

CMSC216: x86-64 Control Flow

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*Last Updated:
Wed Oct 15 06:18:04 PM EDT 2025*

Logistics

Announcements

Assembly References for those Recovering from Fall Break

- ▶ Shallow: [Brown University's x64 Cheat Sheet](#) good as a quick reference, can help with particulars and also notify of knowledge gaps
- ▶ Deeper: Lecture Slides cover most assembly concepts with examples exercises etc.
- ▶ Deepest: Bryant/O'Hallaron Ch 3

S: "What's a good resource on assembly?"

K: "Here's 160 pages of well-written, technical coverage by experts on the subject."

S: "Isn't there like a 6-min video I could watch instead?"

K: "Get out of my office."

Control Flow in Assembly and the Instruction Pointer

Instruction Pointer Register

- ▶ **%rip: special register** (not general purpose) referred to as the **Instruction Pointer** or Program Counter
- ▶ **%rip** contains main memory address of next assembly instruction to execute
- ▶ After executing an instruction, **%rip** automatically updates to the subsequent instruction
OR in a Jump instruction, **%rip** changes non-sequentially
- ▶ **Do not** add/subtract with **%rip** via `addq/subq`: **%rip** automatically updates after each instruction

Jump Instructions

- ▶ **Labels** in assembly indicate jump targets like `.LOOP`:
- ▶ **Unconditional Jump**: always jump to a new location by changing **%rip** non-sequentially
- ▶ **Comparison / Test**: Instruction, sets EFLAGS bits indicating relation between registers/values (greater, less than, equal)
- ▶ **Conditional Jump**: Jumps to a new location if certain bits of EFLAGS are set by changing **%rip** non-sequentially; otherwise continues sequential execution

Exercise: Loop Sum with Instruction Pointer (rip)

- ▶ Can see direct effects on rip in disassembled code
- ▶ rip increases corresponding to instruction length
- ▶ Jumps include address for next rip

```
// C Code equivalent
long sum=0, i=1, lim=100;
while(i<=lim){
    sum += i;
    i++;
}
return sum;
```

00000000000005fa <main>:

ADDR	HEX-OPCODES	ASSEMBLY	EFFECT ON RIP
5fa:	48 c7 c0 00 00 00 00	mov \$0x0,%rax	# rip = 5fa -> 601
601:	48 c7 c1 01 00 00 00	mov \$0x1,%rcx	# rip = 601 -> 608
608:	48 c7 c2 64 00 00 00	mov \$0x64,%rdx	# rip = 608 -> 60f
000000000000060f <LOOP>:			
60f:	48 39 d1	cmp %rdx,%rcx	# rip = 60f -> 612
612:	7f 08	jg 61c <END>	# rip = 612 -> 614 OR 61c
614:	48 01 c8	add %rcx,%rax	# rip = 614 -> 617
617:	48 ff c1	inc %rcx	# rip = 617 -> 61a
61a:	eb f3	jmp 60f <LOOP>	# rip = 61a -> 60f
000000000000061c <END>:			
61c:	c3	retq	# rip 61c -> return address

Disassembling Binaries

- ▶ Binaries hard to read on their own
- ▶ Many tools exist to work with them, notably objdump on Unix
- ▶ Can **disassemble** binary: show “readable” version of contents

```
>> gcc -Og loop.s                                # COMPILE AND ASSEMBLE

>> file a.out
a.out: ELF 64-bit LSB pie executable, x86-64, version 1 (SYSV),

>> objdump -d a.out                              # DISASSEMBLE BINARY
a.out:      file format elf64-x86-64
...
Disassembly of section .text:
...
00000000000001119 <main>:
    1119:      48 c7 c0 00 00 00 00    mov     $0x0,%rax
    1120:      48 c7 c1 01 00 00 00    mov     $0x1,%rcx
    1127:      48 c7 c2 64 00 00 00    mov     $0x64,%rdx
0000000000000112e <LOOP>:
    112e:      48 39 d1                cmp     %rdx,%rcx
    1131:      7f 08                jg      113b <END>
    1133:      48 01 c8                add     %rcx,%rax
    1136:      48 ff c1                inc     %rcx
    1139:      eb f3                jmp     112e <LOOP>
0000000000000113b <END>:
    113b:      c3                    retq
```

