

Runtime Stack

COMP201 Lab Session
Fall 2022



**KOÇ
UNIVERSITY**

Recap: x86-64 Register Conventions

- **Arguments passed in registers:**
 - `%rdi, %rsi, %rdx, %rcx, %r8, %r9`
- **Return value:** `%rax`
- **Callee-saved:**
 - `%rbx, %r12, %r13, %r14, %rbp, %rsp`
- **Caller-saved:**
 - `%rdi, %rsi, %rdx, %rcx, %r8, %r9, %r10, %r11, %rax`
- **Stack pointer:** `%rsp`
- **Instruction pointer:** `%rip`

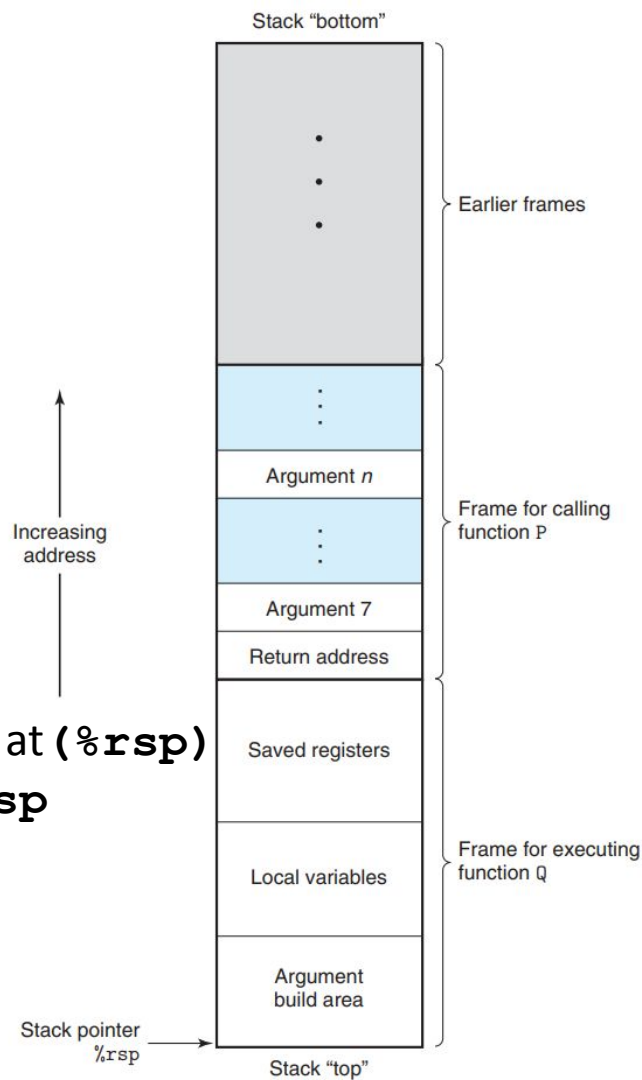
Recap: x86-64 Register Conventions

- **Arguments passed in registers:**
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- **Return value:** `%rax`
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 - `%rbx, %r12, %r13, %r14, %rbp, %rsp`
- **Caller-saved:**
 - `%rdi, %rsi, %rdx, %rcx, %r8, %r9, %r10, %r11, %rax`
- **Stack pointer:** `%rsp`
- **Instruction pointer:** `%rip`

Recap: x86-64 Stack

- Grows **downward** towards **lower** memory addresses
- `%rsp` points to **top** of the stack

- **push `%reg`**: subtract 8 from `%rsp`, put val in `%reg` at (`%rsp`)
- **pop `%reg`**: put val at (`%rsp`) in `%reg`, add 8 to `%rsp`



Recap: x86-64 Function Call Return

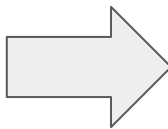
Callee:

- Increase `%rsp`, pop any callee-saved registers (in **reverse order**),
- execute `ret: pop %rip`

Example Code

```
int fool()
{
    int i = 2;
    return i;
}

int foo()
{
    int i = 5;
    return fool();
}
```



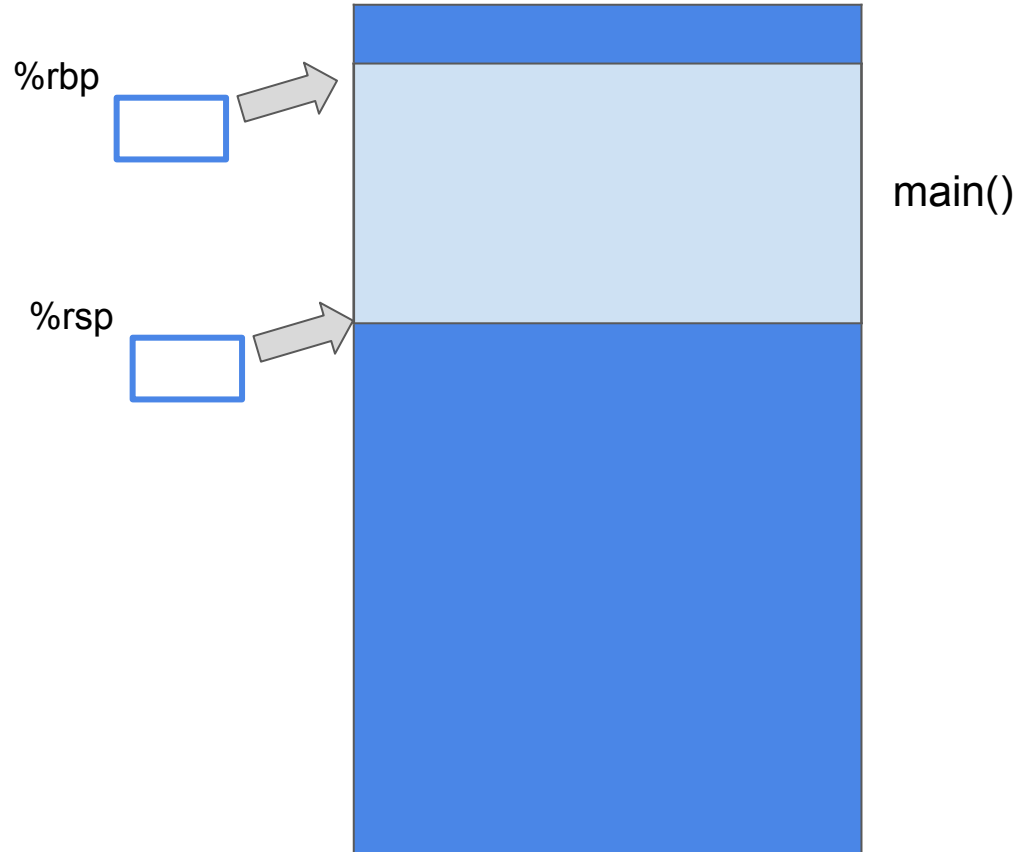
```
0x0000000000400546 <fool>:
    push rbp
    movq rsp, rbp
    sub 16, rsp
    movl $2, -0x4(rbp)
    movl -0x4(rbp), eax
    movq rbp, rsp
    pop rbp
    ret

0x0000000000400626 <foo>:
    push rbp
    movq rsp, rbp
    sub 16, rsp
    movl $5, -0x4(rbp)
    call 0x400546 <fool>
    movq rbp, rsp
    pop rbp
    ret
```

