

# COMP201

## Computer Systems & Programming

Lecture #19 – Data and Stack Frames



**KOÇ**  
**UNIVERSITY**

Aykut Erdem // Koç University // Fall 2021

# Recap

- Revisiting `%rip`
- Calling Functions
  - The Stack
  - Passing Control
  - Passing Data
  - Local Storage
- Register Restrictions

# Recap: Calling Functions In Assembly

To call a function in assembly, we must do a few things:

- **Pass Control** – `%rip` must be adjusted to execute the callee's instructions, and then resume the caller's instructions afterwards.
- **Pass Data** – we must pass any parameters and receive any return value.
- **Manage Memory** – we must handle any space needs of the callee on the stack.

Terminology: **caller** function calls the **callee** function.

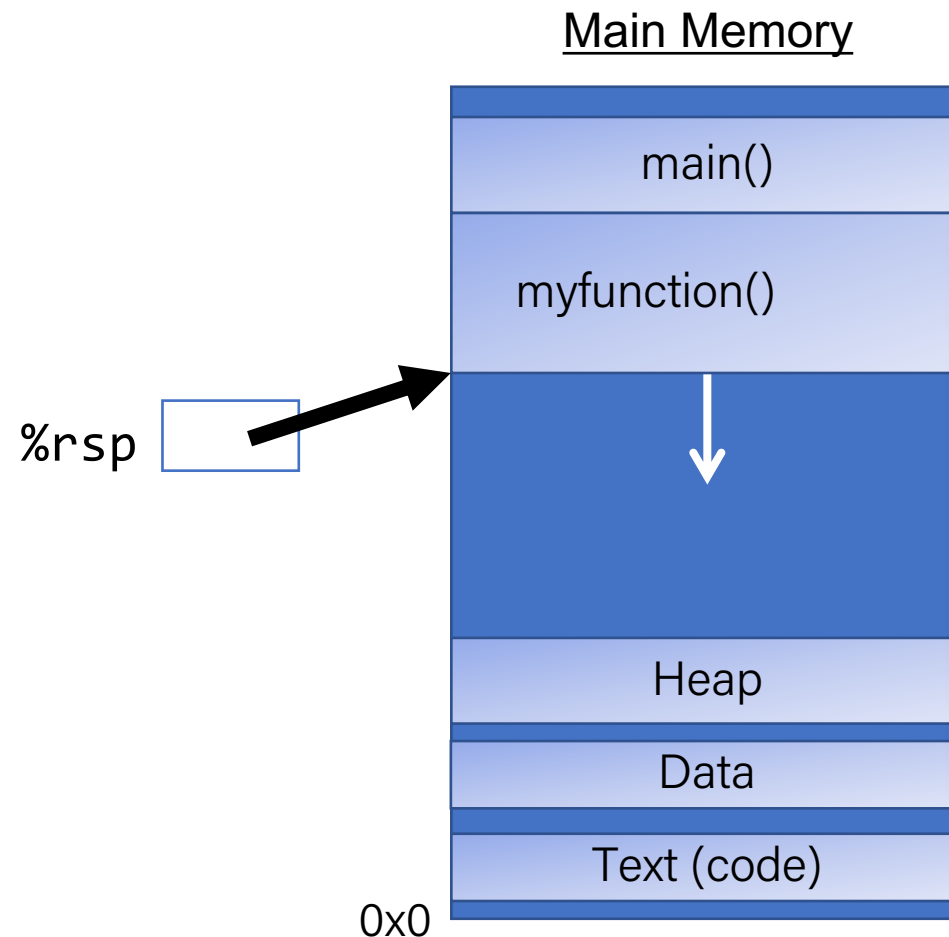


# Recap: Instruction Pointer

- Machine code instructions live in main memory, just like stack and heap data.
- `%rip` is a register that stores a number (an address) of the next instruction to execute. It marks our place in the program's instructions.
- To advance to the next instruction, special hardware adds the size of the current instruction in bytes.
- **`jmp`** instructions work by adjusting `%rip` by a specified amount.

# Recap: %rsp

- **%rsp** is a special register that stores the address of the current “top” of the stack (the bottom in our diagrams, since the stack grows downwards).



**Key idea: %rsp** must point to the same place before a function is called and after that function returns, since stack frames go away when a function finishes.

# Recap: push and pop

Instruction	Effect
pushq S	$R[\%rsp] \leftarrow R[\%rsp] - 8;$ $M[R[\%rsp]] \leftarrow S$

- The **push** instruction pushes the data at the specified source onto the top of the stack, adjusting **%rsp** accordingly.

Instruction	Effect
popq D	$D \leftarrow M[R[\%rsp]]$ $R[\%rsp] \leftarrow R[\%rsp] + 8;$

- The **pop** instruction pops the topmost data from the stack and stores it in the specified destination, adjusting **%rsp** accordingly.
- Note:** this *does not* remove/clear out the data! It just increments **%rsp** to indicate the next push can overwrite that location.

# Recap: Call And Return

The **call** instruction pushes the address of the instruction immediately following the **call** instruction onto the stack and sets `%rip` to point to the beginning of the specified function's instructions.

**call Label**

**call \*Operand**

The **ret** instruction pops this instruction address from the stack and stores it in `%rip`.

**ret**

The stored `%rip` value for a function is called its **return address**. It is the address of the instruction at which to resume the function's execution. (not to be confused with **return value**, which is the value returned from a function).

# Recap: Local Storage

- So far, we've often seen local variables stored directly in registers, rather than on the stack as we'd expect. This is for optimization reasons.
- There are **three** common reasons that local data must be in memory:
  - We've run out of registers
  - The '&' operator is used on it, so we must generate an address for it
  - They are arrays or structs (need to use address arithmetic)



# Recap: Register Restrictions

## Caller-Owned (Callee Saved)

- Callee must save the existing value and *restore* it when done.
- Caller can store values and assume they will be preserved across function calls.

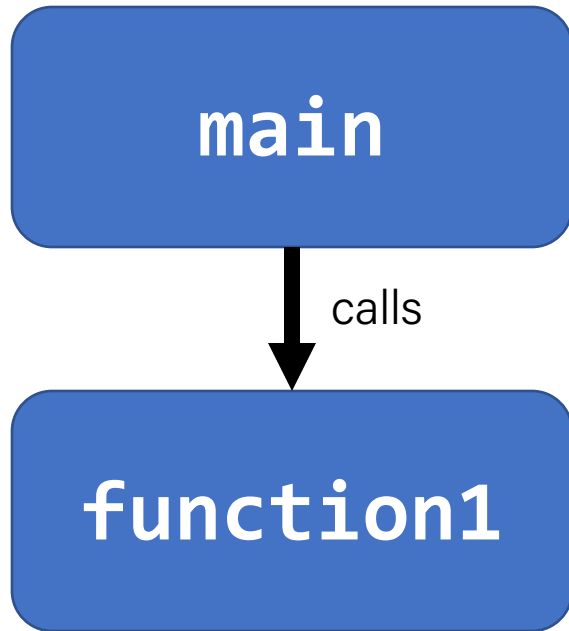
## Callee-Owned (Caller Saved)

- Callee does not need to save the existing value.
- Caller's values could be overwritten by a callee! The caller may consider saving values elsewhere before calling functions.



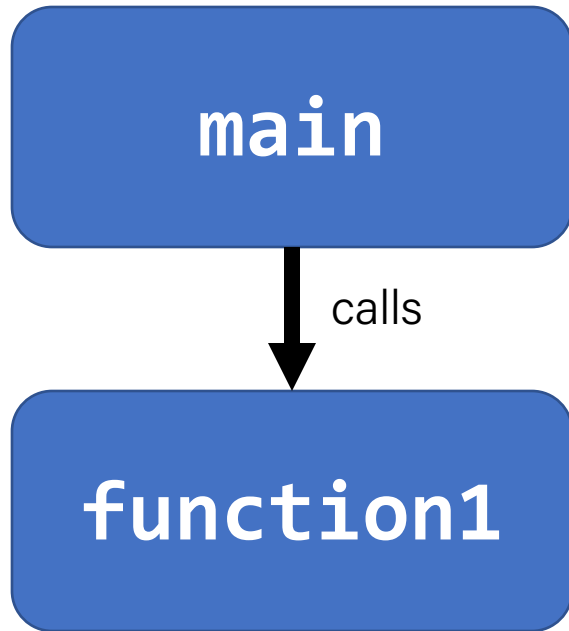
**Figure 3.2** Integer registers. The low-order portions of all 16 registers can be accessed as byte, word (16-bit), double word (32-bit), and quad word (64-bit) quantities.

