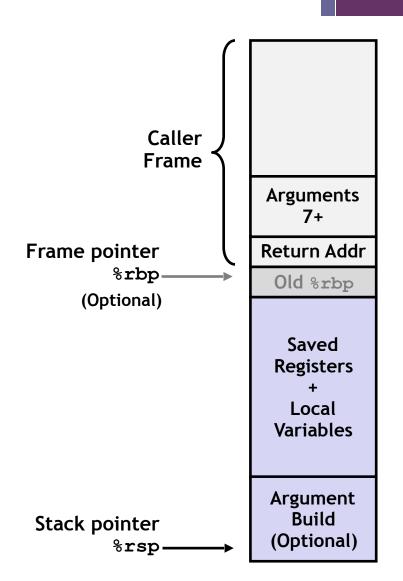


Stack Frames

+x86-64/Linux Stack Frame

- Current Stack Frame ('Top' to 'Bottom')
 - "Argument build"
 Parameters for function about to call
 - Local variablesIf can't keep in registers
 - Saved register context
 - *Old frame pointer* (optional)
- Caller Stack Frame
 - Return address
 - Pushed by call instruction
 - Arguments for this call



+Example: incr

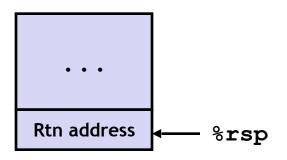
```
long incr(long *p, long val) {
   long x = *p;
   long y = x + val;
   *p = y;
   return x;
}
```

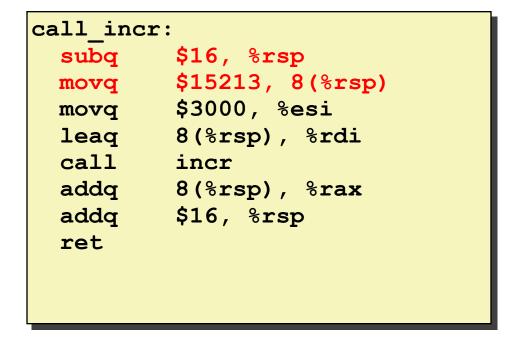
```
incr:
  movq (%rdi), %rax
  addq %rax, %rsi
  movq %rsi, (%rdi)
  ret
```

Register	Use(s)
%rdi	Argument p
%rsi	Argument val, y
%rax	x, Return value

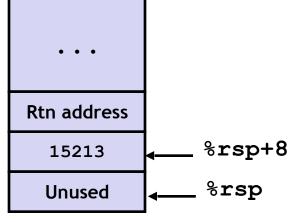
```
long call_incr() {
    long v1 = 15213;
    long v2 = incr(&v1, 3000);
    return v1+v2;
}
```

Initial Stack Structure





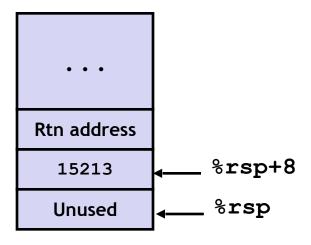
Resulting Stack Structure



```
long call_incr() {
    long v1 = 15213;
    long v2 = incr(&v1, 3000);
    return v1+v2;
}
```

```
call_incr:
    subq    $16, %rsp
    movq    $15213, 8(%rsp)
    movq    $3000, %esi
    leaq    8(%rsp), %rdi
    call    incr
    addq    8(%rsp), %rax
    addq    $16, %rsp
    ret
```

Stack Structure

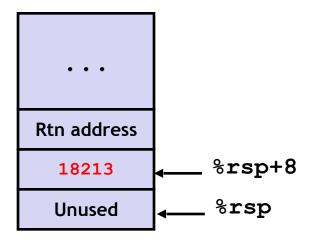


Register	Use(s)
%rdi	&v1
%rsi	3000

```
long call_incr() {
    long v1 = 15213;
    long v2 = incr(&v1, 3000);
    return v1+v2;
}
```

```
call_incr:
    subq $16, %rsp
    movq $15213, 8(%rsp)
    movq $3000, %esi
    leaq 8(%rsp), %rdi
    call incr
    addq 8(%rsp), %rax
    addq $16, %rsp
    ret
```

Stack Structure

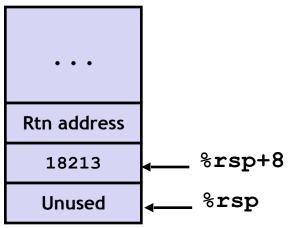


Register	Use(s)
%rdi	&v1
%rsi	3000

```
long call_incr() {
    long v1 = 15213;
    long v2 = incr(&v1, 3000);
    return v1+v2;
}
```

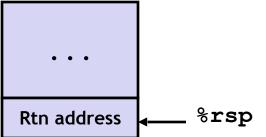
```
call_incr:
    subq $16, %rsp
    movq $15213, 8(%rsp)
    movl $3000, %esi
    leaq 8(%rsp), %rdi
    call incr
    addq 8(%rsp), %rax
    addq $16, %rsp
    ret
```

Stack Structure



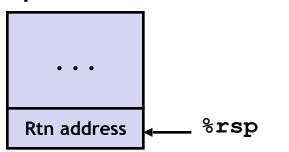
Register	Use(s)
%rax	Return value

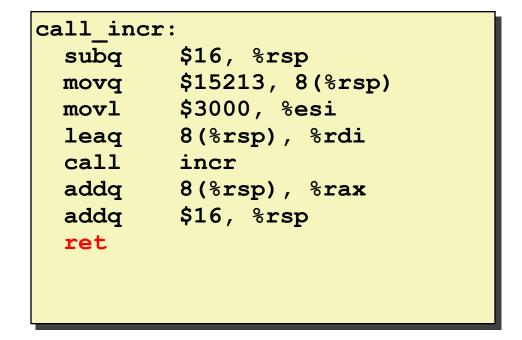
Updated Stack Structure



```
long call_incr() {
    long v1 = 15213;
    long v2 = incr(&v1, 3000);
    return v1+v2;
}
```

Updated Stack Structure





Register	Use(s)
%rax	Return value

Final Stack Structure