Execution Flow

```
0x0000000000400546 <foo1>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $2, -0x4(rbp)  
    movl -0x4(rbp), eax  
    movq rbp, rsp  
    pop rbp  
    ret
```

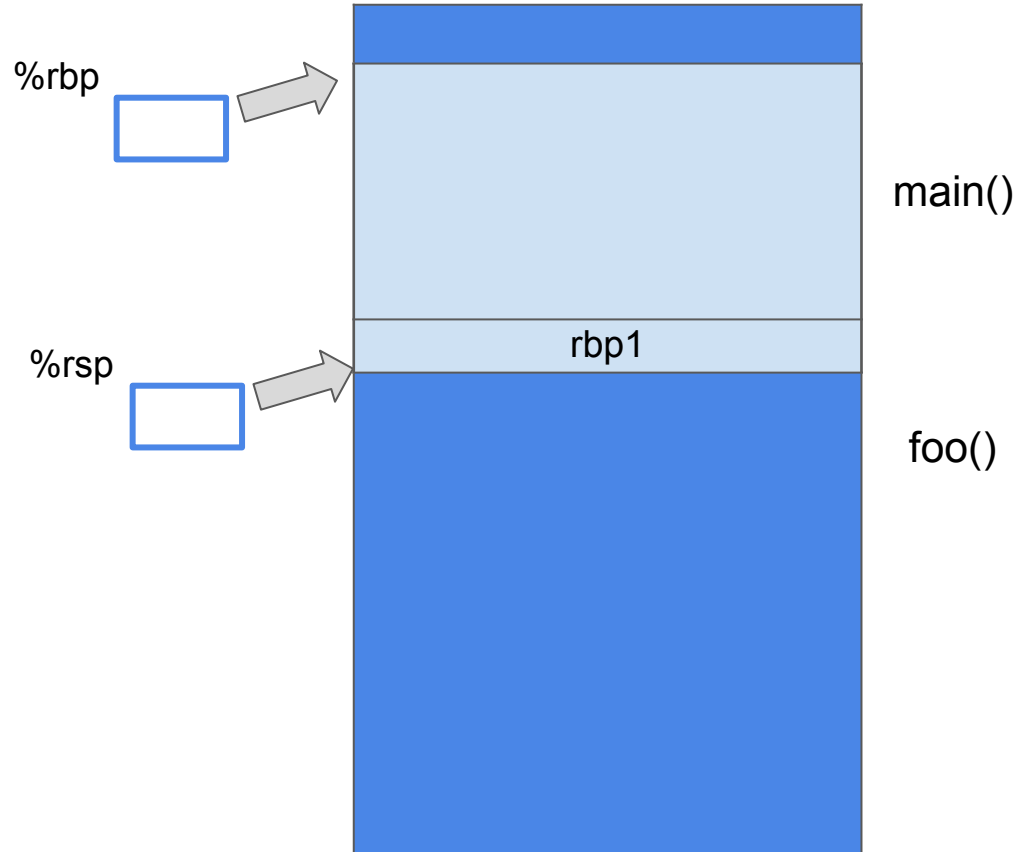
```
0x0000000000400626 <foo>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $5, -0x4(rbp)  
    call 0x400546 <foo1>  
    movq rbp, rsp  
    pop rbp  
    ret
```



Execution Flow

```
0x0000000000400546 <foo1>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $2, -0x4(rbp)  
    movl -0x4(rbp), eax  
    movq rbp, rsp  
    pop rbp  
    ret
```

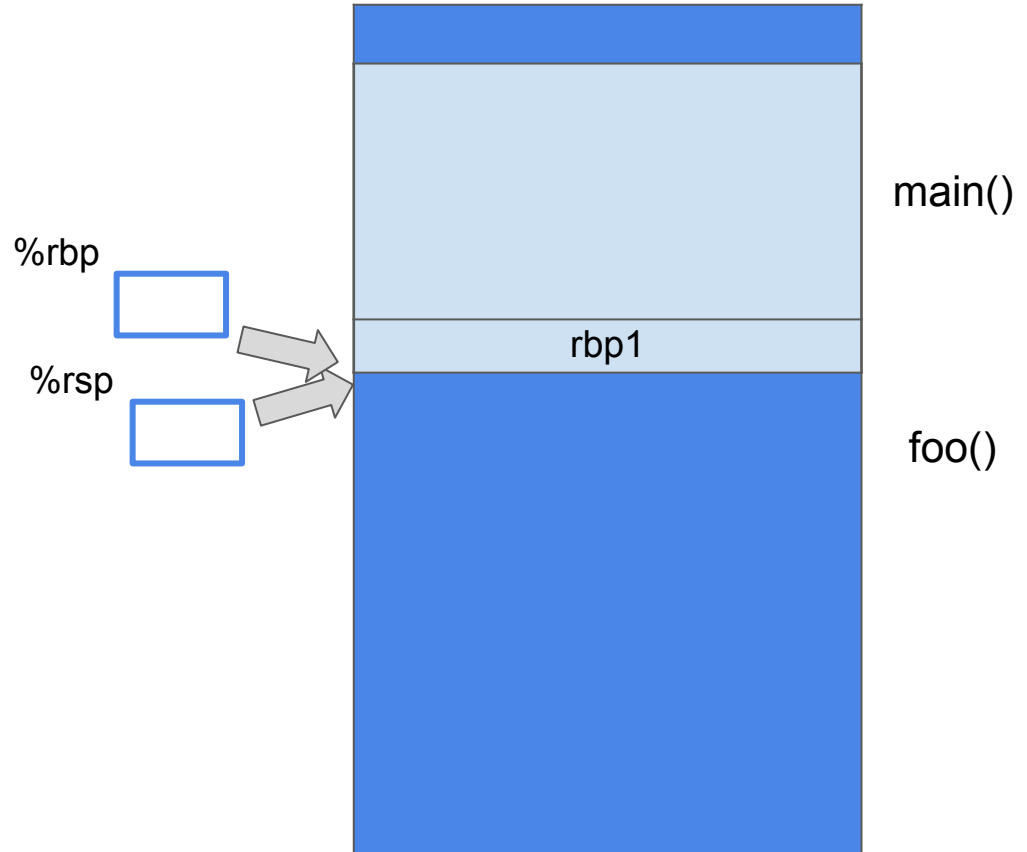
```
0x0000000000400626 <foo>:  
➡ push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $5, -0x4(rbp)  
    call 0x400546 <foo1>  
    movq rbp, rsp  
    pop rbp  
    ret
```



Execution Flow

```
0x0000000000400546 <foo1>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $2, -0x4(rbp)  
    movl -0x4(rbp), eax  
    movq rbp, rsp  
    pop rbp  
    ret
```

