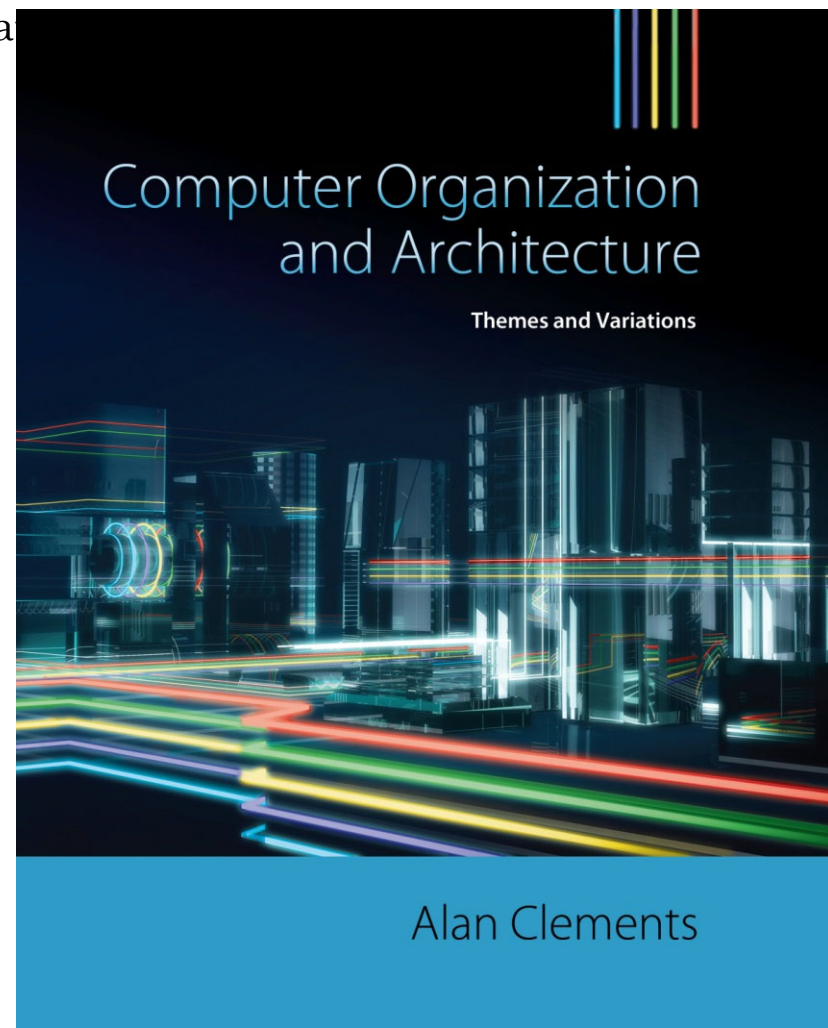


# Part 1

## CHAPTER 4

### Computer Organization and Architecture



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# ISAs Breadth and Depth

- ❑ This chapter extends the overview of ISAs in both breadth and depth.
  - *Yet, we will only cover the depth part in lectures this term*
- ❑ In particular, we will look at the role of the stack and architectural support for subroutines and parameter passing.

# The Stack and Data Storage

- ❑ Let's begin by looking at some background concerning:
  - *data storage*,
  - *procedures*, and
  - *parameter passing*
- ❑ *Computer programs* and *subroutines* consist of
  - *data elements* and
  - *procedures* which operate on these *data elements*
- ❑ High-level language programmers use variables to represent *data elements*
- ❑ Variables are declared by:
  - *reserving* storage for them and *assigning* names to them.
- ❑ *Reserving* memory storage for variables can be performed
  - at compilation time (*static memory allocation*)
  - at runtime (*dynamic memory allocation*)
- ❑ *Statically allocated variables* will have *static addresses* which *will not* be changed during execution
- ❑ *Dynamically allocated variables* will have *dynamic addresses* which *will* be changed during execution, as they will be allocated at runtime

# The Stack and Data Storage

- ❑ Procedures often require *local workspace* for their *temporary variables*.
- ❑ The term *local* means that the workspace is *private to the procedure* and is never accessed by the calling program or by other subroutines.
- ❑ If a procedure is to be made *re-entrant* or to be used *recursively*, its local variables must be bounded up not only with the procedure itself, but with the occasion of its use.
  - Each time the procedure is called, a *new* workspace must be assigned to it.

