The Stack & Procedures

CSE 351 Autumn 2022

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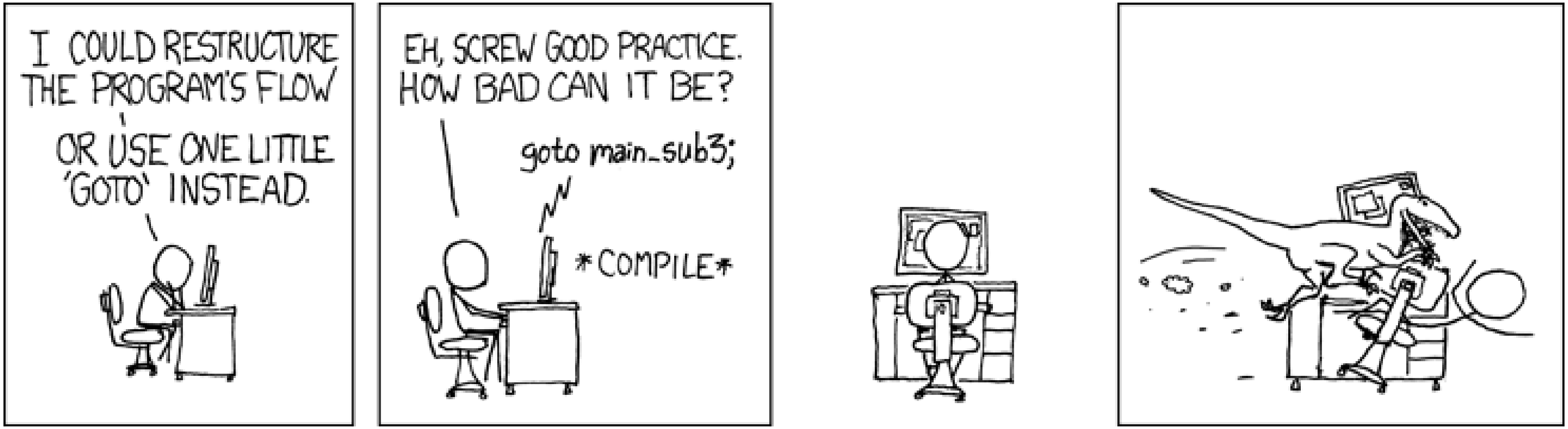


http://xkcd.com/571/

Relevant Course Information

- Lab 2 due next Friday (10/28)
  - Can start in earnest after today's lecture!
  - See GDB Tutorial and Phase 1 walkthrough in Section 4 Lesson
- Midterm (take home, 11/3–11/5)
  - Make notes and use the midterm reference sheet
  - Form study groups and look at past exams!

x86 Control Flow

- Condition codes
- Conditional and unconditional branches
- Loops
- **Switches**

```
long switch_ex
   (long x, long y, long z)
{
    long w = 1;
    switch (x) {
        case 1:
            w = y*z; break;
        case 2:
            w = y/z;
        /* Fall Through */
        case 3:
            w += z;  break;
        case 5:
        case 6:
            w -= z;  break;
        case 7:
            w = y%z; break;
        default:
            w = 2;
    }
    return w;
}
```

Switch Statement Example

- Multiple case labels
  - Here: 5 & 6
- Fall through cases
  - Here: 2
- Missing cases
  - Here: 4 ???
- Implemented with:
  - *Jump table*
  - *Indirect jump instruction*

Jump Table Structure

Switch Form

```
switch (x) {
  case val_0:
    Block 0
  case val_1:
    Block 1
    • • •
  case val_n-1:
    Block n–1
}
```

Jump Table

JTab:

address of jump table

Targ0
Targ1
Targ2
• • •
Targn-1

addresses (8 bytes wide)

Jump Targets

Targ0: Code Block 0

Targ1: Code Block 1

Targ2: Code Block 2

• • •

Targn-1: Code Block n–1

Approximate Translation

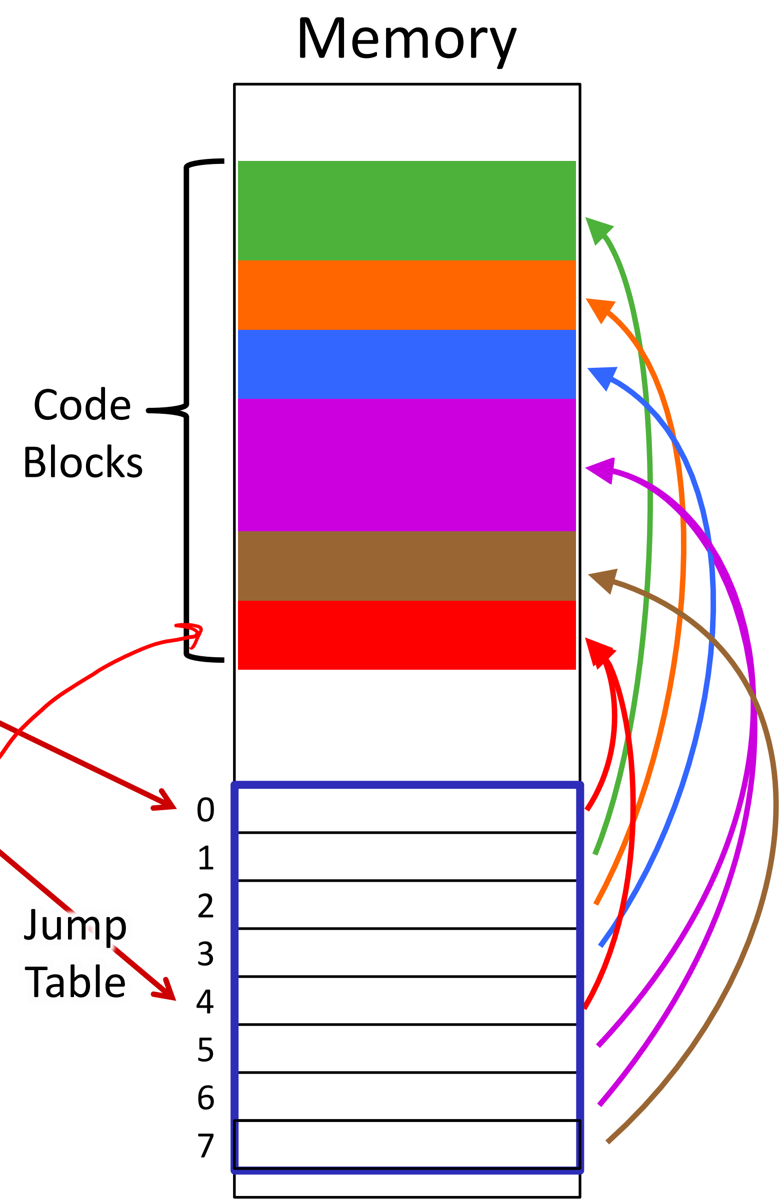
```
target = JTab[x];
goto target;
```

like an array of pointers

Jump Table Structure

C code:

```
switch (x) {
  case 1: <code> break;
  case 2: <code>
  case 3: <code> break;
  case 5:
  case 6: <code> break;
  case 7: <code> break;
  default: <code>
}
```



Use the jump table when x ≤ 7:

```
if (x <= 7)
  target = JTab[x];
  goto target;
else
  goto default;
```

Switch Statement Example

```
long switch_ex(long x, long y, long z)
{
    long w = 1;
    switch (x) {
       . . .
    }
    return w;
}
```

where ?

Register	Use(s)
%rdi	1^{st} argument (x)
%rsi	2^{nd} argument (y)
%rdx	3^{rd} argument (z)
%rax	return value

Note compiler chose to not initialize w

```
switch_ex:
    movq    %rdx, %rcx
    cmpq    $7, %rdi          # x:7
    ja      .L9               # default
    jmp     *.L4(,%rdi,8)     # jump table
```

a b

jump to default case if x > 7 (unsigned)

Take a look!

https://godbolt.org/z/r8qY7Ec1T

jump above – unsigned > catches negative default cases

-1 > 7U → jump to default case

Switch Statement Example

```
long switch_ex(long x, long y, long z)
{
    long w = 1;
    switch (x) {
      . . .
    }
    return w;
}
```

Jump table

```
.section    .rodata
  .align 8
.L4:
  .quad     .L9     # x = 0
  .quad     .L8     # x = 1
  .quad     .L7     # x = 2
  .quad     .L10    # x = 3
  .quad     .L9     # x = 4
  .quad     .L5     # x = 5
  .quad     .L5     # x = 6
  .quad     .L3     # x = 7
```

address

following data is a "quad word" = 8 bytes

```
switch_ex:
    movq    %rdx, %rcx
    cmpq    $7, %rdi          # x:7
    ja      .L9               # default
    jmp     *.L4(,%rdi,8)     # jump table
```

Indirect jump

D + Ri * S

addr of jump table

x

sizeof (void*)

Assembly Setup Explanation

- Table Structure
  - Each target requires 8 bytes (address)
  - Base address at `.L4`

Jump table

```
.section    .rodata
  .align 8
.L4:
  .quad    .L9    # x = 0
  .quad    .L8    # x = 1
  .quad    .L7    # x = 2
  .quad    .L10   # x = 3
  .quad    .L9    # x = 4
  .quad    .L5    # x = 5
  .quad    .L5    # x = 6
  .quad    .L3    # x = 7
```

- **Direct jump:** `jmp .L9`
  - Jump target is denoted by label `.L9`

%rip

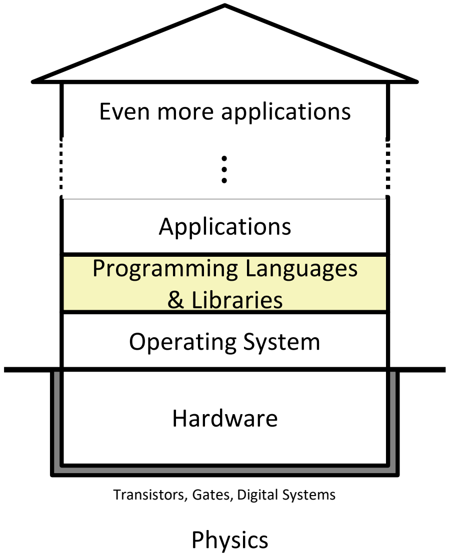
- **Indirect jump:** `jmp *.L4(,%rdi,8)`

Mem[D+ Reg[Ri]*S]

  - Start of jump table: `.L4`
  - Must scale by factor of 8 (addresses are 8 bytes)
  - Fetch target from effective address `.L4 + x*8`
    - Only for $0 \le x \le 7$

The Hardware/Software Interface

- Topic Group 2: **Programs**
  - x86-64 Assembly, **Procedures**, **Stacks**, Executables



- How are programs created and executed on a CPU?
  - How does your source code become something that your computer understands?
  - How does the CPU organize and manipulate local data?

Reading Review

- Terminology:
  - Stack, Heap, Static Data, Literals, Code
  - Stack pointer (`%rsp`), `push`, `pop`
  - Caller, callee, return address, `call`, `ret`
    - Return value: `%rax`
    - Arguments: `%rdi`, `%rsi`, `%rdx`, `%rcx`, `%r8`, `%r9`
  - Stack frames and stack discipline

- Questions from the Reading?