# Recap: Caller-Owned Registers



```
function1:  
    push %rbp  
    push %rbx  
    ...  
    pop %rbx  
    pop %rbp  
    retq
```

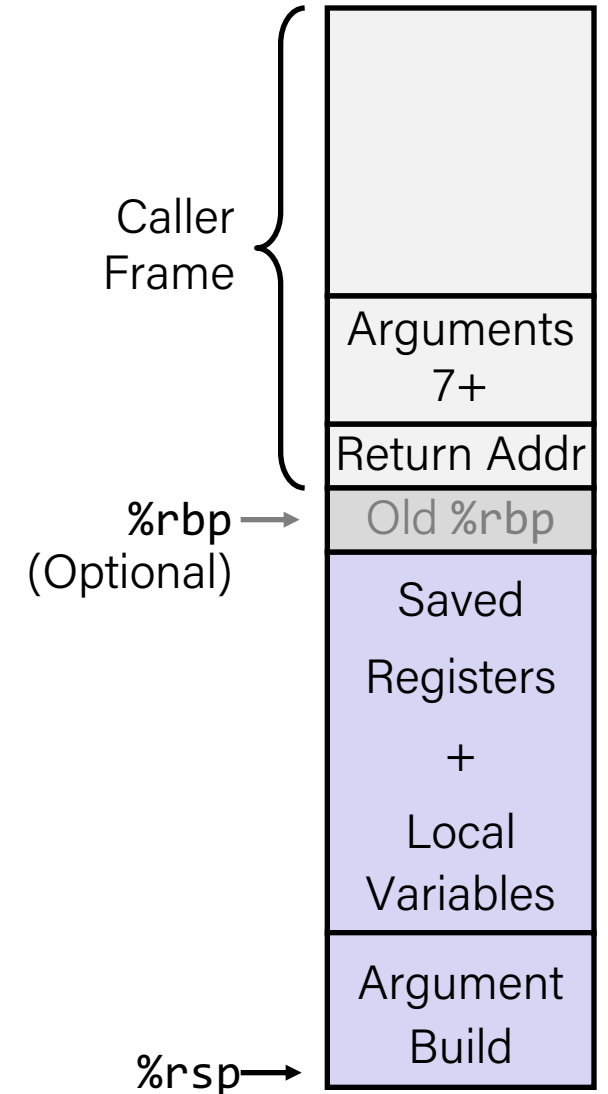
# Recap: Callee-Owned Registers



```
main:
    ...
    push %r10
    push %r11
    callq function1
    pop %r11
    pop %r10
    ...
```

# Recap: x86-64 Procedure Summary

- Important Points
  - Stack is the right data structure for procedure call/return
    - If P calls Q, then Q returns before P
- Recursion (& mutual recursion) handled by normal calling conventions
  - Can safely store values in local stack frame and in callee-saved registers
  - Put function arguments at top of stack
  - Result return in **%rax**
- Pointers are addresses of values
  - On stack or global



# Plan for Today

- Arrays
- Structures
- Floating Point

**Disclaimer:** Slides for this lecture were borrowed from  
—Randal E. Bryant and David R. O'Hallaron's CMU 15-213 class

# Lecture Plan

- Arrays
  - One-dimensional
  - Multi-dimensional (nested)
  - Multi-level
- Structures
- Floating Point



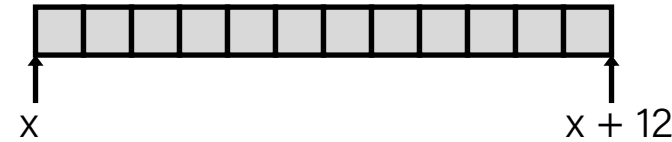
# Array Allocation

## Basic Principle

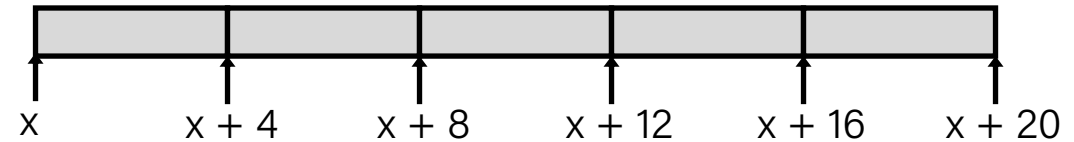
$T$   $A[L];$

- Array of data type  $T$  and length  $L$
- Contiguously allocated region of  $L * \text{sizeof}(T)$  bytes in memory

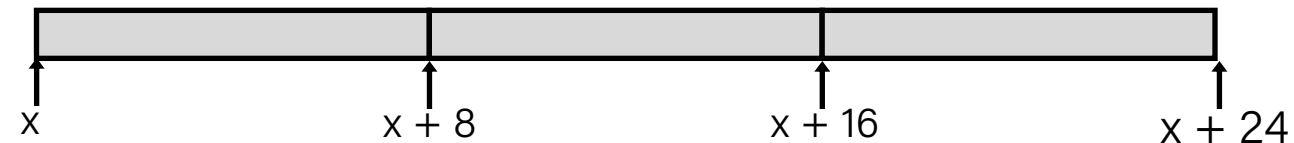
`char string[12];`



`int val[5];`



`double a[3];`



`char *p[3];`



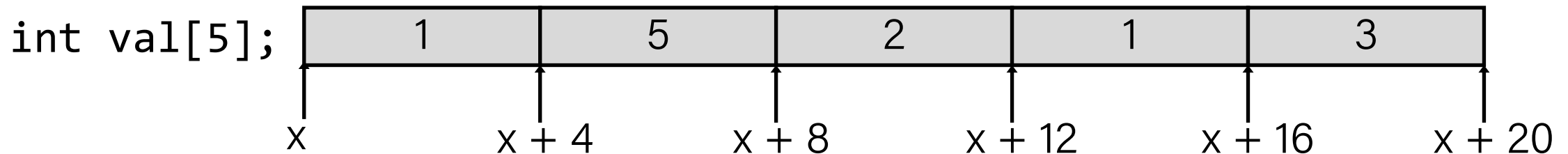
# Array Access

- **Basic Principle**

$T$  **A**[ $L$ ];

- Array of data type  $T$  and length  $L$
- Identifier **A** can be used as a pointer to array element 0: Type  $T^*$

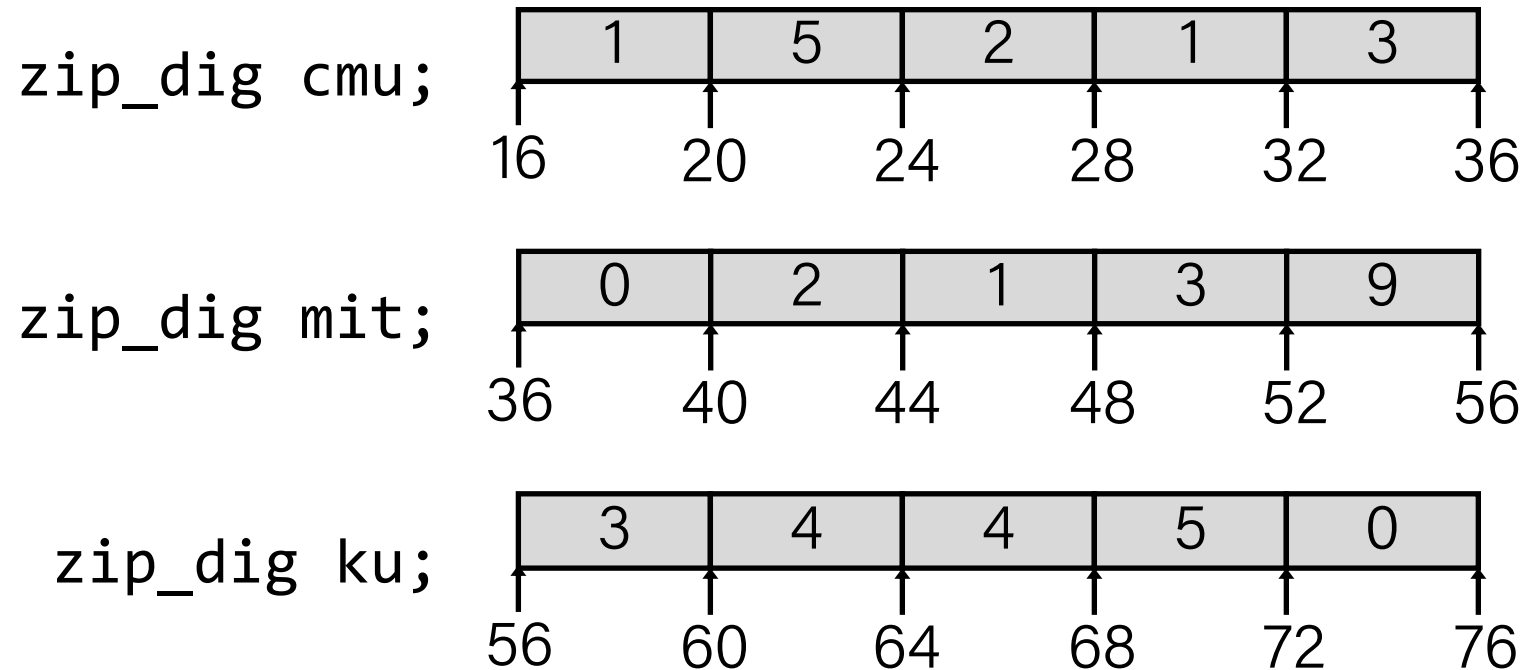
Reference	Type	Value
val[4]	int	3
val	int *	x
val+1	int *	x + 4
&val[2]	int *	x + 8
val[5]	int	??
*(val+1)	int	5
val + i	int *	x + 4 i



