15-213

"The course that gives CMU its Zip!"

Machine-Level Programming III: Procedures
Sept 18, 2001

Topics

- IA32 stack discipline
- Register saving conventions
- Creating pointers to local variables

IA32 Stack

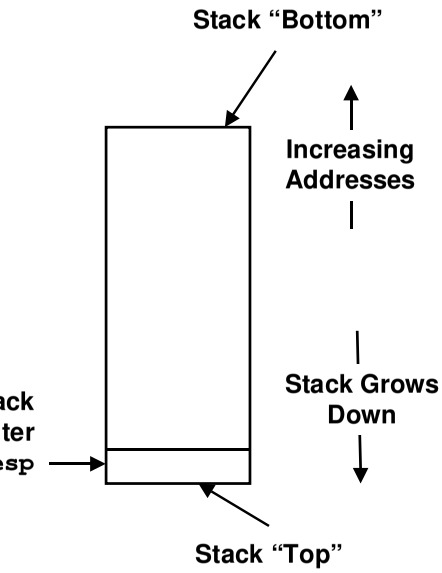
- Region of memory managed with stack discipline
- Register `%esp` indicates lowest allocated position in stack
  - i.e., address of top element

Pushing

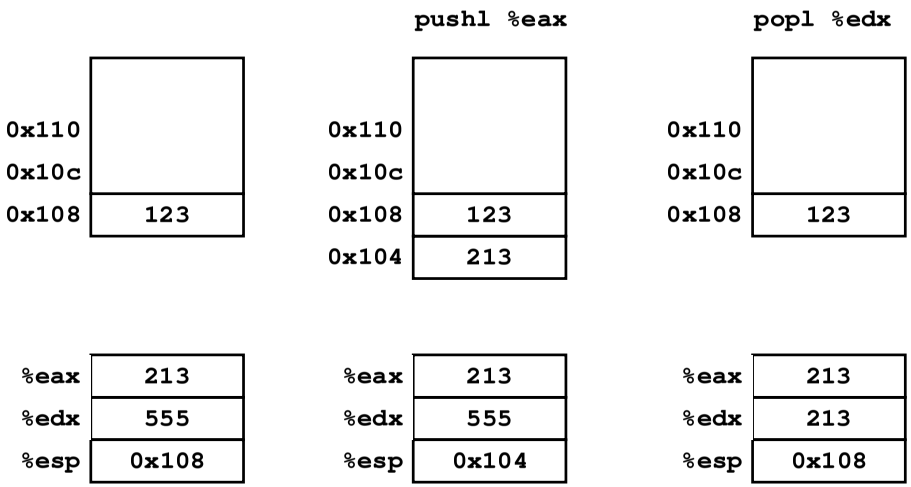
- `pushl` *Src*
- Fetch operand at *Src*
- Decrement `%esp` by 4
- Write operand at address given by `%esp`

Popping

- `popl` *Dest*
- Read operand at address given by `%esp`
- Increment `%esp` by 4
- Write to *Dest*



Stack Operation Examples



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 value

- Address of instruction beyond `call`
- Example from disassembly

```
804854e:   e8 3d 06 00 00  call   8048b90 <main>
8048553:   50              pushl  %eax
```

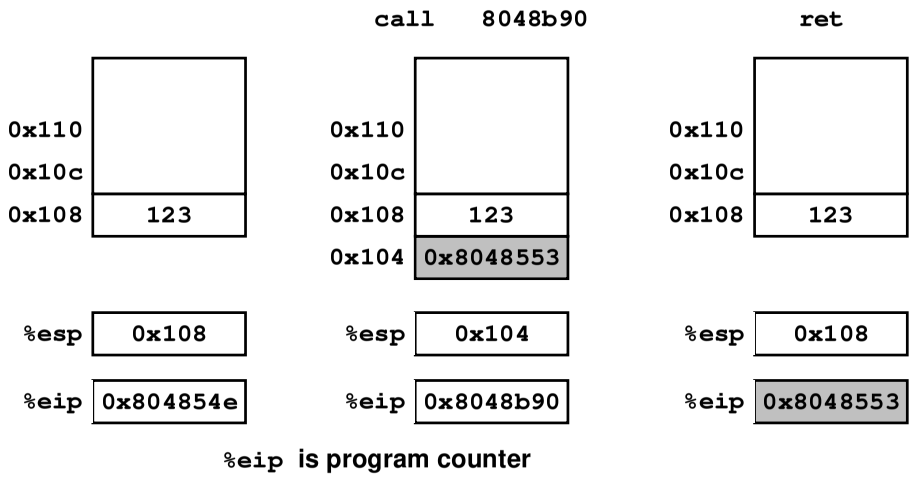
  - Return address = `0x8048553`

Procedure return:

- `ret` Pop address from stack; Jump to address

Procedure Call / Return Example

```
804854e:  e8 3d 06 00 00      call   8048b90 <main>
8048553:  50                  pushl  %eax
```



`%eip` is program counter

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

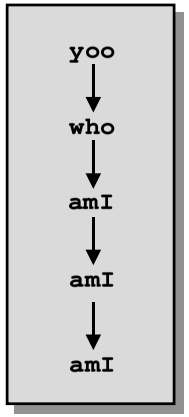
Code Structure

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

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

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

Call Chain



- Procedure `amI` recursive

IA32 Stack Structure

Stack Growth

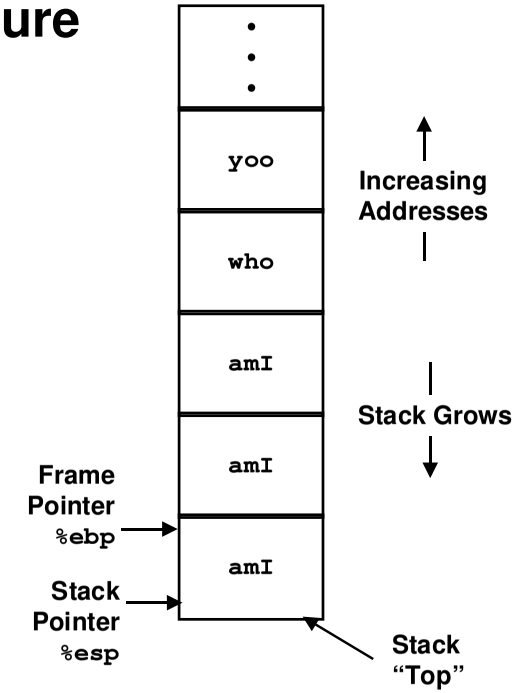
- Toward lower addresses

Stack Pointer

- Address of next available location in stack
- Use register `%esp`

Frame Pointer

- Start of current stack frame
- Use register `%ebp`



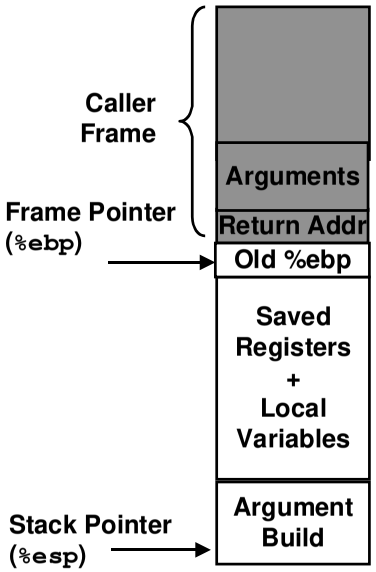
IA32/Linux Stack Frame

Callee Stack Frame ("Top" to Bottom)

- Parameters for called functions
- Local variables
  - If can't keep in registers
- Saved register context
- Old frame pointer

Caller Stack Frame

- Return address
  - Pushed by `call` instruction
- Arguments for this call



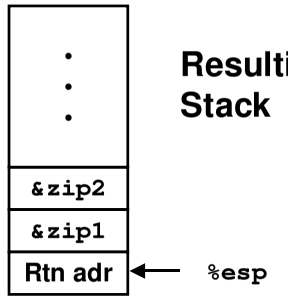
Revisiting `swap`

```
int zip1 = 15213;
int zip2 = 91125;

void call_swap()
{
  swap(&zip1, &zip2);
}
```

```
void swap(int *xp, int *yp)
{
  int t0 = *xp;
  int t1 = *yp;
  *xp = t1;
  *yp = t0;
}
```

```
call_swap:
    • • •
    pushl $zip2   # Global Var
    pushl $zip1   # Global Var
    call swap
    • • •
```