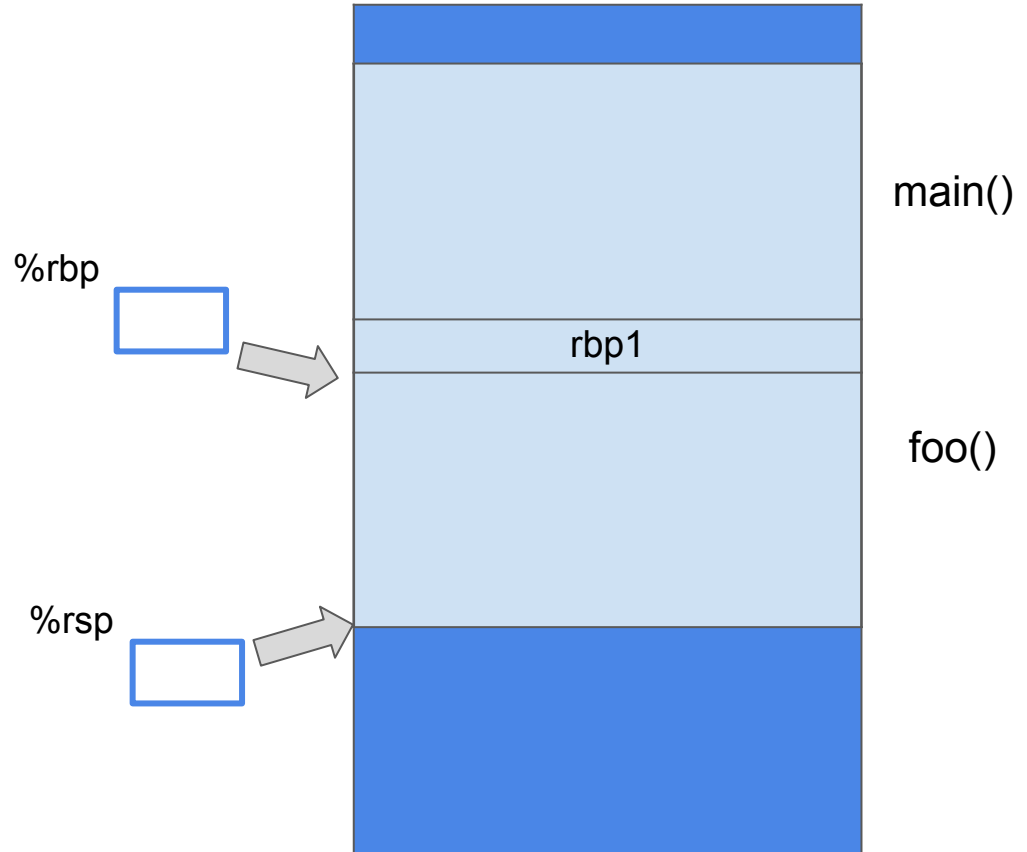
```
0x0000000000400626 <foo>:  
    push rbp  
    ➔ movq rsp, rbp  
    sub 16, rsp  
    movl $5, -0x4(rbp)  
    call 0x400546 <foo1>  
    movq rbp, rsp  
    pop rbp  
    ret
```



Execution Flow

```
0x0000000000400546 <foo1>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $2, -0x4(rbp)  
    movl -0x4(rbp), eax  
    movq rbp, rsp  
    pop rbp  
    ret
```

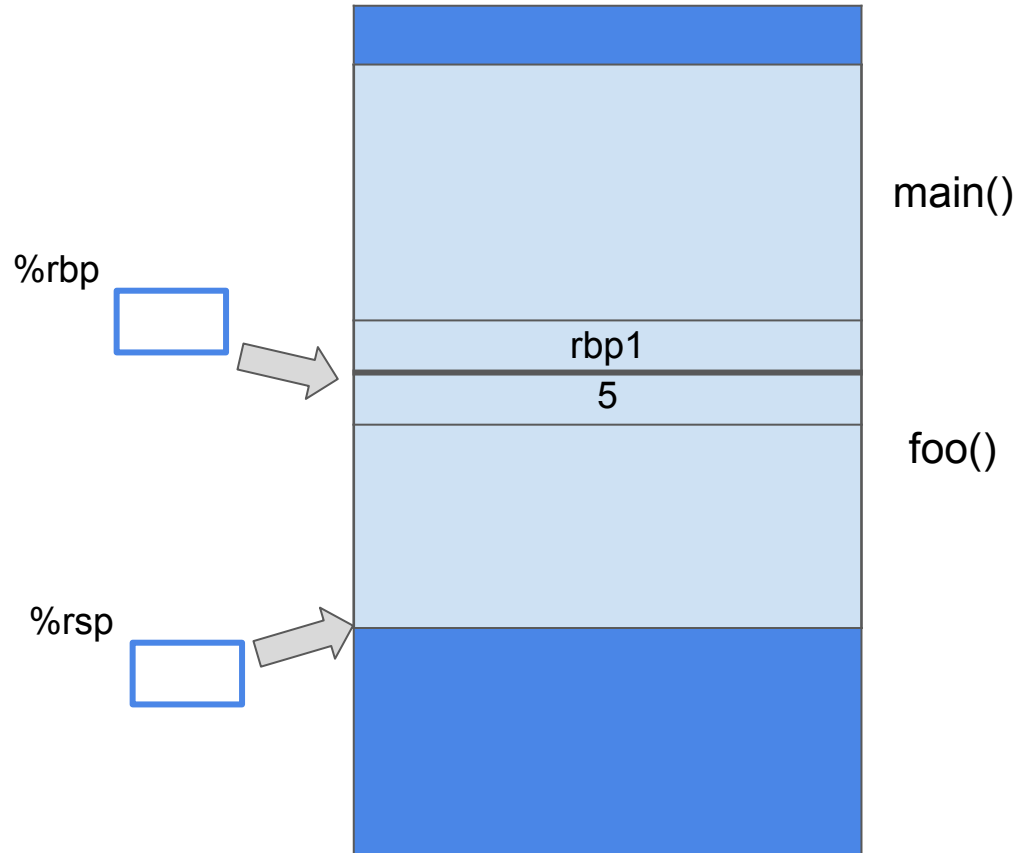
```
0x0000000000400626 <foo>:  
    push rbp  
    movq rsp, rbp  
    ➔ sub 16, rsp  
    movl $5, -0x4(rbp)  
    call 0x400546 <foo1>  
    movq rbp, rsp  
    pop rbp  
    ret
```



Execution Flow

```
0x0000000000400546 <foo1>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $2, -0x4(rbp)  
    movl -0x4(rbp), eax  
    movq rbp, rsp  
    pop rbp  
    ret
```

```
0x0000000000400626 <foo>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    ➔ movl $5, -0x4(rbp)  
    call 0x400546 <foo1>  
    movq rbp, rsp  
    pop rbp  
    ret
```



Execution Flow

```
0x0000000000400546 <foo1>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $2, -0x4(rbp)  
    movl -0x4(rbp), eax  
    movq rbp, rsp  
    pop rbp  
    ret
```

```
0x0000000000400626 <foo>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $5, -0x4(rbp)  
    → call 0x400546 <foo1>  
    movq rbp, rsp ← ra1  
    pop rbp  
    ret
```

%rbp



%rsp



main()

foo()

call pushes the address of the next instruction (ra1) to the stack and puts the address of foo1 label to the program counter (%rip)

