# 15-410
***"An Experience Like No Other"***

## Stack Discipline
## Jan. 19, 2018

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**Slides originally stolen from 15-213**

# Synchronization

## Registration

- The wait list will probably be done today or tomorrow
- If you're here but not on *any* wait list, see me *right away*
- If you are an M.S. or or Ph.D. student and have not discussed this class with your advisor, do so *today*
  - We will not be registering graduate students without hearing from their advisors

## If you haven't taken 15-213 (A/B, malloc lab ok)

- Contact me no later than *today*

# Outline

## Topics

- Process memory model
- IA32 stack organization
- Register saving conventions
- Before & after `main()`
- Project 0

# Why Only 32?

## You may have learned x86-64 aka EMT64 aka AMD64

- x86-64 is simpler than x86(-32) for user program code
  - Lots of registers, registers more orthogonal

## Why will 410 be x86 / IA32?

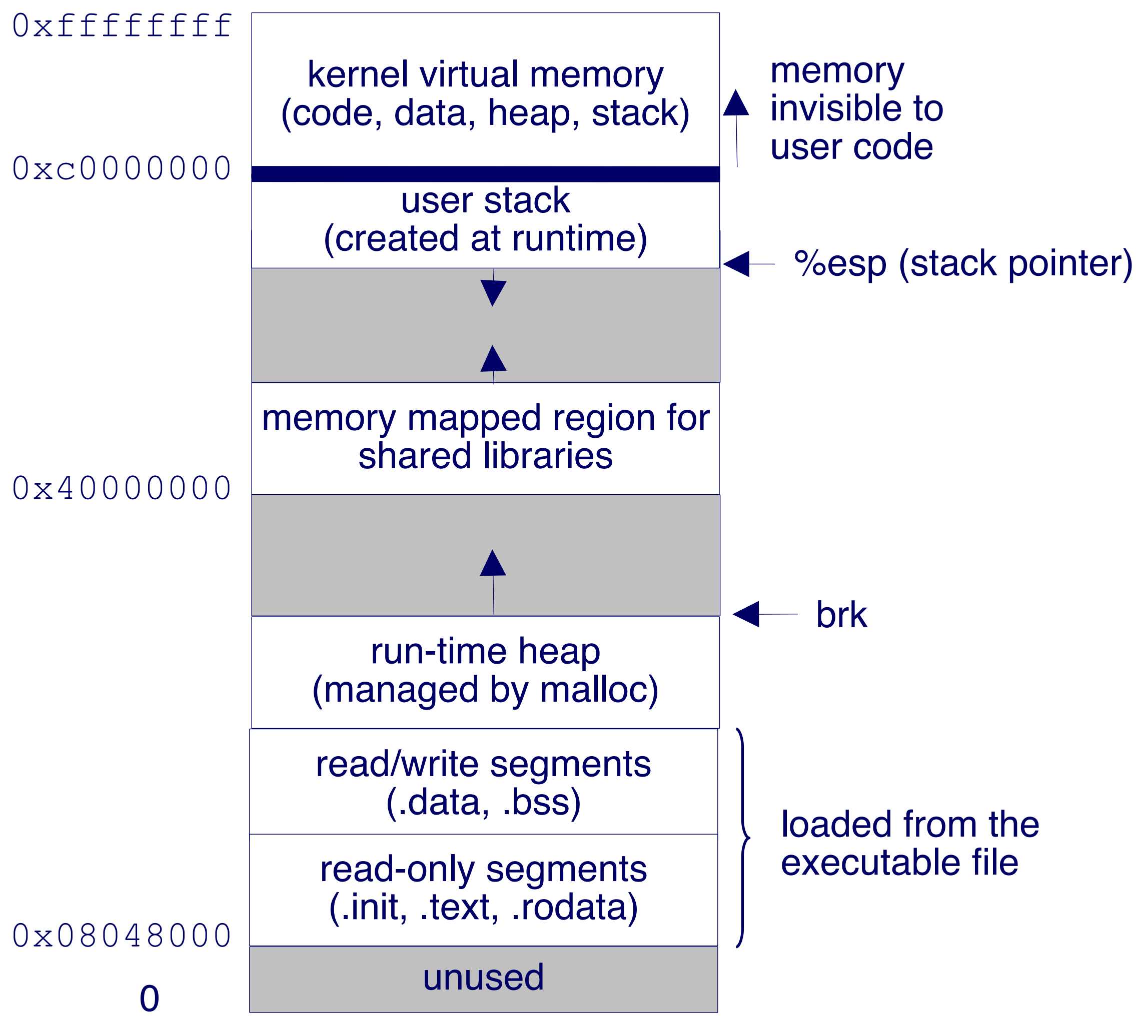
- x86-64 is *not* simpler for kernel code
  - Machine begins in 16-bit mode, then 32, finally 64
    - » You don't have time to write 32⇒64 transition code
    - » If we gave it to you, it would be a *big* black box
  - Interrupts are more complicated
- x86-64 is *not* simpler during debugging
  - More registers means more registers to have wrong values
- x86-64 virtual memory is a bit of a drag
  - More steps than x86-32, but not more intellectually stimulating
- There are still a lot of 32-bit machines in the world

