Starting a Program

IEEE 754 Floating Point Review

- Summary (single precision):

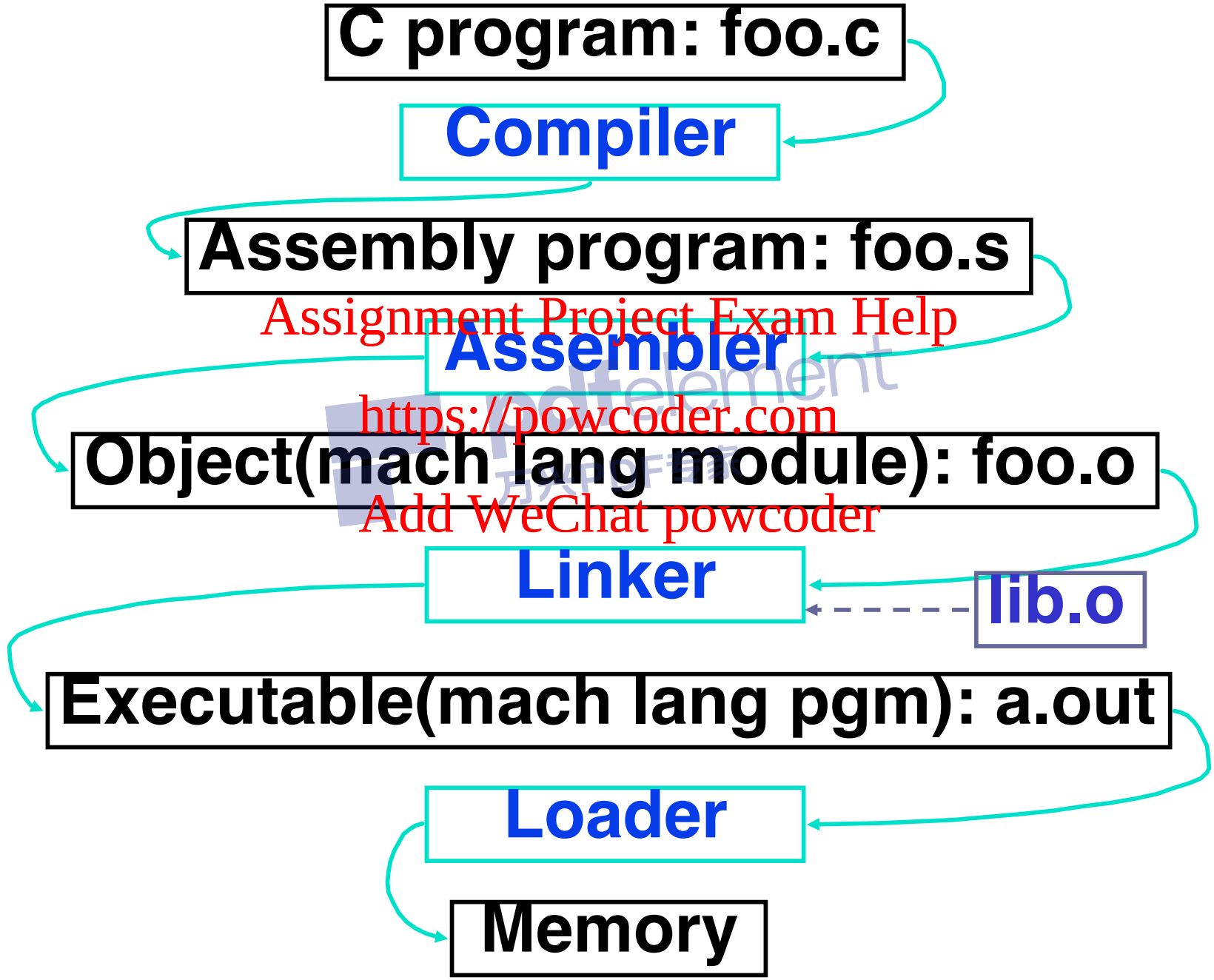
- $(-1)^S \times (1 + \text{Significand}) \times 2^{(\text{Exponent}-127)}$
  - Double precision identical, except with exponent bias of 1023