Resulting Stack

Revisiting `swap`

```
void swap(int *xp, int *yp)
{
  int t0 = *xp;
  int t1 = *yp;
  *xp = t1;
  *yp = t0;
}
```

```
swap:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx

    movl 12(%ebp),%ecx
    movl 8(%ebp),%edx
    movl (%ecx),%eax
    movl (%edx),%ebx
    movl %eax,(%edx)
    movl %ebx,(%ecx)

    movl -4(%ebp),%ebx
    movl %ebp,%esp
    popl %ebp
    ret
```

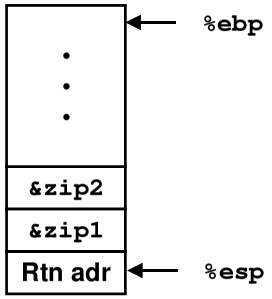
Set Up

Body

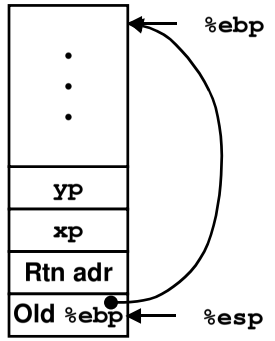
Finish

`swap` Setup #1

Entering Stack

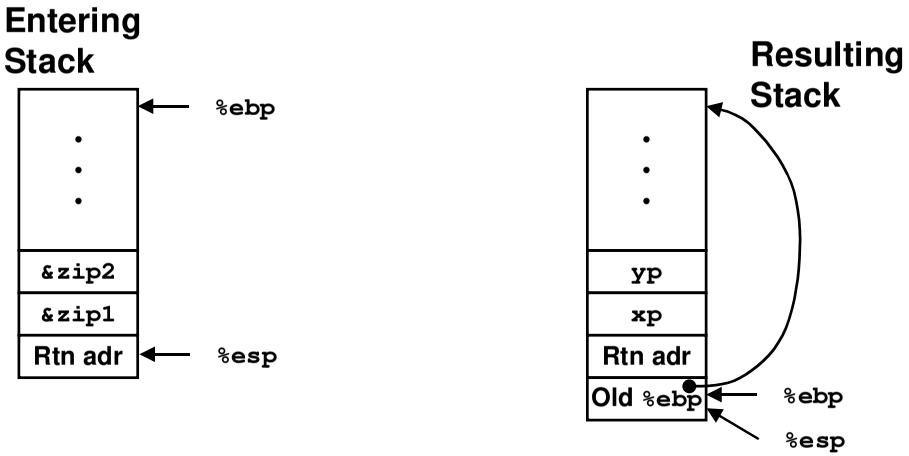


Resulting Stack



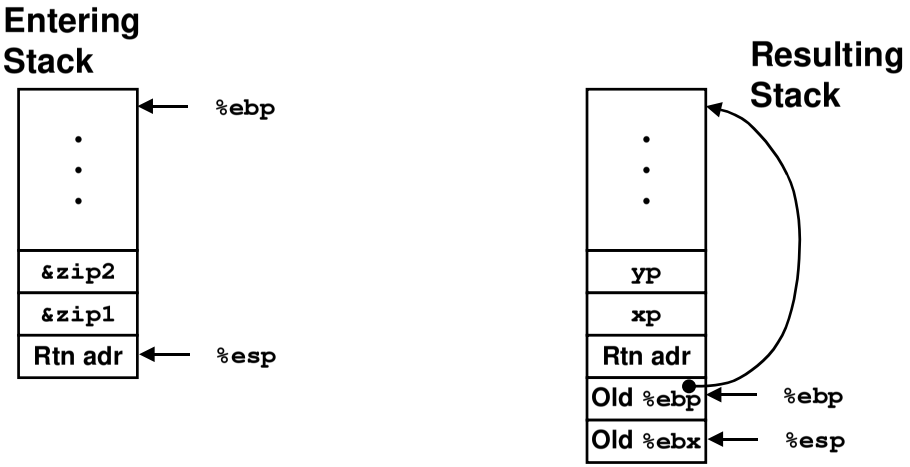

```
swap:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
```

