Lectures 5

- Announcements:
  - now! :)
- Today:
  - Oops in Strings/pointers (example from last time)
  - Functions in MIPS

OOPS - What does this C code do?

```c
int foo(char *s) {
  int L = 0;
  while (*s++) {
    ++L;
  }
  return L;
}
```

100	h
101	i
102	!
103	\0
104	?

L= 3

S= 104

An Example Function: Factorial

```c
int fact(int n) {

  int i, f = 1;
  for (i = n; i > 0; i--)
    f = f * i;
  return f;
}
```

```
fact:
        li $t0, 1
        move $t1,$a0         # set i to n
loop:
        blez $t1,exit        # exit if done
        mul $t0,$t0,$t1      # build factorial
        addi $t1, $t1,-1     # i--
        j loop
exit:
        move $v0,$t0
        jr $ra
```

t= fact (10);

main:
li $a0, 10
jal fact
set result from $v0

Register Correspondences

$zero	$0	Zero
$at	$1	Assembler temp
$v0-$v1	$2-3	Value (return from function)
$a0-$a3	$4-7	Argument (to function)
$t0-$t7	$8-15	Temporaries
$s0-$s7	$16-23	Saved Temporaries Saved
$t8-$t9	$24-25	Temporaries
$k0-$k1	$26-27	Kernel (OS) Registers
$gp	$28	Global Pointer Saved
$sp	$29	Stack Pointer Saved
$fp	$30	Frame Pointer Saved
$ra	$31	Return Address Saved

Functions in MIPS

- We'll talk about the 3 steps in handling function calls:
  1. The program's flow of control must be changed.
  2. Arguments and return values are passed back and forth.
  3. Local variables can be allocated and destroyed.
- And how they are handled in MIPS:
  - New instructions for calling functions.
  - Conventions for sharing registers between functions.
  - Use of a stack.

Control flow in C

- Invoking a function changes the control flow of a program twice.
  1. Calling the function
  2. Returning from the function
- In this example the main function calls fact twice, and fact returns twice—but to *different* locations in main.
- Each time fact is called, the CPU has to remember the appropriate return address.
- Notice that main itself is also a function! It is called by the operating system when you run the program.

```c
int main()
{
  ...
  t1 = fact(8);
  t2 = fact(3);
  t3 = t1 + t2;
  ...
}

int fact(int n)
{
  int i, f = 1;
  for (i = n; i > 1; i--)
    f = f * i;
  return f;
}
```

main:

fact:

return (x);

exit(x);

Function control flow MIPS

- MIPS uses the jump-and-link instruction jal to call functions.
  - The jal saves the return address (the address of the *next* instruction) in the dedicated register $ra, before jumping to the function.
  - jal is the only MIPS instruction that can access the value of the program counter, so it can store the return address PC+4 in $ra.

```
jal Fact
```

$ra = PC+4
j Fact

- To transfer control back to the caller, the function just has to jump to the address that was stored in $ra.

```
jr $ra
```

- Let's now add the jal and jr instructions that are necessary for our factorial example.

Data flow in C

- Functions accept arguments and produce return values.
- The blue parts of the program show the parameters and arguments of the fact function.
- The purple parts of the code deal with returning and using a result.

```
int main()
{
  ...
  t1 = fact(8);
  t2 = fact(3);
  t3 = t1 + t2;
  ...
}

int fact(int n)
{
  int i, f = 1;
  for (i = n; i > 1; i--)
    f = f * i;
  return f;
}
```


Data flow in MIPS

- MIPS uses the following conventions for function arguments and results.
  - Up to four function arguments can be "passed" by placing them in argument registers $a0-$a3 before calling the function with jal.
  - A function can "return" up to two values by placing them in registers $v0-$v1, before returning via jr.
- These conventions are not enforced by the hardware or assembler, but programmers agree to them so functions written by different people can interface with each other.
- Later we'll talk about handling additional arguments or return values.

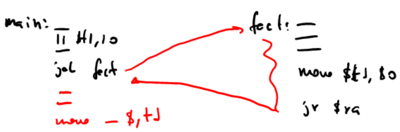
main:
li $a0, 10
jal Fact
move $t0, $v0 ← old $t0, $9 $v0

A note about types

- Assembly language is untyped—there is no distinction between integers, characters, pointers or other kinds of values.
- It is up to ***you*** to "type check" your programs. In particular, make sure your function arguments and return values are used consistently.
- For example, what happens if somebody passes the *address* of an integer (instead of the integer itself) to the fact function?

