Procedures II

CSE 351 Autumn 2021

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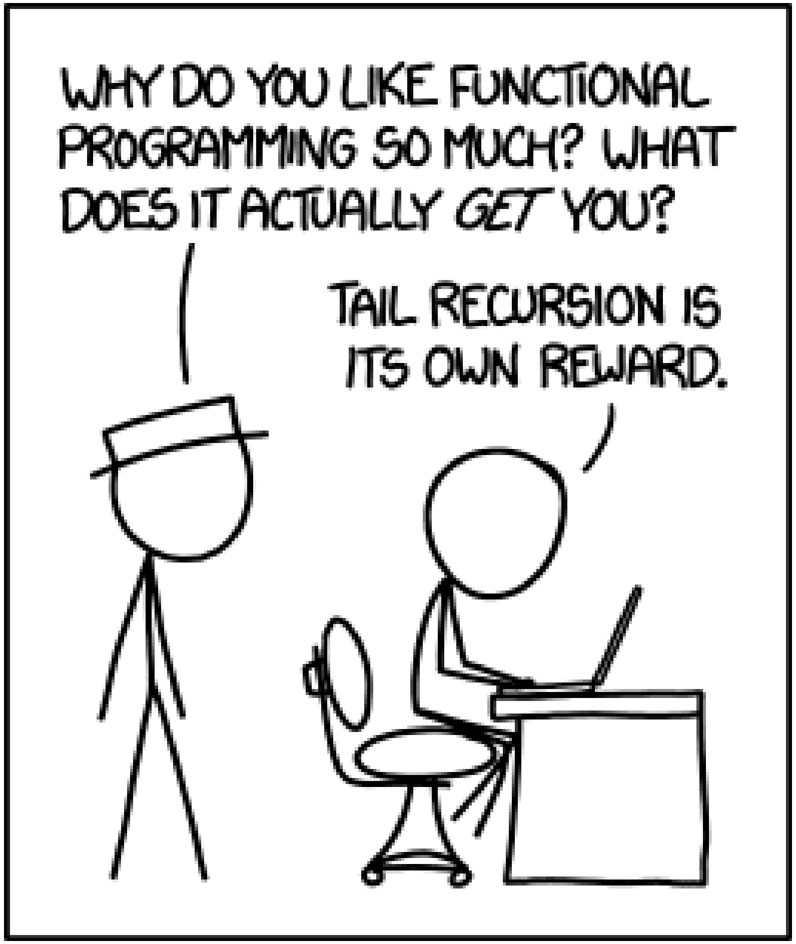


http://xkcd.com/1270/

Relevant Course Information

- Lab 1b grades released
  - Regrade requests open Tuesday – Thursday
- Lab 2 due Friday (10/29)
  - Since you are submitting a text file (`defuser.txt`), there won't be any Gradescope autograder output this time
  - Extra credit (bonus) needs to be submitted to the extra credit assignment

- Midterm (take home, 11/3–11/5)
  - Make notes and use the midterm reference sheet
  - Form study groups and look at past exams!