Review Questions

- How does the stack change after executing the following instructions?

add to stack

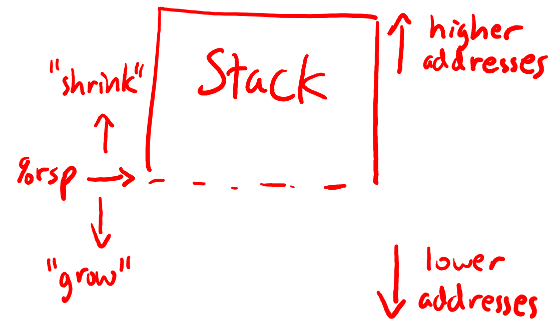
```
pushq %rbp          # grow 8 B
subq  $0x18, %rsp   # grow 24 B
```

8B

lower address

0x18 = 24

grow by 32 B



- For the following function, which registers do we know *must* be used?

```
void* memset(void* ptr, int value, size_t num);
```

return value in %rax

arguments in %rdi, %rsi, and %rdx

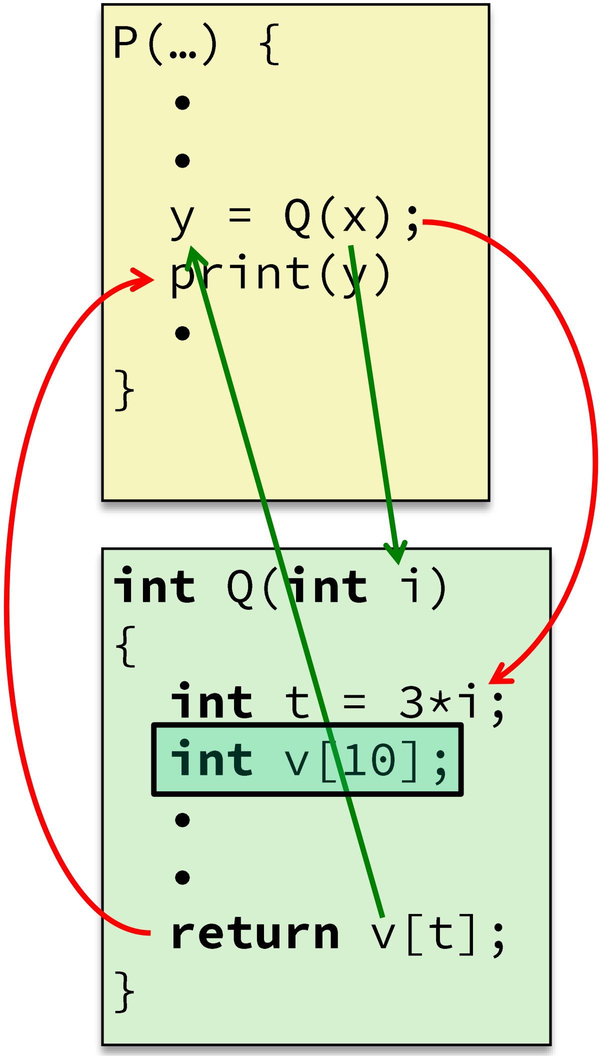
%rsp changed by call & ret

%rip changed while executing instructions

Mechanisms required for *procedures*

1) Passing control
   - To beginning of procedure code
   - Back to return point
2) Passing data
   - Procedure arguments
   - Return value
3) Memory management
   - Allocate during procedure execution
   - Deallocate upon return

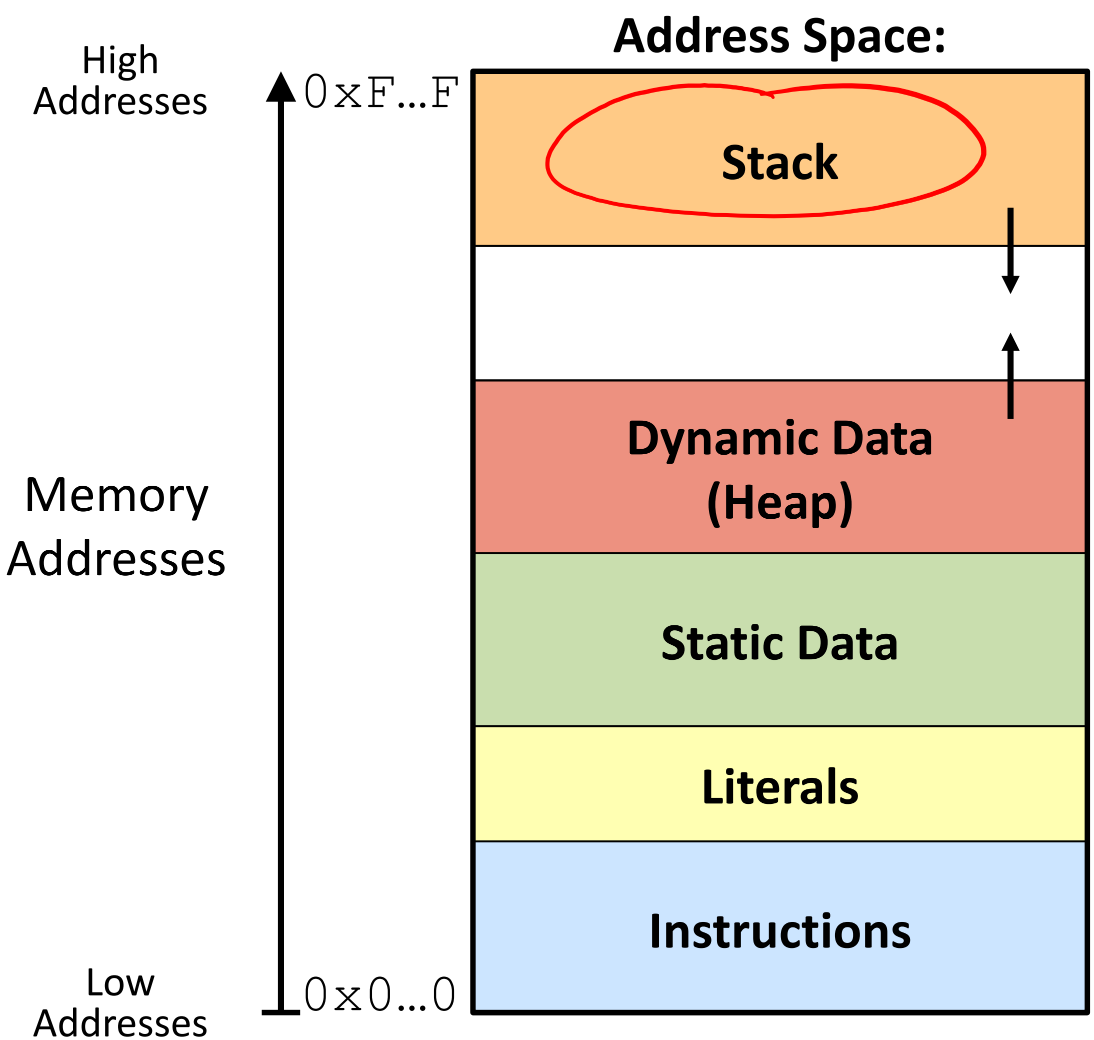
- All implemented with machine instructions!
  - An x86-64 procedure uses only those mechanisms required for that procedure



Procedures

- **Stack Structure**
- Calling Conventions
  - Passing control
  - Passing data
  - Managing local data
- Register Saving Conventions
- Illustration of Recursion

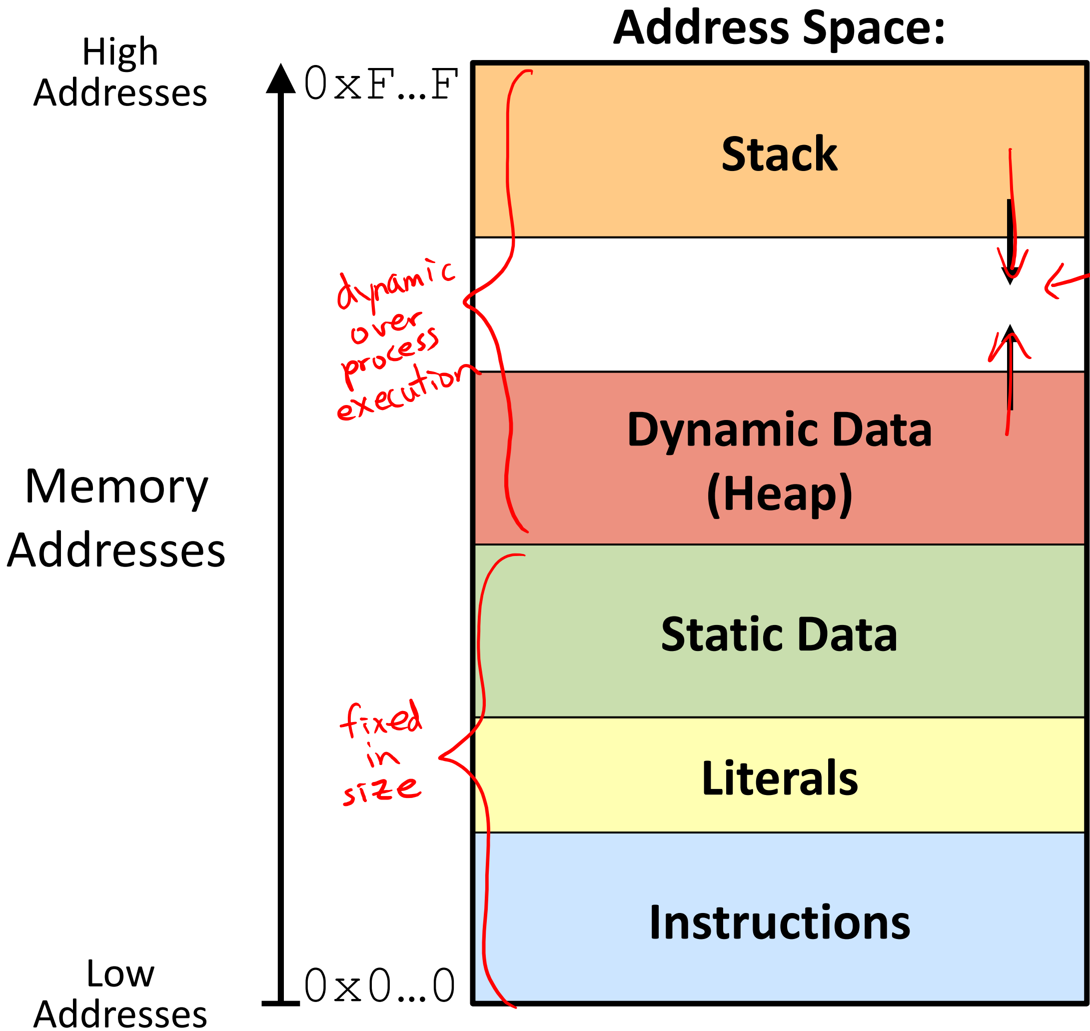
Simplified Memory Layout (Review)



What Goes Here:

- Stack: local variables and procedure context
- Dynamic Data (Heap): variables allocated with new or `malloc`
- Static Data: *static* variables (including global variables)
- Literals: large literals/constants (*e.g.*, `"example"`)
- Instructions: program code

Memory Management



Who's Responsible:

Managed "automatically"
(by compiler/assembly)

grow towards each other to maximize use of space

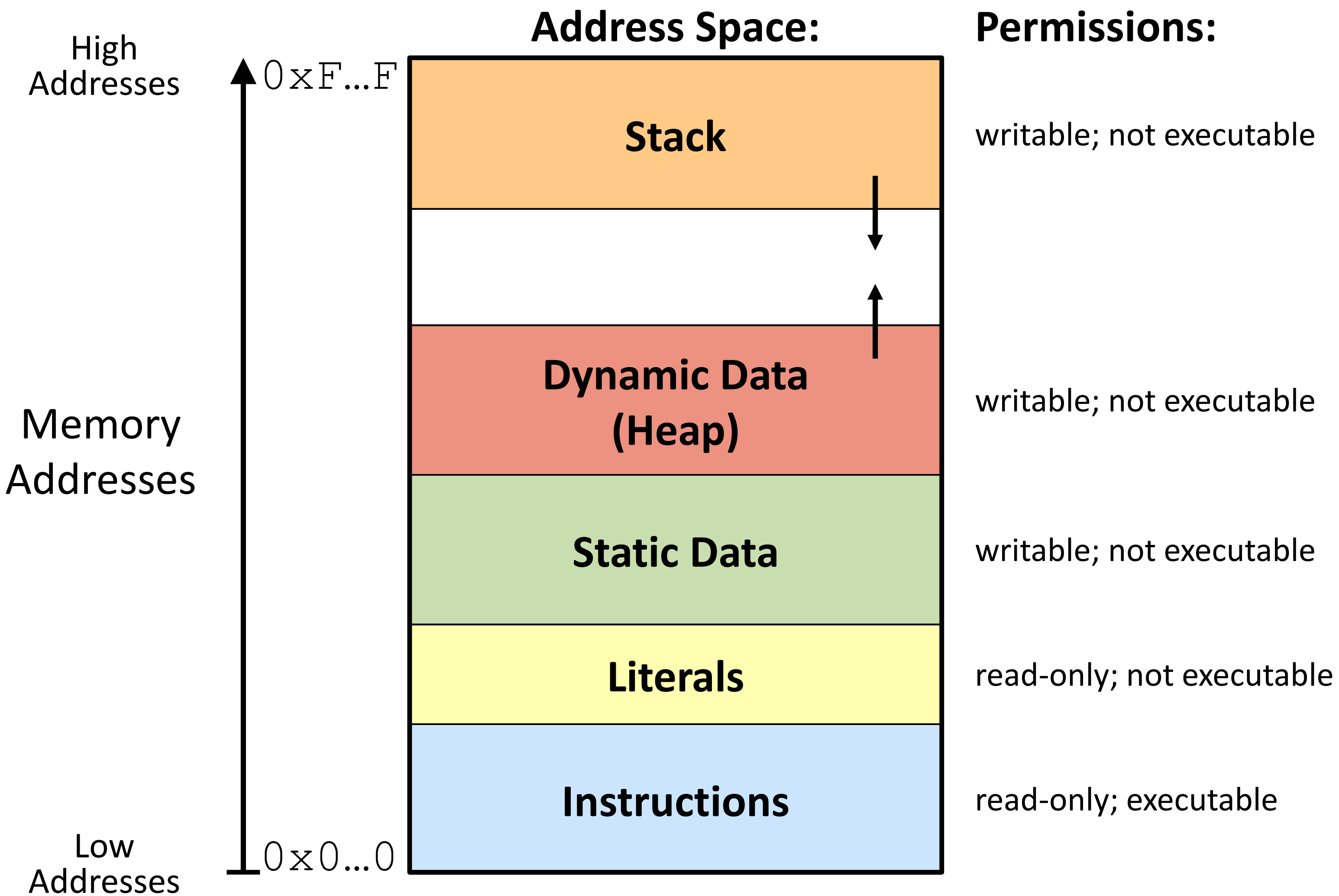
Managed "dynamically"
(by programmer)

Managed "statically"
(initialized when process starts)

Managed "statically"
(initialized when process starts)

Managed "statically"
(initialized when process starts)

Memory Permissions



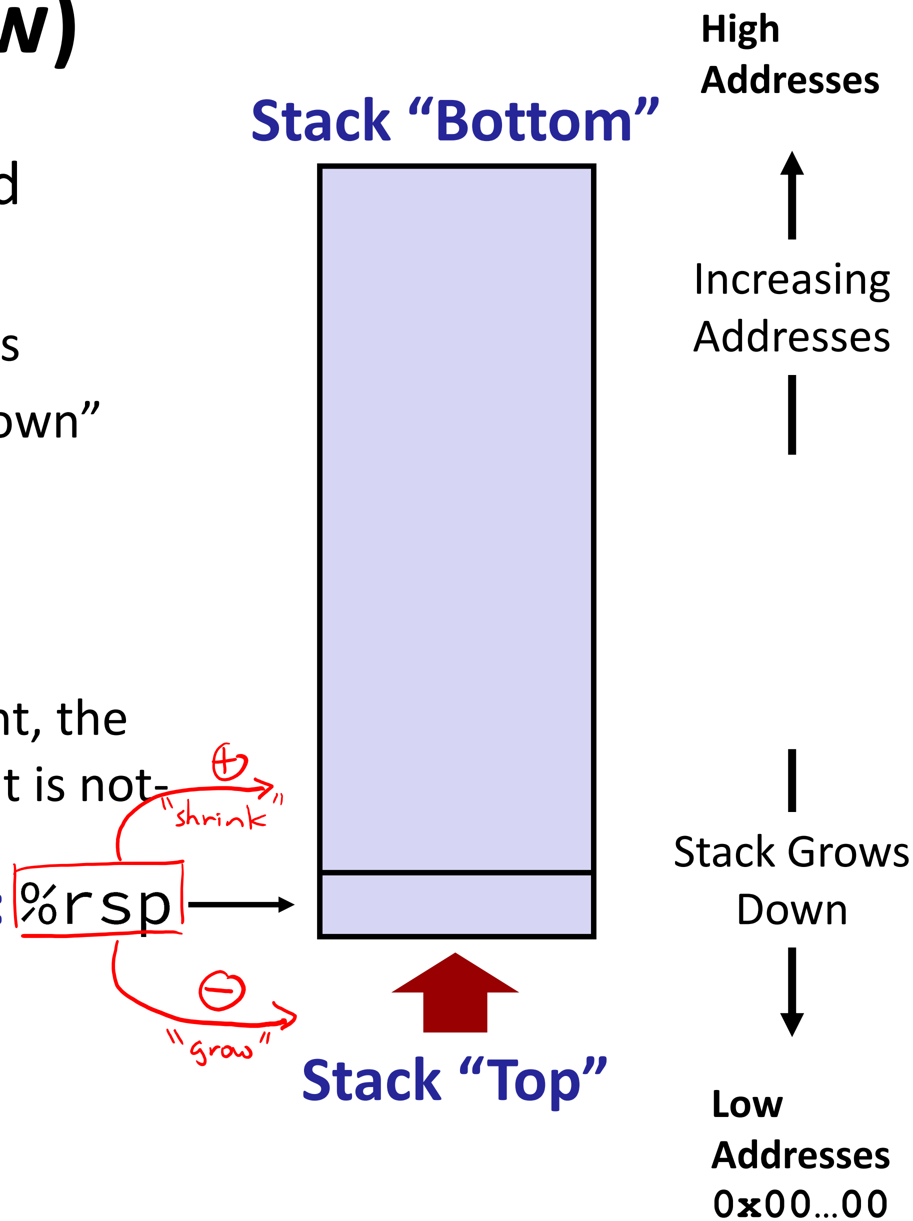
- Segmentation fault: impermissible memory access

Last In, First Out (LIFO)

x86-64 Stack (Review)

- Region of memory managed with stack "discipline"
  - Grows toward lower addresses
  - Customarily shown "upside-down"

- Register `%rsp` contains *lowest* stack address
  - `%rsp` = address of *top* element, the most-recently-pushed item that is not-yet-popped

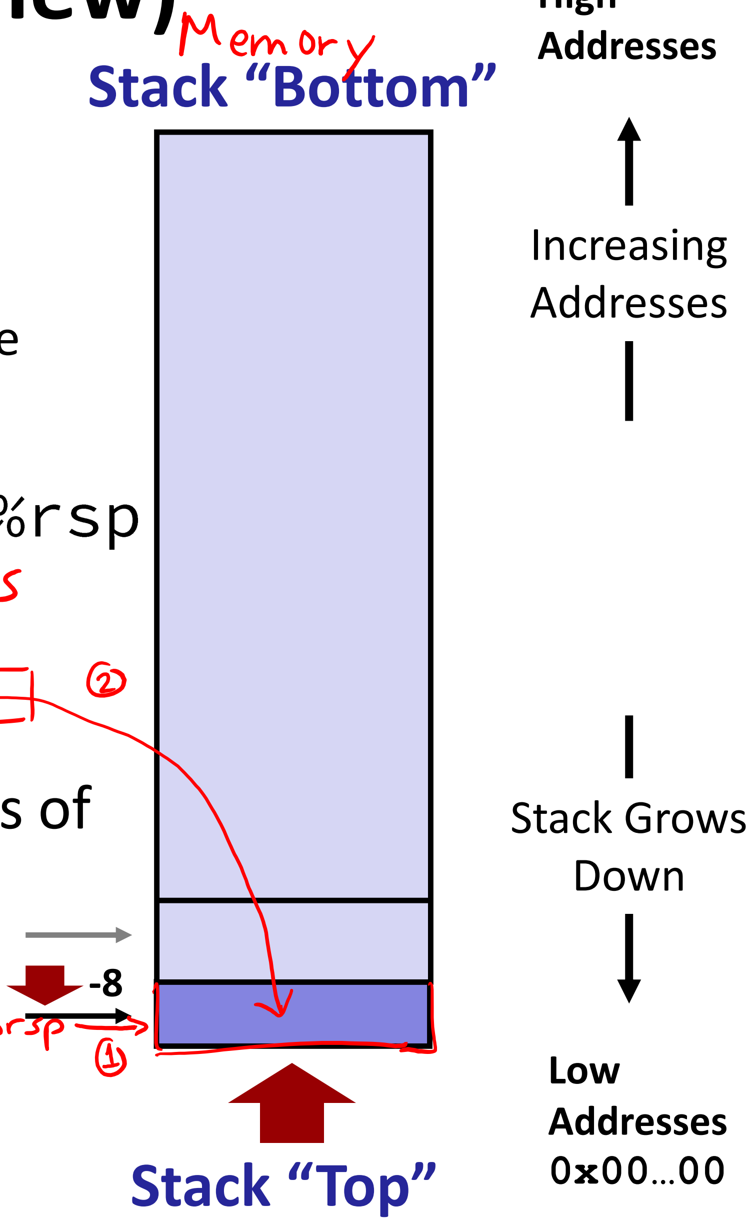


x86-64 Stack: Push (Review)

- pushq *src*
  - size specifier
  - Fetch operand at *src*
    - *Src* can be reg, memory, immediate
  - ***Decrement*** `%rsp` by 8
  - Store value at address given by `%rsp`
- Example:
  - **`pushq %rcx`**
  - Adjust `%rsp` and store contents of `%rcx` on the stack

Registers

%rcx



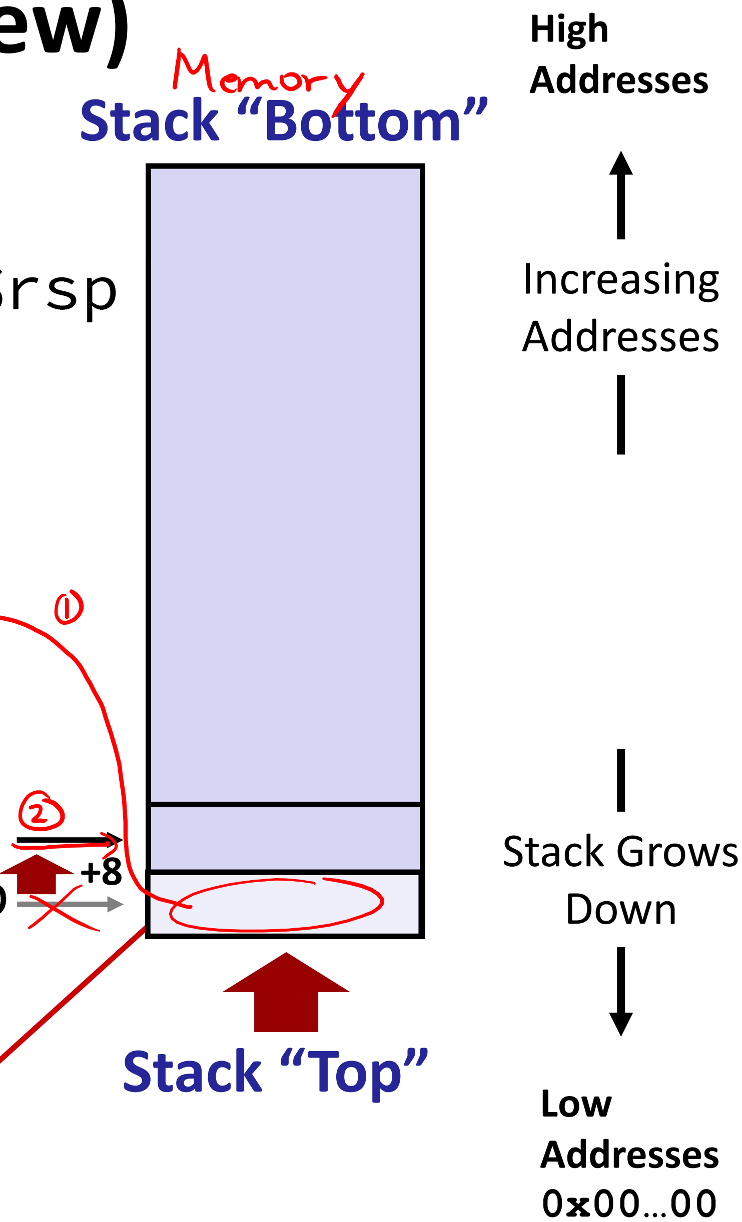
Stack Pointer: `%rsp`

① move %rsp down (subtract)