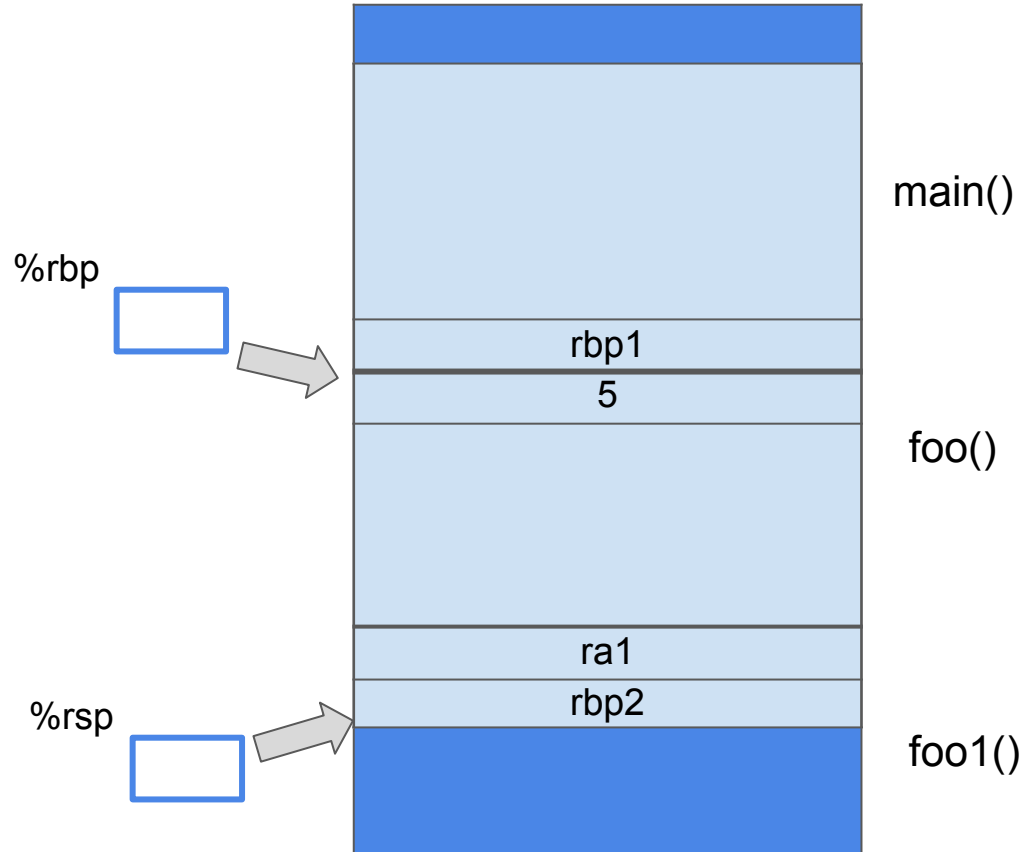
Execution Flow

0x0000000000400546 <foo1>:

➔ **push rbp**
movq rsp, rbp
sub 16, rsp
movl \$2, -0x4(rbp)
movl -0x4(rbp), eax
movq rbp, rsp
pop rbp
ret

0x0000000000400626 <foo>:

push rbp
movq rsp, rbp
sub 16, rsp
movl \$5, -0x4(rbp)
call 0x400546 <foo1>
movq rbp, rsp
pop rbp
ret



Execution Flow

0x0000000000400546 <foo1>:

push rbp

➔ **movq rsp, rbp**

sub 16, rsp

movl \$2, -0x4(rbp)

movl -0x4(rbp), eax

movq rbp, rsp

pop rbp

ret

0x0000000000400626 <foo>:

push rbp

movq rsp, rbp

sub 16, rsp

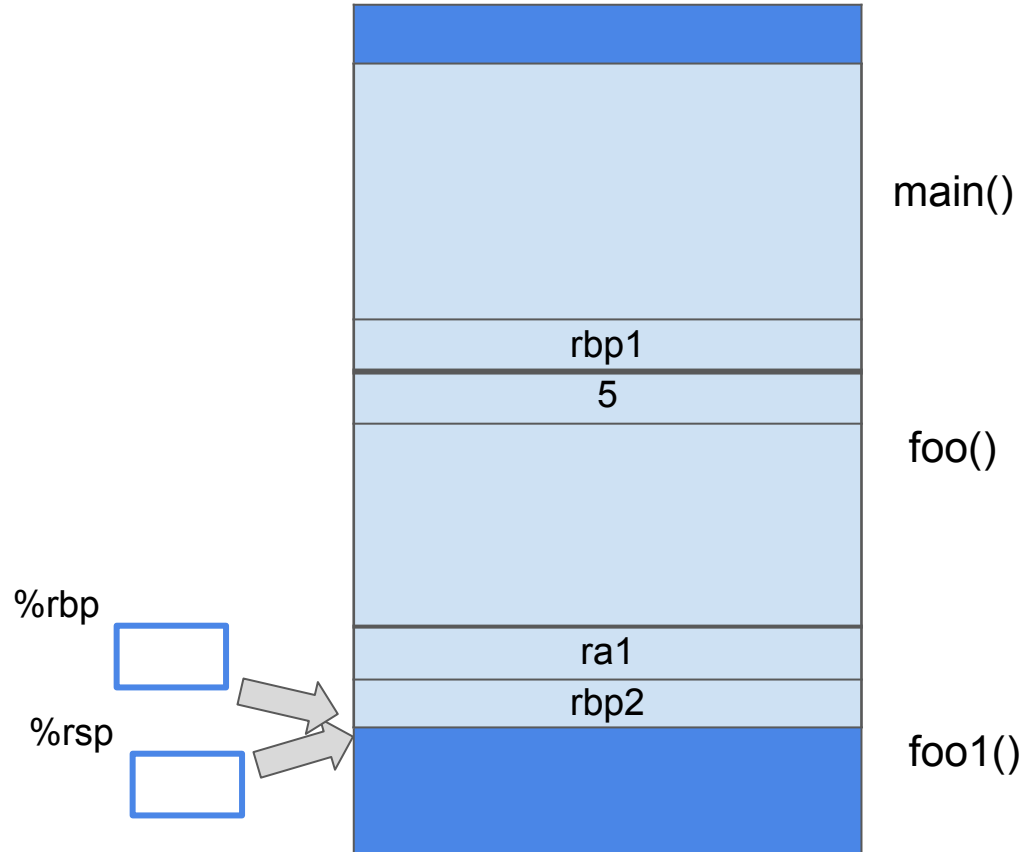
movl \$5, -0x4(rbp)

