

Machine-Level Programming III: Procedures

15-213: Introduction to Computer Systems
7th Lecture, Sep. 22, 2015

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Mechanisms in Procedures

■ Passing control

- To beginning of procedure code
- Back to return point

■ Passing data

- Procedure arguments
- Return value

■ Memory management

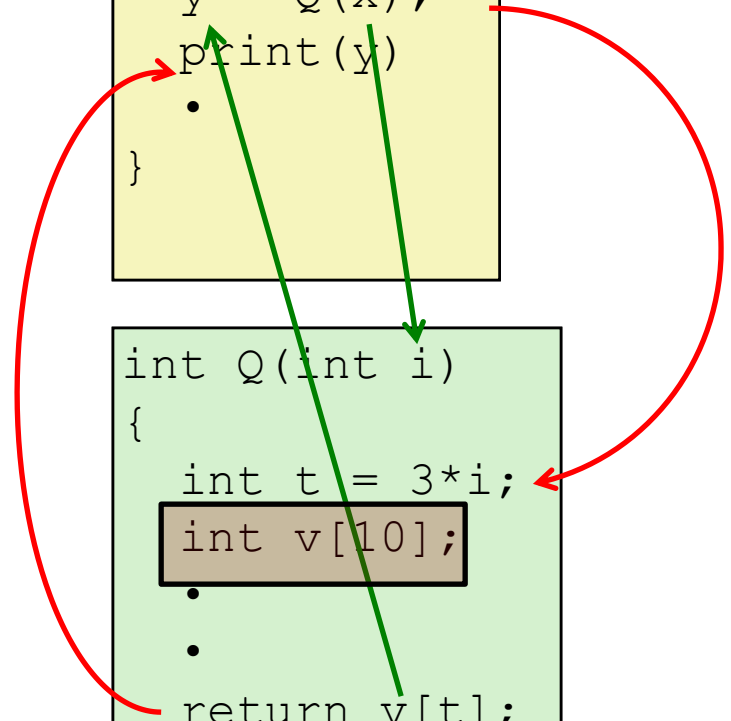
- Allocate during procedure execution
- Deallocate upon return

■ Mechanisms all implemented with machine instructions

■ x86-64 implementation of a procedure uses only those mechanisms required

```
P (...) {  
    •  
    •  
    y = Q(x);  
    print(y)  
    •  
}
```

```
int Q(int i)  
{  
    int t = 3*i;  
    int v[10];  
    •  
    •  
    return v[t];  
}
```



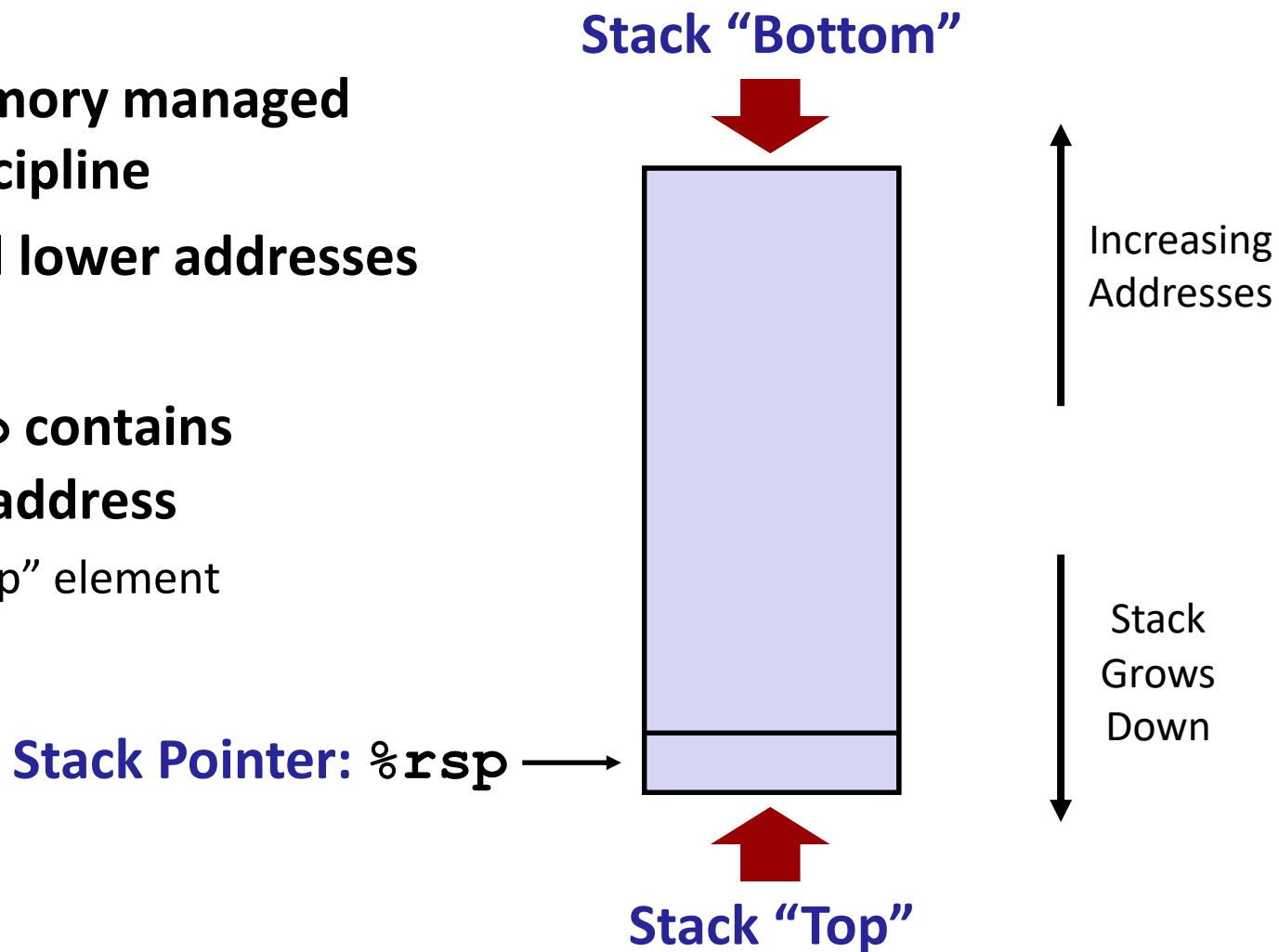
Today

■ Procedures

- **Stack Structure**
- **Calling Conventions**
 - Passing control
 - Passing data
 - Managing local data
- **Illustration of Recursion**

x86-64 Stack

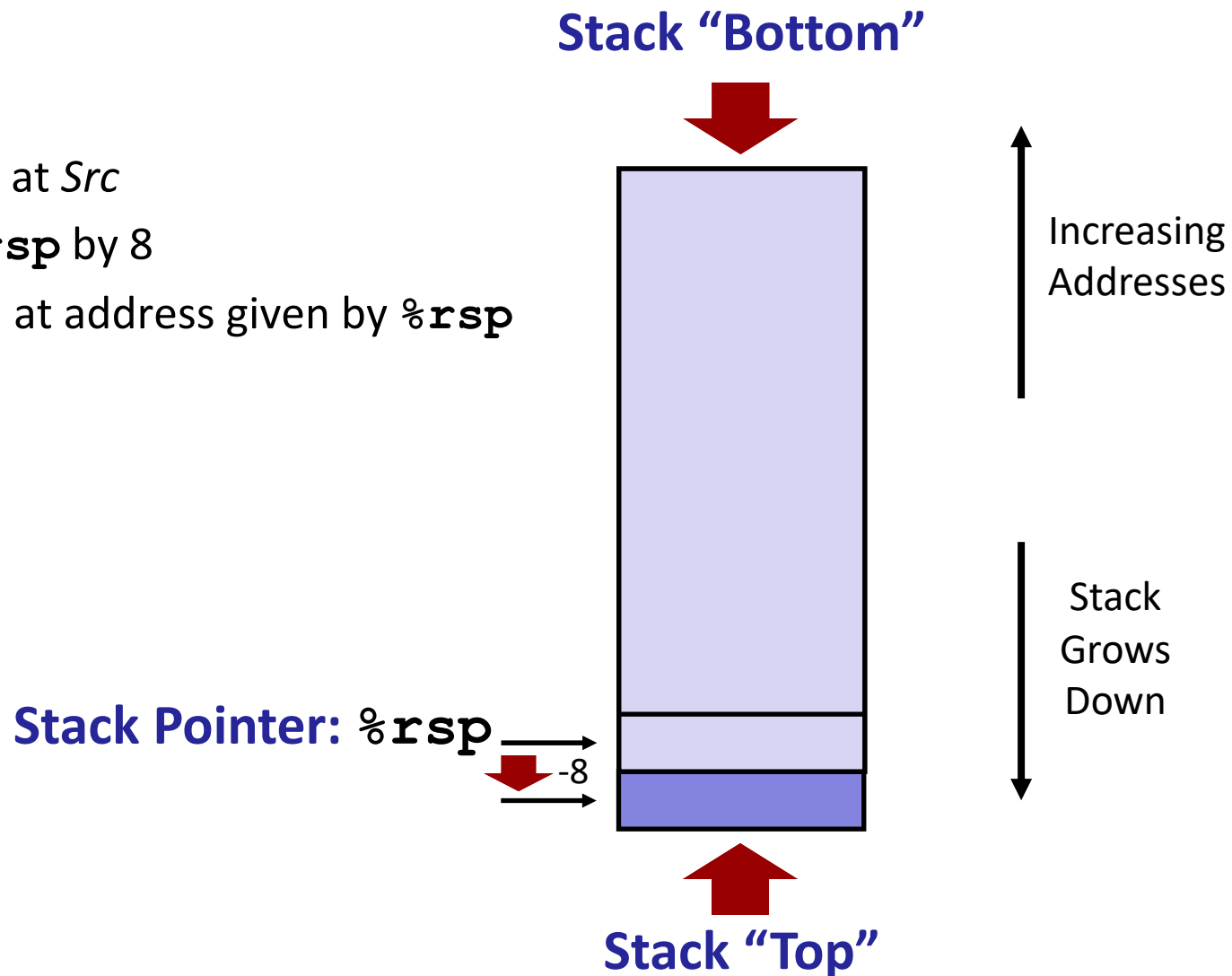
- Region of memory managed with stack discipline
- Grows toward lower addresses
- Register `%rsp` contains lowest stack address
 - address of “top” element



