

x86-64 assembly

x86 history

seven 8-bit registers

1971: Intel 8008

eight 16-bit registers:

1978: Intel 8086

1982: Intel 80286

eight 32-bit registers:

1985: Intel 80386

1989: Intel 80486

1993: Intel Pentium

1997: Intel Pentium II

1998: Intel Pentium III

2000: Intel Pentium IV/Xeon

sixteen 64-bit registers:

2003: AMD64 Opteron

2004: Intel Pentium IV/Xeon
(and most more recent
AMD/Intel/Via chips)

two syntaxes

there are two ways of writing x86 assembly

- AT&T syntax (default on Linux, OS X)

- Intel syntax (default on Windows)

different operand order, way of writing addresses, punctuation, etc.

we mostly show Intel syntax

different directives

non-instruction parts of assembly are called *directives*

IBCM example: `one dw 1`

there is no IBCM instruction called “dw”

these differ *a lot* between assemblers

our main assembler: NASM

our compiler's assembler: GAS

x86 registers

1978 – Intel 8086 — 8 16-bit registers



← AX, etc. — “general purpose”



(but some instructions use AX or BX only)



← “base pointer”



← “source index”



← “destination index”

} special for
some instrs.

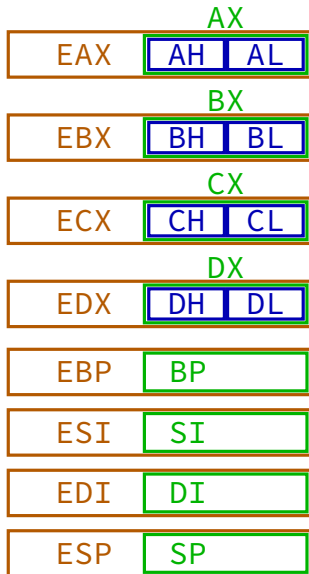


← “stack pointer” — push/pop instrs.

x86 registers

1988 – Intel 386 — 8 32-bit registers

“Extended” versions of each register



x86 registers

2003 – **AMD64** — 16 64-bit registers

RAX	EAX	AX AH AL
RBX	EBX	BX BH BL
RCX	ECX	CX CH CL
RDX	EDX	DX DH DL
RBP	EBP	BP BPL
RSI	ESI	SI SIL
RDI	EDI	DI DIL
RSP	ESP	SP SPL

new registers just numbered
name for bottom byte of each register

R8	R8D	R8W R8B
R9	R9D	R9W R9B
R10	R10D	R10W R10B
R11	R11D	R11W R11B
R12	R12D	R12W R12B
R13	R13D	R13W R13B
R14	R14D	R14W R14B
R15	R15D	R15W R15B

some registers not shown

floating point/“vector” registers ($ST(0)$, $XMM0$, $YMM0$, $ZMM0$, ...)

the program counter ($RIP/EIP/IP$ — “instruction pointer”)

“flags” (used by conditional jumps)

registers for the operating system

...

x86 fetch/execute cycle

```
while (true) {  
    IR ← memory[PC]  
    execute(IR)  
    if (instruction didn't change PC)  
        PC ← PC + length-of-instruction(IR)  
}
```

same as IBCM

(except instructions are variable-length)

declaring variables/constants

(*NASM*-only syntax)

section	.data		“.data” — data (not code) part of memory
a	DB	23	DB: declare byte
b	DW	?	DW: word (2 byte)
c	DD	3000	DD: doubleword (4 bytes)
d	DQ	−800	DQ: quadword (8 byte)
x	DD	1, 2, 3	? — don't care about value
y	TIMES 8 DB	0	eight 0 bytes (e.g. 8-byte array)

a note on labels

NASM allows labels like:

```
LABEL add RAX, RBX
```

or like:

```
LABEL: add RAX, RBX
```

other assemblers: require : always

I recommend :

what if label name = instruction name?

declaring variables/constants (GAS)

(GAS-only syntax)

.data

“.data” — data (not code) part of memory

a:	.byte	23	
b:	.short	0	short — 2 bytes
c:	.long	3000	long — 4 bytes
d:	.quad	−800	quad — 8 bytes
x:	.long	1, 2, 3	eight 0 bytes (e.g. 8-byte array) (1 is length of value to repeat)
y	.fill	8, 1, 0	

mov

mov DEST, SRC

possible DEST and SRC:

- register: RAX, EAX, ...

- constant: 0x1234, 42, ...

- label name: someLabel, ...

- memory address: [0x1234], [RAX], [someLabel]...

special rule: no moving from memory to memory

instruction operands generally

if we don't specify otherwise...

same as mov:

- destination: register or memory location

- source: register or constant or memory location

and same special rule: both can't be memory location

mov example

```
mov rcx, rax
mov rdx, [rbx]
mov rsi, [rdx+24]
mov [rsi], 45
mov [a], 15
```

registers

rax	100
rbx	108
rcx	
rdx	
rsi	
rdi	
...	

memory

...	
100	
108	100
116	
124	200
132	
...	
200	
208	
a: 300	
308	
...	

mov example

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rbx	108
rcx	100
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...	
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mov example

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registers

rax	100
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rcx	100
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mov example

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mov rcx, rax
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registers

rax	100
rbx	108
rcx	100
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...	

memory

...	
100	
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...	
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a: 300	15
308	
...	

later: what types of addresses?

[rdx] allowed

[someLabel] allowed

[rdx+24] allowed

what else?

not everything — has to be encoded in machine code

explain rules: later

push/pop

RSP — “top” of stack which **grows down**

push RBX

$$\text{RSP} \leftarrow \text{RSP} - 8$$
$$\text{memory}[\text{RSP}] \leftarrow \text{RBX}$$

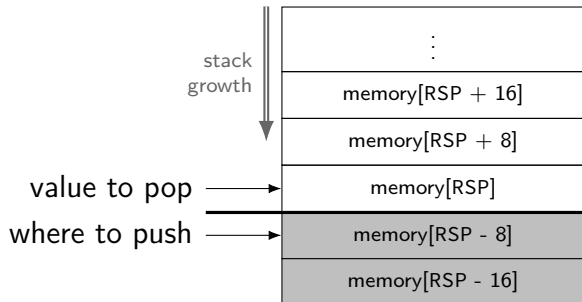
pop RBX

$$\text{RBX} \leftarrow \text{memory}[\text{RSP}]$$
$$\text{RSP} \leftarrow \text{RSP} + 8$$

also okay:

push [RAX], etc.

push 42, etc.



push/pop replacement

instead of:

```
push RAX
```

could write:

```
sub RSP, 8  
mov [RSP], RAX
```

push/pop instructions are for convenience

add/sub

add first, second

add RAX, RBX

add [RDX], RBX

...

sub first, second

sub RSP, 16

...

$\text{first} \leftarrow \text{first} + \text{second}$ (add), or $\text{first} \leftarrow \text{first} - \text{second}$ (sub)

support same operands as mov:

- can use registers, constants, locations in memory

- can't use two memory locations (mov to a register instead)

- destination can't be constant

jmp

```
jmp foo
```

```
foo: ...
```

jmp — go to instruction at label

conditon testing

`cmp <first>, <second>`

compare first and second

(compute first - second, compare to 0)

set *flags* AKA *machine status word* based on result

`je label`

if (compare result was equal) go to label

conditional jmp example

```
if (RAX > 4)
    stuff();
```

```
                cmp RAX, 4
                jle skip_call
                call stuff
skip_call:      ...
```

jump conditions and cmp

cmp A, B
jXX label

$$R = A - B$$

j _e	equal	$R = 0$ or $A = B$
j _z	zero	$R = 0$ or $A = B$
j _{ne}	not equal	$R \neq 0$ or $A \neq B$
j _l	less than	$A < B$ (signed)
j _{le}	less than or equal	$A \leq B$ (signed)
j _g	greater than	$A > B$ (signed)
j _b	less than (unsigned)	$A < B$ (unsigned)
j _a	greater than (unsigned)	$A > B$ (unsigned)
j _s	sign bit set	$R < 0$
j _{ns}	sign bit unset	$R \geq 0$
...

C to assembly example

```
int n = 5;
int i = 1;
int sum = 0;
...
while (i <= n) {
    sum += i;
    i++;
}
```

```
section .data
n      DQ  5
i      DQ  1
sum    DQ  0
section .text
...
loop:  mov  RCX, [i]
       cmp  RCX, [n]
       jg   endOfLoop
       add  [sum], RCX
       add  QWORD PTR [i], 1
       jmp  loop
endOfLoop:
```

C to assembly example

```
int n = 5;
int i = 1;
int sum = 0;
...
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}
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      cmp RCX, [n]
      jg  endOfLoop
      add [sum], RCX
      add QWORD PTR [i], 1
      jmp loop
endOfLoop:
```

C to assembly example

```
int n = 5;
int i = 1;
int sum = 0;
...
while (i <= n) {
    sum += i;
    i++;
}
```

```
section .data
n      DQ  5
i      DQ  1
sum    DQ  0
section .text
...
loop:  mov  RCX, [i]
       cmp  RCX, [n]
       jg   endOfLoop
       add  [sum], RCX
```

`cmp [i], [n]` is not allowed
only one memory operand per (most) instructions

`endOfLoop.`

C to assembly example

```
int n = 5;
int i = 1;
int sum = 0;
...
while (i <= n) {
    sum += i;
    i++;
}
```

```
section .data
n      DQ  5
i      DQ  1
sum    DQ  0
section .text
...
loop:  mov RCX, [i]
      cmp RCX, [n]
      jg endOfLoop
      add [sum], RCX
      add QWORD PTR [i], 1
      jmp loop
endOfLoop:
```


C to assembly example

```
int n = 5;  
int i = 1;  
int sum = 0;  
...
```

```
while (i <= n) {  
    sum += i;  
    i++;  
}
```

```
section .data  
n      DQ  5  
i      DQ  1  
sum    DQ  0  
section .text  
...
```

```
loop:  mov RCX, [i]  
       cmp RCX, [n]  
       jg  endOfLoop  
       add [sum], RCX  
       add QWORD PTR [i], 1  
       jmp loop
```

QWORD PTR[i] 8 bytes at location i
otherwise, no way to know how big otherwise
(more on this later)

C to assembly example

```
int n = 5;  
int i = 1;  
int sum = 0;  
...
```

```
while (i <= n) {
```

```
    sum += i;
```

```
    i++;
```

```
}
```

```
section .data
```

```
n      DQ  5
```

```
i      DQ  1
```

```
sum     DQ  0
```

```
section .text
```

```
...
```

```
loop:   mov RCX, [i]
```

```
        cmp RCX, [n]
```

```
        jg  endOfLoop
```

```
        add [sum], RCX
```

```
        add QWORD PTR [i], 1
```

```
        jmp loop
```

```
endOfLoop:
```

call

```
call LABEL
```

```
...
```

is about the same as:

```
push after_this_call
```

```
jmp LABEL
```

```
after_this_call:
```

```
...
```

pushed address called the “return address”

call/ret

`call LABEL`

- push next instruction address (“return address”) to stack
- jump to LABEL

`ret` — opposite of `call`

- pop address from the stack
- jump to that address

return addresses using a stack

```
max:    ...  
        ...  
        ret  
  
main:   ...  
        ...  
        call max  
  
after:  ...  
        ret
```

return addresses using a stack

```
max:    ...  
        ...  
        ret  
  
main:   ...  
        ...  
        call max  
  
after:  ...  
        ret
```

stack when main starts:

return address for main (OS) ← RSP

↓
smaller addresses

return addresses using a stack

```
max:    ...  
        ...  
        ret  
  
main:   ...  
        ...  
        call max  
  
after:  ...  
        ret
```

stack in the middle of main:

return address for main (OS)
temporary storage for main

← RSP

↓
smaller addresses

return addresses using a stack

```
max:    ...  
        ...  
        ret  
  
main:   ...  
        ...  
        call max  
  
after:  ...  
        ret
```

stack just before call max:

return address for main (OS)
temporary storage for main
other things related to call???