swap Setup #2



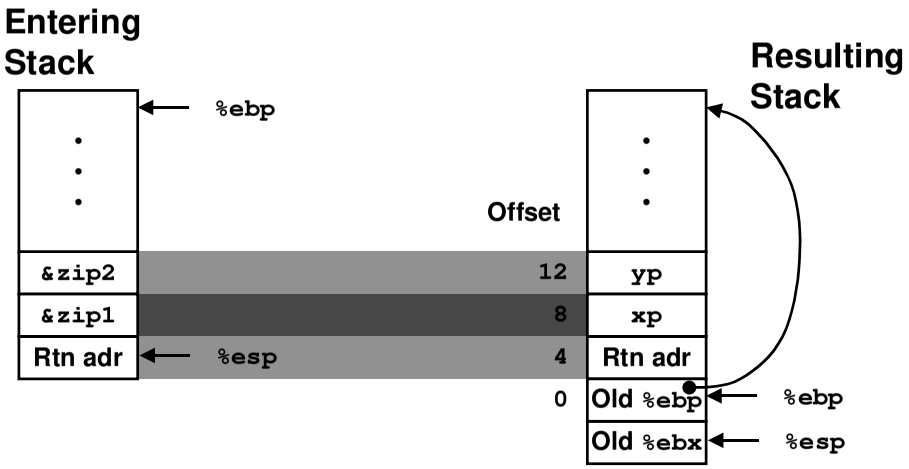

```
swap:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
```


swap Setup #3



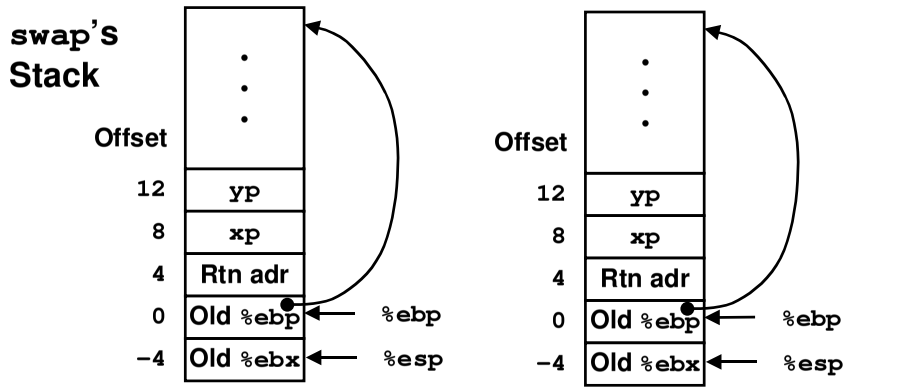

```
swap:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
```


Effect of swap Setup




```
swap:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
```


