

Procedures, Stacks, and MMIO

Reminders:

No lecture on Tuesday – Monday schedule
Lab 1 due Thursday, 2/20
Lab 2 will be released today
Sign up for scheduled checkoff for lab 1

Recap: RISC-V Calling Convention

- The calling convention specifies rules for register usage across procedures

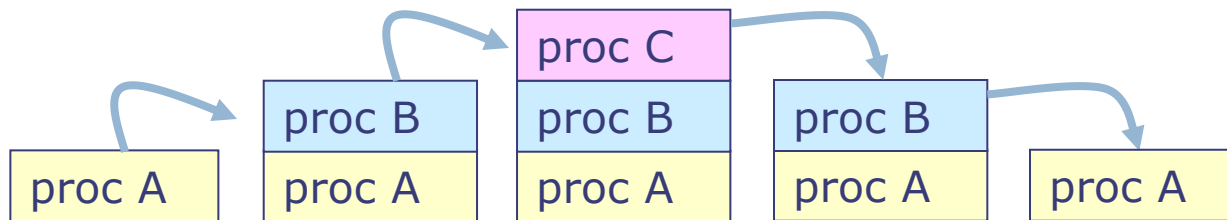
Symbolic name	Registers	Description	Saver
a0 to a7	x10 to x17	Function arguments	Caller
a0 and a1	x10 and x11	Function return values	Caller
ra	x1	Return address	Caller
t0 to t6	x5-7, x28-31	Temporaries	Caller
s0 to s11	x8-9, x18-27	Saved registers	Callee
sp	x2	Stack pointer	Callee
gp	x3	Global pointer	---
tp	x4	Thread pointer	---
zero	x0	Hardwired zero	---

Caller-Saved vs Callee-Saved Registers

- A **caller-saved** register is **not preserved** across function calls (callee can overwrite it)
 - If caller wants to preserve its value, it must save it before transferring control to the callee
 - argument registers (aN), return address (ra), and temporary registers (tN)
被调用者不会管你里面是什么重要 data, callee 直接拿来用, 若要保存则需调用之前保存。
- A **callee-saved** register is **preserved** across function calls
 - If callee wants to use it, it must save its value and restore it before returning control to the caller 使用之前必须先保存并在使用完后恢复
 - Saved registers (sN), stack pointer (sp)

Activation record and procedure calls

- An *Activation record* holds all storage needs of procedure that do not fit in registers
 - A new activation record is allocated in memory when a procedure is called 分配
 - An activation record is deallocated at the time of the procedure exit 释放
- Activation records are allocated in a stack manner (Last-In-First-Out)



- The current procedure's activation record (a.k.a. **stack frame**) is always at the top of the stack

RISC-V Stack

- Stack is in memory
- Stack grows down from higher to lower addresses

- sp points to top of stack
(last pushed element)

最早指向最高位 (未使用过的)

- Push sequence: $H \rightarrow L$

```
addi sp, sp, -4
```

```
sw a1, 0(sp)
```

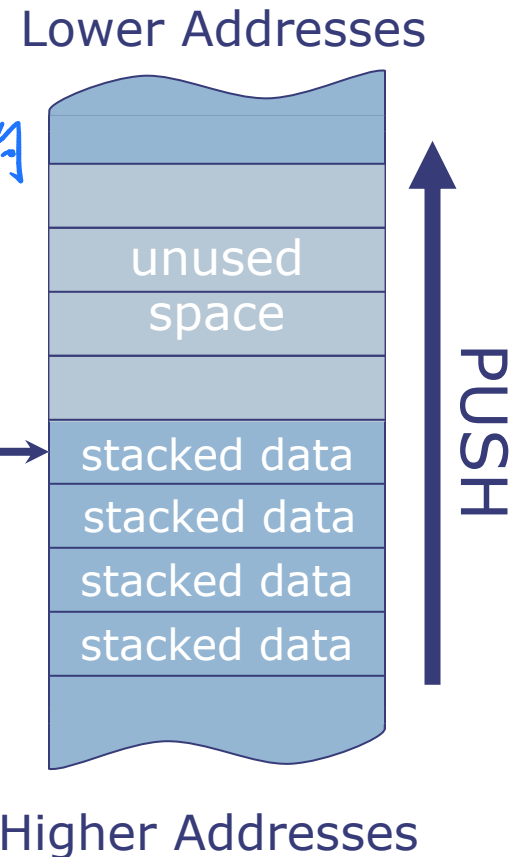
原则上要先分配内存，防止 a1 在还未分配的行程中由于执行其他 code 而被重写

- Pop sequence: $L \rightarrow H$

```
lw a1, 0(sp)
```

```
addi sp, sp, 4
```

- Discipline: Can use stack *at any time*, but leave it as you found it!