- Special reserved exponents for 0, infinity, NotANumber (NaN), and denorms (small numbers not in normalized)
- Multiply/Divide on MIPS use hi, lo registers

Outline

- Compiler
- Assembler
- Linker
- Loader
- Example

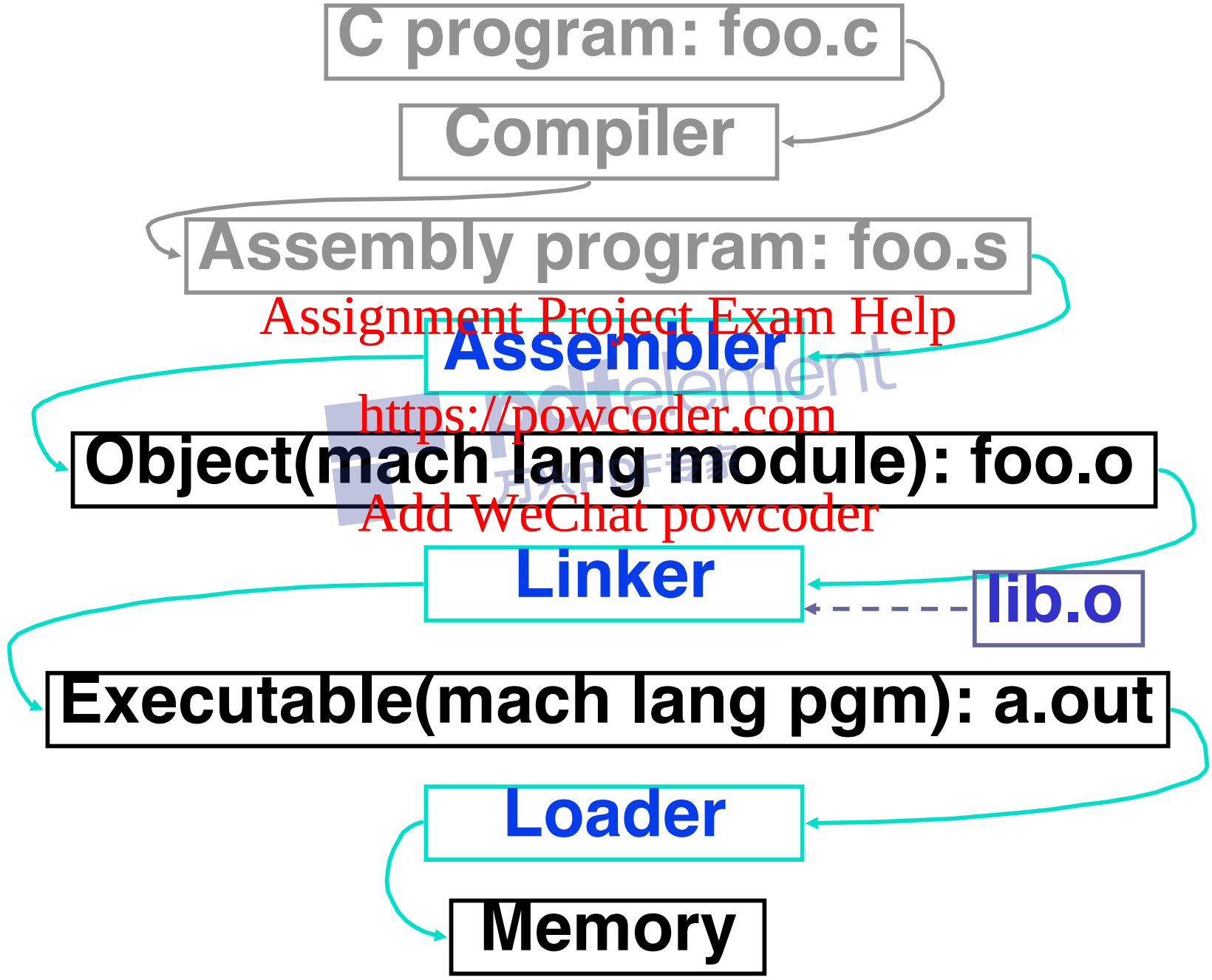
Steps to Starting a Program



Compiler

- Input: High-Level Language Code (e.g., C, Java)
- Output: Assembly Language Code (e.g., MIPS)
- Note: Output ***may*** contain pseudoinstructions
  - **Pseudoinstructions**: instructions that assembler understands but not in machine

Where Are We Now?



Assembler

- Reads and Uses Directives
- Replaces Pseudoinstructions
- Produces Machine Language
- Creates Object File

Assembler Directives (p. A-51 to A-53)

- Give directions to assembler, but does not produce machine instructions
  - `.text`: Subsequent items put in user text (instructions) segment
  - `.data`: Subsequent items put in user data segment
  - `.globl sym`: declares `sym` global and can be referenced from other files
  - `.asciiz str`: Store the string `str` in memory and null-terminate it
  - `.word w1...wn`: Store the *n* 32-bit quantities in successive memory words

Pseudoinstruction Replacement