swap Finish #1

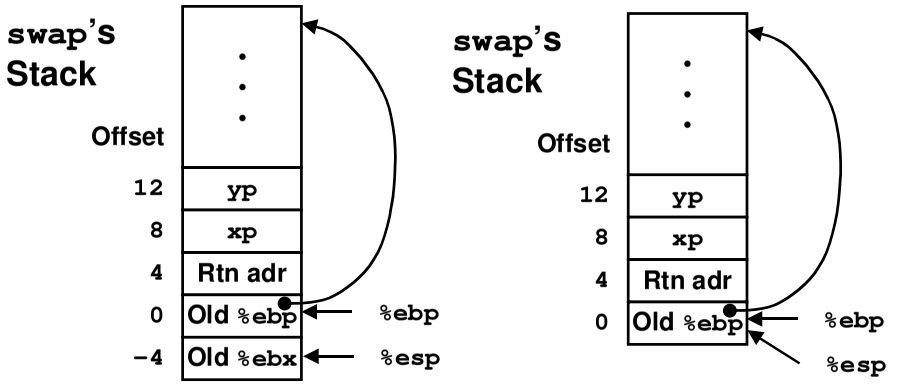


Observation

- Saved & restored register %ebx

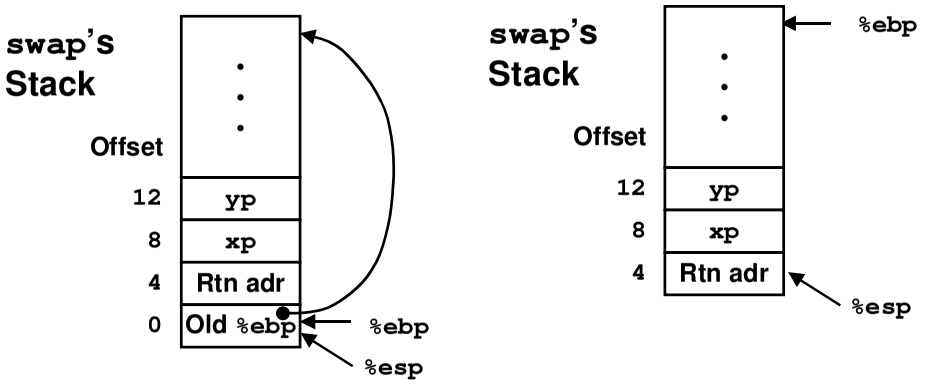
```
movl -4(%ebp),%ebx
movl %ebp,%esp
popl %ebp
ret
```

swap Finish #2



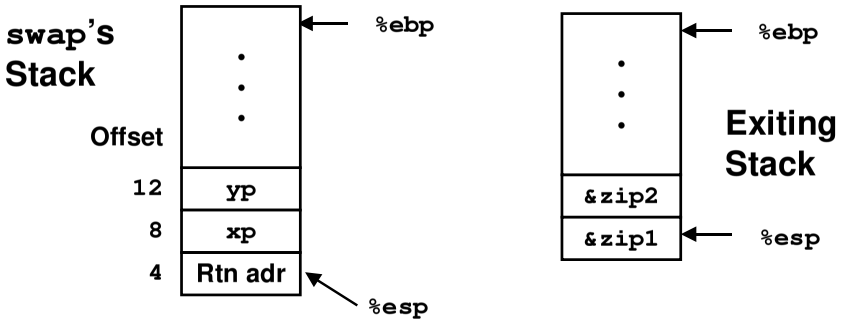

```
movl -4(%ebp),%ebx
movl %ebp,%esp
popl %ebp
ret
```


swap Finish #3




```
movl -4(%ebp),%ebx
movl %ebp,%esp
popl %ebp
ret
```


swap Finish #4




```
movl -4(%ebp),%ebx
movl %ebp,%esp
popl %ebp
ret
```

Observation

- Saved & restored register `%ebx`
- Didn't do so for `%eax`, `%ecx`, or `%edx`

Register Saving Conventions

When procedure `yoo` calls `who`:

- `yoo` is the *caller*, `who` is the *callee*

Can Register be Used for Temporary Storage?

```
yoo:
    • • •
    movl $15213, %edx
    call who
    addl %edx, %eax
    • • •
    ret
```

```
who:
    • • •
    movl 8(%ebp), %edx
    addl $91125, %edx
    • • •
    ret
```

- Contents of register `%edx` overwritten by `who`

Conventions

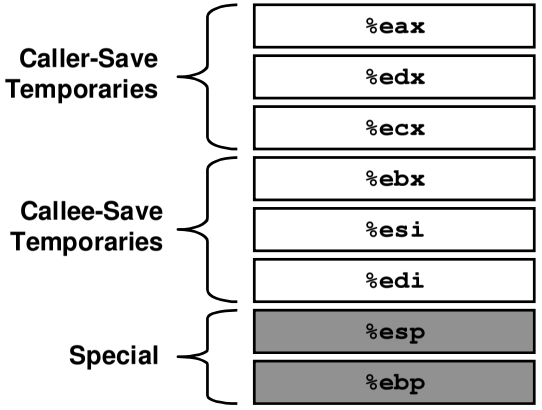
- "Caller Save"
  - Caller saves temporary in its frame before calling
- "Callee Save"
  - Callee saves temporary in its frame before using

