15-410

"An Experience Like No Other"

Stack Discipline
Jan. 17, 2007

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Slides originally stolen from 15-213

Synchronization

Registration

- If you're here but not registered, please make sure you're at least on the waiting list *today*

If you haven't taken 15-213 (A/B, malloc lab ok)

- Contact us no later than *today*

Mid-Term Exam

- Two plausible days
- When I ask you to fill out the web form, please do so *promptly*

Outline

Topics

- **Process memory model**
- **IA32 stack organization**
- **Register saving conventions**
- **Before & after `main()`**
- **Project 0**

Why Only 32?

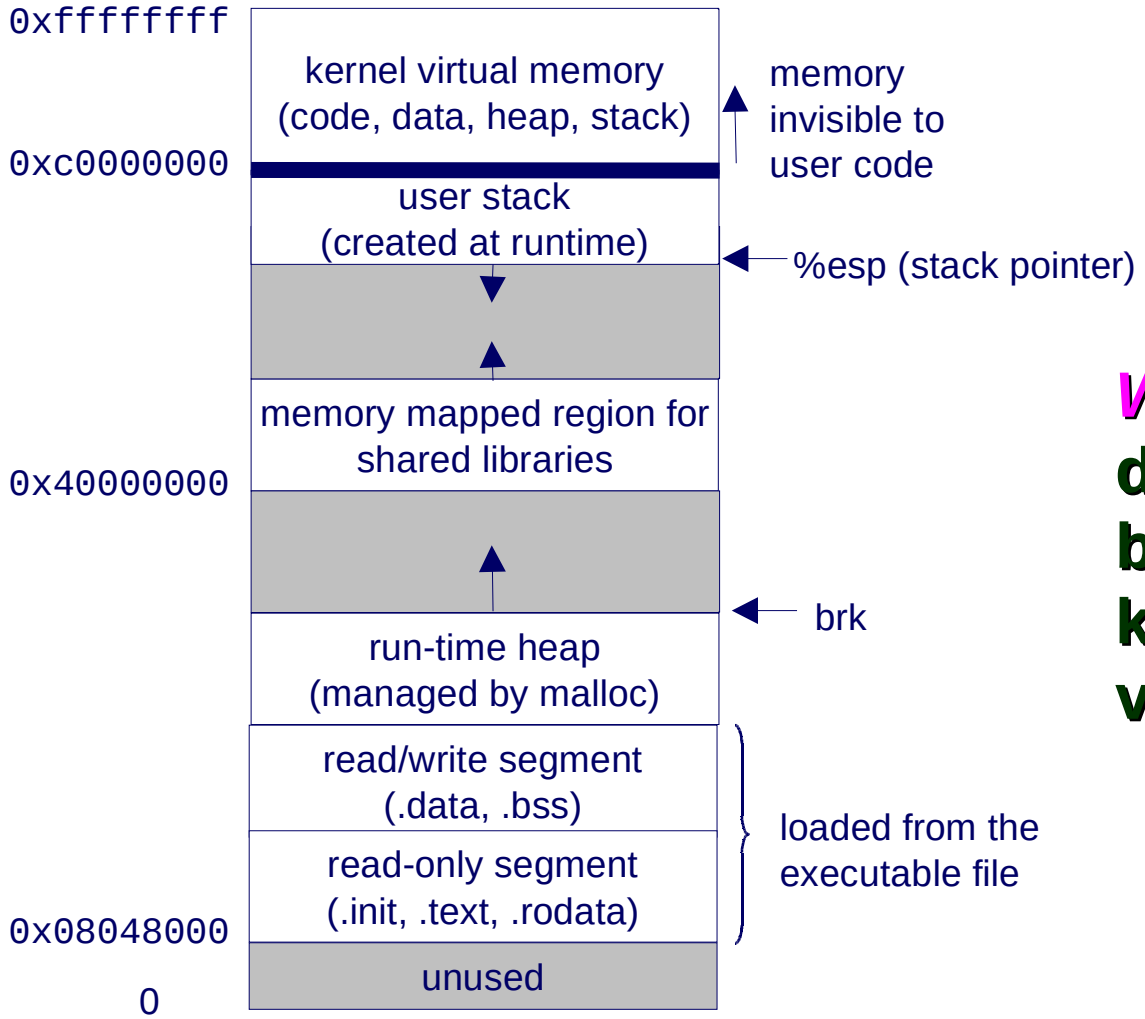
You may have learned x86-64 aka EMT64 aka AMD64

Why will 410 be x86 / IA32?

- x86-64 is simpler than x86(-32) for user program code
  - Lots of registers, registers more orthogonal
- x86-64 is *not* simpler for kernel code
  - Machine begins in 16-bit mode, then 32, finally 64
  - You don't have time to write 32⇒64 transition code
  - If we gave it to you, it would be a *big* black box
- There are still a lot more 32-bit machines in the world
  - ...which can boot and run your personal OS

Private Address Spaces

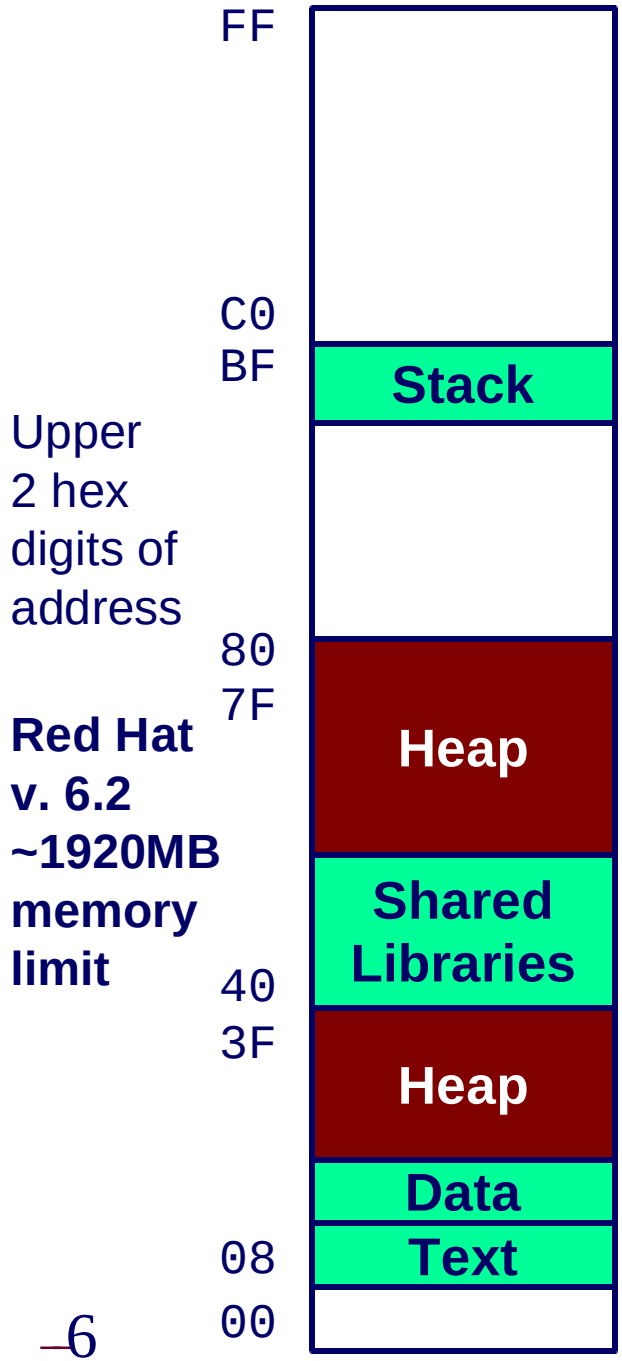
Each process has its own private address space.



Warning: **numbers specific to Linux 2.x on IA32!!**

Warning: **details vary by OS and kernel version!**

Linux Memory Layout



Stack

- Runtime stack (8MB limit by default)

Heap

- Dynamically allocated storage
- Managed by `malloc()`, `calloc()`, `new`

Shared/Dynamic Libraries aka Shared Objects

- Library routines (e.g., `printf()`, `malloc()`)
- Linked into object code when first executed
- Windows has “DLLs” (semantic differences)