## CS:APP 32-bit guide

- http://csapp.cs.cmu.edu/3e/waside/waside-ia32.pdf

# Private Address Spaces

**Each process has its own private address space.**

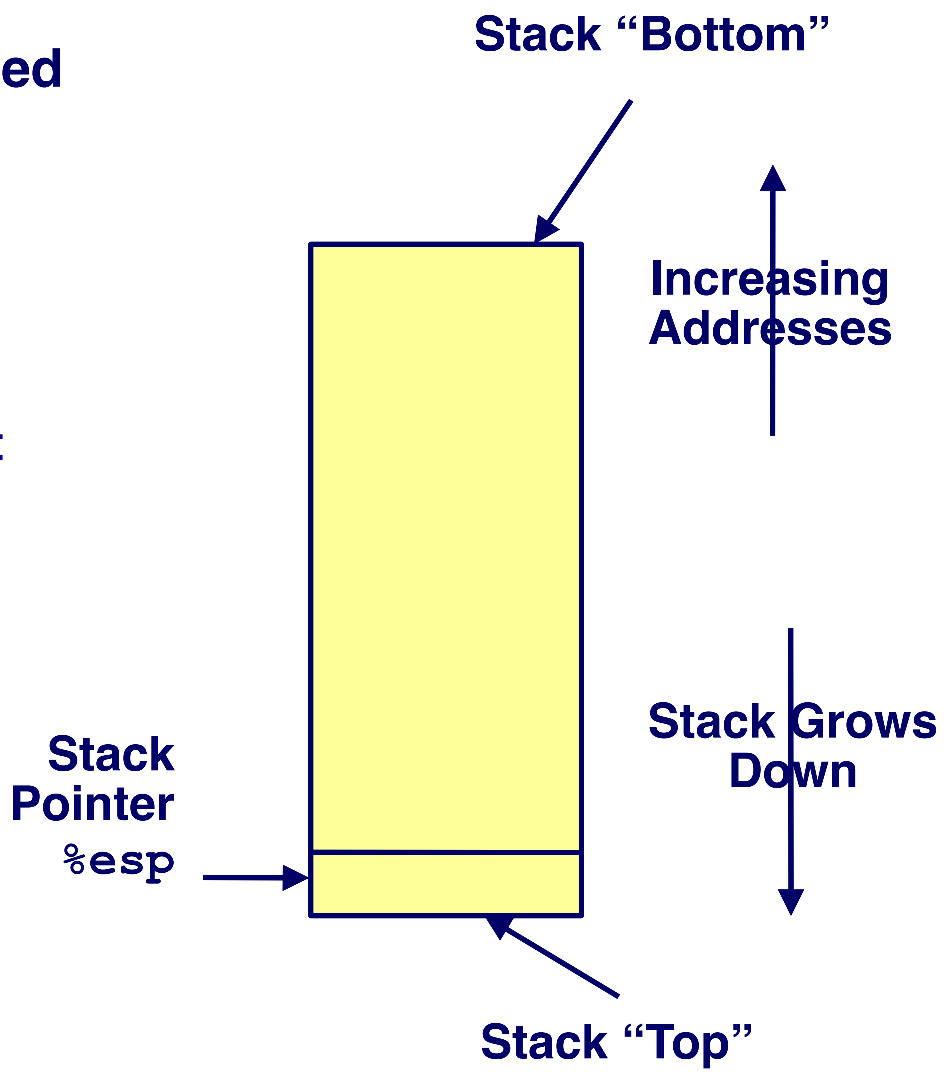



***Warning:*** **numbers specific to Linux 2.x on IA32!!**

***Warning:*** **details vary by OS and kernel version!**

# IA32 Stack

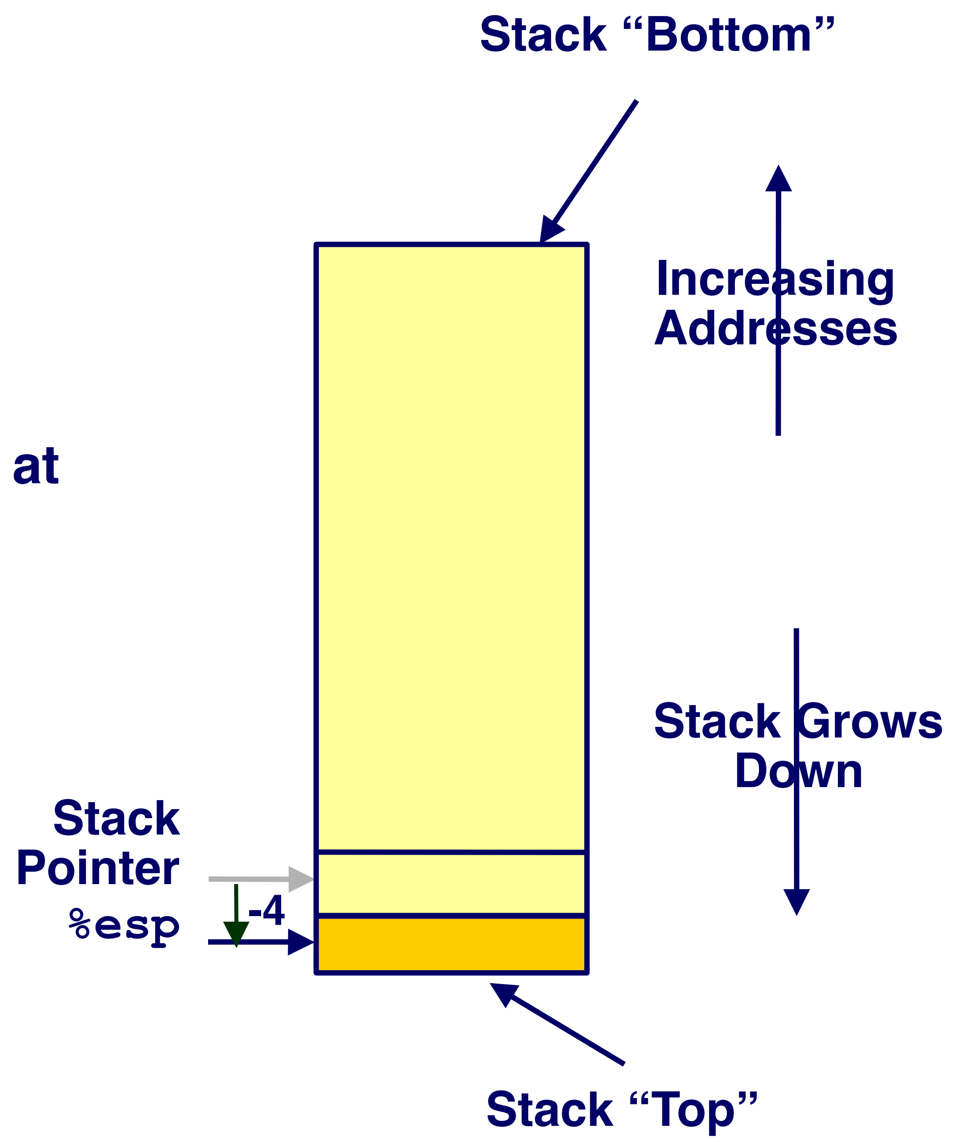
- **Region of memory managed with stack discipline**
- **"Grows" toward lower addresses**
- **Register `%esp` indicates lowest stack address**
  - **address of "top" element**
  - **stack *pointer***



# IA32 Stack Pushing

## Pushing

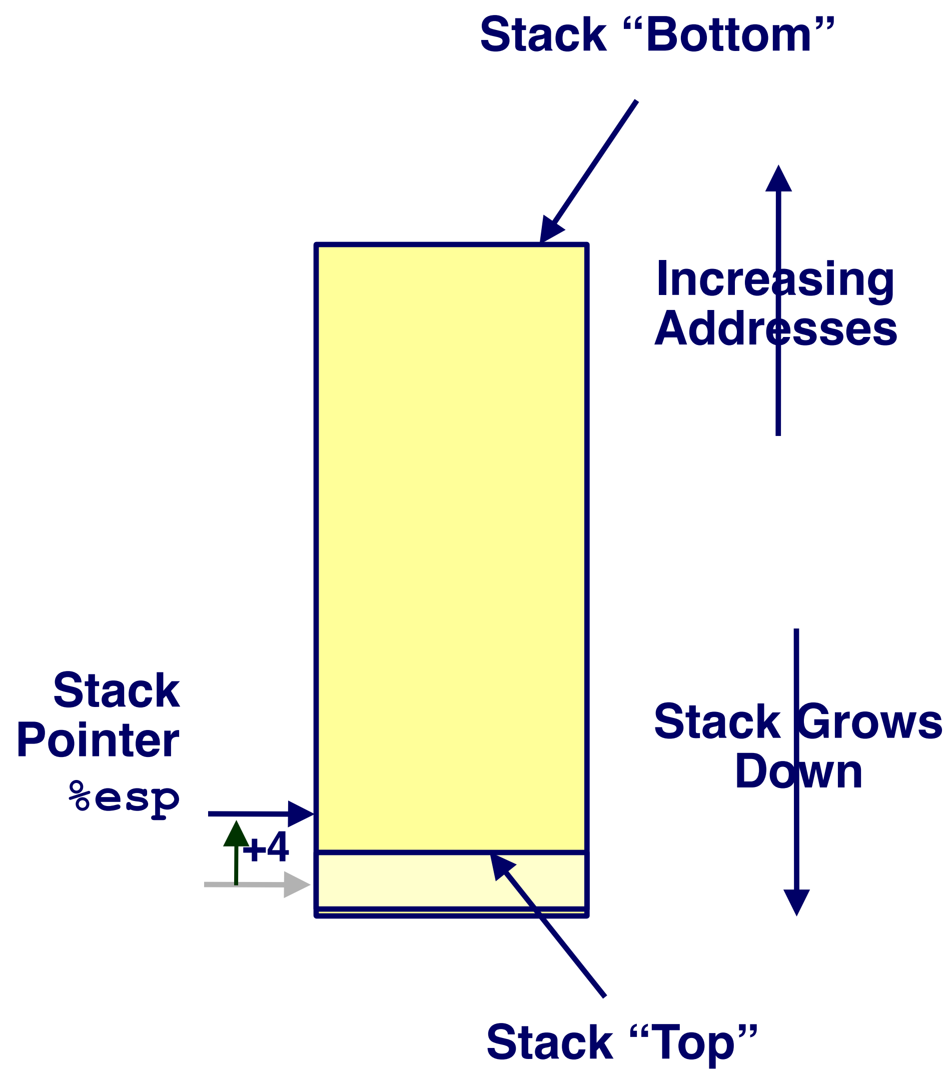
- `pushl` *Src*
- Fetch operand from *Src*
  - Maybe a register: %ebp
  - Maybe memory: 8(%ebp)
- Decrement `%esp` by 4
- Store operand in memory at address given by `%esp`



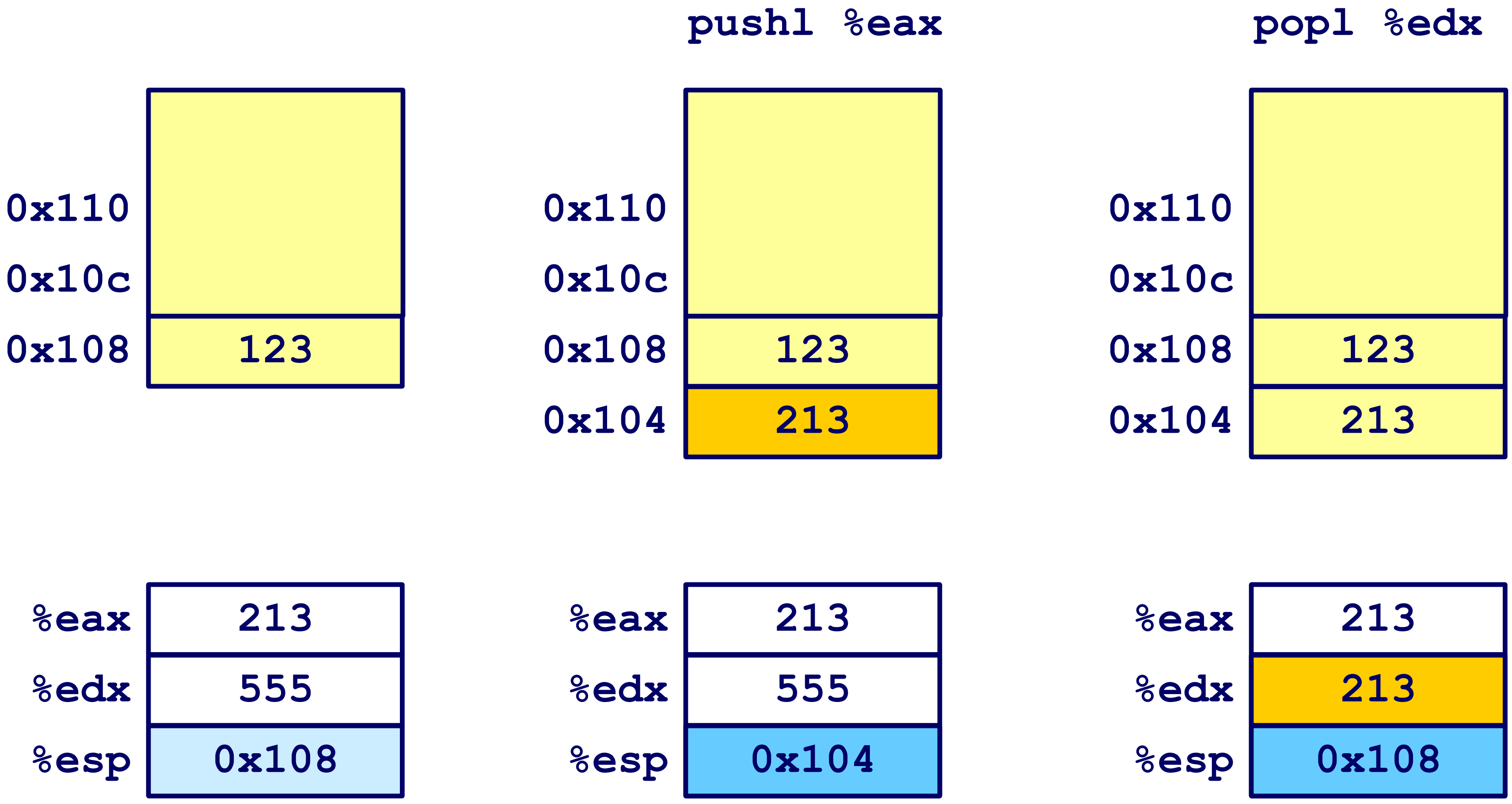
# IA32 Stack Popping

## Popping

- `popl` ***Dest***
- **Read memory at address given by `%esp`**
- **Increment `%esp` by 4**
- **Store into *Dest* operand**



# Stack Operation Examples



# Procedure Control Flow

- Use stack to support procedure call and return

## Procedure call:

```
• call label    Push return address;
                Jump to label
```

## "Return address"?

- Address of instruction *after* `call`
- Example from disassembly
  - `804854e:e8 3d 06 00 00   call   8048b90 <main>`
  - `8048553:50               pushl  %eax`
    - » Return address = `0x8048553`