- Asm. treats convenient variations of machine language instructions as if real instructions

Pseudo (MAL):	Real (TAL):
`subu $sp,$sp,32`	`addiu $sp,$sp,-32`
`sd $a0, 32($sp)`	`sw $a0, 32($sp)` `sw $a1, 36($sp)`
`addu $t0,$t6,1`	`addiu $t0,$t6,1`
`ble $t0,100,loop`	`slti $at,$t0,101` `bne $at,$0,loop`
`la $a0, str`	`lui $at,left(str)` `ori $a0,$at,right(str)`
`mul $t7, $t6,$t6`	`mult $14, $14` `mflo $15`

Producing Machine Language (1/2)

- Simple instructions for Assembler
  - Arithmetic, Logical, Shifts, and so on.
  - All necessary info is within the instruction already.
- What about Branches?
  - PC-Relative
  - So once pseudoinstructions are replaced by real ones, we know by how many instructions to branch.
- So these 2 cases are handled easily.

Producing Machine Language (2/2)

- What about jumps (`j` and `jal`)?
  - Jumps require absolute address.
- What about references to data?
  - `la` gets broken up into `lui` and `ori`
  - These will require the full 32-bit address of the data.
- These can't be determined yet, must wait to see where this code will appear in final program.
- Two tables are used to help assembly and later resolution of addresses

