

# TDT4205 Compilers

## Exercise 4

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### Contents

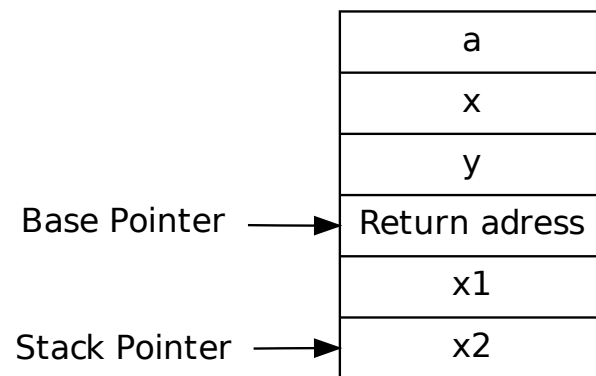
#### **PART 1 Theory and Assembly Programming**

##### **Task 1.1 Stack Frames**

###### **1. What is a stack frame**

A *stack frame* is a location in a programs logical memory, or more precicely, on the *stack*, where it keeps the current local variables. The stack frame grows as local variables are added, and shrinks as they are popped of, eg. if they are not going to be used any more.

## 2. Stack frame illustration



## 3. Setting up and tearing down stack frames

## Task 1.2 x86 Assembly Programming

The complete file *foo.s* is attached with the delivery of this file.

```
1  foo:
2      /* Store old base pointer on top of stack */
3      pushl   %ebp
4
5      /* Set new stack base (ebp) to old top-of-stack (esp) */
6      movl    %esp, %ebp
7
8      /* Store 0 in ecx (loop starts at 1, but is incremented in first test) */
9      movl    $0, %ecx
10
11     /* Store 0 on the stack, our sum value */
12     pushl    $0
13
14     /* And start loop-test */
15     jmp      tst_lp
16
17 lbody:
18     /* Loop body */
19     /* Modulo ← divide and check rest-register */
20
21
22     /* Check for input divisible by 3 */
23     movl    %ecx, %eax
24     movl    $3, %ebx
25     cdq
26     idiv    %ebx
27     /* edx now contains ecx mod 3 */
28     cmp     $0, %edx
29     jz      tst_ok /* Test true */
30
31     /* Check for input divisible by 5 */
32     movl    %ecx, %eax
33     movl    $5, %ebx
34     cdq
35     idiv    %ebx
36     /* edx now contains ebx mod 5 */
37     cmp     $0, %edx
38     jnz     tst_lp /* Test false */
39
40 tst_ok:
41     addl    %ecx, -4(%ebp)
42
43 tst_lp:
44     /* Get the function argument and store in ebx */
45     movl    8(%ebp), %ebx
46
47     /* Increment and test */
48     inc     %ecx
49     /* if ebx < ecx jump to start of loop */
50     cmp     %ebx, %ecx
51     jl      lbody
52
53     pushl   -4(%ebp)
54     /* Print results */
55     /* sum is on top of stack */
56     pushl   $.STRING0
57     call    printf
58
59     /* Clean up on stack */
60     addl    $8, %esp
61     /* Clean up stack frame */
62     leave
63
64     /* Return home */
65     ret
```

## Task 1.3 Symbol Tables

### 1. Stack offset

**a** -4

**b** -8

**c**  $-28(-8 - (4 \cdot 5))$

### 2. Lexical depth