call 0x400546 <foo1>

movq rbp, rsp

pop rbp

ret



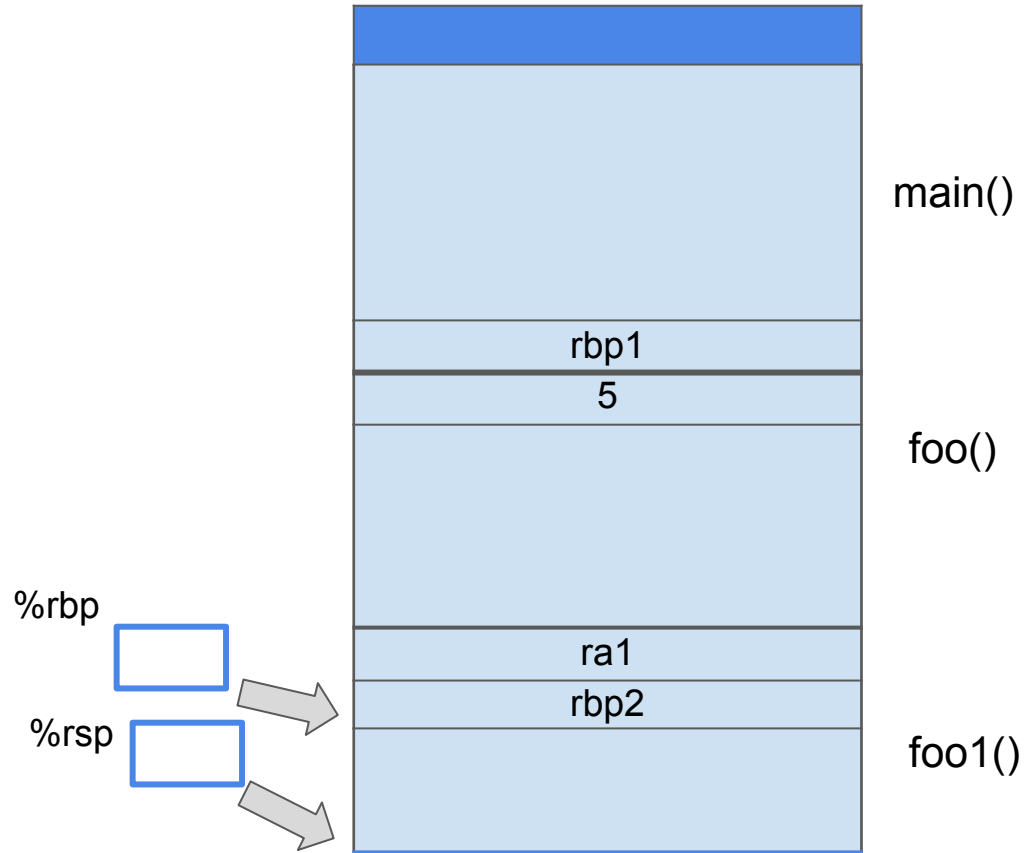
Execution Flow

0x0000000000400546 <foo1>:

```
push rbp
movq rsp, rbp
➔ sub 16, rsp
movl $2, -0x4(rbp)
movl -0x4(rbp), eax
movq rbp, rsp
pop rbp
ret
```

0x0000000000400626 <foo>:

```
push rbp
movq rsp, rbp
sub 16, rsp
movl $5, -0x4(rbp)
call 0x400546 <foo1>
movq rbp, rsp
pop rbp
ret
```



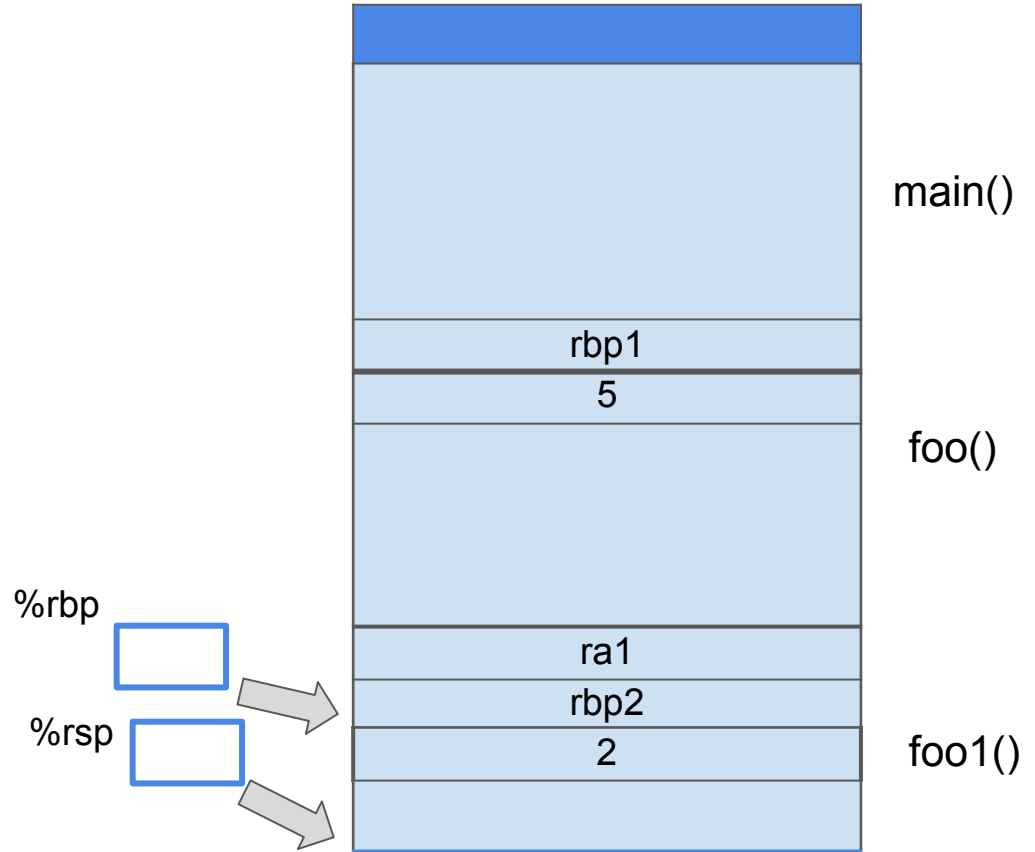
Execution Flow

0x0000000000400546 <foo1>:

```
push rbp
movq rsp, rbp
sub 16, rsp
➔ movl $2, -0x4(rbp)
movl -0x4(rbp), eax
movq rbp, rsp
pop rbp
ret
```

0x0000000000400626 <foo>:

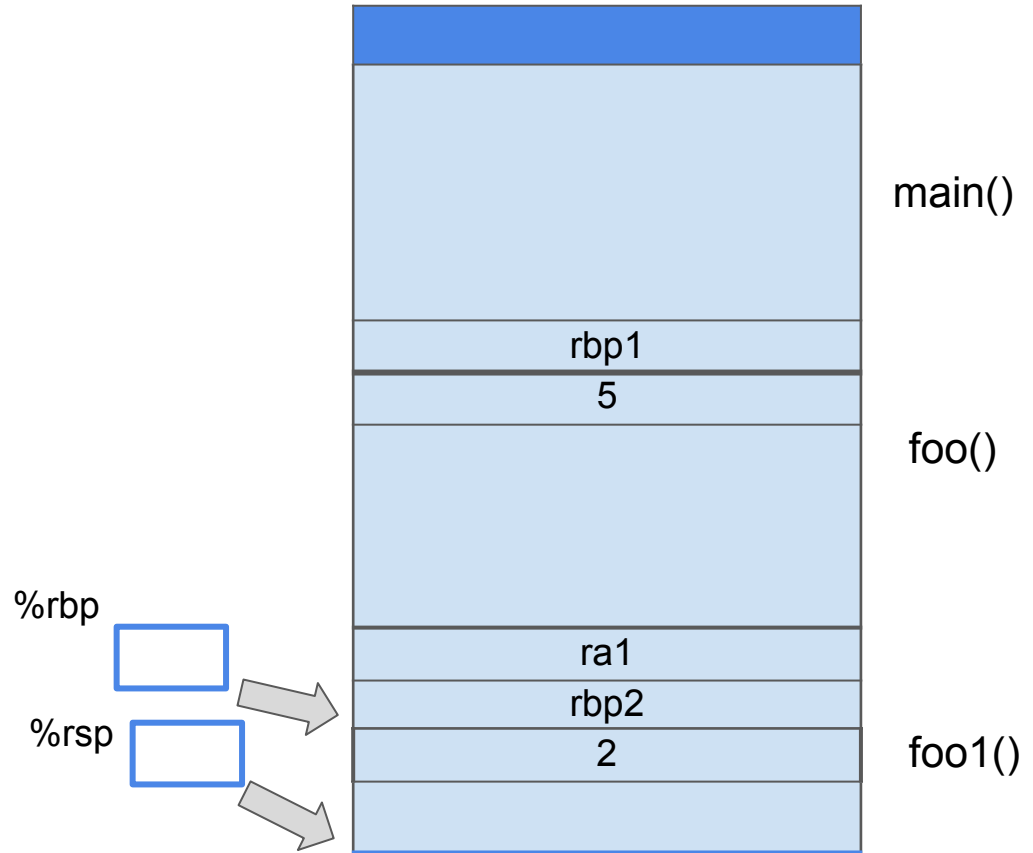
```
push rbp
movq rsp, rbp
sub 16, rsp
movl $5, -0x4(rbp)
call 0x400546 <foo1>
movq rbp, rsp
pop rbp
ret
```