# The Stack and Data Storage

- ❑ A variable has a *scope* associated with it.
  - The scope of a variable defines the range of its *visibility* or *accessibility* within a program.
    - **Global** variables are *visible* (*accessible*) from the moment they are loaded into memory to the moment when the program stops running (*static memory allocation*)
    - **Local** variables (*block scope*) and **parameters** (*function scope*) are:  
*visible* (*accessible*) *within* that procedure but *invisible* (*inaccessible*) *outside* the procedure (*dynamic memory allocation*)
  
- ❑ Here, we are interested to learn more about *dynamic memory allocation*

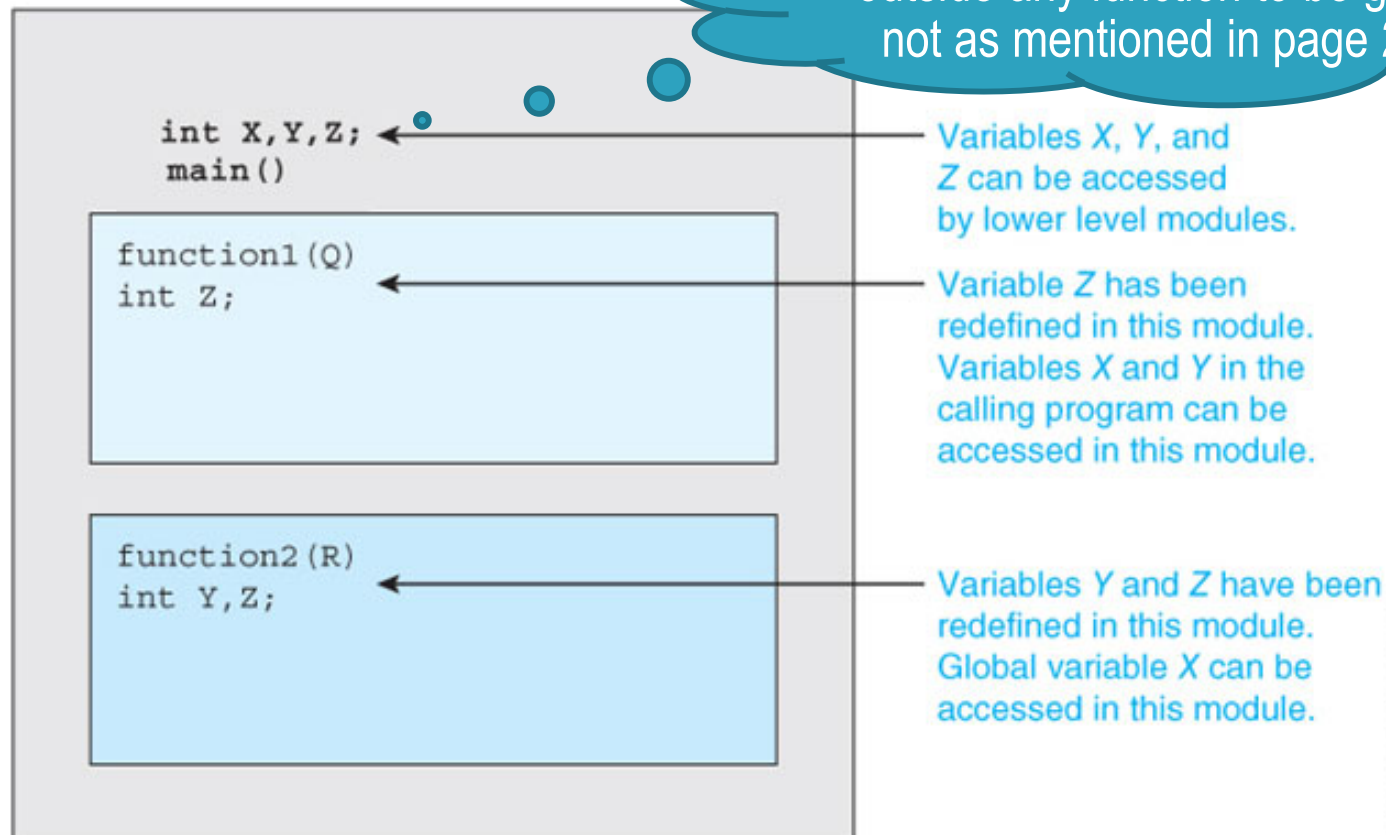
# The Stack and Data Storage

❑ Figure 4.1 illustrates the scope of variables

The **duration** of local variables and parameters are “**automatically**”:  
✓ **allocated** when the enclosing **function is called**  
and  
✓ **deallocated** when the **function returns**

FIGURE 4.1

The concept of scope



The `int X,Y,Z;` should be outside any function to be global, not as mentioned in page 231.