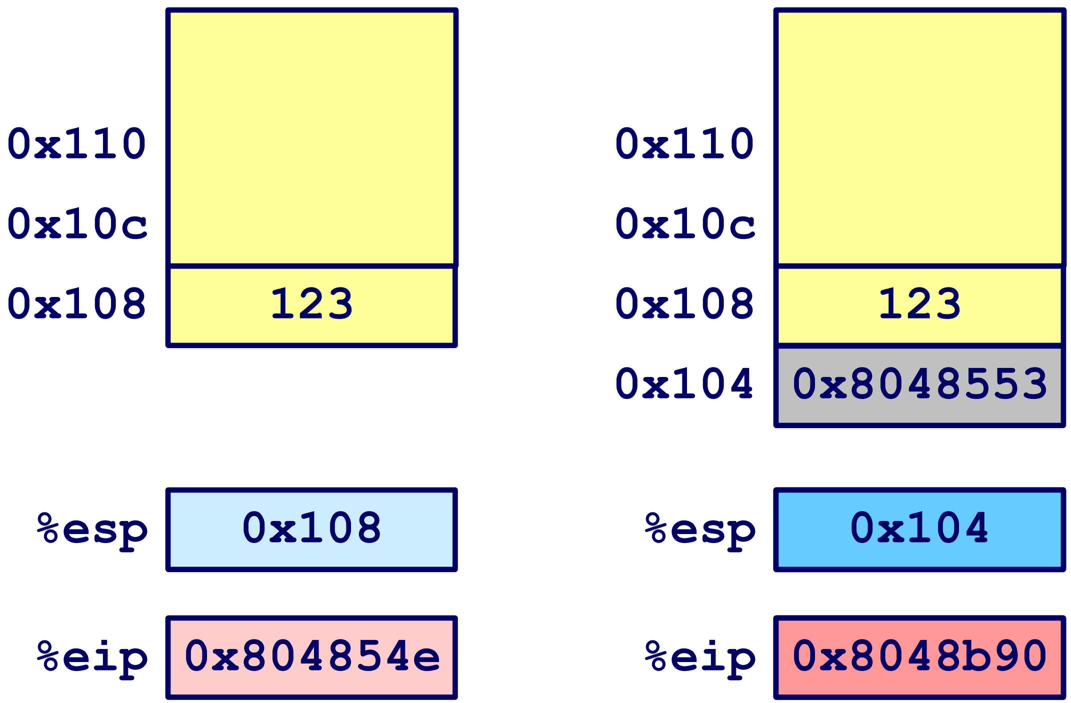
## Procedure return:

```
• ret     Pop address from stack;
          Jump to address
```

# Procedure Call Example

```
804854e:   e8 3d 06 00 00       call    8048b90 <main>
8048553:   50                   pushl   %eax
```

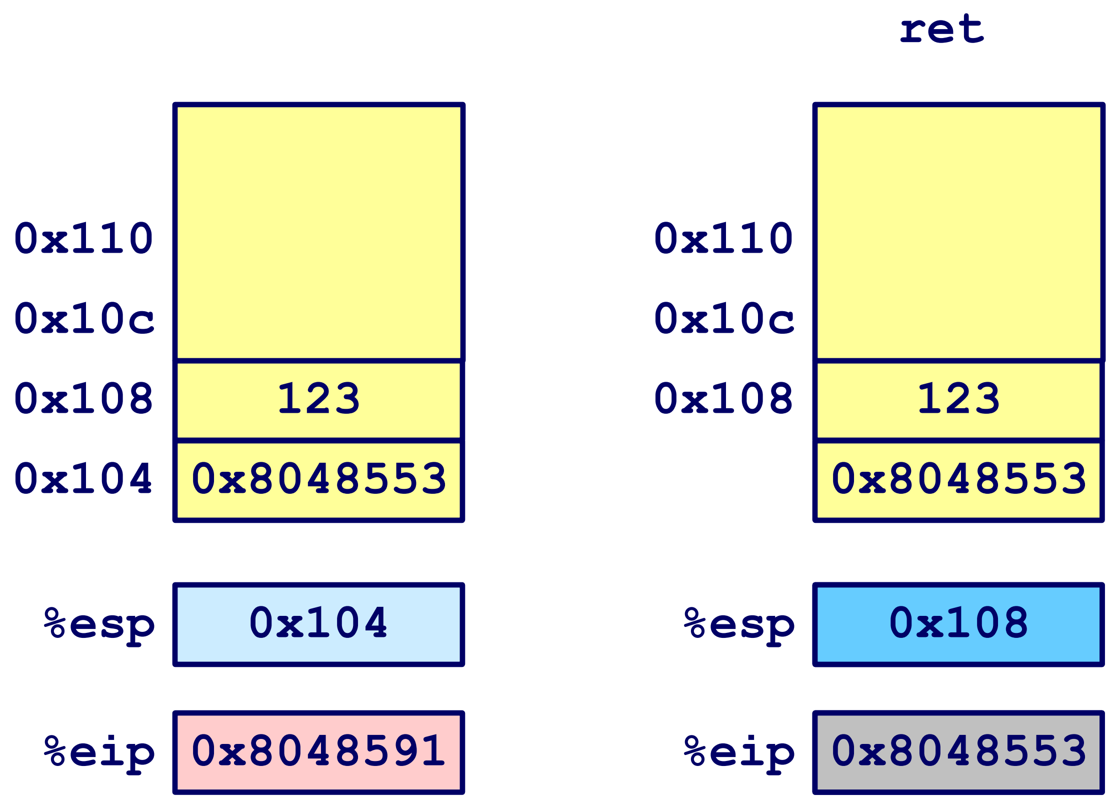
`call    8048b90`




`%eip` **is program counter**

# Procedure Return Example

```
8048591:   c3                          ret
```




`%eip` **is program counter**

# Stack-Based Languages

## Languages that support recursion

- e.g., C, Pascal, Java
- Code must be "*reentrant*"
  - Multiple instantiations of a single procedure "live" at same time
- Need some place to store state of each instantiation
  - Arguments
  - Local variables
  - Return pointer (maybe)
  - Weird things (static links, exception handling, …)

## Stack discipline – key observation

- State for given procedure needed for limited time
  - From time of call to time of return
- Note: callee returns before caller does

## Therefore stack allocated in nested *frames*

- State for single procedure instantiation

# Call Chain Example

## Code Structure

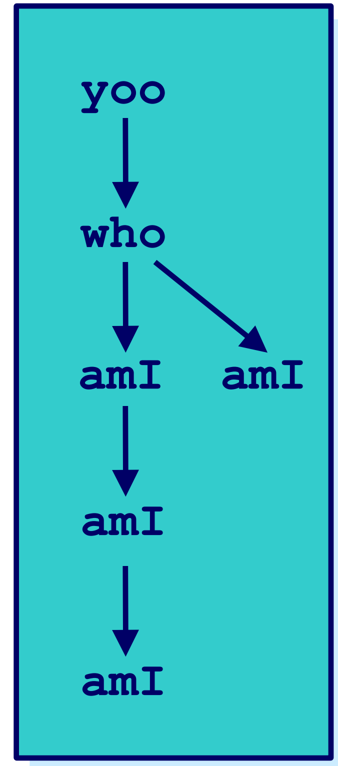
```
yoo(…)
{
    •
    •
    who();
    •
    •
}
```

```
who(…)
{
    • • •
    amI();
    • • •
    amI();
    • • •
}
```

```
amI(…)
{
        •
        •
        amI();
        •
        •
}
```

- **Procedure `amI()` recursive**

## Call Chain



# Stack Frames

## Contents

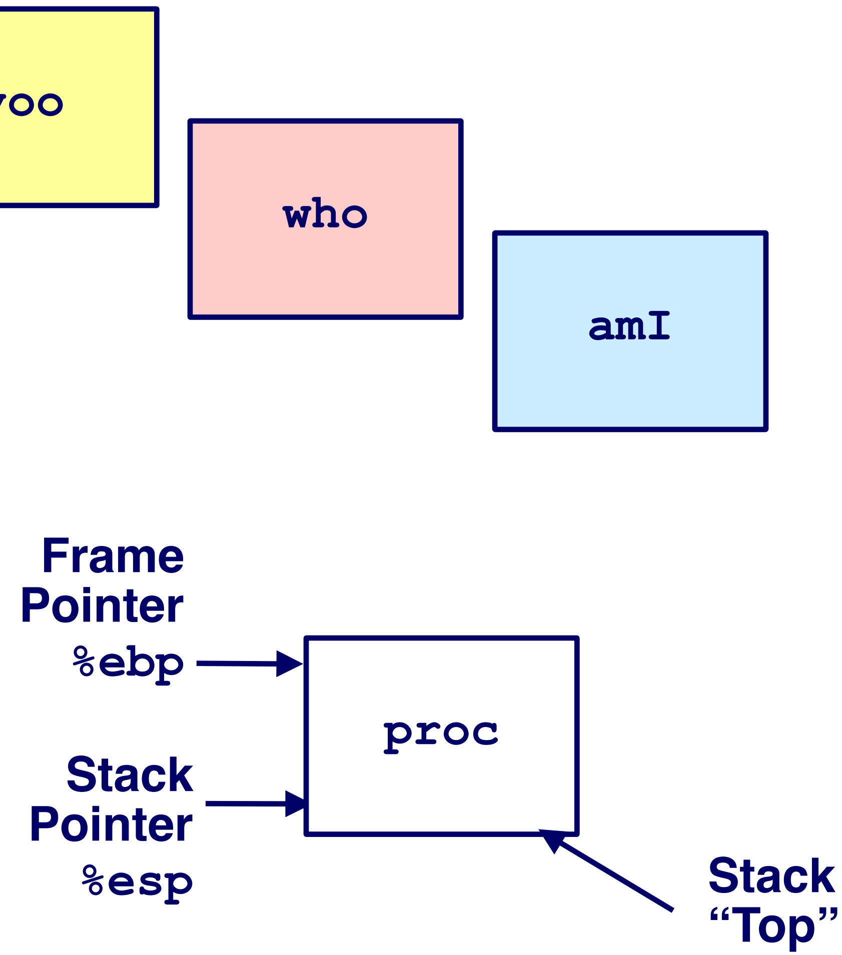
- Local variables
- Return information
- Temporary space

## Management

- Space allocated when enter procedure
  - "Set-up" code
- Deallocated when return
  - "Finish" code

## Pointers

- Stack pointer `%esp` indicates stack top
- Frame pointer `%ebp` indicates start of current frame