FLAGS: Condition Codes Register

- ▶ Most CPUs have a special register with “flags” for various conditions: each bit is True/False for a specific condition
- ▶ In x86-64 this register goes by the following names

Name	Width	Notes
FLAGS	16-bit	Most important bits in first 16
EFLAGS	32-bit	Name shown in GDB
RFLAGS	64-bit	Not used normally

- ▶ Bits in FLAGS register are **automatically** set based on results of other operations like addition / subtraction / etc.

Bit	Abbrev	Name	Description
0	CF	Carry flag	Set if last op caused Unsigned overflow
6	ZF	Zero flag	Set if last op yielded a 0 result
7	SF	Sign flag	Set if last op yielded a negative
8	TF	Trap flag	Used by gdb to stop after one ASM instruction
9	IF	Interrupt flag	1: handle hardware interrupts, 0: ignore them
11	OF	Overflow flag	Set if last op caused SIGNED overflow/underflow

Comparisons and Tests

Set the EFLAGS register by using comparison instructions

Name	Instruction	Examples	Notes
Compare	cmpX B, A	cmpl \$1,%eax	Like if(eax > 1){...}
	Like: A - B	cmpq %rsi,%rdi	Like if(rdi > rsi){...}
Test	testX B, A	testq %rcx,%rdx	Like if(rdx & rcx){...}
	Like: A & B	testl %rax,%rax	Like if(rax){...}

- ▶ Immediates like \$2 must be the first argument B
- ▶ B,A are NOT altered with cmp/test instructions
- ▶ EFLAGS register IS changed by cmp/test to indicate less than, greater than, 0, etc.

EXAMPLES:

```
movl $5, %eax      # 5 = 0b0101
cmpl $1, %eax      # [    ] 5-1=4  : No flags
cmpl $5, %eax      # [ZF   ] 5-5=0  : Zero flag
cmpl $8, %eax      # [    SF] 5-8=-3 : Sign flag
```

```
testl $0b0110, %eax # [    ] 0101 & 0110 = 0100
testl $0b1010, %eax # [ZF   ] 0101 & 1010 = 0000
```


Jump Instruction Summary

All control structures implemented using combination of Compare/Test + Jump instructions.

<i>Instruction</i>	<i>Jump Condition</i>	<i>FLAGS</i>
jmp LAB	Unconditional jump	-
je LAB	Equal / zero	ZF
jz LAB		ZF
jne LAB	Not equal / non-zero	!ZF
jnz LAB		!ZF
js LAB	Negative ("signed")	SF
jns LAB	Nonnegative	!SF
jg LAB	Greater-than signed	!(SF xor OF) and !ZF
jge LAB	Greater-than-equal signed	!(SF xor OF)
jl LAB	Less-than signed	(SF xor !OF)
jle LAB	Less-than-equal signed	(SF xor !OF) or !ZF
ja LAB	Above unsigned	!CF and !ZF
jae LAB	Above-equal unsigned	!CF
jb LAB	Below unsigned	CF and !ZF
jbe LAB	Below-equal unsigned	CF
jmp *OPER	Unconditional jump to variable address	-