② store src at %rsp

x86-64 Stack: Pop (Review)

- `popq` *dst*
  size specifier
  - Load value at address given by `%rsp`
  - Store value at *dst*
  - ***Increment*** `%rsp` by 8
- Example:
  Registers
  %rcx
  - **`popq %rcx`**
  - Stores contents of top of stack into `%rcx` and adjust `%rsp`



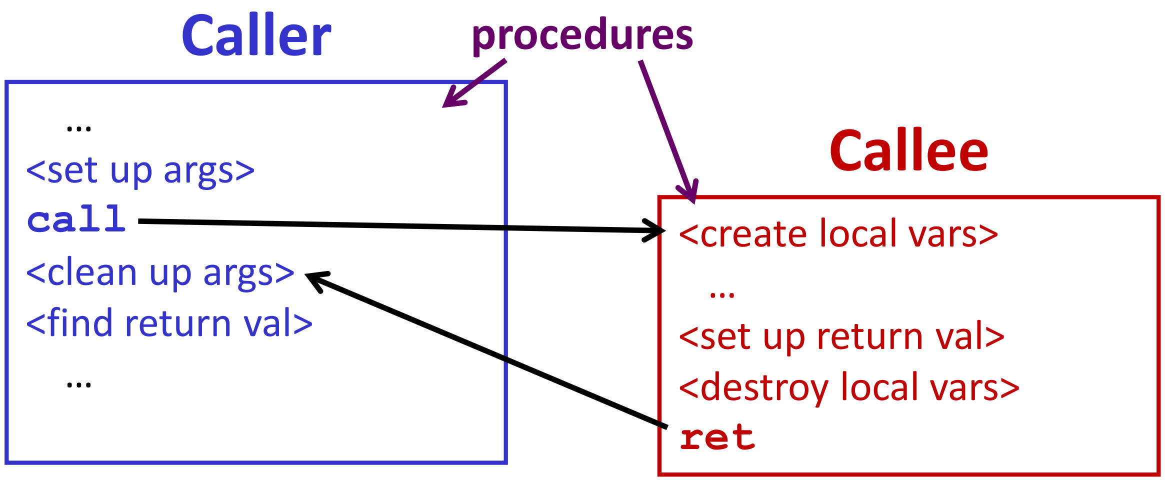
① read out data at %rsp
② move %rsp up (addition)

Those bits are still there; we're just not using them.

Procedures

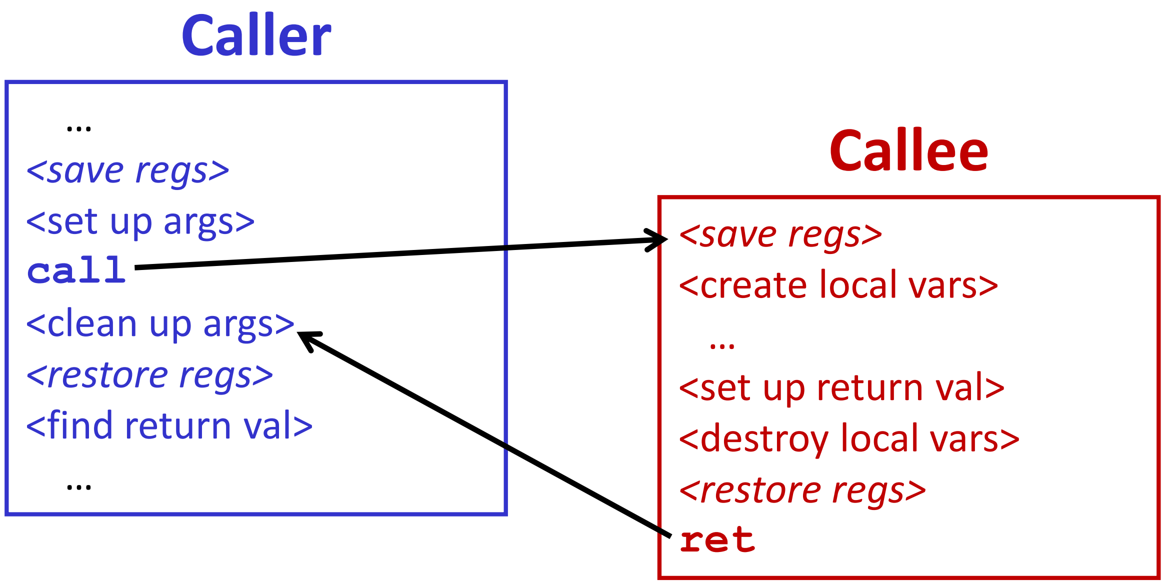
- Stack Structure
- **Calling Conventions**
  - **Passing control**
  - Passing data
  - Managing local data
- Register Saving Conventions
- Illustration of Recursion

Procedure Call Overview



- **Callee** must know where to find args
- **Callee** must know where to find *return* *address*
- **Caller** must know where to find *return* *value*
- **Caller** and **Callee** run on same CPU, so use the same registers
  - How do we deal with register reuse?
- Unneeded steps can be skipped (*e.g.*, no arguments)

Procedure Call Overview



- The *convention* of where to leave/find things is called the calling convention (or procedure call linkage)
  - Details vary between systems
  - We will see the convention for x86-64/Linux in detail
  - What could happen if our program didn't follow these conventions?

Code Example (Preview)

```
void multstore
 (long x, long y, long *dest)
{
    long t = mult2(x, y);
    *dest = t;
}
```

Compiler Explorer:
https://godbolt.org/z/Yb3GeoaMa

Caller

executable disassembly

```
0000000000400540 <multstore>:
  400540: push    %rbx             # Save %rbx
  400541: movq    %rdx,%rbx        # Save dest
  400544: call    400550 <mult2>   # mult2(x,y)
  400549: movq    %rax,(%rbx)      # Save at dest
  40054c: pop     %rbx             # Restore %rbx
  40054d: ret                      # Return
```

these are instruction addresses

Callee

```
long mult2
  (long a, long b)
{
  long s = a * b;
  return s;
}
```

```
0000000000400550 <mult2>:
  400550:  movq   %rdi,%rax  # a
  400553:  imulq  %rsi,%rax  # a * b
  400557:  ret               # Return
```

Procedure Control Flow (Review)

- Use stack to support procedure call and return
- Procedure call: `call label` (special push)
  1) Push return address on stack (*why? which address?*) → ① move %rsp down → ② store ret addr at %rsp
  2) Jump to ***`label`*** → ③ label → %rip

Procedure Control Flow (Review)

- Use stack to support procedure call and return
- Procedure call: `call label` (special push)
  1) Push return address on stack (*why? which address?*) → ① move %rsp down → ② store ret addr at %rsp
  2) Jump to ***label*** → ③ label → %rip
- Return address:
  - Address of instruction immediately after **call** instruction
  - Example from disassembly:

```
400544: call    400550 <mult2>
400549: movq    %rax,(%rbx)
```

Return address = **0x400549**

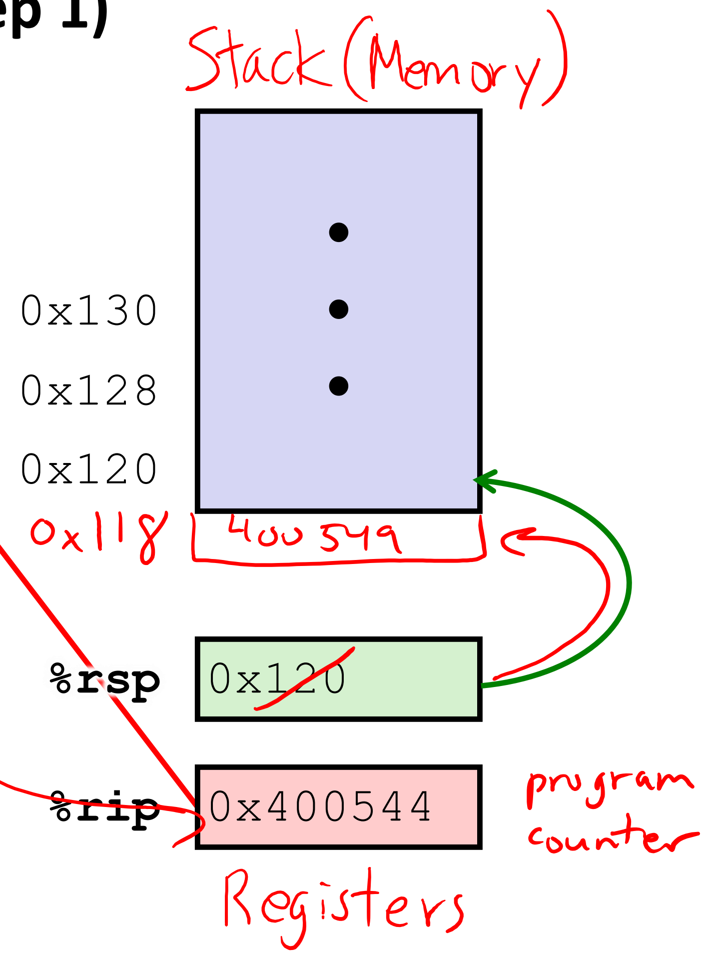
next instruction happens to be a move, but could be anything

- Procedure return: `ret` (special pop)
  1) Pop return address from stack ① read ret addr at %rsp into %rip
  2) Jump to address ② move %rsp up

Procedure <u>Call</u> Example (step 1)

```
0000000000400540 <multstore>:
   •
   •
   400544: call   400550 <mult2>
   400549: movq   %rax,(%rbx)
   •
   •
```

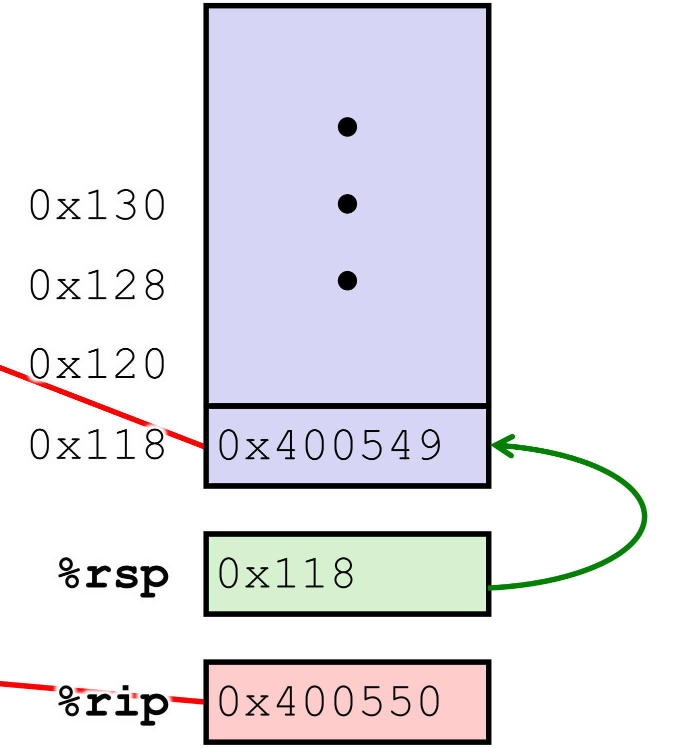
```
0000000000400550 <mult2>:
   400550:   movq   %rdi,%rax
   •
   •
   400557:   ret
```



Procedure <u>Call</u> Example (step 2)

```
0000000000400540 <multstore>:
  •
  •
  400544: call    400550 <mult2>
  400549: movq    %rax,(%rbx)
  •
  •
```