The big problem so far

- There is a big problem here!
  - The main code uses $t1 to store the result of fact(8).
  - But $t1 is also used within the fact function!
- The subsequent call to fact(3) will overwrite the value of fact(8) that was stored in $t1.



Nested functions

- A similar situation happens when you call a function that then calls another function.
- Let's say A calls B, which calls C.
  - The arguments for the call to C would be placed in $a0-$a3, thus *overwriting* the original arguments for B.
  - Similarly, jal C overwrites the return address that was saved in $ra by the earlier jal B.

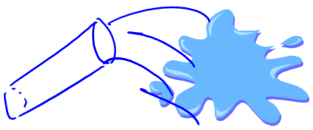
```
A:  ...
    # Put B's args in $a0-$a3
    jal  B        # $ra = A2
A2: ...
```

```
B:  ...
    # Put C's args in $a0-$a3,
    # erasing B's args!
    jal  C        # $ra = B2
B2: ...
    jr   $ra      # Where does
                  # this go???
```

```
C:  ...
    jr   $ra
```

Spilling registers

- The CPU has a limited number of registers for use by all functions, and it's possible that several functions will need the same registers.
- We can keep important registers from being overwritten by a function call, by saving them before the function executes, and restoring them after the function completes.
- But there are two important questions.
  - Who is responsible for saving registers—the caller or the callee?
  - Where exactly are the register contents saved?



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Who saves the registers?

- Who is responsible for saving important registers across function calls?
  - The caller knows which registers are important to it and should be saved.
  - The callee knows exactly which registers it will use and potentially overwrite.
- However, in the typical "black box" programming approach, the caller and callee do not know anything about each other's implementation.
  - Different functions may be written by different people or companies.
  - A function should be able to interface with any client, and different implementations of the same function should be substitutable.
- So how can two functions cooperate and share registers when they don't know anything about each other?

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The caller could save the registers...

- One possibility is for the *caller* to save any important registers that it needs before making a function call, and to restore them after.
- But the caller does not know what registers are actually written by the function, so it may save more registers than necessary.
- In the example on the right, frodo wants to preserve $a0, $a1, $s0 and $s1 from gollum, but gollum may not even use those registers.

```
frodo: li   $a0, 3
       li   $a1, 1
       li   $s0, 4
       li   $s1, 1

       # Save registers
       # $a0, $a1, $s0, $s1

       jal  gollum

       # Restore registers
       # $a0, $a1, $s0, $s1

       add  $v0, $a0, $a1
       add  $v1, $s0, $s1
       jr   $ra
```

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...or the callee could save the registers...

- Another possibility is if the *callee* saves and restores any registers it might overwrite.
- For instance, a gollum function that uses registers $a0, $a2, $s0 and $s2 could save the original values first, and restore them before returning.
- But the callee does not know what registers are important to the caller, so again it may save more registers than necessary.

```
gollum:
       # Save registers
       # $a0 $a2 $s0 $s2

       li   $a0, 2
       li   $a2, 7
       li   $s0, 1
       li   $s2, 8
       ...

       # Restore registers
       # $a0 $a2 $s0 $s2

       jr   $ra
```

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...or they could work together

- MIPS uses conventions again to split the register spilling chores.
- The *caller* is responsible for saving and restoring any of the following caller-saved registers that it cares about.

  $t0-$t9 $a0-$a3 $v0-$v1

  In other words, the callee may freely modify these registers, under the assumption that the caller already saved them if necessary.
- The *callee* is responsible for saving and restoring any of the following callee-saved registers that it uses. (Remember that $ra is "used" by jal.)

  $s0-$s7 $ra

  Thus the caller may assume these registers are not changed by the callee.
  - $ra is tricky; it is saved by a callee who is also a caller.
- Be especially careful when writing nested functions, which act as both a caller and a callee!

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Register spilling example

- This convention ensures that the caller and callee together save all of the important registers—frodo only needs to save registers $a0 and $a1, while gollum only has to save registers $s0 and $s2.

```
frodo:  li   $a0, 3               gollum:
        li   $a1, 1                        # Save registers
        li   $s0, 4                        # $s0 and $s2
        li   $s1, 1
                                           li   $a0, 2
        # Save registers    ) sw           li   $a2, 7
        # $a0 and $a1                      li   $s0, 1
                                           li   $s2, 8
        jal  gollum                        ...

        # Restore registers ) lw           # Restore registers
        # $a0 and $a1                      # $s0 and $s2

        add  $v0, $a0, $a1                 jr   $ra
        add  $v1, $s0, $s1
        jr   $ra
```

