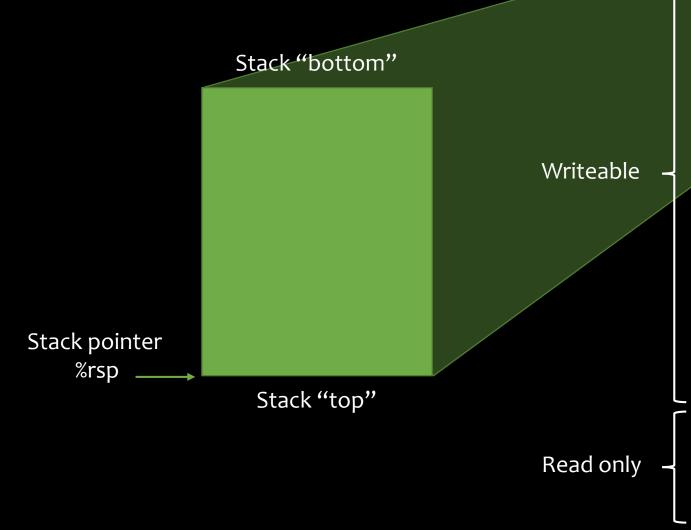




x86 Procedures

- ① Stack
- ② Control/Data Transfer
 - 3 Local Storage
- 4 Recursive Procedures

Memory Layout



Stack

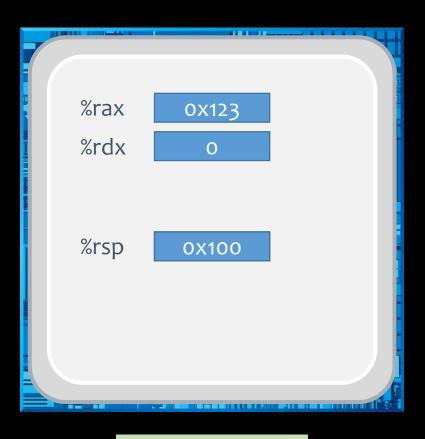
Dynamic Data

> Static Data

Literals

Instructions

Stack Push

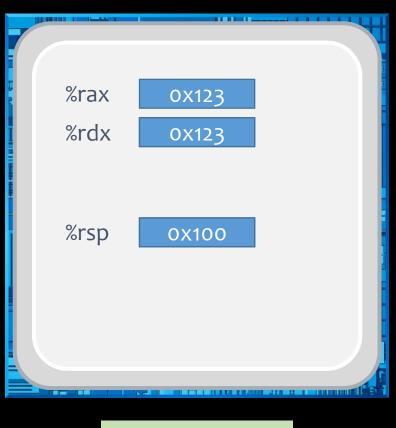


PUSH S

0x108 0X123 0X100

pushq %rax

Stack Pop



POP D

0x108 0x100

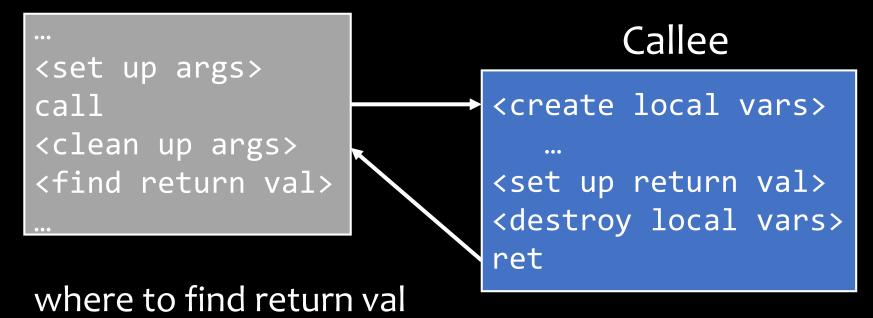
0X123

popq %rdx

Procedure Call

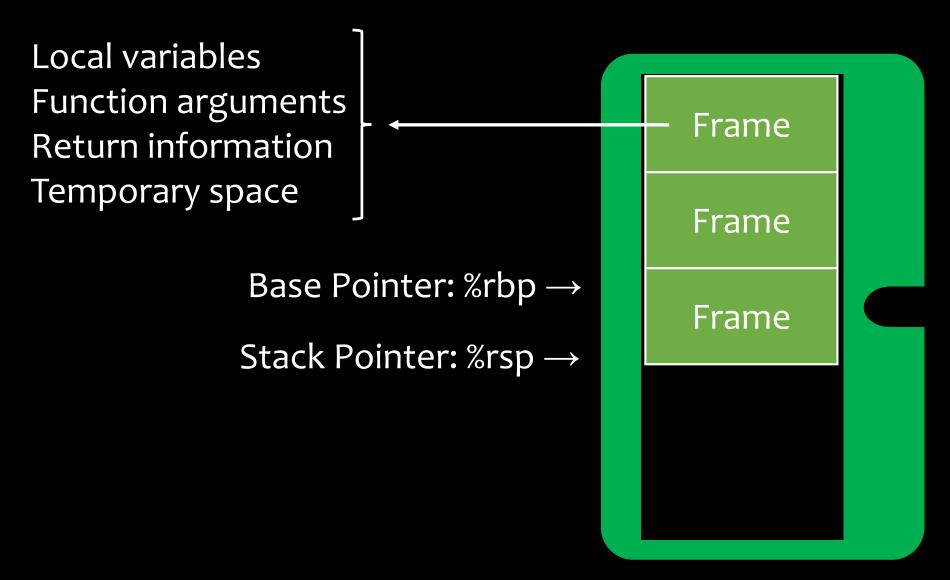
Caller

CALL Label



where to find args "return address"