Examine: Compiler Comparison Inversion

- ▶ Often compiler inverts comparisons
- ▶ $i < n$ becomes `cmpX / jge` (jump greater/equal)
- ▶ $i == 0$ becomes `cmpX / jne` (jump not equal)
- ▶ This allows “true” case to fall through immediately
- ▶ Depending on structure, may have additional jumps
 - ▶ `if(){ .. }` usually has a single jump
 - ▶ `if(){ } else { }` may have a couple

```
## Assembly translation of
## if(rbx >= 2){
##     rdx = 10;
## }
## else{
##     rdx = 5;
## }
## return rdx;
    cmpq    $2,%rbx      # compare: rbx-2
    jl     .LESSTHAN     # goto less than
    ## if(rbx >= 2){
    movq    $10,%rdx     # greater/equal
    ## }
    jmp     .AFTER
.LESSTHAN:
    ## else{
    movq    $5,%rdx      # less than
    ## }
.AFTER:
    ## rdx is 10 if rbx >= 2
    ## rdx is 5 otherwise
    movq    %rdx,%rax
    ret
```

Logical And / Or in Assembly

Logical boolean operators like `a && b` and `x || y` translate sequences of compare/test instructions followed by conditional jumps. See `andcond_asm.s` and `nestedcond_asm.s`

```
// andcond.c
int andcond(int edi){
    int ecx;
    if(edi >= 2 && edi <= 10){
        ecx = 10;
    }
    else{
        ecx = 5;
    }
    return ecx;
}
```

C Boolean expressions may “short circuit”: never execute code associated with later parts of the condition if early part resolves conditional

```
### andcond_asm.s
.text
.global andcond
andcond:
    cmpl $2,%edi    # compare: edi-2
    jl .ELSE        #
    cmpl $10, %edi  # compare: edi-10
    jg .ELSE        #

    ## if(edi >= 2 && edi <= 10){
    movl $10,%ecx   # greater/equal
    ## }
    jmp .AFTER

.ELSE:
    ## else{
    movl $5,%ecx    # less than
    ## }
.AFTER:
    movl %ecx,%eax
    ret
```

Exercise: The test Instruction

```
1  main:
2      movl    $0,%eax
3      movl    $5,%edi
4      movl    $3,%esi
5      movq    $0,%rdx
6      movl    $-4,%ecx
7
8      testl   %edi,%edi
9      jnz     .NONZERO
10     addl    $20,%eax
11
12  .NONZERO:
13     testl   %esi,%esi
14     jz      .FALSEY
15     addl    $30,%eax
16
17  .FALSEY:
18     testq   %rdx,%rdx
19     je      .ISNULL
20     addl    $40,%eax
21
22  .ISNULL:
23     testl   %ecx,%ecx
24     jns     .NONNEGATIVE
25     addl    $50,%eax
26
27  .NONNEGATIVE:
28     ret
```

- ▶ `testl %eax,%eax` uses bitwise AND to examine a register
- ▶ Selected by compiler to check for zero, NULL, negativity, etc.
- ▶ Followed by `je` / `jz` / `jne` / `jnz` / `js` / `jns`
- ▶ **Trace the execution**
- ▶ Determine final value in `%eax`
- ▶ Will demo `jmp_tests_asm.s` in GDB to show how EFLAGS changes

Answers: The test Instruction

```
1  ### From jmp_tests_asm_commented.s
2  main:
3      movl    $0,%eax        # eax is 0
4      movl    $5,%edi        # set initial vals
5      movl    $3,%esi        # for registers to
6      movl    $0,%edx        # use in tests
7      movl    $-4,%ecx       #
8
9      ## eax=0, edi=5, esi=3, edx=NULL, ecx=-4
10     testl   %edi,%edi       # any bits set?
11     jnz     .NONZERO        # jump on !ZF (zero flag), same as jne
12     ## if(edix == 0){
13     addl    $20,%eax
14     ## }
15
16     .NONZERO:
17     testl   %esi,%esi       # any bits set?
18     jz      .FALSEY        # jump on ZF same as je
19     ## if(esix){
20     addl    $30,%eax
21     ## }
22
23     .FALSEY:
24     testq   %rdx,%rdx       # any bits set
25     je      .ISNULL        # same as jz: jump on ZF
26     ## if(rdx != NULL){
27     addl    $40,%eax
28     ## }
29
30     .ISNULL:
31     testl   %ecx,%ecx       # sign flag set on test to indicate negative results
32     jns     .NONNEGATIVE    # jump on !SF (not signed; e.g. positive)
33     ## if(ecx < 0){
34     addl    $50,%eax
35     ## }
36
37     .NONNEGATIVE:
38     ret                ## eax is return value
```

```
// Rough C translation is
if(edix == 0){
    eax += 20;
}
if(esix){
    eax += 30;
}
if(rdx != NULL){
    eax += 40;
}
if(ecx < 0){
    eax += 50;
}
```