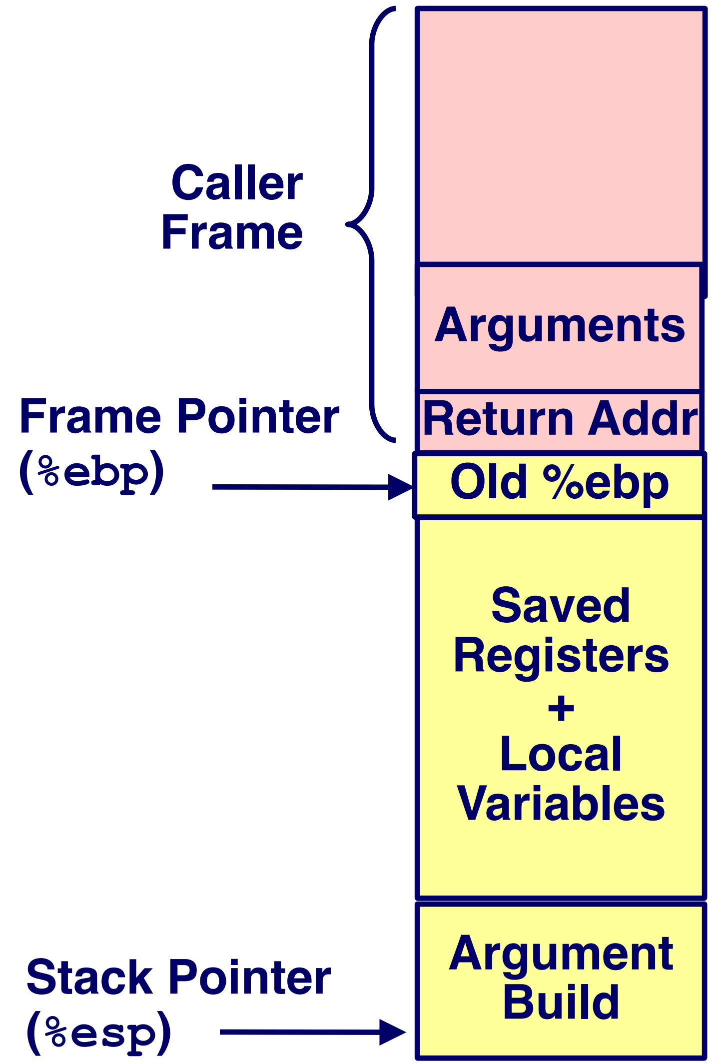
# IA32/Linux Stack Frame

## Current Stack Frame ("Top" to "Bottom")

- Parameters for function we're about to call
  - "Argument build"
- Local variables
  - If don't all fit in registers
- Caller's saved registers
- Caller's saved frame pointer

## Caller's Stack Frame

- Return address
  - Pushed by `call` instruction
- Arguments for this call



# swap()

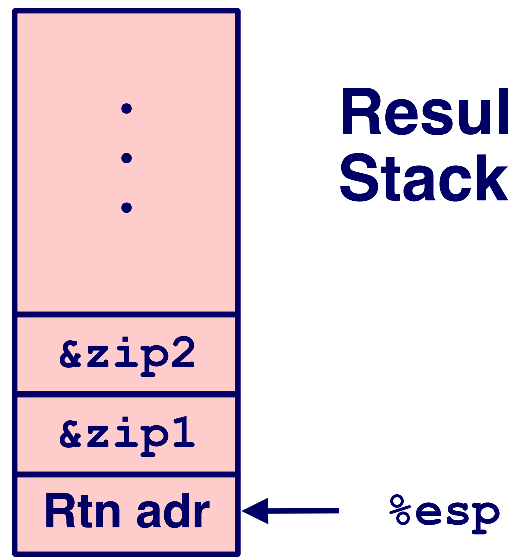
```
int zip1 = 15213;
int zip2 = 91125;

void call_swap()
{
  swap(&zip1, &zip2);
}
```

```
void swap(int *xp, int *yp)
{
  int t0 = *xp;
  int t1 = *yp;
  *xp = t1;
  *yp = t0;
}
```

**Calling swap from call_swap**

```
call_swap:
    • • •
    pushl $zip2   # Global var
    pushl $zip1   # Global var
    call swap
    • • •
```




**Resulting Stack**

# swap()

```
void swap(int *xp, int *yp)
{
  int t0 = *xp;
  int t1 = *yp;
  *xp = t1;
  *yp = t0;
}
```

```
swap:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx

    movl 12(%ebp),%ecx
    movl 8(%ebp),%edx
    movl (%ecx),%eax
    movl (%edx),%ebx
    movl %eax,(%edx)
    movl %ebx,(%ecx)

    movl -4(%ebp),%ebx
    movl %ebp,%esp
    popl %ebp
    ret
```

Set Up

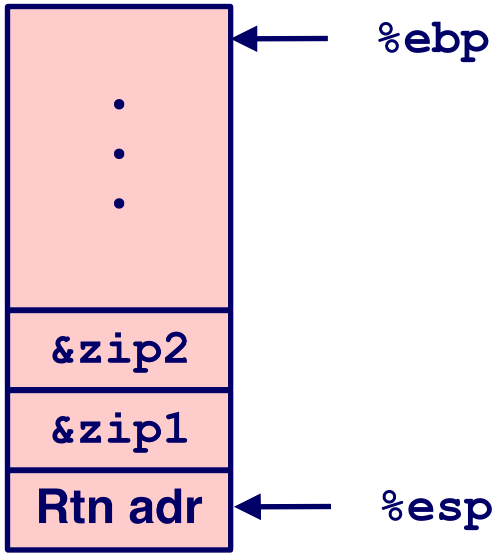
Body

Core

Finish

# swap() Setup

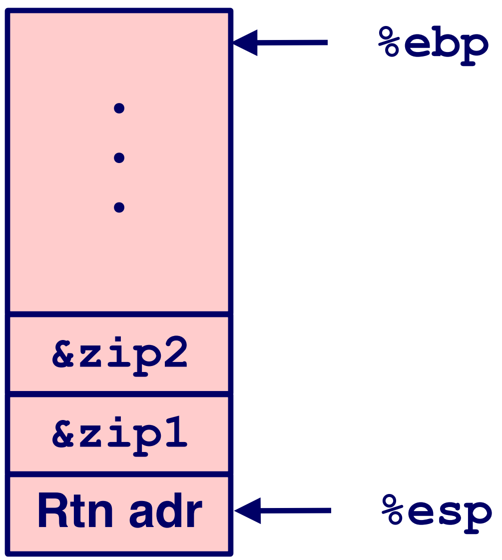
## Entering Stack



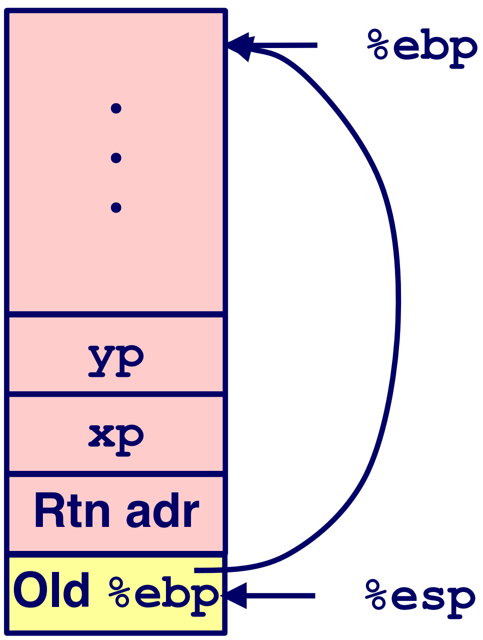

```
swap:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
```

# `swap()` Setup #1

## Entering Stack



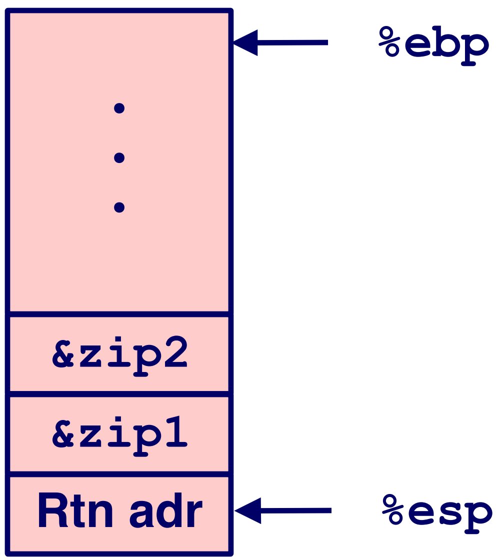

## Resulting Stack



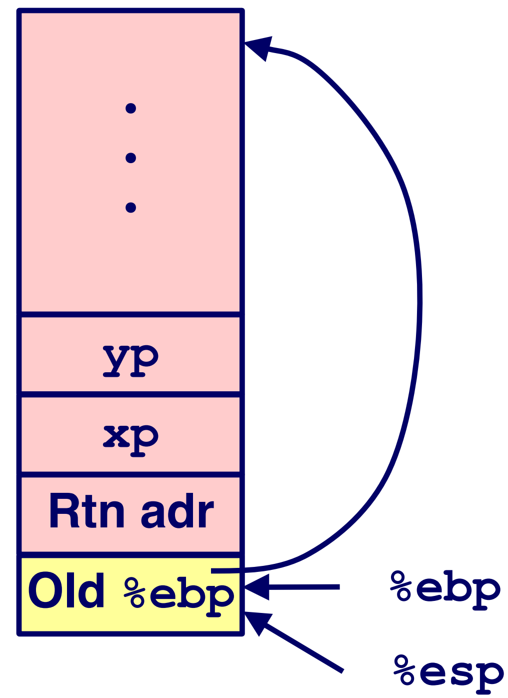

```
swap:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
```