Execution Flow

```
0x0000000000400546 <foo1>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $2, -0x4(rbp)  
    ➔ movl -0x4(rbp), eax  
    movq rbp, rsp  
    pop rbp  
    ret
```

```
0x0000000000400626 <foo>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $5, -0x4(rbp)  
    call 0x400546 <foo1>  
    movq rbp, rsp  
    pop rbp  
    ret
```



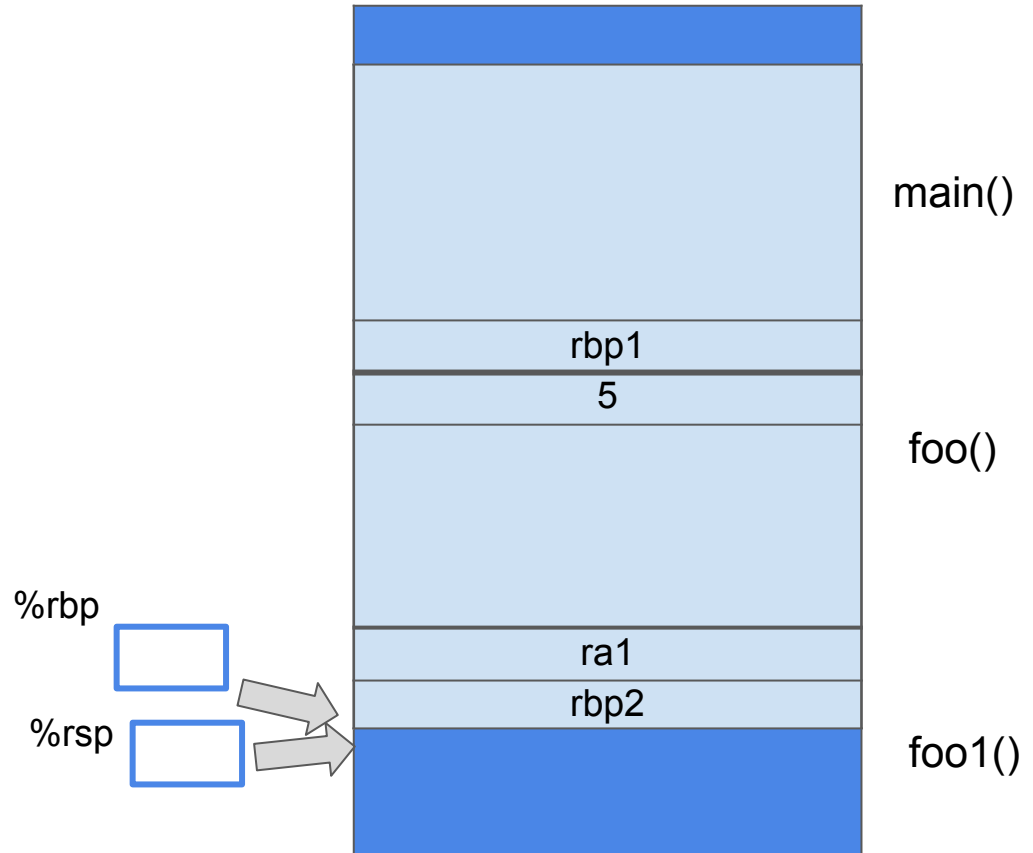
Execution Flow

0x0000000000400546 <foo1>:

```
push rbp
movq rsp, rbp
sub 16, rsp
movl $2, -0x4(rbp)
movl -0x4(rbp), eax
➔ movq rbp, rsp
pop rbp
ret
```

0x0000000000400626 <foo>:

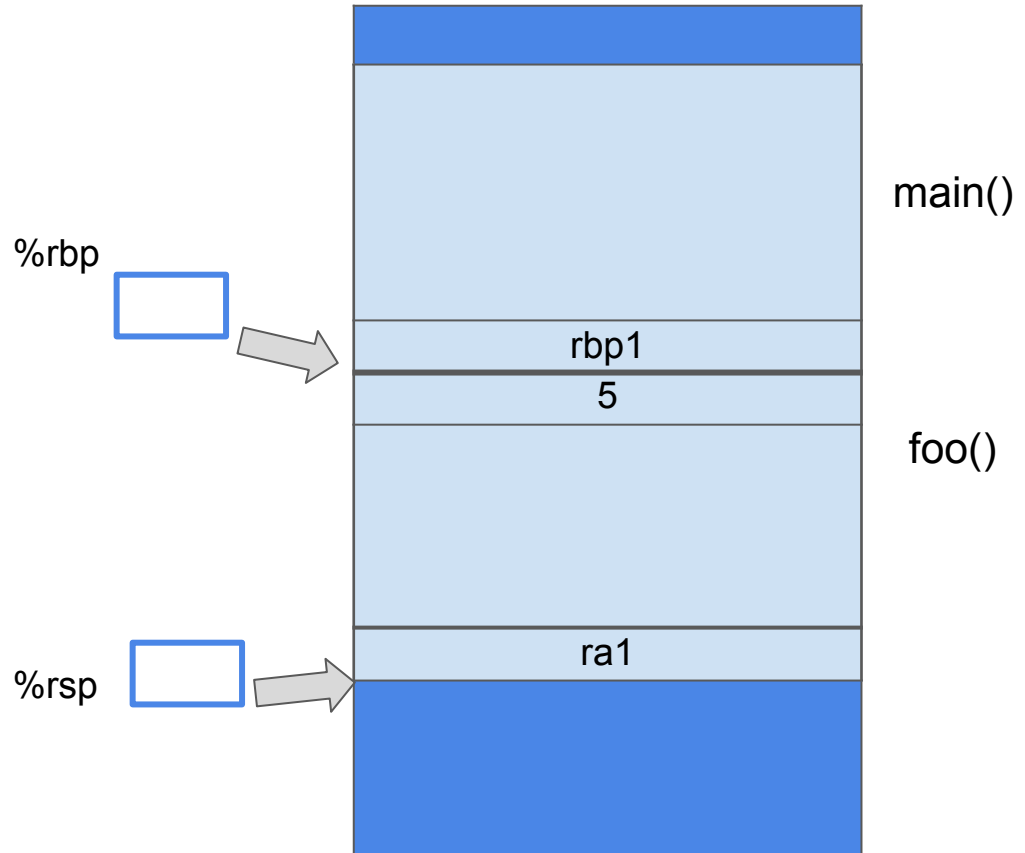
```
push rbp
movq rsp, rbp
sub 16, rsp
movl $5, -0x4(rbp)
call 0x400546 <foo1>
movq rbp, rsp
pop rbp
ret
```