← RSP

↓
smaller addresses

return addresses using a stack

max:	...
	...
	ret
main:	...
	...
	call max
after:	...
	ret

stack just after call max:

return address for main (OS)
temporary storage for main
other things related to call???
return address for max (after:)

← RSP

↓
smaller addresses

return addresses using a stack

```
max:  ...  
      ...  
      ret  
  
main:  ...  
      ...  
      call max  
  
after: ...  
      ret
```

stack in the middle of max:

return address for main (OS)
temporary storage for main
other things related to call???
return address for max (after:)
temporary storage for max

← RSP

↓
smaller addresses

return addresses using a stack

```
max:    ...  
        ...  
        ret  
  
main:   ...  
        ...  
        call max  
  
after:  ...  
        ret
```

stack just before max's ret:

return address for main (OS)
temporary storage for main
other things related to call???
return address for max (after:)

← RSP

↓
smaller addresses

return addresses using a stack

```
max:    ...  
        ...  
        ret  
  
main:   ...  
        ...  
        call max  
after:  ...  
        ret
```

stack just after max's ret:

return address for main (OS)
temporary storage for main
other things related to call???

← RSP

↓
smaller addresses

return addresses using a stack

```
max:    ...  
        ...  
        ret  
  
main:   ...  
        ...  
        call max  
  
after:  ...  
        ret
```

stack just before main's ret:

return address for main (OS) ← RSP

↓
smaller addresses

function calls use the stack

“the” stack

- convention: RSP points to top
- grows ‘down’ (towards address 0)
- used by pop, push, call, ret

used to implement function calls

main reason: support recursive calls

where do (place to return/arguments/local variables/etc.) go?

- when in doubt — use the stack
- optimization: sometimes use registers

calling convention preview

call FUNC and RET instructions

...but where do arguments, local variables, etc. go?

what registers can a function call change?

compiler/OS choice! — much more detail later

Linux calling convention preview

return value: RAX

argument 1: RDI; argument 2: RSI

argument 3: RDX; argument 4: RCX; argument 5: R8; argument 6: R9

local variables: stack or “free” registers

value of RBP, RBX, R12, R13, R14, R15 can't be changed by function call

can use them, but must save/restore

simple recursion (C++)

```
long sum(long count) {  
    if (count > 0) {  
        long partial_sum = sum(count - 1);  
        return partial_sum + count;  
    } else {  
        return 0;  
    }  
}
```

simple recursion (assembly)

RDI (arg 1) is count

```
sum:
    cmp RDI, 0
    jle base_case // if count <= 0 --> do base case
    push RDI // save a copy of original RDI
    sub RDI, 1
    call sum // sum(count-1)
    pop RDI // restore copy of original RDI
    add RAX, RDI // ret val = sum(count-1) + count
    ret
base_case:
    mov RAX, 0
    ret
```

simple recursion (assembly)

RDI (arg 1) is count

```
sum:
    cmp RDI, 0
    jle base_case // if count <= 0 --> do base case
    push RDI // save a copy of original RDI
    sub RDI, 1
    call sum // sum(count-1)
    pop RDI // restore copy of original RDI
    add RAX, RDI // ret val = sum(count-1) + count
    ret
base_case:
    mov RAX, 0
    ret
```

the stack

return address for sum(100)
saved RDI: 100

simple recursion (assembly)

RDI (arg 1) is count

sum:

```
cmp RDI, 0
```

```
jle base_case // if count <= 0 --> do base case
```

```
push RDI // save a copy of original RDI
```

```
sub RDI, 1
```

```
call sum // sum(count-1)
```

```
pop RDI // restore copy of original RDI
```

```
add RAX, RDI // ret val = sum(count-1) + count
```

```
ret
```

base_case:

```
mov RAX, 0
```

```
ret
```

the stack

return address for sum(100)
saved RDI: 100
return address for sum(99)

simple recursion (assembly)

RDI (arg 1) is count

sum:

```
cmp RDI, 0
jle base_case // if count <= 0 --> do base case
push RDI // save a copy of original RDI
sub RDI, 1
call sum // sum(count-1)
pop RDI // restore copy of original RDI
add RAX, RDI // ret val = sum(count-1) + count
ret
```

base_case:

```
mov RAX, 0
ret
```

the stack

return address for sum(100)
saved RDI: 100
return address for sum(99)
saved RDI: 99

simple recursion (assembly)

RDI (arg 1) is count

sum:

```
cmp RDI, 0
```

```
jle base_case // if count <= 0 -->
```

```
push RDI // save a copy of original count
```

```
sub RDI, 1
```

```
call sum // sum(count-1)
```

```
pop RDI // restore copy of original count
```

```
add RAX, RDI // ret val = sum(count-1) + count
```

```
ret
```

base_case:

```
mov RAX, 0
```

```
ret
```

the stack

return address for sum(100)
saved RDI: 100
return address for sum(99)
saved RDI: 99
return address for sum(98)
saved RDI: 98
...
return address for sum(1)
saved RDI: 1
return address for sum(0)

simple recursion (assembly)

RDI (arg 1) is count

sum:

```
cmp RDI, 0
```

```
jle base_case // if count <= 0 -->
```

```
push RDI // save a copy of original
```

```
sub RDI, 1
```

```
call sum // sum(count-1)
```

```
pop RDI // restore copy of original
```

```
add RAX, RDI // ret val = sum(count)
```

```
ret
```

base_case:

```
mov RAX, 0
```

```
ret
```

the stack

return address for sum(100)
saved RDI: 100
return address for sum(99)
saved RDI: 99
return address for sum(98)
saved RDI: 98
...
return address for sum(2)
saved RDI: 2
return address for sum(1)
saved RDI: 1

simple recursion (assembly)

RDI (arg 1) is count

sum:

```
cmp RDI, 0
```

```
jle base_case // if count <= 0 -->
```

```
push RDI // save a copy of original
```

```
sub RDI, 1
```

```
call sum // sum(count-1)
```

```
pop RDI // restore copy of original
```

```
add RAX, RDI // ret val = sum(count-1) + count
```

```
ret
```

base_case:

```
mov RAX, 0
```

```
ret
```

the stack

return address for sum(100)
saved RDI: 100
return address for sum(99)
saved RDI: 99
return address for sum(98)
saved RDI: 98
...
return address for sum(2)
saved RDI: 2
return address for sum(1)

simple recursion (assembly)

RDI (arg 1) is count

sum:

```
cmp RDI, 0
```

```
jle base_case // if count <= 0 -->
```

```
push RDI // save a copy of original count
```

```
sub RDI, 1
```

```
call sum // sum(count-1)
```

```
pop RDI // restore copy of original count
```

```
add RAX, RDI // ret val = sum(count-1) + count
```

```
ret
```

base_case:

```
mov RAX, 0
```

```
ret
```

the stack

return address for sum(100)
saved RDI: 100
return address for sum(99)
saved RDI: 99
return address for sum(98)
saved RDI: 98
...
return address for sum(2)
saved RDI: 2

simple recursion (assembly)

RDI (arg 1) is count

sum:

```
cmp RDI, 0
```

```
jle base_case // if count <= 0 -->
```

```
push RDI // save a copy of original RDI
```

```
sub RDI, 1
```

```
call sum // sum(count-1)
```

```
pop RDI // restore copy of original RDI
```

```
add RAX, RDI // ret val = sum(count-1) + count
```

```
ret
```

base_case:

```
mov RAX, 0
```

```
ret
```

the stack

return address for sum(100)
saved RDI: 100
return address for sum(99)
saved RDI: 99
return address for sum(98)
saved RDI: 98
...
return address for sum(2)

simple recursion (assembly)

RDI (arg 1) is count

```
sum:
    cmp RDI, 0
    jle base_case // if count <= 0 --> do base case
    push RDI // save a copy of original RDI
    sub RDI, 1
    call sum // sum(count-1)
    pop RDI // restore copy of original RDI
    add RAX, RDI // ret val = sum(count-1) + count
    ret
base_case:
    mov RAX, 0
    ret
```

the stack

return address for sum(100)
saved RDI: 100

simple recursion (assembly)

the stack

return address for sum(100)

RDI (arg 1) is count

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sum:
    cmp RDI, 0
    jle base_case // if count <= 0 --> do base case
    push RDI // save a copy of original RDI
    sub RDI, 1
    call sum // sum(count-1)
    pop RDI // restore copy of original RDI
    add RAX, RDI // ret val = sum(count-1) + count
    ret
base_case:
    mov RAX, 0
    ret
```

specifying pointers

$[RAX + 2 * RBX + 0x1234]$

optional 64-bit base register *plus*

example: RAX

optional 64-bit index register times 1 (default), 2, 4, or 8 *plus*

example: RBX times 2

optional 32-bit signed constant

labels count as constants

example valid movs

```
mov rax, rbx
mov rax, [rbx]
mov [someLabel], rbx
mov rax, [r13 - 4]
mov [rsi + rax], cl
mov rdx, [rsi + 4*rbx]
```

INVALID `movs`

```
mov rax, [r11 - rcx]
```

can't subtract register

```
mov [rax + r5 + rdi], rbx
```

```
mov [4*rax + 2*rbx], rcx
```

only multiply one register

memory access lengths

move one byte:

```
mov bl, [rax]
mov [rax], bl
mov BYTE PTR [rax], bl
mov BYTE PTR [bl], 42
```

move four bytes:

```
mov ebx, [rax]
mov [rax], ebx
mov DWORD PTR [rax], ebx
mov DWORD PTR [bl], 10
```

(BYTE, WORD, DWORD, QWORD)

inc/dec

dec RAX

inc QWORD PTR [RBX + RCX]

increment or **decrement**

register or memory operand

(same effect as add/sub 1)

multiply

```
imul <first>, <second>
```

```
imul RAX, RBX
```

```
imul RAX, [RCX + RDX]
```

$\text{first} \leftarrow \text{first} \times \text{second}$

first operand **must** be register

```
imul first, second, third
```

```
imul RAX, RBX, 42
```

```
imul RAX, [RCX + RDX], 42
```

$\text{first} \leftarrow \text{second} \times \text{third}$

first operand **must** be register

multiply (with big result)

```
imul <first>
```

```
imul RBX
```

```
imul QWORD PTR [RCX + RDX]
```

$\{RDX, RAX\} \leftarrow RAX \times \text{first}$

RDX gets most significant 64 bits

RAX gets least significant 64 bits