Using the stack for procedures

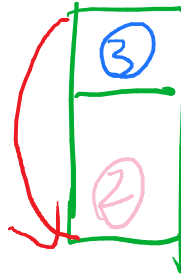
Sample entry sequence

要多少
直接就能
分配好

addi sp, sp, -8 ①

sw ra, 0(sp) ②

sw a1, 4(sp) ③



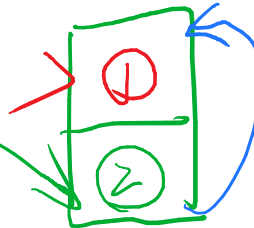
Corresponding exit sequence

lw ra, 0(sp) ①

lw a1, 4(sp) ②

addi sp, sp, 8 ③

jr ra



Example: Using callee-saved registers

- Implement `f` using `s0` and `s1` to store temporary values

```
int f(int x, int y) {  
    return (x + 3) * (y + 123456);  
}
```

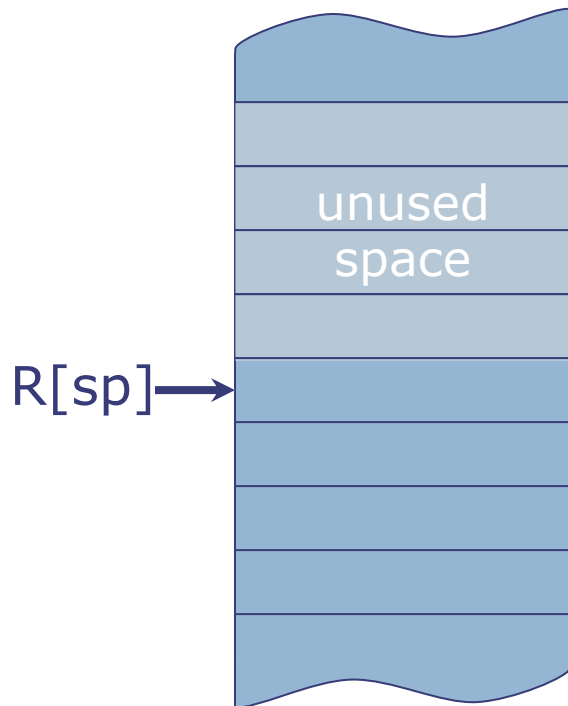
`f`:

```
addi sp, sp, -8    // allocate 2 words (8 bytes) on stack  
sw s0, 0(sp)       // save s0  
sw s1, 4(sp)       // save s1  
addi s0, a0, 3      // a0 寄存器 + 3  
li s1, 123456       // a1 寄存器 + 123456  
add s1, a1, s1      // a1 寄存器 + 123456  
or a0, s0, s1  
lw s0, 0(sp)        // restore s0  
lw s1, 4(sp)        // restore s1  
addi sp, sp, 8      // deallocate 2 words from stack  
                    // (restore sp)  
ret
```

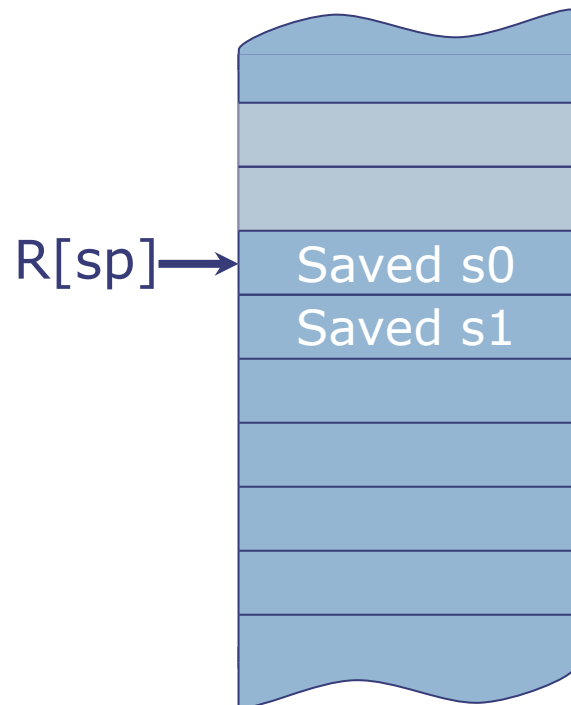
Example: Using callee-saved registers

- Stack contents:

Before call to f



During call to f



After call to f



Example: Using caller-saved registers

Caller

```
int x = 1;
int y = 2;
int z = sum(x, y);
int w = sum(z, y);
```

```
li a0, 1
li a1, 2
addi sp, sp, -8
sw ra, 0(sp) // Q2
sw a1, 4(sp) // save y
jal ra, sum
// a0 = sum(x, y) = z
lw a1, 4(sp) // restore y
jal ra, sum
// a0 = sum(z, y) = w
lw ra, 0(sp)
addi sp, sp, 8
```

将返回
地址存
在ra中

Q: 为何x不需要保存?

由于后面不需要

用到x, 所以

不需要保存到 stack

确保第二
次不被覆盖

Callee

```
int sum(int a, int b) {
    return a + b;
}
```

Q2: 为何要保存ra?

由于 Nested procedure 的存在 ra 的值
可能被 overwrite. 所以 caller 必需
保存

Why did we save a1?

Callee may have modified
a1 (caller doesn't see
implementation of sum!)

caller 无法预测 所给的
register 是否会被 callee overwrite

Calling Conventions Summary

Caller: Saves any aN, tN, or ra registers, whose values need to be maintained past procedure call, on the stack prior to proc call and restores it upon return.

Callee: Saves original value of sN registers before using them in a procedure. Must restore sN registers and stack before exiting procedure.

```
addi sp, sp, -8
sw ra, 0(sp)
sw a1, 4(sp)
call func = jal ra func
lw ra, 0(sp)
lw a1, 4(sp)
addi sp, sp, 8
```

func:

```
addi sp, sp, -4
sw s0, 0(sp)
...
lw s0, 0(sp)
addi sp, sp, 4
ret = jr ra
```

func:

Nested Procedures

内嵌函数

- If a procedure calls another procedure, it needs to save its own return address
 - Remember that ra is **caller**-saved

- Example:

```
bool coprimes(int a, int b) {  
    return gcd(a, b) == 1;  
}
```

coprimes:

`addi sp, sp, -4` // 分配 1 word 空间

`sw ra, 0(sp)` // ra → sp

over `call gcd`

`addi a0, a0, -1`

`sltiu a0, a0, 1`

compare < Immed (unsigned) ← `lw ra, 0(sp)`

`addi sp, sp, 4`

`ret`

// overwrites ra
会自动 update ra
addi instructions 的
地址

// needs original ra

Recursive Procedures

- 递归 Recursive procedures are just one particular case of nested procedures

- Example:

```
// Computes nth Fibonacci number
// Assume n >= 0
int fib(int n) {
    if (n < 2) return n;
    else return fib(n-1) + fib(n-2);
}
```

Order of these instructions
is critical for correct behavior

```
fib:
    li t0, 2
    blt a0, t0, fib_done
    addi sp, sp, -8
    sw ra, 4(sp)
    sw s0, 0(sp)
    mv s0, a0 // save n
    addi a0, a0, -1
    call fib
    mv t0, s0 // t0 = n
    mv s0, a0 // save fib(n-1)
    addi a0, t0, -2
    call fib
    add a0, s0, a0
    lw s0, 0(sp)
    lw ra, 4(sp)
    addi sp, sp, 8
fib_done: // result in a0
    ret
```

Computing with large data structures

- Suppose we want to write a procedure `vadd(a, b, c)` to add two arrays `a` and `b` and store the result in array `c`
 - Assume the arrays are too large to be stored in registers
- We will bring the elements of `a` and `b`, one by one, into the registers and after adding them store the result back in memory
- How do we pass the arrays `a` and `b` as arguments?
 - Pass the **base address** and the **size** of each array as arguments

Passing Complex Data Structures as Arguments

```
// Finds maximum element in an
// array with size elements
int maximum(int a[], int size)
{
    int max = 0;
    for (int i = 0; i < size;
        i++) {
        if (a[i] > max) {
            max = a[i];
        }
    }
    return max;
}

int main() {
    int ages[5] =
        {23, 4, 6, 81, 16};
    int max = maximum(ages, 5);
}
```