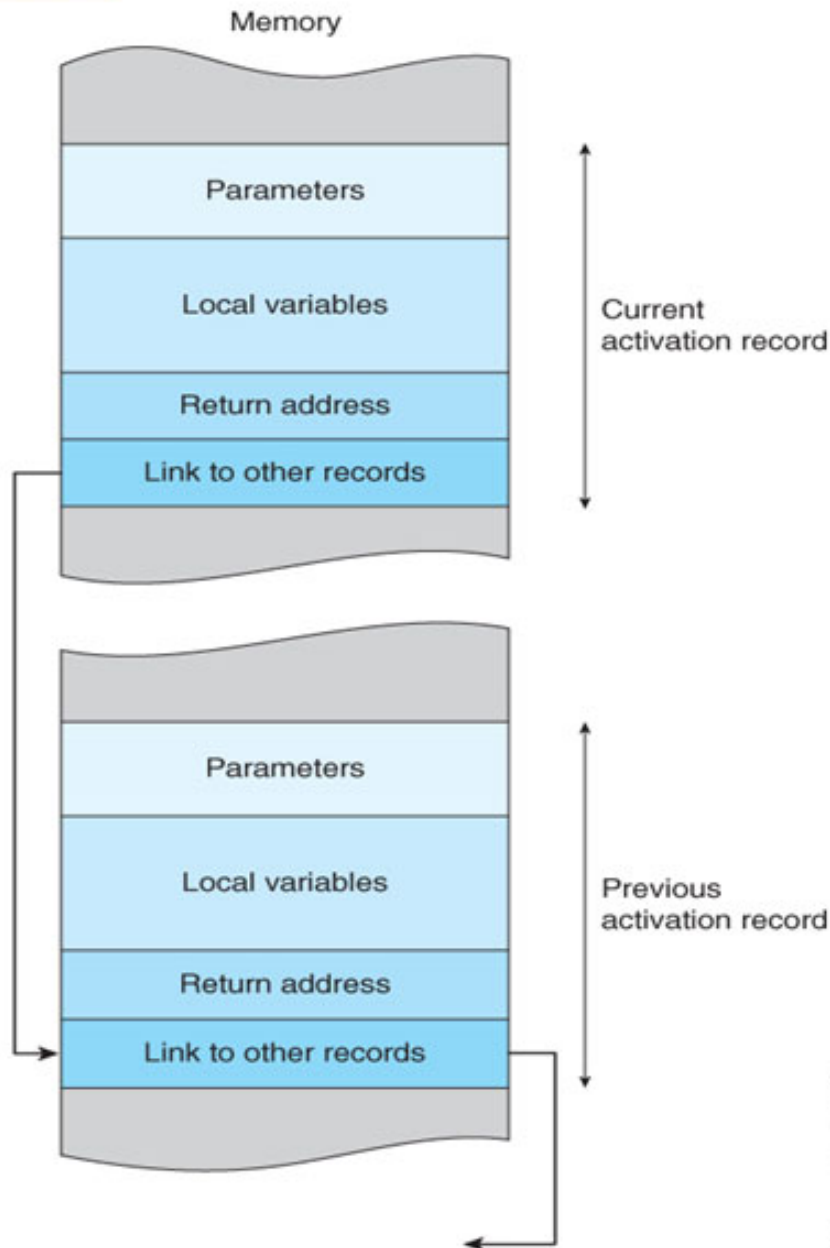
# Storage and the Stack

- ❑ When a language invokes a procedure, it is said to *activate* the procedure.
- ❑ Associated with each *invocation (activation)* of a procedure, there is an *activation record* containing all the information necessary to execute the procedure, including
  - parameters,
  - local variables, and
  - return address,

# Storage and the Stack

**FIGURE 4.2**

The activation record



The elements inside this activation record are not in the correct order.



# Storage and the Stack

- ❑ The **activation record** described by Figure 4.2 is known as a *frame*.
- ❑ After an activation record has been used, executing a *return from procedure deallocates* or *frees* the storage taken up by the record.
  - Who should perform this *freeing* process? **RISC** versus **CISC**
- ❑ Coming next, we will look at how frames are created and managed at the machine level and demonstrate how **two pointer registers** are used to efficiently implement the **activation record creation** and **deallocation**.

# Stack Pointer and Frame Pointer

- ❑ The **stack** provides a mechanism for implementing the **dynamic memory allocation**.
- ❑ The **stack-frame** is a region of **temporary storage**
  - At the beginning of the subroutine, it will be pushed onto the stack.
  - At the end of the subroutine, it will be popped from the stack.
- ❑ The **two pointers** associated with stack frames are
  - the **Stack Pointer, SP (r13)**, and
  - the **Frame Pointer, FP (r11)**.
- ❑ A **CISC** processor maintain a hardware **SP** that is automatically adjusted when a BSR or RTS is executed.
- ❑ **RISC** processors, like ARM, do not have an explicit **SP**, although **r13** is used as the **ARM's programmer-maintained stack pointer** by convention.
- ❑ By convention, **r11** is used as a **frame pointer** in ARM environments.