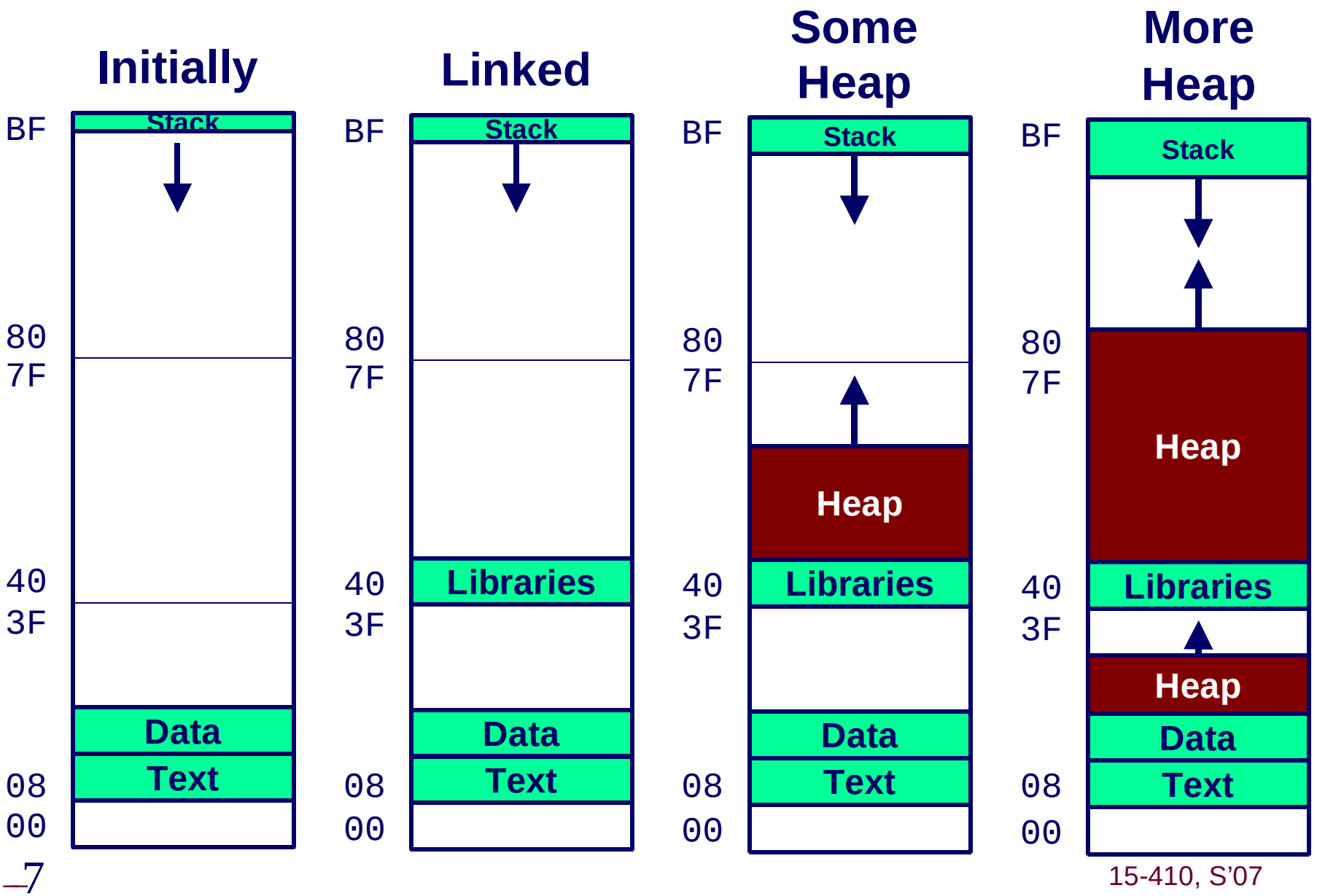
Data, BSS

- Statically allocated data (BSS starts all-zero)
- e.g., arrays & variables declared in code

Text, RODATA

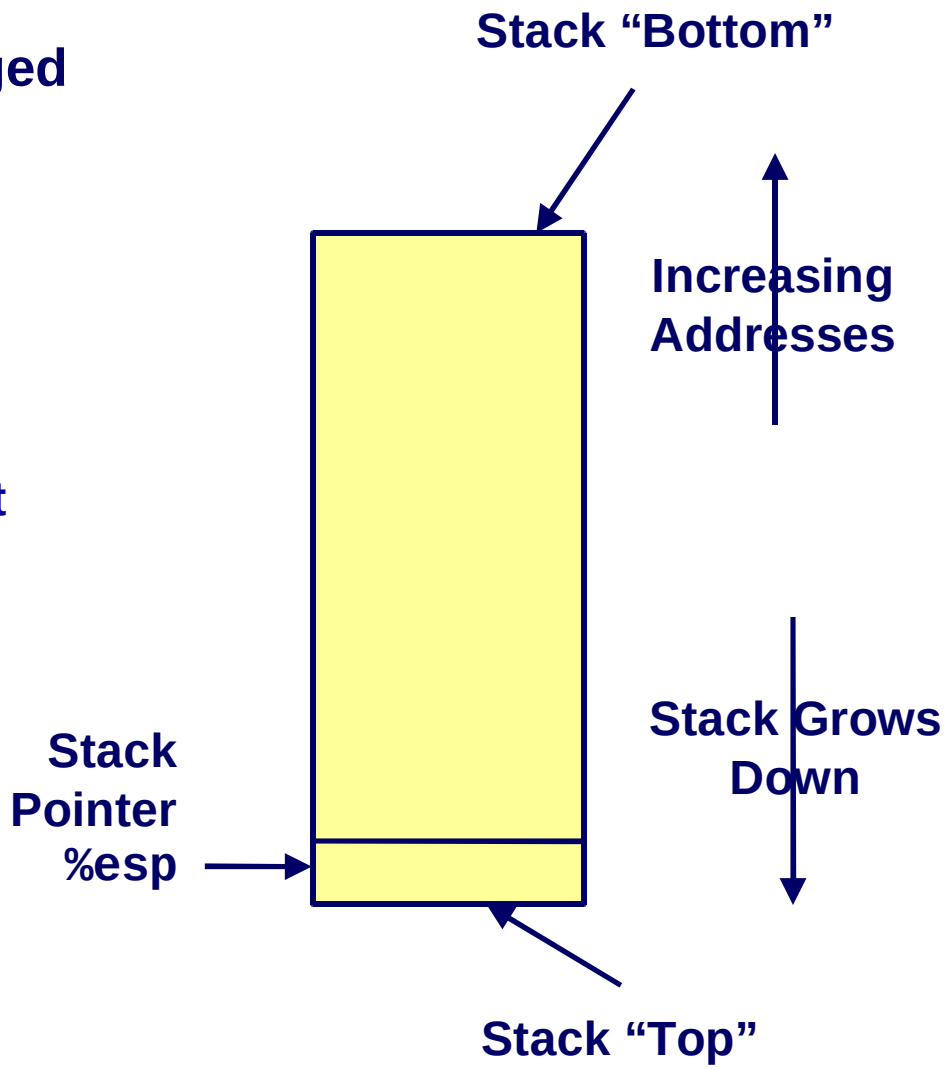
- Text - Executable machine instructions
- RODATA –Read-only (e.g., “`const`”)
  - String literals

Linux Memory Allocation



IA32 Stack

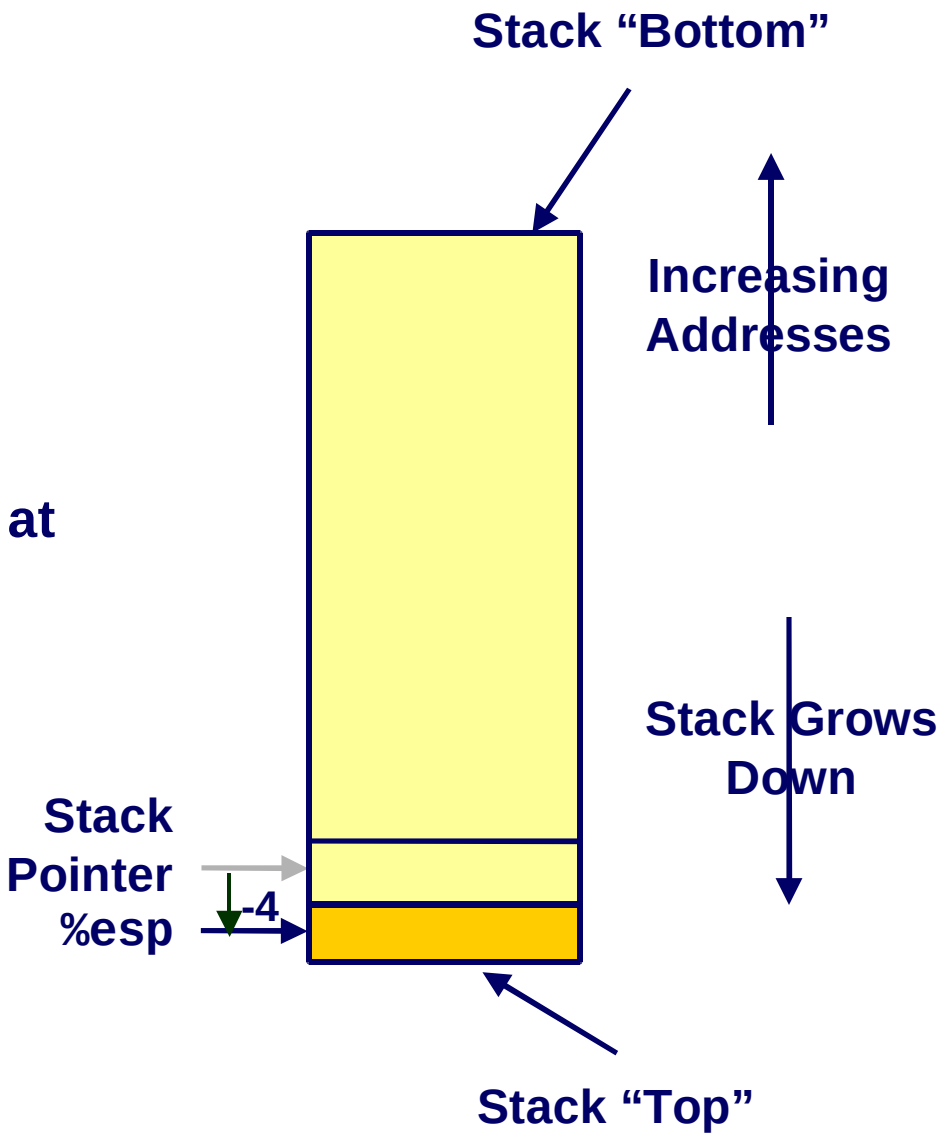
- **Region of memory managed with stack discipline**
- **"Grows" toward lower addresses**
- **Register %esp indicates lowest stack address**
  - **address of "top" element**
  - **stack *pointer***