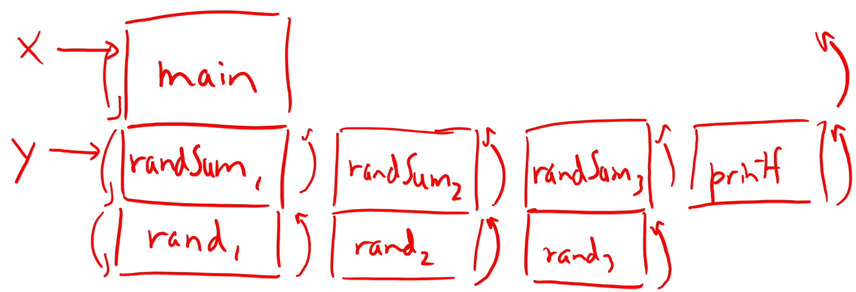
Polling Question

Vote only on 3rd question on Ed Lessons

- 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

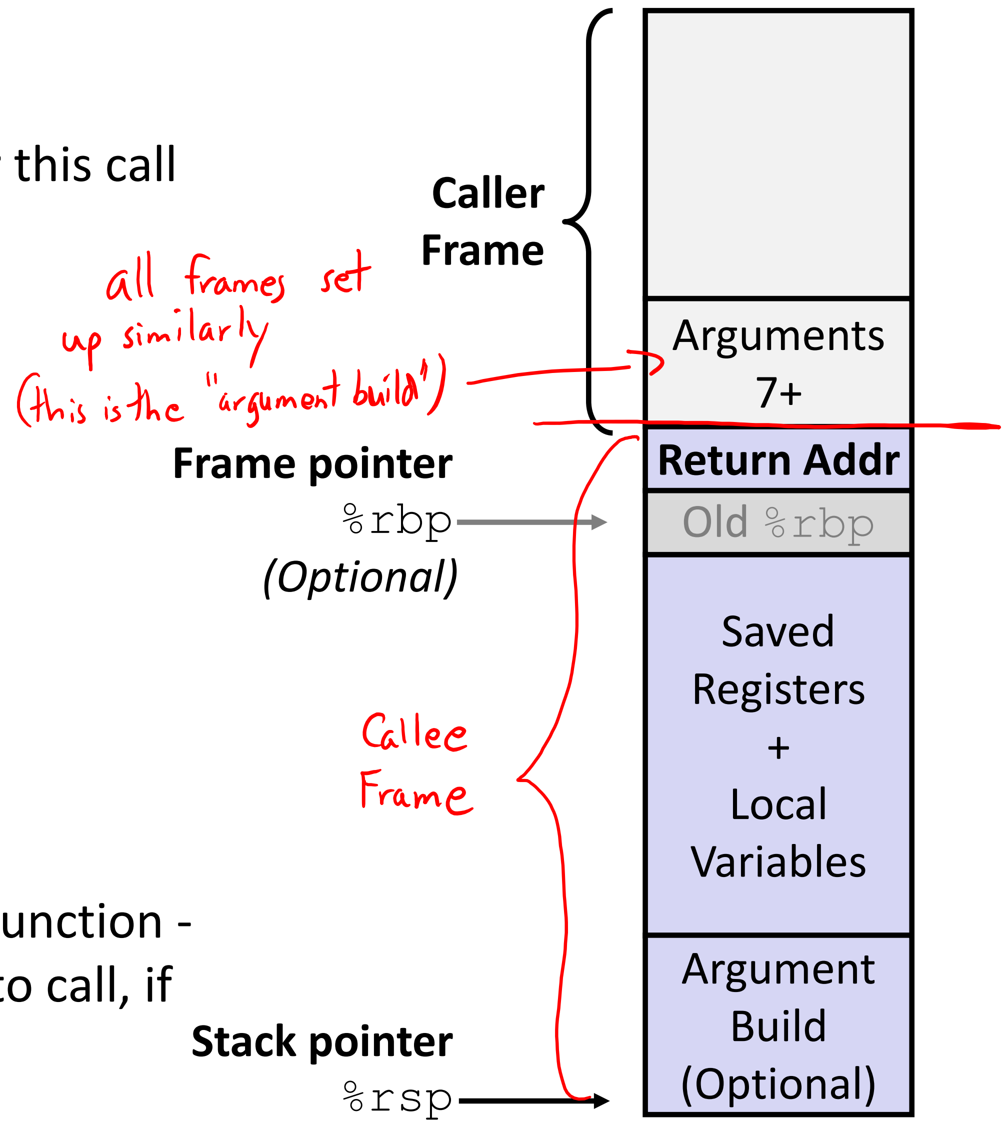
Reading Review

- Terminology:
  - Stack frame: return address, saved registers, local variables, argument build
  - Register saving conventions: call<u>ee</u>-saved and call<u>er</u>-saved

- Questions from the Reading?

x86-64/Linux Stack Frame (Review)

- 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)



Review Question

- In the following function, which instruction(s) pertain to the **local variables** and **saved registers** portions of its stack frame?

```
   call_incr2:
 1   pushq   %rbx              # save a register value
 2   subq    $16, %rsp         # allocates space for local variables
 3   movq    %rdi, %rbx
 4   movq    $351, 8(%rsp)     # initializes local variable value on stack
 5   movl    $100, %esi
 6   leaq    8(%rsp), %rdi     # gets address of local variable (but doesn't actual use local var)
 7   call    increment
 8   addq    %rbx, %rax
 9   addq    $16, %rsp         # deallocates space for local variables
10   popq    %rbx              # restore the register value
11   ret
```