# Array Example

```
#define ZLEN 5
typedef int zip_dig[ZLEN];

zip_dig cmu = {1,5,2,1,3};
zip_dig mit = {0,2,1,3,9};
zip_dig ku = {3,4,4,5,0};
```

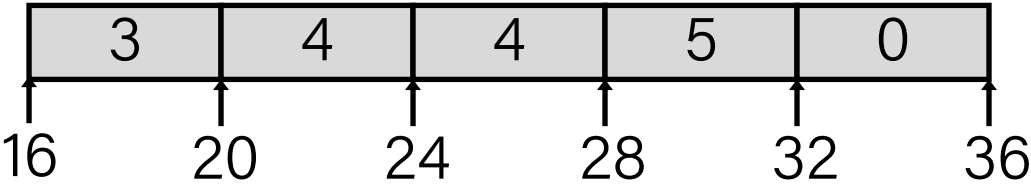


- Declaration "zip\_dig cmu" equivalent to "int cmu[5]"
- Example arrays were allocated in successive 20 byte blocks
  - Not guaranteed to happen in general

# Array Accessing Example

```
int get_digit
(zip_dig z, int digit)
{
    return z[digit];
}
```

zip\_dig ku;



Address	Value
16	3
20	4
24	4
28	5
32	0

```
# %rdi = z
# %rsi = digit
movl (%rdi,%rsi,4), %eax # z[digit]
```

- Register `%rdi` contains starting address of array
- Register `%rsi` contains array index
- Desired digit at `%rdi + 4*%rsi`
- Use memory reference `(%rdi,%rsi,4)`

# Array Loop Example

```
void zincr(zip_dig z) {  
    size_t i;  
    for (i=0; i<ZLEN; i++)  
        z[i]++;  
}
```

```
# %rdi = z  
movl    $0, %eax           # i = 0  
jmp     .L3                # goto middle  
.L4:                        # loop:  
addl    $1, (%rdi,%rax,4)  # z[i]++  
addq    $1, %rax           # i++  
.L3:                        # middle  
cmpq    $4, %rax           # i:4  
jbe     .L4                # if <=, goto loop  
rep; ret
```

# Multidimensional (Nested) Arrays

## Declaration

$T$   $A[R][C];$

- 2D array of data type  $T$
- $R$  rows,  $C$  columns
- Type  $T$  element requires  $K$  bytes

## Array Size

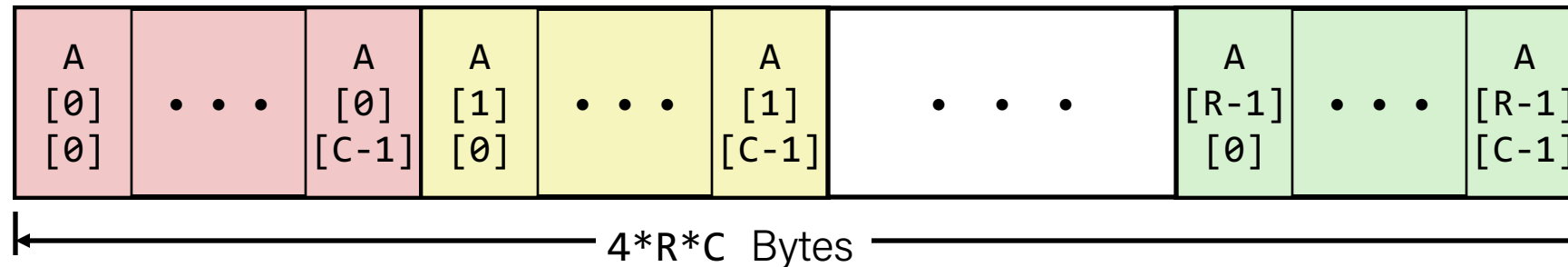
- $R * C * K$  bytes

## Arrangement

- Row-Major Ordering

$$\begin{bmatrix} A[0][0] & \cdot & \cdot & \cdot & A[0][C-1] \\ & \cdot & & & \cdot \\ & \cdot & & & \cdot \\ & \cdot & & & \cdot \\ A[R-1][0] & \cdot & \cdot & \cdot & A[R-1][C-1] \end{bmatrix}$$

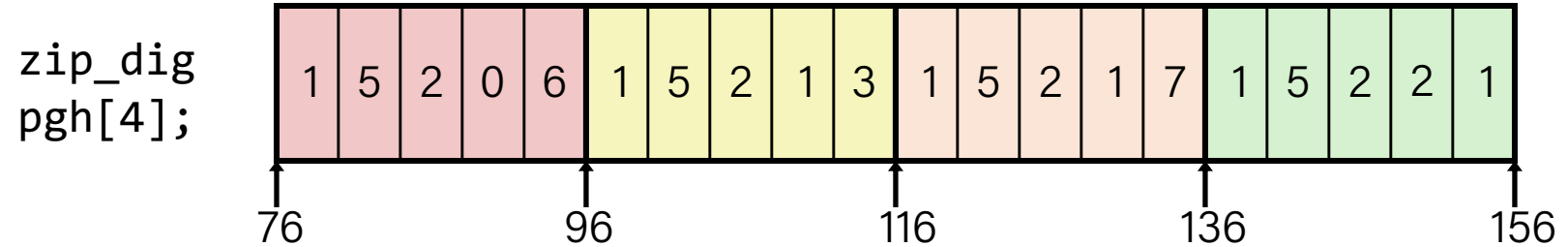
$\text{int } A[R][C];$





# Nested Array Example

```
#define PCOUNT 4
zip_dig pgh[PCOUNT] =
    {{1, 5, 2, 0, 6},
     {1, 5, 2, 1, 3 },
     {1, 5, 2, 1, 7 },
     {1, 5, 2, 2, 1 }};
```



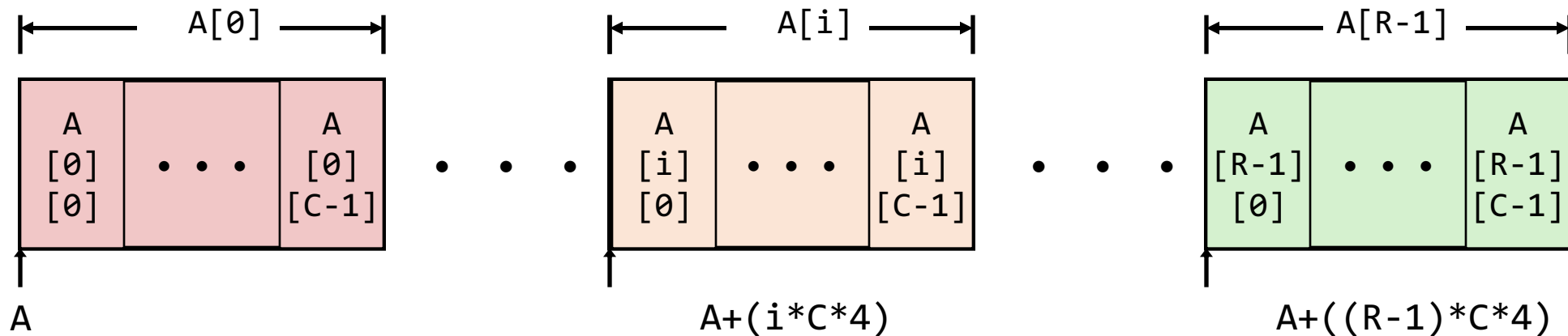
- "zip\_dig pgh[4]" equivalent to "int pgh[4][5]"
  - Variable pgh: array of 4 elements, allocated contiguously
  - Each element is an array of 5 int's, allocated contiguously
- "Row-Major" ordering of all elements in memory

# Nested Array Row Access

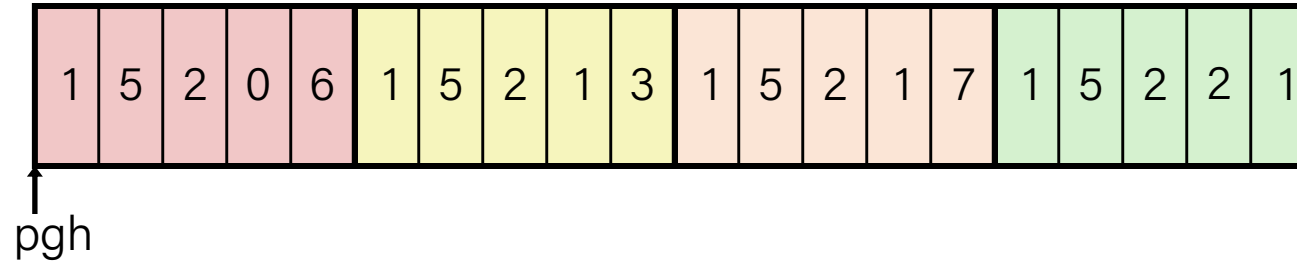
## Row Vectors

- $\mathbf{A}[\mathbf{i}]$  is array of  $C$  elements
- Each element of type  $T$  requires  $K$  bytes
- Starting address  $\mathbf{A} + i * (C * K)$

```
int A[R][C];
```