x86-64 Stack: Push

■ `pushq Src`

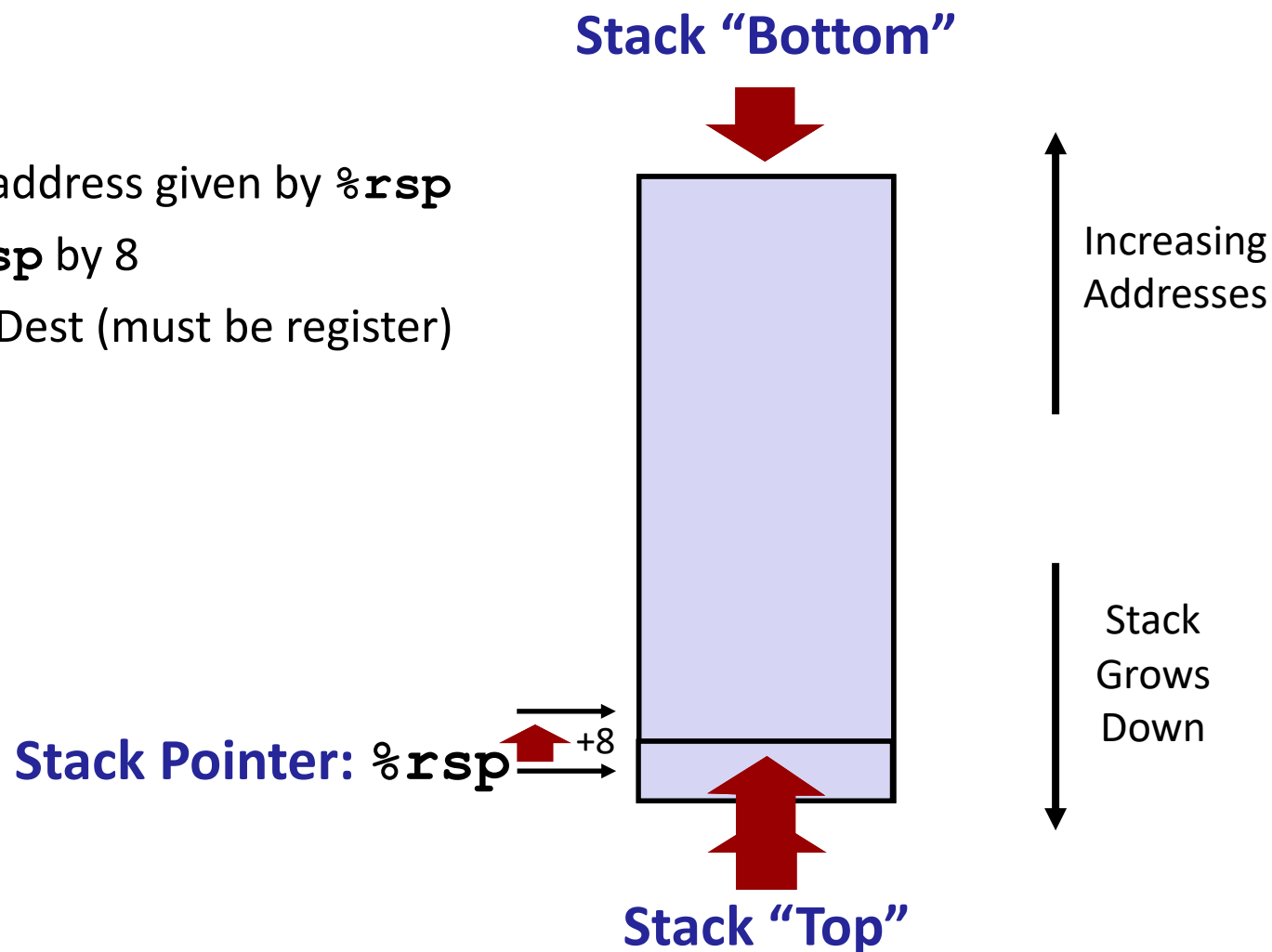
- Fetch operand at *Src*
- Decrement `%rsp` by 8
- Write operand at address given by `%rsp`



x86-64 Stack: Pop

■ `popq Dest`

- Read value at address given by `%rsp`
- Increment `%rsp` by 8
- Store value at `Dest` (must be register)



Today

■ Procedures

- Stack Structure
- Calling Conventions
 - **Passing control**
 - Passing data
 - Managing local data
- Illustration of Recursion

Code Examples

```
void multstore
(long x, long y, long *dest)
{
    long t = mult2(x, y);
    *dest = t;
}
```

```
0000000000400540 <multstore>:
  400540: push    %rbx           # Save %rbx
  400541: mov     %rdx,%rbx      # Save dest
  400544: callq   400550 <mult2>  # mult2(x,y)
  400549: mov     %rax, (%rbx)    # Save at dest
  40054c: pop     %rbx           # Restore %rbx
  40054d: retq                      # Return
```

```
long mult2
(long a, long b)
{
    long s = a * b;
    return s;
}
```

```
0000000000400550 <mult2>:
  400550: mov     %rdi,%rax      # a
  400553: imul    %rsi,%rax      # a * b
  400557: retq                      # Return
```


Procedure Control Flow

- Use stack to support procedure call and return

- **Procedure call:** `call label`

- Push return address on stack
- Jump to *label*

- **Return address:**

- Address of the next instruction right after call
- Example from disassembly

- **Procedure return:** `ret`

- Pop address from stack
- Jump to address

Control Flow Example #1

```
00000000000400540 <multstore>:  
.  
.  
400544: callq 400550 <mult2>  
400549: mov    %rax, (%rbx)  
.  
.
```

```
00000000000400550 <mult2>:  
400550: mov    %rdi,%rax  
.  
.  
400557: retq
```

0x130

0x128

0x120

%rsp

%rip

0x120

0x400544

Control Flow Example #2

```
00000000000400540 <multstore>:
```

•
•
•

```
400544: callq 400550 <mult2>
```

```
400549: mov    %rax, (%rbx) ←
```

•
•

```
00000000000400550 <mult2>:
```

```
400550: mov    %rdi,%rax ←
```

•
•

```
400557: retq
```

0x130

0x128

0x120

0x118

%rsp

%rip

0x400549

0x118

0x400550

•
•
•

Control Flow Example #3

00000000000400540 <multstore>:

•

•

400544: callq 400550 <mult2>

400549: mov %rax, (%rbx) ←

•

•

00000000000400550 <mult2>:

400550: mov %rdi, %rax

•

•

400557: retq ←

0x130

0x128

0x120

0x118

%rsp

%rip

0x400549

0x118

0x400557

Control Flow Example #4

```
00000000000400540 <multstore>:  
.  
.  
400544: callq    400550 <mult2>  
400549: mov     %rax, (%rbx)  
.  
.
```

```
00000000000400550 <mult2>:  
400550: mov     %rdi,%rax  
.  
.  
400557: retq
```

0x130

0x128

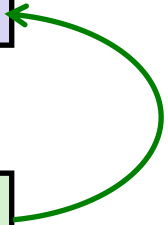
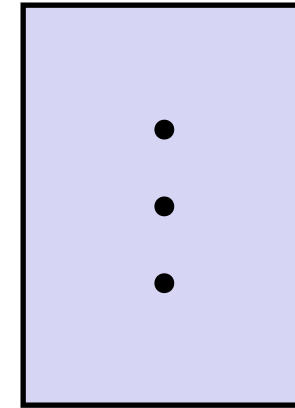
0x120

%rsp

0x120

%rip

0x400549



Today

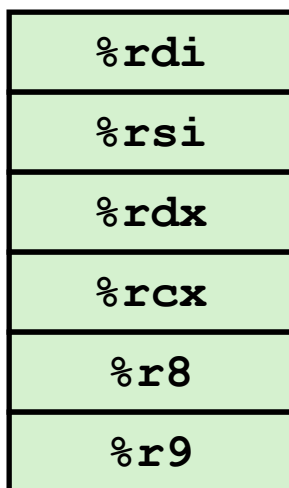
■ Procedures

- Stack Structure
- Calling Conventions
 - Passing control
 - Passing data
 - **Managing local data**
- Illustrations of Recursion & Pointers

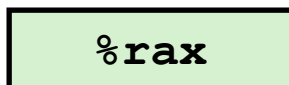
Procedure Data Flow

Registers

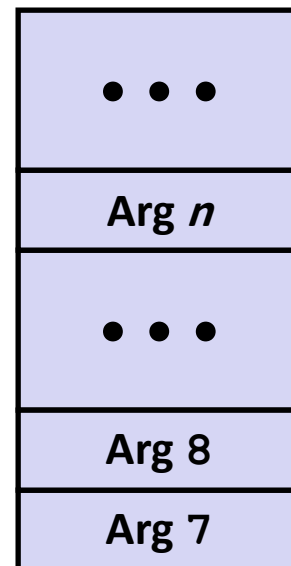
■ First 6 arguments



■ Return value



Stack



■ Only allocate stack space when needed

Data Flow Examples

```
void multstore
(long x, long y, long *dest)
{
    long t = mult2(x, y);
    *dest = t;
}
```

```
0000000000400540 <multstore>:
    # x in %rdi, y in %rsi, dest in %rdx
    ...
400541: mov     %rdx,%rbx           # Save dest
400544: callq   400550 <mult2>      # mult2(x,y)
    # t in %rax
400549: mov     %rax, (%rbx)        # Save at dest
    ...
```

```
long mult2
(long a, long b)
{
    long s = a * b;
    return s;
}
```

```
0000000000400550 <mult2>:
    # a in %rdi, b in %rsi
400550: mov     %rdi,%rax           # a
400553: imul    %rsi,%rax           # a * b
    # s in %rax
400557: retq                          # Return
```