1st Table: Symbol Table

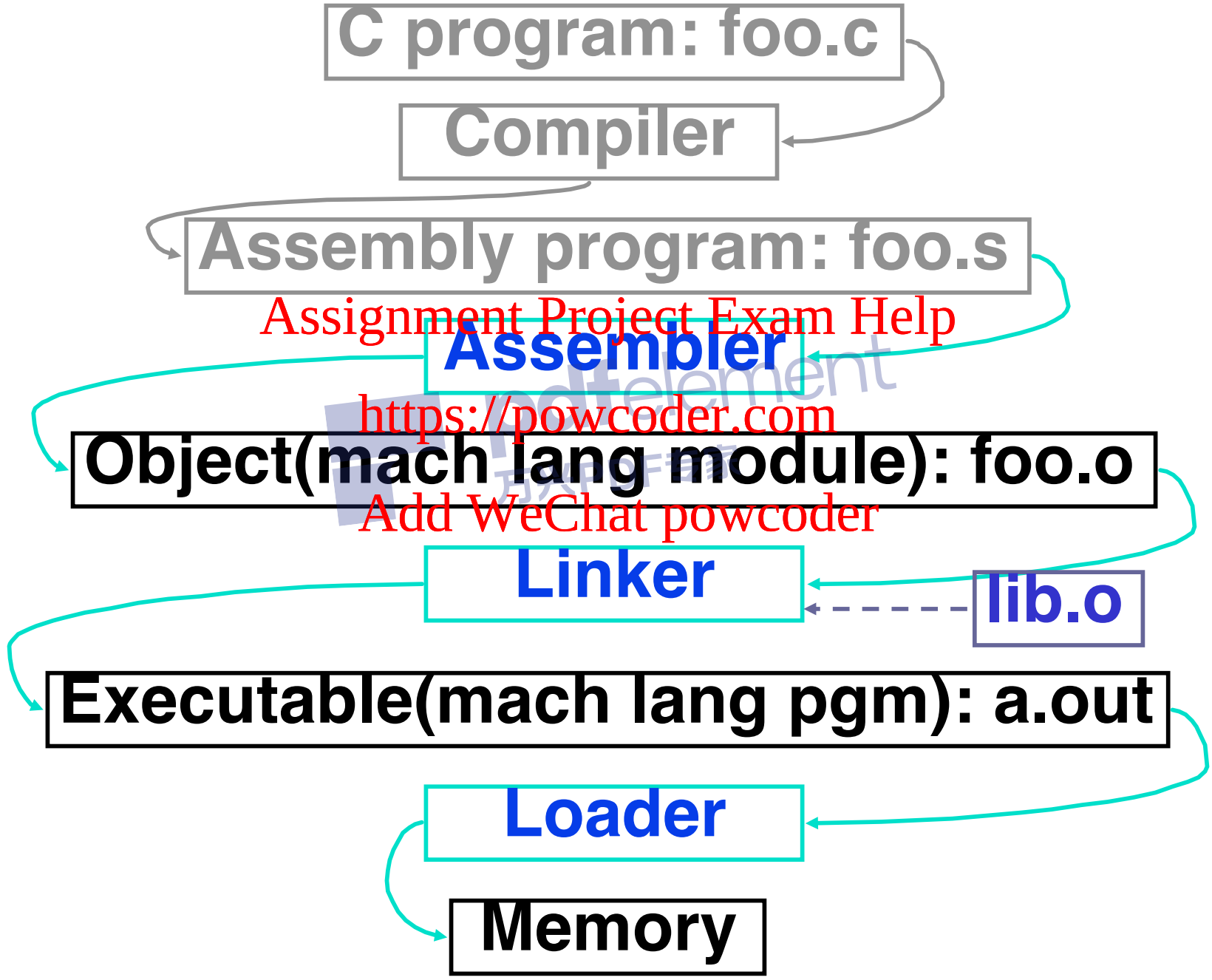
- **Symbol table**: List of "items" in this file that may be used by this and other files.
- What are they?
  - **Labels**: function calling
  - **Data**: anything in the `data` section; variables which may be accessed across files
- First Pass: record label-address pairs
- Second Pass: produce machine code
  - Result: can jump to a label later in code without first declaring it

2nd Table: Relocation Table

- **Relocation Table: line numbers of "items" for this file which need the address filled in (or fixed up) later.**
- **What are they?**
  - **Any label jumped to: `j` or `jal`**
    - **Internal (i.e., label inside this file)**
    - **external (including lib files)**
  - **Any absolute address of piece of data**
    - **such as used by the `la` pseudo-instruction:**

```
la $destination,label
```

