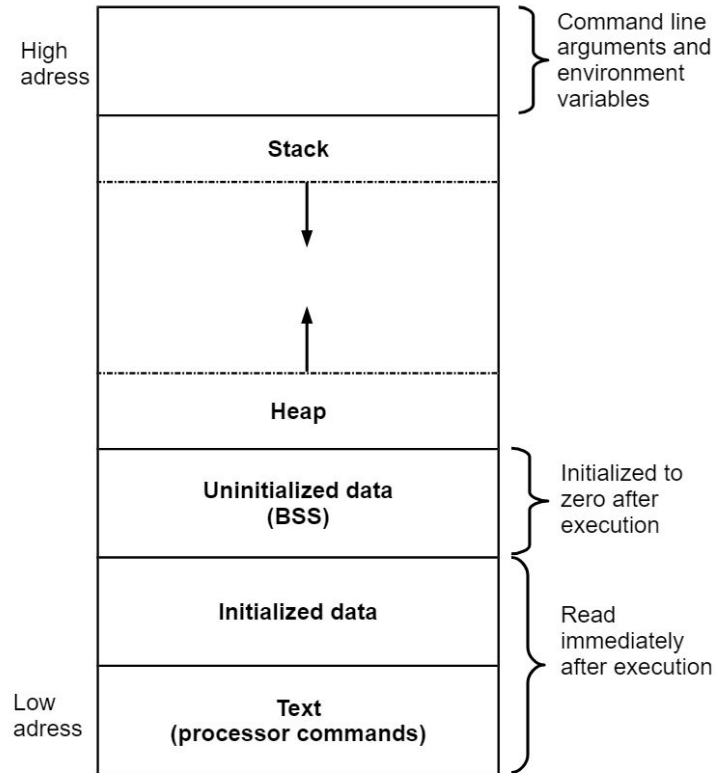


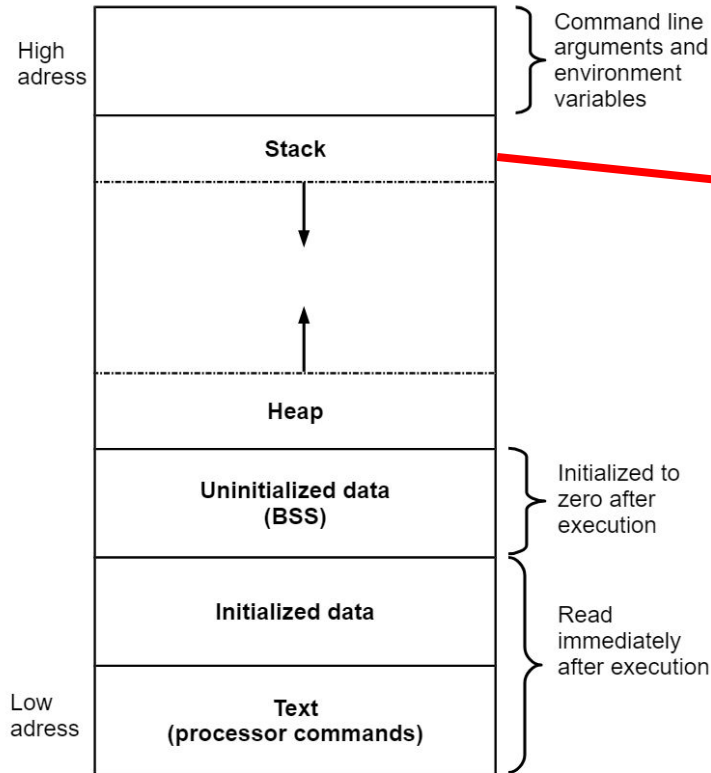
Recitation 7

Computer Architecture (section 1)