IA32 Stack Pushing

Pushing

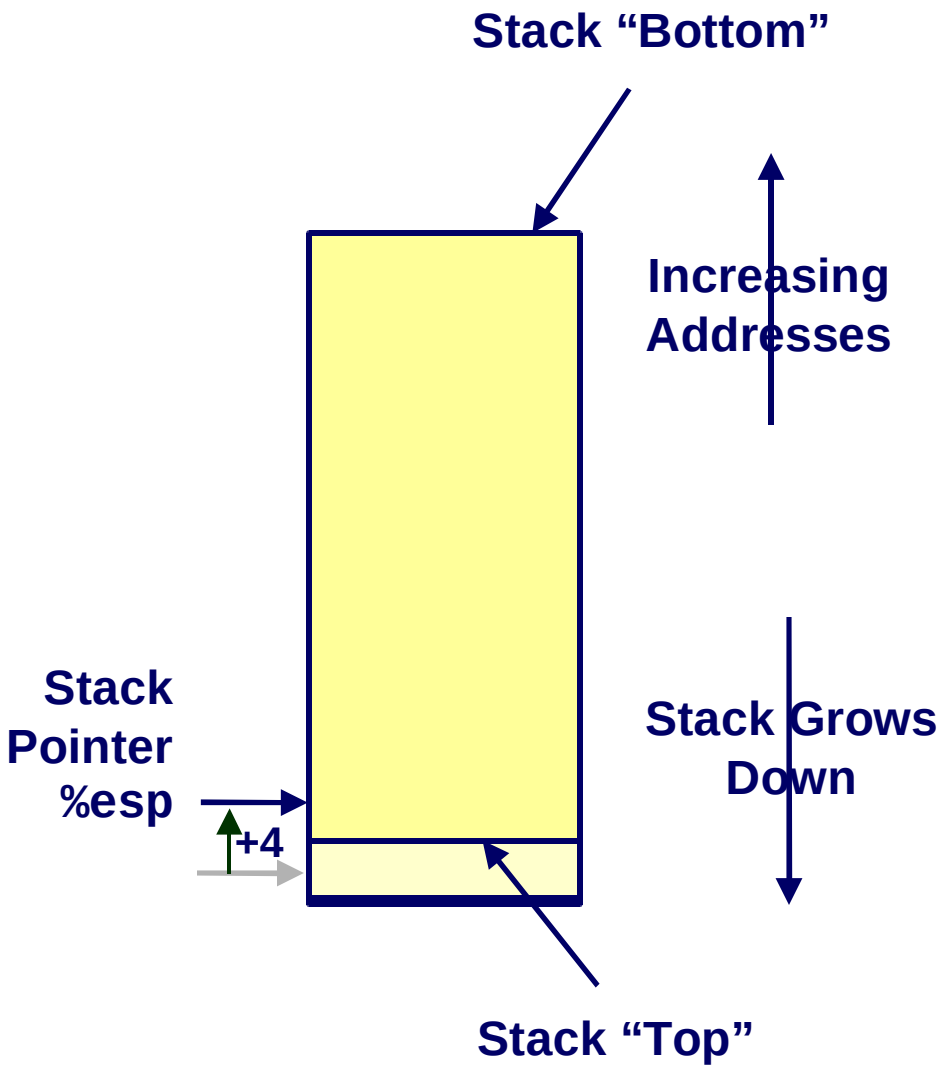
- `pushl` *Src*
- Fetch operand from *Src*
  - A register: %ebp
  - Memory: 8(%ebp)
- Decrement %esp by 4
- Store operand in memory at address given by %esp



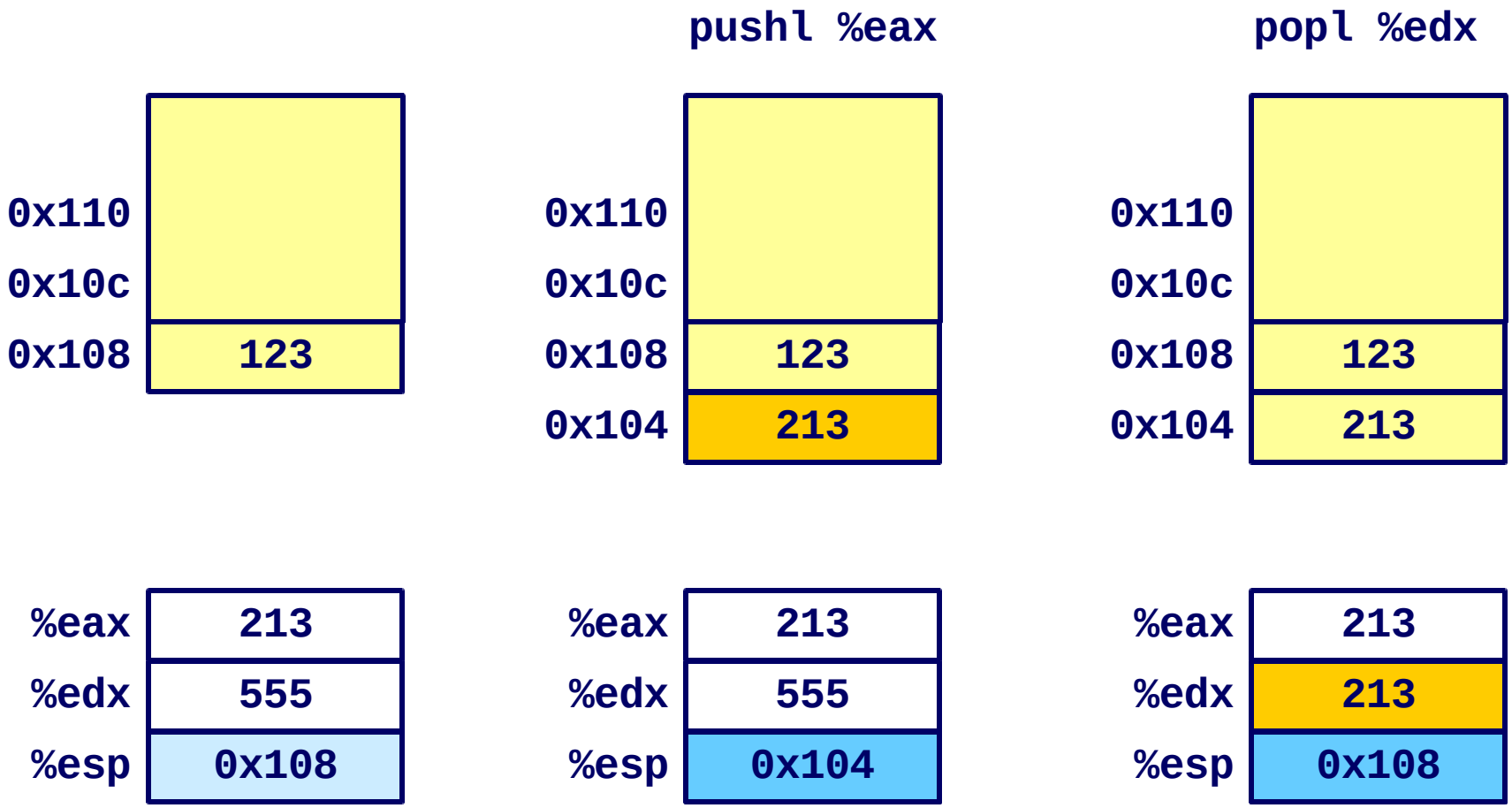
IA32 Stack Popping

Popping

- `popl` *Dest*
- Read operand at address given by %esp
- Increment %esp by 4
- Write to *Dest*



Stack Operation Examples



Procedure Control Flow

- Use stack to support procedure call and return

Procedure call:

- `call` *`label`* Push return address on stack; Jump to *label*

Return address value

- Address of instruction *after* `call`
- Example from disassembly
- `804854e: e8 3d 06 00 00 call 8048b90 <main>`
- `8048553: 50 pushl %eax`
  - Return address = `0x8048553`

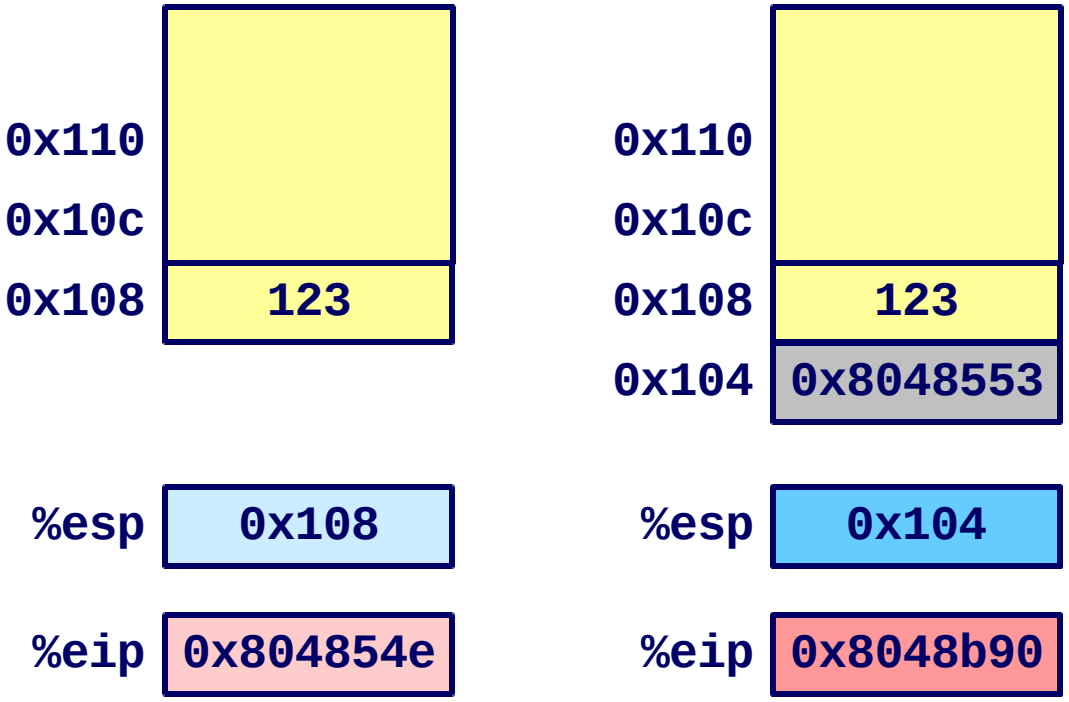
Procedure return:

- `ret` Pop address from stack; Jump to address

Procedure Call Example

```
804854e:  e8 3d 06 00 00        call   8048b90 <main>
8048553:  50                    pushl  %eax
```

