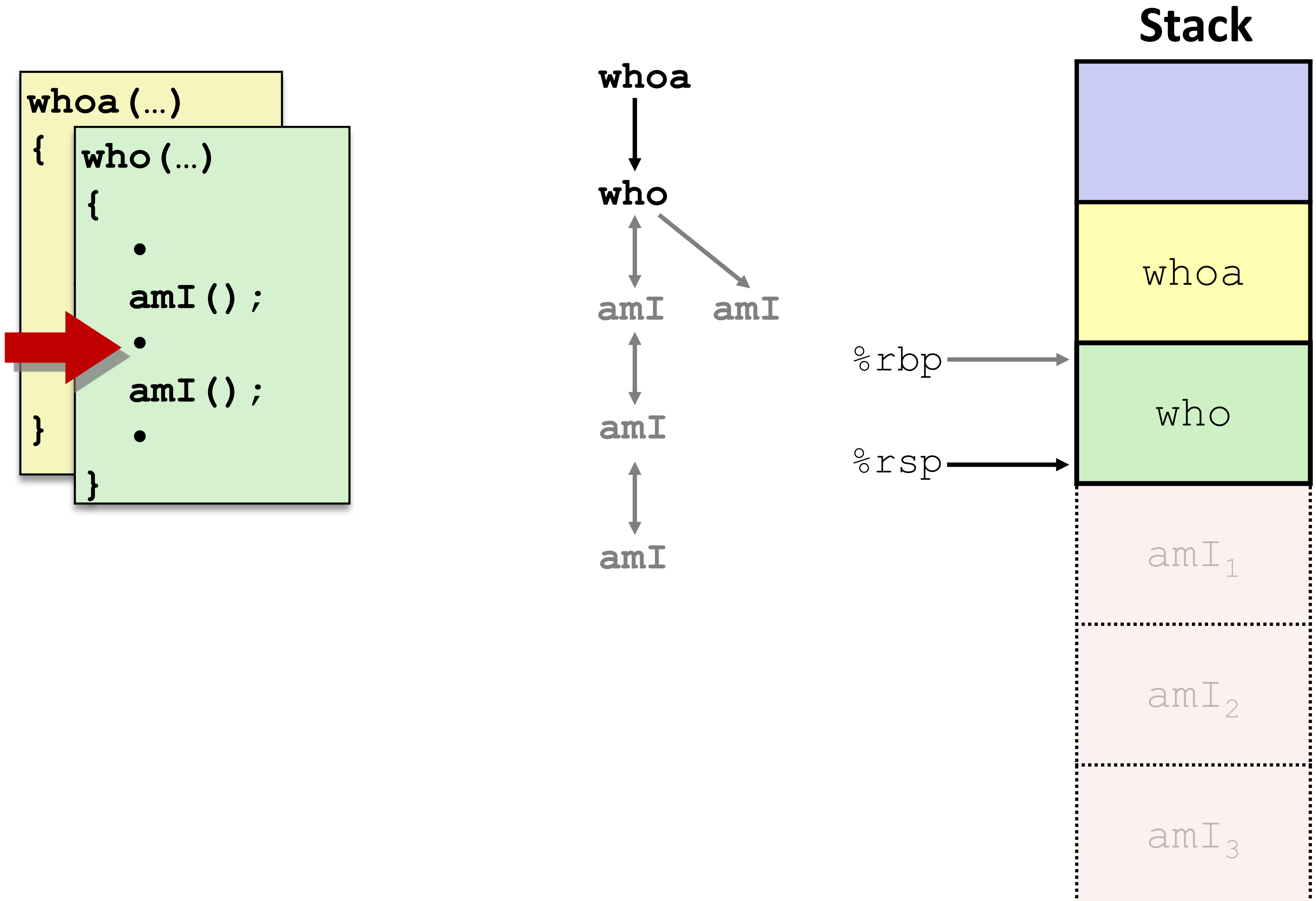
7) Return from recursive call to amI



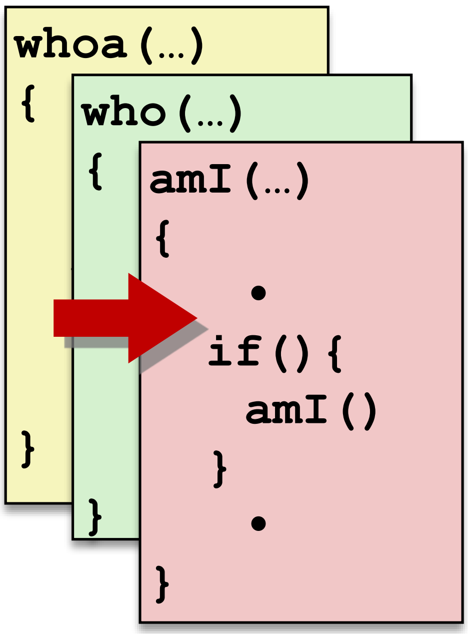