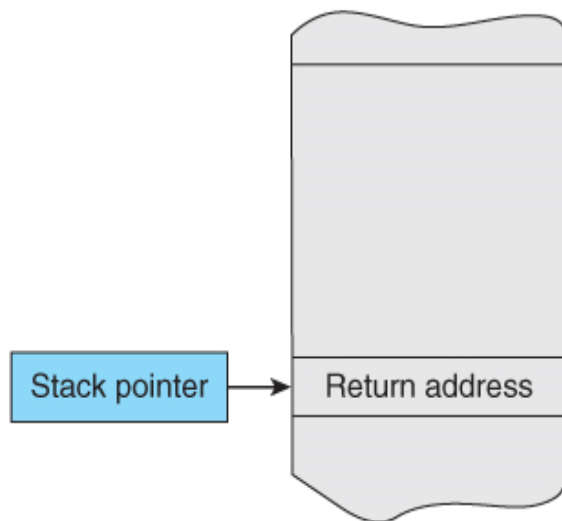
# The Stack Frame and Local Variables

- ❑ The **stack pointer** always points to **the top of the stack**.
- ❑ The **frame pointer** always points to the *base of the current stack frame*.
- ❑ The **stack pointer** may change during the execution of the procedure, but the **frame pointer** will not change.
- ❑ While the data in the **stack frame** might be accessed with respect to the **stack pointer register**, it is ***strongly recommended*** to access the data in the **stack frame** via the **stack frame register**.

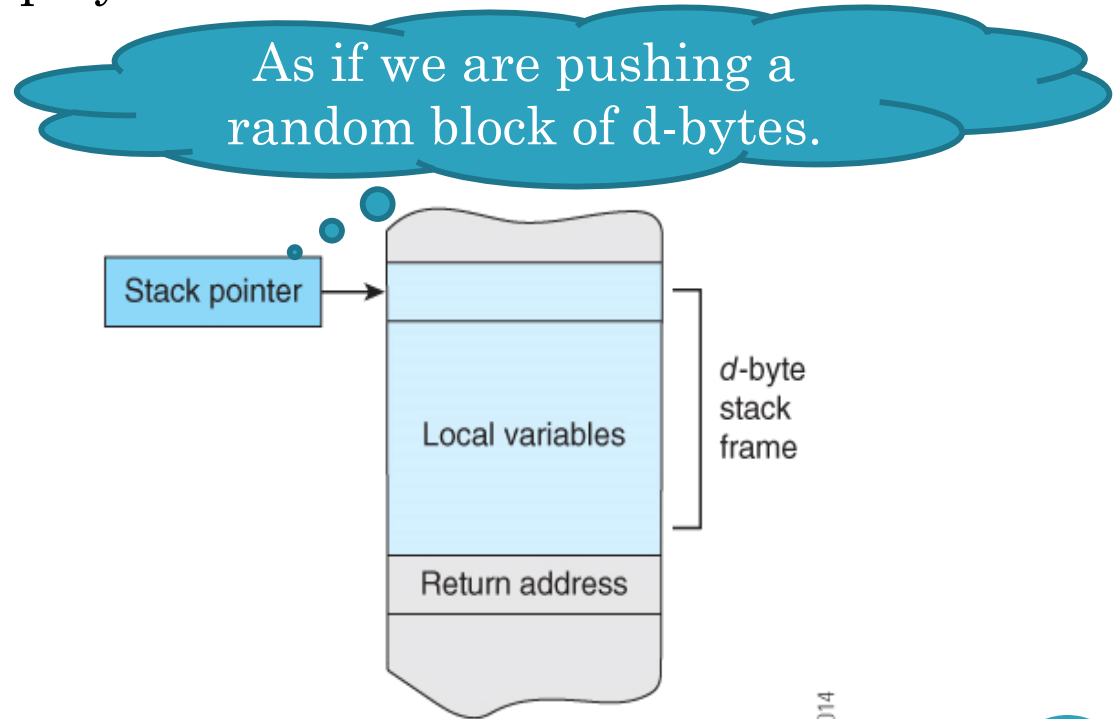
# The Stack Frame and Local Variables

- ❑ Assume that the stack that we use grows up towards low addresses and that the stack pointer is always pointing at the item currently at the top of the stack (i.e., FD). **You need to re-do it yourself using the other stack types.**
- ❑ Figure 4.3 demonstrates how a  $d$ -byte stack-frame is created by
  - moving the **stack pointer** up by  $d$  locations at the start of a subroutine.

**FIGURE 4.3** The stack frame



(a) The state of the stack immediately after a subroutine call. Many processors locate the return address at the top of the stack.