# Nested Array Row Access Code



```
int *get_pgh_zip(int index)
{
    return pgh[index];
}
```

```
# %rdi = index
leaq (%rdi,%rdi,4),%rax      # 5 * index
leaq pgh(,%rax,4),%rax      # pgh + (20 * index)
```

## Row Vector

- `pgh[index]` is array of 5 int's
- Starting address `pgh+20*index`

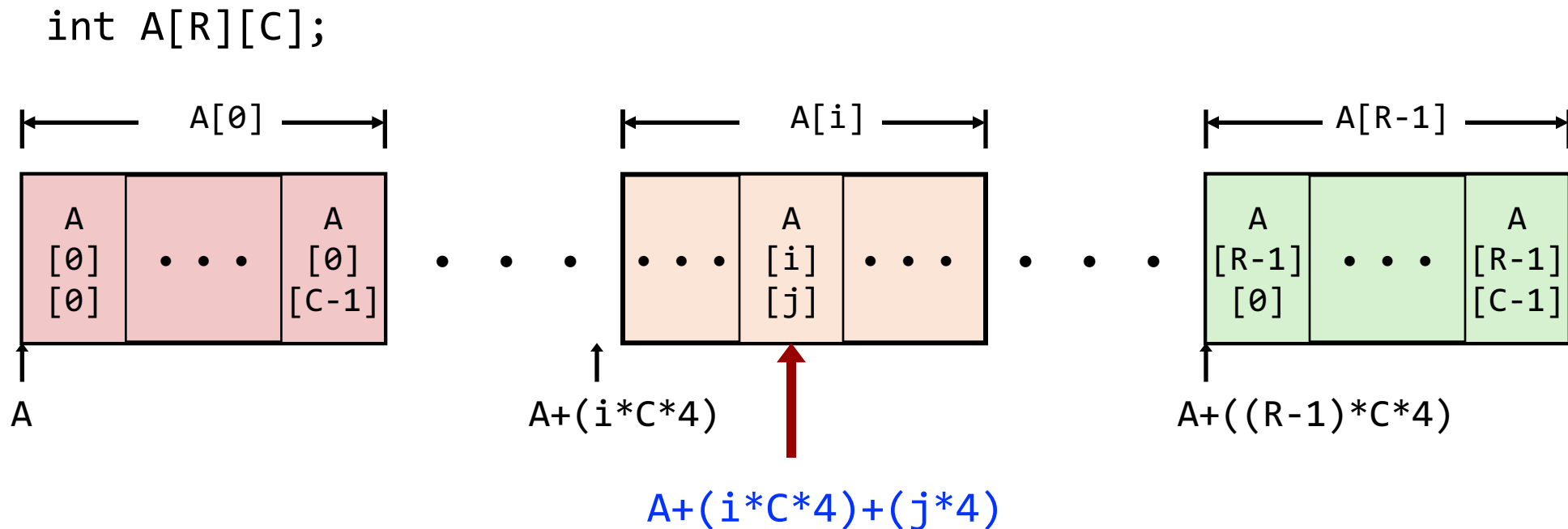
## Machine Code

- Computes and returns address
- Compute as  
`pgh+4*(index+4*index)`

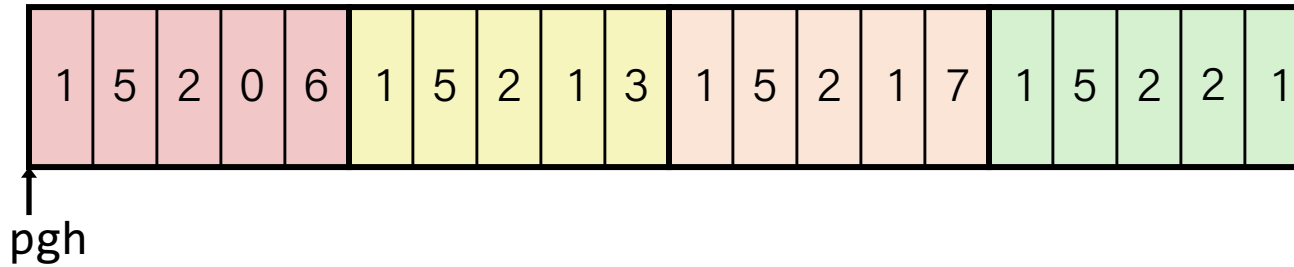
# Nested Array Element Access

## Array Elements

- $A[i][j]$  is element of type  $T$ , which requires  $K$  bytes
- Address  $A + i * (C * K) + j * K = A + (i * C + j) * K$



# Nested Array Element Access Code



```
int get_pgh_digit  
    (int index, int dig)  
{  
    return pgh[index][dig];  
}
```

```
leaq    (%rdi,%rdi,4), %rax    # 5*index  
addl    %rax, %rsi             # 5*index+dig  
movl    pgh(,%rsi,4), %eax     # M[pgh + 4*(5*index+dig)]
```

## Array Elements

- `pgh[index][dig]` is `int`
- Address:  $\text{pgh} + 20 \cdot \text{index} + 4 \cdot \text{dig}$   
 $= \text{pgh} + 4 \cdot (5 \cdot \text{index} + \text{dig})$

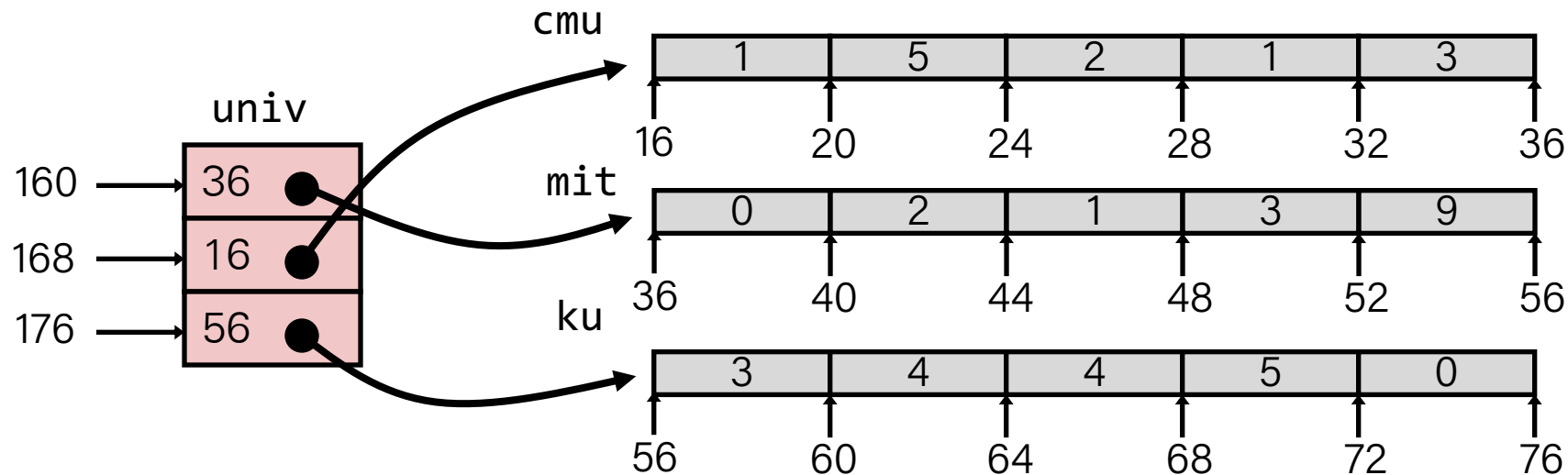
# Multi-Level Array Example

```
zip_dig cmu = { 1, 5, 2, 1, 3 };  
zip_dig mit = { 0, 2, 1, 3, 9 };  
zip_dig ku   = { 3, 4, 4, 5, 0 };
```

```
#define UCOUNT 3
```

```
int *univ[UCOUNT] = {mit, cmu, ku};
```