```
imul EBX
```

```
imul DWORD PTR [RCX + RDX]
```

$\{EDX, EAX\} \leftarrow EAX \times \text{first}$

EDX gets most significant 32 bits

EAX gets least significant 32 bits

multiply — signed/unsigned

with result size = source size:

signed and unsigned multiply is the same

with bigger results:

`imul` — signed multiply

`mul` — unsigned multiply

divide

`idiv <first>`

`idiv RBX`

`idiv QWORD PTR [RCX + RDX]`

$RAX \leftarrow \{RDX, RAX\} \div \text{first}$

$RDX \leftarrow \{RDX, RAX\} \bmod \text{first}$

128-bit divided by 64-bit

or 64-bit by 32-bit with 32-bit first operand, etc.

also `div <first>` — same, but unsigned division

on LEA

LEA = **L**oad **E**ffective **A**ddress

effective address = computed address for memory access

syntax looks like a **mov** from memory, but...

skips the memory access — just uses the address
(sort of like & operator in C?)

`lea RAX, [RAX + 4] \approx add RAX, 4`

on LEA

LEA = **L**oad **E**ffective **A**ddress

effective address = computed address for memory access

syntax looks like a **mov** from memory, but...

skips the memory access — just uses the address
(sort of like & operator in C?)

`lea RAX, [RAX + 4] \approx add RAX, 4`

“address of memory[`rax + 4`]” = `rax + 4`

LEA tricks

```
lea RAX, [RAX + RAX * 4]
```

$\text{rax} \leftarrow \text{rax} \times 5$

$\text{rax} \leftarrow \text{address-of}(\text{memory}[\text{rax} + \text{rax} * 4])$

```
leal RDX, [RBX + RCX]
```

$\text{rdx} \leftarrow \text{rbx} + \text{rcx}$

$\text{rdx} \leftarrow \text{address-of}(\text{memory}[\text{rbx} + \text{rcx}])$

call example

```
int max(int x, int y) {  
    int theMax;  
    if (x > y)  
        theMax = x;  
    else  
        theMax = y;  
    return theMax;  
}
```

```
int main() {  
    int maxVal, a = 5, b = 6;  
    maxVal = max(a, b);  
    cout << "max_value:_" << maxVal << endl;  
    return 0;  
}
```

call example

```
int max(int x, int y) {  
    int theMax;  
    if (x > y)  
        theMax = x;  
    else  
        theMax = y;  
    return theMax;  
}
```

```
int main() {  
    int maxVal, a = 5, b = 6;  
    maxVal = max(a, b);  
    cout << "max_value:_" << maxVal << endl;  
    return 0;  
}
```

where do arguments go?

where do local variables go?

where does the return value go?

how does return know where to go?

calling conventions

calling convention: **rules** about how function calls work

choice of compiler and OS NOT the processor itself

...but processor might make instructions to help

x86-64: `call`, `ret`, `push`, `pop`

basic calling convention questions (1)

how does return know where to go?

where do arguments go?

basic calling convention questions (1)

how does return know where to go?

x86-64: on the stack (otherwise can't use `call/ret`)

where do arguments go?

basic calling convention questions (1)

how does return know where to go?

x86-64: on the stack (otherwise can't use `call/ret`)

where do arguments go?

Linux+x86-64: arguments 1-6: RDI, RSI, RDX, RCX, R8, R9

Linux+x86-64: arguments 7-: push on the stack (*last* argument first)
(exceptions: objects that don't fit in a register, floating point, ...)

basic calling convention questions (2)

where do local variables go?

where does the return value go?

basic calling convention questions (2)

where do local variables go?

Linux+x86-64: in registers (if room) or on the stack

caveat: what registers can function calls change?

where does the return value go?

basic calling convention questions (2)

where do local variables go?

Linux+x86-64: in registers (if room) or on the stack

caveat: what registers can function calls change?

where does the return value go?

Linux+x86-64: RAX

basic calling convention questions (2)

where do local variables go?

Linux+x86-64: in registers (if room) or on the stack

caveat: **what registers can function calls change?**

where does the return value go?

Linux+x86-64: RAX

saved registers

what registers can function calls change?

Linux+x86-64: RAX, RCX, RDX, RSI, RDI, R8, R9, R10, R11, floating point registers

if using for local variables — be careful about function calls

other registers: must have **same value when function returns**

if using for local variables — save old value and restore before returning

caller versus callee

```
void foo() {  
    ...  
}
```

```
int main() {  
    foo();  
    return 0;  
}
```

main is *caller*

foo is *callee*

a function call

```
...
globalVar =
    foo(1, 2, 3, 4,
        5, 6, 7, 8);
...
// assuming R11
// used for
// local var
// in caller
push R11
mov RDI, 1
mov RSI, 2
mov RDX, 3
mov RCX, 4
mov R8, 5
mov R9, 6
push 8
push 7
call foo
add RSP, 16
pop R11
mov [globalVar], RAX
```

a function call

```
...
globalVar =
    foo(1, 2, 3, 4,
        5, 6, 7, 8);
...

// assuming R11
// used for
// local var
// in caller
push R11
mov RDI, 1
mov RSI, 2
mov RDX, 3
mov RCX, 4
mov R8, 5
mov R9, 6
push 8
push 7
call foo
add RSP, 16
pop R11
mov [globalVar], RAX
```

save important registers
foo might change

...and restore saved regs

a function call

```
...  
globalVar =  
    foo(1, 2, 3, 4,  
        5, 6, 7, 8);  
...
```

```
    // assuming R11  
    // used for  
    // local var  
    // in caller  
    push R11  
    mov RDI, 1  
    mov RSI, 2  
    mov RDX, 3  
    mov RCX, 4  
    mov R8, 5  
    mov R9, 6  
    push 8  
    push 7  
    call foo  
    add RSP, 16  
    pop R11  
    mov [globalVar], RAX
```

save important registers
foo might change

place arguments in registers
and (if necessary) on stack

...and restore saved regs

a function call

```
...
globalVar =
    foo(1, 2, 3, 4,
        5, 6, 7, 8);
...
```

```
// assuming R11
// used for
// local var
// in caller
push R11
mov RDI, 1
mov RSI, 2
mov RDX, 3
mov RCX, 4
mov R8, 5
mov R9, 6
push 8
push 7
call foo ←
add RSP, 16
pop R11
mov [globalVar], RAX
```

save important registers
foo might change

place arguments in registers
and (if necessary) on stack

and actually call function

...and restore saved regs

a function call

```
...
globalVar =
    foo(1, 2, 3, 4,
        5, 6, 7, 8);
...
```

```
// assuming R11
// used for
// local var
// in caller
push R11
mov RDI, 1
mov RSI, 2
mov RDX, 3
mov RCX, 4
mov R8, 5
mov R9, 6
push 8
push 7
call foo
add RSP, 16
pop R11
mov [globalVar], RAX
```

save important registers
foo might change

place arguments in registers
and (if necessary) on stack

← and actually call function
← and pop args from stack (if any)
} ...and restore saved regs

a function call

```
...
globalVar =
    foo(1, 2, 3, 4,
        5, 6, 7, 8);
...
```

```
// assuming R11
// used for
// local var
// in caller
push R11
mov RDI, 1
mov RSI, 2
mov RDX, 3
mov RCX, 4
mov R8, 5
mov R9, 6
push 8
push 7
call foo
add RSP, 16
pop R11
mov [globalVar], RAX
```

save important registers
foo might change

place arguments in registers
and (if necessary) on stack

← and actually call function
← and pop args from stack (if any)
} ...and restore saved regs

...and use return value

caller task summarized

save registers that the function might change (consult list)

place parameters in registers, stack

call

remove any parameters from stack

restore registers that the function might change

use return value in RAX

callee code example (naive version)

```
long myFunc(long a, long b, long c) {  
    long result = 0;  
    result += a;  
    result += b;  
    result += c;  
    return result;  
}
```

myFunc:

```
// allocate space for result  
sub RSP, 8  
mov QWORD PTR [RSP], 0 // result = 0  
add QWORD PTR [RSP], RDI // result += a  
add QWORD PTR [RSP], RSI // result += b  
add QWORD PTR [RSP], RDX // result += c  
mov RAX, QWORD PTR [RSP] // ret val = result  
// deallocate space  
sub RSP, 8  
ret
```

address	value
...	
0xF0000000	(caller's stuff)
0xEFFFFFFF8	return address for myFunc
0xEFFFFFFF0	value of result
0xEFFFFFFE8	(next stack allocation)
...	

callee code example (naive version)

```
long myFunc(long a, long b, long c) {  
    long result = 0;  
    result += a;  
    result += b;  
    result += c;  
    return result;  
}
```

myFunc:

// allocate space for result

sub RSP, 8

mov QWORD PTR [RSP], 0 *// result = 0*

add QWORD PTR [RSP], RDI *// result += a*

add QWORD PTR [RSP], RSI *//*

add QWORD PTR [RSP], RDX *//*

mov RAX, QWORD PTR [RSP] *//*

// deallocate space

sub RSP, 8

ret

address	value
...	
0xF0000000	(caller's stuff)
0xEFFFFFFF8	return address for myFunc
0xEFFFFFFF0	value of result
0xEFFFFFFE8	(next stack allocation)
...	

one policy:

local vars (result) lives on stack
accesses arguments directly

callee code example (animated)

myFunc:

```
// allocate space for result
sub RSP, 8
mov QWORD PTR [RSP], 0 // result = 0
add QWORD PTR [RSP], RDI // result += a
add QWORD PTR [RSP], RSI // result += b
add QWORD PTR [RSP], RDX // result += c
mov RAX, QWORD PTR [RSP] // ret val = result
// deallocate space
sub RSP, 8
ret
```

RSP	0x7FFF8
RDI	2
RSI	3
RDX	4
RAX	
...	

	...	
RSP→	0x7FFF8	(ret address)
	0x7FFF0	
	0x7FFE8	
	0x7FFE0	
	0x7FFD8	
	0x7FFD0	
	...	

callee code example (animated)

myFunc:

// allocate space for result

sub RSP, 8

mov QWORD PTR [RSP], 0 *// result = 0*

add QWORD PTR [RSP], RDI *// result += a*

add QWORD PTR [RSP], RSI *// result += b*

add QWORD PTR [RSP], RDX *// result += c*

mov RAX, QWORD PTR [RSP] *// ret val = result*

// deallocate space

sub RSP, 8

ret

RSP	0x7FFF0
RDI	2
RSI	3
RDX	4
RAX	
...	

...	
RSP→	0x7FFF8
	0x7FFF0
	0x7FFE8
	0x7FFE0
	0x7FFD8
	0x7FFD0
...	

(ret address)

callee code example (animated)

myFunc:

// allocate space for result

sub RSP, 8

mov QWORD PTR [RSP], 0 *// result = 0*

add QWORD PTR [RSP], RDI *// result += a*

add QWORD PTR [RSP], RSI *// result += b*

add QWORD PTR [RSP], RDX *// result += c*

mov RAX, QWORD PTR [RSP] *// ret val = result*

// deallocate space

sub RSP, 8

ret

RSP	0x7FFF0
RDI	2
RSI	3
RDX	4
RAX	
...	

...	
RSP→	0x7FFF8
	0x7FFF0
	0x7FFE8
	0x7FFE0
	0x7FFD8
	0x7FFD0
...	

(ret address)
0

callee code example (animated)

myFunc:

// allocate space for result

sub RSP, 8

mov QWORD PTR [RSP], 0 *// result = 0*

add QWORD PTR [RSP], RDI *// result += a*

add QWORD PTR [RSP], RSI *// result += b*

add QWORD PTR [RSP], RDX *// result += c*

mov RAX, QWORD PTR [RSP] *// ret val = result*

// deallocate space

sub RSP, 8

ret

RSP	0x7FFF0
RDI	2
RSI	3
RDX	4
RAX	
...	

...	
RSP→	0x7FFF8
	0x7FFF0
	0x7FFE8
	0x7FFE0
	0x7FFD8
	0x7FFD0
...	

(ret address)
2

callee code example (animated)

myFunc:

// allocate space for result

sub RSP, 8

mov QWORD PTR [RSP], 0 *// result = 0*

add QWORD PTR [RSP], RDI *// result += a*

add QWORD PTR [RSP], RSI *// result += b*

add QWORD PTR [RSP], RDX *// result += c*

mov RAX, QWORD PTR [RSP] *// ret val = result*

// deallocate space

sub RSP, 8

ret

RSP	0x7FFF0
RDI	2
RSI	3
RDX	4
RAX	
...	

...	
RSP→	0x7FFF8
	0x7FFF0
	0x7FFE8
	0x7FFE0
	0x7FFD8
	0x7FFD0
...	

(ret address)
2
5

callee code example (animated)

myFunc:

// allocate space for result

sub RSP, 8

mov QWORD PTR [RSP], 0 *// result = 0*

add QWORD PTR [RSP], RDI *// result += a*

add QWORD PTR [RSP], RSI *// result += b*

add QWORD PTR [RSP], RDX *// result += c*

mov RAX, QWORD PTR [RSP] *// ret val = result*

// deallocate space

sub RSP, 8

ret

RSP	0x7FFF0
RDI	2
RSI	3
RDX	4
RAX	
...	

...	
RSP→	0x7FFF8
	0x7FFF0
	0x7FFE8
	0x7FFE0
	0x7FFD8
	0x7FFD0
...	

(ret address)
9
5

callee code example (animated)

myFunc:

// allocate space for result

sub RSP, 8

mov QWORD PTR [RSP], 0 *// result = 0*

add QWORD PTR [RSP], RDI *// result += a*

add QWORD PTR [RSP], RSI *// result += b*

add QWORD PTR [RSP], RDX *// result += c*

mov RAX, QWORD PTR [RSP] *// ret val = result*

// deallocate space

sub RSP, 8

ret

RSP	0x7FFF0
RDI	2
RSI	3
RDX	4
RAX	9
...	

...	
RSP→	0x7FFF8
	0x7FFF0
	0x7FFE8
	0x7FFE0
	0x7FFD8
	0x7FFD0
...	

(ret address)
9
5

callee code example (animated)

myFunc:

```
// allocate space for result
sub RSP, 8
mov QWORD PTR [RSP], 0 // result = 0
add QWORD PTR [RSP], RDI // result += a
add QWORD PTR [RSP], RSI // result += b
add QWORD PTR [RSP], RDX // result += c
mov RAX, QWORD PTR [RSP] // ret val = result
// deallocate space
sub RSP, 8
ret
```

RSP	0x7FFF8
RDI	2
RSI	3
RDX	4
RAX	9
...	

...	
RSP→	0x7FFF8
	0x7FFF0
	0x7FFE8
	0x7FFE0
	0x7FFD8
	0x7FFD0
...	

(ret address)
9
5

callee code example (animated)

myFunc:

```
// allocate space for result
sub RSP, 8
mov QWORD PTR [RSP], 0 // result = 0
add QWORD PTR [RSP], RDI // result += a
add QWORD PTR [RSP], RSI // result += b
add QWORD PTR [RSP], RDX // result += c
mov RAX, QWORD PTR [RSP] // ret val = result
// deallocate space
sub RSP, 8
ret
```

RSP	0x80000
RDI	2
RSI	3
RDX	4
RAX	9
...	

RSP→ ...

0x7FFF8
0x7FFF0
0x7FFE8
0x7FFE0
0x7FFD8
0x7FFD0
...

(ret address)
9
5

callee code example (allocate registers)

```
long myFunc(long a, long b)
{
    long result = 0;
    result += a; result += b;
    return result;
}
```

myFunc:

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12      // restore old R12
@2pop RBX3@
ret
```

address	value
...	
0xFF000	(caller's stuff)
0xEFFF8	return address ...
0xEFFF0	saved RBX
0xEFFE8	saved R12
...	

callee code example (allocate registers)

```
long myFunc(long a, long b)
{
    long result = 0;
    result += a; result += b;
    return result;
}
```

myFunc:

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12      // restore old R12
@2pop RBX3@
ret
```

address	value
...	
0xFF000	(caller's stuff)
0xEFFF8	return address ...
0xEFFF0	saved RBX
0xEFFE8	saved R12
...	

callee code example (allocate registers)

```
long myFunc(long a, long b)
{
    long result = 0;
    result += a; result += b;
    return result;
}
```

myFunc:

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov RAX, R12
pop R12
@2pop RBX3@
ret
```

address	value
...	
0xFF000	(caller's stuff)
0xEFFF8	return address ...
0xEFFF0	saved RBX
0xEFFE8	saved R12
...	

another policy:

allocate new registers for local vars
...and aren't a, b, c local vars?

callee code example (allocate registers)

```
long myFunc(long a, long b)
{
    long result = 0;
    result += a; result += b;
    return result;
}

myFunc:
```

address	value
...	
0xFF000	(caller's stuff)
0xEFFF8	return address ...
0xEFFF0	saved RBX
0xEFFE8	saved R12
...	

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov RAX, R12
pop R12      // restore old R12
pop RBX      // restore old RBX
ret
```

using registers for variables?

if callee-saved, save and restore old

callee code example (allocate registers)

```
long myFunc(long a, long b)
{
    long result = 0;
    result += a; result += b;
    return result;
}
```

myFunc:

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov R12, R12 // using registers for variables?
pop R12      // if caller-saved, it's okay to overwrite w/o saving
@2pop
ret
```

address	value
...	
0xFF000	(caller's stuff)
0xEFFF8	return address ...
0xEFFF0	saved RBX
0xEFFE8	saved R12
...	

callee code example (animated)

myFunc:

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12     // restore old R12
pop RBX
ret
```

RSP	0x7FFF8
RDI	2
RSI	3
RDX	4
R8	4
R9	4
R12	0x5678
RAX	
RBX	0x1234
...	

...	
RSP→	0x7FFF8 (ret address)
	0x7FFF0
	0x7FFE8
	0x7FFE0
	0x7FFD8
	0x7FFD0

callee code example (animated)

myFunc:

```
push RBX // save old RBX, which we've decided to use for c
push R12 // save old R12, to be used for result
mov R8, RDI // store a in R8 (not callee-saved)
mov R9, RSI // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0 // result = 0
add R12, R8 // result += a
add R12, R9 // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12 // restore old R12
pop RBX
ret
```

RSP	0x7FFF0
RDI	2
RSI	3
RDX	4
R8	4
R9	4
R12	0x5678
RAX	
RBX	0x1234
...	

...	
0x7FFF8	(ret address)
RSP→ 0x7FFF0	0x1234
0x7FFE8	
0x7FFE0	
0x7FFD8	
0x7FFD0	

callee code example (animated)

myFunc:

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12     // restore old R12
pop RBX
ret
```

RSP	0x7FFE8
RDI	2
RSI	3
RDX	4
R8	4
R9	4
R12	0x5678
RAX	
RBX	0x1234
...	

...	
0x7FFF8	(ret address)
0x7FFF0	0x1234
RSP→ 0x7FFE8	0x5678
0x7FFE0	
0x7FFD8	
0x7FFD0	

callee code example (animated)

myFunc:

```
push RBX // save old RBX, which we've decided to use for c
push R12 // save old R12, to be used for result
mov R8, RDI // store a in R8 (not callee-saved)
mov R9, RSI // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0 // result = 0
add R12, R8 // result += a
add R12, R9 // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12 // restore old R12
pop RBX
ret
```

RSP	0x7FFE8
RDI	2
RSI	3
RDX	4
R8	2
R9	4
R12	0x5678
RAX	
RBX	0x1234
...	

...	
0x7FFF8	(ret address)
0x7FFF0	0x1234
RSP→ 0x7FFE8	0x5678
0x7FFE0	
0x7FFD8	
0x7FFD0	

callee code example (animated)

myFunc:

```
push RBX // save old RBX, which we've decided to use for c
push R12 // save old R12, to be used for result
mov R8, RDI // store a in R8 (not callee-saved)
mov R9, RSI // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0 // result = 0
add R12, R8 // result += a
add R12, R9 // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12 // restore old R12
pop RBX
ret
```

RSP	0x7FFE8
RDI	2
RSI	3
RDX	4
R8	2
R9	3
R12	0x5678
RAX	
RBX	0x1234
...	

...	
0x7FFF8	(ret address)
0x7FFF0	0x1234
RSP→ 0x7FFE8	0x5678
0x7FFE0	
0x7FFD8	
0x7FFD0	

callee code example (animated)

myFunc:

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12     // restore old R12
pop RBX
ret
```

RSP	0x7FFE8
RDI	2
RSI	3
RDX	4
R8	2
R9	3
R12	0x5678
RAX	
RBX	4
...	

...	
0x7FFF8	(ret address)
0x7FFF0	0x1234
RSP→ 0x7FFE8	0x5678
0x7FFE0	
0x7FFD8	
0x7FFD0	

callee code example (animated)

myFunc:

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12     // restore old R12
pop RBX
ret
```

RSP	0x7FFE8
RDI	2
RSI	3
RDX	4
R8	2
R9	3
R12	0
RAX	
RBX	4
...	

...	
0x7FFF8	(ret address)
0x7FFF0	0x1234
RSP→ 0x7FFE8	0x5678
0x7FFE0	
0x7FFD8	
0x7FFD0	

callee code example (animated)

myFunc:

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12     // restore old R12
pop RBX
ret
```

RSP	0x7FFE8
RDI	2
RSI	3
RDX	4
R8	4
R9	3
R12	4
RAX	
RBX	4
...	

...	
0x7FFF8	(ret address)
0x7FFF0	0x1234
RSP→ 0x7FFE8	0x5678
0x7FFE0	
0x7FFD8	
0x7FFD0	

callee code example (animated)

myFunc:

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12     // restore old R12
pop RBX
ret
```

RSP	0x7FFE8
RDI	2
RSI	3
RDX	4
R8	4
R9	3
R12	7
RAX	
RBX	4
...	

...	
0x7FFF8	(ret address)
0x7FFF0	0x1234
RSP→ 0x7FFE8	0x5678
0x7FFE0	
0x7FFD8	
0x7FFD0	

callee code example (animated)

myFunc:

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12     // restore old R12
pop RBX
ret
```

RSP	0x7FFE8
RDI	2
RSI	3
RDX	4
R8	4
R9	3
R12	9
RAX	
RBX	2
...	

...	
0x7FFF8	(ret address)
0x7FFF0	0x1234
RSP→ 0x7FFE8	0x5678
0x7FFE0	
0x7FFD8	
0x7FFD0	

callee code example (animated)

myFunc:

```
push RBX // save old RBX, which we've decided to use for c
push R12 // save old R12, to be used for result
mov R8, RDI // store a in R8 (not callee-saved)
mov R9, RSI // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0 // result = 0
add R12, R8 // result += a
add R12, R9 // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12 // restore old R12
pop RBX
ret
```

RSP	0x7FFE8
RDI	2
RSI	3
RDX	4
R8	4
R9	3
R12	9
RAX	9
RBX	2
...	

...	
0x7FFF8	(ret address)
0x7FFF0	0x1234
RSP→ 0x7FFE8	0x5678
0x7FFE0	
0x7FFD8	
0x7FFD0	

callee code example (animated)

myFunc:

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12      // restore old R12
pop RBX
ret
```

RSP	0x7FFF0
RDI	2
RSI	3
RDX	4
R8	4
R9	3
R12	0x5678
RAX	9
RBX	2
...	