Today

■ Procedures

- Stack Structure
- Calling Conventions
 - Passing control
 - Passing data
 - **Managing local data**
- Illustration of Recursion

Stack-Based Languages

■ Languages that support recursion

- e.g., C, Pascal, Java
- Code must be “*Reentrant*”
 - Multiple simultaneous instantiations of single procedure
- Need some place to store state of each instantiation
 - Arguments
 - Local variables
 - Return pointer

■ Stack discipline

- State for given procedure needed for limited time
 - From when called to when return
- Callee returns before caller does

■ Stack allocated in *Frames*

- state for single procedure instantiation

Call Chain Example

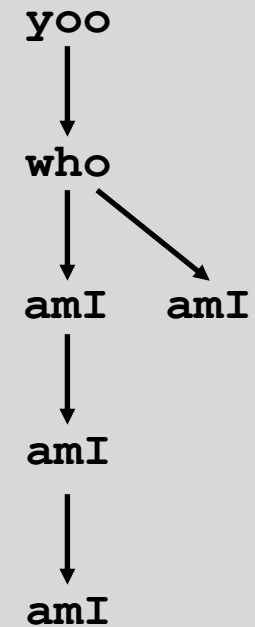
```
yoo (...)  
{  
  .  
  .  
  who ();  
  .  
  .  
}
```

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

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

Procedure `amI ()` is recursive

Example Call Chain



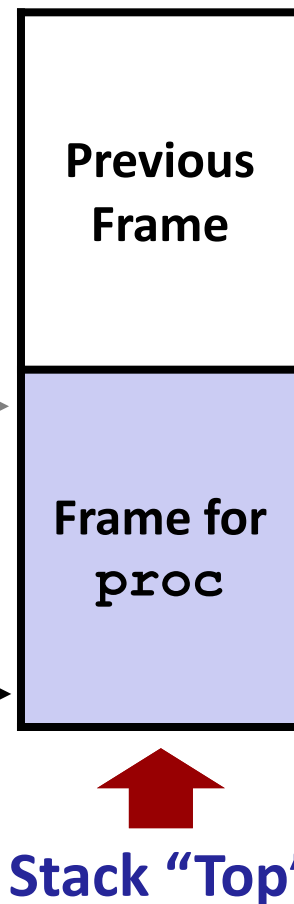
Stack Frames

■ Contents

- Return information
- Local storage (if needed)
- Temporary space (if needed)

Frame Pointer: `%rbp`
(Optional)


Stack Pointer: `%rsp`



■ Management

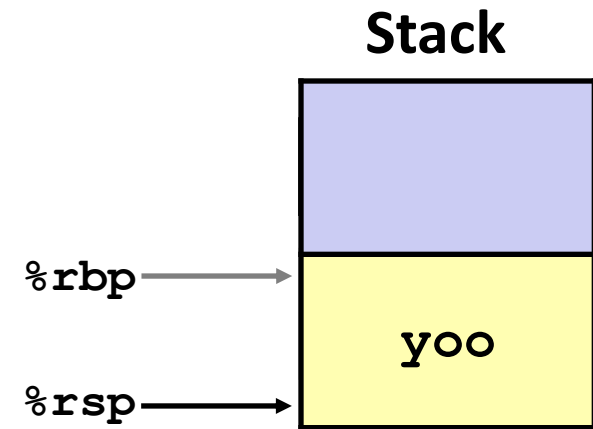
- Space allocated when enter procedure
 - “Set-up” code
 - Includes push by **call** instruction
- Deallocated when return
 - “Finish” code
 - Includes pop by **ret** instruction

Example

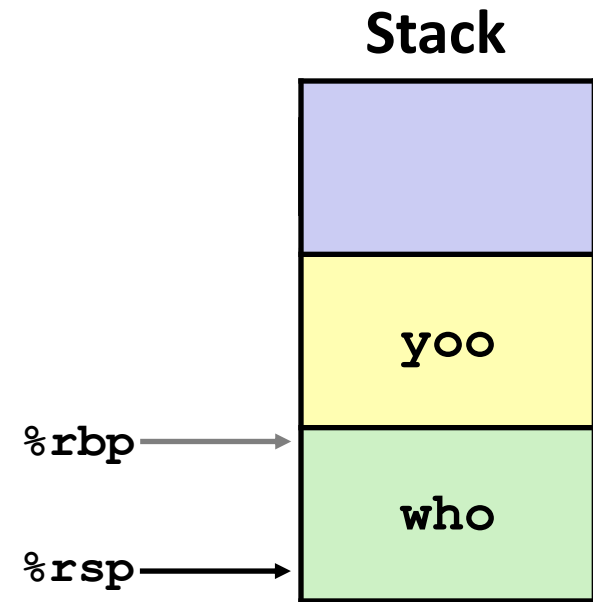
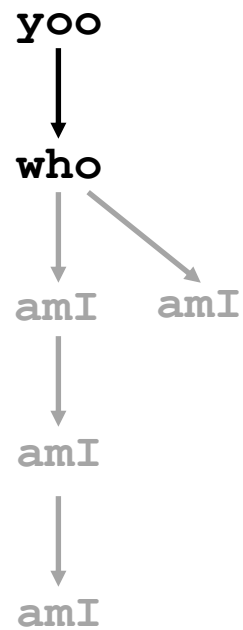
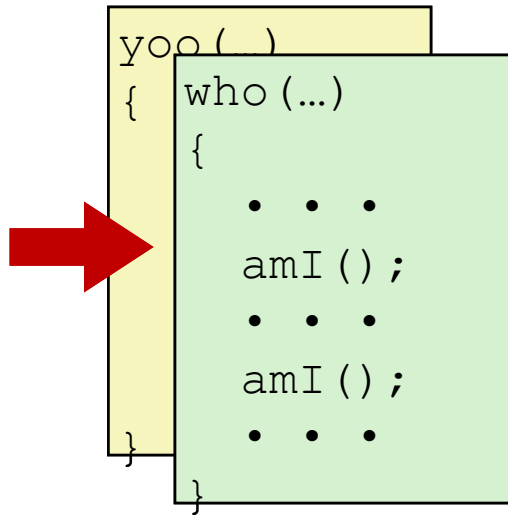


```
yoo (...)  
{  
  .  
  .  
  who ();  
  .  
  .  
}
```

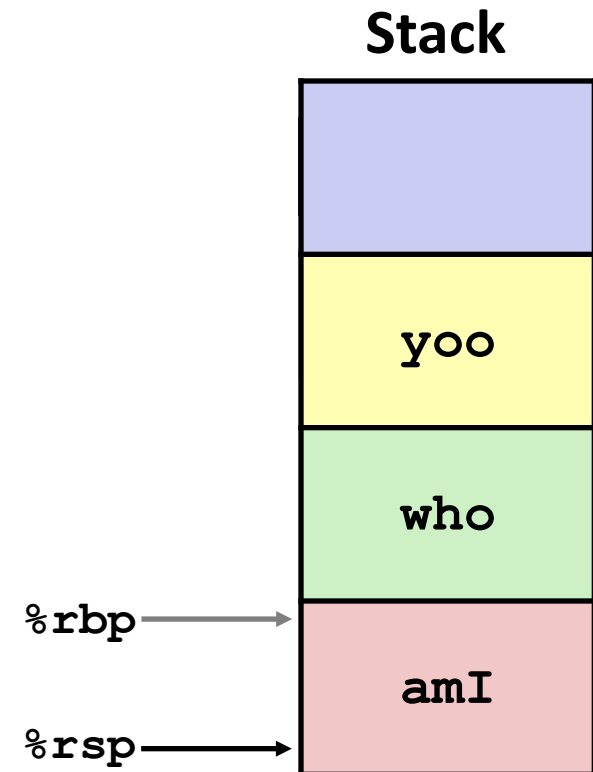
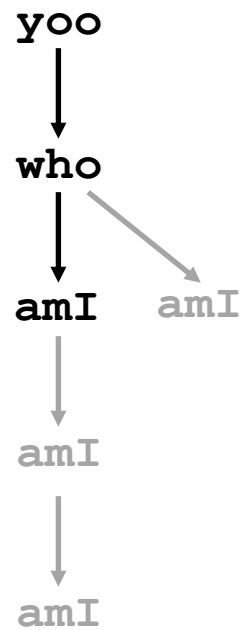
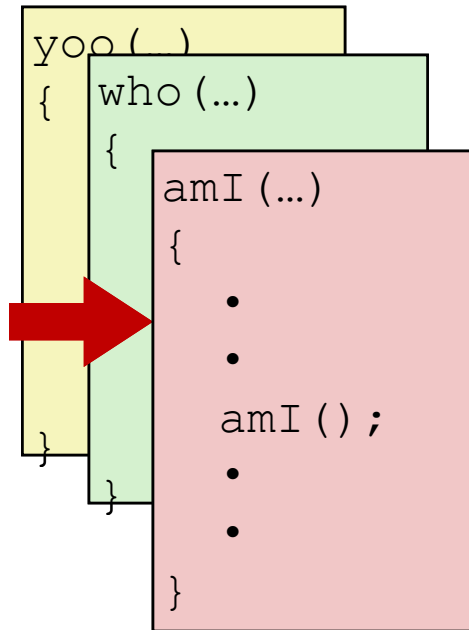
```
yoo  
  ↓  
who  
  ↓  ↘  
amI  amI  
  ↓  
amI  
  ↓  
amI
```