Example: `increment`

adding val to value store at p

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

written this way to correspond to assembly

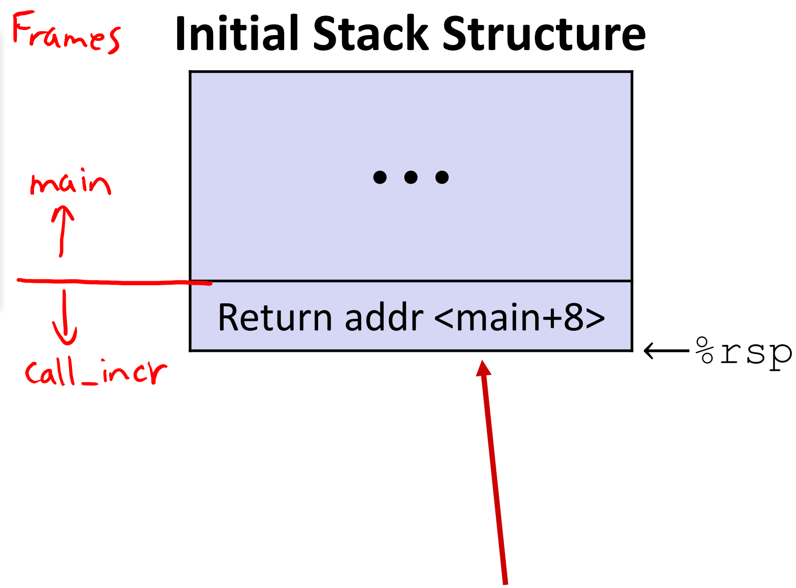
```
increment:
  movq    (%rdi), %rax    # x=*p
  addq    %rax, %rsi      # y=x+val
  movq    %rsi, (%rdi)    # *p=y
  ret
```

Register	Use(s)
`%rdi`	1st arg (`p`)
`%rsi`	2nd 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;
}
```

```
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;
}
```

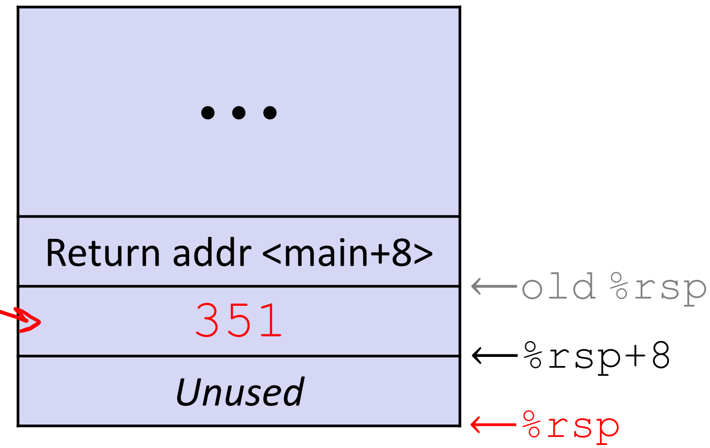
allocated on stack

```
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

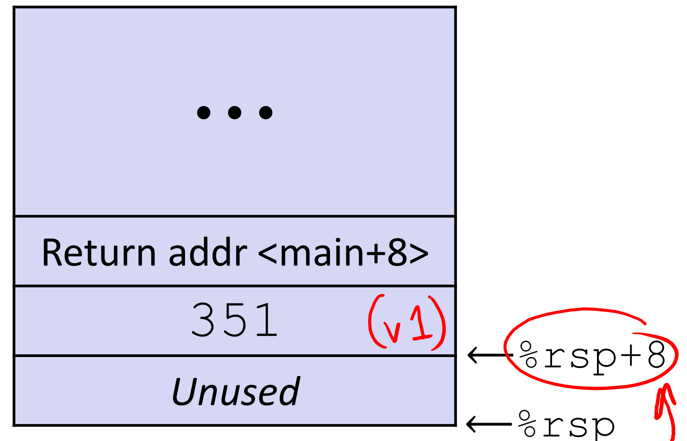
Procedure Call Example (step 2)

```
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

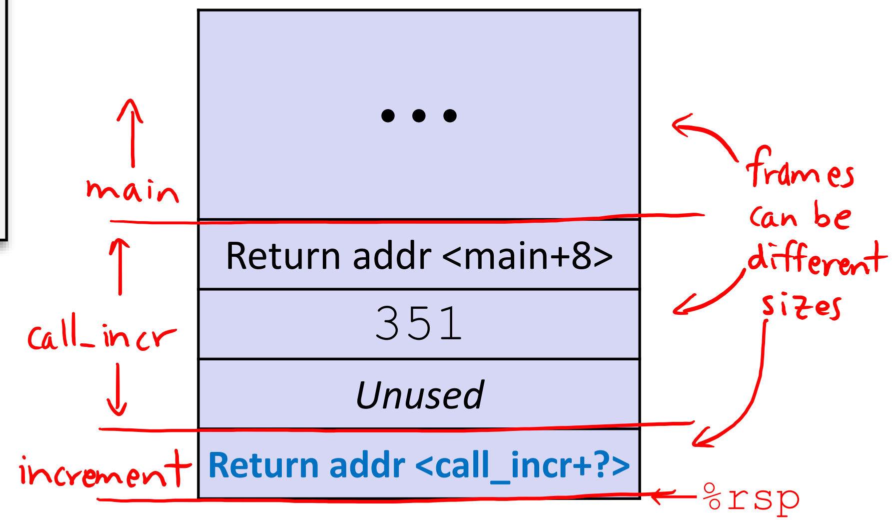
Procedure Call Example (step 3)