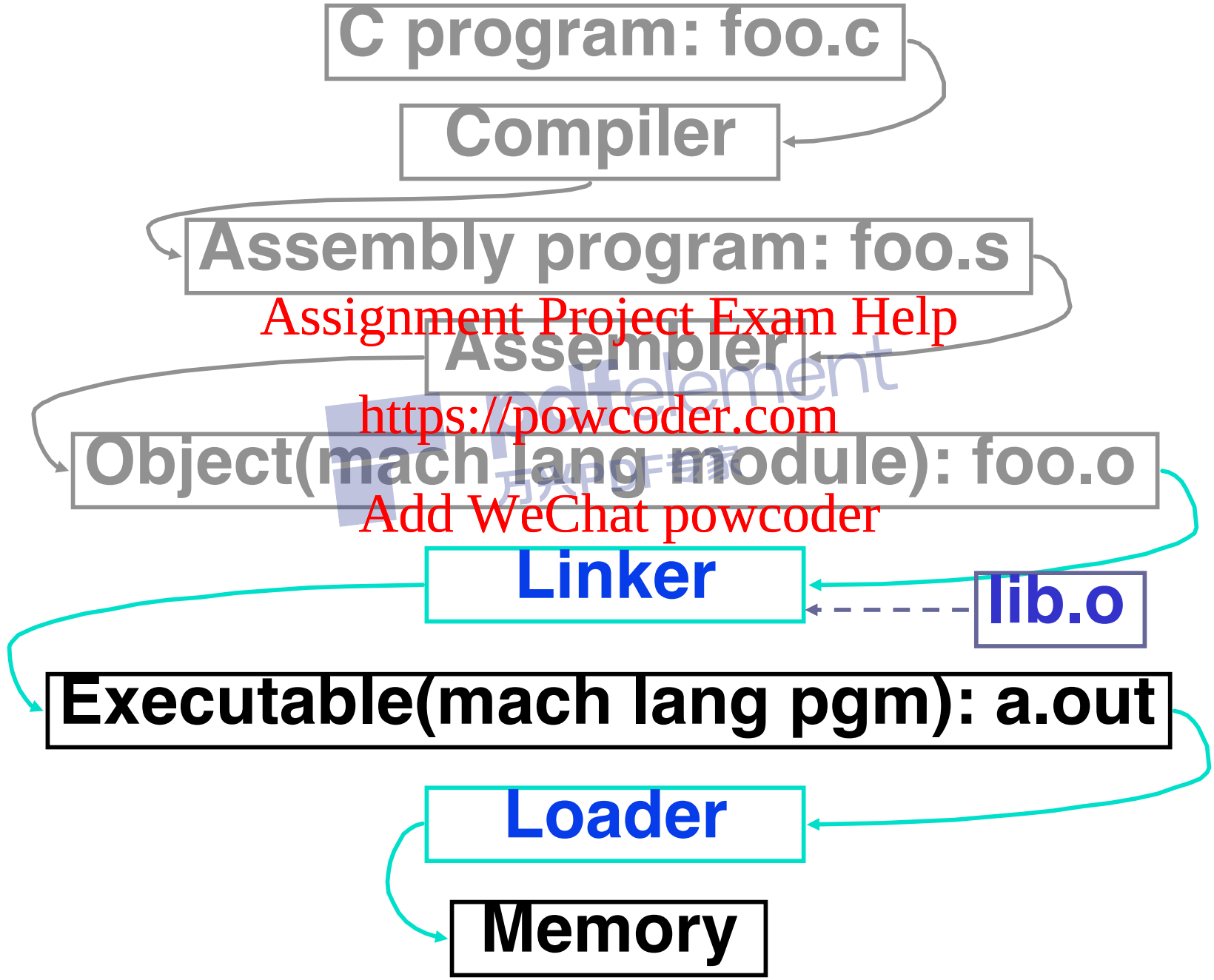
Where Are We Now?



Object File Format

- object file header: size and position of the other pieces of the object file
- text segment: the machine code
- data segment: binary representation of the data in the source file
- relocation table: identifies lines of code that need to be "handled"
- symbol table: list of this file's labels and data that can be referenced
- debugging information

Where Are We Now?