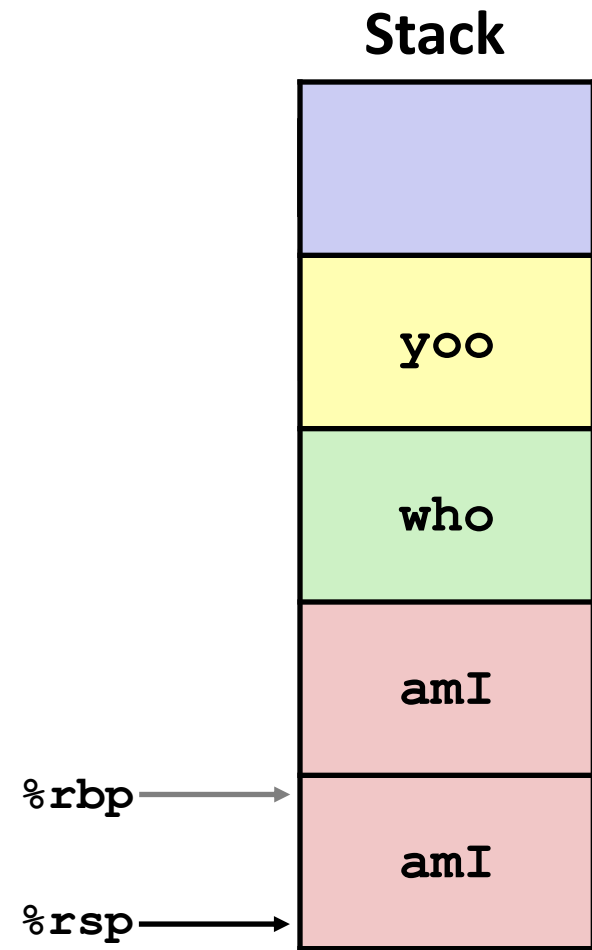
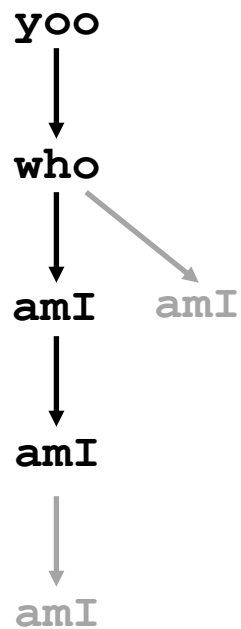
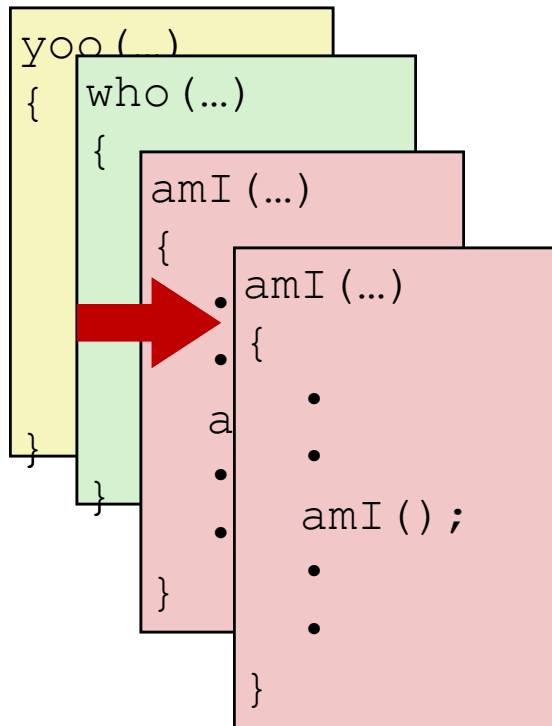
Example



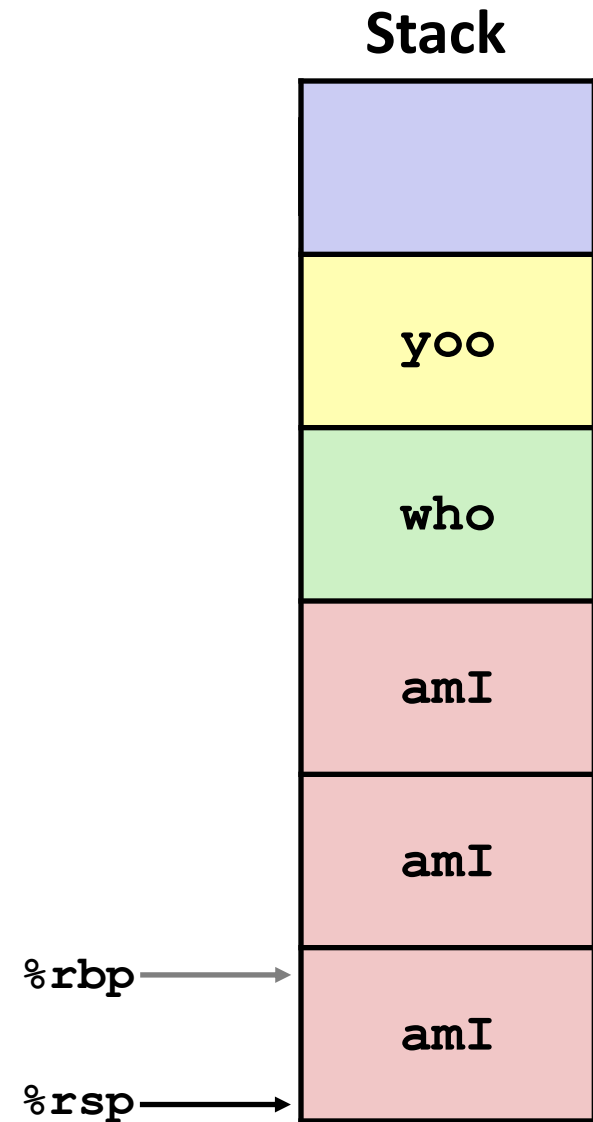
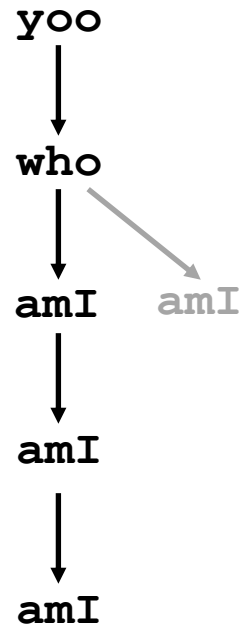
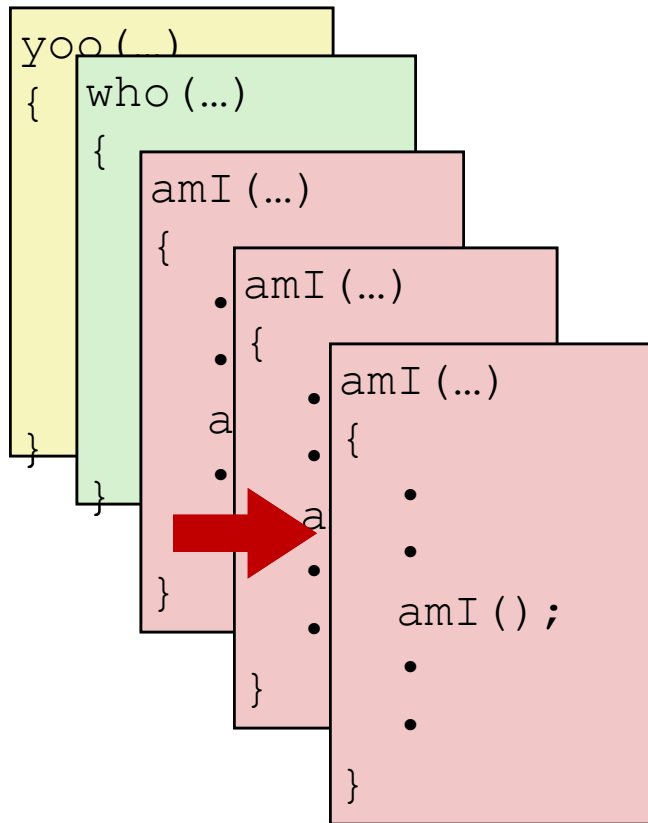
Example



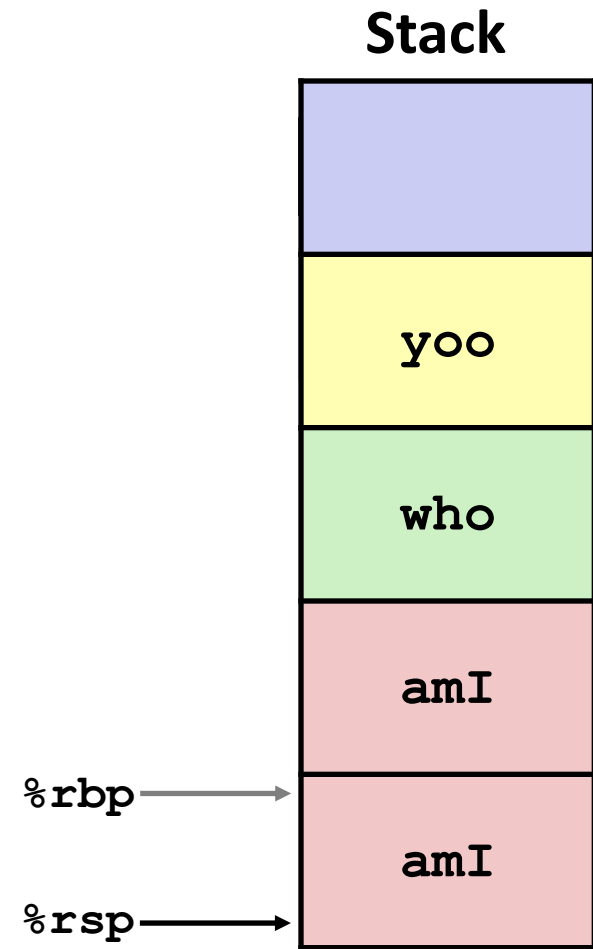
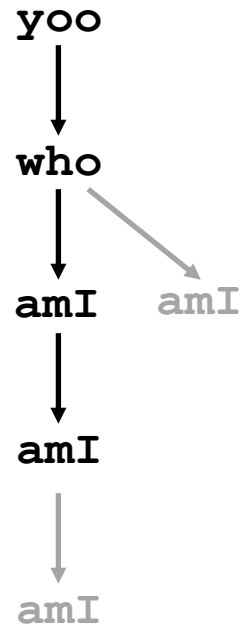
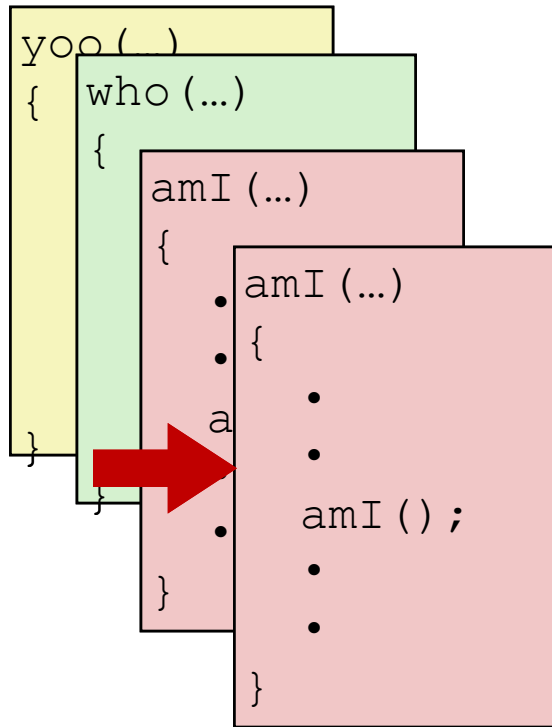
Example