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How to fix factorial

- In the factorial example, main (the caller) should save two registers.
  - $t1 must be saved before the second call to fact.
  - $ra will be implicitly overwritten by the jal instructions.
- But fact (the callee) does not need to save anything. It only writes to registers $t0, $t1 and $v0, which should have been saved by the caller.

```
fact:
        li $t0, 1
        move $t1,$a0        # set i to n
loop:
        blez $t1,exit       # exit if done
        mul $t0,$t0,$t1     # build factorial
        addi $t1, $t1,-1    # i--
        j loop
exit:
        move $v0,$t0
        jr $ra
```

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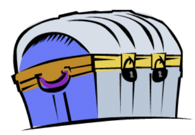
Where are the registers saved?

- Now we know who is responsible for saving which registers, but we still need to discuss where those registers are saved.
- It would be nice if each function call had its own private memory area.
  - This would prevent other function calls from overwriting our saved registers—otherwise using memory is no better than using registers.
  - We could use this private memory for other purposes too, like storing local variables.



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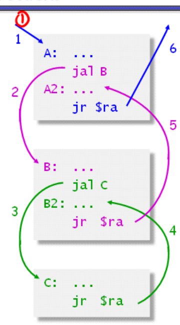
Function calls and stacks

- Notice function calls and returns occur in a stack-like order: the most recently called function is the first one to return.

  1. Someone calls A
  2. A calls B
  3. B calls C
  4. C returns to B
  5. B returns to A
  6. A returns

- Here, for example, C must return to B *before* B can return to A.



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Stacks and function calls

- It's natural to use a stack for function call storage. A block of stack space, called a stack frame, can be allocated for each function call.
  - When a function is called, it creates a new frame onto the stack, which will be used for local storage.
  - Before the function returns, it must pop its stack frame, to restore the stack to its original state.
- The stack frame can be used for several purposes.
  - Caller- and callee-save registers can be put in the stack.
  - The stack frame can also hold local variables, or extra arguments and return values.

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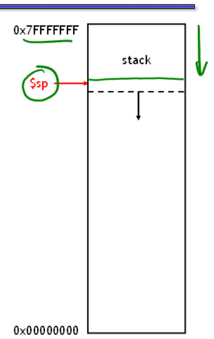
The MIPS stack

- In MIPS machines, part of main memory is reserved for a stack.
  - The stack grows downward in terms of memory addresses.
  - The address of the top element of the stack is stored (by convention) in the "stack pointer" register, $sp.
- MIPS does not provide "push" and "pop" instructions. Instead, they must be done explicitly by the programmer.



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Pushing elements

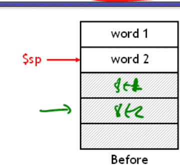
- To push elements onto the stack:
  - Move the stack pointer $sp down to make room for the new data.
  - Store the elements into the stack.
- For example, to push registers $t1 and $t2 onto the stack:

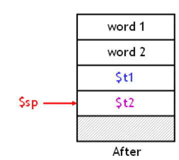
```
sub $sp, $sp, 8
sw  $t1, 4($sp)
sw  $t2, 0($sp)
```

- An equivalent sequence is:

```
sw  $t1, -4($sp)
sw  $t2, -8($sp)
sub $sp, $sp, 8
```

- Before and after diagrams of the stack are shown on the right.





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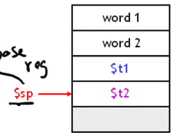
Accessing and popping elements

- You can access any element in the stack (not just the top one) if you know where it is relative to $sp.
- For example, to retrieve the value of $t1:

```
lw   $s0, 4($sp)
```

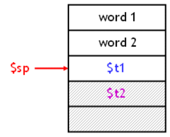
base reg



- You can pop, or "erase," elements simply by adjusting the stack pointer upwards.
- To pop the value of $t2, yielding the stack shown at the bottom:

```
addi $sp, $sp, 4
```

- Note that the popped data is still present in memory, but data past the stack pointer is considered invalid.



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Summary

- Today we focused on implementing function calls in MIPS.
  - We call functions using jal, passing arguments in registers $a0-$a3.
  - Functions place results in $v0-$v1 and return using jr $ra.
- Managing resources is an important part of function calls.
  - To keep important data from being overwritten, registers are saved according to conventions for caller-save and callee-save registers.
  - Each function call uses stack memory for saving registers, storing local variables and passing extra arguments and return values.
- Assembly programmers must follow many conventions. Nothing prevents a rogue program from overwriting registers or stack memory used by some other function.

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