The Hardware/Software Interface

Section 4: Procedure calls

Homework 1 Debrief

- Double check your stuff
- Show your work
- Question 2 was very tricky
 - int to float/double conversion
- Question 3 had lots of issues
 - Don't compare floating-point values with ==
- Many people didn't attempt the EC

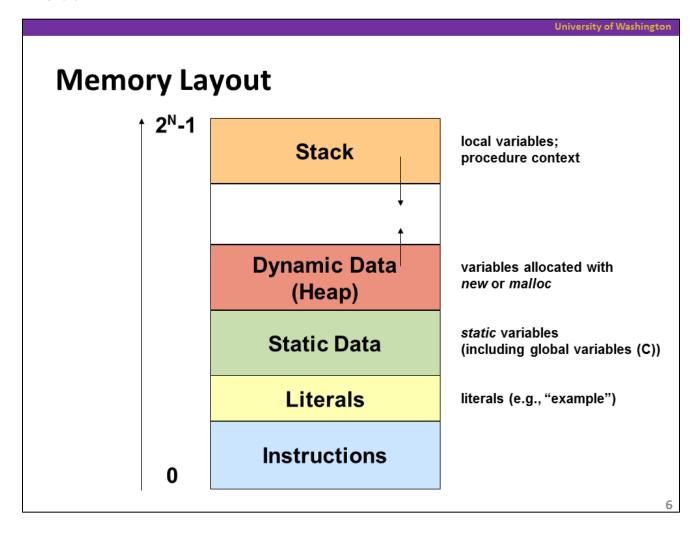
Lab 2 Questions?

Procedure Calls

- X86 vs x86-64
 - But before those differences, we should review....

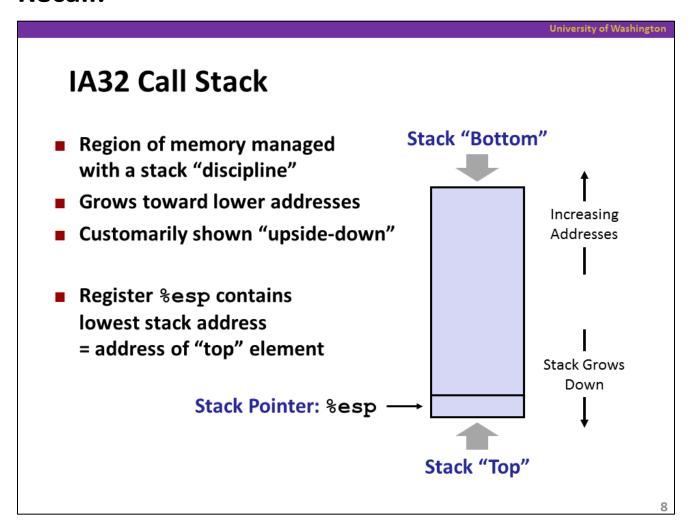
The Stack

Recall:



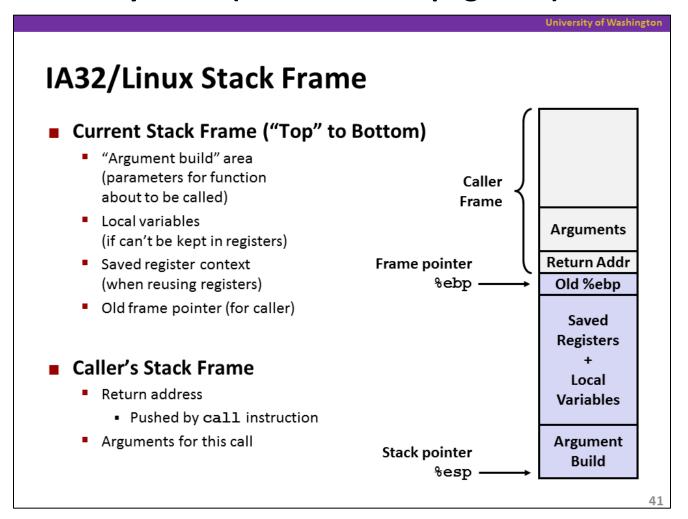
The Stack

Recall:



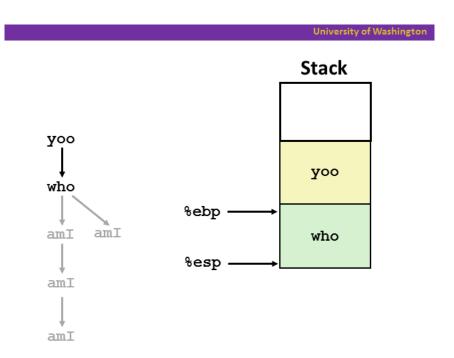
The Stack

Definitely recall (Also textbook page 220):



x86 Conventions

- Push arguments onto the stack
- Caller-save registers
 - %eax, %ecx, %edx
- Callee-save registers
 - %ebx, %edi, %esi
- Special
 - %ebp, %esp
- Return value in %eax



x86-64 Conventions

- Store arguments in registers
 - %rdi, %rsi, %rdx, %rcx, %r8, %r9
 - If you run out, then push onto stack
- Caller-save registers
 - %rax, %r10, %r11
- Callee-save registers
 - %rbx, %r12-%r15
- Special
 - %rbp, %rsp
- Return value in %rax

Let's take a look