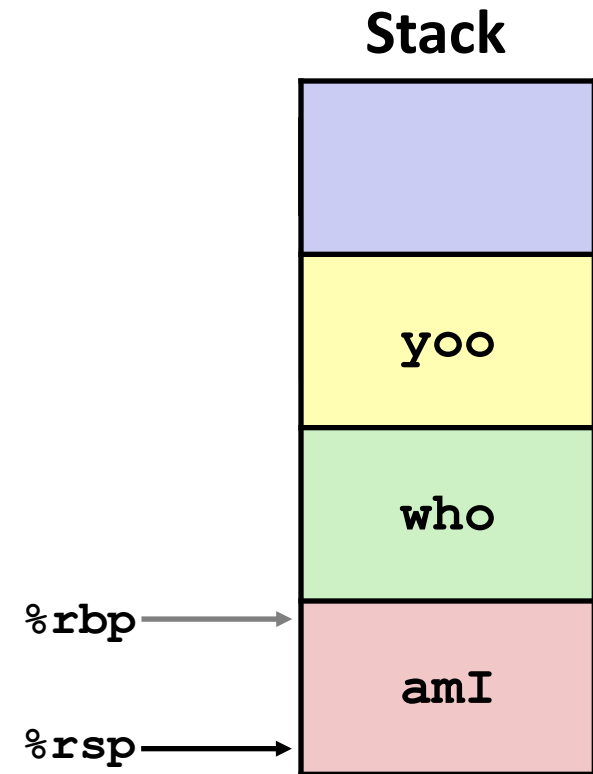
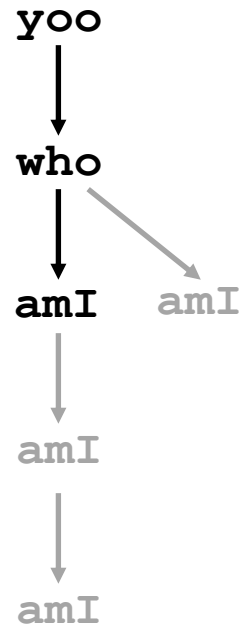
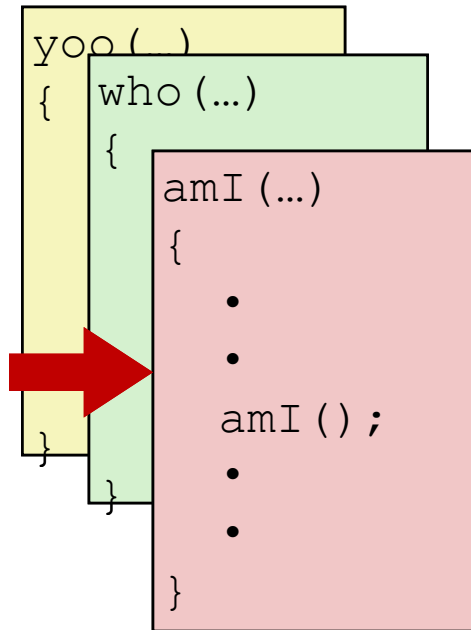
Example



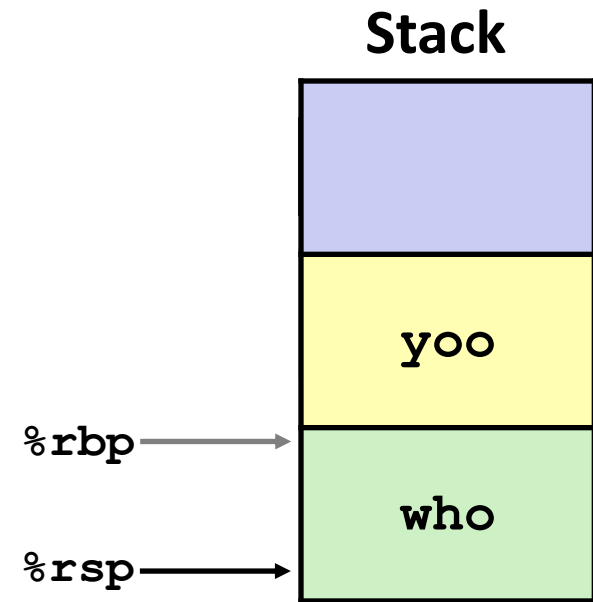
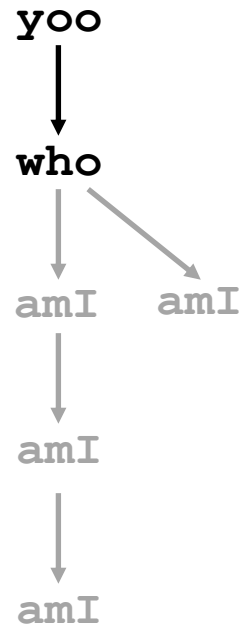
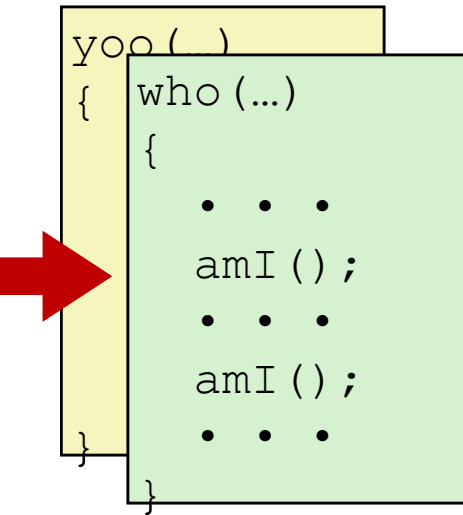
Example



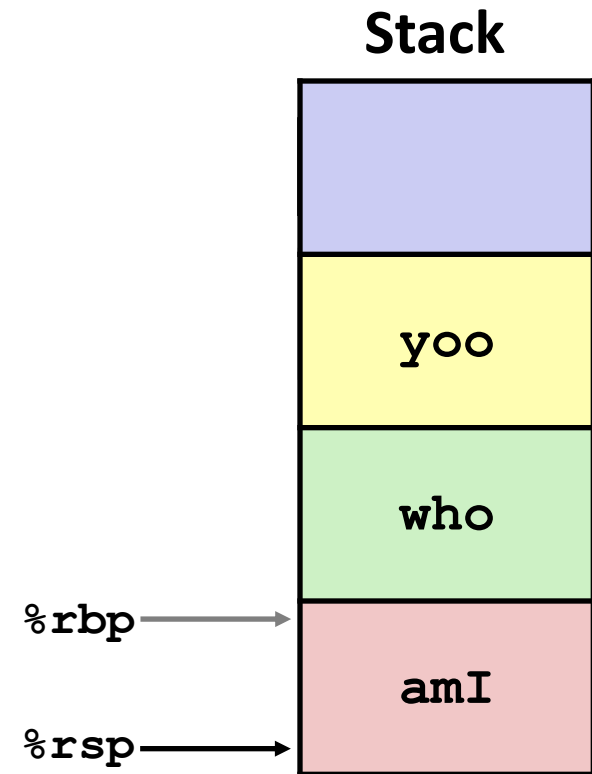
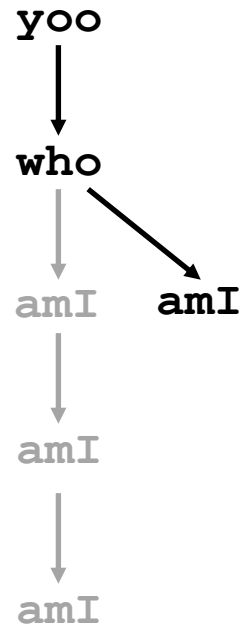
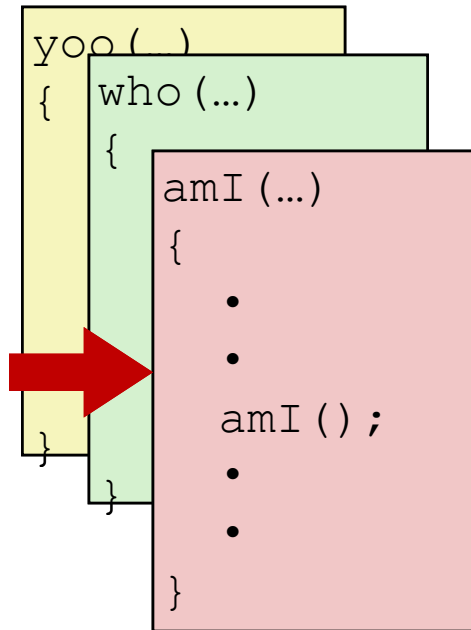
Example