(b) The state of the stack after the allocation of a stack frame by moving the stack pointer up  $d$  bytes.

# The Stack Frame and Local Variables

- ❑ Because the FD **stack** grows towards the low end of memory, the **stack pointer** is **decremented** to create a **stack frame**

**You need to re-do it yourself using the other stack types.**

- ❑ Reserving 16 bytes of memory is achieved by

**SUB r13,r13,#16 ;move the stack pointer up 16 bytes**

- ❑ Before a return from subroutine is made, the stack-frame is collapsed by restoring the stack pointer with

**ADD r13,r13,#16**

- ❑ In general, operations on the stack are *balanced*; that is, if you put something onto the stack you have to remove it.

# The Stack Frame and Local Variables

- ❑ Consider the following simple example of a subroutine, where it is called using BL.

```
Proc SUB r13, r13, #16 ;move the stack pointer up 16 bytes
Code                ;some code
STR r1, [r13, #8] ;store something in the frame 8 bytes
                   ;below TOS
Code                ;some more code
ADD r13, r13, #16 ;collapse stack frame
MOV pc, r14       ;restore the PC to return
```

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In this example, FP, i.e., R11, is not used.

You need to re-map the memory to make the stack space read/write enabled (Debug/Memory Map). The other option is to use a .ini file. You may want to review tutorial 7, slides 93-106.

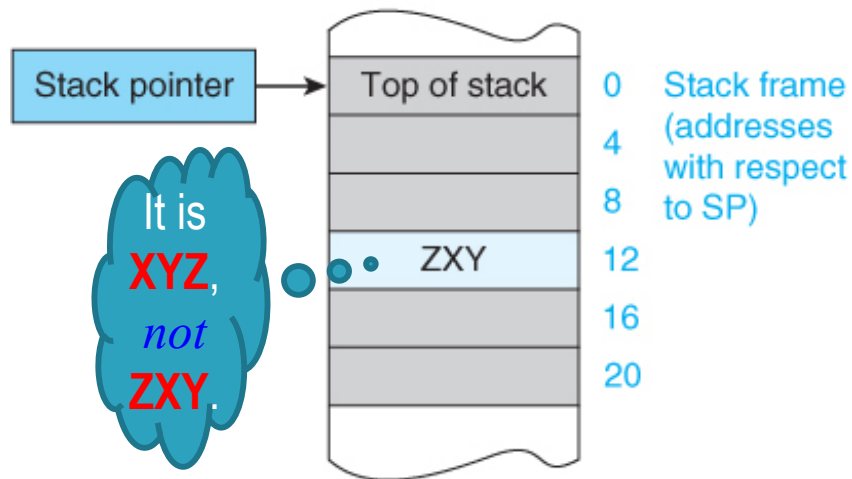
The problem here is that if anything is pushed onto the stack, you have to manually recalculate the position of the stack frame relative to the SP.

# The Stack Frame and Local Variables

- ❑ In Figure 4.4a variable XYZ is 12 bytes below the **stack pointer**
  - we access XYZ via address **[r13, #12]**.
- ❑ Because the **stack pointer** is free to move as other information is added to the **stack**, it is **better** to construct a **stack frame** with a **pointer independent** of the **stack pointer**.

**FIGURE 4.4**

Accessing variables in the stack frame



Variable XYZ is at SP + 12, twelve bytes below the top of the stack.

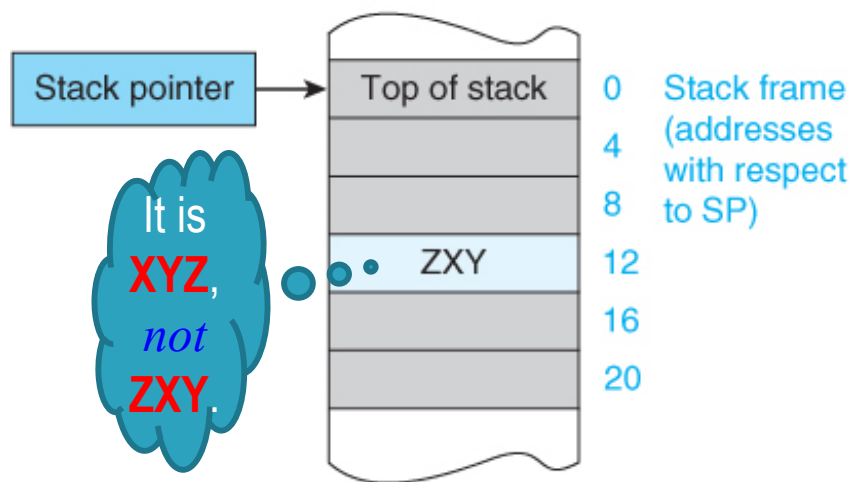
(a) Accessing a variable via the stack pointer

# The Stack Frame and Local Variables

- Figure 4.4b illustrates a **stack frame** with a **frame pointer**, **FP**, that points to the bottom of the stack frame and is **independent** of the **stack pointer**.
- The XYZ variable can be accessed via the frame pointer at **[r11, #-8]**, assuming that **r11** is the frame pointer.