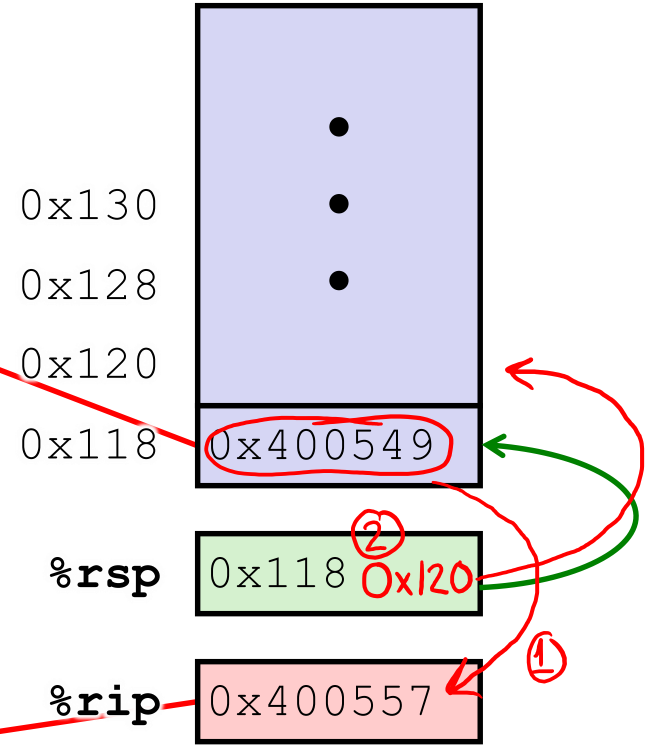
```
0000000000400550 <mult2>:
  400550:   movq    %rdi,%rax
  •
  •
  400557:   ret
```



Procedure Return Example (step 1)

```
0000000000400540 <multstore>:
  •
  •
  400544: call    400550 <mult2>
  400549: movq    %rax,(%rbx)
  •
  •
```

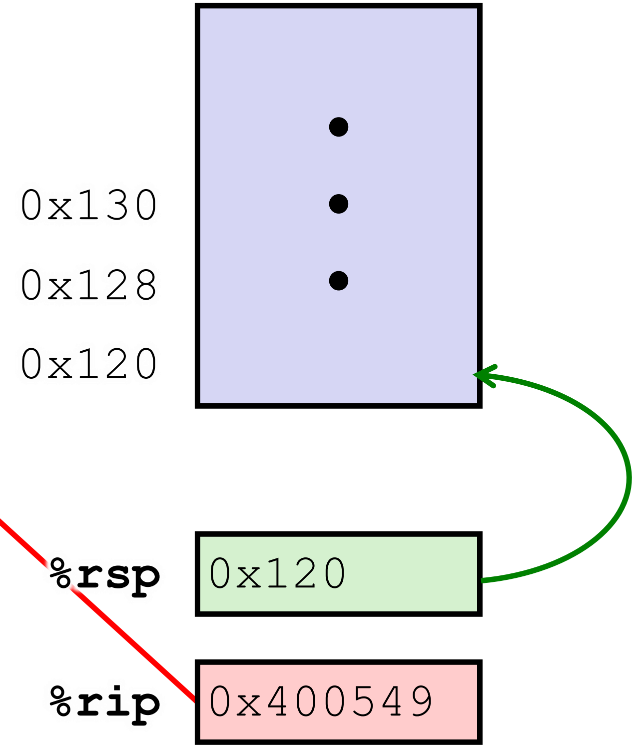
```
0000000000400550 <mult2>:
  400550:   movq   %rdi,%rax
  •
  •
  400557:   ret
```



Procedure Return Example (step 2)

```
0000000000400540 <multstore>:
  •
  •
  400544: call    400550 <mult2>
  400549: movq    %rax,(%rbx)
  •
  •
```

```
0000000000400550 <mult2>:
  400550:  movq   %rdi,%rax
  •
  •
  400557:  ret
```



Procedures

- Stack Structure
- **Calling Conventions**
  - Passing control
  - **Passing data**
  - Managing local data
- Register Saving Conventions
- Illustration of Recursion

Procedure Data Flow (Review)

Registers (NOT in Memory)

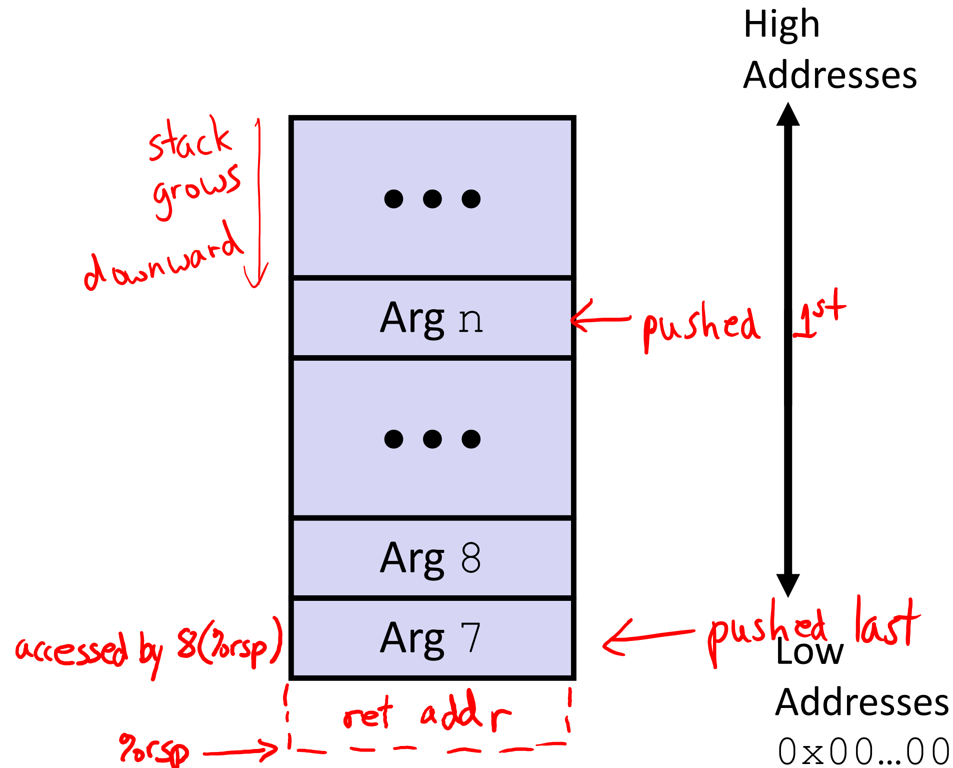
- First 6 arguments

1	`%rdi`	***D**iane's*
2	`%rsi`	***S**ilk*
3	`%rdx`	***D**ress*
4	`%rcx`	***C**osts*
5	`%r8`	*$**8** **9***
6	`%r9`	

- Return value

`%rax`

Stack (Memory)



- Only allocate stack space when needed

x86-64 Return Values

- By convention, values returned by procedures are placed in `%rax`
  - Choice of `%rax` is arbitrary

1) Caller must make sure to save the contents of `%rax` before calling a callee that returns a value
   - Part of register-saving convention

2) Callee places return value into `%rax`
   - Any type that can fit in 8 bytes – integer, float, pointer, etc.
   - For return values greater than 8 bytes, best to return a *pointer* to them

3) Upon return, caller finds the return value in `%rax`

Data Flow Examples

```
void multstore
  (long x, long y, long *dest)
{
    long t = mult2(x, y);
    *dest = t;
}
```

rdi rsi rdx

rdi rsi

lined up nicely so we didn't have to manipulate arguments

```
0000000000400540 <multstore>:
  # x in %rdi, y in %rsi, dest in %rdx
    • • •
  400541: movq    %rdx,%rbx        # "Save" dest
  400544: call    400550 <mult2>  # mult2(x,y)
  # t in %rax
  400549: movq    %rax,(%rbx)      # Save at dest
    • • •
```

(will explain later)

```
long mult2
  (long a, long b)
{
  long s = a * b;
  return s;
}
```

```
0000000000400550 <mult2>:
  # a in %rdi, b in %rsi
  400550:  movq   %rdi,%rax  # a
  400553:  imulq  %rsi,%rax  # a * b
  # s in %rax
  400557:  ret               # Return
```

Procedures

- Stack Structure
- **Calling Conventions**
  - Passing control
  - Passing data
  - **Managing local data**
- Register Saving Conventions
- Illustration of Recursion

Stack-Based Languages

- Languages that support recursion
  - *e.g.*, C, Java, most modern languages
  - Code must be *re-entrant*
    - Multiple simultaneous instantiations of single procedure
  - Need some place to store *state* of each instantiation
    - Arguments, local variables, return address
- Stack allocated in *frames*
  - State for a single procedure instantiation
- Stack discipline
  - State for a given procedure needed for a limited time
    - Starting from when it is called to when it returns
  - Callee always returns before caller does

Call Chain Example

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

```
who(…)
{
   •
 ①amI();
   •
 ②amI();
   •
}
```

1st call recurses twice

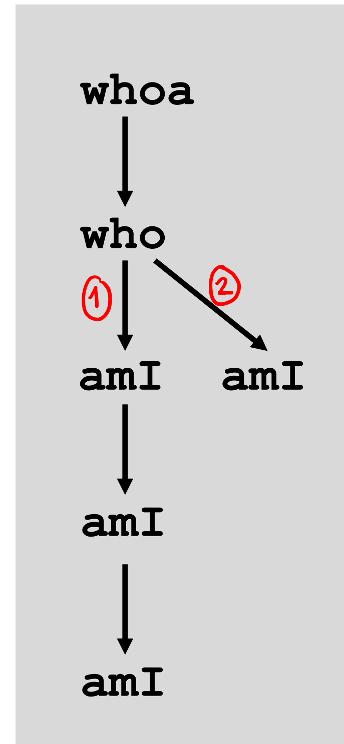
2nd call doesn't recurse

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

based on condition

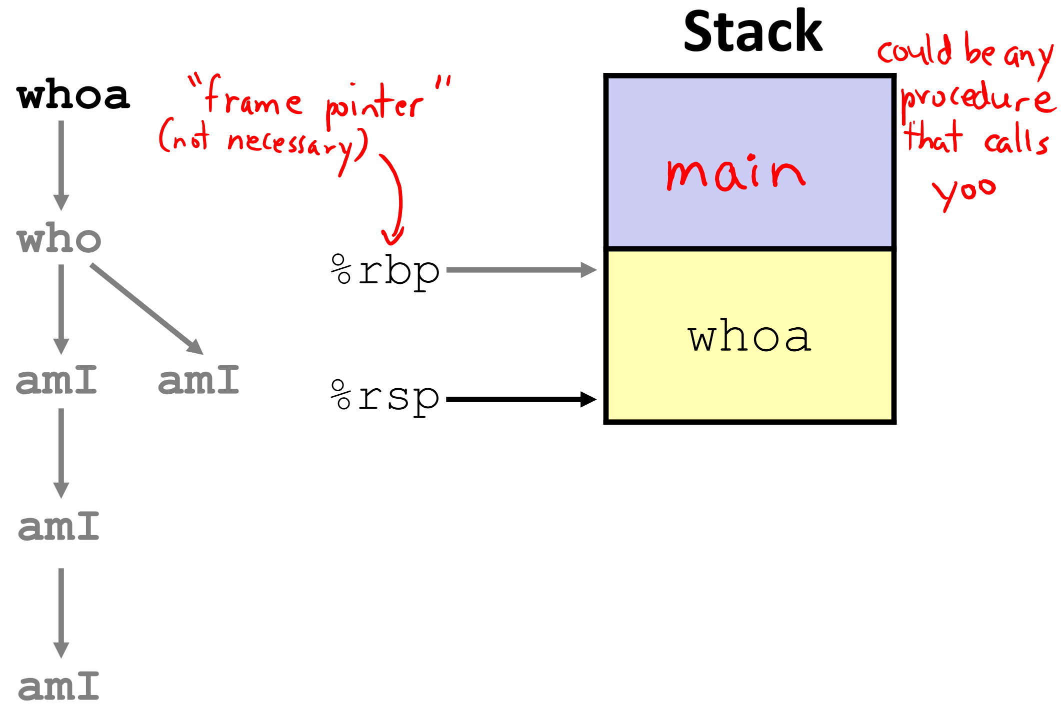
Procedure `amI` is recursive (calls itself)