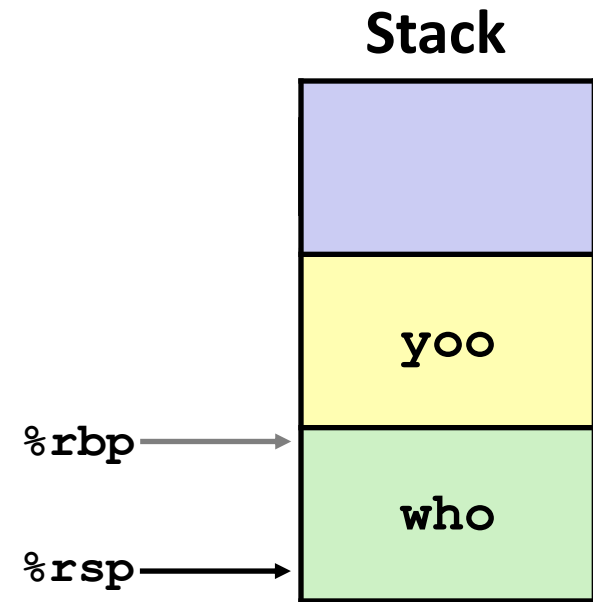
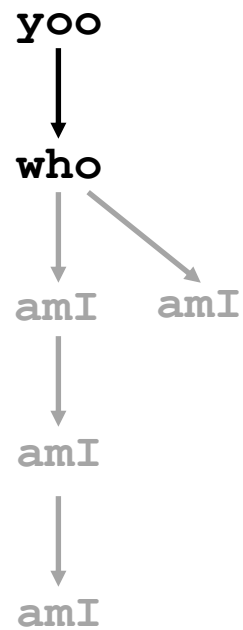
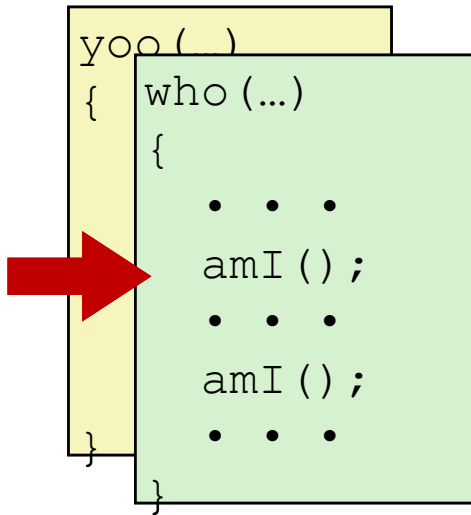
Example



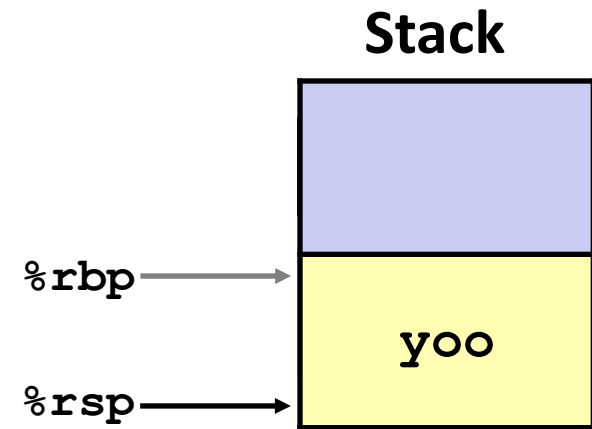
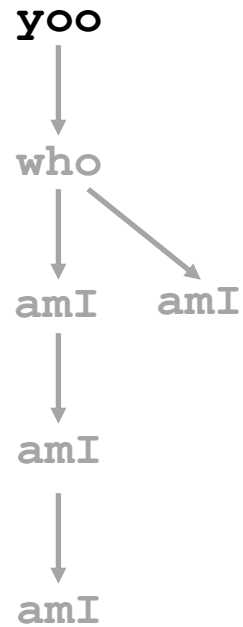
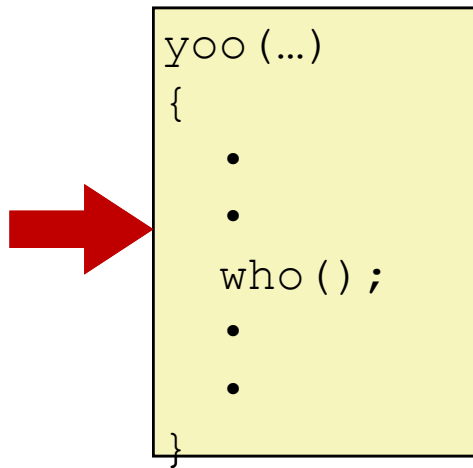
Example



Example



Example



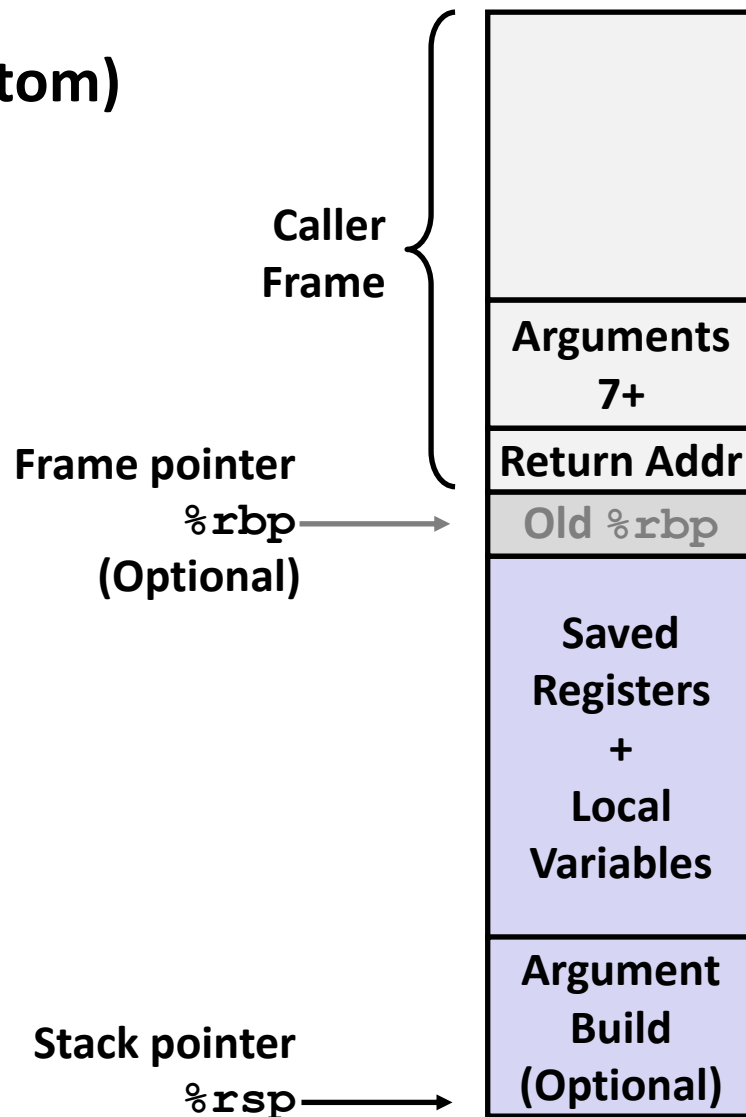
x86-64/Linux Stack Frame

■ Current Stack Frame (“Top” to Bottom)

- “Argument build:”
Parameters for function about to call
- Local variables
If 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;  
}
```

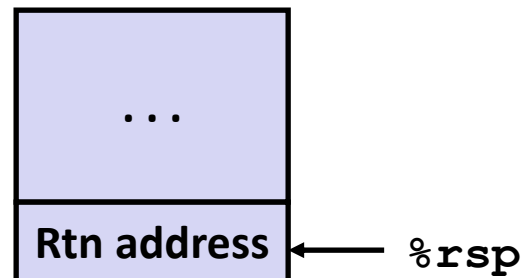
```
incr:  
    movq    (%rdi), %rax  
    addq    %rax, %rsi  
    movq    %rsi, (%rdi)  
    ret
```

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

Example: Calling `incr` #1

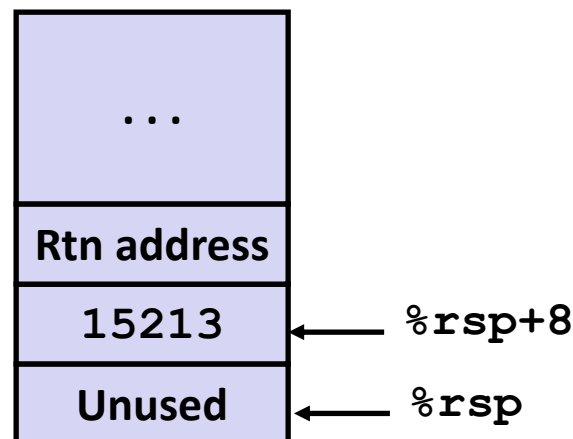
```
long call_incr() {
    long v1 = 15213;
    long v2 = incr(&v1, 3000);
    return v1+v2;
}
```

Initial Stack Structure