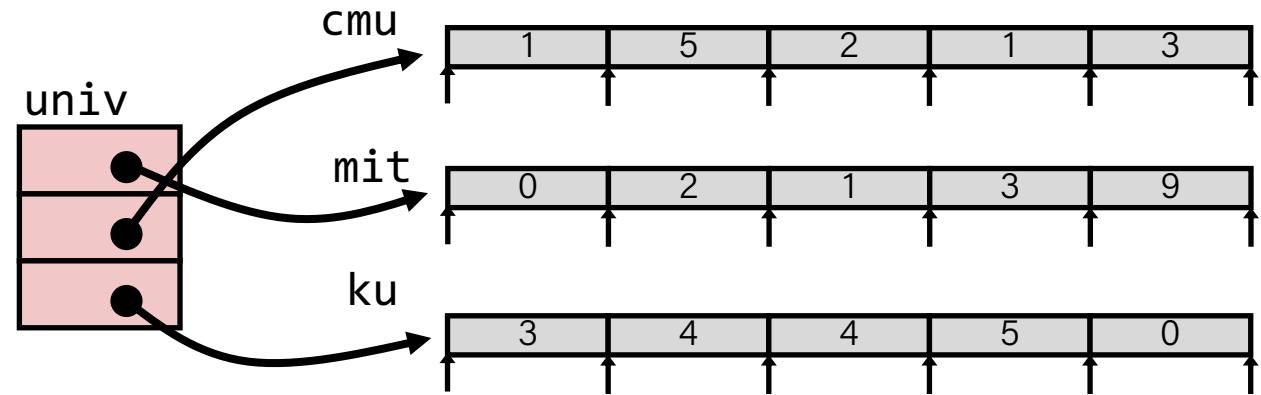
- Variable `univ` denotes array of 3 elements
- Each element is a pointer
  - 8 bytes
- Each pointer points to array of `int`'s





# Element Access in Multi-Level Array

```
int get_univ_digit
(size_t index, size_t digit)
{
    return univ[index][digit];
}
```



---

```
salq    $2, %rsi          # 4*digit
addq    univ(,%rdi,8), %rsi # p = univ[index] + 4*digit
movl    (%rsi), %eax       # return *p
ret
```

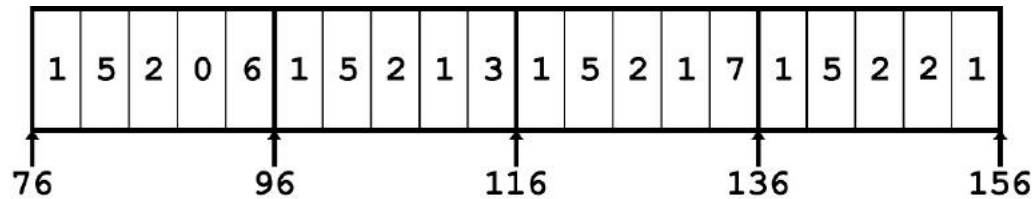
## Computation

- Element access  $\text{Mem}[\text{Mem}[\text{univ} + 8 * \text{index}] + 4 * \text{digit}]$
- Must do two memory reads
  - First get pointer to row array
  - Then access element within array

# Array Element Accesses

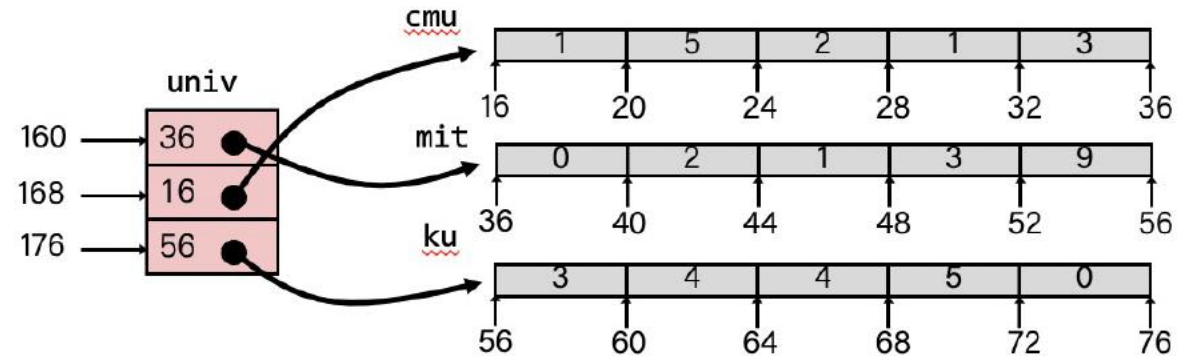
## Nested array

```
int get_pgh_digit  
    (size_t index, size_t digit)  
{  
    return pgh[index][digit];  
}
```



## Multi-level array

```
int get_univ_digit  
    (size_t index, size_t digit)  
{  
    return univ[index][digit];  
}
```



- Accesses looks similar in C, but address computations very different:

$\text{Mem}[\text{pgh} + 20 * \text{index} + 4 * \text{digit}]$

$\text{Mem}[\text{Mem}[\text{univ} + 8 * \text{index}] + 4 * \text{digit}]$

# $N \times N$ Matrix Code

## Fixed dimensions

- Know value of  $N$  at compile time

```
#define N 16
typedef int fix_matrix[N][N];
/* Get element a[i][j] */
int fix_ele(fix_matrix a,
            size_t i, size_t j) {
    return a[i][j];
}
```

## Variable dimensions, explicit indexing

- Traditional way to implement dynamic arrays

```
#define IDX(n, i, j) ((i)*(n)+(j))
/* Get element a[i][j] */
int vec_ele(size_t n, int *a,
            size_t i, size_t j) {
    return a[IDX(n,i,j)];
}
```

## Variable dimensions, implicit indexing

- Now supported by gcc

```
/* Get element a[i][j] */
int var_ele(size_t n, int a[n][n],
            size_t i, size_t j) {
    return a[i][j];
}
```

# 16 × 16 Matrix Access

```
/* Get element a[i][j] */
int fix_ele(fix_matrix a, size_t i, size_t j) {
    return a[i][j];
}
```

---

```
# a in %rdi, i in %rsi, j in %rdx
salq    $6, %rsi                # 64*i
addq    %rsi, %rdi              # a + 64*i
movl    (%rdi,%rdx,4), %eax     # M[a + 64*i + 4*j]
ret
```

## Array Elements

- Address  $A + i * (C * K) + j * K$
- $C = 16, K = 4$

# $n \times n$ Matrix Access

```
/* Get element a[i][j] */  
int var_ele(size_t n, int a[n][n], size_t i, size_t j) {  
    return a[i][j];  
}
```

---

```
# n in %rdi, a in %rsi, i in %rdx, j in %rcx  
imulq    %rdx, %rdi          # n*i  
leaq     (%rsi,%rdi,4), %rax  # a + 4*n*i  
movl     (%rax,%rcx,4), %eax  # a + 4*n*i + 4*j  
ret
```

## Array Elements

- Address  $A + i * (C * K) + j * K$
- $C = 16, K = 4$
- Must perform integer multiplication

# Practice 1: Reverse Engineering

```
#define M ??  
#define N ??  
  
long P[M][N];  
long Q[N][M];  
long sum_elem(long i, long j)  
{  
    return P[i][j] + Q[j][i];  
}
```

```
# long sum_elem(long i, long j)  
# in %rdi, j in %rsi  
1 sum_element:  
2     leaq    0(,%rdi,8), %rdx  
3     subq    %rdi, %rdx  
4     addq    %rsi, %rdx  
5     leaq    (%rsi,%rsi,4), %rax  
6     addq    %rax, %rdi  
7     movq    Q(,%rdi,8), %rax  
8     add     P(,%rdx,8), %rax  
9     ret
```

Compute  $8*i$

Compute  $7*i$

Compute  $7*i+j$

Compute  $5*j$

Compute  $i+5*j$

Retrieve  $M[Q+8*(5*j+i)]$

Add  $M[P+8*(7*i+j)]$

**What is the value of M and N?**

**M = 5 and N = 7**

slido

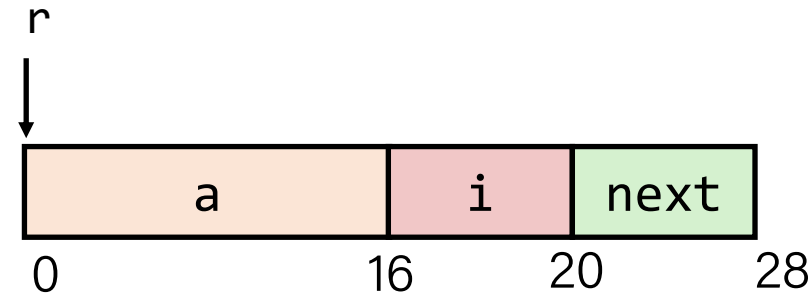


# Lecture Plan

- Arrays
- Structures
  - Allocation
  - Access
  - Alignment
- Floating Point

# Structure Representation

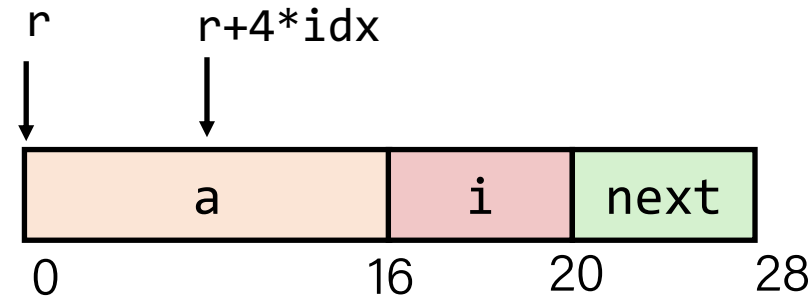
```
struct rec {  
    int a[4];  
    int i;  
    struct rec *next;  
};
```