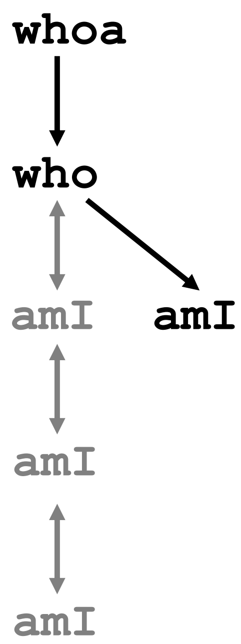


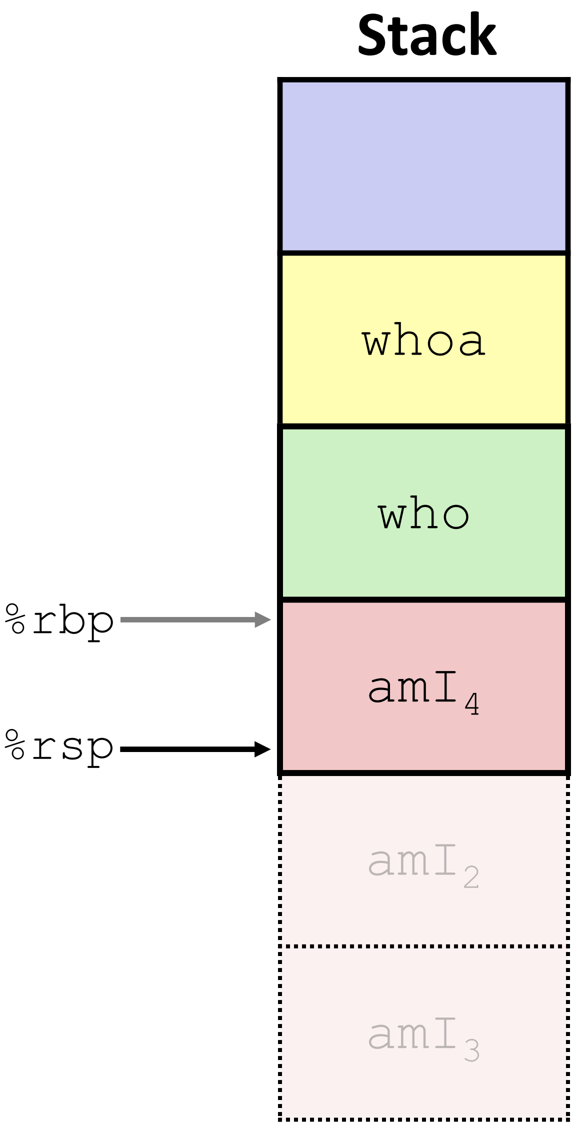
8) Return from call to amI



9) (second) Call to amI (4)