Link Editor/Linker (1/2)

- What does Link Editor do?
- Combines several object (.o) files into a single executable ("linking")
- Enables Separate Compilation of files
  - Changes to one file do not require recompilation of whole program
    - Windows source is >50 M lines of code! And Growing!
  - Code in file called a module
  - Link Editor name from editing the "links" in jump and link instructions

Link Editor/Linker (2/2)

- Step 1: Take text segment from each .o file and put them together.
- Step 2: Take data segment from each .o file, put them together, and concatenate this onto end of text segments.
- Step 3: Resolve References
  - Go through Relocation Table and handle each entry using the Symbol Table
  - That is, fill in all **absolute addresses**

Four Types of Addresses

- PC-Relative Addressing (`beq`, `bne`): never fix up (never "relocate")
- Absolute Address (`j`, `jal`): always relocate
- External Reference (usually `jal`): always relocate
- Symbolic Data Reference (often `lui` and `ori`, for `la`): always relocate

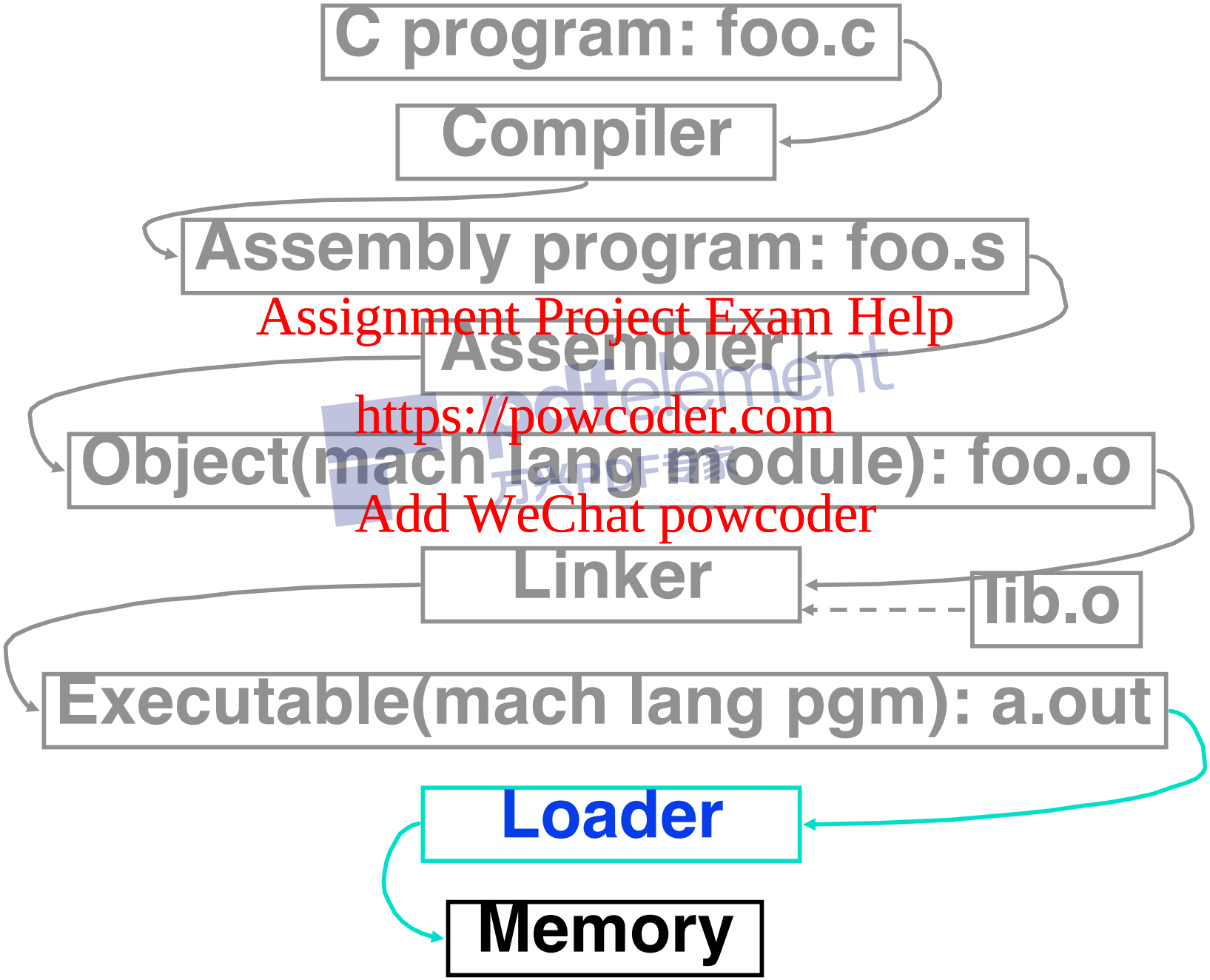
Resolving References (1/2)