```
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
```

Stack Structure



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

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

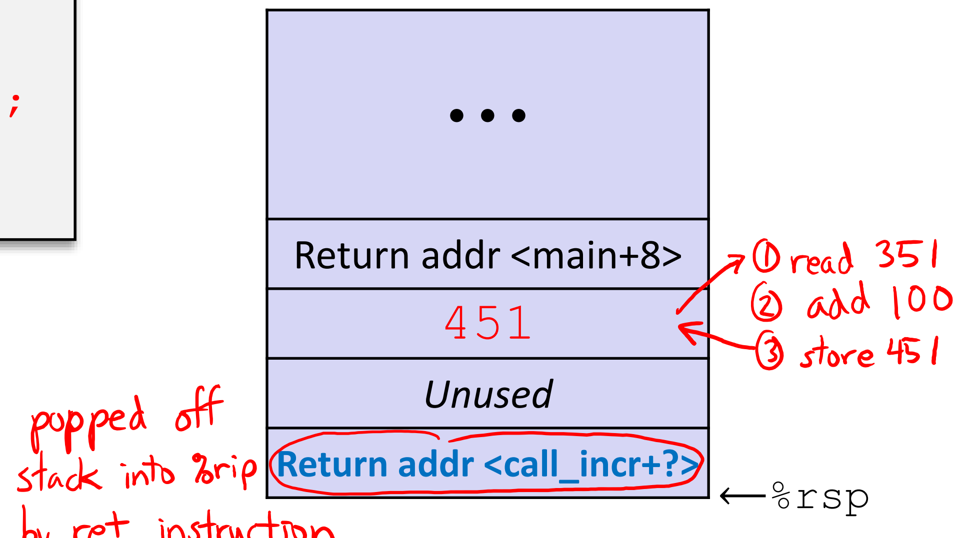
Procedure Call Example (step 4)

```
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



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

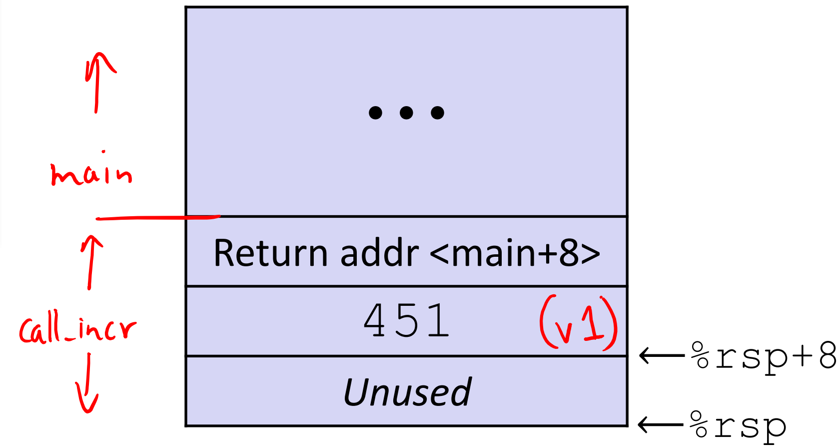
Register	Use(s)
%rdi	&v1
%rsi	451
%rax	351

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)
`%rdi`	`&v1`
`%rsi`	451
`%rax`	351 (v2)