- Structure represented as block of memory
  - Big enough to hold all of the fields
- Fields ordered according to declaration
  - Even if another ordering could yield a more compact representation
- Compiler determines overall size + positions of fields
  - Machine-level program has no understanding of the structures in the source code

# Generating Pointer to Structure Member

```
struct rec {  
    int a[4];  
    int i;  
    struct rec *next;  
};
```



## Generating Pointer to Array Element

- Offset of each structure member determined at compile time
- Compute as **`r + 4*idx`**

```
int *get_ap  
(struct rec *r, size_t idx)  
{  
    return &r->a[idx];  
}
```

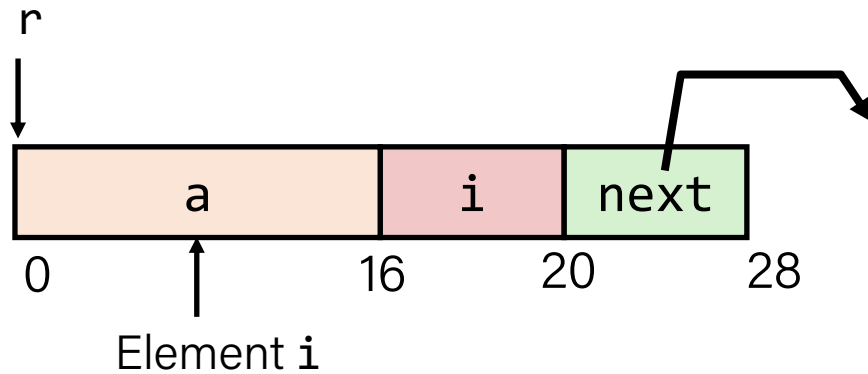
---

```
# r in %rdi, idx in %rsi  
leaq  (%rdi,%rsi,4), %rax  
ret
```

# Following Linked List

```
struct rec {  
    int a[4];  
    int i;  
    struct rec *next;  
};
```

```
void set_val (struct rec *r, int val) {  
    while (r) {  
        int i = r->i;  
        r->a[i] = val;  
        r = r->next;  
    }  
}
```



Register	Value
%rdi	r
%esi	val

```
.L11:                                # loop:  
    movslq 16(%rdi), %rax            # i = M[r+16]  
    movl   %esi, (%rdi,%rax,4)       # M[r+4*i] = val  
    movq   20(%rdi), %rdi           # r = M[r+20]  
    testq  %rdi, %rdi               # Test r  
    jne    .L11                     # if !=0 goto loop
```

# Practice 2: Reverse Engineering

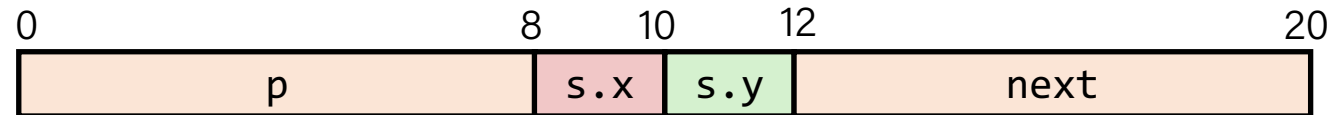
Fill in the blanks by inspecting the assembly code generated by gcc.

slido

```
struct test {  
    short *p;  
    struct {  
        short x;  
        short y;  
    } s;  
    struct test *next;  
};
```

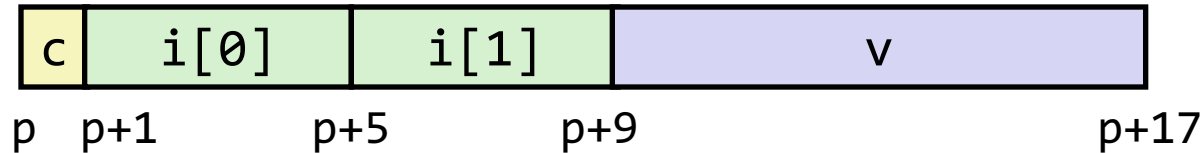
```
void st_init(struct test *st) {  
    st->s.y = st->s.x;  
    st->p = &(st->s.y);  
    st->next = st;  
}
```

```
# void st_init(struct test *st)  
# st in %rdi  
1 st_init:  
2     movl 8(%rdi), %eax    Get st->s.x  
3     movl %eax, 10(%rdi)   Save in st->s.y  
4     leaq 10(%rdi), %rax   Compute &(st->s.y)  
5     movq %rax, (%rdi)     Store in st->p  
6     movq %rdi, 12(%rdi)   Store st in st->next  
7     ret
```



# Structures & Alignment

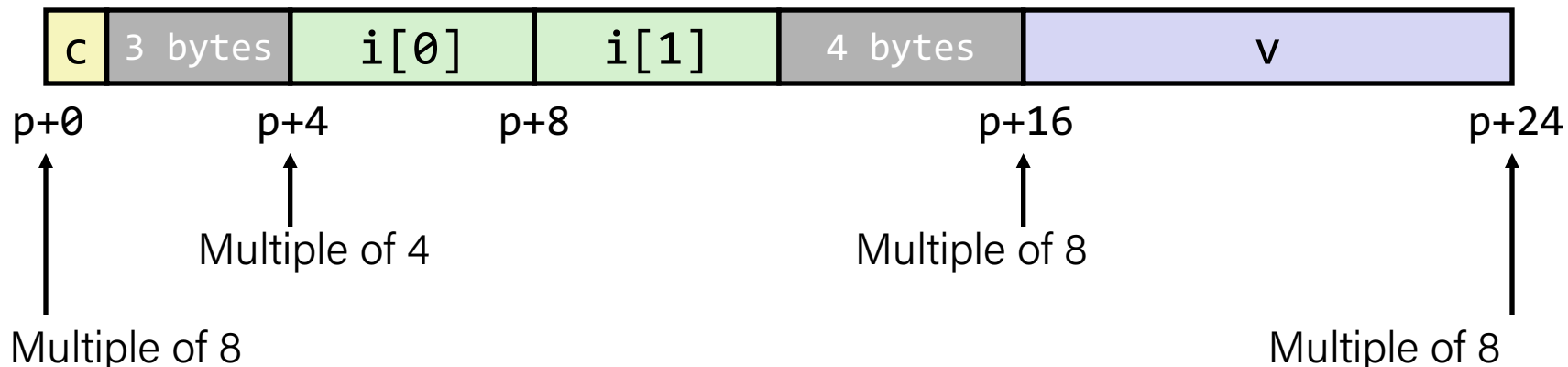
## Unaligned Data



```
struct S1 {  
    char c;  
    int i[2];  
    double v;  
} *p;
```

## Aligned Data

- Primitive data type requires K bytes
- Address must be multiple of K



# Alignment Principles

## Aligned Data

- Primitive data type requires K bytes
- Address must be multiple of K
- Required on some machines; advised on x86-64

## Motivation for Aligning Data

- Memory accessed by (aligned) chunks of 4 or 8 bytes (system dependent)
  - Inefficient to load or store datum that spans quad word boundaries
  - Virtual memory trickier when datum spans 2 pages

## Compiler

- Inserts gaps in structure to ensure correct alignment of fields

# Specific Cases of Alignment (x86-64)

- 1 byte: `char`, ...
  - no restrictions on address
- 2 bytes: `short`, ...
  - lowest 1 bit of address must be  $0_2$
- 4 bytes: `int`, `float`, ...
  - lowest 2 bits of address must be  $00_2$
- 8 bytes: `double`, `long`, `char *`, ...
  - lowest 3 bits of address must be  $000_2$
- 16 bytes: `long double` (GCC on Linux)
  - lowest 4 bits of address must be  $0000_2$



# Satisfying Alignment with Structures

## Within structure:

- Must satisfy each element's alignment requirement

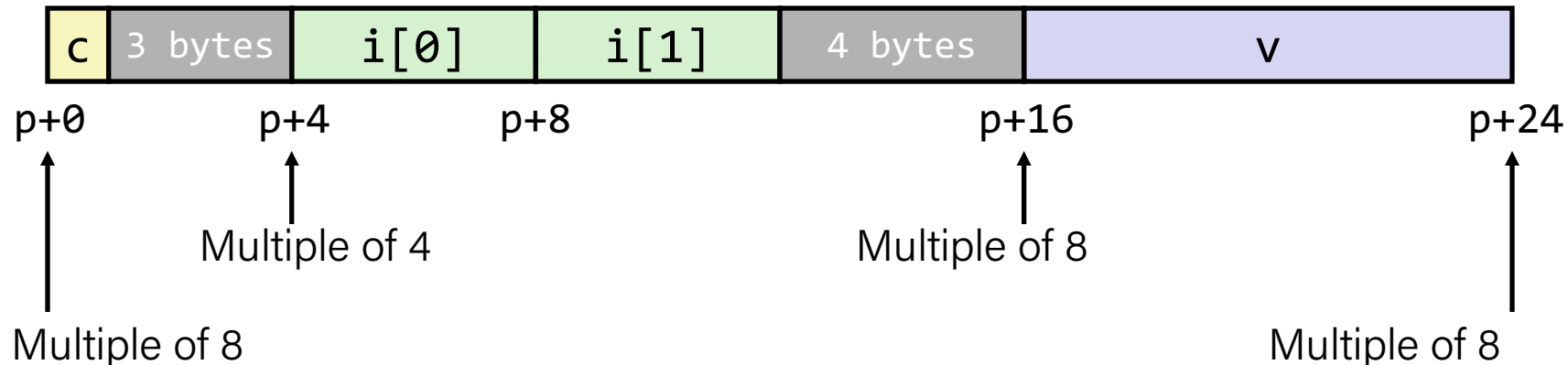
## Overall structure placement

- Each structure has alignment requirement K
  - K = Largest alignment of any element
- Initial address & structure length must be multiples of K

```
struct S1 {  
    char c;  
    int i[2];  
    double v;  
} *p;
```