cmov Family: Conditional Moves

- ▶ Instruction family which copies data conditioned on FLAGS¹
- ▶ Can limit jumping in simple assignments

```
cmpq    %r8,%r9
cmovge  %r11,%r10  # if(r9 >= r8) { r10 = r11 }
cmovg   %r13,%r12  # if(r9 >  r8) { r12 = r13 }
```

- ▶ Note flags set on **all Arithmetic Operations**
- ▶ cmpX is like subQ: both set FLAG bits the same
- ▶ Greater than is based on the SIGN flag indicating subtraction would be negative allowing the following:

```
subq    %r8,%r9    # r9 = r9 - r8
cmovge  %r11,%r10  # if(r9 >= 0) { r10 = r11 }
cmovg   %r13,%r12  # if(r9 >  0) { r12 = r13 }
```

¹Other architectures like ARM have conditional versions of many instructions like `addlt r1, r2, r3`; RISC V ditches the FLAGS register in favor of jumps based on comparisons like `BLT x0, x1, LOOP`

Procedure Calls

Have seen basics so far:

```
main:
    ...
    call my_func # call a function
    ## arguments in %rdi, %rsi, %rdx, etc.
    ## control jumps to my_func, returns here when done
    ...

my_func:
    ## arguments in %rdi, %rsi, %rdx, etc.
    ...
    movl $0,%eax # set up return value
    ret          # return from function
    ## return value in %rax
    ## returns control to wherever it came from
```

Need several additional notions

- ▶ Control Transfer to called function?
- ▶ Return back to calling function?
- ▶ Stack alignment and conventions
- ▶ Register conventions

Procedure Calls Return to Arbitrary Locations

- ▶ call instructions always transfer control to start of return_seven at line 4/5, like jmp instruction which modifies %rip
- ▶ ret instruction at line 6 must transfer control to **different locations**
 1. call-ed at line 11
ret to line 12
 2. call-ed at line 17
ret to line 18ret cannot be a normal jmp
- ▶ To enable return to multiple places, record a **Return Address** when call-ing, use it when ret-urning

```
1  ### return_seven_asm.s
2  .text
3  .global return_seven
4  return_seven:
5      movl    $7, %eax
6      ret     ## jump to line 12 OR 18??
7  .global main
8  main:
9      subq    $8, %rsp
10
11     call     return_seven  ## to line 5
12     leaq     .FORMAT_1(%rip), %rdi
13     movl     %eax, %esi
14     movl     $0, %eax
15     call     printf@PLT
16
17     call     return_seven  ## to line 5
18     leaq     .FORMAT_2(%rip), %rdi
19     movl     %eax, %esi
20     movl     $0, %eax
21     call     printf@PLT
22
23     addq     $8, %rsp
24     movl     $0, %eax
25     ret
26 .data
27 .FORMAT_1: .asciz "first: %d\n"
28 .FORMAT_2: .asciz "second: %d\n"
```


call / ret with Return Address in Stack

call Instruction

1. Push the “caller” **Return Address** onto the stack
Return address is for instruction after call
2. Change rip to first instruction of the “callee” function

ret Instruction

1. Set rip to Return Address at top of stack
2. Pop the Return Address off to shrink stack



Figure: Bryant/O'Hallaron Fig 3.26 demonstrates call/return in assembly

return_seven_asm.s 1/2: Control Transfer with call

BEFORE CALL

return_seven:

```
0x55555555139 <return_seven>  mov    $0x7,%eax
0x5555555513e <return_seven+5> retq
```

main: ...

```
0x5555555513f <main>          sub    $0x8,%rsp
=> 0x55555555143 <main+4>      callq  0x55555555139 <return_seven>
0x55555555148 <main+9>      lea     0x2ee1(%rip),%rdi
0x5555555514f <main+16>     mov     %eax,%esi
```