- Linker ***assumes*** first word of first text segment is at address 0x00000000.
- Linker knows:
  - length of each text and data segment
  - ordering of text and data segments
- Linker calculates:
  - absolute address of each label to be jumped to (internal or external) and each piece of data being referenced

Resolving References (2/2)

- To resolve references:
  - search for reference (data or label) in all symbol tables
  - if not found, search library files (for example, for `printf`)
  - once absolute address is determined, fill in the machine code appropriately
- Output of linker: executable file containing text and data (plus header)
- May not have library object files resolved if dynamically loaded

Where Are We Now?



Loader (1/3)

- Executable files are stored on disk.
- When one is to be run, loader's job is to load it into memory and start it running.
- In reality, loader is the operating system (OS)
  - loading is one of the OS tasks

Loader (2/3)

- So what does a loader do?
- Reads executable file's header to determine size of text and data segments
- Creates new address space for program large enough to hold text and data segments, along with a stack segment
- Copies instructions and data from executable file into the new address space

Loader (3/3)

- Copies arguments passed to the program onto the stack
- Initializes machine registers
  - Most registers cleared, but stack pointer assigned address of 1st free stack location
- Jumps to start-up routine that copies program's arguments from stack to registers and sets the PC
  - If main routine returns, start-up routine terminates program with the exit system call

Dynamic Linking

- Some operating systems allow "dynamic linking"
- Both the loader ***and*** the linker are part of the operating system - so modules can be linked and loaded at runtime
- If a module is needed and already loaded, it need not be loaded again
- Called DLLs

Example: C ⇒ Asm ⇒ Obj ⇒ Exe ⇒ Run

```
#include <stdio.h>

int main (int argc, char *argv[]) {

 int i;

 int prod = 0;

 for (i = 0; i <= 100; i = i + 1)
    prod = prod + i * i;

 printf ("The product from 0 .. 100 is
 %d\n",  prod);

}
```

Example: C ⇒ Asm ⇒ Obj ⇒ Exe ⇒ Run

```
  .text
  .align  2
  .globl  main
main:
  subu $sp,$sp,32
  sw  $ra, 20($sp)
  sd  $a0, 32($sp)
  sw  $0, 24($sp)
  sw  $0, 28($sp)
loop:
  lw  $t6, 28($sp)
  mul $t7, $t6,$t6
  lw  $t8, 24($sp)
  addu $t9,$t8,$t7
  sw  $t9, 24($sp)
  addu $t0, $t6, 1
  sw  $t0, 28($sp)
  ble $t0,100, loop
  la  $a0, str
  lw  $a1, 24($sp)
  jal printf
  move $v0, $0
  lw  $ra, 20($sp)
  addiu $sp,$sp,32
  j   $ra
  .data
  .align  0
str:
  .asciiz "The
product from 0
.. 100 is %d\n"
```