## Example:

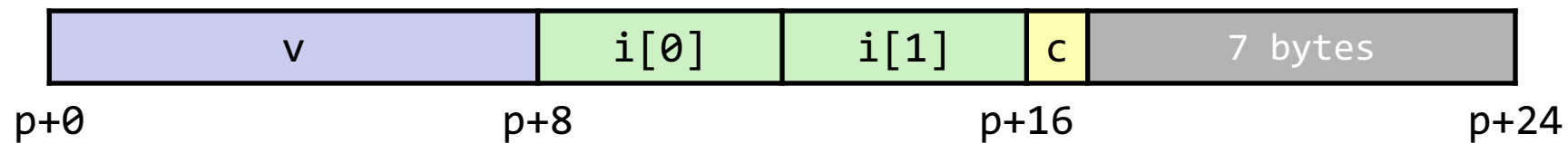
- K = 8, due to **double** element



# Meeting Overall Alignment Requirement

- For largest alignment requirement  $K$
- Overall structure must be multiple of  $K$

```
struct S2 {  
    double v;  
    int i[2];  
    char c;  
} *p;
```

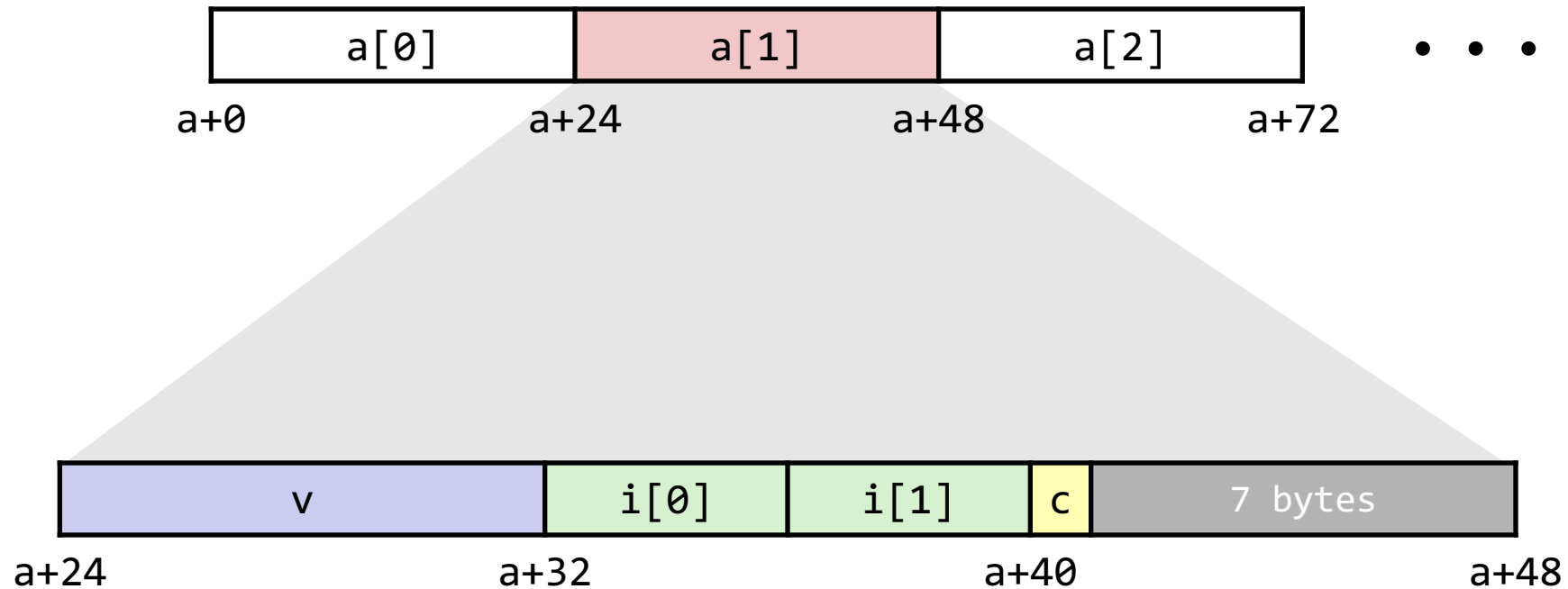


Multiple of  $K=8$

# Arrays of Structures

- Overall structure length multiple of K
- Satisfy alignment requirement for every element

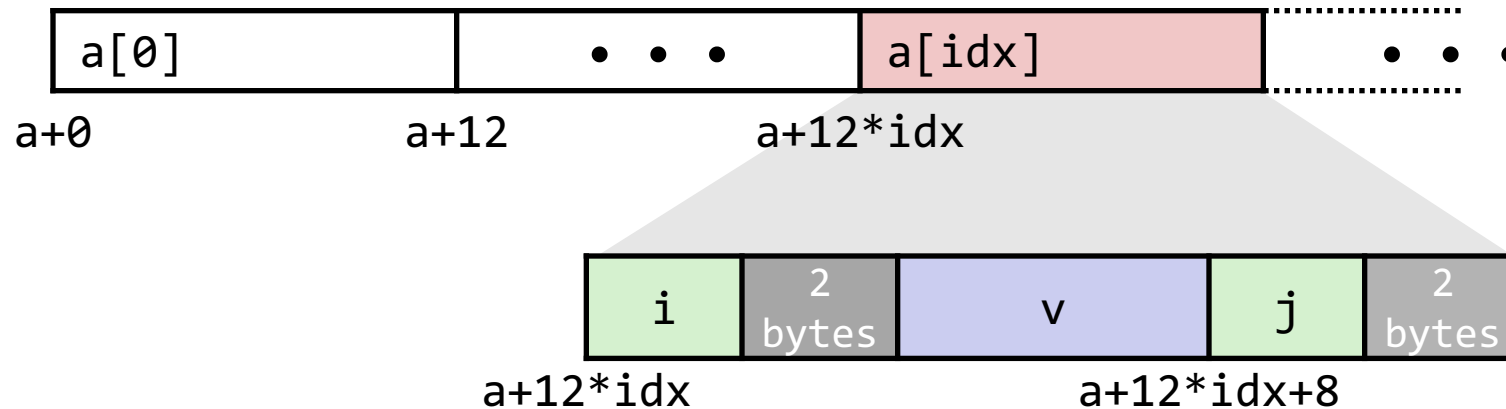
```
struct S2 {  
    double v;  
    int i[2];  
    char c;  
} a[10];
```



# Accessing Array Elements

- Compute array offset  $12 \cdot \text{idx}$ 
  - `sizeof(S3)`, including alignment spacers
- Element `j` is at offset 8 within structure
- Assembler gives offset `a+8` (resolved during linking)

```
struct S3 {  
    short i;  
    float v;  
    short j;  
} a[10];
```



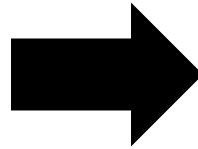
```
short get_j(int idx) {  
    return a[idx].j;  
}
```

```
# %rdi = idx  
leaq (%rdi,%rdi,2),%rax # 3*idx  
movzwl a+8(,%rax,4),%eax
```

# Saving Space

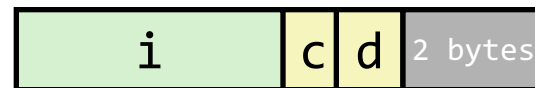
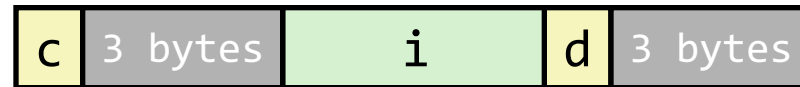
- Put large data types first

```
struct S4 {  
    char c;  
    int i;  
    char d;  
} *p;
```



```
struct S5 {  
    int i;  
    char c;  
    char d;  
} *p;
```

- Effect (K=4)