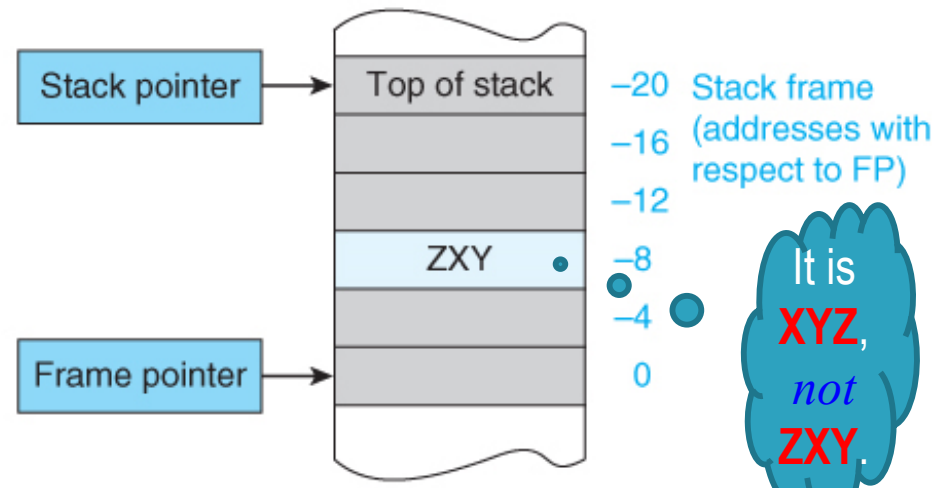
FIGURE 4.4

Accessing variables in the stack frame



Variable XYZ is at SP + 12, twelve bytes below the top of the stack.

(a) Accessing a variable via the stack pointer



Variable XYZ is at FP - 8, eight bytes above the base of the stack frame.

(b) Accessing a variable via the frame pointer



# The Stack Frame and Local Variables

- ❑ In **CISC** architecture, a *link* instruction creates a stack frame and an *unlink* instruction collapses it.
- ❑ **ARM** lacks such *link* and *unlink* instructions
- ❑ To create a **stack frame**, you could
  - push the old *frame pointer* onto the stack (*to save its value*)
  - Make the *frame pointer* to *point to the base of the stack frame*
  - move up the *stack pointer* by *d* bytes (*to create a local workplace*)

You need to re-map the memory to make the stack space read/write enabled (Debug/Memory Map).  
The other option is to use a .ini file  
You may want to review tutorial 7, slides 93-106.

```
SUB sp, sp, #4 ;move the stack pointer up by a 32-bit word
STR fp, [sp] ;push the frame pointer onto the stack
MOV fp, sp ;move the stack pointer to the frame pointer
SUB sp, sp, #8 ;move stack pointer up 8 bytes
                ; (d is equal to 8)
```

- ❑ The *frame pointer*, **fp**, points at the base of the **frame** and can be used to access local variables in the **frame**.
- ❑ By convention, register **r11** is used as the *frame pointer*.
- ❑ At the end of the subroutine, the **stack frame** is collapsed by:

```
MOV sp, fp ;restore the stack pointer
LDR fp, [sp] ;restore old frame pointer from the stack
ADD sp, sp, #4 ;move stack pointer down 4 bytes to
                ; restore stack
```

# The Stack Frame and Local Variables

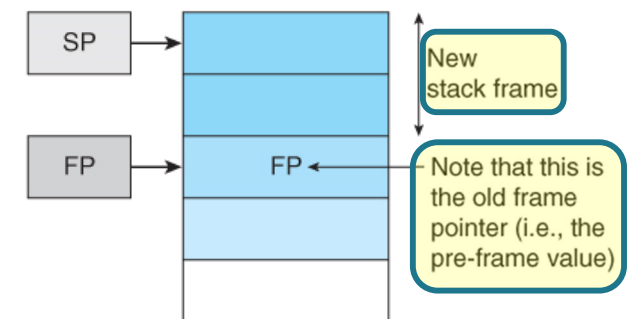
- ❑ Figure 4.5 demonstrates how the stack frame grows.
- ❑ Note that, the FP appears *twice*;
  - as the old/previous stack frame onto the stack and
  - as the current stack frame pointing to the base of the stack frame.

```

SUB sp, sp, #4 ;move the stack pointer up by a 32-bit word
STR fp, [sp]   ;push the frame pointer onto the stack
MOV fp, sp     ;move the stack pointer to the frame pointer
SUB sp, sp, #8 ;move stack pointer up
               ;8 bytes (d is equal to 8)
  