(gdb) stepi

rsp = 0x7fffffff450 -> call -> 0x7fffffff448 # push on return address

rip = 0x55555555143 -> call -> 0x55555555139 # jump control to procedure

AFTER CALL

return_seven:

```
=> 0x55555555139 <return_seven>  mov    $0x7,%eax
0x5555555513e <return_seven+5> retq
```

main: ...

```
0x5555555513f <main>          sub    $0x8,%rsp
0x55555555143 <main+4>      callq  0x55555555139 <return_seven>
0x55555555148 <main+9>      lea     0x2ee1(%rip),%rdi
0x5555555514f <main+16>     mov     %eax,%esi
```

(gdb) x/gx \$rsp # stack grew 8 bytes with call

0x7fffffff448: 0x000055555555148 # return address in main on stack

return_seven_asm.s 2/2: Control Transfer with ret

BEFORE RET

return_seven:

```
0x55555555139 <return_seven>  mov    $0x7,%eax
=> 0x5555555513e <return_seven+5> retq
```

main: ...

```
0x5555555513f <main>          sub    $0x8,%rsp
0x55555555143 <main+4>        callq  0x55555555139 <return_seven>
0x55555555148 <main+9>        lea     0x2ee1(%rip),%rdi
0x5555555514f <main+16>       mov     %eax,%esi
```

(gdb) x/gx \$rsp

0x7fffffff448: 0x000055555555148 # return address pointed to by %rsp

(gdb) stepi

EXECUTE RET INSTRUCTION

rsp = 0x7fffffff448 -> ret -> 0x7fffffff450 # pops return address off

rip = 0x5555555513e -> ret -> 0x55555555148 # sets %rip to return address

AFTER RET

return_seven:

```
0x55555555139 <return_seven>  mov    $0x7,%eax
0x5555555513e <return_seven+5> retq
```

main: ...

```
0x5555555513f <main>          sub    $0x8,%rsp
0x55555555143 <main+4>        callq  0x55555555139 <return_seven>
=> 0x55555555148 <main+9>        lea     0x2ee1(%rip),%rdi
0x5555555514f <main+16>       mov     %eax,%esi
```

(gdb) print \$rsp --> \$3 = 0x7fffffff450

Warning: `%rsp` is important for returns

- ▶ When a function is about to return `%rsp` MUST refer to the memory location of the return address
- ▶ `ret` uses value pointed to `%rsp` as the return address
- ▶ Segmentation Faults often occur if `%rsp` is NOT the return address: attempt to fetch/execute instructions out of bounds
- ▶ Stack is often used to store local variables, stack pointer `%rsp` is manipulated via `pushX` / `subq` instructions to grow the stack.
- ▶ Before returning MUST shrink stack and restore `%rsp` to its original value via `popX` / `addq` instructions
- ▶ There are computer security issues associated stack-based return value we will discuss later

Messing up the Return Address

```
### return_seven_buggy_asm.s
.text
.global return_seven
return_seven:
    pushq    $0x42      # push but no pop before returning
    movl     $7, %eax
    ret              # %rsp points to a 0x42 return address - BAD!
```

REG	VALUE		ADDRESS	VALUE	NOTE
rax	7		0x77128	0x554210	Ret Address
rsp	0x77120	--->	0x77120	0x42	Pushed Val

```
> gcc -g return_seven_buggy_asm.s
```

```
> ./a.out
```

```
Segmentation fault (core dumped)    ## definitely a memory problem
```

```
> valgrind ./a.out                    ## get help from Valgrind
```

```
...
```

```
==2664132== Jump to the invalid address stated on the next line
==2664132==    at 0x42: ???             ## execute instruction at address 0x42??
==2664132==    by 0x109149: ??? (return_seven_buggy_asm.s:18)
==2664132== Address 0x42 is not stack'd, malloc'd or (recently) free'd
```

Valgrind reports like this often indicate failure to restore the stack pointer as happened here. If the stack grows, shrink it before returning.