Stack Frame



Call Chain Example

```
yoo(...)
{
    ...
    who();
    ...
}
```

```
amI(...)
{
    ...
    amI();
    ...
}
```

```
who(...)
{
     ...
     amI();
     ...
     amI();
     ...
}
```

```
%rsp →
               %rbp →
yoo
               %rsp →
               %rbp →
who
               %rsp\rightarrow
aml
         aml
               %rbp →
               %rsp →
               %rbp →
aml
               %rsp →
               %rbp →
aml
               %rsp →
```

stack

yoo

%rbp →

who

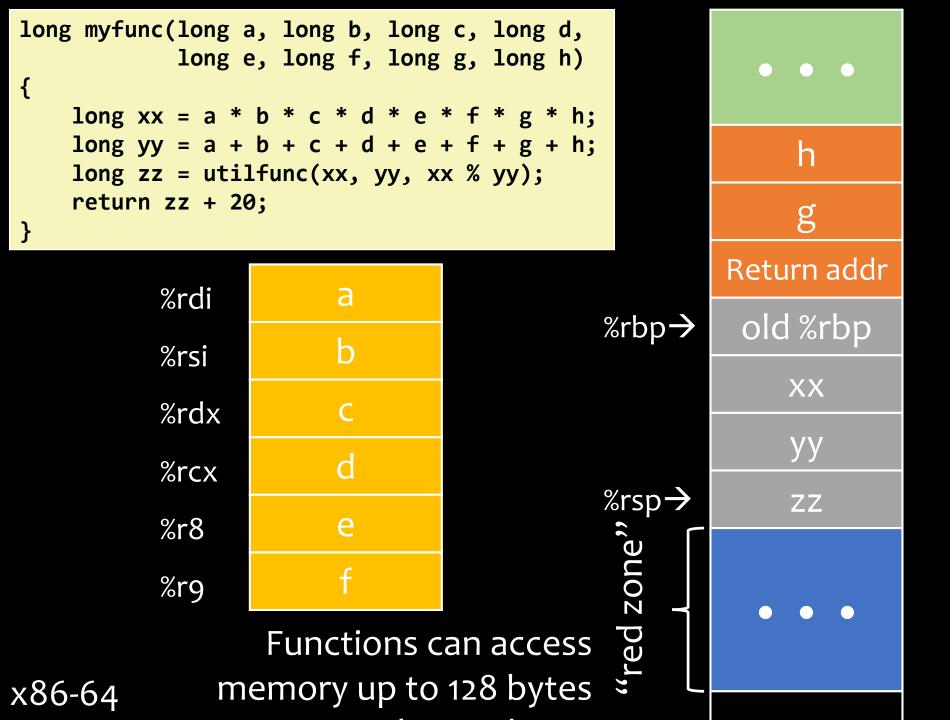
aml

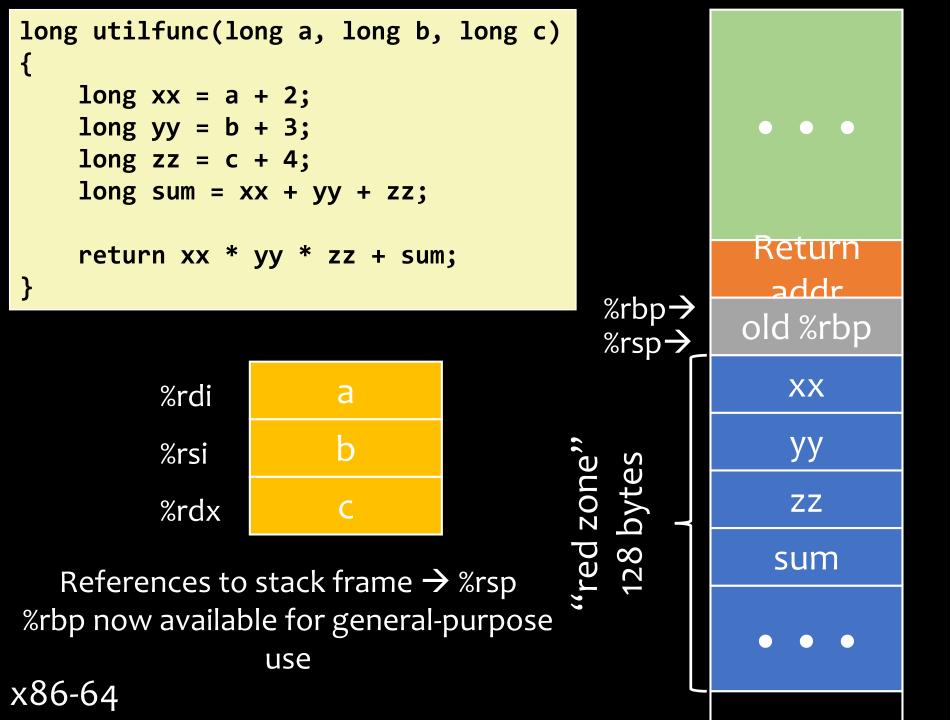
aml

aml

Register Saving Convention

%rax	Return value	%r8	Argument #5
%rbx	Callee saved	%r9	Argument #6
%rcx	Argument #4	%r10	Caller saved
%rdx	Argument #3	%r11	Caller saved
%rsi	Argument #2	%r12	Callee saved
%rdi	Argument #1	%r13	Callee saved
%rsp	Stack pointer	%r14	Callee saved
%rbp	Callee saved	%r15	Callee saved





Summary

- Memory Layout
- Stack
 - PUSH
 - POP
- Stack frame
- Procedure Call
 - CALL
 - RET
- Register Saving Convention
- Red zone



Charles Petzold

American programmer, Microsoft MVP



66 Programming in machine code is like eating with a toothpick.