# `swap()` Setup #2

**Entering Stack**

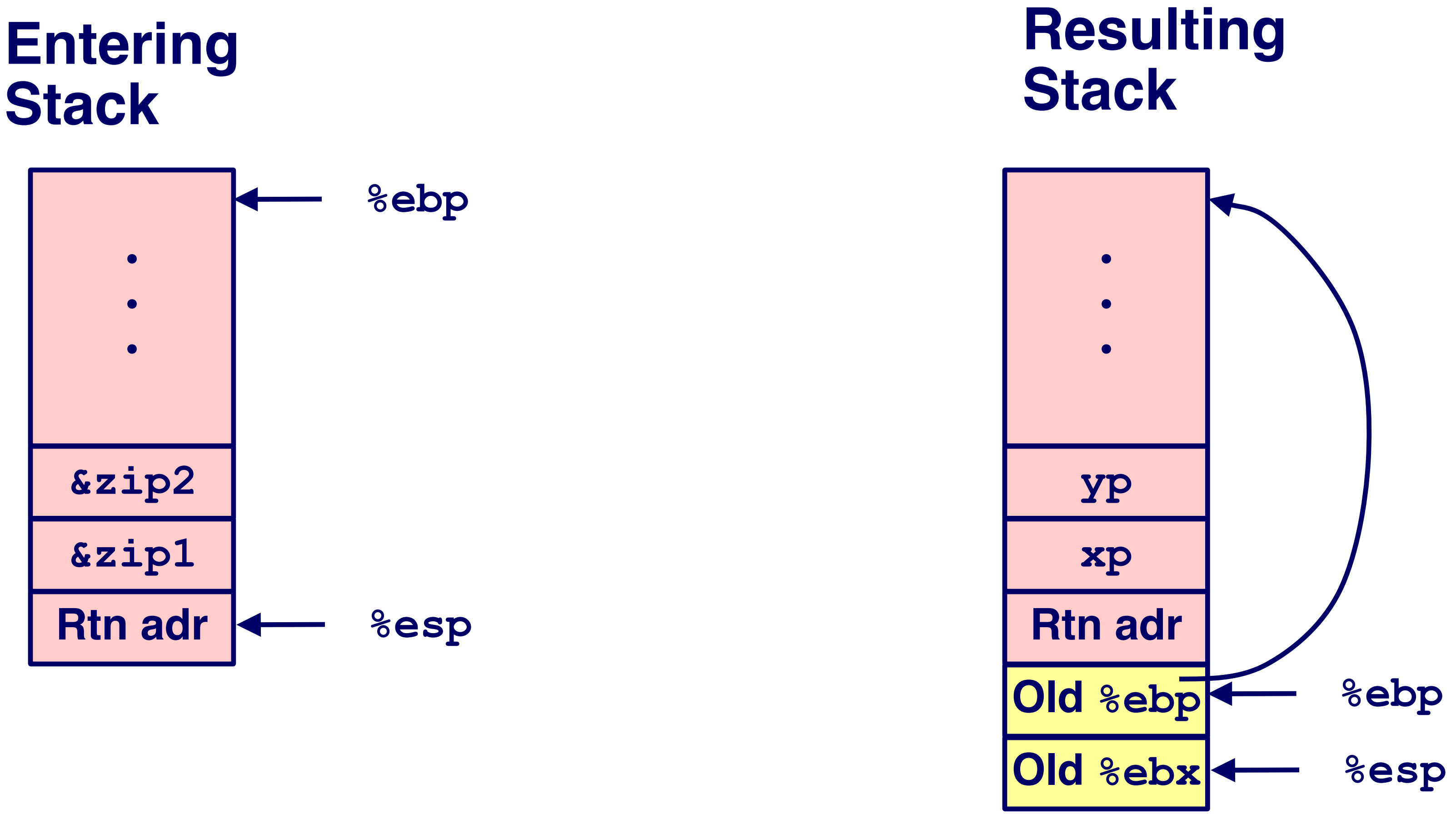



**Resulting Stack**




```
swap:
    pushl %ebp
    movl  %esp,%ebp
    pushl %ebx
```

# `swap()` Setup #3

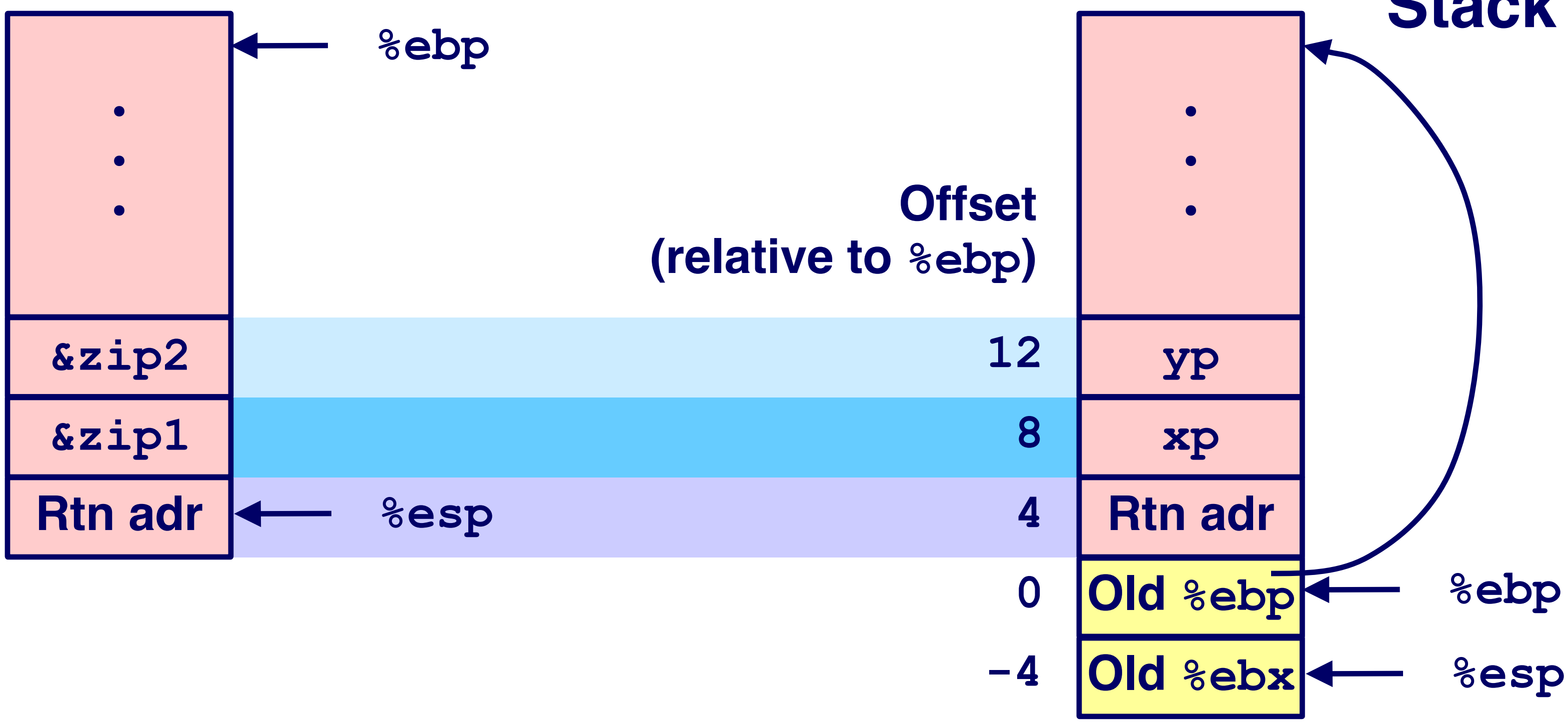



```
swap:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
```

# Effect of `swap()` Setup

**Entering Stack**

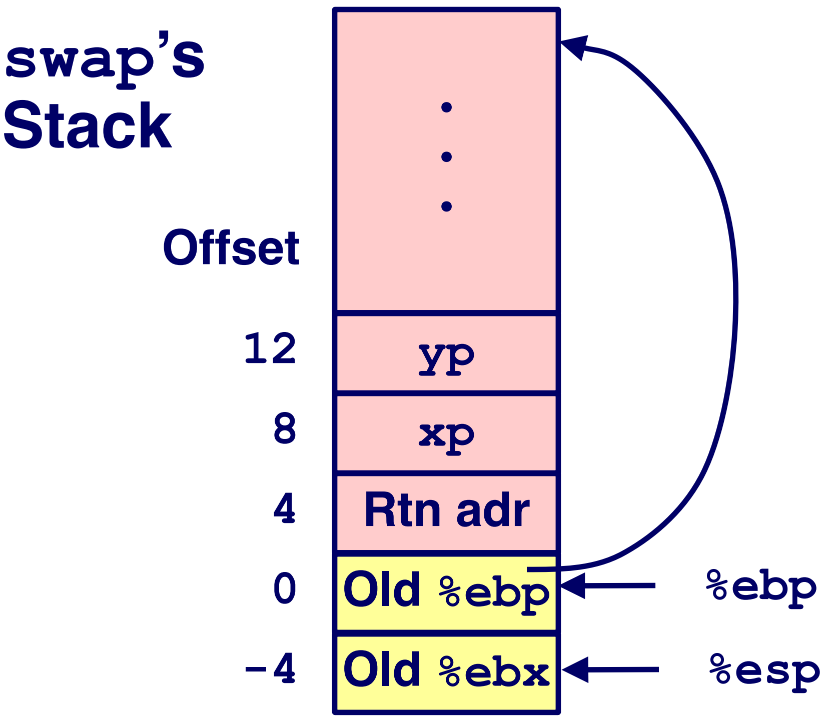
**Resulting Stack**

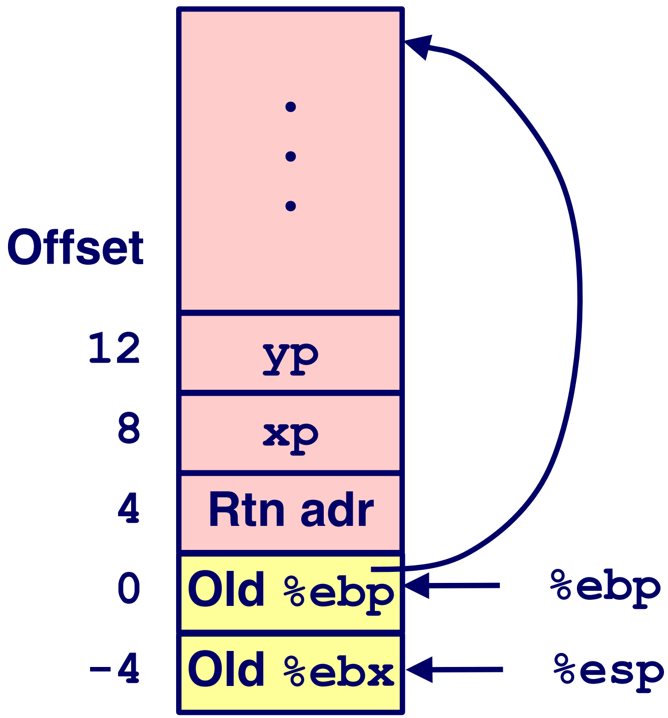



```
movl 12(%ebp),%ecx # get yp
movl 8(%ebp),%edx  # get xp
. . .
```