Example Call Chain



1) Call to whoa

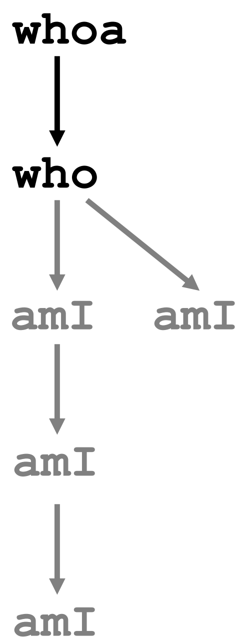
```
whoa(…)
{
    •
    •
    who();
    •
    •
}
```

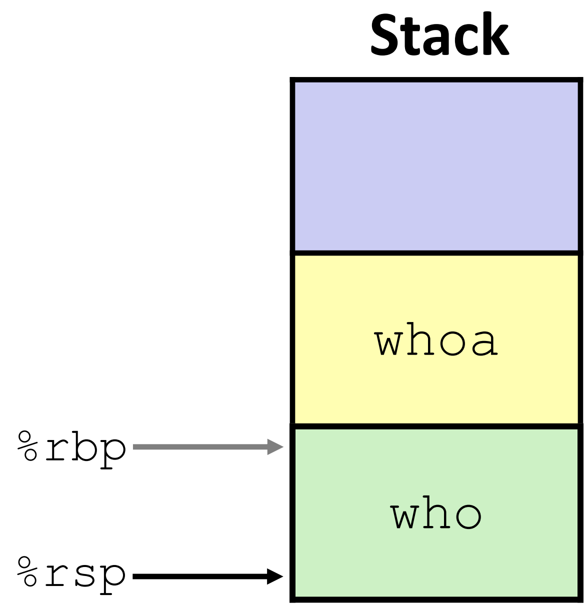


2) Call to who

```
whoa(…)
{
  
}
```

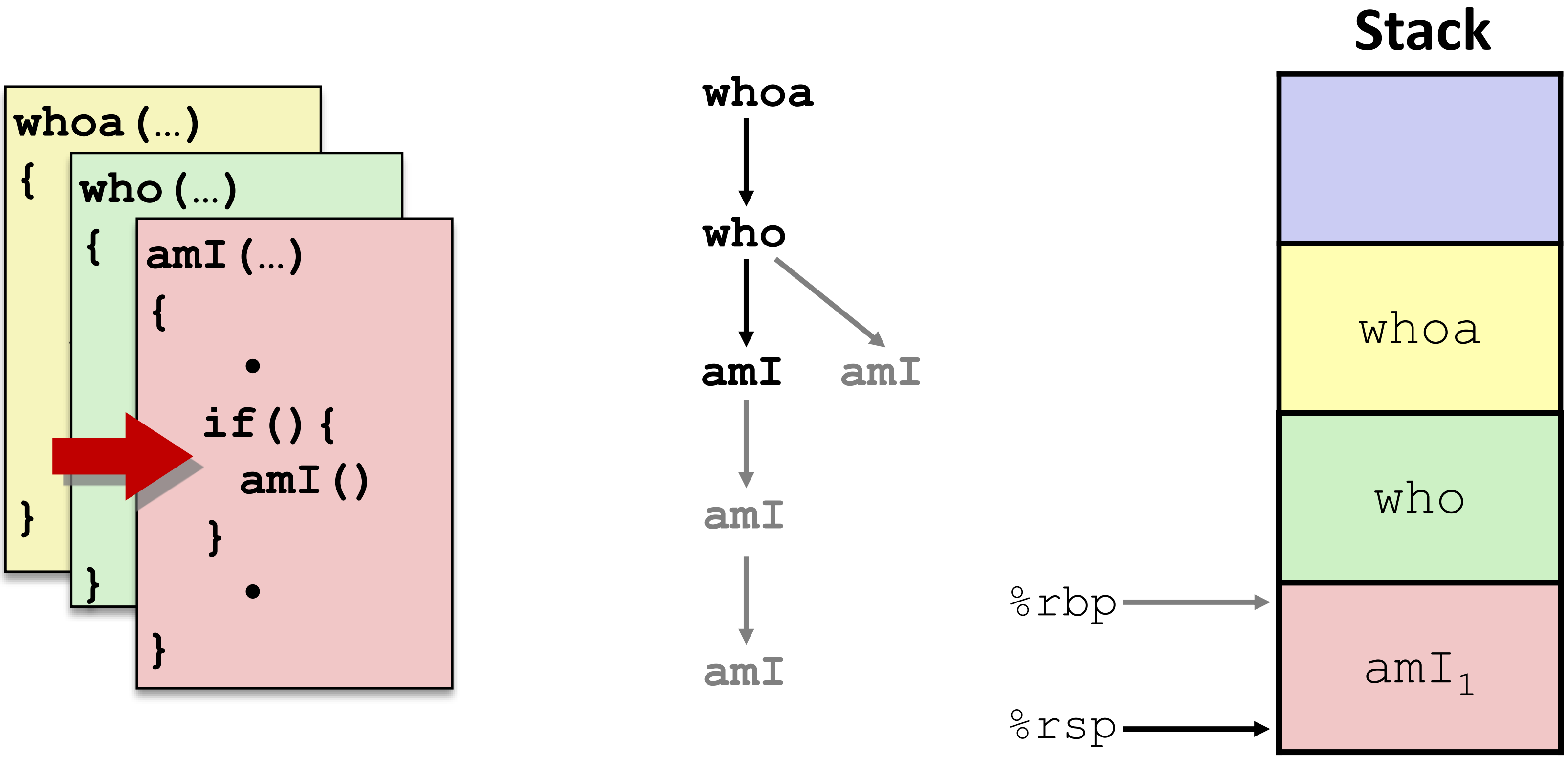
```
who(…)
{
  •
  amI();
  •
  amI();
  •
}
```



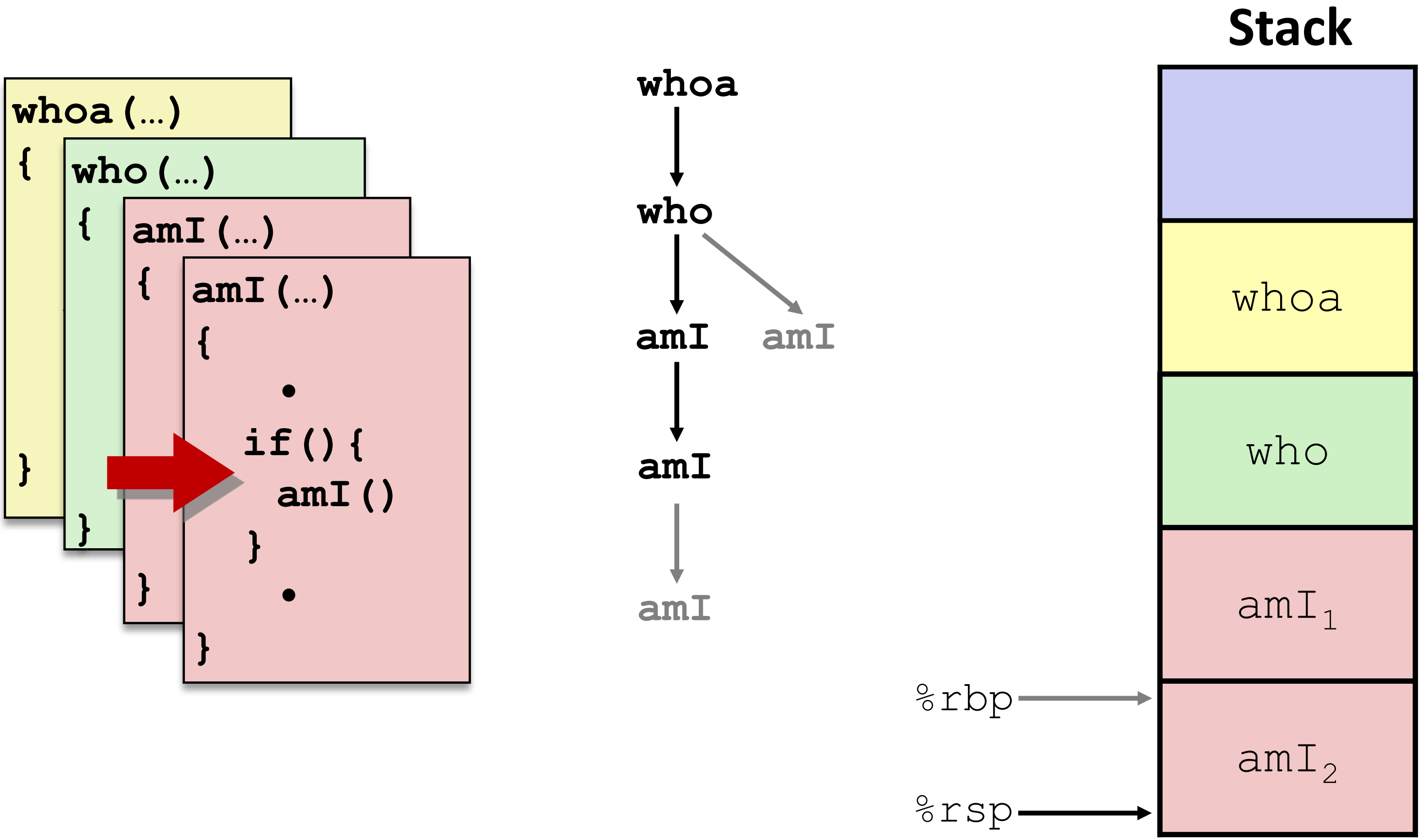


"create" frame by manipulating %rsp

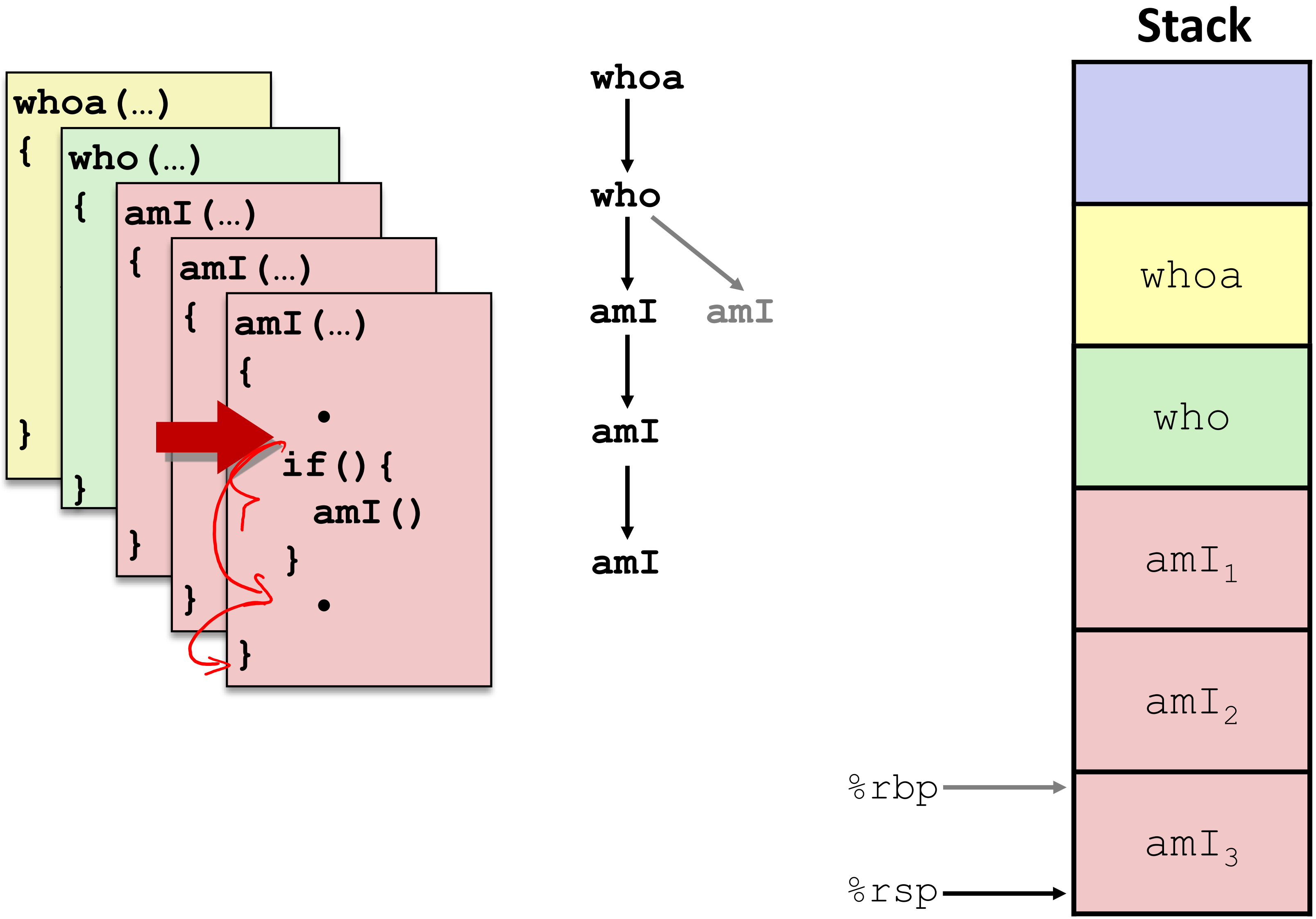
3) Call to amI (1)