IA32/Linux Register Usage

- Surmised by looking at code examples

Integer Registers

- Two have special uses
  `%ebp`, `%esp`
- Three managed as callee-save
  `%ebx`, `%esi`, `%edi`
  – Old values saved on stack prior to using
- Three managed as caller-save
  `%eax`, `%edx`, `%ecx`
  – Do what you please, but expect any callee to do so, as well
- Register `%eax` also stores returned value



Recursive Factorial

```
int rfact(int x)
{
  int rval;
  if (x <= 1)
    return 1;
  rval = rfact(x-1);
  return rval * x;
}
```

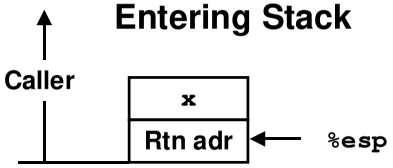
Complete Assembly

- Assembler directives
  – Lines beginning with "."
  – Not of concern to us
- Labels
  – `.Lxx`
- Actual instructions

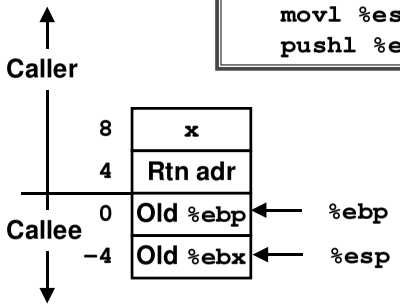
```
.globl rfact
    .type
rfact,@function
rfact:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
    movl 8(%ebp),%ebx
    cmpl $1,%ebx
    jle .L78
    leal -1(%ebx),%eax
    pushl %eax
    call rfact
    imull %ebx,%eax
    jmp .L79
    .align 4
.L78:
    movl $1,%eax
.L79:
    movl -4(%ebp),%ebx
    movl %ebp,%esp
    popl %ebp
    ret
```


Rfact Stack Setup

Entering Stack




```
rfact:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
```



Rfact Body

Recursion

```
  movl 8(%ebp),%ebx   # ebx = x
  cmpl $1,%ebx        # Compare x : 1
  jle .L78            # If <= goto Term
  leal -1(%ebx),%eax  # eax = x-1
  pushl %eax          # Push x-1
  call rfact          # rfact(x-1)
  imull %ebx,%eax     # rval * x
  jmp .L79            # Goto done
.L78:               # Term:
  movl $1,%eax        # return val = 1
.L79:               # Done:
```

```
int rfact(int x)
{
  int rval;
  if (x <= 1)
    return 1;
  rval = rfact(x-1);
  return rval * x;
}
```