**Body**

# `swap()` Finish #1



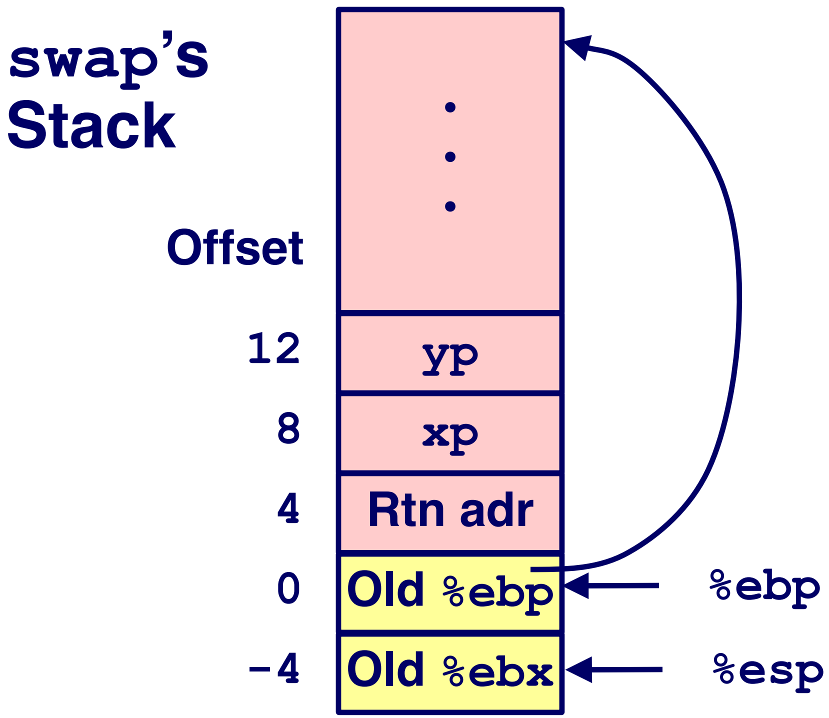



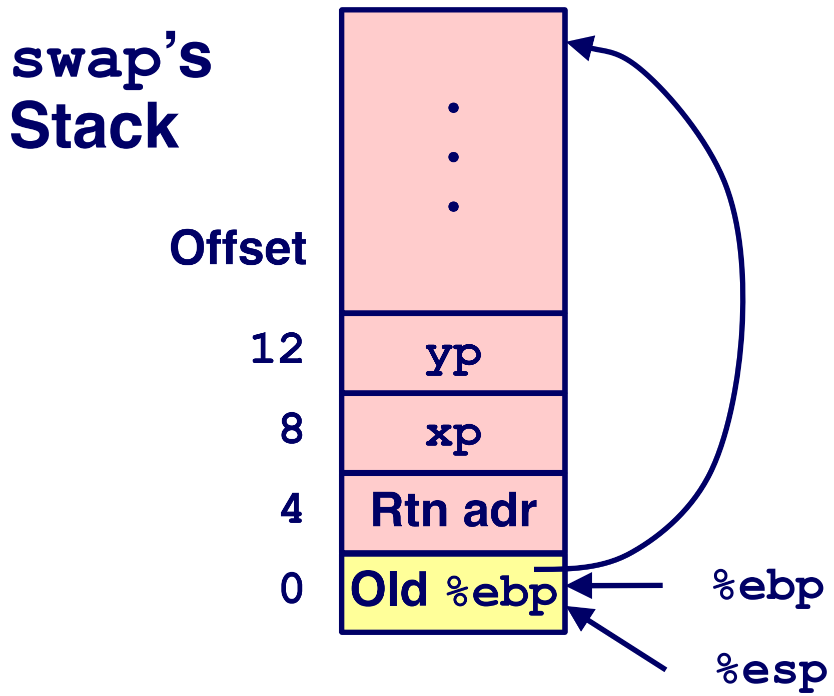

```
movl -4(%ebp),%ebx
movl %ebp,%esp
popl %ebp
ret
```

## Observation

- Restoring saved register `%ebx`
- "Hold that thought"

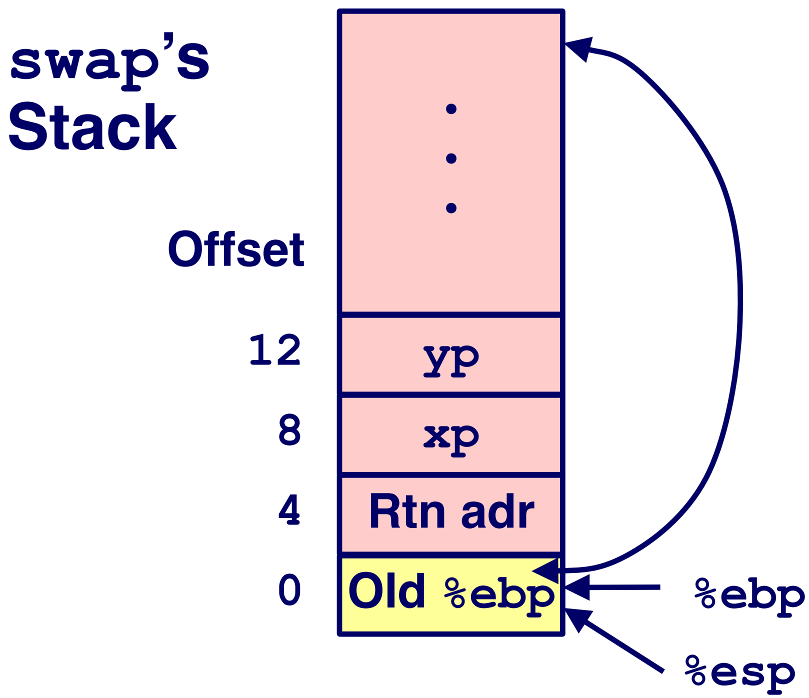
# `swap()` Finish #2

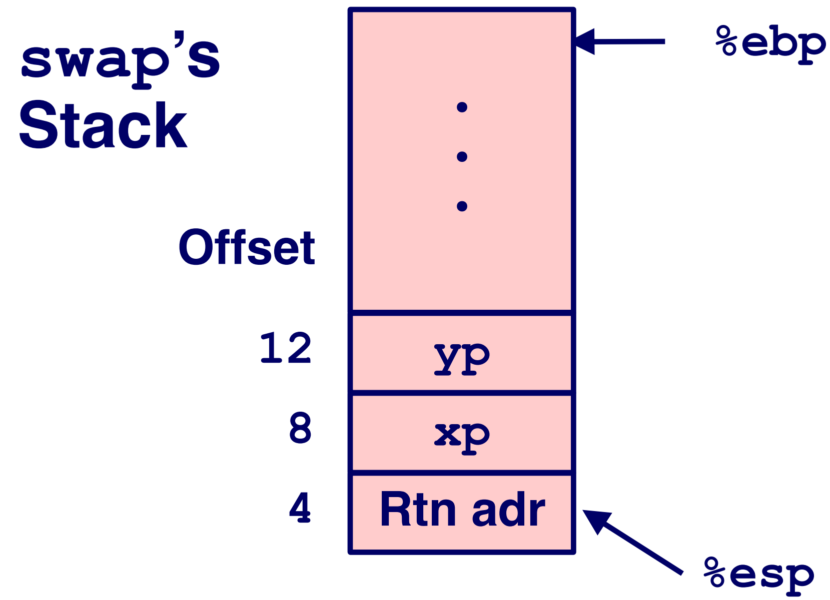



```
movl -4(%ebp),%ebx
movl %ebp,%esp
popl %ebp
ret
```

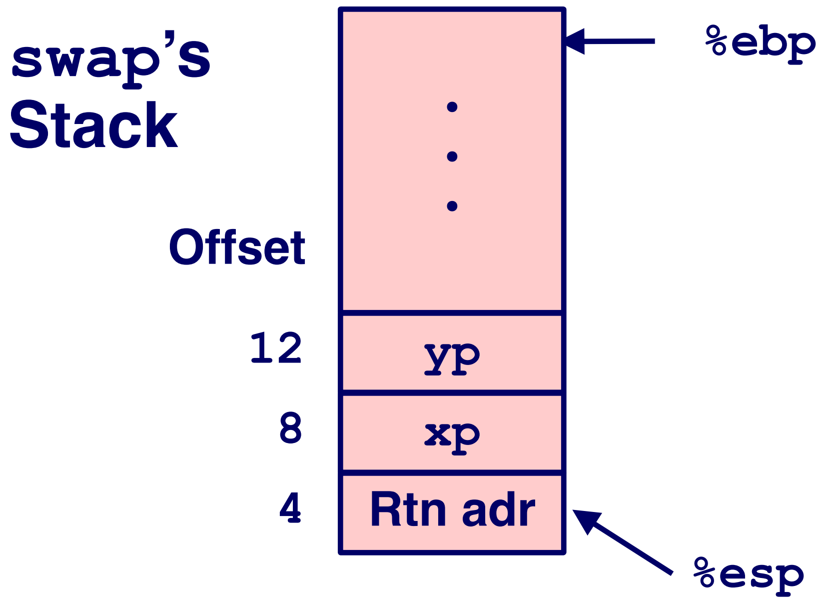
# `swap()` Finish #3

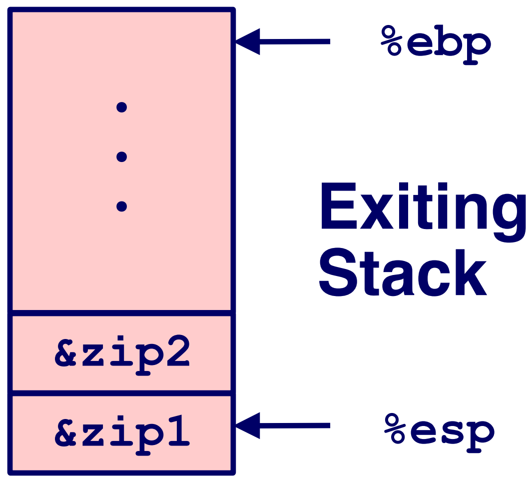



```
movl -4(%ebp),%ebx
movl %ebp,%esp
popl %ebp
ret
```

# `swap()` Finish #4




```
movl -4(%ebp),%ebx
movl %ebp,%esp
popl %ebp
ret
```

## Observation/query

- Saved & restored caller's register `%ebx`
- Didn't do so for `%eax`, `%ecx`, or `%edx`!