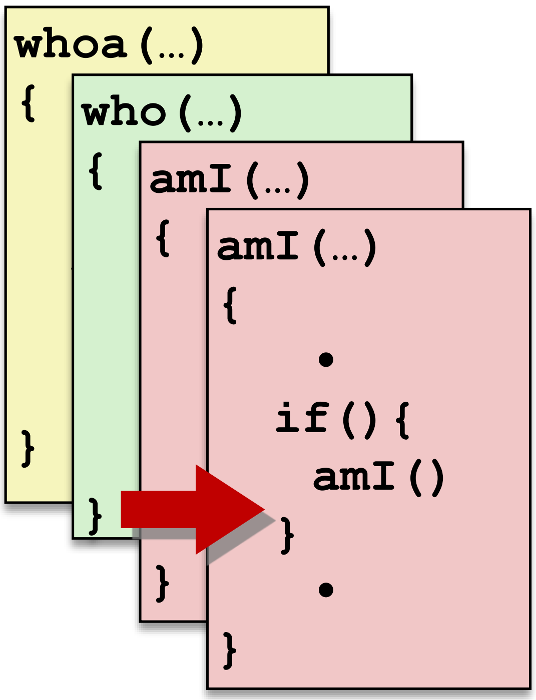
4) Recursive call to amI (2)

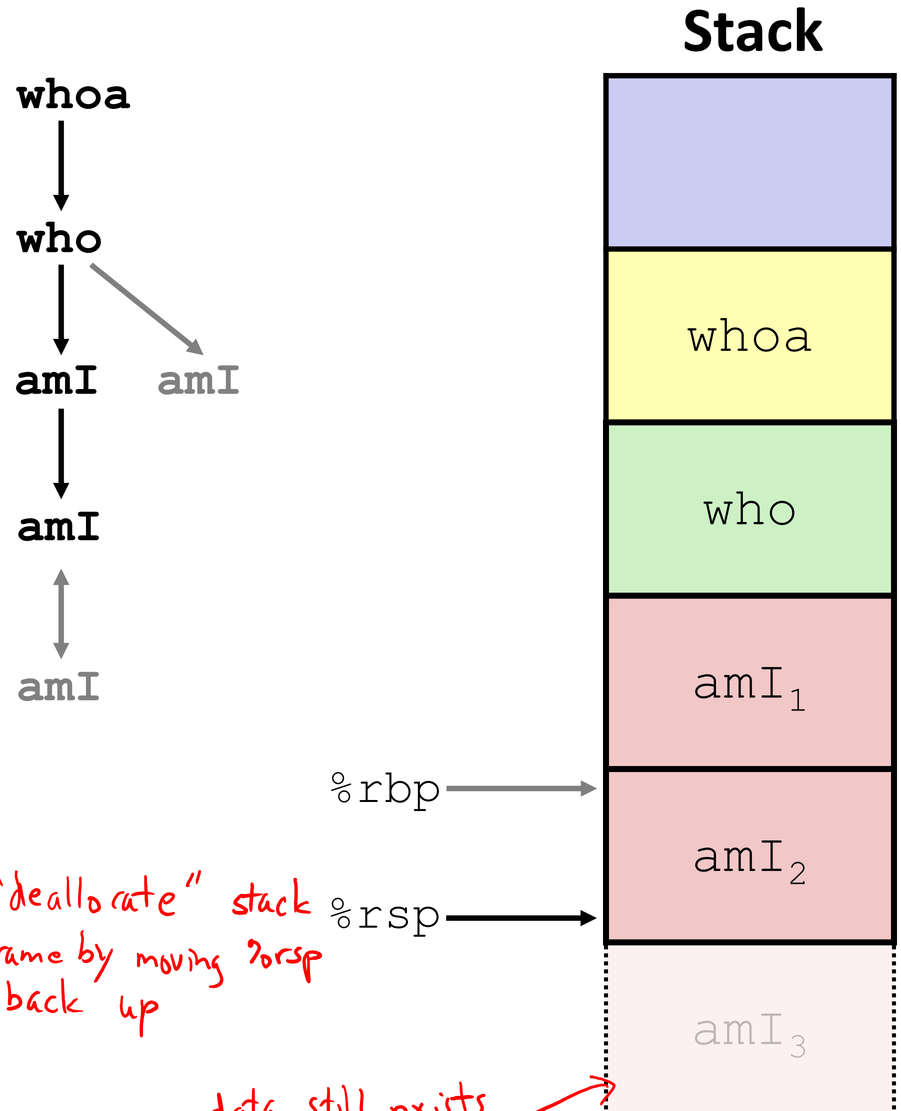


5) (another) Recursive call to amI (3)



6) Return from (another) recursive call to amI

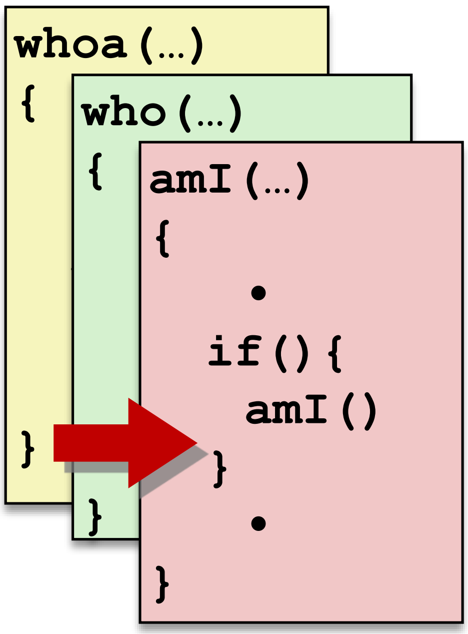


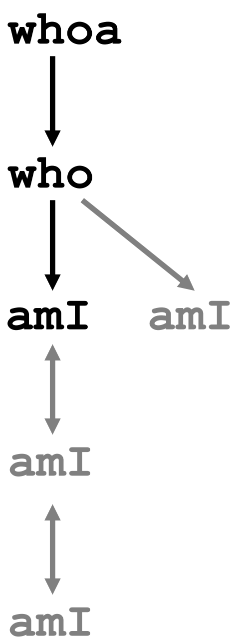


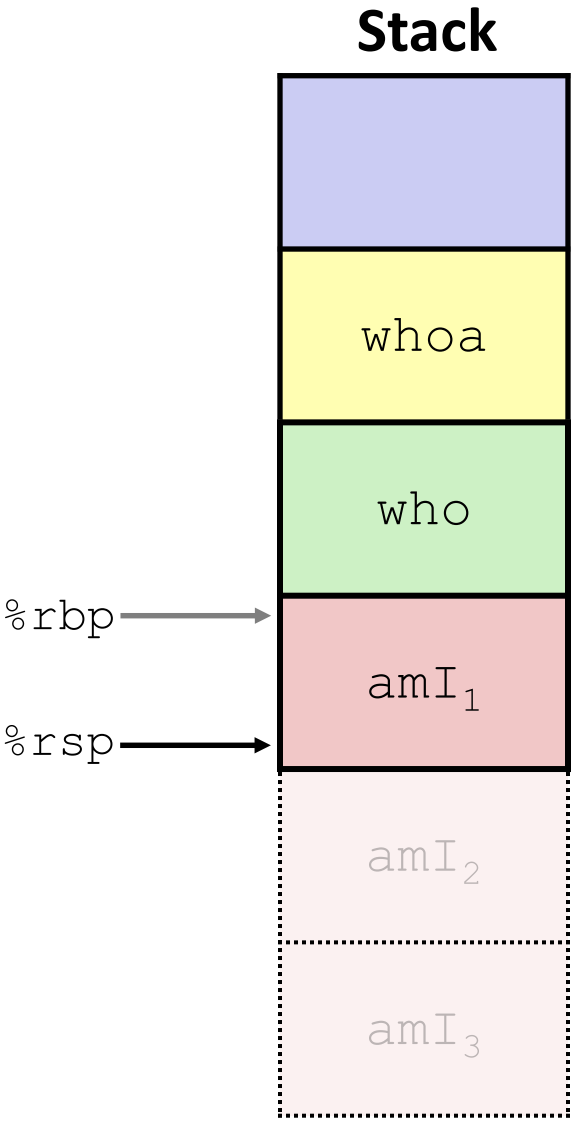
"deallocate" stack frame by moving %rsp back up