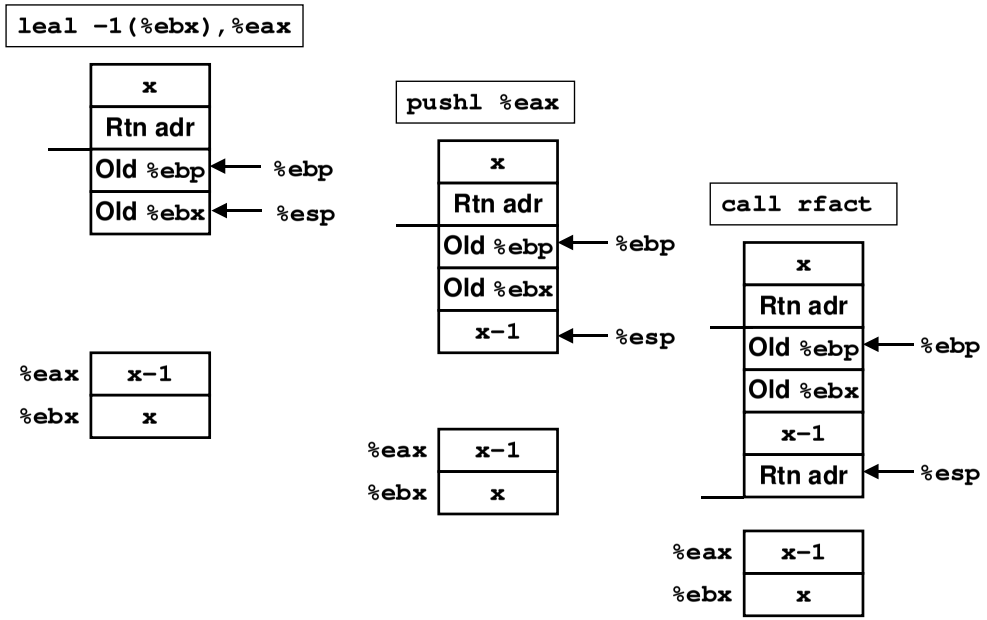
Registers

`$ebx` **Stored value of x**

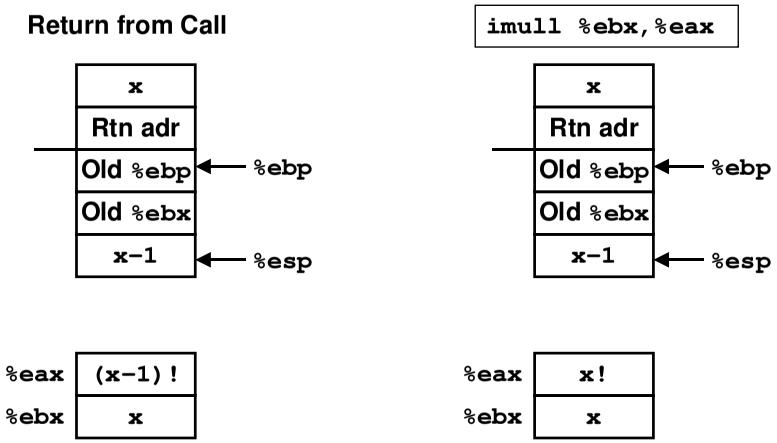
`$eax`

– Temporary value of `x-1`
– Returned value from `rfact(x-1)`
– Returned value from this call

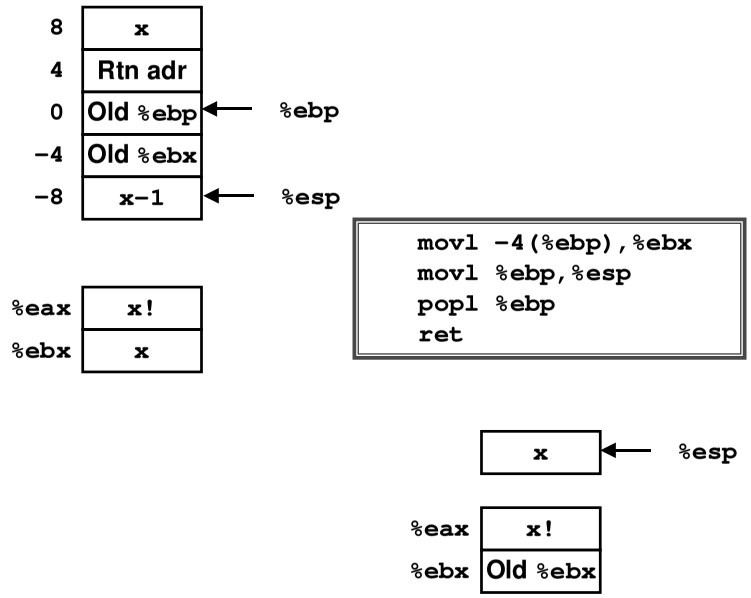
Rfact Recursion



Rfact Result



Rfact Completion



Pointer Code

Recursive Procedure

```
void s_helper
  (int x, int *accum)
{
  if (x <= 1)
    return;
  else {
    int z = *accum * x;
    *accum = z;
    s_helper (x-1,accum);
  }
}
```

Top-Level Call

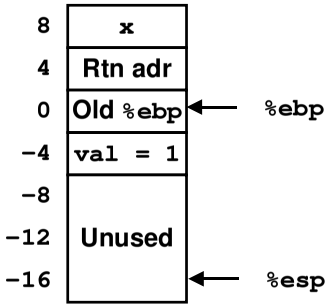
```
int sfact(int x)
{
  int val = 1;
  s_helper(x, &val);
  return val;
}
```

- **Pass pointer to update location**
- **Uses tail recursion**
  - But GCC only partially optimizes it