C Memory Layout

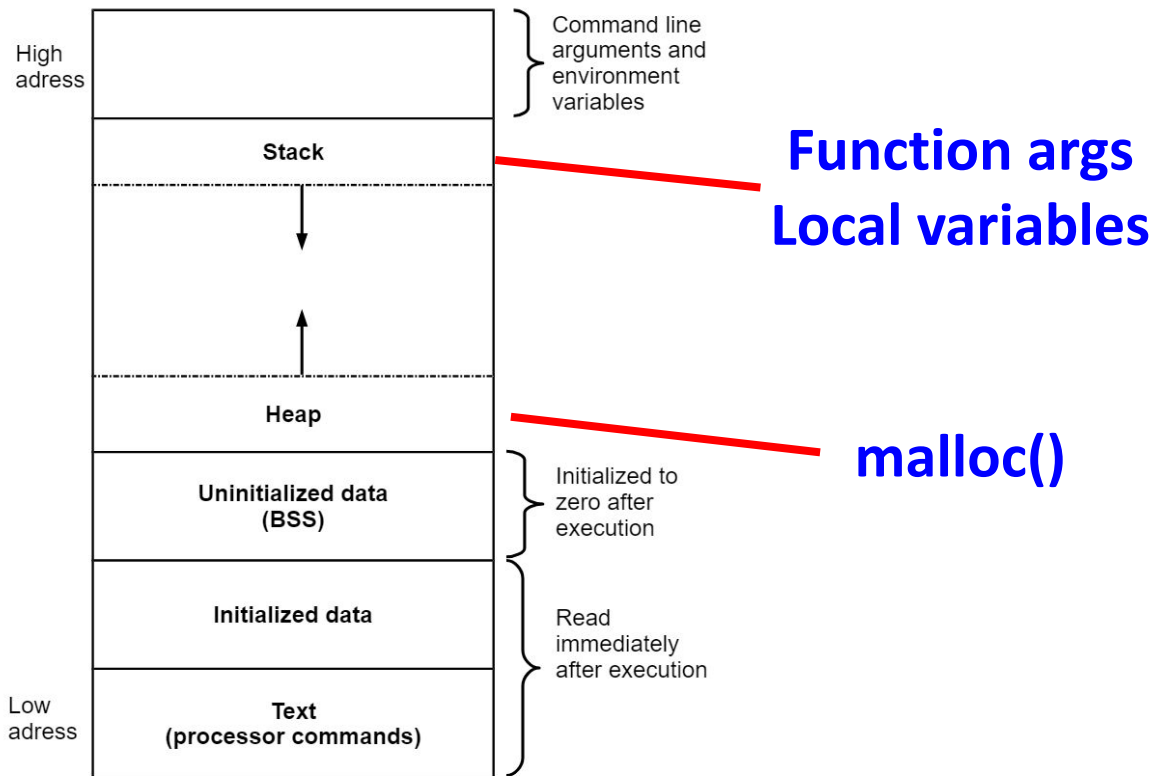


C Memory Layout

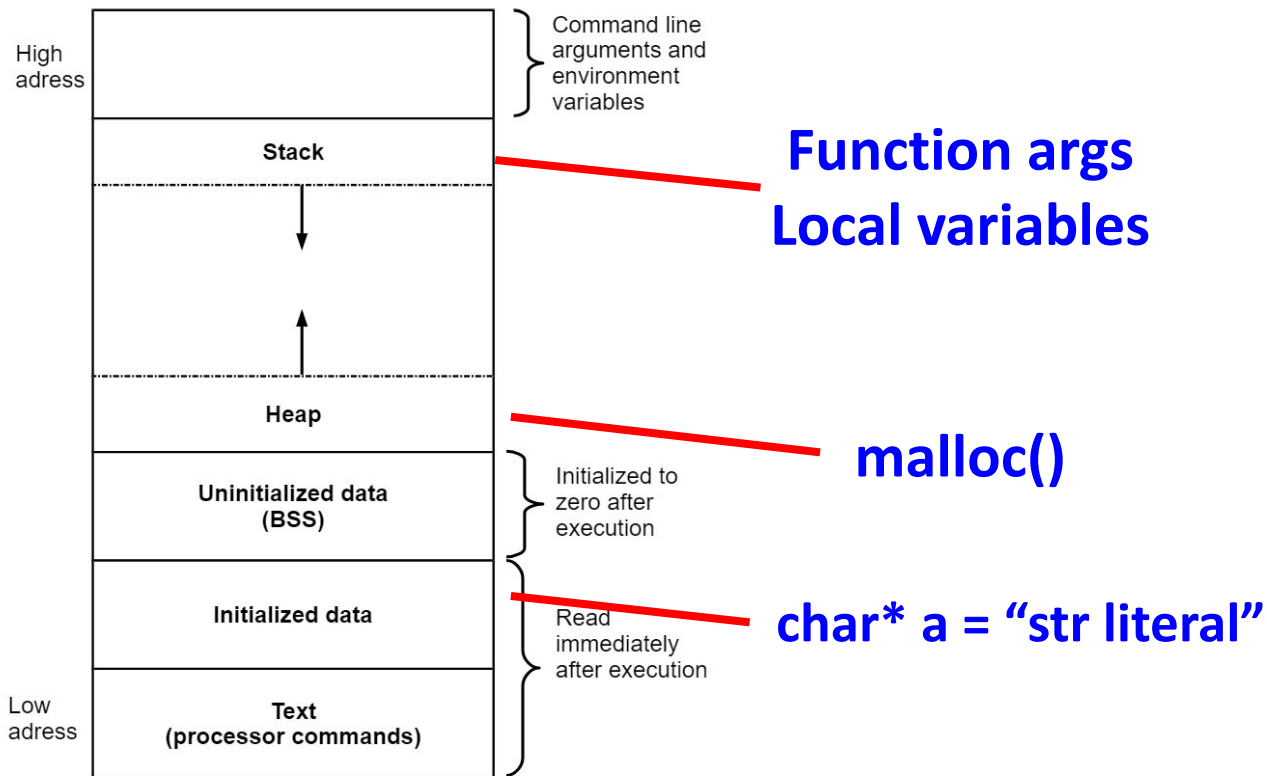


Function args
Local variables

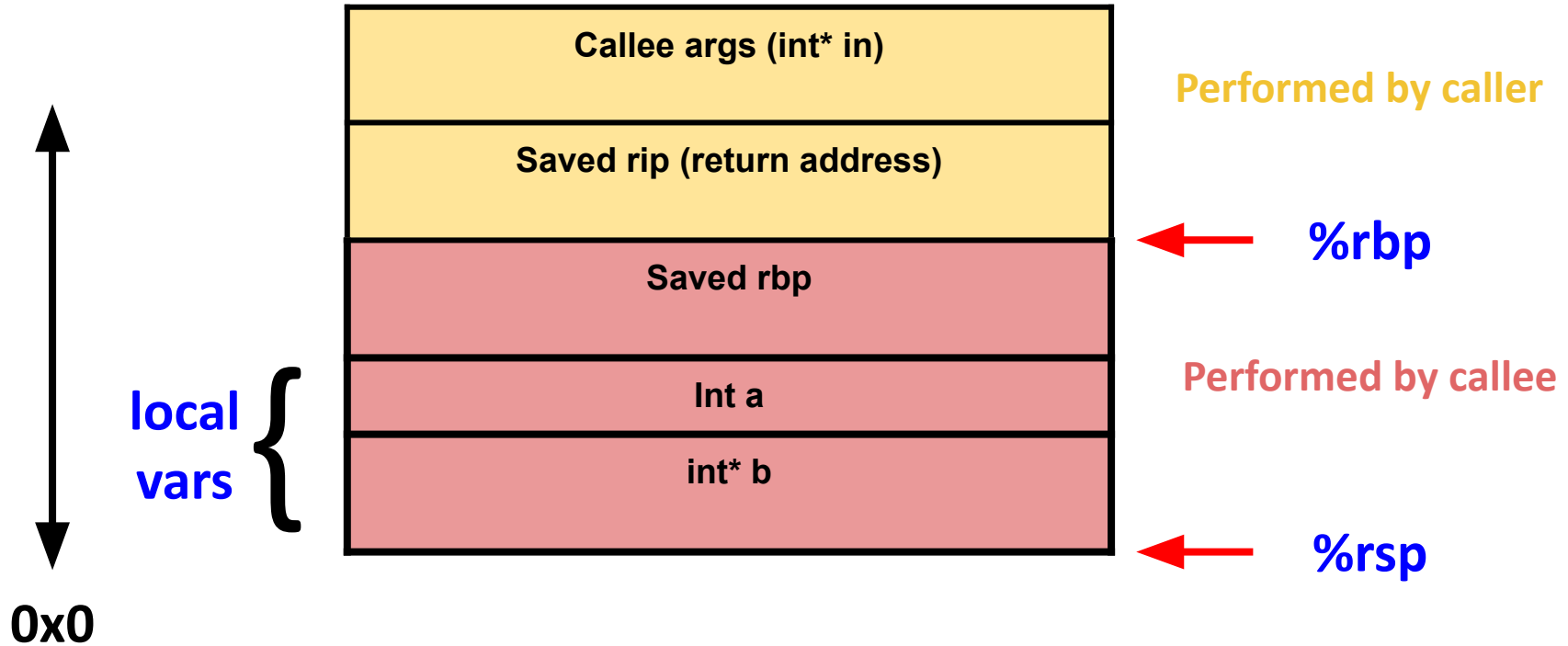
C Memory Layout



C Memory Layout



C Stack Frame



X86 procedure calls

- `call`
 - Push return address containing next instruction onto stack.
 - Set program counter to instruction after label.
- `ret`
 - Pop return address from the stack.
 - Set program counter to the return address.
- `leave`
 - High-level procedure exit.
 - Copies base pointer into stack pointer.
 - Restores old base pointer from stack.