data still exists, but you shouldn't use it

7) Return from recursive call to `amI`



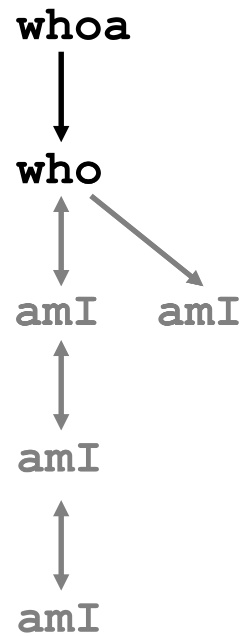


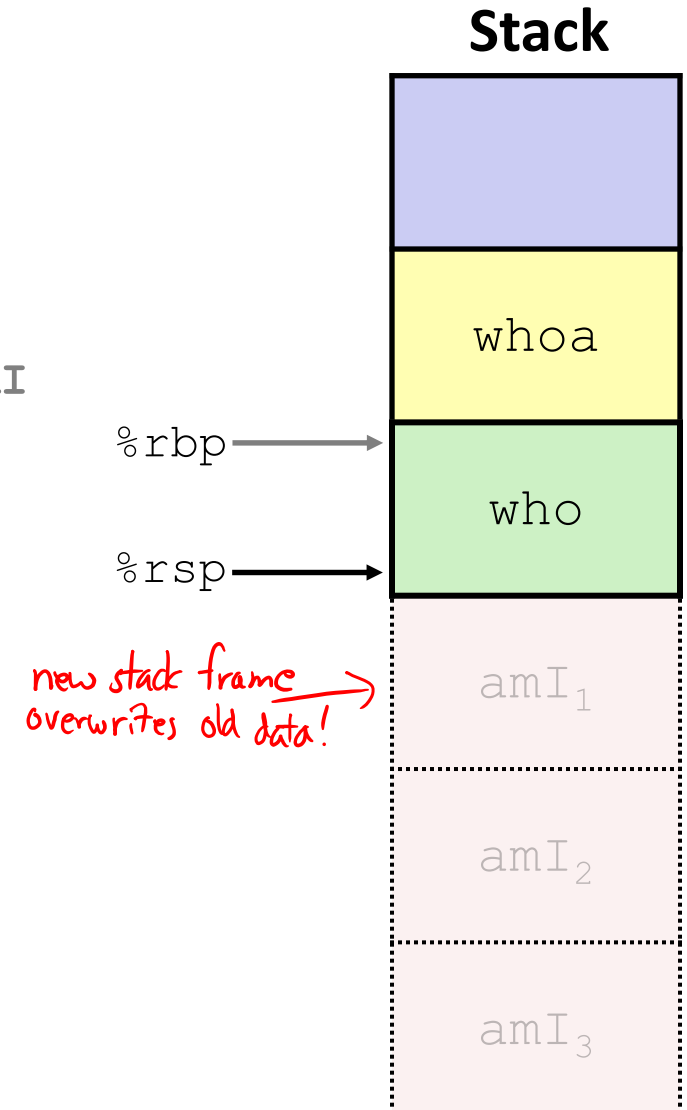


8) Return from call to amI

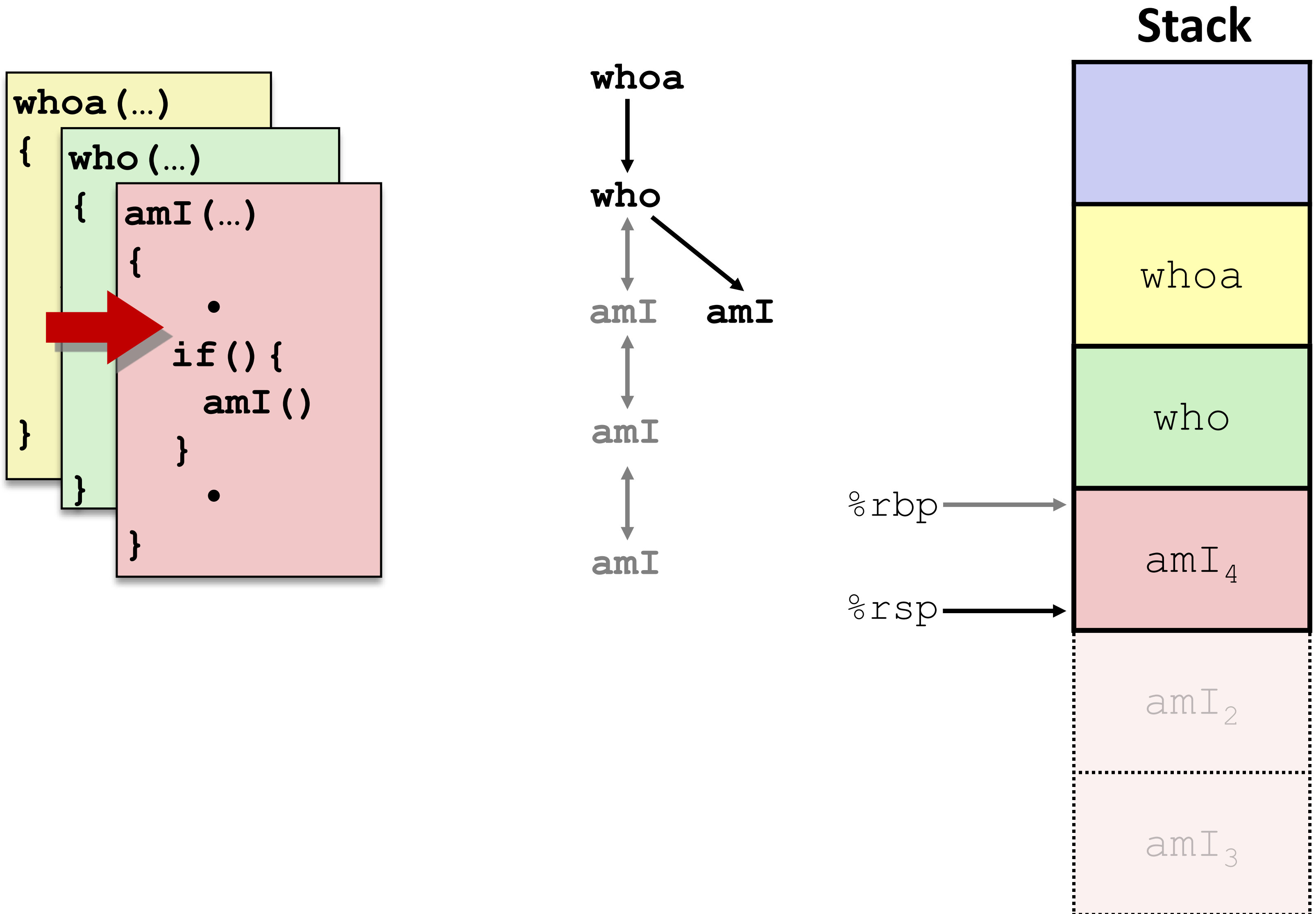
```
whoa(…)
{
  …
}
```

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

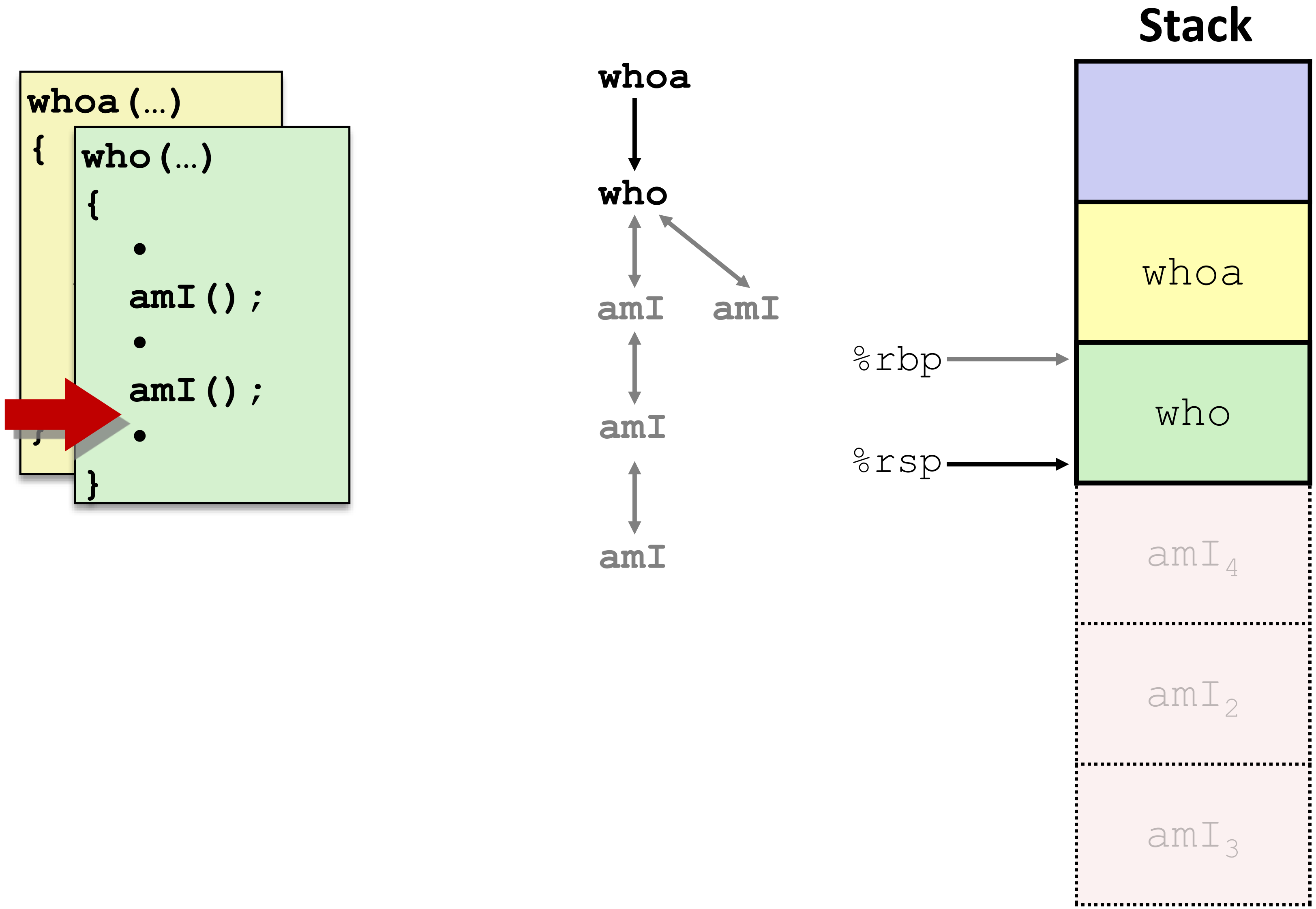




9) (second) Call to `amI` (4)

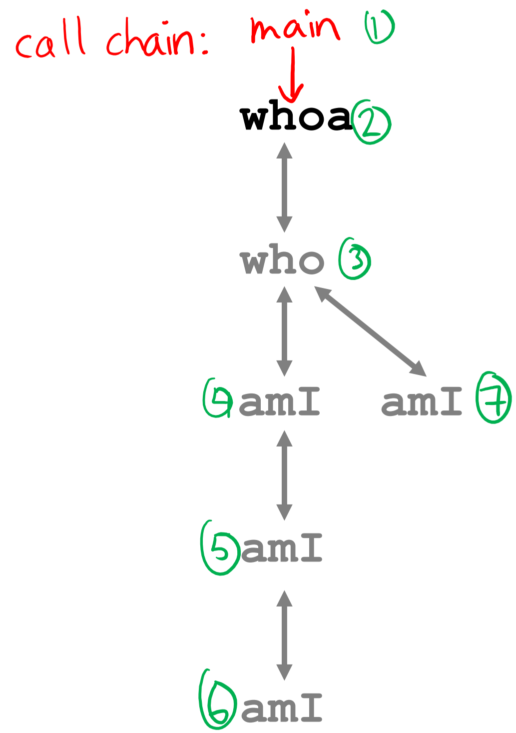


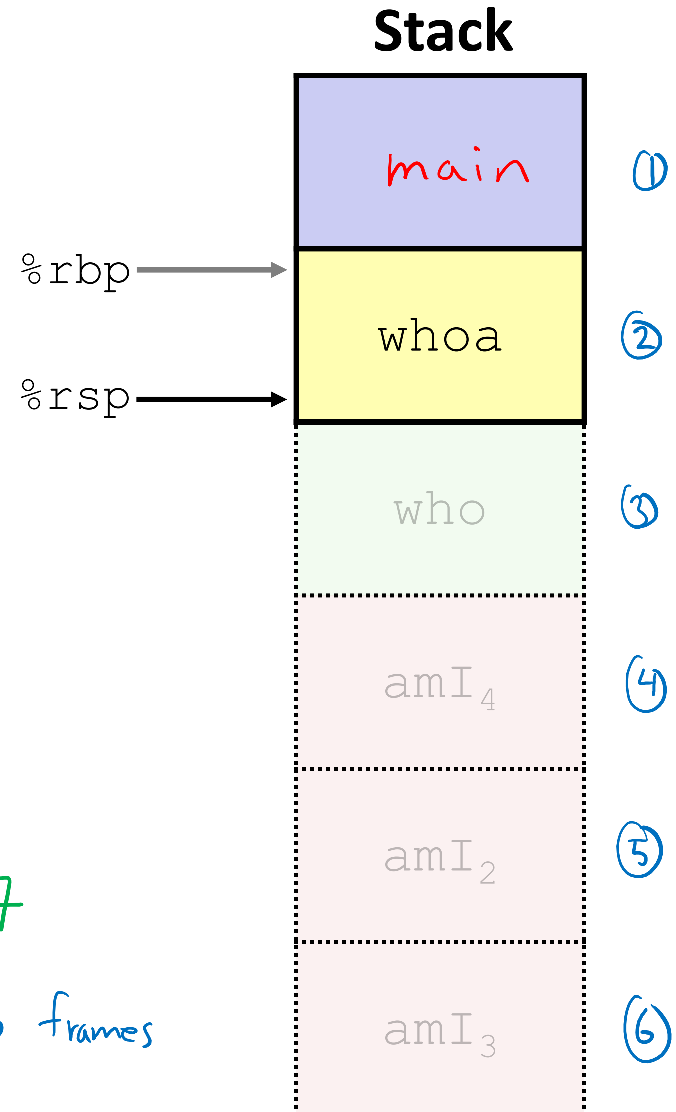
10) Return from (second) call to amI



11) Return from call to who

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





total stack frames created: 7

maximum stack depth: 6 frames