```

FIGURE 4.5

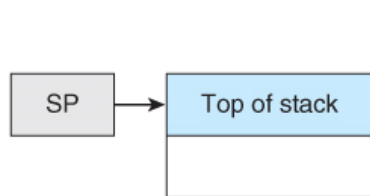
Demonstration of a stack frame



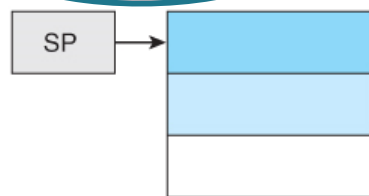
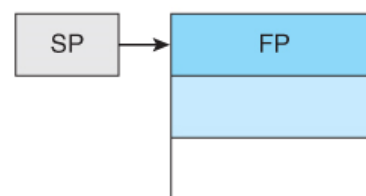
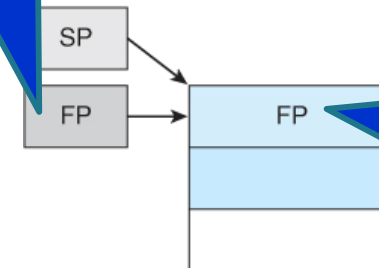
(e) Move up stack pointer by 8 bytes to create local workspace  
 SUB sp, sp, #8

new/current FP value  
 (pointing to the base  
 of the current stack  
 frame)

old/previous FP value  
 (pointing to the base  
 of the previous stack  
 frame)



(a) Initial state of stack

(b) Reserve space on stack for frame pointer  
 SUB sp, sp, #4(c) Save old frame pointer on stack  
 STR fp, [sp](d) New frame pointer points to base of the stack  
 MOV fp, sp

# The Stack Frame and Local Variables

- ❑ The figure below demonstrates how the stack frame collapses.

```
MOV sp, fp      ;restore the stack pointer
LDR fp, [sp]     ;restore old frame pointer from the stack
ADD sp, sp, #4   ;move stack pointer down 4 bytes to
                ;restore stack
```

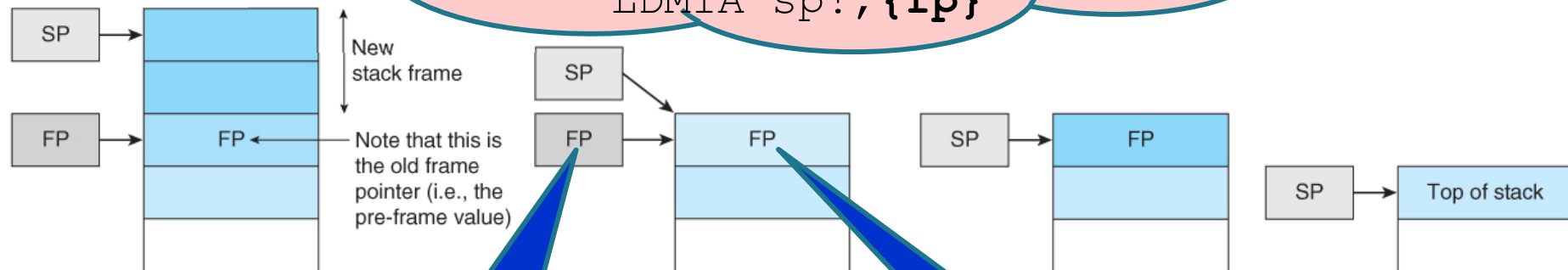
Can be optimized by one instruction:

```
LDR fp, [sp], #4
```

Or either of the following LDM instructions

```
LDMFD sp!, {fp}
```

```
LDMIA sp!, {fp}
```

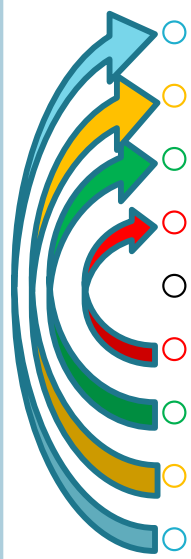


new/current FP value  
(pointing to the base  
of the current stack  
frame)

old/previous FP value  
(pointing to the base  
of the previous stack  
frame)

# ARM's Subroutine Example with Stack Frame

❑ The following demonstrates how you might set up your program.