# Register Saving Conventions

**When procedure `yoo()` calls `who()`:**

- `yoo()` is the *caller*, `who()` is the *callee*

**Can a register be used for temporary storage?**

```
yoo:
    • • •
    movl $15213, %edx
    call who
    addl %edx, %eax
    • • •
    ret
```

```
who:
    • • •
    movl 8(%ebp), %edx
    addl $91125, %edx
    • • •
    ret
```

- Contents of register `%edx` overwritten by `who()`

# Register Saving Conventions

**When procedure `yoo()` calls `who()`:**

- `yoo()` is the *caller*, `who()` is the *callee*

**Can a register be used for temporary storage?**

**Definitions**

- "Caller Save" register
  - Caller saves temporary in its frame before calling
- "Callee Save" register
  - Callee saves temporary in its frame before using

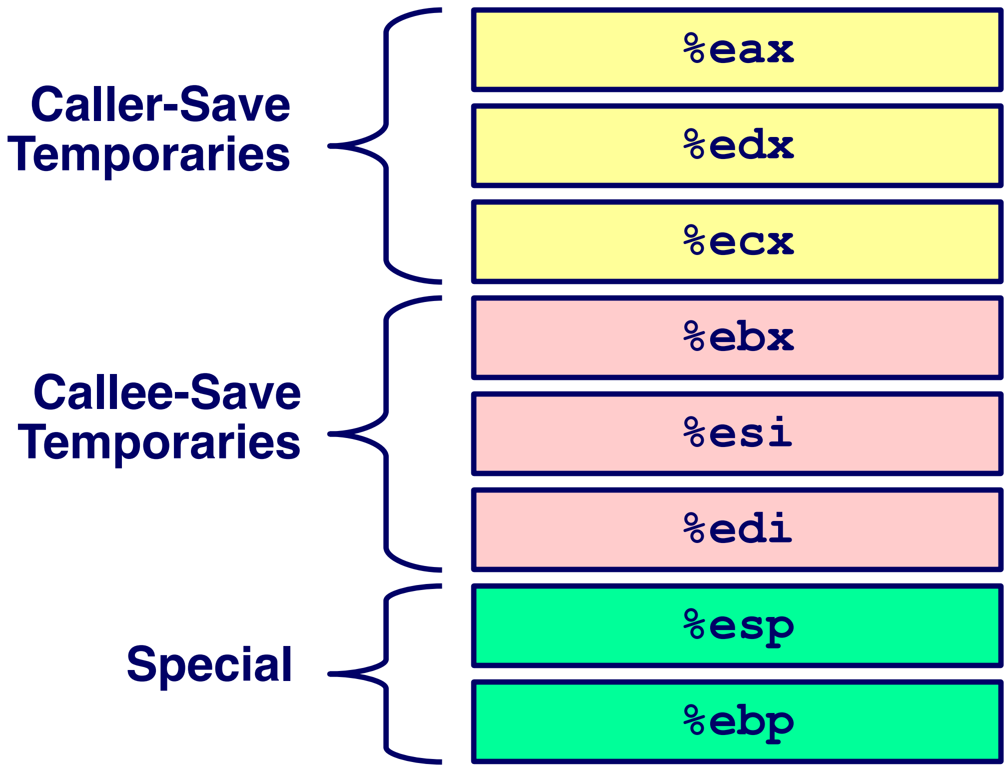
**Conventions**

- Which registers are caller-save, callee-save?

# IA32/Linux Register Usage

## Integer Registers

- Two have special uses
  - `%ebp`, `%esp`
- Three managed as callee-save
  - `%ebx`, `%esi`, `%edi`
  - Old values saved on stack prior to using
- Three managed as caller-save
  - `%eax`, `%edx`, `%ecx`
  - Do what you please, but expect any callee to do so, as well
- Register `%eax` also holds return value



# Stack Summary

## Stack makes recursion work

- Private storage for each *instance* of procedure call
  - Instantiations don't clobber each other
  - Addressing of locals + arguments can be relative to stack positions
- Can be managed by stack discipline
  - Procedures return in inverse order of calls

## IA32 procedures: instructions + conventions

- `call` / `ret` instructions mix `%eip`, `%esp` in a fixed way
- Register usage conventions
  - Caller / Callee save
  - `%ebp` and `%esp`
- Stack frame organization conventions
  - Which argument is pushed first

# Before & After **main()**

```
int main(int argc, char *argv[]) {
  if (argc > 1) {
    printf("%s\n", argv[1]);
  } else {
    char * av[3] = { 0, 0, 0 };
    av[0] = argv[0];  av[1] = "Fred";
    execvp(av[0], av);
  }
  return (0);
}
```

# The Mysterious Parts

**argc, argv**

- Strings from one program
- Available while another program is running
- Which part of the memory map are they in?
- How did they get there?

**What happens when `main()` does "`return(0)`"???**

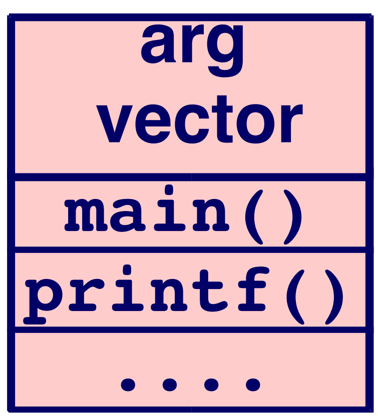
- There's no more program to run...right?
- Where does the 0 go?
- How does it get there?

**410 students should seek to abolish mystery**

# The Mysterious Parts

**argc, argv**

- Strings from one program
- Available while another program is running
- Inter-process sharing/information transfer is OS's job
  - OS copies strings from old address space to new in exec()
  - Traditionally placed "below bottom of stack"
  - Other weird things (environment, auxiliary vector) (above argv)



# The Mysterious Parts

**What happens when `main()` does "`return(0)`"?**

- **Defined by C to have same effect as "`exit(0)`"**
- **But how??**

# The Mysterious Parts

## What happens when `main()` does "`return(0)`"?

- Defined by C to have same effect as "`exit(0)`"
- But how??

## The "main() wrapper"

- Receives argc, argv from OS
- Calls `main()`, then calls `exit()`
- Provided by C library, traditionally in "crt0.s"
- Often has a "strange" name (not a legal C function name)

```
/* not actual code */
void ~~main(int argc, char *argv[]) {
  exit(main(argc, argv));
}
```

# Project 0 - “Stack Crawler”

## C/Assembly function

- Can be called by any C function
- Prints stack frames in a symbolic way

```
---Stack Trace Follows---
Function fun3(c='c', d=2.090000), in
Function fun2(f=35.000000), in
Function fun1(count=0), in
Function fun1(count=1), in
Function fun1(count=2), in
...
```

# Project 0 - “Stack Crawler”

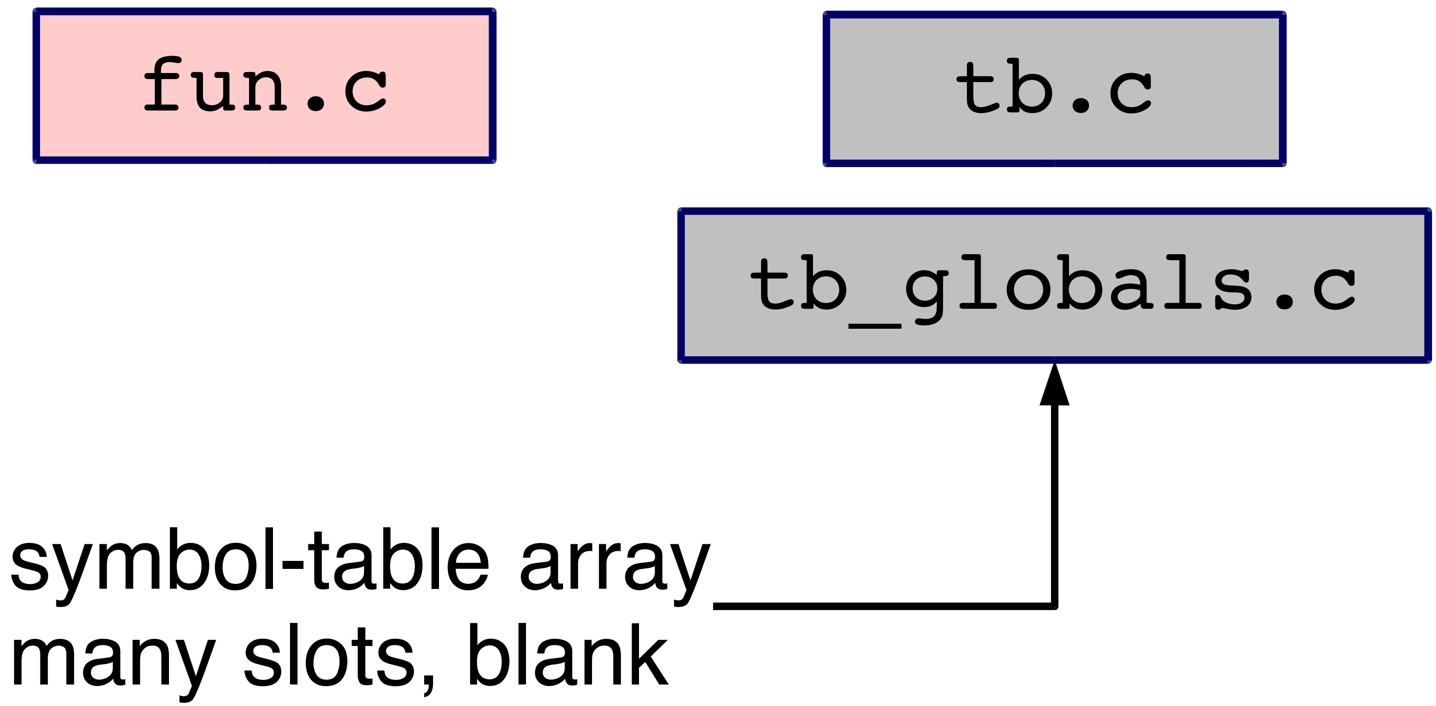
## Conceptually easy

- **Calling convention specifies layout of stack**
- **Stack is “just memory” - C happily lets you read & write**