...	
RSP →	0x7FFF8
	0x7FFF0
	0x7FFE8
	0x7FFE0
	0x7FFD8
	0x7FFD0
	(ret address)
	0x1234
	0x5678

callee code example (animated)

myFunc:

```
push RBX    // save old RBX, which we've decided to use for c
push R12    // save old R12, to be used for result
mov R8, RDI  // store a in R8 (not callee-saved)
mov R9, RSI  // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0   // result = 0
add R12, R8  // result += a
add R12, R9  // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12     // restore old R12
pop RBX
ret
```

RSP	0x7FFE8
RDI	2
RSI	3
RDX	4
R8	4
R9	3
R12	0x5678
RAX	9
RBX	0x1234
...	

	...	
RSP→	0x7FFF8	(ret address)
	0x7FFF0	0x1234
	0x7FFE8	0x5678
	0x7FFE0	
	0x7FFD8	
	0x7FFD0	

callee code example (animated)

myFunc:

```
push RBX // save old RBX, which we've decided to use for c
push R12 // save old R12, to be used for result
mov R8, RDI // store a in R8 (not callee-saved)
mov R9, RSI // store b in RBP
mov RBX, RDX // store c in RBX
mov R12, 0 // result = 0
add R12, R8 // result += a
add R12, R9 // result += b
add R12, RBX // result += c
mov RAX, R12 // ret val = result
pop R12 // restore old R12
pop RBX
ret
```

RSP	0x7FFE8
RDI	2
RSI	3
RDX	4
R8	4
R9	3
R12	0x5678
RAX	9
RBX	0x1234
...	

RSP→ ...

0x7FFF8	(ret address)
0x7FFF0	0x1234
0x7FFE8	0x5678
0x7FFE0	
0x7FFD8	
0x7FFD0	

what do compilers do?

must:

- deallocate any allocated stack space
- save/restore certain registers
- look for arguments in certain places
- put return value in certain place

but lots of policies for where to put locals...

what do compilers actually do?

it depends...

callee code example (no optimizations)

myFunc:

```
// allocate memory for a, b, c, result
sub     rsp, 32
mov     qword ptr [rsp + 24], rdi // copy a from arg
mov     qword ptr [rsp + 16], rsi // copy b from arg
mov     qword ptr [rsp + 8], rdx  // copy c from arg
mov     qword ptr [rsp], 0       // result = 0
mov     rdx, qword ptr [rsp + 24] // rdx = a
add     rdx, qword ptr [rsp]      // rdx += result
mov     qword ptr [rsp], rdx     // result = rdx
mov     rdx, qword ptr [rsp + 16] // rdx = b
add     rdx, qword ptr [rsp]      // rdx += result
mov     qword ptr [rsp], rdx     // result = rdx
mov     rdx, qword ptr [rsp + 8]  // rdx = c
add     rdx, qword ptr [rsp]      // ...
mov     qword ptr [rsp], rdx
mov     rax, qword ptr [rsp]      // ret val = result
// deallocate memory for a, b, c, result
add     rsp, 32
ret
```

callee code example (no optimizations)

myFunc:

// allocate memory for a, b, c, result

```
sub    rsp, 32
mov    qword ptr [rsp + 24], rdi // copy a from arg
mov    qword ptr [rsp + 16], rsi // copy b from arg
mov    qword ptr [rsp + 8], rdx  // copy c from arg
mov    qword ptr [rsp], 0       // result = 0
mov    rdx, qword ptr [rsp + 24] // rdx = a
add    rdx, qword ptr [rsp]     // rdx += result
mov    qword ptr [rsp], rdx
mov    rdx, qword ptr [rsp + 16]
add    rdx, qword ptr [rsp]
mov    qword ptr [rsp], rdx
mov    rdx, qword ptr [rsp + 8]
add    rdx, qword ptr [rsp]
mov    qword ptr [rsp], rdx
mov    rax, qword ptr [rsp]
```

// deallocate memory for a, b, c, ...

add rsp, 32

ret

address	value
...	(caller's stuff)
0xF000	
0xEFF8	return address ...
0xEFF0	value of a
0xEFE8	value of b
0xEFE0	value of c
0xEFD8	value of result
...	

callee code example (no optimizations)

myFunc:

// allocate memory for a, b, c, result

sub rsp, 32

mov qword ptr [rsp + 24], rdi *// copy a from arg*

mov qword ptr [rsp + 16], rsi *// copy b from arg*

mov qword ptr [rsp + 8], rdx *// copy c from arg*

mov qword ptr [rsp], 0 *// result = 0*

mov rdx, qword ptr [rsp + 24] *// rdx = a*

add rdx, qword ptr [rsp] *// rdx += result*

mov qword ptr [rsp], rdx

mov rdx, qword ptr [rsp + 16]

add rdx, qword ptr [rsp]

mov qword ptr [rsp], rdx

mov rdx, qword ptr [rsp + 8]

add rdx, qword ptr [rsp]

mov qword ptr [rsp], rdx

ret

address	value
...	(caller's stuff)
0xF000	return address ...
0xEFF8	value of a
0xEFF0	value of b
0xEFE8	value of c
...	value of result

pretty inefficient — but obeys calling convention

one thing clang can generate without optimizations

optimizations versus no

things that always work:

- allocate stack space for local variables
- always put values in their variable right away
- don't reuse argument/return value registers

things clever compilers can do

- place some local variables in registers
- skip storing values that aren't used
- reuse argument/return value registers when not calling/returning

callee code example (better version)

```
long myFunc(long a, long b, long c) {  
    long result = 0;
```

address	value
...	
0xF0000000	(caller's stuff)
0xEFFFFFFF8	return address for myFunc
0xEFFFFFFE8	(next stack allocation)
...	

myFunc:

```
mov RAX, 0  
add RAX, RSI  
add RAX, RDI  
add RAX, RDX  
ret
```

callee code example (better version)

```
long myFunc(long a, long b, long c) {  
    long result = 0;
```

address	value
...	
0xF0000000	(caller's stuff)
0xEFFFFFFF8	return address for myFunc
0xEFFFFFFE8	(next stack allocation)
...	

myFunc:

```
mov RAX, 0  
add RAX, RSI  
add RAX, RDI  
add RAX, RDX  
ret
```


callee code example (better version)

```
long myFunc(long a, long b, long c) {  
    long result = 0;
```

address	value
...	
0xF0000000	(caller's stuff)
0xEFFFFFF8	return address for myFunc
0xEFFFFFFE	(next stack allocation)
...	

myFunc:

```
mov RAX, 0  
add RAX, RSI  
add RAX, RDI  
add RAX, RDX  
ret
```

optimization: place result in RAX — avoid copy at end
caller can't tell — RAX will be overwritten anyways

callee code example (better version)

```
long myFunc(long a, long b, long c) {  
    long result = 0;
```

address	value
...	
0xF0000000	(caller's stuff)
0xEFFFFFFF8	return address for myFunc
0xEFFFFFFE8	(next stack allocation)
...	

```
myFunc:  
    mov RAX, 0  
    add RAX, RSI  
    add RAX, RDI  
    add RAX, RDX  
    ret
```

optimization: use argument registers directly — avoid copy at beginning
caller can't tell

note: allowed to change argument registers (not callee saved)

callee code example (good version)

```
long myFunc(long a, long b, long c) {  
    long result = 0;  
    result += a;  
    result += b;  
    result += c;  
    return result;  
}
```

address	value
...	
0xF0000000	(caller's stuff)
0xEFFFFFFF8	return address for myFunc
0xEFFFFFFE8	(next stack allocation)
...	

```
myFunc:  
    lea rax, [rdi + rsi]    // return value = a + b  
    add rax, rdx            // return value += c  
    ret
```

callee code example (good version)

```
long myFunc(long a, long b, long c) {  
    long result = 0;  
    result += a;  
    result += b;  
    result += c;  
    return result;  
}
```

address	value
...	
0xF0000000	(caller's stuff)
0xEFFFFFFF8	return address for myFunc
0xEFFFFFFE8	(next stack allocation)
...	

```
myFunc:  
    lea rax, [rdi + rsi]    // return value = a + b  
    add rax, rdx            // return value += c  
    ret
```

callee code example (good version)

```
long myFunc(long a, long b, long c) {  
    long result = 0;  
    result += a;  
    result += b;  
    result += c;  
    return result;  
}
```

address	value
...	
0xF0000000	(caller's stuff)
0xEFFFFFFF8	return address for myFunc
0xEFFFFFFE8	(next stack allocation)
...	

```
myFunc:  
    lea rax, [rdi + rsi]    // return value = a + b  
    add rax, rdx            // return value += c  
    ret
```

what clang generates with optimizations

writing called functions (reprise)

save any callee-saved registers function uses

 RBP, RBX, R12-R15,

allocate stack space for local variables or temporary storage

(actual function body)

place return address in RAX

deallocate stack space

restore any saved registers

callee code example (save registers weirdly)

```
long myFunc(long a, long b, long c) {  
    long result = 0;  
    result += a;  
    result += b;  
    result += c;  
    return result;  
}
```

myFunc:

```
mov R8, RBX // save old RBX, but to R8  
mov R9, RBP // save old RBP, but to R9  
push R12    // save old R12, which we've decided to use for result  
mov RAX, RDI // store a in RAX  
mov RBP, RSI // store b in RBP  
mov RBX, RDX // store c in RBX  
mov R12, 0   // result = 0  
add R12, RAX // result += a  
add R12, RBP // result += b  
add R12, RBX // result += c  
ret
```

address	value
...	
0xF0000000	(caller's
0xEFFFFFFF8	return
0xEFFFFFFF0	(next s
...	

callee code example (save registers weirdly)

```
long myFunc(long a, long b, long c) {  
    long result = 0;  
    result += a;  
    result += b;  
    result += c;  
    return result;  
}
```

myFunc:

```
mov R8, RBX // save old RBX, but to R8  
mov R9, RBP // save old RBP, but to R9  
push R12    // save old R12, which we've decided to use for result  
mov RAX, RDI // store a in RAX  
mov RBP, RSI // store b in RBP  
mov RBX, RDX // store c in RBX  
mov R12, 0   // result = 0  
add R12, RAX // result += a  
add R12, RBP // result += b  
add R12, RBX // result += c  
mov RAX, R12 // return result  
ret
```

address	value
...	
0xF0000000	(caller's
0xEFFFFFFF8	return
0xEFFFFFFF0	(next s
...	

callee code example (save registers weirdly)

```
long myFunc(long a, long b, long c) {  
    long result = 0;  
    result += a;  
    result += b;  
    result += c;  
    return result;  
}
```

myFunc:

```
mov R8, RBX // save old RBX, but to R8  
mov R9, RBP // save old RBP, but to R9  
push R12    // save old R12, which we've decided to use for result  
mov RAX, RDI // store a in RAX  
mov RBP, RSI // store b in RBP  
mov RBX, RDX // store c in RBX  
mov R12, 0   // result = 0  
add R12, RAX // result += a  
add R12, RBP // result += b  
add R12, RBX // result += c  
ret
```

address	value
...	
0xF0000000	(caller's
0xEFFFFFFF8	return
0xEFFFFFFF0	(next s
...	