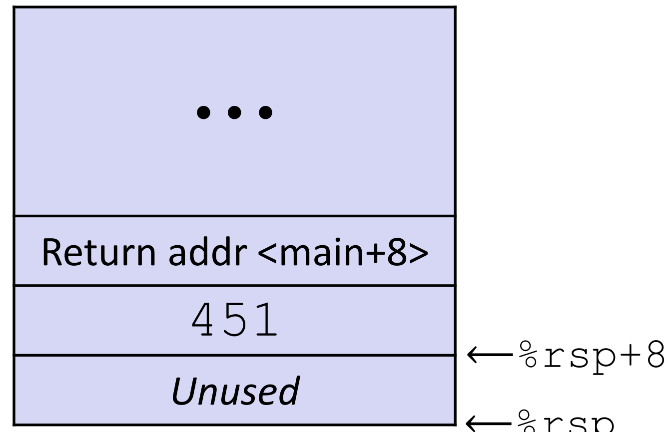
Procedure Call Example (step 6)

```
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



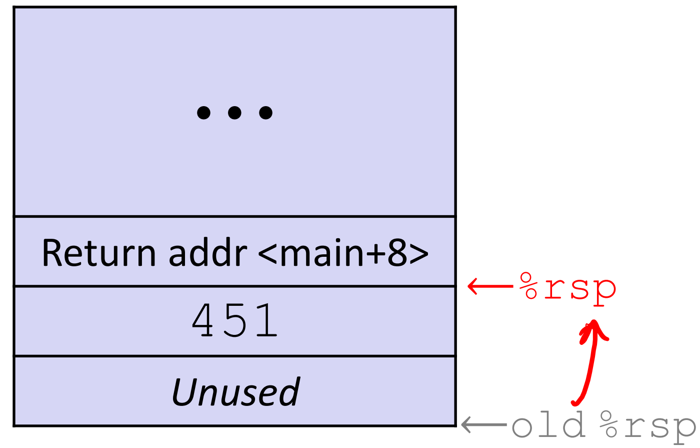
Register	Use(s)
`%rdi`	`&v1`
`%rsi`	`451`
`%rax`	`451+351`

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)

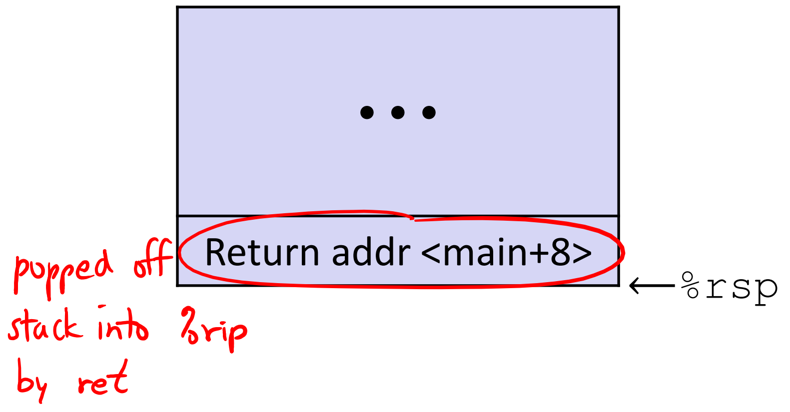
Register	Use(s)
%rdi	&v1
%rsi	451
%rax	802

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



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

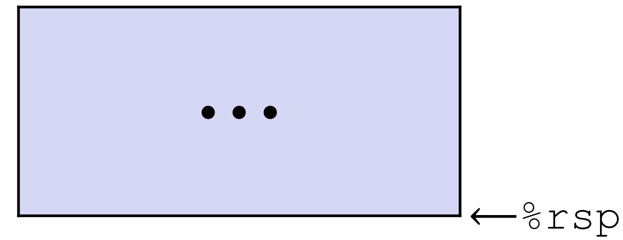
Register	Use(s)
%rdi	&v1
%rsi	451
%rax	802

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 (Review)

- 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 (Review)

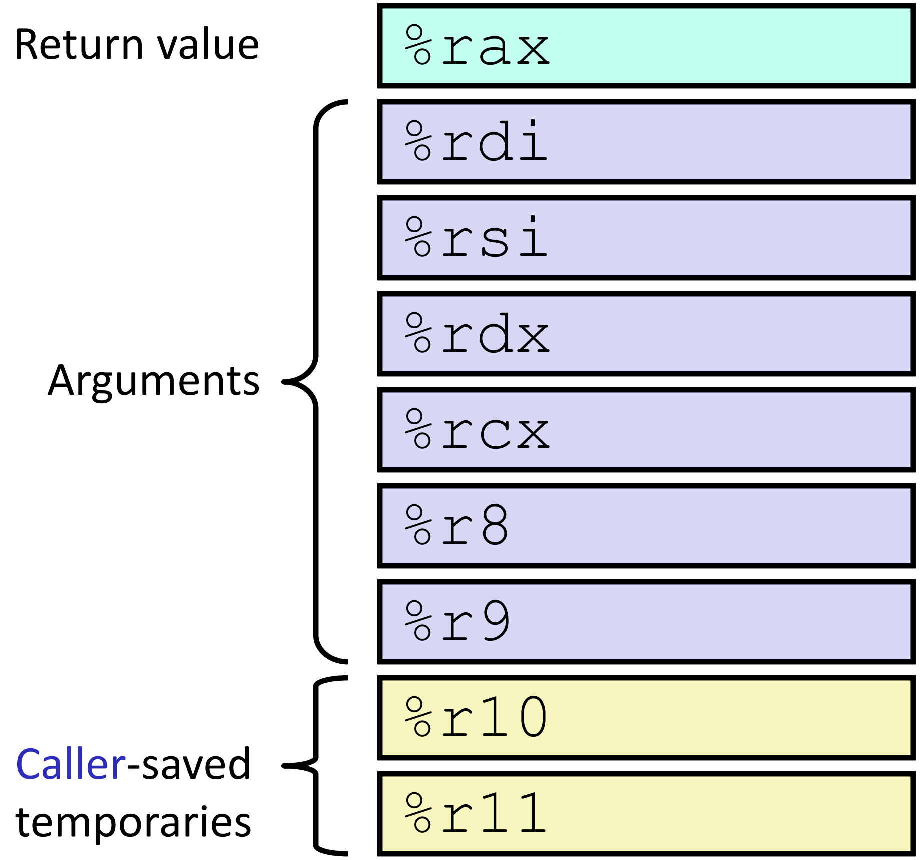
- ***"Caller-saved" registers***
  - It is the **caller**'s responsibility to save any important data in these registers before calling another procedure (*i.e.*, the **callee** can freely change data in these registers)
  - **Caller** saves values in its stack frame before calling **Callee**, then restores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

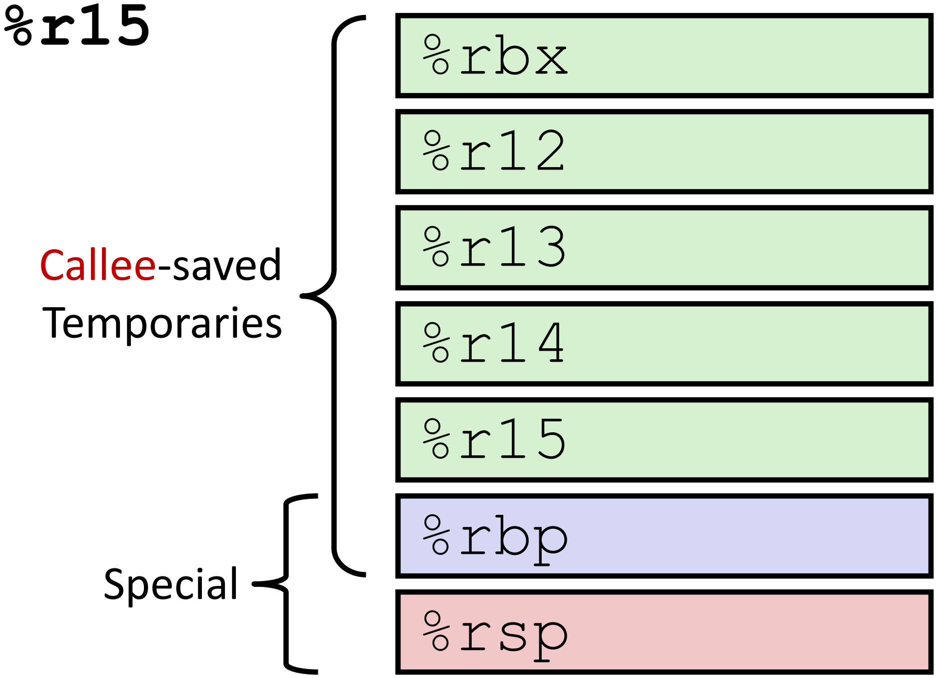
x86-64 Linux Register Usage (Review)

- **`%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 (Review)

- **`%rbx`, `%r12`, `%r13`, `%r14`, `%r15`**
  - 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



x86-64 Linux Register Usage (Review)