Stack Alignment

- ▶ According to the strict x86-64 ABI, must align `rsp` (stack pointer) to 16-byte boundaries when calling functions
- ▶ Will often see arbitrary pushes or subtractions to align
 - ▶ Functions called with 16-byte alignment
 - ▶ `call` pushes 8-byte Return Address on the stack
 - ▶ At minimum, must grow stack by 8 bytes to `call` again
- ▶ `rsp` changes must be undone prior to return

```
main:                                # enter with at 8-byte boundary
    subq    $8, %rsp                 # align stack for func calls
    ...
    call    sum_range               # call function
    ...
    addq    $8, %rsp                 # remove rsp change
    ret
```

- ▶ Skipping stack alignment works on some machines and breaks on others due to differing processor internals
 - "I passed all the tests on GRACE but a bunch failed on Gradescope! What gives?"*
 - Common lament of past students*

x86-64 Register/Procedure Convention

- ▶ Used by Linux/Mac/BSD/General Unix
- ▶ Params and return in registers if possible

Parameters and Return

RetVal	rax / eax / ax / al
Arg 1	rdi / edi / di / dil
Arg 2	rsi / esi / si / sil
Arg 3	rdx / edx / dx / dl
Arg 4	rcx / ecx / cx / cl
Arg 5	r8 / r8d / r8w / r8b
Arg 6	r9 / r9d / r9w / r9b
Arg 7	Push into the stack
Arg 8	Push into the stack
...	...

C function prototype indicates number, order, type of args so it is known which registers args will be in

```
int myfunc(char *cp,  
            int a, long b);
```

Caller/Callee Save

Caller save registers: alter freely

rax rcx rdx rdi rsi
r8 r9 r10 r11 # 9 regs

Callee save registers: must restore these before returning

rbx rbp r12 r13 r14
r15 # 6 regs

Stack Pointer: special considerations discussed in detail

rsp # 1 reg

Caller and Callee Save Register Mechanics

```
main:          # main: the callee
...
movq $21, %rdi  # calleeR save arg 1
movq $31, %rsi  # calleeR save arg 2
movq $41, %r10  # calleeR save
movq $7, %rbx   # calleeE save
movq $11, %r12  # calleeE save

call foo # foo: the callee

## | ? | %rdi | calleeR save arg 1 |
## | ? | %rsi | calleeR save arg 2 |
## | ? | %r10 | calleeR save      |
## | 7 | %rbx | calleeE save      |
## | 11 | %r12 | calleeE save     |

cmpq $21, %rdi  # unpredictable
cmpq $7, %rbx   # predictably equal

# main MUST restore %rbx and %r12 to
# original values as function above
# main() expects them to be unchanged
```

Callee Save Regs

May all change across
function call boundaries.

Not a problem for **Leaf
Functions** which do not call
any other funcs

Callee Save Regs

Have the same values in them
after a function call

Using them requires saving
their original values in the
stack and restoring them

`sumrange_asm.s`

Full example of callee save
regs like `sumrange_c.c`

Pushing and Popping the Stack

- ▶ If local variables or callee save regs are needed on the stack, can use push / pop for these
- ▶ Push and Pop Instructions are compound: manipulate %rsp and move data in single instruction

pushX data	Grow Stack, store data at top
pushq %rax	Like: subq \$8,%rsp; movq %rax, (%rsp)
pushl \$25	Like: subq \$4,%rsp; movq \$25, (%rsp)
popX data	Shrink Stack, restore data from it
popl %edi	Like: movl (%rsp),%edi; addq \$4,%rsp;
popq %rax	Like: movq (%rsp),%rax; addq \$8,%rsp;

main:

```
pushq    %rbp                # save register, aligns stack
                                # like subq $8,%rsp; movq %rbp, (%rsp)
call     sum_range           # call function
movl     %eax, %ebp          # save answer
...
call     sum_range           # call function, ebp not affected
...
popq     %rbp                # restore rbp, shrinks stack
                                # like movq (%rsp),%rbp; addq $8,%rsp
ret
```