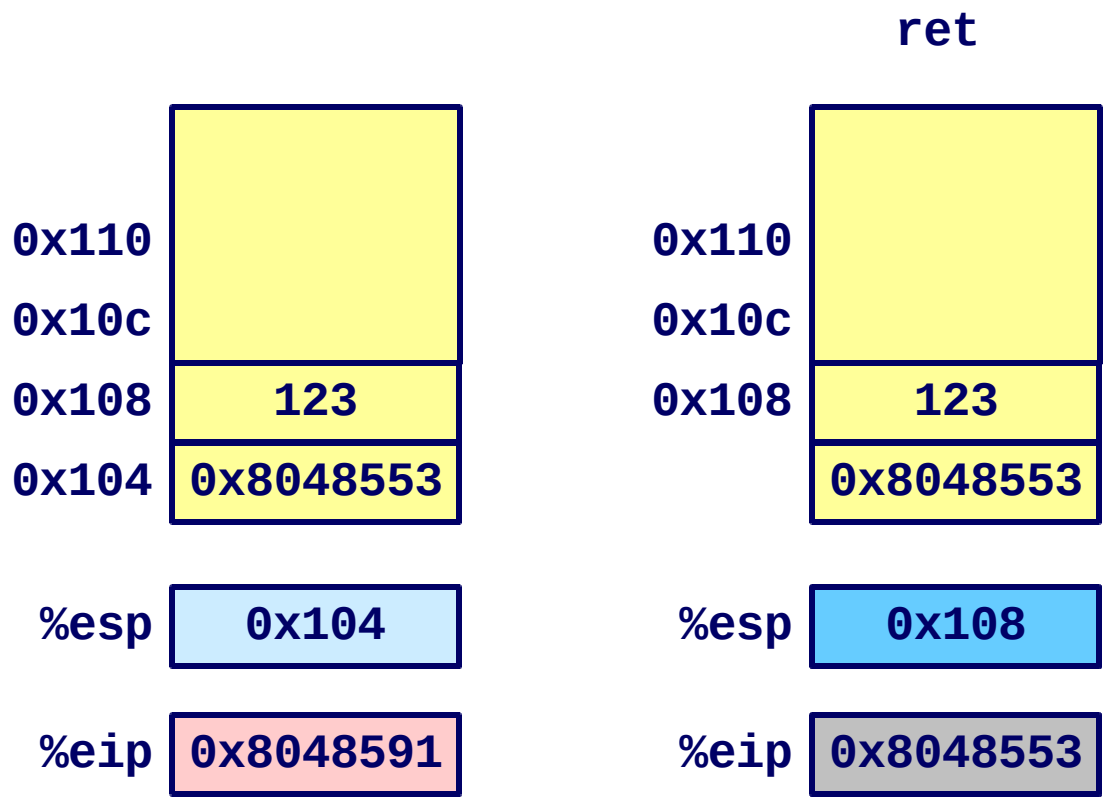
```
call   8048b90
```



%eip is program counter

Procedure Return Example

```
8048591:  c3                    ret
```



%eip is program counter

Stack-Based Languages

Languages that support recursion

- e.g., C, Pascal, Java
- Code must be "*reentrant*"
  - Multiple instantiations of a single procedure "live" at same time
- Need some place to store state of each instantiation
  - Arguments
  - Local variables
  - Return pointer (maybe)
  - Weird things (static links, exception handling, …)

Stack discipline –key observation

- State for given procedure needed for limited time
  - From time of call to time of return
- Note: callee returns before caller does

Therefore stack allocated in nested *frames*

- State for single procedure instantiation

Call Chain Example

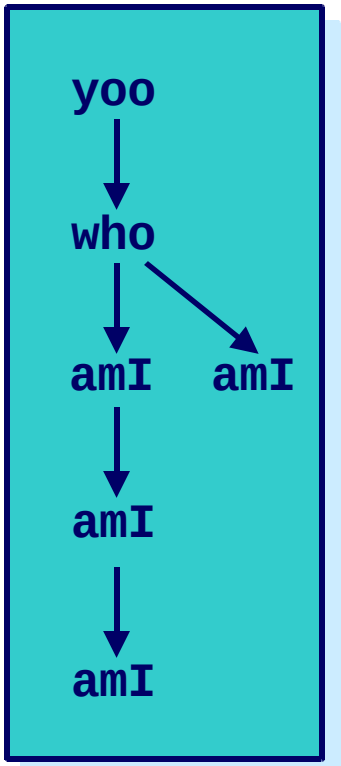
Code Structure

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

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

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

Call Chain



- **Procedure `amI()` recursive**

Stack Frames

Contents

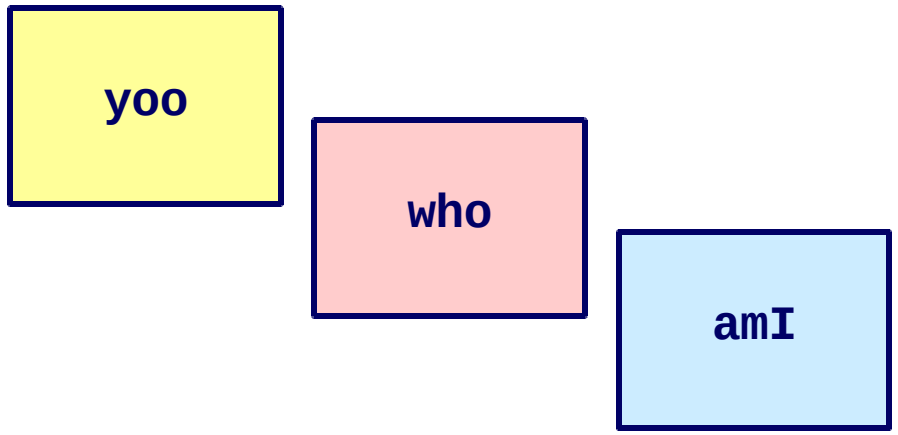
- Local variables
- Return information
- Temporary space

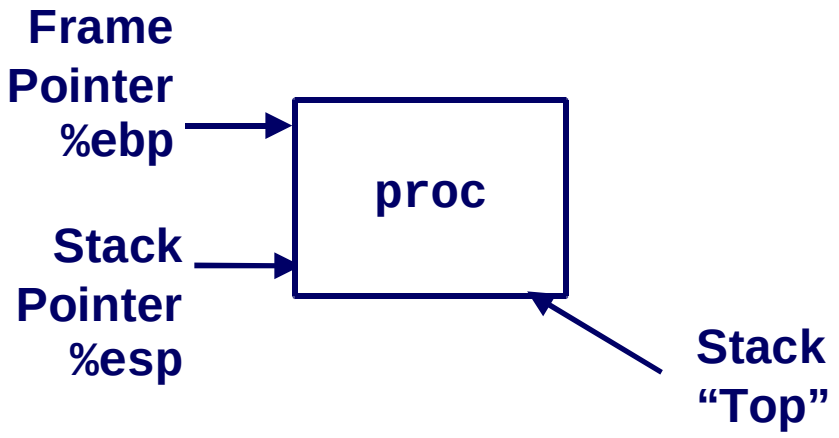
Management

- Space allocated when enter procedure
  - "Set-up" code
- Deallocated when return
  - "Finish" code

Pointers

- Stack pointer %esp indicates stack top
- Frame pointer %ebp indicates start of current frame





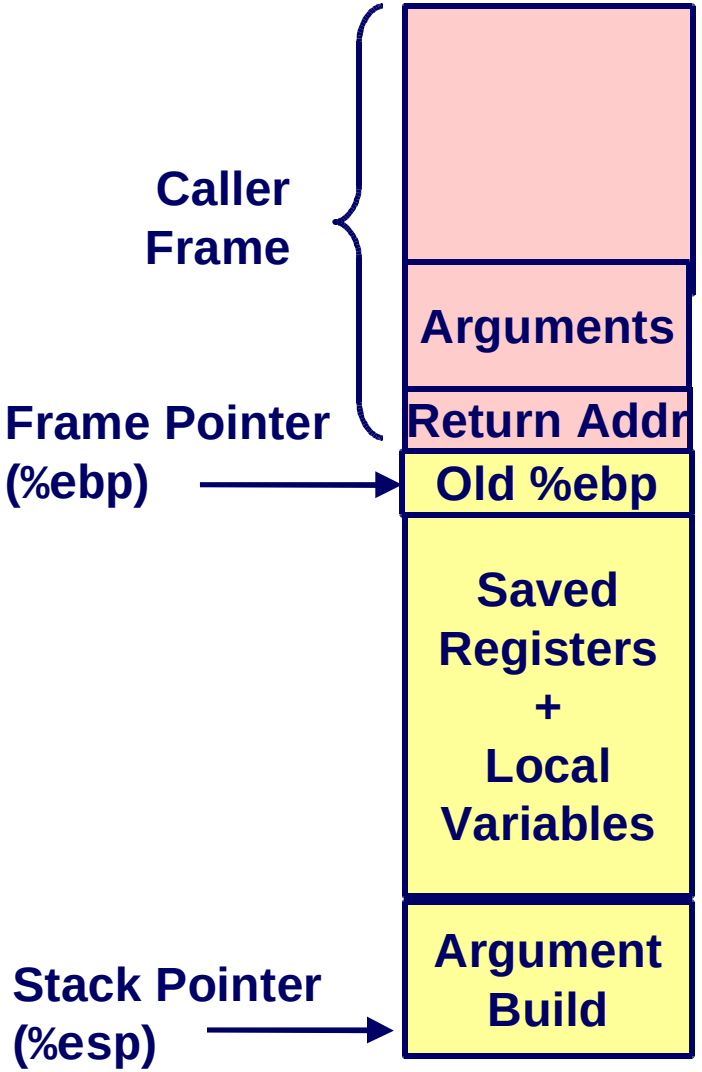
IA32/Linux Stack Frame

Current Stack Frame ("Top" to Bottom)