# Practice 3: Alignment



Determine the offset of each field, the total size of the structure, and its alignment requirement for x86-64.

```
struct mystruct {  
    int *a;  
    float b;  
    char c;  
    short d;  
    float e;  
    double f;  
    int g;  
    char *h;  
};
```

Field	*a	b	c	d	e	f	g	*h	Total	Alignment
Size	8	4	1	2	4	8	4	8	48	8
Offset	0	8	12	14	16	24	32	36		

**Rearranged structure with minimum wasted space:**

Field	<b>*a</b>	<b>f</b>	<b>h</b>	<b>b</b>	<b>e</b>	<b>g</b>	<b>d</b>	<b>c</b>	Total	Alignment
Size	8	8	8	4	4	4	2	1	40	8
Offset	0	8	16	24	28	32	36	38		
1 bytes padded to satisfy alignment requirement										

# Lecture Plan

- Arrays
  - One-dimensional
  - Multi-dimensional (nested)
  - Multi-level
- Structures
- Floating Point

# Background

- History
  - x87 FP
    - Legacy, very ugly
  - Streaming SIMD Extensions (SSE) FP
    - SIMD: single instruction, multiple data
    - Special case use of vector instructions
  - AVX FP
    - Newest version
    - Similar to SSE
    - Documented in book



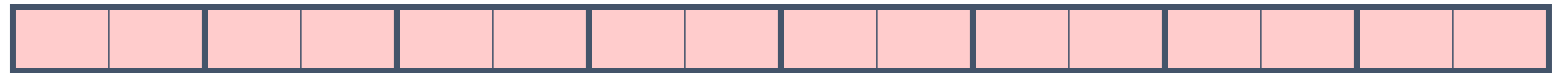
# Programming with SSE3

## XMM Registers

- 16 total, each 16 bytes
- 16 single-byte integers



- 8 16-bit integers



- 4 32-bit integers



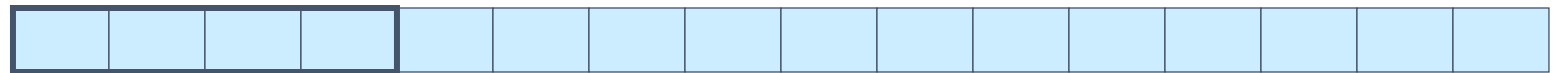
- 4 single-precision floats



- 2 double-precision floats



- 1 single-precision float

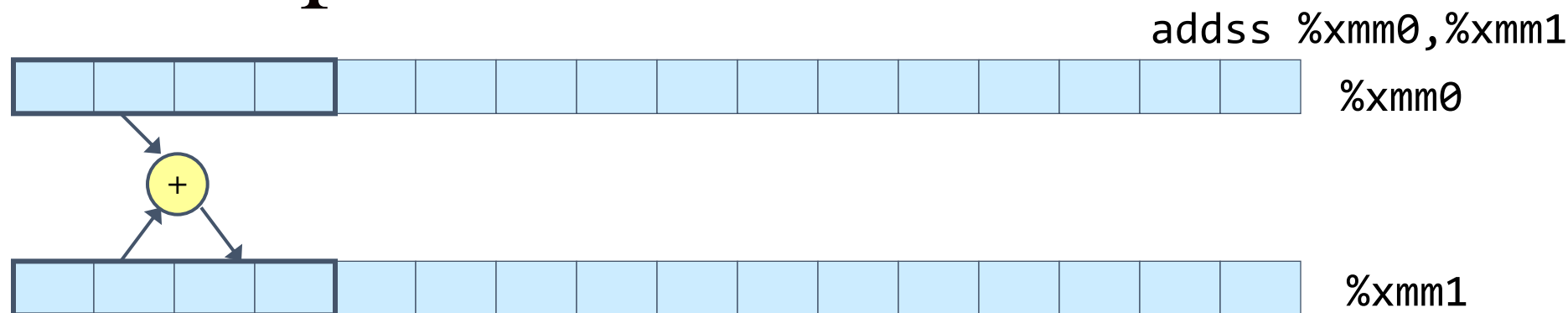


- 1 double-precision float

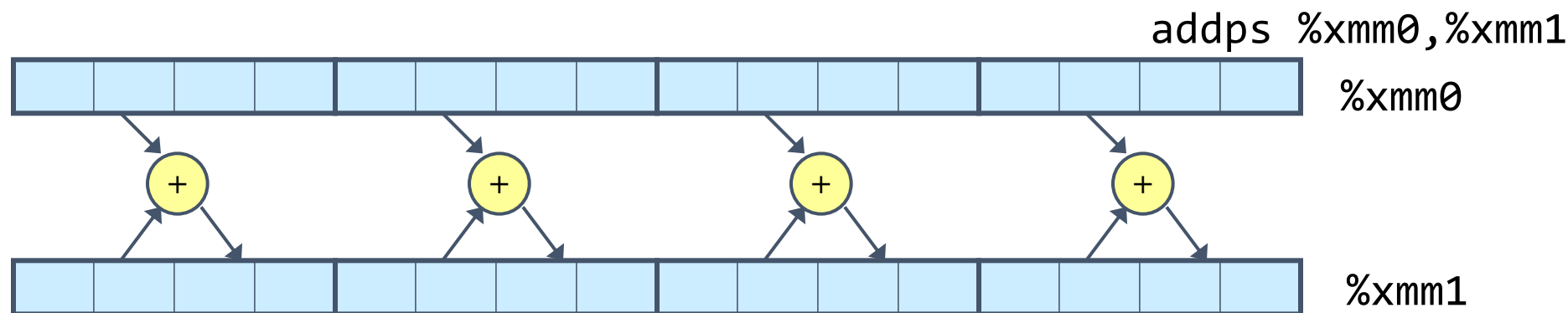


# Scalar & SIMD Operations

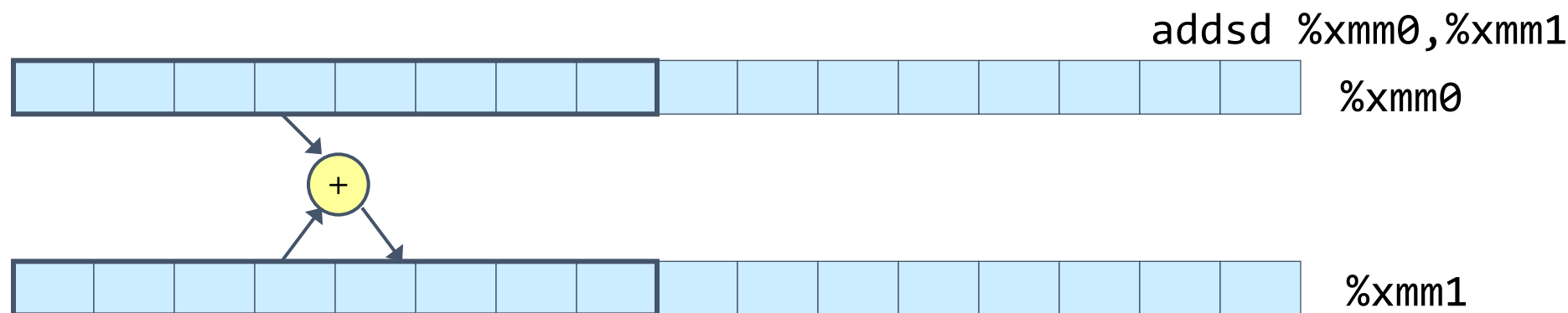
- Scalar Operations:  
Single Precision



- SIMD Operations:  
Single Precision



- Scalar Operations:  
Double Precision



# FP Basics

- Arguments passed in %xmm0, %xmm1, ...
- Result returned in %xmm0
- All XMM registers caller-saved

```
float fadd(float x, float y) {  
    return x + y;  
}
```

```
double dadd(double x, double y) {  
    return x + y;  
}
```

```
# x in %xmm0, y in %xmm1  
addss    %xmm1, %xmm0  
ret
```

```
# x in %xmm0, y in %xmm1  
addsd    %xmm1, %xmm0  
ret
```

# FP Memory Referencing

- Integer (and pointer) arguments passed in regular registers
- FP values passed in XMM registers
- Different mov instructions to move between XMM registers, and between memory and XMM registers

```
double dincr(double *p, double v)
{
    double x = *p;
    *p = x + v;
    return x;
}
```

```
# p in %rdi, v in %xmm0
movapd  %xmm0, %xmm1    # Copy v
movsd   (%rdi), %xmm0    # x = *p
addsd   %xmm0, %xmm1    # t = x + v
movsd   %xmm1, (%rdi)   # *p = t
ret
```

# Other Aspects of FP Code

- Lots of instructions
  - Different operations, different formats, ...
- Floating-point comparisons
  - Instructions `ucomiss` and `ucomisd`
  - Set condition codes CF, ZF, and PF
- Using constant values
  - Set XMM0 register to 0 with instruction `xorpd %xmm0, %xmm0`
  - Others loaded from memory

# Recap

- Arrays
- Structures
- Floating Point

*That's it for assembly!*

**Next time:** security vulnerabilities, memory hierarchy