Execution Flow

```
0x0000000000400546 <foo1>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $2, -0x4(rbp)  
    movl -0x4(rbp), eax  
    movq rbp, rsp  
➔ pop rbp  
    ret
```

```
0x0000000000400626 <foo>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $5, -0x4(rbp)  
    call 0x400546 <foo1>  
    movq rbp, rsp  
    pop rbp  
    ret
```



Execution Flow

0x0000000000400546 <foo1>:

```
push rbp
movq rsp, rbp
sub 16, rsp
movl $2, -0x4(rbp)
movl -0x4(rbp), eax
movq rbp, rsp
pop rbp
```

➡ **ret**

0x0000000000400626 <foo>:

```
push rbp
movq rsp, rbp
sub 16, rsp
movl $5, -0x4(rbp)
call 0x400546 <foo1>
movq rbp, rsp ← ra1
pop rbp
ret
```

%rbp



%rsp



main()

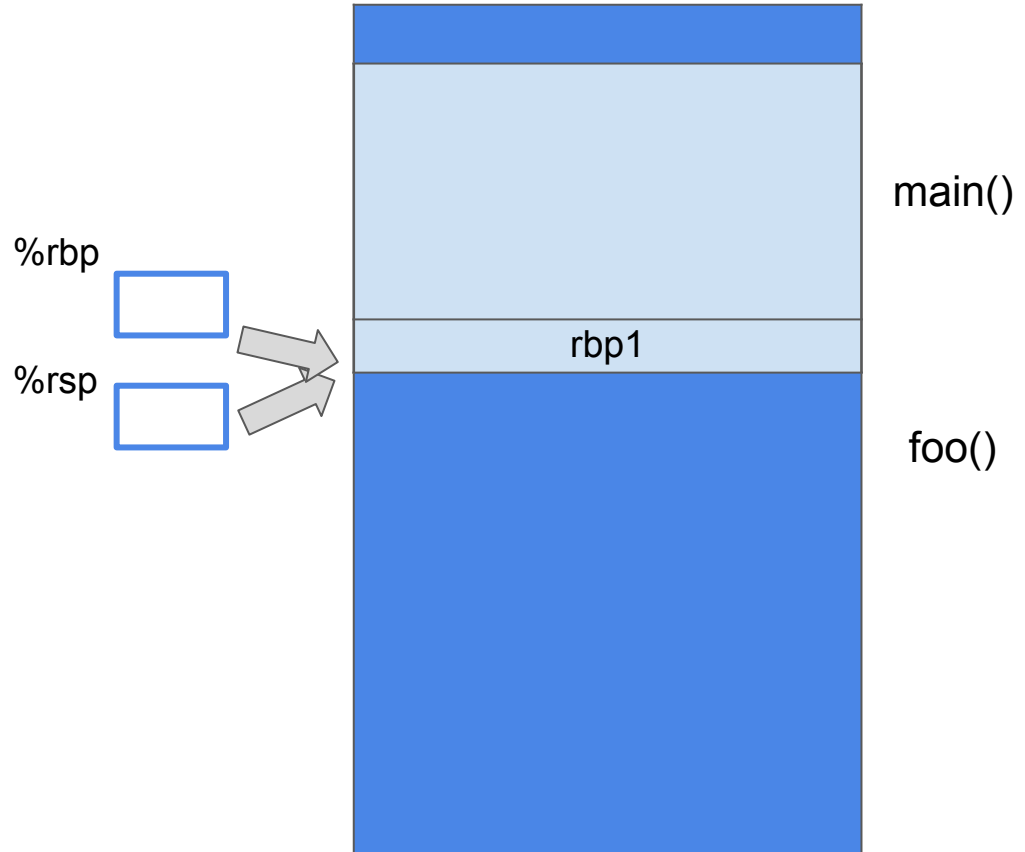
foo()

ret pops the return address (ra1) from the stack and puts it to %rip.

Execution Flow

```
0x0000000000400546 <foo1>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $2, -0x4(rbp)  
    movl -0x4(rbp), eax  
    movq rbp, rsp  
    pop rbp  
    ret
```

```
0x0000000000400626 <foo>:  
    push rbp  
    movq rsp, rbp  
    sub 16, rsp  
    movl $5, -0x4(rbp)  
    call 0x400546 <foo1>  
    ➡ movq rbp, rsp  
    pop rbp  
    ret
```



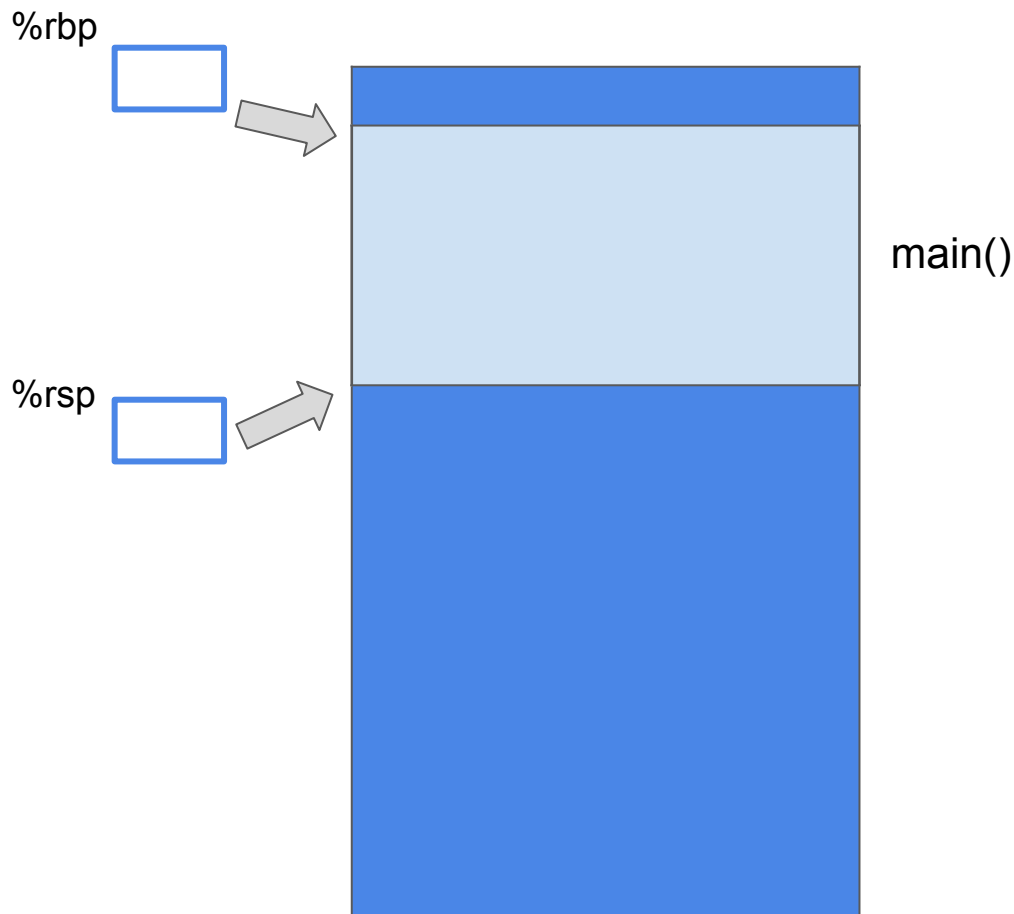
Execution Flow

0x0000000000400546 <foo1>:

```
push rbp
movq rsp, rbp
sub 16, rsp
movl $2, -0x4(rbp)
movl -0x4(rbp), eax
movq rbp, rsp
pop rbp
ret
```