```
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
```

Resulting Stack Structure

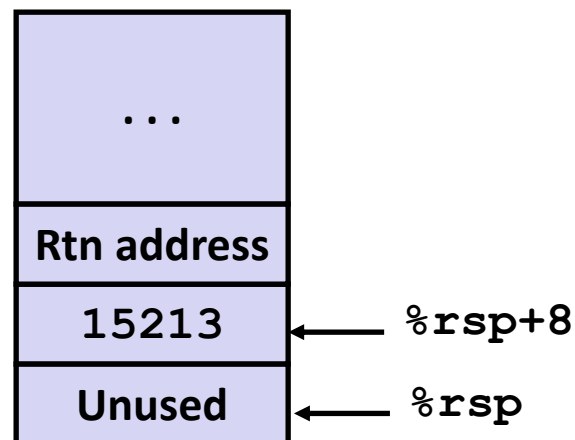


Example: Calling `incr` #2

```
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



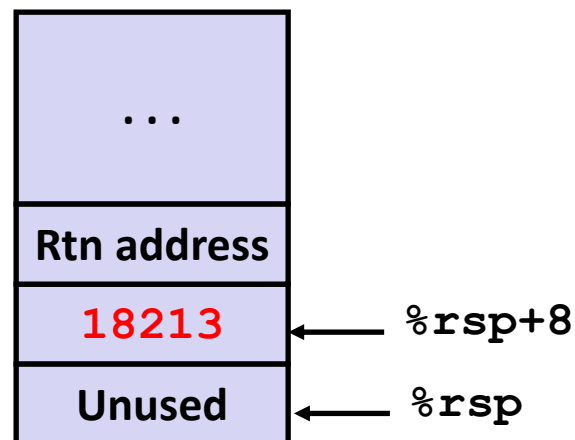
Register	Use(s)
<code>%rdi</code>	<code>&v1</code>
<code>%rsi</code>	3000

Example: Calling `incr` #3

```
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



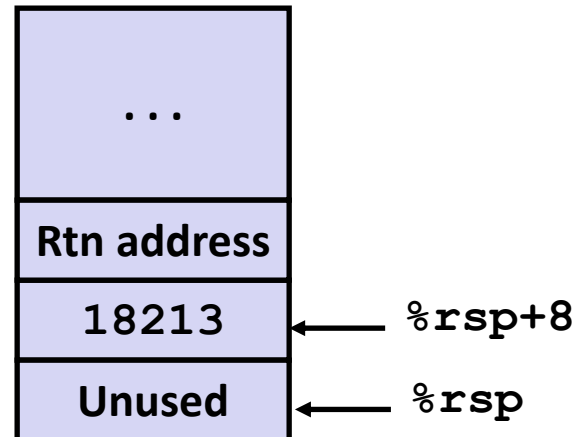
Register	Use(s)
<code>%rdi</code>	<code>&v1</code>
<code>%rsi</code>	3000

Example: Calling `incr` #4

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

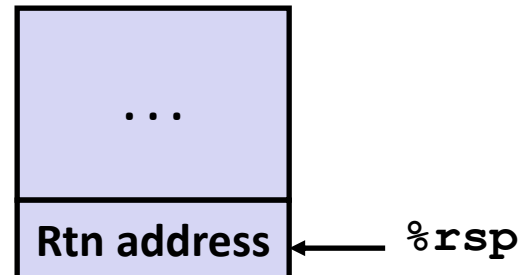
```
call_incr:
    subq    $16, %rsp
    movq    $15213, 8(%rsp)
    movl    $3000, %esi
    leaq    8(%rsp), %rdi
    call    incr
    addq    8(%rsp), %rax
    addq    $16, %rsp
    ret
```

Stack Structure



Register	Use(s)
<code>%rax</code>	Return value

Updated Stack Structure

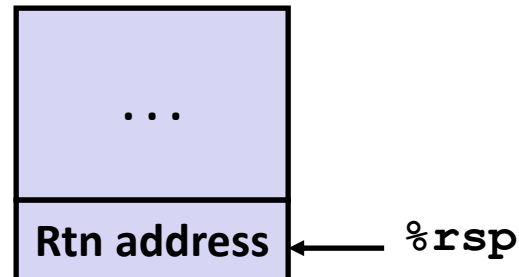


Example: Calling `incr` #5

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

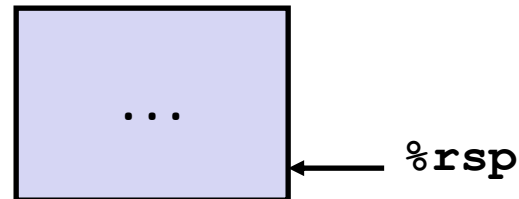
```
call_incr:
    subq    $16, %rsp
    movq    $15213, 8(%rsp)
    movl    $3000, %esi
    leaq    8(%rsp), %rdi
    call    incr
    addq    8(%rsp), %rax
    addq    $16, %rsp
    ret
```

Updated Stack Structure



Register	Use(s)
<code>%rax</code>	Return value

Final Stack Structure



Register Saving Conventions

■ When procedure `yoo` calls `who`:

- `yoo` is the *caller*
- `who` is the *callee*

■ Can register be used for temporary storage?

```
yoo:
    . . .
    movq $15213, %rdx
    call who
    addq %rdx, %rax
    . . .
    ret
```

```
who:
    . . .
    subq $18213, %rdx
    . . .
    ret
```

- Contents of register `%rdx` overwritten by `who`
- This could be trouble → something should be done!
 - Need some coordination

Register Saving Conventions

- When procedure *yoo* calls *who*:
 - *yoo* is the *caller*
 - *who* is the *callee*
- Can register be used for temporary storage?
- Conventions
 - *“Caller Saved”*
 - Caller saves temporary values in its frame before the call
 - *“Callee Saved”*
 - Callee saves temporary values in its frame before using
 - Callee restores them before returning to caller

x86-64 Linux Register Usage #1

■ **%rax**

- Return value
- Also caller-saved
- Can be modified by procedure

■ **%rdi, ..., %r9**

- Arguments
- Also caller-saved
- Can be modified by procedure

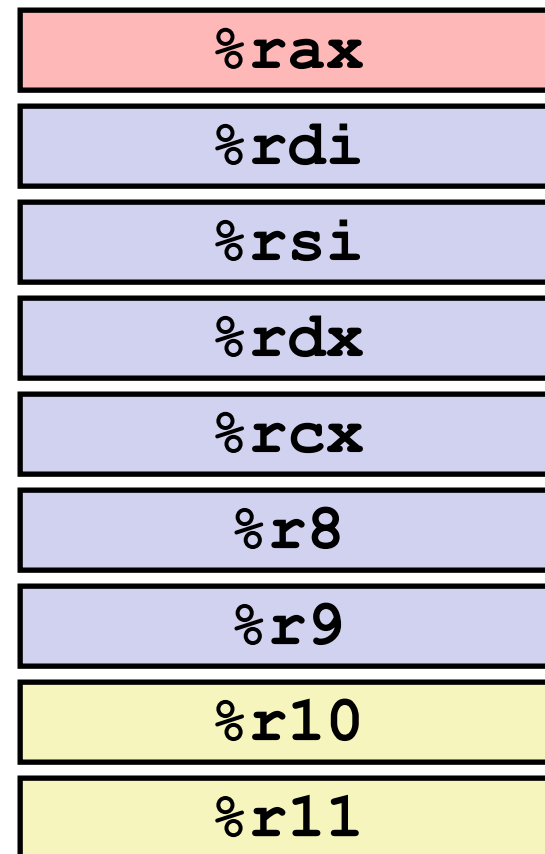
■ **%r10, %r11**

- Caller-saved
- Can be modified by procedure

Return value

Arguments

Caller-saved
temporaries



x86-64 Linux Register Usage #2

■ **%rbx, %r12, %r13, %r14**

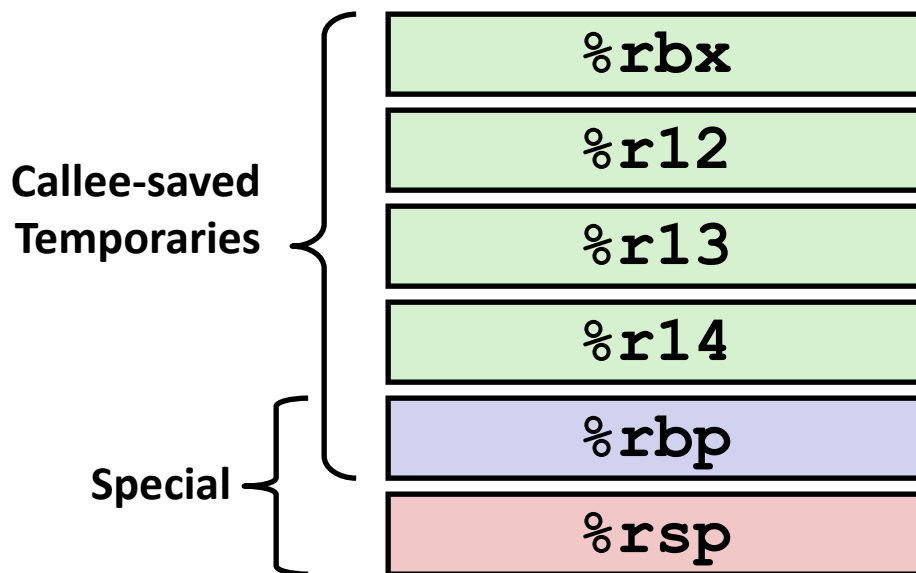
- Callee-saved
- Callee must save & restore

■ **%rbp**

- Callee-saved
- Callee must save & restore
- May be used as frame pointer
- Can mix & match

■ **%rsp**

- Special form of callee save
- Restored to original value upon exit from procedure

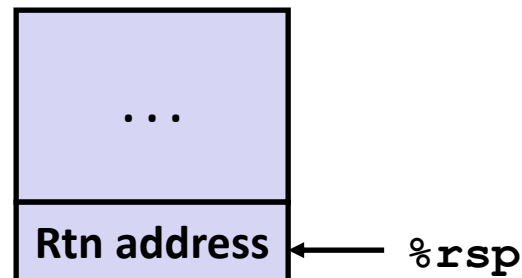


Callee-Saved Example #1

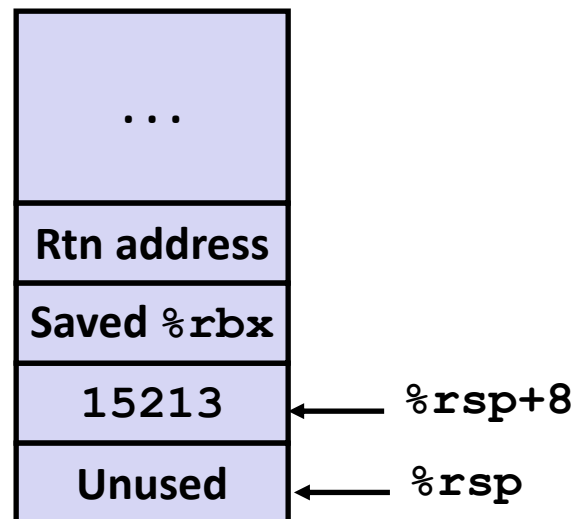
```
long call_incr2(long x) {
    long v1 = 15213;
    long v2 = incr(&v1, 3000);
    return x+v2;
}
```