Passing Complex Data Structures as Arguments

```
main:  li a0, ages
       li a1, 5
       call maximum
       // max returned in a0
```

```
ages:  23
       4
       6
       81
       16
```

```
int main() {
    int ages[5] =
        {23, 4, 6, 81, 16};
    int max = maximum(ages, 5);
}
```

Passing Complex Data Structures as Arguments

```
// Finds maximum element in an
// array with size elements
int maximum(int a[], int size)
{
    int max = 0;
    for (int i = 0; i < size;
        i++) {
        if (a[i] > max) {
            max = a[i];
        }
    }
    return max;
}
```

```
int main() {
    int ages[5] =
        {23, 4, 6, 81, 16};
    int max = maximum(ages, 5);
}
```

```
maximum:                                initialization
    mv t0, zero                        // t0: i
    mv t1, zero                        // t1: max

    j compare
loop:
    slli t2, t0, 2 // t2: i*4
    // t3: addr of a[i]
    add t3, a0, t2
    lw t4, 0(t3) // t4: a[i]
    ble t4, t1, endif
    mv t1, t4 // max = a[i]
endif:
    addi t0, t0, 1 // i++
compare:
    blt t0, a1, loop

    mv a0, t1 // a0 = max
    ret
```


Why not always use pointers as arguments?

// Find perimeter of a triangle

```
int perimA(int a, int b,
           int c) {
    int res = a + b + c;
    return res;
}
```

```
int perimB(int sides[], int
size) {
    int res = 0;
    for (int i = 0; i < size;
i++) {
        res = res + sides[i];
    }
    return res;
}
```

Indirection can be expensive

- Extra memory references
- Slower execution

perimA:

```
add t0, a0, zero    // t0: res
add t0, t0, a1
add t0, t0, a2
mv a0, t0
ret much much simpler
```

perimB:

```
mv t0, zero         // t0: i
mv t1, zero         // t1: res
j compare
```

loop:

```
slli t2, t0, 2      // t2: i*4
// t3: addr of sides[i]
add t3, a0, t2
lw t4, 0(t3)        // t4: sides[i]
add t1, t1, t4
addi t0, t0, 1      // i++
```

compare:

```
blt t0, a1, loop
mv a0, t1           // a0 = res
ret
```

Passing Complex Data Structures as Arguments or Return Values

- Other complex data structures like dictionaries, structures, linked lists, etc. would follow the same methodology of passing a pointer to the data structure as the argument to the procedure along with any additional required information like number of elements, etc.
- Similarly, when the return value is a complex data structure, then the data structure is stored in memory and a pointer to the data structure is returned by the procedure.