- 
- push the parameter onto the stack,
  - **call** a subroutine,
  - save at least the frame pointer and link register,
  - set the frame pointer and **create** local variables inside the stack
  - perform the subroutine code
  - **clean up** the stack from the created local variables
  - **restore** saved registers
  - **return** to the calling point.
  - pop the parameter from the stack

subroutine

You need to re-map the memory to make the stack space read/write enabled (Debug/Memory Map).  
The other option is to use a .ini file  
*You may want to review tutorial 7, slides 93-106.*

# ARM's Subroutine Example with Stack Frame

```
AREA TestProg, CODE, READONLY
ENTRY      ;This is the calling environment.
           ;subroutine code is on the next slide.
```

```
Main  ADR    sp, Stack      ;set up r13 as the stack pointer
      MOV    r0, #124       ;set up a dummy parameter in r0
      MOV    fp, #123       ;set up dummy frame pointer
      STR    r0, [sp, #-4]! ;push the parameter
      BL     Sub              ;call the subroutine
      LDR    r1, [sp], #4   ;pop the parameter
Loop   B      Loop           ;wait here (endless loop)
```

Missing the post  
update value  
in page 237

Bold is not correct in page 237

You need to re-map the memory to make the stack  
space read/write enabled (Debug/Memory Map).  
The other option is to use a .ini file  
You may want to review tutorial 7, slides 93-106.

# ARM's Subroutine Example with Stack Frame

```

Sub  STMFD sp!, {fp,lr}    ;push frame-pointer and link-register
    MOV    fp, sp          ;frame pointer at the base of
                               ;the frame

    SUB     sp, sp, #4       ;create a local variable in the stack
    LDR     r2, [fp, #8]     ;get the pushed parameter
    ADD     r2, r2, #120     ;do a dummy operation on
                               ;the parameter
    STR     r2, [fp, #-4]    ;store it in the local variable
    ADD     sp, sp, #4       ;remove the local variable
    LDMFD   sp!, {fp,pc}   ;restore frame pointer and return

    DCD     0x0000            ;clear memory
    DCD     0x0000
    DCD     0x0000
    DCD     0x0000
Stack DCD   0x0000            ;start of the stack

```

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END

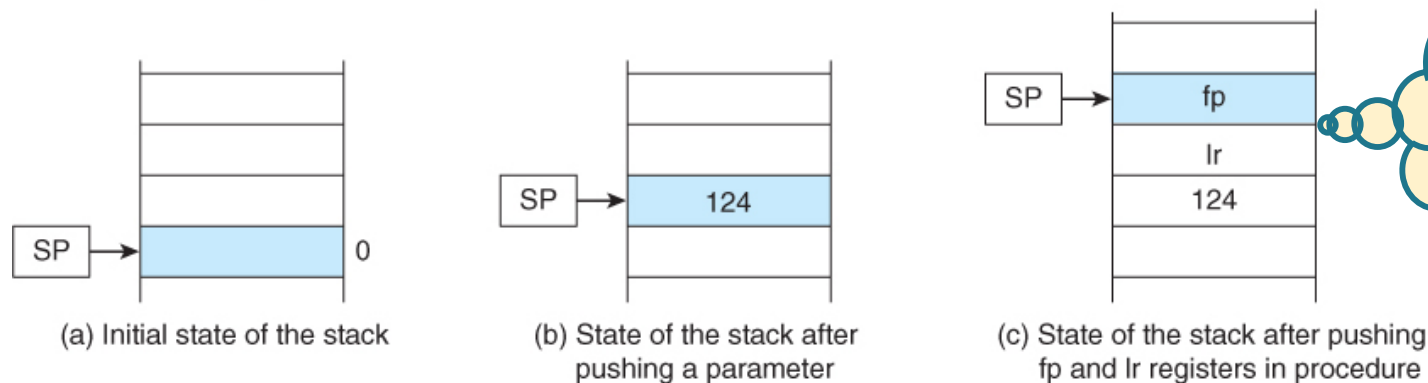
**R2 has been changed inside the subroutine.  
Hence, it should be saved at the beginning of the  
subroutine and restored at the end.**

# ARM's Subroutine Example with Stack Frame

- Figure 4.6 demonstrates the behavior of the stack during the code's execution. Figure 4.6a depicts the stack's initial state. In Figure 4.6b the parameter has been pushed onto the stack. In Figure 4.6c the frame pointer and link register have been stacked by `STMFD sp!, {fp, lr}`.

**FIGURE 4.6**

The behavior of the stack during the execution of the code



Take care  
of the  
order



# ARM's Subroutine Example with Stack Frame

- ❑ In Figure 4.6d a 4-byte word has been created at the top of the stack. Finally, Figure 4.6e demonstrates how the pushed parameter is accessed and moved to the new stack frame using register indirect addressing with the frame pointer.

FIGURE 4.6

The behavior of the stack during the execution of the code