0x0000000000400626 <foo>:

```
push rbp
movq rsp, rbp
sub 16, rsp
movl $5, -0x4(rbp)
call 0x400546 <foo1>
movq rbp, rsp
➡ pop rbp
ret
```



Execution Flow

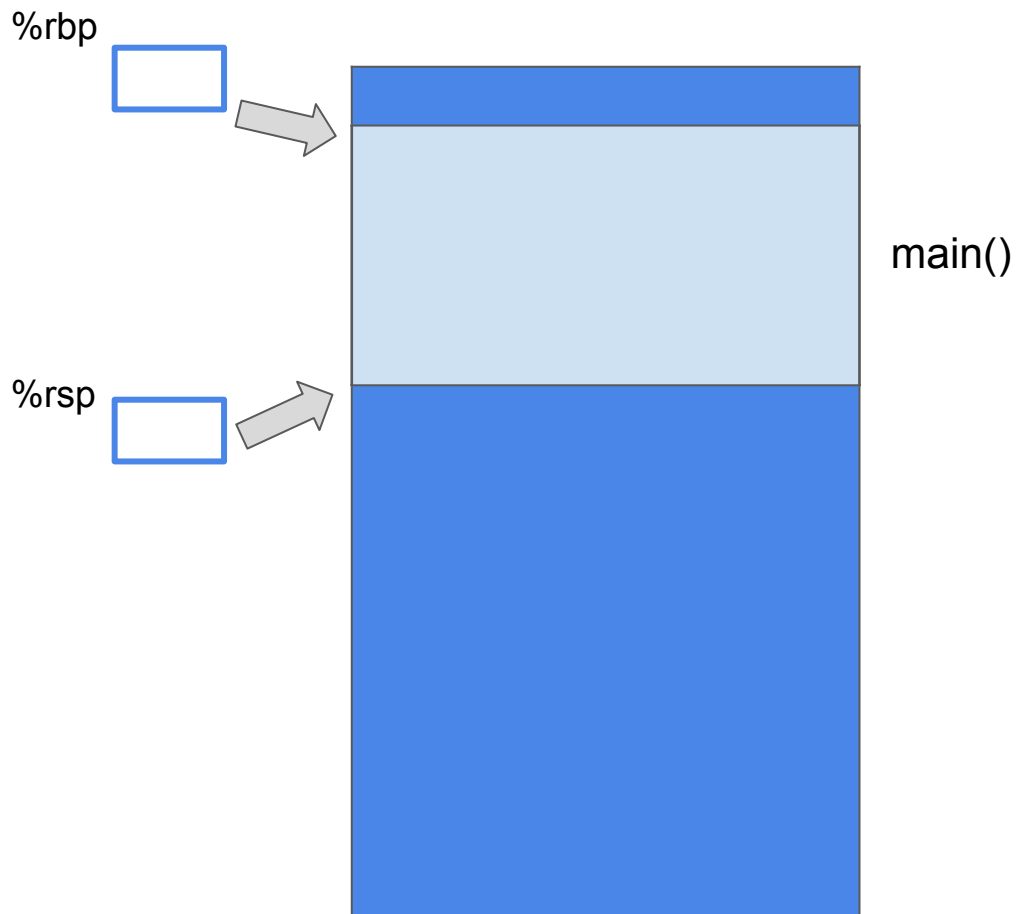
0x0000000000400546 <foo1>:

```
push rbp
movq rsp, rbp
sub 16, rsp
movl $2, -0x4(rbp)
movl -0x4(rbp), eax
movq rbp, rsp
pop rbp
ret
```

0x0000000000400626 <foo>:

```
push rbp
movq rsp, rbp
sub 16, rsp
movl $5, -0x4(rbp)
call 0x400546 <foo1>
movq rbp, rsp
pop rbp
```

➡ **ret**



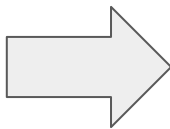
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 - `%rdi, %rsi, %rdx, %rcx, %r8, %r9`
- **Return value:** `%rax`
- **Callee-saved:**
 - `%rbx, %r12, %r13, %r14, %rbp, %rsp`
- **Caller-saved:**
 - `%rdi, %rsi, %rdx, %rcx, %r8, %r9, %r10, %r11, %rax`
- **Stack pointer:** `%rsp`
- **Instruction pointer:** `%rip`

How to pass parameters to a called function??

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

int foo()
{
    return fool(1,2,3);
}
```



0x0000000000400546 <fool>:

```
push %rbp
movq %rsp, %rbp
movl edi, -0x4(%rbp)
movl esi, -0x8(%rbp)
movl edx, -0xc(%rbp)
movl -0x4(%rbp), %edx
movl -0x8(%rbp), %eax
addl %eax, %edx
movl -0xc(%rbp), %eax
addl %edx, %eax
pop %rbp
ret
```

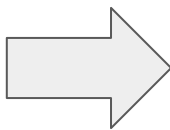
0x0000000000400626 <foo>:

```
push %rbp
movq %rsp, %rbp
movl $3, %edx
movl $2, %esi
movl $1, %edi
call 0x400546 <fool>
pop %rbp
ret
```

How to pass parameters to a called function??

```
int fool(int a, int b, int c, int d, int e, int f)
{
    // Some statement here;
}

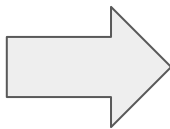
int foo()
{
    return fool(1,2,3,4,5,6);
}
```



```
0x0000000000400546 <fool>:
    # Some statement here;
0x0000000000400626 <foo>:
    push %rbp
    movq %rsp, %rbp
    movl $1, %edi
    movl $2, %esi
    movl $3, %edx
    movl $4, %ecx
    movl $5, %r8
    movl $6, %r9
    call 0x400546 <fool>:
    pop %rbp
    ret
```

How to pass parameters to a called function??

```
int fool(int a, int b, int c,  
        int d, int e, int f,  
        int g, int h)  
{  
    // Some statement here;  
}  
  
int foo()  
{  
    return fool(1,2,3,4,5,6,7,8);  
}
```



```
0x0000000000400546 <fool>:  
    # Some statement here;  
0x0000000000400626 <foo>:  
    push %rbp  
    movq %rsp, %rbp  
    subl $16, %rsp  
    movl $1, %edi  
    movl $2, %esi  
    movl $3, %edx  
    movl $4, %ecx  
    movl $5, %r8d  
    movl $6, %r9d  
    push $7  
    push $8  
    call 0x400546 <fool>  
    addl $16, %rsp  
    ret
```