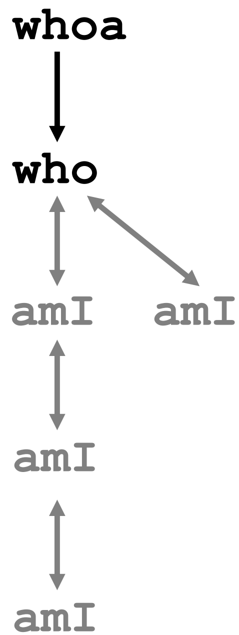


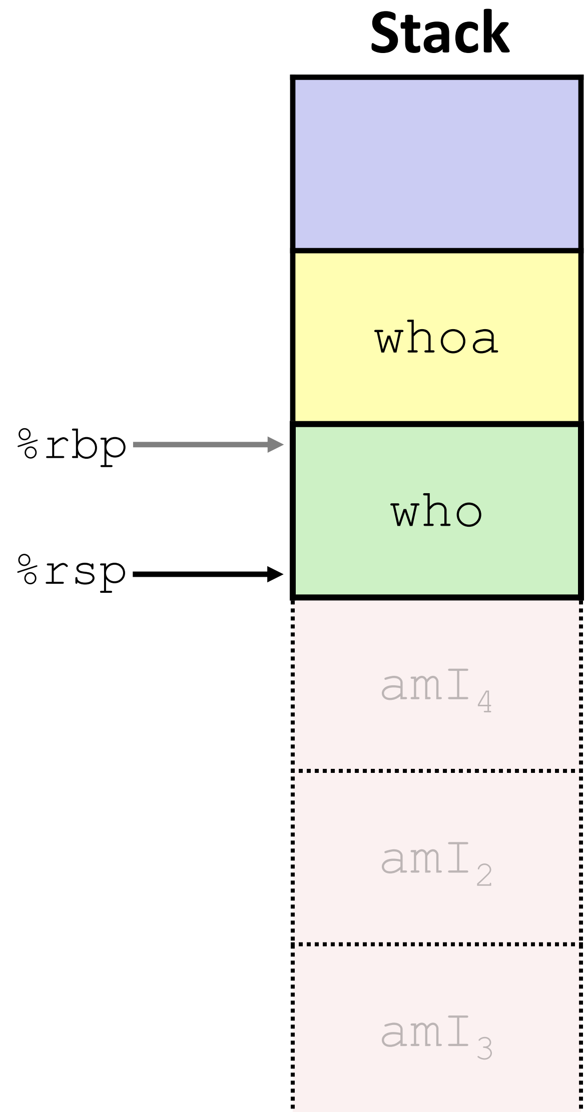




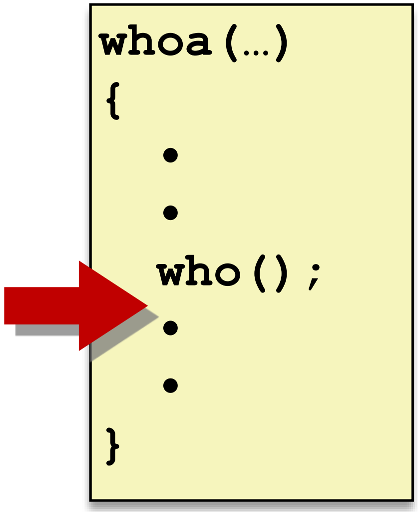
10) Return from (second) call to `amI`

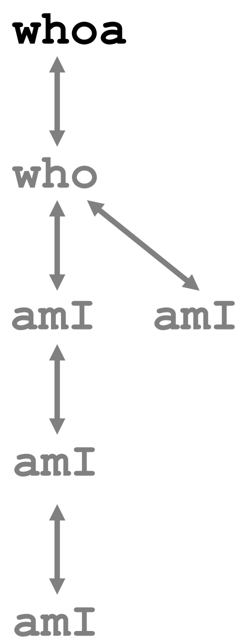
```
whoa(…)
{
  who(…)
  {
    •
    amI();
    •
    amI();
    •
  }
}
```

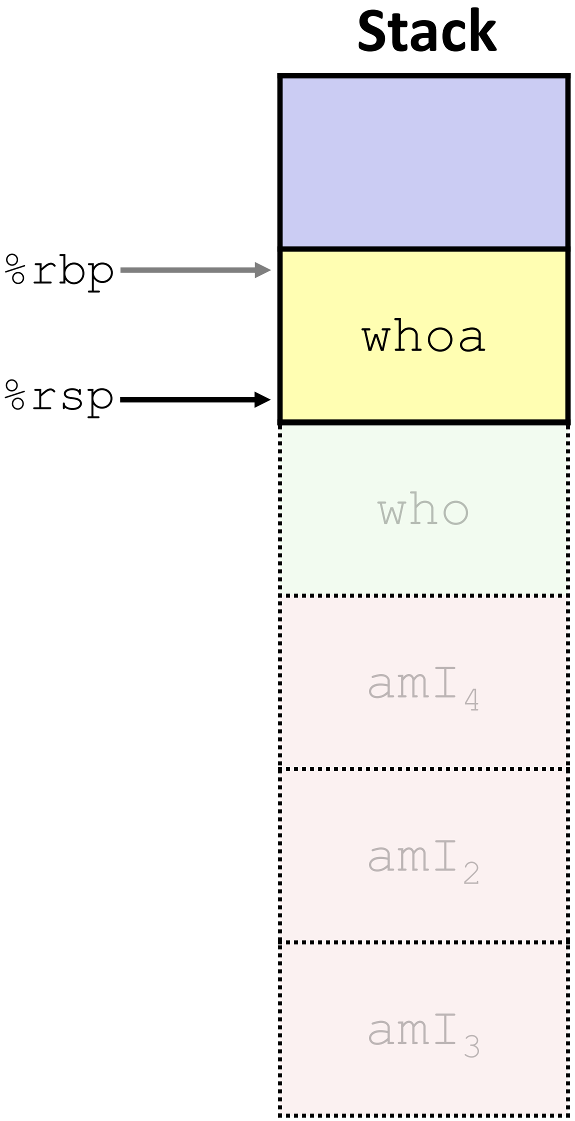




11) Return from call to who







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)