AT&T syntax

destination **last**

% = register

disp(base) same as
memory[disp + base]

disp(base, index, scale) same as
memory[disp + base + index * scale]
omit disp (defaults to 0)
and/or omit base (defaults to 0)
and/or scale (defaults to 1)

\$ means constant/number

plain number/label means value **in memory**

activation records

calling subroutine puts some things on stack:

- saved register values
- parameters (if not in registers)
- local variables
- return address

together called the
activation record
for the subroutine

...	
foo's activation record	caller saved registers
	return address of foo
	local variables of foo
	callee saved registers
bar's activation record	caller saved registers
	return address of bar
	local variables of bar
	callee saved registers
...	

missing calling conv. parts

floating point arguments/return values?

- floating point registers...

arguments/return values too big for register

- arguments: passed on stack

- return value: caller allocates space, passes pointer

class methods

- implicit `this` argument, usually

- extra stuff for inheritance

calling convention complete version (C)

System V Application Binary Interface

AMD64 Architecture Processor Supplement

(With LP64 and ILP32 Programming Models)

Version 1.0

Edited by

H.J. Lu¹, Michael Matz², Milind Girkar³, Jan Hubička⁴,
Andreas Jaeger⁵, Mark Mitchell⁶

January 28, 2018

<https://github.com/hjl-tools/x86-psABI/wiki/X86-psABI>

section 3.2 covers calling convention

C++ calling convention

Itanium C++ ABI

Revised March 14, 2017

Introduction

The Itanium C++ ABI is an ABI for C++. As an ABI, it gives precise rules for implementing the language, ensuring that separately-compiled parts of a program can successfully interoperate. Although it was initially developed for the Itanium architecture, it is not platform-specific and can be layered portably on top of an arbitrary C ABI. Accordingly, it is used as the standard C++ ABI for many major operating systems on all major architectures, and is implemented in many major C++ compilers, including GCC and Clang.

<https://itanium-cxx-abi.github.io/cxx-abi/>

and/or/xor

and <first>, <second>

xor <first>, <second>

or <first>, <second>

bit-by-bit and, or, xor

e.g. if $RAX = 1110_{TWO}$ and $RBX = 0101_{TWO}$)

and $RAX, RBX \rightarrow RAX$ becomes 0100_{TWO}

xor $RAX, RBX \rightarrow RAX$ becomes 1011_{TWO}

or $RAX, RBX \rightarrow RAX$ becomes 1111_{TWO}

cmp+jmp

earlier idea: pair of compare + conditional jump

actually CMP one of many instruction that sets *flags*

other flag setting instructions

compilers omit CMP by using subtraction, etc.

implicit compare result to 0 (almost)

e.g.:

```
loop:    add  RBX, RBX  
         sub  RAX, 1  
         jne  loop
```

is the same as

```
loop:    add  RBX, RBX  
         sub  RAX, 1  
         cmp  RAX, 0  
         jne  loop
```

TEST/CMP

TEST instruction:

performs bitwise and, set flags, discard result

TEST RAX, RAX \approx CMP RAX, 0

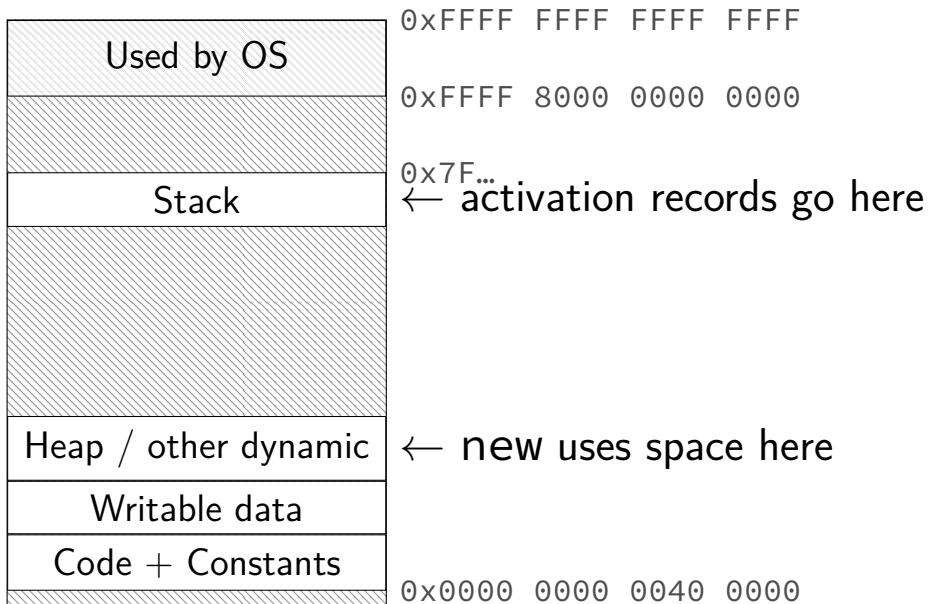
TEST RAX, RAX \approx AND RAX, RAX

CMP instruction:

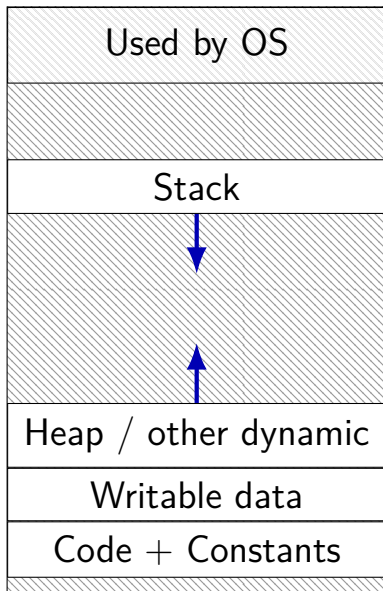
perform subtraction, set flags, discard result

CMP RAX, RBX \approx PUSH RBX; SUB RAX, RBX; POP RBX

program memory (x86-64 Linux)



program memory (x86-64 Linux)



0xFFFF FFFF FFFF FFFF

0xFFFF 8000 0000 0000

0x7F...

← activation records go here

stack grows towards heap (activation records)
heap grows towards stack (allocations with new)
hopefully never meet

← new uses space here

0x0000 0000 0040 0000

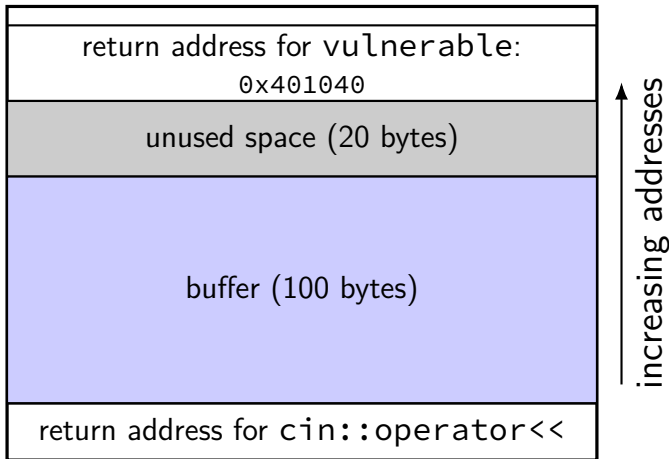
a vulnerable function

```
void vulnerable() {  
    char buffer[100];  
    cin >> buffer;  
}
```

```
sub rsp, 120  
mov rsi, rsp  
mov edi, /* cin */  
call /* operator>>(istream, char*) */  
add rsp, 120  
ret
```

buffer overflows

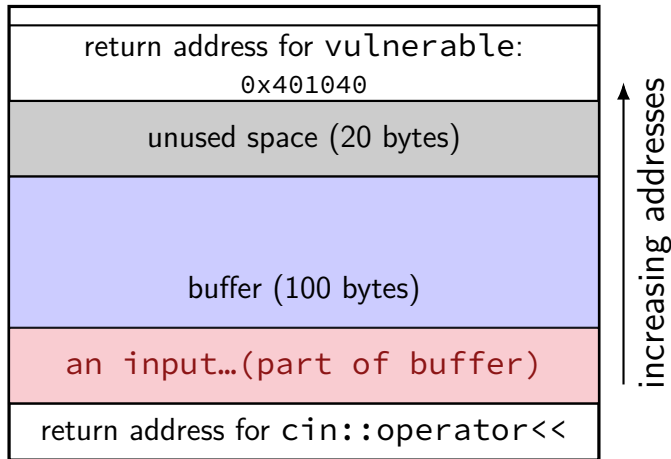
highest address (stack started here)



lowest address (stack grows here)

buffer overflows

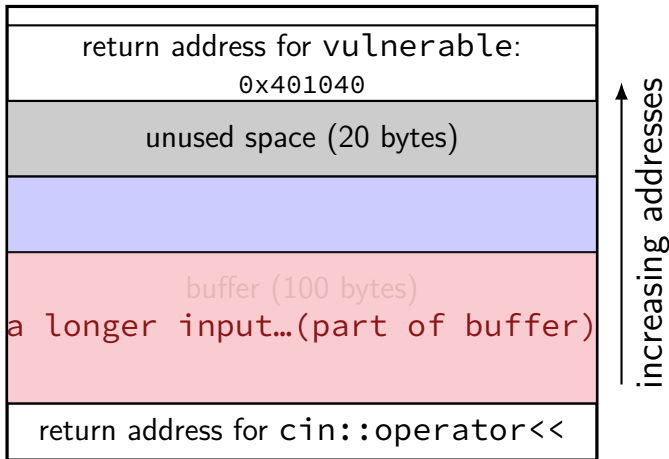
highest address (stack started here)



lowest address (stack grows here)

buffer overflows

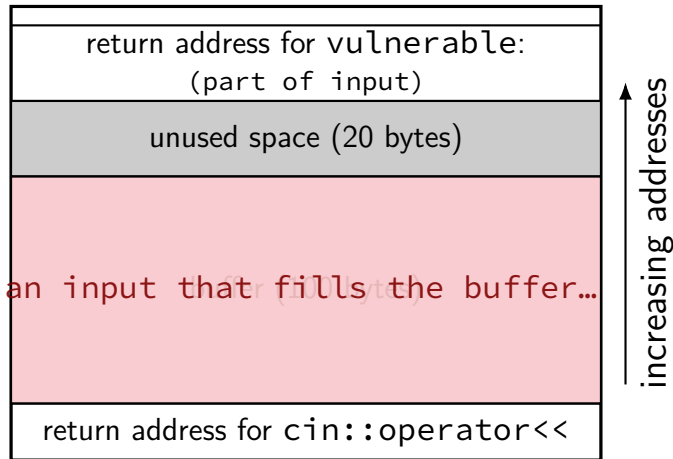
highest address (stack started here)



lowest address (stack grows here)

buffer overflows

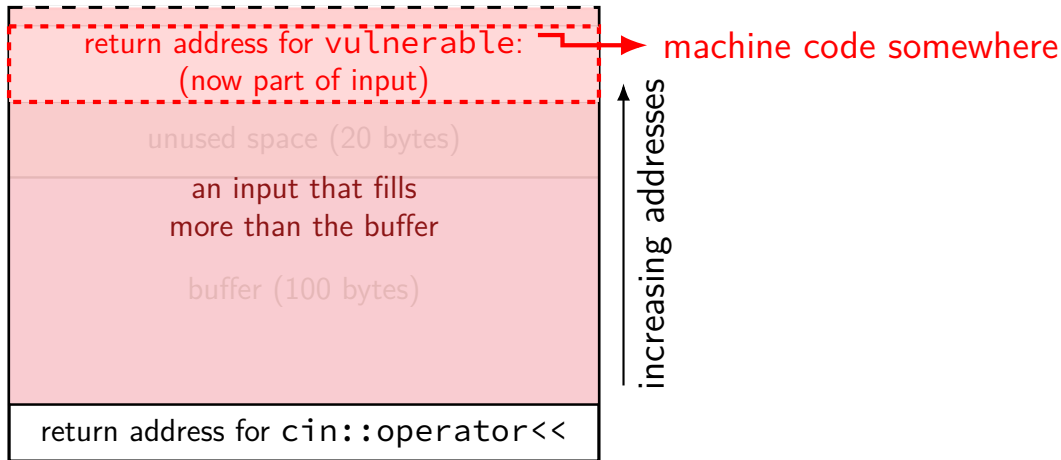
highest address (stack started here)



lowest address (stack grows here)

buffer overflows

highest address (stack started here)



lowest address (stack grows here)

frame pointers

stack pointer: points to “top” of stack

- x86 register RSP used for this

- i.e. lowest address on stack

- i.e. location of next stack allocation

frame pointer: pointer to allocation record AKA “stack frame”

