

## Recitation 5: Calling Conventions

21 February

The L3 language adds support for function calls, type definitions, and header files with C interoperability. In this recitation, we'll discuss some of the implications of adding these features and how your compiler should deal with them.

## Caller- and Callee-Saved Registers

In Lab 3, your compiler's code-generation and register allocation phases will need to distinguish between *callee-saved* and *caller-saved* registers:

- The values stored in **callee-saved registers** must be preserved across function calls. This means that your function must save and restore any callee-saved registers that it modifies.
- The values stored in **caller-saved registers** may be modified by any function call, so your compiler cannot assume that they will retain their values after calling a function. If you need those values to be preserved, you must save and restore them before and after the function call.

To avoid having callee-saved registers occupy a very long live range during register allocation, we can handle them separately. Prioritize allocating caller-saved registers; if they are insufficient, we assign assign callee-save registers before we resort to spilling, but we make sure to save them to the stack at the beginning of a function and restore them at the end. This is more efficient than always saving and restoring all callee-saved registers.

Function	64-bit	32-bit	16-bit	8-bit
<b>Return Value</b>	<b>%rax</b>	<b>%eax</b>	<b>%ax</b>	<b>%al</b>
Callee saved	<b>%rbx</b>	<b>%ebx</b>	<b>%bx</b>	<b>%bl</b>
<b>4th Argument</b>	<b>%rcx</b>	<b>%ecx</b>	<b>%cx</b>	<b>%cl</b>
<b>3rd Argument</b>	<b>%rdx</b>	<b>%edx</b>	<b>%dx</b>	<b>%dl</b>
<b>2nd Argument</b>	<b>%rsi</b>	<b>%esi</b>	<b>%si</b>	<b>%sil</b>
<b>1st Argument</b>	<b>%rdi</b>	<b>%edi</b>	<b>%di</b>	<b>%dil</b>
Callee saved	<b>%rbp</b>	<b>%ebp</b>	<b>%bp</b>	<b>%bpl</b>
<b>Stack Pointer</b>	<b>%rsp</b>	<b>%esp</b>	<b>%sp</b>	<b>%spl</b>
<b>5th Argument</b>	<b>%r8</b>	<b>%r8d</b>	<b>%r8w</b>	<b>%r8b</b>
<b>6th Argument</b>	<b>%r9</b>	<b>%r9d</b>	<b>%r9w</b>	<b>%r9b</b>
Caller saved	<b>%r10</b>	<b>%r10d</b>	<b>%r10w</b>	<b>%r10b</b>
Caller saved	<b>%r11</b>	<b>%r11d</b>	<b>%r11w</b>	<b>%r11b</b>
Callee saved	<b>%r12</b>	<b>%r12d</b>	<b>%r12w</b>	<b>%r12b</b>
Callee saved	<b>%r13</b>	<b>%r13d</b>	<b>%r13w</b>	<b>%r13b</b>
Callee saved	<b>%r14</b>	<b>%r14d</b>	<b>%r14w</b>	<b>%r14b</b>
Callee saved	<b>%r15</b>	<b>%r15d</b>	<b>%r15w</b>	<b>%r15b</b>

## Tracing Function Calls in x86-64

In Lab 3, your compiler must conform to the standard C calling conventions for x86-64. As a reminder, this means that:

- The first six arguments to a function should be stored in `%rdi`, `%rsi`, `%rdx`, `%rcx`, `%r8`, and `%r9` (respectively).
- The remaining arguments should be placed on the stack. The seventh argument should be stored at the address `%rsp`, the eighth at `%rsp + 8`, etc.
- The return value of a function should be stored in `%rax`.
- The use of `%rbp` as a base pointer is not required (but you may find that using it simplifies your compiler's logic significantly). LLVM uses the base pointer, but GCC does not.

Another interesting observation: unlike in C, every function in C0 (and thus in L3) has a fixed stack size that can be computed at compile time. This observation allows you to make your compiler's stack-handling much simpler than if you were unable to determine the stack size beforehand.

## Checkpoint 0

Draw a stack diagram for the following L3 program at the point when execution reaches line 4. Assume that `%rbp` is being used as a base pointer.

```
1 int f(int we, int dont, int care, int about, int these, int args, int a, int b) {  
2   // assume that x is spilled on the stack  
3   int x = a + b;  
4   return 2 * x;  
5 }  
6  
7 int main() {  
8   return f(0,0,0,0,0,0,3,5);  
9 }
```

## Checkpoint 1

Using your stack diagram, convert the program to x86-64 assembly following the standard calling conventions. Remember to use the 64-bit and 32-bit versions of the registers appropriately and that stack grows downward!

## Tips and Hints for Lab3

- **Header Files in L3:** Unlike in C, header files in L3 (and above) are only used to declare types and external functions. If a function is declared in a header file, then it may not be defined in the program – it is declared as *external*. External functions are defined in C source files, which are linked together with the assembly produced by your compiler.
- **RBP:** You are not required to use %rbp as a base pointer, so you are allowed to treat it like a normal callee-saved register in your compiler.
- **Code Review:** Code Review happens one week after Lab3 is due. So if you haven't polished the style of your compiler and added a README describing the design of various passes of your compiler, now would be a good time to start. We are looking for good coding style and comments, modular design, and that both of you are familiar with all components of the implementation.
- **Code Discussion:** We are planning on offering Code Discussions to provide in-depth feedback on your compiler. If you are interested in this, we ask that you take great care with thoroughly commenting your code and including important design decisions as well as justification in your README in addition to your description of your compiler passes.