- Parameters for function about to call
  - "Argument build"
- Local variables
  - If don't all fit in registers
- Caller's saved registers
- Caller's saved frame pointer

Caller's Stack Frame

- Return address
  - Pushed by `call` instruction
- Arguments for this call



swap()

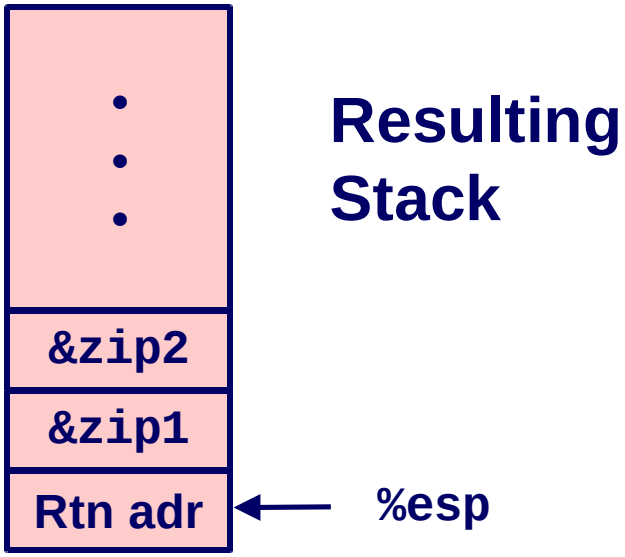
```
int zip1 = 15213;
int zip2 = 91125;

void call_swap()
{
  swap(&zip1, &zip2);
}
```

```
void swap(int *xp, int *yp)
{
  int t0 = *xp;
  int t1 = *yp;
  *xp = t1;
  *yp = t0;
}
```

Calling swap from `call_swap`

```
call_swap:
    . . .
    pushl $zip2   # Global var
    pushl $zip1   # Global var
    call swap
    . . .
```



Resulting Stack

swap()

```
void swap(int *xp, int *yp)
{
  int t0 = *xp;
  int t1 = *yp;
  *xp = t1;
  *yp = t0;
}
```

```
swap:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx

    movl 12(%ebp),%ecx
    movl 8(%ebp),%edx
    movl (%ecx),%eax
    movl (%edx),%ebx
    movl %eax,(%edx)
    movl %ebx,(%ecx)

    movl -4(%ebp),%ebx
    movl %ebp,%esp
    popl %ebp
    ret
```

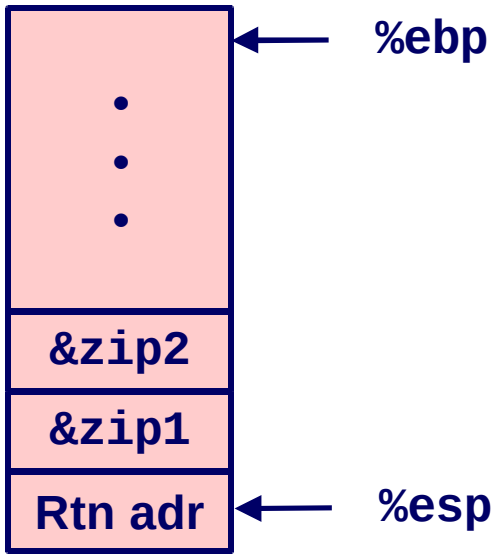
Set Up

Body

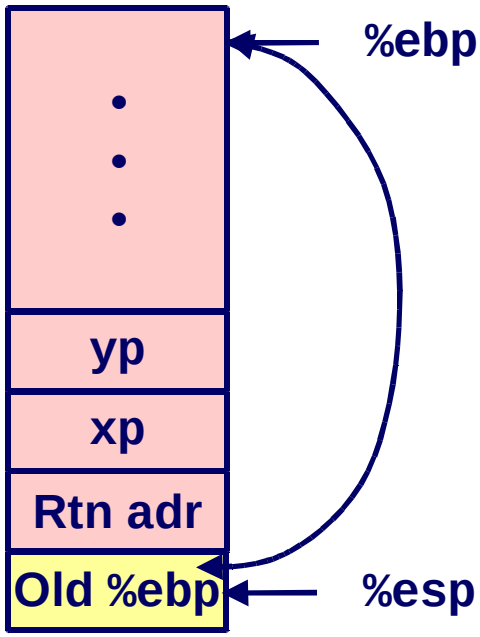
Finish

swap( ) Setup #1

Entering Stack



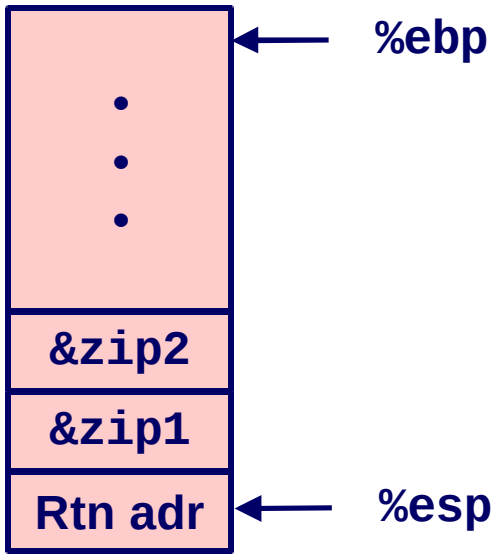
Resulting Stack



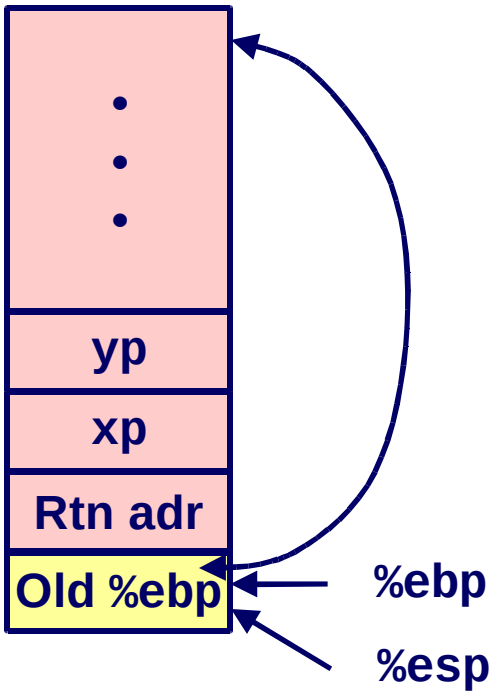

```
swap:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
```

swap( ) Setup #2

Entering Stack



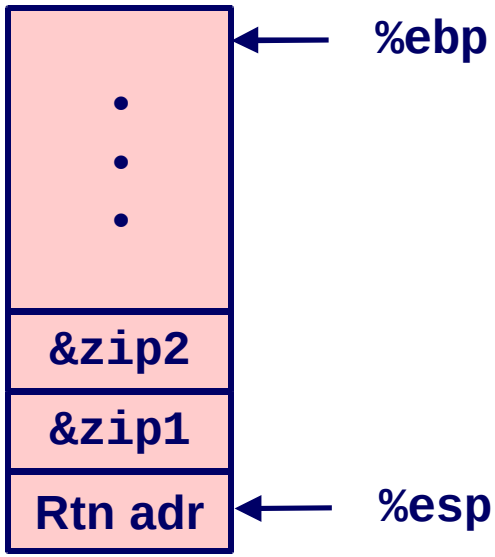
Resulting Stack



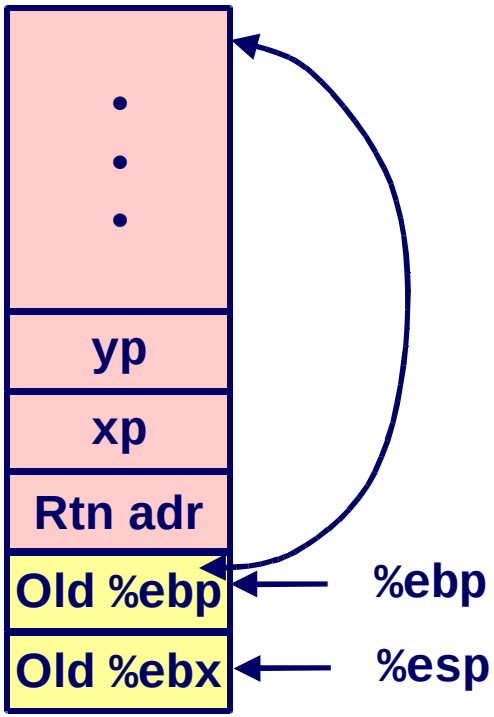

```
swap:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
```