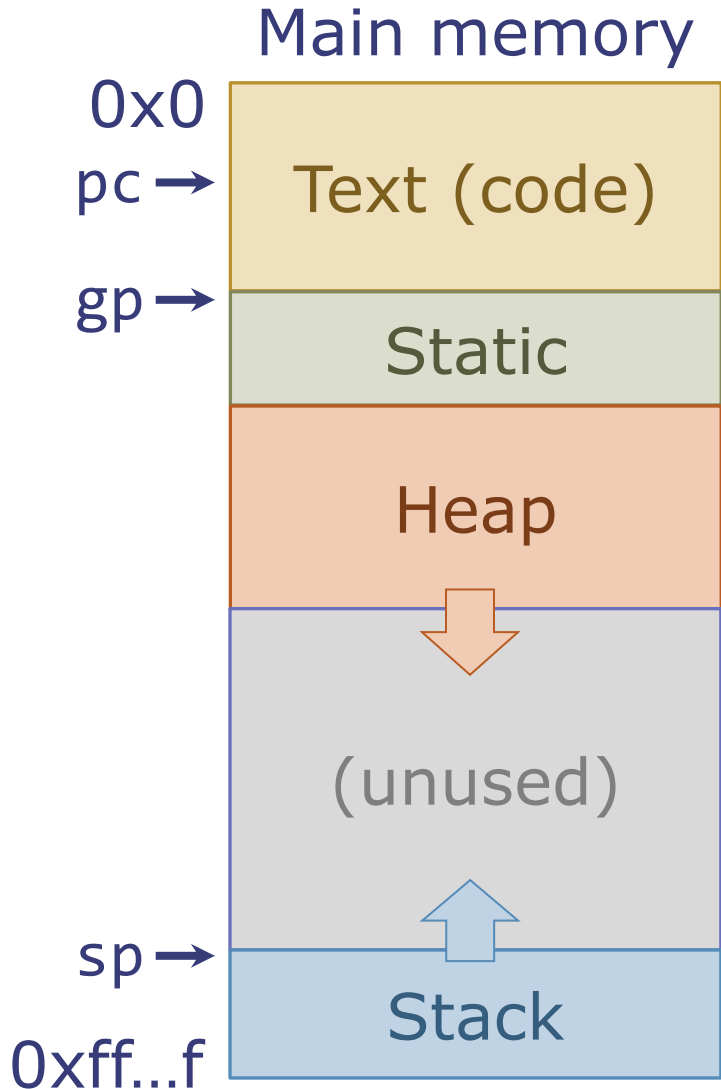
Memory Layout

内存分布

- Most programming languages (including C) have three distinct memory regions for data:
 - **Stack**: Holds data used by procedure calls
 - **Static**: Holds global variables that exist for the entire lifetime of the program 静态分配
 - **Heap**: Holds dynamically-allocated data
 - In C, programmers manage the heap manually, allocating new data using `malloc()` and releasing it with `free()`
 - In Python, Java, and most modern languages, the heap is managed automatically: programmers create new objects (e.g., `d = dict()` in Python), but the system frees them only when it is safe (no pointers in the program point to them)
- In addition, the text **region** holds program code 文本区域

手动

RISC-V Memory Layout



- Text, static, and ^{连续的} heap regions are placed consecutively, starting from low addresses
- Heap grows towards higher addresses
- Stack starts on highest address, grows towards lower addresses
- sp (stack pointer) points to top of stack
- gp (global pointer) points to start of static region
- pc (program counter) points to the current instruction

Handling Inputs and Outputs

Used in Lab 2

How do we handle Inputs and Outputs in Assembly?

- Memory Mapped I/O 映射
 - Uses the same address space to map both memory and I/O Devices. 监控
 - I/O Devices monitor the CPU memory requests and respond to memory requests that use the address associated with the I/O device.
 - MMIO addresses can only be used for I/O and not for regular storage.

MMIO Addresses

- Outputs: 比如我想 output C. 我只需将 C 的 ASCII SW 入
 - 0x 4000 0000 - performing a **sw** to this address prints an ASCII character to the console corresponding to the **ASCII** equivalent of the value stored at this address
 - 0x 4000 0004 - a **sw** to this address prints a **decimal** number
 - 0x 4000 0008 - a **sw** to this address prints a **hexadecimal** number
- Inputs
 - 0x 4000 4000 - performing a **lw** from this address will read one signed word from the console.
 - Repeating a **lw** to this address will read the next input word and so on.

Memory Mapped IO Example 1

```
// load the read port into t0  
li t0, 0x40004000
```

```
// read the first input  
lw a0, 0(t0)  
// read the second input  
lw a1, 0(t0)
```

```
// add them together  
add a0, a0, a1
```

```
// load the write port into t0  
li t0, 0x40000004  
// write the output in decimal  
sw a0, 0(t0)
```


MMIO for Performance Measures

- Performance Measures
 - 0x 4000 5000 – **lw** to get **instruction count** from start of program execution
 - 0x 4000 6000 – **lw** get **performance counter** – number of instructions between turning the performance counter on and then off.
 - 0x 4000 6004
 - **sw 0** to turn **performance counting off**
 - **sw 1** to turn it **on**

Memory Mapped IO Example 2

```
// prepare to read input from console
li t0, 0x40004000
// get user input
lw a0, 0(t0)
lw a1, 0(t0)
// load the performance counter address into t1
li t1, 0x40006000
li t2, 1
// start the performance counter by storing 1 to the magic address
sw t2, 4(t1)
add a0, a0, a1
// stop the performance counter by storing 0 to the address
sw zero, 4(t1)
// prepare to print decimal to console
li t0, 0x40000004
// first print sum
sw a0, 0(t0)
// get the count from the performance counter
lw t2, 0(t1)
// print the count
sw t2, 0(t0)
```

Thank you!

Next lecture: Boolean Algebra