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

Callee-Saved Example (step 1)

focused on this interaction { main → call_incr2 → increment

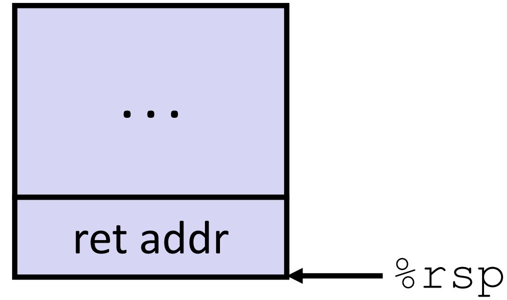
```
long call_incr2(long x) {
    long v1 = 351;
    long v2 = increment(&v1, 100);
    return x + v2;
}
```

↑ need x (in %rdi) after procedure call

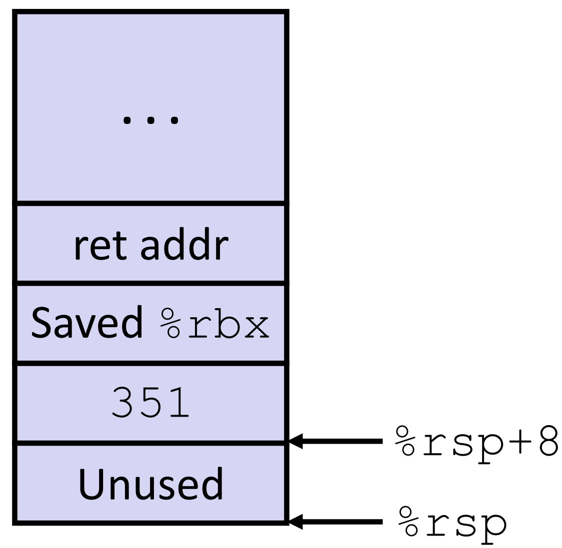
```
call_incr2:
  pushq   %rbx            ← save old %rbx
  subq    $16, %rsp
  movq    %rdi, %rbx      ← change %rbx
  movq    $351, 8(%rsp)
  movl    $100, %esi
  leaq    8(%rsp), %rdi
  call    increment       across procedure call
  addq    %rbx, %rax
  addq    $16, %rsp
  popq    %rbx
  ret
```

assumed the same

Initial Stack Structure



Resulting Stack Structure



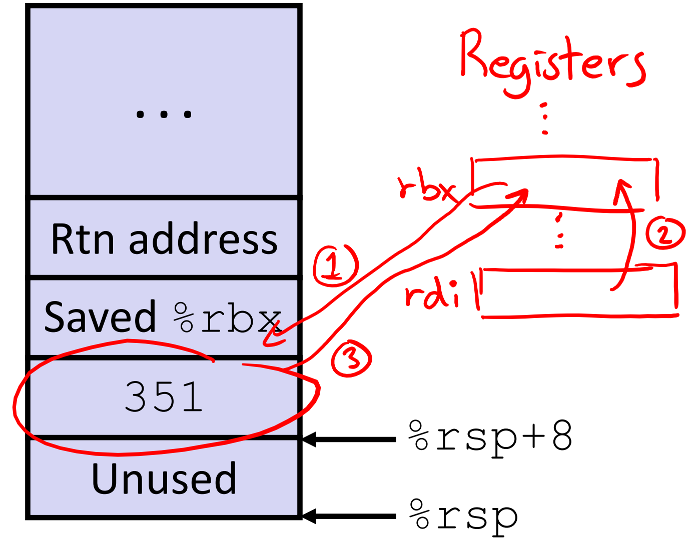
Callee-Saved Example (step 2)

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

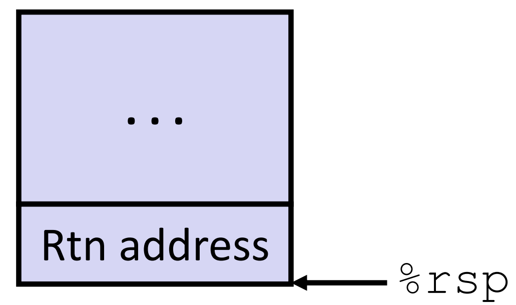
```
call_incr2:
①  pushq   %rbx
   subq    $16, %rsp
②  movq    %rdi, %rbx
   movq    $351, 8(%rsp)
   movl    $100, %esi
   leaq    8(%rsp), %rdi
   call    increment
   addq    %rbx, %rax
   addq    $16, %rsp
③  popq    %rbx
   ret
```

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

Counts the number of 1's in the binary representation of x.

Compiler Explorer:

https://godbolt.org/z/naP4ax

- Compiled with `-O1` instead of `-Og` for more natural instruction ordering