```
call_incr2:
    pushq    %rbx
    subq     $16, %rsp
    movq     %rdi, %rbx
    movq     $15213, 8(%rsp)
    movl     $3000, %esi
    leaq     8(%rsp), %rdi
    call     incr
    addq     %rbx, %rax
    addq     $16, %rsp
    popq     %rbx
    ret
```

Initial Stack Structure



Resulting Stack Structure

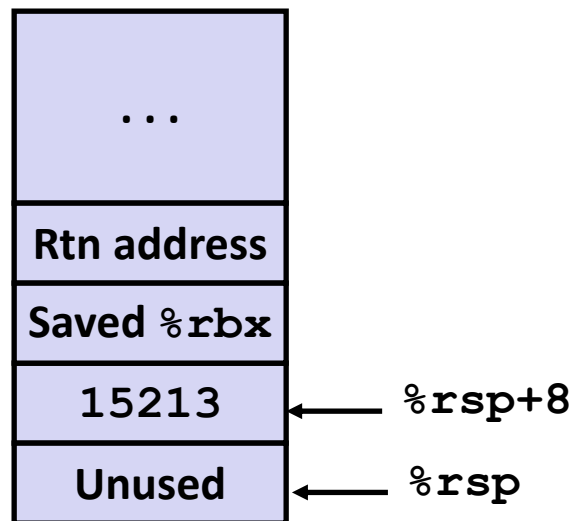


Callee-Saved Example #2

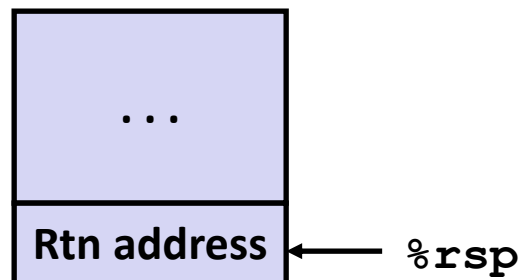
```
long call_incr2(long x) {
    long v1 = 15213;
    long v2 = incr(&v1, 3000);
    return x+v2;
}
```

```
call_incr2:
    pushq    %rbx
    subq     $16, %rsp
    movq     %rdi, %rbx
    movq     $15213, 8(%rsp)
    movl     $3000, %esi
    leaq     8(%rsp), %rdi
    call     incr
    addq     %rbx, %rax
    addq     $16, %rsp
    popq     %rbx
    ret
```

Resulting Stack Structure



Pre-return Stack Structure



Today

■ Procedures

- Stack Structure
- Calling Conventions
 - Passing control
 - Passing data
 - Managing local data
- Illustration of Recursion

Recursive Function

```
/* Recursive popcount */  
long pcount_r(unsigned long x) {  
    if (x == 0)  
        return 0;  
    else  
        return (x & 1)  
            + pcount_r(x >> 1);  
}
```

```
pcount_r:  
    movl    $0, %eax  
    testq   %rdi, %rdi  
    je      .L6  
    pushq   %rbx  
    movq    %rdi, %rbx  
    andl    $1, %ebx  
    shrq    %rdi  
    call    pcount_r  
    addq    %rbx, %rax  
    popq    %rbx  
.L6:  
    rep; ret
```

Recursive Function Terminal Case

```
/* Recursive popcount */
long pcount_r(unsigned long x) {
    if (x == 0)
        return 0;
    else
        return (x & 1)
            + pcount_r(x >> 1);
}
```

```
pcount_r:
    movl    $0, %eax
    testq   %rdi, %rdi
    je      .L6
    pushq   %rbx
    movq    %rdi, %rbx
    andl    $1, %ebx
    shrq    %rdi
    call    pcount_r
    addq    %rbx, %rax
    popq    %rbx
.L6:
    rep; ret
```

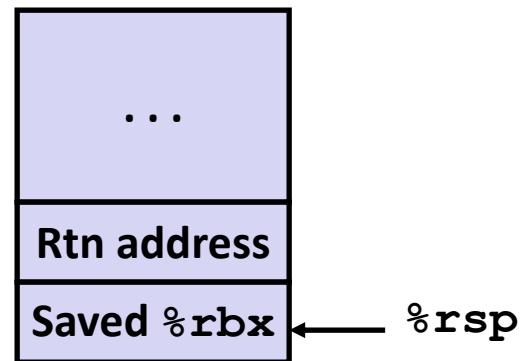
Register	Use(s)	Type
%rdi	x	Argument
%rax	Return value	Return value

Recursive Function Register Save

```
/* Recursive popcount */
long pcount_r(unsigned long x) {
    if (x == 0)
        return 0;
    else
        return (x & 1)
            + pcount_r(x >> 1);
}
```

```
pcount_r:
    movl    $0, %eax
    testq   %rdi, %rdi
    je      .L6
    pushq   %rbx
    movq    %rdi, %rbx
    andl    $1, %ebx
    shrq    %rdi
    call    pcount_r
    addq    %rbx, %rax
    popq    %rbx
.L6:
    rep; ret
```

Register	Use(s)	Type
%rdi	x	Argument



Recursive Function Call Setup

```
/* Recursive popcount */
long pcount_r(unsigned long x) {
    if (x == 0)
        return 0;
    else
        return (x & 1)
            + pcount_r(x >> 1);
}
```

```
pcount_r:
    movl    $0, %eax
    testq   %rdi, %rdi
    je      .L6
    pushq   %rbx
    movq    %rdi, %rbx
    andl    $1, %ebx
    shrq    %rdi
    call    pcount_r
    addq    %rbx, %rax
    popq    %rbx
.L6:
    rep; ret
```

Register	Use(s)	Type
%rdi	x >> 1	Rec. argument
%rbx	x & 1	Callee-saved

Recursive Function Call

```
/* Recursive popcount */
long pcount_r(unsigned long x) {
    if (x == 0)
        return 0;
    else
        return (x & 1)
            + pcount_r(x >> 1);
}
```

```
pcount_r:
    movl    $0, %eax
    testq   %rdi, %rdi
    je      .L6
    pushq   %rbx
    movq    %rdi, %rbx
    andl    $1, %ebx
    shrq    %rdi
    call    pcount_r
    addq    %rbx, %rax
    popq    %rbx
.L6:
    rep; ret
```

Register	Use(s)	Type
%rbx	x & 1	Callee-saved
%rax	Recursive call return value	

Recursive Function Result

```
/* Recursive popcount */
long pcount_r(unsigned long x) {
    if (x == 0)
        return 0;
    else
        return (x & 1)
            + pcount_r(x >> 1);
}
```

```
pcount_r:
    movl    $0, %eax
    testq   %rdi, %rdi
    je      .L6
    pushq   %rbx
    movq    %rdi, %rbx
    andl    $1, %ebx
    shrq    %rdi
    call    pcount_r
    addq    %rbx, %rax
    popq    %rbx
.L6:
    rep; ret
```

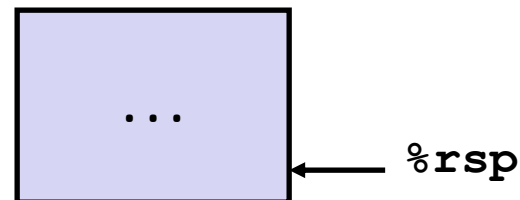
Register	Use(s)	Type
%rbx	x & 1	Callee-saved
%rax	Return value	

Recursive Function Completion

```
/* Recursive popcount */
long pcount_r(unsigned long x) {
    if (x == 0)
        return 0;
    else
        return (x & 1)
            + pcount_r(x >> 1);
}
```

```
pcount_r:
    movl    $0, %eax
    testq   %rdi, %rdi
    je      .L6
    pushq   %rbx
    movq    %rdi, %rbx
    andl    $1, %ebx
    shrq    %rdi
    call    pcount_r
    addq    %rbx, %rax
    popq    %rbx
.L6:
    rep; ret
```

Register	Use(s)	Type
%rax	Return value	Return value



Observations About Recursion

■ Handled Without Special Consideration

- Stack frames mean that each function call has private storage
 - Saved registers & local variables
 - Saved return pointer
- Register saving conventions prevent one function call from corrupting another's data
 - Unless the C code explicitly does so (e.g., buffer overflow in Lecture 9)
- Stack discipline follows call / return pattern
 - If P calls Q, then Q returns before P
 - Last-In, First-Out

■ Also works for mutual recursion

- P calls Q; Q calls P

x86-64 Procedure Summary

■ Important Points

- Stack is the right data structure for procedure call / return
 - If P calls Q, then Q returns before P

■ Recursion (& mutual recursion) handled by normal calling conventions

- Can safely store values in local stack frame and in callee-saved registers
- Put function arguments at top of stack
- Result return in **%rax**

■ Pointers are addresses of values

- On stack or global