Exercise: Local Variables which need an Address

Compare code in files

- ▶ `swap_pointers.c` : familiar C code for swap via pointers
- ▶ `swap_pointers_asm.s` : hand-coded assembly version

Determine the following

1. Where are `main()` local variables `x,y` stored in assembly?
2. Where does the assembly version “grow” the stack?
3. How are the values in `main()` passed as arguments to `swap_ptr()`?
4. Where are `swap_ptr()` local variables stored in assembly?
5. Where does the assembly version “shrink” the stack?

Exercise: Local Variables which need an Address

1. Where are main() local variables x,y stored in assembly?
2. Where does the assembly version "grow" the stack?
3. How are the values in main() passed as arguments to swap_ptr()?
4. Where are swap_ptr() local variables stored in assembly?
5. Where does the assembly version "shrink" the stack?

```
1 // swap_pointers.c
2 #include <stdio.h>
3
4 void swap_ptr(int *a, int *b){
5     int tmp = *a;
6     *a = *b;
7     *b = tmp;
8     return;
9 }
10
11 int main(int argc, char *argv[]){
12     int x = 19;
13     int y = 31;
14     swap_ptr(&x, &y);
15     printf("%d %d\n",x,y);
16     return 0;
17 }
```

```
1 # swap_pointers_asm.s
2 .text
3 .global swap_ptr
4 swap_ptr:
5     movl    (%rdi), %eax
6     movl    (%rsi), %edx
7     movl    %edx, (%rdi)
8     movl    %eax, (%rsi)
9     ret
10 .global main
11 main:
12     subq    $8, %rsp
13     movl    $19, (%rsp)
14     movl    $31, 4(%rsp)
15     movq    %rsp, %rdi
16     leaq    4(%rsp), %rsi
17     call    swap_ptr
18
19     leaq    .FORMAT(%rip), %rdi
20     movl    (%rsp), %esi
21     movl    4(%rsp), %edx
22     movl    $0, %eax
23     call    printf@PLT
24
25     addq    $8, %rsp
26     movl    $0, %eax
27     ret
28 .data
29 .FORMAT:
30     .asciz  "%d %d\n"
```

Answers: Local Variables which need an Address

1. Where are main() local variables x,y stored in assembly?
2. Where does the assembly version “grow” the stack?
3. How are the values in main() passed as arguments to swap_ptr()?

// C CODE

```
int x = 19, y = 31;
```

```
swap_ptr(&x, &y) // need main mem addresses for x,y
```

ASSEMBLY CODE

```
main:                                # main() function
    subq    $8, %rsp                # grow stack by 8 bytes
    movl    $19, (%rsp)             # move 19 to local variable x
    movl    $31, 4(%rsp)            # move 31 to local variable y
    movq    %rsp, %rdi              # address of x into rdi, 1st arg to swap_ptr()
    leaq    4(%rsp), %rsi           # address of y into rsi, 2nd arg to swap_ptr()
    call    swap_ptr                # call swap function
```

4. Where are swap_ptr() local variables stored in assembly?
Stored entirely in registers; args %rdi,%rsi are a,b while tmp is spread across regs %eax,%edx
5. Where does the assembly version “shrink” the stack?

```
    addq    $8, %rsp                # shrink stack by 8 bytes
    movl    $0, %eax                # set return value
    ret
```

Diagram of Stack Variables

- ▶ Compiler determines if local variables go on stack
- ▶ If so, calculates location as $\text{rsp} + \text{offsets}$

```
1 // C Code: locals.c
2 int set_buf(char *b, int *s);
3 int main(){
4     // locals re-ordered on
5     // stack by compiler
6     int size = -1;
7     char buf[16];
8     ...
9     int x = set_buf(buf, &size);
10    ...
11 }
```