```
pcount_r:
   movl    $0, %eax
   testq   %rdi, %rdi
   jne     .L8
   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

prepare return val of 0

jump to .L8 if x & x != 0

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

need x across procedure call

Register	Use(s)	Type
%rdi	x	Argument

The Stack

...

rtn <main+?>

saved %rbx

%rsp →

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.

push before changing

store "x" for this stack frame

pop/restore before returning

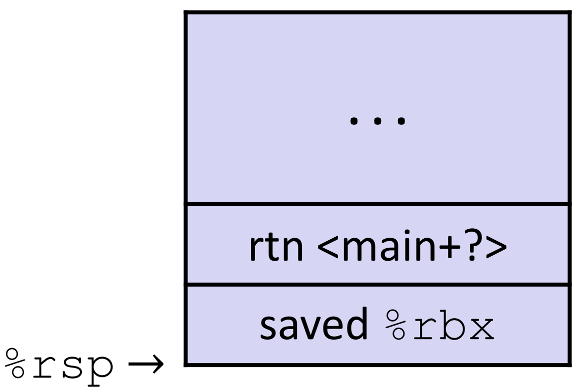
```
pcount_r:
  movl    $0, %eax
  testq   %rdi, %rdi
  jne     .L8
  ret
.L8:
  pushq   %rbx
  movq    %rdi, %rbx
  shrq    %rdi
  call    pcount_r
  andl    $1, %ebx
  addq    %rbx, %rax
  popq    %rbx
  ret
```