swap() Setup #3

Entering Stack

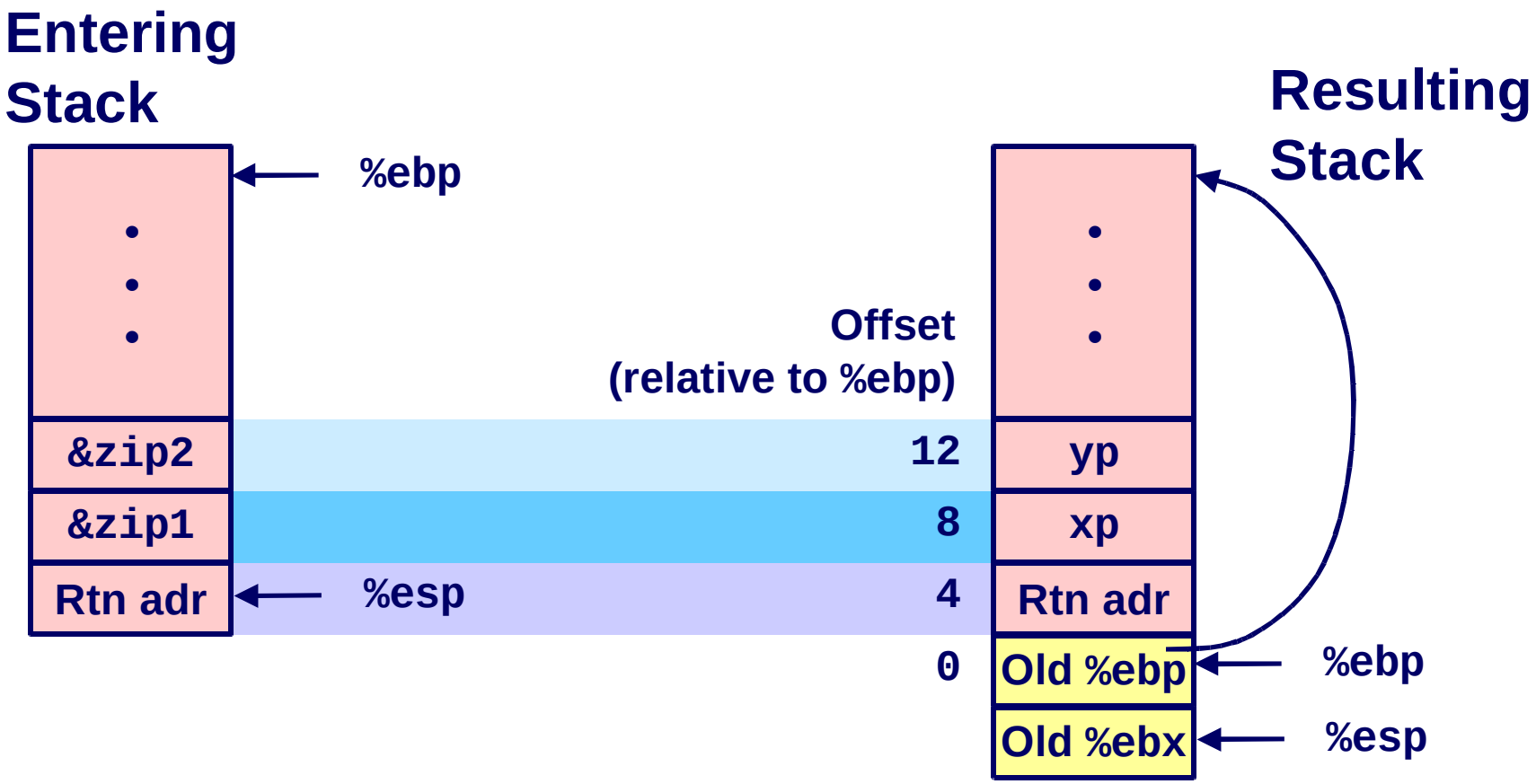


Resulting Stack




```
swap:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
```

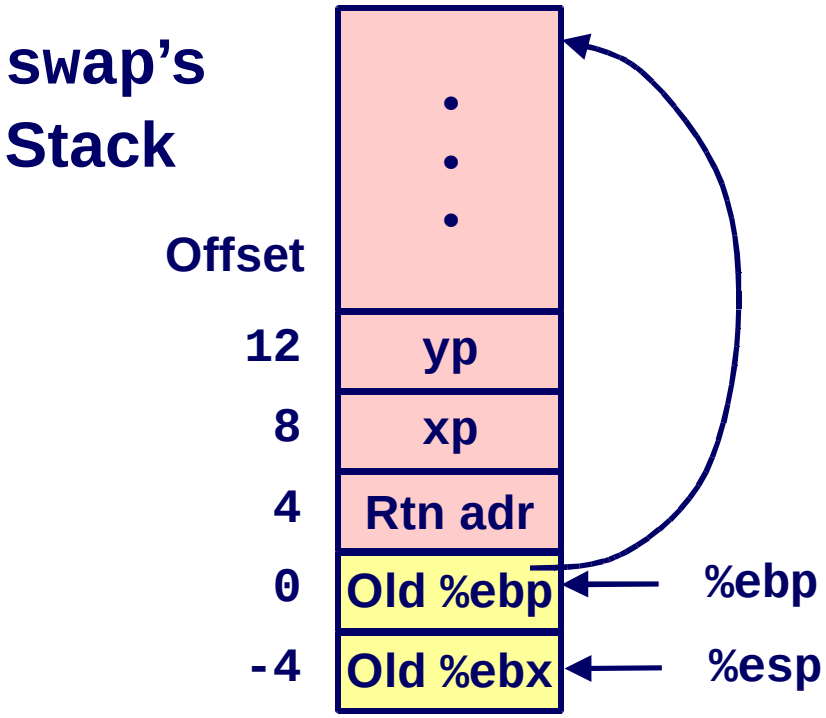
Effect of swap( ) Setup

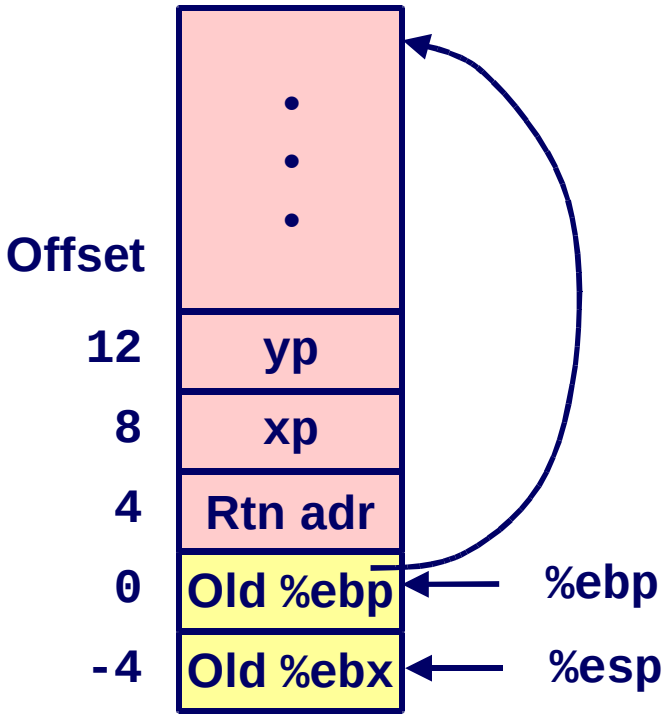



```
movl 12(%ebp),%ecx # get yp
movl 8(%ebp),%edx  # get xp
. . .
```

} Body

swap( ) Finish #1



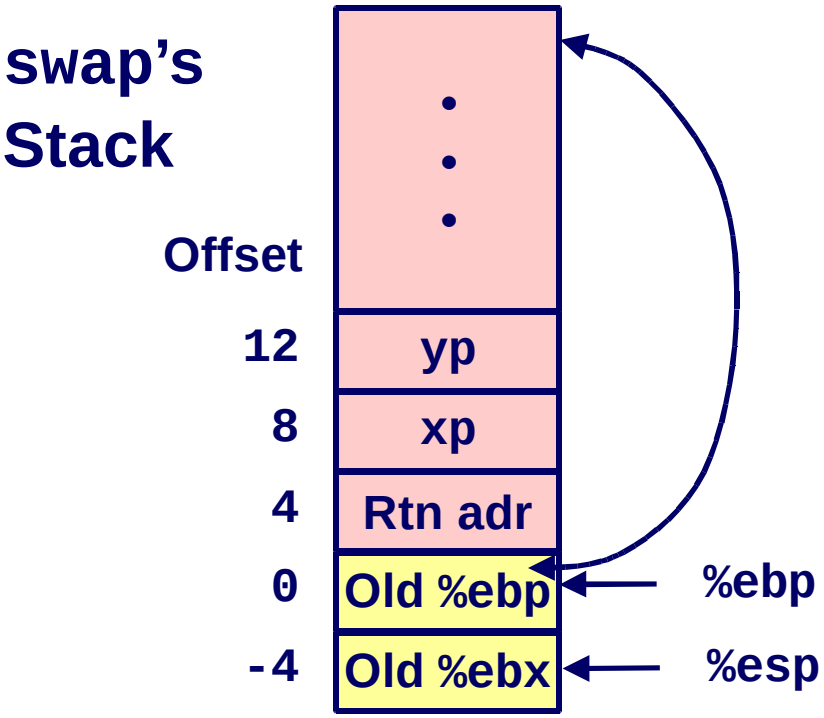


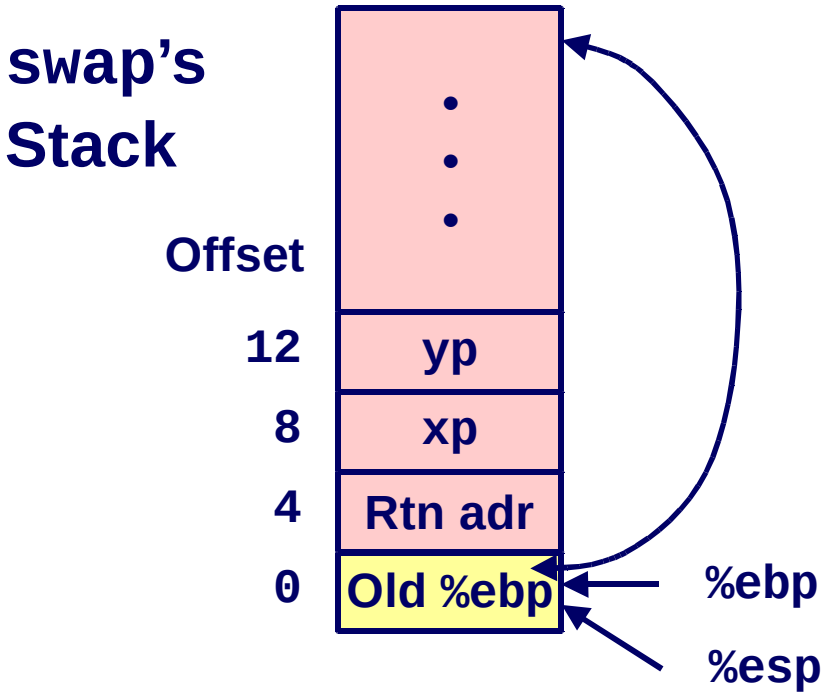

```
movl -4(%ebp),%ebx
movl %ebp,%esp
popl %ebp
ret
```