REG	VALUE	Name
rsp	#1024	top of stack during main
MEM		
...
#1031	h	buf[3]
#1030	s	buf[2]
#1029	u	buf[1]
#1028	p	buf[0]
#1024	-1	size

```
1 ## EQUIVALENT ASSEMBLY
2 main:
3     subq    $24, %rsp           # space for buf/size and stack alignment
4     movl    $-1, (%rsp)        # retAddr:8, locals: 20, padding: 4, tot: 32
5     ....                      # initialize buf and size: main line 6
6     leaq    4(%rsp), %rdi       # address of buf arg1
7     leaq    0(%rsp), %rsi       # address of size arg2
8     call    set_buf            # call function, aligned to 16-byte boundary
9     movl    %eax, %r8          # get return value
10    ...
11    addq    $24, %rsp           # shrink stack size
```

Summary of Procedure Calls: `ABC()` calls `XYZ()`

<code>ABC()</code>	Caller	<code>callq XYZ</code>	# <code>ABC</code> to <code>XYZ</code>
<code>XYZ()</code>	Callee	<code>retq</code>	# <code>XYZ</code> to <code>ABC</code>

1. `ABC()` “saves” any Caller Save registers it needs by either copying them into Callee Save registers or pushing them into the stack
2. `ABC()` places up to 6 arguments in `%rsi`, `%rdi`, `%rdx`, ..., remaining arguments in stack
3. `ABC()` ensures that stack is “aligned”: `%rsp` contains an address that is evenly divisible by 16
4. `ABC()` issues the `callq ABC` instruction which (1) grows the stack by subtracting 8 from `%rsp` and copies a return address to that location and (2) changes `%rip` to the starting address of `func`
5. `XYZ()` now has control: `%rip` points to first instruction of `XYZ()`
6. `XYZ()` may issue `pushX val` instructions or `subq N,%rsp` instructions to grow the stack for local variables
7. `XYZ()` may freely change Caller Save registers BUT Callee Save registers it changes must be restored prior to returning.
8. `XYZ()` must shrink the stack to its original position via `popX %reg` or `addq N,%rsp` instructions before returning.
9. `XYZ()` sets `%rax` / `%eax` / `%ax` to its return value if any.
10. `XYZ()` finishes, issues the `retq` instruction which (1) sets the `%rip` to the 8-byte return address at the top of the stack (pointed to by `%rsp`) and (2) shrinks the stack by doing `addq $8,%rsp`
11. `ABC()` function now has control back with `%rip` pointing to instruction after `call XYZ`; may have a return value in `%rax` register
12. `ABC()` must assume all Caller Save registers have changed

History: Base Pointer rbp was Previously Special Use

- ▶ 32-bit x86 / IA32 assembly used rbp and rsp to describe stack frames

```
int bar(int, int, int);  
int foo(void) {  
    int x = bar(1, 2, 3);  
    return x+5;  
}
```

- ▶ All function args pushed onto the stack when calling, changes both rsp and rbp
- ▶ x86-64: optimizes rbp to general purpose register, occasionally used for stack purposes

```
# Old x86 / IA32 calling sequence: set both %esp and %ebp for function call  
# Push all arguments into the stack
```

```
foo:
```

```
    pushl %ebp                # modifying ebp, save it  
    ## Set up for function call to bar()  
    movl %esp,%ebp           # new frame for next function  
    pushl 3                   # push all arguments to  
    pushl 2                   # function onto stack  
    pushl 1                   # no regs used  
    call bar                  # call function, return val in %eax  
    ## Tear down for function call bar()  
    movl %ebp,%esp           # restore stack top: args popped  
    ## Continue with function foo()  
    addl 5,%eax               # add onto answer  
    popl %ebp                 # restore previous base pointer  
    ret
```