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



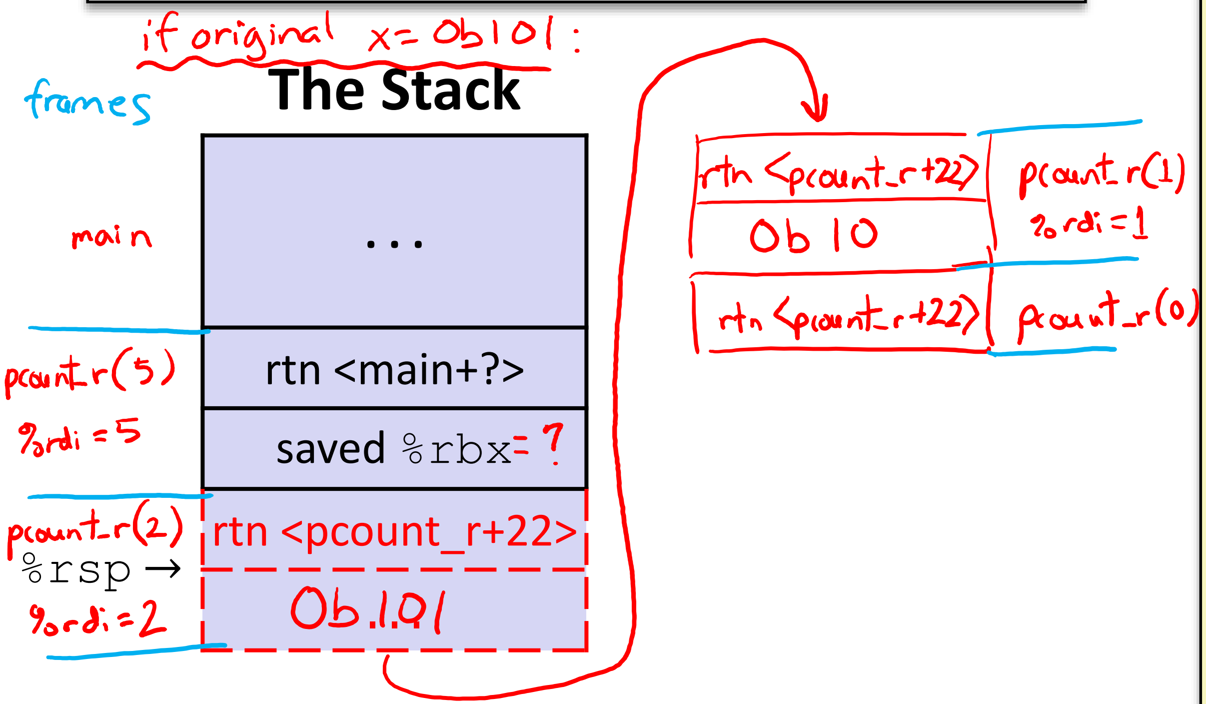

```
pcount_r:
  movl     $0, %eax
  testq    %rdi, %rdi
  jne      .L8
  ret
.L8:
  pushq    %rbx
  movq     %rdi, %rbx
  shrq  $1, %rdi
  call  implicit  pcount_r
  andl     $1, %ebx
  addq     %rbx, %rax
  popq     %rbx
  ret
```

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

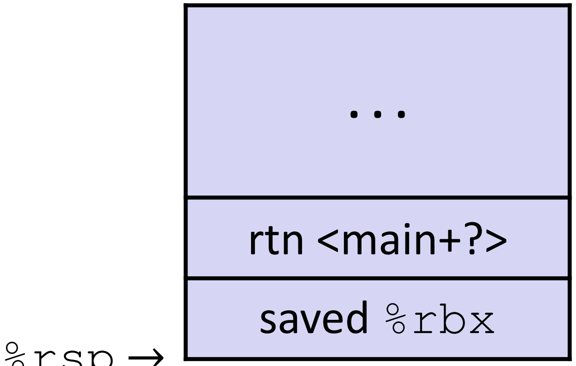


Recursive Function: Result

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

across

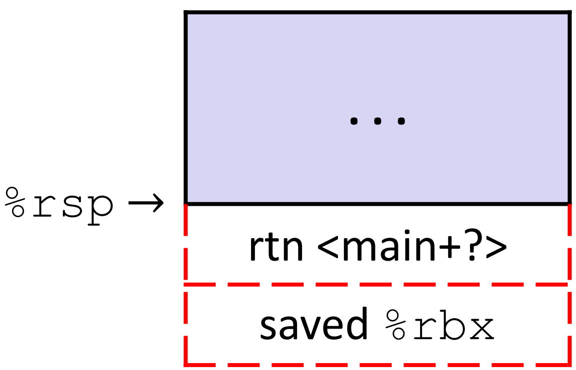
assumed the same

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
  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