Observation

- Saved & restored register %ebx

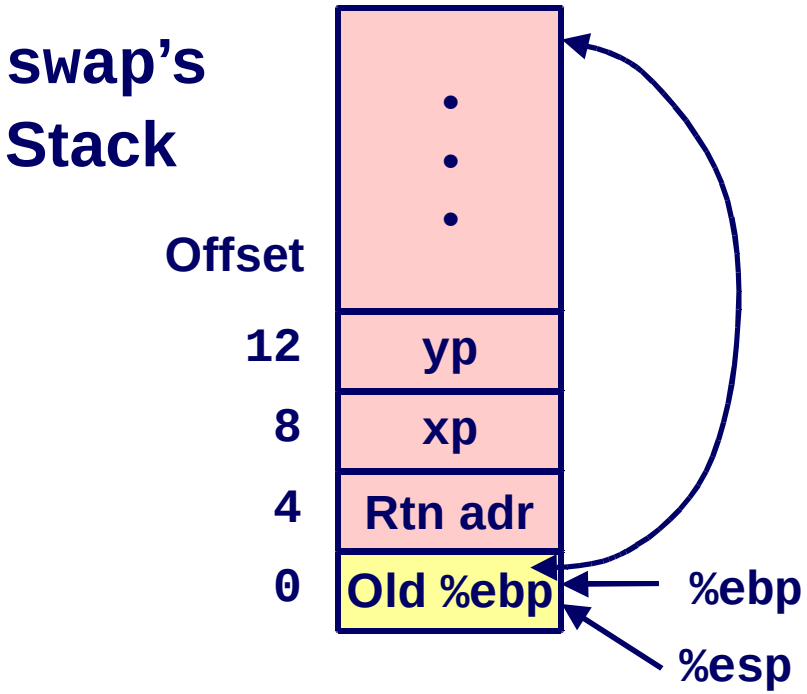
swap( ) Finish #2

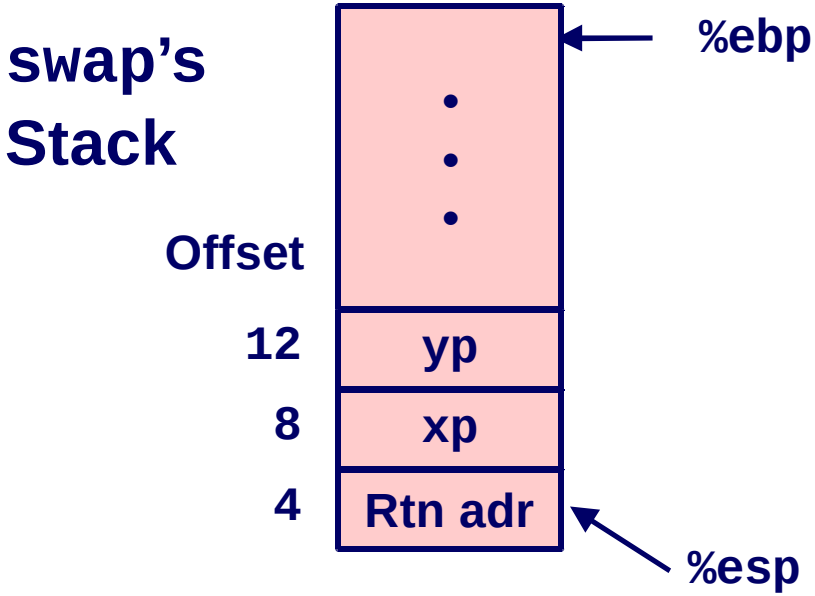





```
movl -4(%ebp),%ebx
movl %ebp,%esp
popl %ebp
ret
```

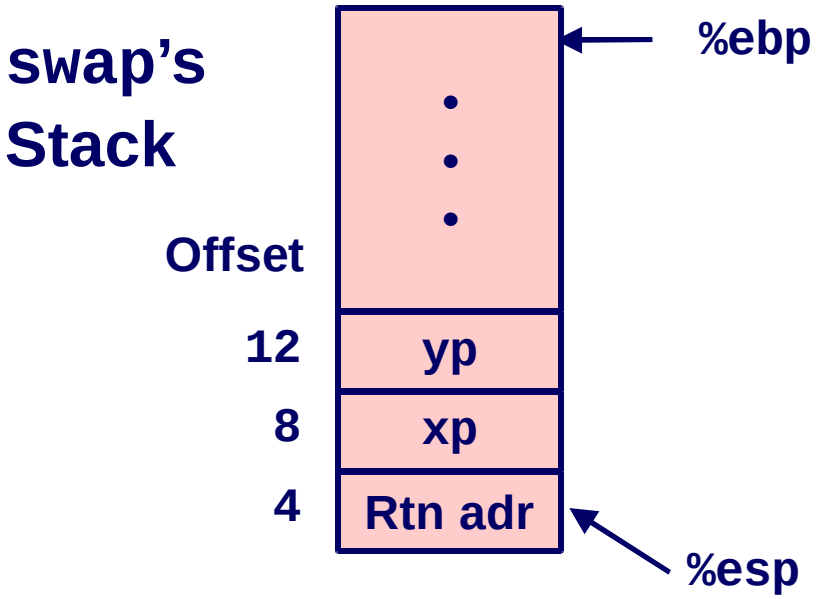
swap( ) Finish #3

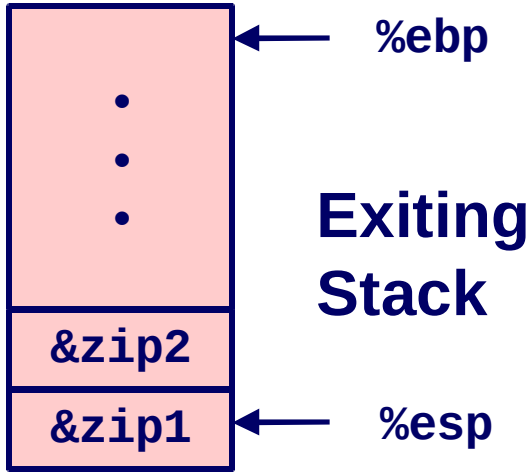





```
movl -4(%ebp),%ebx
movl %ebp,%esp
popl %ebp
ret
```

swap( ) Finish #4






```
movl -4(%ebp),%ebx
movl %ebp,%esp
popl %ebp
ret
```

Observation/query

- Saved & restored caller's register %ebx
- Didn't do so for %eax, %ecx, or %edx!

Register Saving Conventions

When procedure yoo() calls who():

- yoo() is the *caller*, who() is the *callee*

Can a register be used for temporary storage?

```
yoo:
    . . .
    movl $15213, %edx
    call who
    addl %edx, %eax
    . . .
    ret
```

```
who:
    . . .
    movl 8(%ebp), %edx
    addl $91125, %edx
    . . .
    ret
```

- Contents of register %edx overwritten by who()

Register Saving Conventions

When procedure `yoo()` calls `who()`:

- **`yoo()` is the *caller*, `who()` is the *callee***

Can a register be used for temporary storage?

Definitions

- **"Caller Save" register**
  - **Caller saves temporary in its frame before calling**
- **"Callee Save" register**
  - **Callee saves temporary in its frame before using**

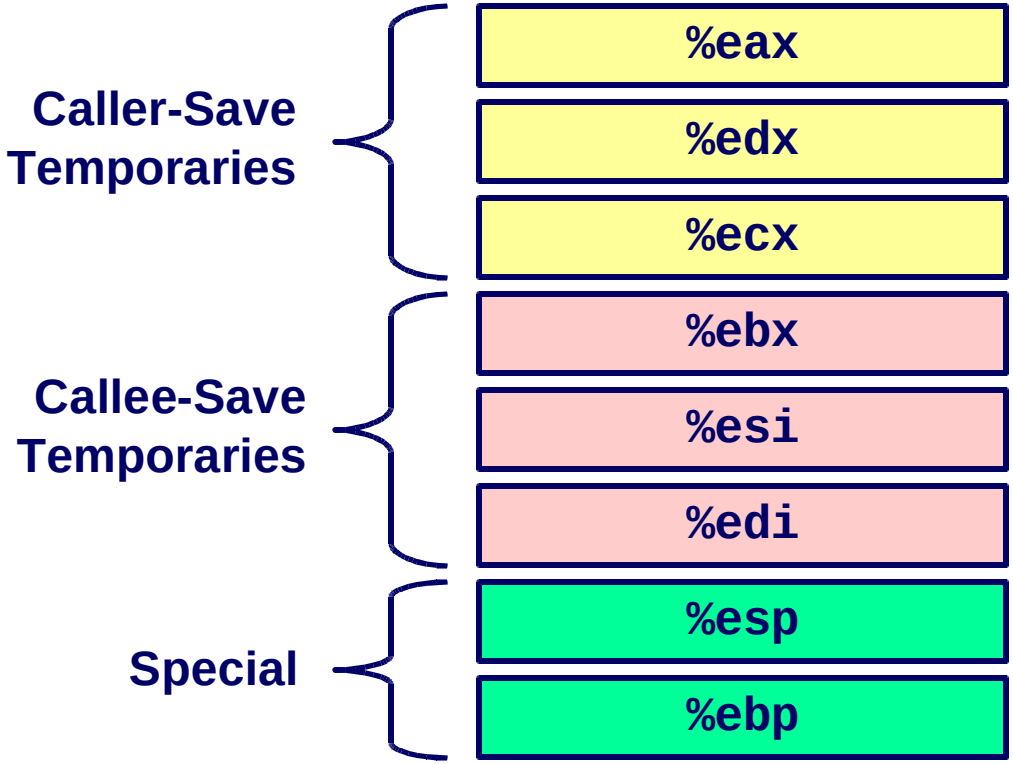
Conventions

- **Which registers are caller-save, callee-save?**

IA32/Linux Register Usage

Integer Registers

- Two have special uses
  - %ebp, %esp
- Three managed as callee-save
  - %ebx, %esi, %edi
  - Old values saved on stack prior to using
- Three managed as caller-save
  - %eax, %edx, %ecx
  - Do what you please, but expect any callee to do so, as well
- Register %eax also holds return value



Stack Summary

Stack makes recursion work

- Private storage for each *instance* of procedure call
  - Instantiations don't clobber each other
  - Addressing of locals + arguments can be relative to stack positions
- Can be managed by stack discipline
  - Procedures return in inverse order of calls

IA32 procedures: instructions + conventions

- `call` / `ret` instructions mix `%eip`, `%esp` in a fixed way
- Register usage conventions
  - Caller / Callee save
  - %ebp and %esp
- Stack frame organization conventions
  - Which argument is pushed first

Before & After `main( )`

```
int main(int argc, char *argv[]) {
  if (argc > 1) {
    printf("%s\n", argv[1]);
  } else {
    char * av[3] = { 0, 0, 0 };
    av[0] = argv[0];  av[1] = "Fred";
    execvp(av[0], av);
  }
  return (0);
}
```

The Mysterious Parts

argc, argv

- Strings from one program
- Available while another program is running
- Which part of the memory map are they in?
- How did they get there?