- x86 register RBP intended for this

not required by the calling convention

- function can use RSP instead

frame pointer defaults

some systems default to using frame pointers

- easier to deallocate stack space (`mov RSP, RBP`)
- can support “dynamic” stack allocations (`alloca()`)
- easier to write debuggers

our lab machines don't

clang/GCC flags:

- `-fomit-frame-pointer/-fno-omit-frame-pointer`
- (clang only) `-mno-omit-leaf-frame-pointer`
- (“leaf” = function that doesn't call anything)

frame pointer code

someFunction:

```
push RBP // save old frame pointer
mov RBP, RSP // top of stack is frame pointer
sub RSP, 32 // allocate 32 bytes for local vari
...
add [RBP - 8], 1 // someLocalVar += 1
...
mov RSP, RBP // restore old stack pointer
// instead of: add RSP, 32
ret
```

“compiler explorer”

many, many C++ compilers

does work of extracting just the relevant assembly

also does “demangling”

translate ‘mangled’ assembly names to C++ names

getting assembly output from clang

`clang++ -S ... file.cpp` — write assembly to `file.s`
in machine's AT&T assembly syntax
not the syntax you will be coding

`clang++ -mllvm --x86-asm-syntax=intel -S ...
file.cpp` — ...in Intel-like syntax
much closer to syntax you will be coding
but won't work with `nasm`

test_abs.cpp

```
#include <iostream>
using namespace std;
extern "C" long absolute_value(long x);

long absolute_value(long x) {
    if (x<0)      // if x is negative
        x = -x;  // negate x
    return x;     // return x
}

int main() {
    long theValue=0;
    cout << "Enter a value:_" << endl;
    cin >> theValue;
    long theResult = absolute_value(theValue);
    cout << "The result is:_" << theResult << endl;
```


absolute_value

clang++ -S: (AT&T syntax)

...

absolute_value:

```
    movq    %rdi, -8(%rsp)
```

```
    cmpq    $0, -8(%rsp)
```

```
    jge     .LBB1_2
```

```
    xorl    %eax, %eax
```

```
    movl    %eax, %ecx
```

```
    subq    -8(%rsp), %rcx
```

```
    movq    %rcx, -8(%rsp)
```

```
.LBB1_2:
```

```
    movq    -8(%rsp), %rax
```

```
    retq
```

AT&T syntax

destination **last**

% = register

disp(base) same as
memory[disp + base]

disp(base, index, scale) same as
memory[disp + base + index * scale]
omit disp (defaults to 0)
and/or omit base (defaults to 0)
and/or scale (defaults to 1)

\$ means constant/number

plain number/label means value **in memory**

absolute_value (unoptimized)

```
clang++ -S --mllvm --x86-asm-syntax=intel -S  
-fomit-frame-pointer:
```

```
absolute_value:
```

```
    mov     qword ptr [rsp - 8], rdi  
    cmp     qword ptr [rsp - 8], 0  
    jge     .LBB1_2  
    xor     eax, eax  
    mov     ecx, eax  
    sub     rcx, qword ptr [rsp - 8]  
    mov     qword ptr [rsp - 8], rcx
```

```
.LBB1_2:
```

```
    mov     rax, qword ptr [rsp - 8]  
    ret
```

absolute_value_int (unoptimized)

longs replaced with ints

```
clang++ -S --mllvm --x86-asm-syntax=intel -S  
-fomit-frame-pointer:
```

```
absolute_value_int:
```

```
    mov dword ptr [rsp - 4], edi
```

```
    cmp dword ptr [rsp - 4], 0
```

```
    jge .LBB0_2
```

```
    xor eax, eax
```

```
    sub eax, dword ptr [rsp - 4]
```

```
    mov dword ptr [rsp - 4], eax
```

```
.LBB0_2:
```

```
    mov eax, dword ptr [rsp - 4]
```

```
    ret
```

absolute_value (optimized)

```
clang++ -S -O2 --mllvm --x86-asm-syntax=intel  
-S -fomit-frame-pointer:
```

```
absolute_value:  
    mov rax, rdi  
    neg rax  
    cmovl rax, rdi  
    ret
```

(cmovl — mov if flags say less than;
and negate sets those flags)

my recommendation: use some optimization option when generating
assembly to look at

absolute value without cmov (1)

what if we didn't know about cmovXX...?

// NASM syntax:

global absolute_value

// GNU assembler syntax: .global absolute_value

absolute_value:

mov rax, rdi *// x = return value ← arg 1*

cmp rax, 0 *// x == 0?*

jge end_of_procedure

neg rax *// NEGate*

end_of_procedure:

ret

absolute value without cmov (2)

what if we didn't know about cmovXX and neg...?

// NASM syntax:

global absolute_value

// GNU assembler syntax: .global absolute_value

absolute_value:

mov rax, rdi *// x = return value ← arg 1*

cmp rax, 0 *// x == 0?*

jge end_of_procedure

mov rax, 0

sub rax, rdi

end_of_procedure:

ret

rest of the .s file

I've shown you a little bit of the .s file

there's alot of extra stuff in there...

in context (1)

“text segment” (code)

file information:

```
.text  
.intel_syntax noprefix  
.file "test_abs.cpp"
```

in context (2)

```
.section          .text.startup,"ax",@progbits
.align   16, 0x90
.type    __cxx_global_var_init,@function
__cxx_global_var_init:                                # @__cxx_global_var_in
.cfi_startproc

# BB#0:
push     rax

.Ltmp0:
.cfi_def_cfa_offset 16
movabs   rdi, _ZStL8__ioinit
call     _ZNSt8ios_base4InitC1Ev
movabs   rdi, _ZNSt8ios_base4InitD1Ev
movabs   rsi, _ZStL8__ioinit
movabs   rdx, __dso_handle
call     __cxa_atexit
mov      dword ptr [rsp + 4], eax # 4-byte Spill
```

in context (2)

`__cxx_global_var_init` —
function to call global variable constructors/etc.

`.align 16, 0x50`
`.type __cxx_global_var_init,@function`

`__cxx_global_var_init:` *# @__cxx_global_var_init*

`.cfi_startproc`

BB#0:

`push rax`

`.Ltmp0:`

`.cfi_def_cfa_offset 16`

`movabs rdi, _ZStL8__ioinit`

`call _ZNSt8ios_base4InitC1Ev`

`movabs rdi, _ZNSt8ios_base4InitD1Ev`

`movabs rsi, _ZStL8__ioinit`

`movabs rdx, __dso_handle`

`call __cxa_atexit`

`mov dword ptr [rsp + 4], eax` *# 4-byte Spill*

in context (2)

```
_ZStL8__ioinit = std::__ioinit (global var.)  
_ZNSt8ios_base4InitC1Ev = ios_base::Init::Init()  
(constructor)
```

```
.type    __cxx_global_var_init,@function
```

```
__cxx_global_var_init:                                # __cxx_global_var_in
```

```
.cfi_startproc
```

```
# BB#0:
```

```
push     rax
```

```
.Ltmp0:
```

```
.cfi_def_cfa_offset 16
```

```
movabs   rdi, _ZStL8__ioinit
```

```
call     _ZNSt8ios_base4InitC1Ev
```

```
movabs   rdi, _ZNSt8ios_base4InitD1Ev
```

```
movabs   rsi, _ZStL8__ioinit
```

```
movabs   rdx, __dso_handle
```

```
call     __cxa_atexit
```

```
mov      dword ptr [rsp + 4], eax # 4-byte Spill
```

in context (2)

```
.section .cfi_... — for debugger/exceptions logbits
```

```
.align 16, 0x90
```

```
.type __cxx_global_var_init,@function
```

```
__cxx_global_var_init: # @__cxx_global_var_init
```

```
.cfi_startproc
```

```
# BB#0:
```

```
push rax
```

```
.Ltmp0:
```

```
.cfi_def_cfa_offset 16
```

```
movabs rdi, _ZStL8__ioinit
```

```
call _ZNSt8ios_base4InitC1Ev
```

```
movabs rdi, _ZNSt8ios_base4InitD1Ev
```

```
movabs rsi, _ZStL8__ioinit
```

```
movabs rdx, __dso_handle
```

```
call __cxa_atexit
```

```
mov dword ptr [rsp + 4], eax # 4-byte Spill
```

in context (3)

```
    .text
    .globl absolute_value
    .align 16, 0x90
    .type absolute_value,@function
absolute_value:                                # @absolute_value
    .cfi_startproc

# BB#0:
    mov     qword ptr [rsp - 8], rdi
    cmp     qword ptr [rsp - 8], 0
    jge     .LBB1_2

# BB#1:
    xor     eax, eax
    mov     ecx, eax
    sub     rcx, qword ptr [rsp - 8]
    mov     qword ptr [rsp - 8], rcx

.LBB1_2:
```

in context (3)

```
.text
.globl absolute_value
.align 16, 0x90
.type absolute_value,@function
```

`absolute_value:` *# @absolute_value*

`.globl` — make this label accessible in other files
`.type` — help linker/debugger/etc.