X86 procedure calls

- `call`

- Push return address containing next instruction onto stack.
- Set program counter to instruction after label.

- `ret`

- Pop return address from the stack.
- Set program counter to the return address.

- `leave`

- High-level procedure exit.
- Copies base pointer into stack pointer.
- Restores old base pointer from stack.

**enter does the opposite,
but is often avoided by
compilers**

x86-64 calling convention: Linux

<i>Caller Arguments passed in:</i>
%rdi
%rsi
%rdx
%rcx
%r8
%r9
Additional args passed on stack

<i>Callee return value</i>
%rax

C Function calls in Assembly (32-bit)

```
int foo(int a, char b) {
    if (b == 'z')
    {
        return a;
    }
    return 0;
}

int main(void)
{
    int a = 100;
    char b = 'z';
    int res = foo(a,b);
    return res;
}
```

```
foo:
    pushl   %ebp
    movl   %esp, %ebp
    subl   $4, %esp
    movl   12(%ebp), %eax
    movb   %al, -4(%ebp)
    cmpb   $122, -4(%ebp)
    jne    .L2
    movl   8(%ebp), %eax
    jmp    .L3

.L2:
    movl   $0, %eax

.L3:
    leave
    ret

main:
    pushl   %ebp
    movl   %esp, %ebp
    subl   $16, %esp
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CF	
PF	
ZF	
SF	
OF	

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.L3:
    popq   %rbp
    ret

main:
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.L3:
    popq   %rbp
    ret

main:
    pushq   %rbp
    movq   %rsp, %rbp
    subq   $16, %rsp
    movl   $100, -4(%rbp)
    movb   $122, -5(%rbp)
    movsbl -5(%rbp), %edx
    movl   -4(%rbp), %eax
    movl   %edx, %esi
    movl   %eax, %edi
    call   foo
    movl   %eax, -12(%rbp)
    movl   -12(%rbp), %eax
    leave
    ret

```

CF	
PF	
ZF	
SF	
OF	

C Function calls in Assembly (64-bit)

```
int foo(int a, char b) {
    if (b == 'z')
    {
        return a;
    }
    return 0;
}

int main(void)
{
    int a = 100;
    char b = 'z';
    int res = foo(a,b);
    return res;
}
```

```
foo:
    pushq   %rbp
    movq   %rsp, %rbp
    movl   %edi, -4(%rbp)
    movl   %esi, %eax
    movb   %al, -8(%rbp)
    cmpb   $122, -8(%rbp)
    jne    .L2
    movl   -4(%rbp), %eax
    jmp    .L3

.L2:
    movl   $0, %eax

.L3:
    popq   %rbp
    ret

main:
    pushq   %rbp
    movq   %rsp, %rbp
    subq   $16, %rsp
    movl   $100, -4(%rbp)
    movb   $122, -5(%rbp)
    movsbl -5(%rbp), %edx
    movl   -4(%rbp), %eax
    movl   %edx, %esi
    movl   %eax, %edi
    call   foo
    movl   %eax, -12(%rbp)
    movl   -12(%rbp), %eax
    leave
    ret
```

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int foo(int a, char b) {
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foo:
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    movq   %rsp, %rbp
    movl   %edi, -4(%rbp)
    movl   %esi, %eax
    movb   %al, -8(%rbp)
    cmpb   $122, -8(%rbp)
    jne    .L2
    movl   -4(%rbp), %eax
    jmp    .L3
.L2:
    movl   $0, %eax
.L3:
    popq   %rbp
    ret

main:
    pushq   %rbp
    movq   %rsp, %rbp
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    movl   $100, -4(%rbp)
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    movsbl -5(%rbp), %edx
    movl   -4(%rbp), %eax
    movl   %edx, %esi
    movl   %eax, %edi
    call   foo
    movl   %eax, -12(%rbp)
    movl   -12(%rbp), %eax
    leave
    ret
```