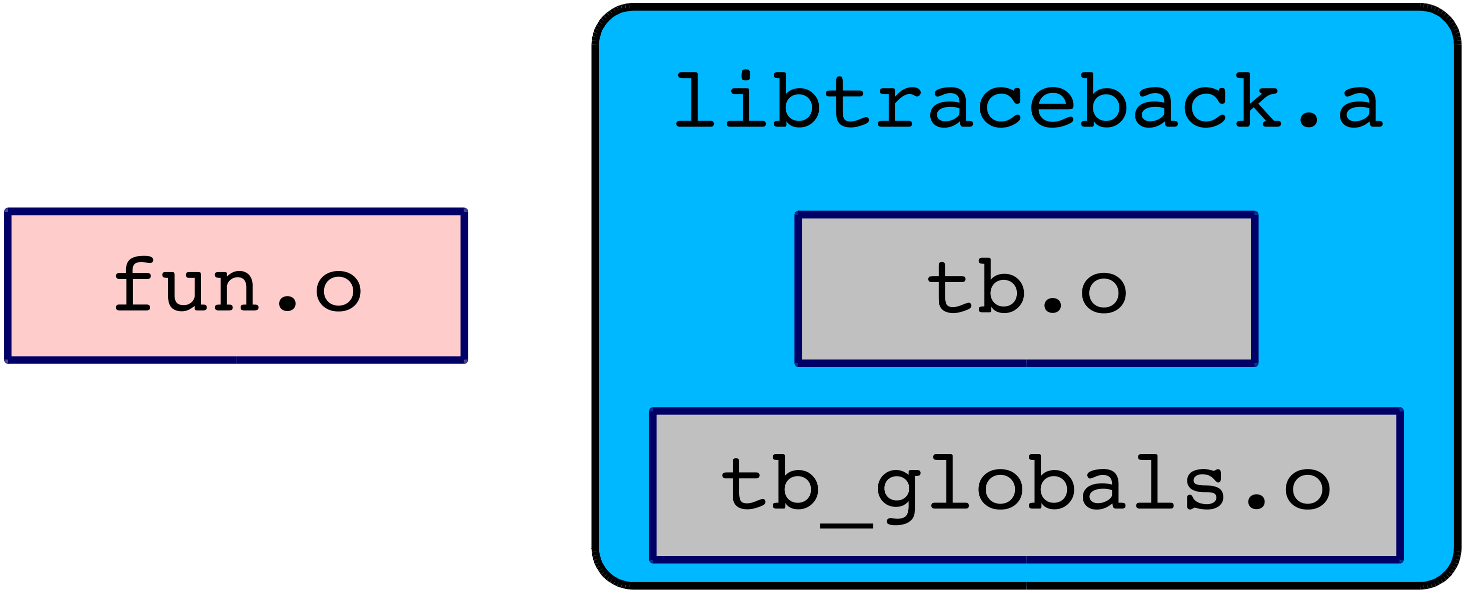
## Key questions

- **How do I know 0x80334720 is “`fun1`”?**
- **How do I know `fun3()`'s second parameter is called “`d`”?**

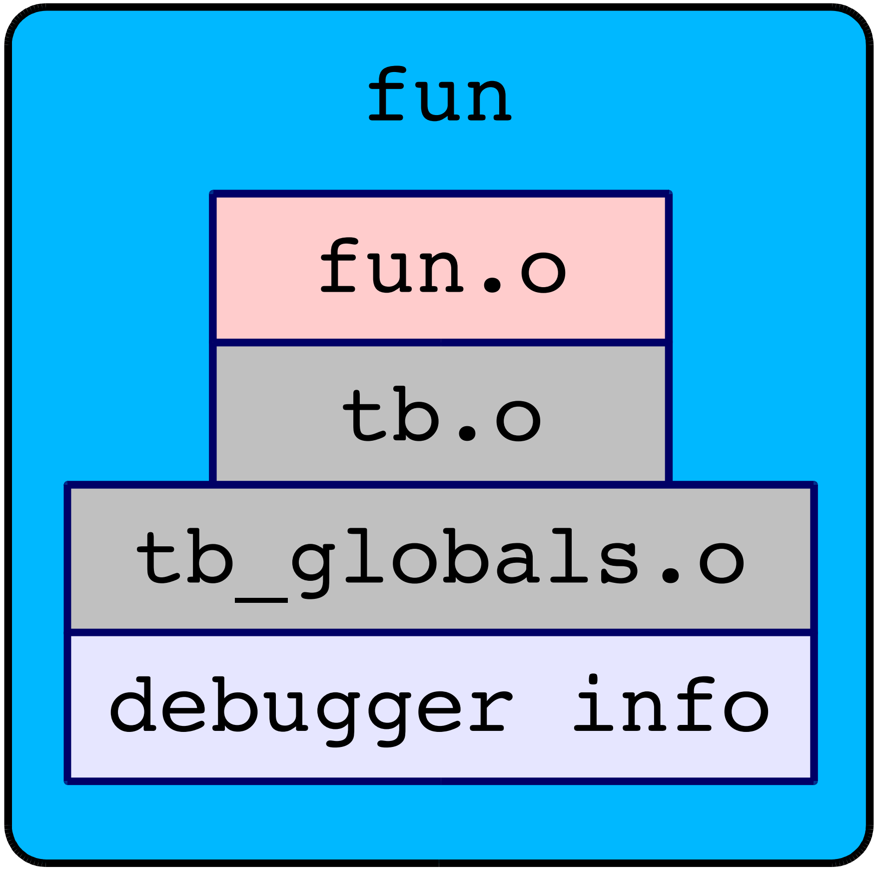
# Project 0 “Data Flow”



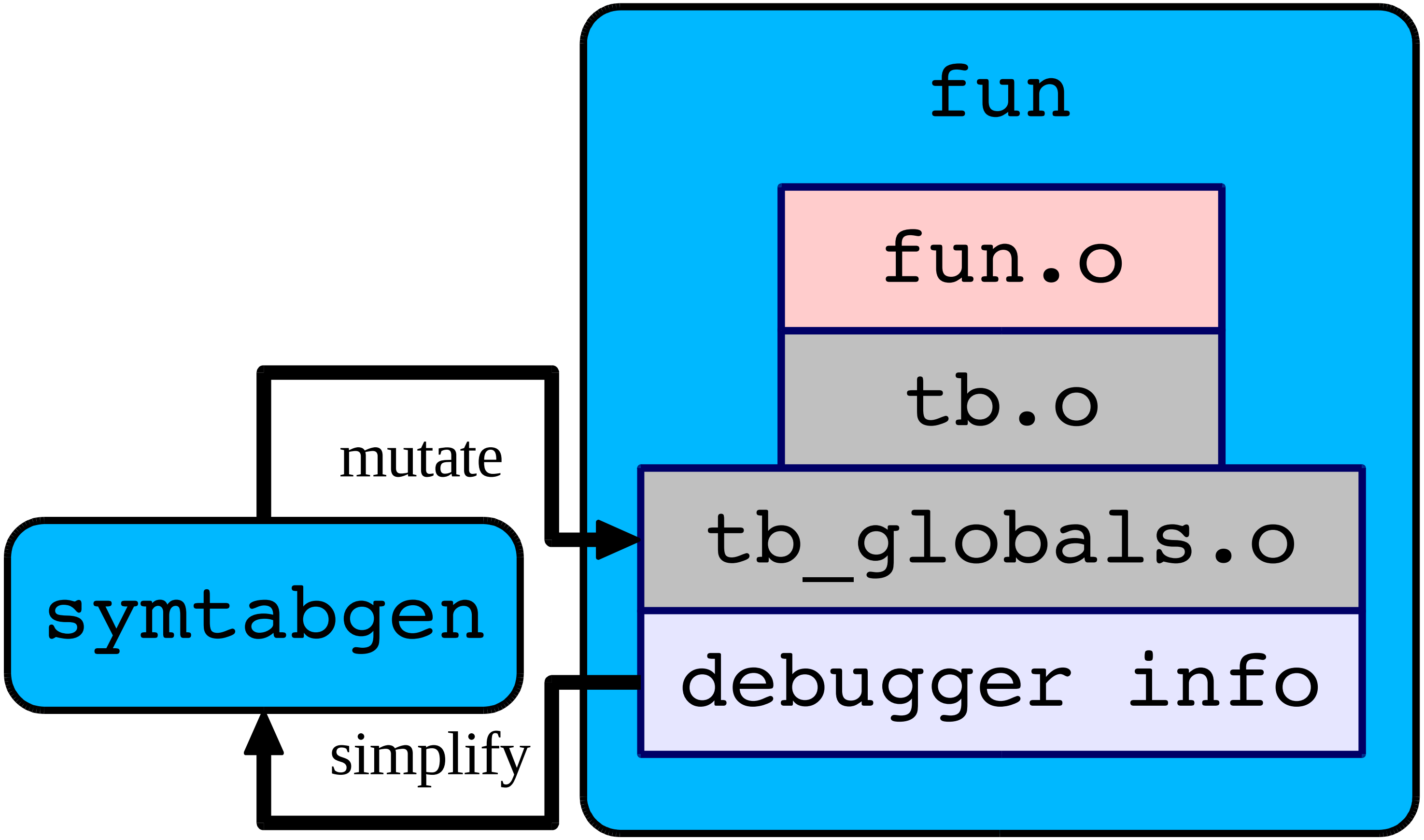
# Project 0 “Data Flow” - Compilation



# Project 0 “Data Flow” - Linking



# Project 0 “Data Flow” - P0 “Post-Linking”



# Summary

**Review of stack knowledge**

**What makes `main()` special**

**Project 0 overview**

- **Look for handout this afternoon/evening**

**Start interviewing Project 2/3/4 partners!**