Example: C ⇒ Asm ⇒ Obj ⇒ Exe ⇒ Run

- Remove pseudoinstructions, assign addresses

```
00 addiu $29,$29,-32          30 addiu $8,$14, 1
04 sw    $31,20($29)          34 sw    $8,28($29)
08 sw    $4, 32($29)          38 slti  $1,$8, 101
0c sw    $5, 36($29)          3c bne   $1,$0, loop
10 sw    $0, 24($29)          40 lui   $4, l.str
14 sw    $0, 28($29)          44 ori   $4,$4,r.str
18 lw    $14, 28($29)         48 lw    $5,24($29)
1c mult  $14, $14             4c jal   printf
20 mflo  $15                  50 addu  $2, $0, $0
24 lw    $24, 24($29)         54 lw    $31,20($29)
28 addu  $25,$24,$15          58 addiu $29,$29,32
2c sw    $25, 24($29)         5c jr    $31
```

Symbol Table Entries

- **Symbol Table**
  - **Label Address**

```
main: 0x00000000
loop: 0x00000018
str:  0x10000430
printf: 0x00000000
```


- **Relocation Table**
  - **Address** **Instr. Type** **Dependency**
  - `0x0000004c` `jal` `printf`

Example: C ⇒ Asm ⇒ Obj ⇒ Exe ⇒ Run

- Edit Local Addresses

```
00 addiu $29,$29,-32      30 addiu $8,$14, 1
04 sw    $31,20($29)      34 sw    $8,28($29)
08 sw    $4, 32($29)      38 slti  $1,$8, 101
0c sw    $5, 36($29)      3c bne   $1,$0, -10
10 sw    $0, 24($29)      40 lui   $4, 0x1000
14 sw    $0, 28($29)      44 ori $4,$4,0x0430
18 lw   $14, 28($29)      48 lw    $5,24($29)
1c multu $14, $14         4c jal   0
20 mflo  $15              50 addu  $2, $0, $0
24 lw   $24, 24($29)      54 lw    $31,20($29)
28 addu $25,$24,$15       58 addiu $29,$29,32
2c sw   $25, 24($29)      5c jr    $31
```

- Next Generate object file

Example: C ⇒ Asm ⇒ Obj ⇒ Exe ⇒ Run

```
0x000000   00100111101111011111111111100000
0x000004   10101111101111110000000000010100
0x000008   10101111101001000000000000100000
0x00000c   10101111101001010000000000100100
0x000010   10101111101000000000000000011000
0x000014   10101111101000000000000000011100
0x000018   10001111101011100000000000011100
0x00001c   00000001110011100000000000011001
0x000020   00000000000000001111000000010010
0x000024   10001111101110000000000000011000
0x000028   00000110000111111001000000100001
0x00002c   10101111101010000000000000011100
0x000030   00100101110010000000000000000001
0x000034   10101111101100000000000000011000
0x000038   00101001000000010000000001100101
0x00003c   00010100001000001111111111110111
0x000040   00111100000010000010000000000000
0x000044   00110100100001000000010000110000
0x000048   10001111101001010000000000011000
0x00004c   00001100000100000000000011101100
0x000050   00000000000000000010000000100001
0x000054   10001111101111110000000000010100
0x000058   00100111101111010000000000100000
0x00005c   00000011111000000000000000001000
```

Example: C ⇒ Asm ⇒ Obj ⇒ Exe ⇒ Run

- Combine with object file containing “printf”.
- Edit absolute addresses: in this case edit `jal printf` to contain actual address of printf.
- Output single binary file.

Things to Remember 1/3

- Stored Program concept means instructions just like data, so can take data from storage, and keep transforming it until load registers and jump to routine to begin execution
- Compiler ⇒ Assembler ⇒ Linker (⇒ Loader)
- Assembler does 2 passes to resolve addresses, handling internal forward references
- Linker enables separate compilation, libraries that need not be compiled, and resolves remaining addresses

Things to Remember (2/3)

- Compiler converts a single HLL file into a single assembly language file.
- Assembler removes pseudoinstructions, converts what it can to machine language, and creates a checklist for the linker (relocation table). This changes each .s file into a .o file.
- Linker combines several .o files and resolves absolute addresses.
- Loader loads executable into memory and begins execution.

Things to Remember (3/3)