BB#0:

```
mov     qword ptr [rsp - 8], rcx
cmp     qword ptr [rsp - 8], 0
jge     .LBB1_2
```

BB#1:

```
xor     eax, eax
mov     ecx, eax
sub     rcx, qword ptr [rsp - 8]
mov     qword ptr [rsp - 8], rcx
```

`.LBB1_2:`

in context (4)

```
.globl      main
.align     16, 0x90
.type      main,@function

main:                                             # @main
    .cfi_startproc
# BB#0:
    sub     rsp, 56
.Ltmp1:
    .cfi_def_cfa_offset 64
    movabs  rdi, _ZSt4cout
    movabs  rsi, .L.str
    mov     dword ptr [rsp + 52], 0
    mov     qword ptr [rsp + 40], 0
    call    _ZStlsISt11char_traitsIcEERSt13basic_ostreamIcT_ES5_PKc
    movabs  rsi, _ZSt4endlIcSt11char_traitsIcEERSt13basic_ostreamIT_
    mov     rdi, ra_end1-absolute_value
    ...
```


in context (4)

```
.globl      main
.align     16, 0x90
.type      main,@function

main:                                             # @main
        .cfi_startproc

# BB#0:
        _ZStlsISt11char_traitsIcEERSt13basic_ostreamIcT_ES5_PKc =
·  ostream& operator<<(ostream&, char const*)
        movabs    rdi, _ZSt4cout
        movabs    rsi, .L.str
        mov dword ptr [rsp + 52], 0
        mov qword ptr [rsp + 40], 0
        call      _ZStlsISt11char_traitsIcEERSt13basic_ostreamIcT_ES5_PKc
        movabs    rsi, _ZSt4endlIcSt11char_traitsIcEERSt13basic_ostreamIT_
        mov rdi, ra_end1-absolute_value
        ...
```

extern "C"

```
#include <iostream>
using namespace std;
extern "C" long absolute_value(long x);

long absolute_value(long x) {
    if (x<0)           // if x is negative
        x = -x;       // negate x
    return x;          // return x
}

int main() {
    long theValue=0;
    cout << "Enter a value:_" << endl;
    cin >> theValue;
    long theResult = absolute_value(theValue);
    cout << "The result is:_" << theResult << endl;
    return 0;
}
```

extern "C" — name mangling

```
with extern "C":
```

```
    absolute_value:
```

```
        ...
```

```
without extern "C":
```

```
    _Z14absolute_value1:
```

```
        ...
```

extern C — different args

This **not allowed**:

```
extern "C" long absolute_value(long x);  
extern "C" int absolute_value(int x);
```

because C doesn't allow it, and extern "C" means 'C-compatible'.

This is fine:

```
long absolute_value(long x);  
int absolute_value(int x);
```

because C++ allows functions with different args, but same name
assembly on Linux:

```
_Z14absolute_value, and  
_Z14absolute_value
```

int max(int x, int y)

```
int max(int x, int y) {  
    int theMax;  
    if (x > y)           // if x > y then x is max  
        theMax = x;  
    else                 // else y is the max  
        theMax = y;  
    return theMax;      // return the max  
}
```

max assembly (unoptimized)

max:

```
    mov     dword ptr [rsp - 4], edi
    mov     dword ptr [rsp - 8], esi
    mov     esi, dword ptr [rsp - 4]
    cmp     esi, dword ptr [rsp - 8]
    jle     .LBB1_2
    mov     eax, dword ptr [rsp - 4]
    mov     dword ptr [rsp - 12], eax
    jmp     .LBB1_3
```

.LBB1_2:

```
    mov     eax, dword ptr [rsp - 8]
    mov     dword ptr [rsp - 12], eax
```

.LBB1_3:

```
    mov     eax, dword ptr [rsp - 12]
    ret
```

max assembly (unoptimized)

max:

```
    mov     dword ptr [rsp - 4], edi
    mov     dword ptr [rsp - 8], esi
    mov     esi, dword ptr [rsp - 4]
    cmp     esi, dword ptr [rsp - 8]
    jle     .LBB1_2
    mov     eax, dword ptr [rsp - 4]
    mov     dword ptr [rsp - 12], eax
    jmp     .LBB1_3
.LBB1_2:
    mov     eax, dword ptr [rsp - 8]
    mov     dword ptr [rsp - 12], eax
.LBB1_3:
    mov     eax, dword ptr [rsp - 12]
    ret
```

max assembly (unoptimized)

max:

```
mov     dword ptr [rsp - 4], edi
mov     dword ptr [rsp - 8], esi
mov     esi, dword ptr [rsp - 4]
cmp     esi, dword ptr [rsp - 8]
jle     .LBB1_2
mov     eax, dword ptr [rsp - 4]
mov     dword ptr [rsp - 12], eax
jmp     .LBB1_3
```

.LBB1_2:

```
mov     eax, dword ptr [rsp - 8]
mov     dword ptr [rsp - 12], eax
```

.LBB1_3:

```
mov     eax, dword ptr [rsp - 12]
ret
```


max assembly (unoptimized)

max:

```
mov     dword ptr [rsp - 4], edi
mov     dword ptr [rsp - 8], esi
mov     esi, dword ptr [rsp - 4]
cmp     esi, dword ptr [rsp - 8]
jle     .LBB1_2
mov     eax, dword ptr [rsp - 4]
mov     dword ptr [rsp - 12], eax
jmp     .LBB1_3
```

.LBB1_2:

```
mov     eax, dword ptr [rsp - 8]
mov     dword ptr [rsp - 12], eax
```

.LBB1_3:

```
mov     eax, dword ptr [rsp - 12]
ret
```

max assembly (optimized)

max:

```
cmp     edi, esi  
cmovge  esi, edi  
mov     eax, esi  
ret
```

max assembly (optimized)

max:

```
cmp     edi, esi  
cmovge  esi, edi  
mov     eax, esi  
ret
```

compare_string

```
bool compare_string (const char *theStr1,
                    const char *theStr2) {
    // while *theStr1 is not nul terminator
    // and the current corresponding bytes are equal
    while( (*theStr1 != '\0')
           && (*theStr1 == *theStr2) ) {
        theStr1++;           // increment the pointers to
        theStr2++;           // the next char / byte
    }
    return (*theStr1==*theStr2);
}
```

compare_string (optimized; part 1)

```
compare_string:
    mov     al, byte ptr [rdi]
    test    al, al
    je      .LBB0_4
    inc     rdi
.LBB0_2:
    movzx   ecx, byte ptr [rsi]
    movzx   edx, al
    cmp     edx, ecx
    jne     .LBB0_5
    inc     rsi
    mov     al, byte ptr [rdi]
    inc     rdi
    test    al, al
    jne     .LBB0_2
    ...
```

compare_string (optimized; part 1)

```
compare_string:
    mov     al, byte ptr [rdi]
    test    al, al
    je      .LBB0_4
    inc     rdi
.LBB0_2:
    movzx   ecx, byte ptr [rsi]
    movzx   edx, al
    cmp     edx, ecx
    jne     .LBB0_5
    inc     rsi
    mov     al, byte ptr [rdi]
    inc     rdi
    test    al, al
    jne     .LBB0_2
    ...
```

compare_string (optimized; part 1)

compare_string:

```
    mov     al, byte ptr [rdi]
    test    al, al
    je      .LBB0_4
    inc     rdi
```

.LBB0_2:

```
    movzx   ecx, byte ptr [rsi]
    movzx   edx, al
    cmp     edx, ecx
    jne     .LBB0_5
    inc     rsi
    mov     al, byte ptr [rdi]
    inc     rdi
    test    al, al
    jne     .LBB0_2
    ...
```

compare_string (optimized; part 1)

compare_string:

```
    mov     al, byte ptr [rdi]
    test    al, al
    je      .LBB0_4
    inc     rdi
```

.LBB0_2:

```
    movzx   ecx, byte ptr [rsi]
    movzx   edx, al
    cmp     edx, ecx
    jne     .LBB0_5
    inc     rsi
    mov     al, byte ptr [rdi]
    inc     rdi
    test    al, al
    jne     .LBB0_2
    ...
```


compare_string (optimized; part 2)

```
.LBB0_4:  
    xor     eax, eax  
.LBB0_5:  
    movzx   ecx, byte ptr [rsi]  
    movzx   eax, al  
    cmp     eax, ecx  
    sete    al  
    ret
```

compare_string (optimized; part 2)

```
.LBB0_4:  
    xor     eax, eax  
.LBB0_5:  
    movzx   ecx, byte ptr [rsi]  
    movzx   eax, al  
    cmp     eax, ecx  
    sete    al  
    ret
```

fib

```
long fib(unsigned int n) {  
    if ((n==0) || (n==1))  
        return 1;  
    return fib(n-1) + fib(n-2);  
}
```

fib

```
long fib(unsigned int n) {  
    if ((n==0) || (n==1))  
        return 1;  
    return fib(n-1) + fib(n-2);  
}
```

fib (optimized; part 1)

fib:

```
    push    r14
    push    rbx
    push    rax
    mov     ebx, edi
    mov     eax, ebx
    or      eax, 1
    mov     r14d, 1
    cmp     eax, 1
    je      .LBB0_3
    ...
```

fib (optimized; part 1)

fib:

```
push    r14
push    rbx
push    rax
mov     ebx, edi
mov     eax, ebx
or      eax, 1
mov     r14d, 1
cmp     eax, 1
je      .LBB0_3
...
```

fib (optimized; part 1)

fib:

```
push    r14
push    rbx
push    rax
mov     ebx, edi
mov     eax, ebx
or      eax, 1
mov     r14d, 1
cmp     eax, 1
je      .LBB0_3
...
```

fib (optimized; part 1)

fib:

```
push    r14
push    rbx
push    rax
mov     ebx, edi
mov     eax, ebx
or      eax, 1
mov     r14d, 1
cmp     eax, 1
je      .LBB0_3
...
```


fib (optimized; part 1)

fib:

```
push    r14
push    rbx
push    rax
mov     ebx, edi
mov     eax, ebx
or      eax, 1
mov     r14d, 1
cmp     eax, 1
je      .LBB0_3
...
```

fib (optimized; part 2)

```
    add     ebx, -2
    mov     r14d, 1
.LBB0_2:
    lea     edi, [rbx + 1]
    call    fib
    add     r14, rax
    mov     eax, ebx
    or      eax, 1
    add     ebx, -2
    cmp     eax, 1
    jne     .LBB0_2
.LBB0_3:
    mov     rax, r14
    add     rsp, 8
    pop     rbx
    pop     r14
    ;
```

fib (optimized; part 2)

```
    add     ebx, -2
    mov     r14d, 1
.LBB0_2:
    lea     edi, [rbx + 1]
    call    fib
    add     r14, rax
    mov     eax, ebx
    or      eax, 1
    add     ebx, -2
    cmp     eax, 1
    jne     .LBB0_2
.LBB0_3:
    mov     rax, r14
    add     rsp, 8
    pop     rbx
    pop     r14
```

fib (optimized; part 2)

```
    add     ebx, -2
    mov     r14d, 1
.LBB0_2:
    lea     edi, [rbx + 1]
    call    fib
    add     r14, rax
    mov     eax, ebx
    or      eax, 1
    add     ebx, -2
    cmp     eax, 1
    jne     .LBB0_2
.LBB0_3:
    mov     rax, r14
    add     rsp, 8
    pop     rbx
    pop     r14
    ;
```

fib (optimized; part 2)

```
    add     ebx, -2
    mov     r14d, 1
.LBB0_2:
    lea     edi, [rbx + 1]
    call    fib
    add     r14, rax
    mov     eax, ebx
    or      eax, 1
    add     ebx, -2
    cmp     eax, 1
    jne     .LBB0_2
.LBB0_3:
    mov     rax, r14
    add     rsp, 8
    pop     rbx
    pop     r14
    ;
```

variable argument functions

C++ — multiple versions of functions — different assembly names:

`long foo(long a)` becomes `_Z3fool`

`long foo(long a, long b)` becomes `_Z3fooll`

can also have variable argument functions — more common in C

example: `void printf(const char *format, ...)` (C equiv. of `cout`)

```
printf("The number is %d.\n", 42);
```

```
mov edi, .L.str
```

```
mov esi, 42
```

```
xor eax, eax // # of floating point args
```

```
call printf
```

```
...
```