Creating & Initializing Pointer

Initial part of `sfact`

```
_sfact:
   pushl %ebp          # Save %ebp
   movl %esp,%ebp      # Set %ebp
   subl $16,%esp       # Add 16 bytes
   movl 8(%ebp),%edx   # edx = x
   movl $1,-4(%ebp)    # val = 1
```



Using Stack for Local Variable

- Variable `val` must be stored on stack
  - Need to create pointer to it
- Compute pointer as `-4(%ebp)`
- Push on stack as second argument

```
int sfact(int x)
{
  int val = 1;
  s_helper(x, &val);
  return val;
}
```

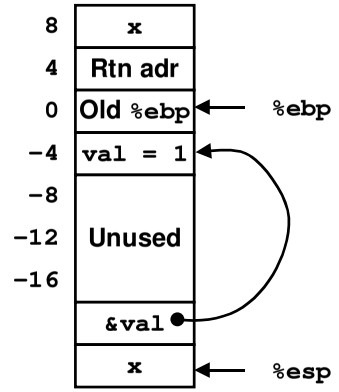

Passing Pointer

Calling `s_helper` from `sfact`

```
   leal -4(%ebp),%eax  # Compute &val
   pushl %eax          # Push on stack
   pushl %edx          # Push x
   call s_helper       # call
   movl -4(%ebp),%eax  # Return val
   • • •               # Finish
```

```
int sfact(int x)
{
  int val = 1;
  s_helper(x, &val);
  return val;
}
```

Stack at time of call



Using Pointer

```
void s_helper
   (int x, int *accum)
{
  • • •
    int z = *accum * x;
    *accum = z;
  • • •
}
```

```
   • • •
   movl %ecx,%eax     # z = x
   imull (%edx),%eax  # z *= *accum
   movl %eax,(%edx)   # *accum = z
   • • •
```

- Register `%ecx` holds `x`
- Register `%edx` holds `accum`
  - Use access `(%edx)` to reference memory

Tail Recursion

Tail Recursive Procedure

```
int t_helper
  (int x, int val)
{
  if (x <= 1)
    return val;
  return
    t_helper(x-1, val*x);
}
```

General Form

```
t_helper(x, val)
{
   • • •
  return
   t_helper(Xexpr, Vexpr)
}
```

Top-Level Call

```
int tfact(int x)
{
  return t_helper(x, 1);
}
```

Form

- Directly return value returned by recursive call

Consequence

- Can convert into loop

Removing Tail Recursion

Optimized General Form

```
t_helper(x, val)
{
 start:
   • • •
  val = Vexpr;
  x = Xexpr;
  goto start;
}
```

Resulting Code

```
int t_helper
  (int x, int val)
{
 start:
  if (x <= 1)
    return val;
  val = val*x;
  x = x-1;
  goto start;
}
```

Effect of Optimization

- **Turn recursive chain into single procedure**
- **No stack frame needed**
- **Constant space requirement**
  - Vs. linear for recursive version

Generated Code for Tail Recursive Proc.

Optimized Form

```
int t_helper
  (int x, int val)
{
 start:
  if (x <= 1)
    return val;
  val = val*x;
  x = x-1;
  goto start;
}
```

Code for Loop

```
  # %edx = x
  # %ecx = val
L53:                # start:
  cmpl $1,%edx        # x : 1
  jle L52             # if <= goto done
  movl %edx,%eax      # eax = x
  imull %ecx,%eax     # eax = val * x
  decl %edx           # x--
  movl %eax,%ecx      # val = val * x
  jmp L53           # goto start
L52:                  # done:
```

Registers

```
$edx  x
$ecx val
```


Summary

The Stack Makes Recursion Work

- **Private storage for each *instance* of procedure call**
  - Instantiations don't clobber each other
  - Addressing of locals + arguments can be relative to stack positions
- **Can be managed by stack discipline**
  - Procedures return in inverse order of calls

IA32 Procedures Combination of Instructions + Conventions

- **Call / Ret instructions**
- **Register usage conventions**
  - Caller / Callee save
  - `%ebp` and `%esp`
- **Stack frame organization conventions**