What happens when `main()` does "`return(0)`"???

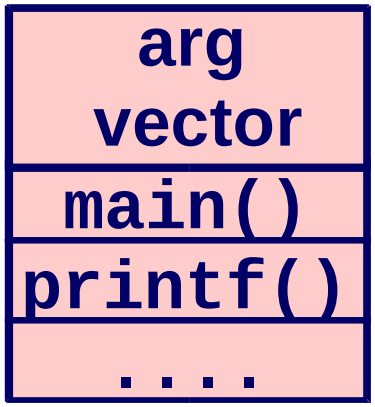
- There's no more program to run...right?
- Where does the 0 go?
- How does it get there?

410 students should seek to abolish mystery

The Mysterious Parts

argc, argv

- Strings from one program
- Available while another program is running
- Inter-process sharing/information transfer is OS's job
- OS copies strings from old address space to new in exec()
- Traditionally placed “below bottom of stack”
- Other weird things (environment, auxiliary vector) (above argv)



The Mysterious Parts

What happens when `main()` does "`return(0)`"?

- **Defined by C to have same effect as "`exit(0)`"**
- **But how??**

The Mysterious Parts

What happens when `main()` does "`return(0)`"?

- Defined by C to have same effect as "`exit(0)`"
- But how??

The "main() wrapper"

- Receives argc, argv from OS
- Calls `main()`, then calls `exit()`
- Provided by C library, traditionally in "crt0.s"
- Often has a "strange" name

```
/* not actual code */
void ~~main(int argc, char *argv[]) {
  exit(main(argc, argv);
}
```

Project 0 - “Stack Crawler”

C/Assembly function

- **Can be called by any C function**
- **Prints stack frames in a symbolic way**

```
---Stack Trace Follows---
Function fun3(c='c', d=2.090000d), in
Function fun2(f=35.000000f), in
Function fun1(count=0), in
Function fun1(count=1), in
Function fun1(count=2), in
...
```

Project 0 - “Stack Crawler”

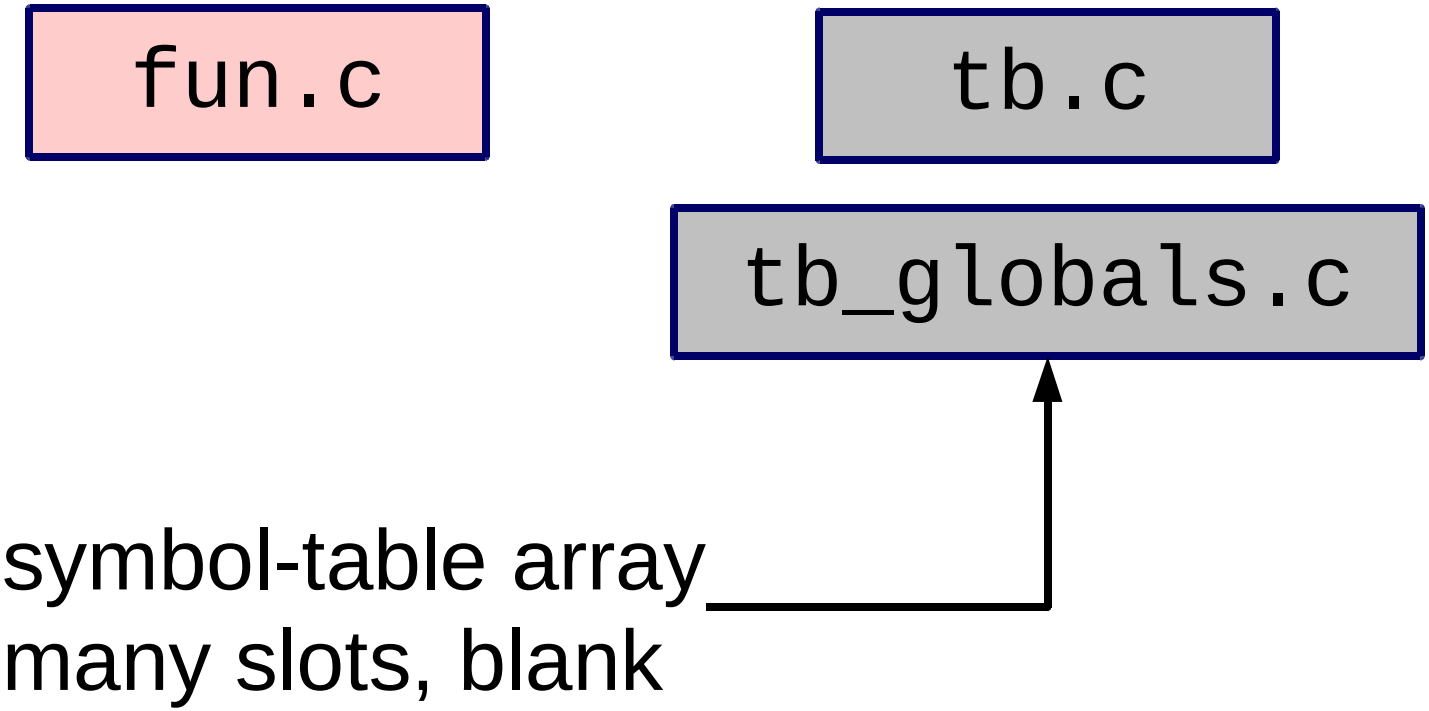
Conceptually easy

- **Calling convention specifies layout of stack**
- **Stack is “just memory” - C happily lets you read & write**

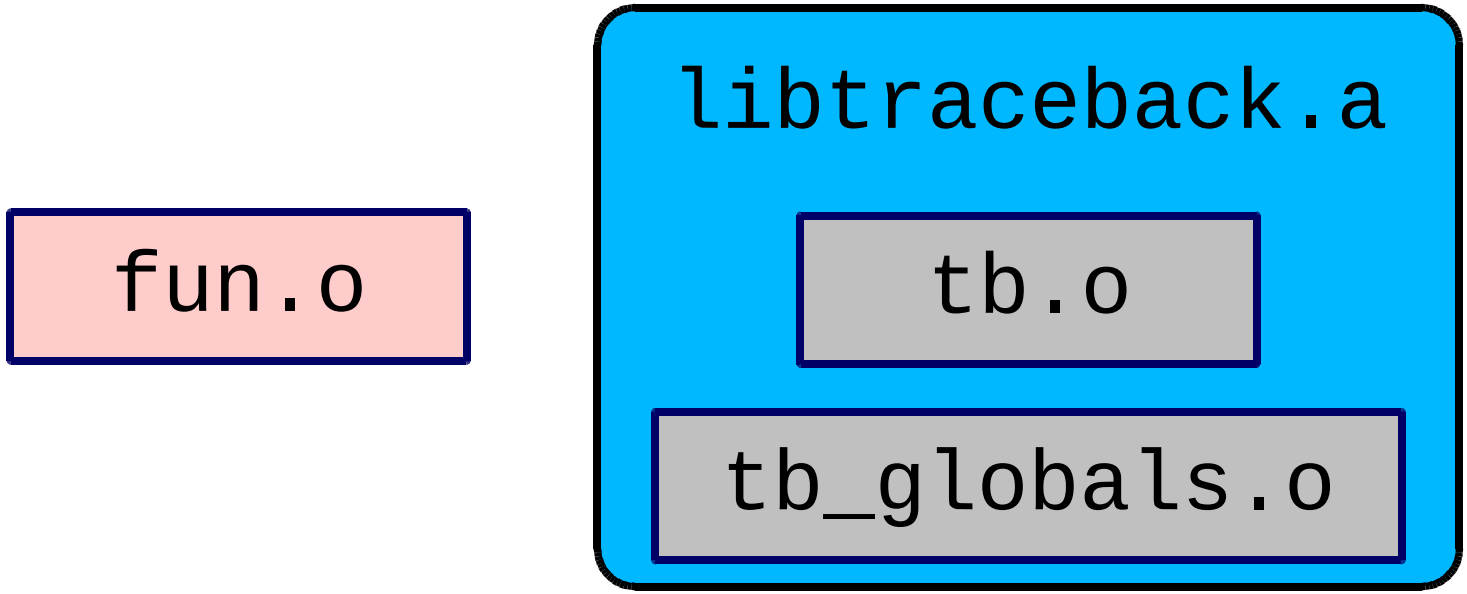
Key questions

- **How do I know 0x80334720 is “`fun1`”?**
- **How do I know `fun3()`'s second parameter is called “d”?**

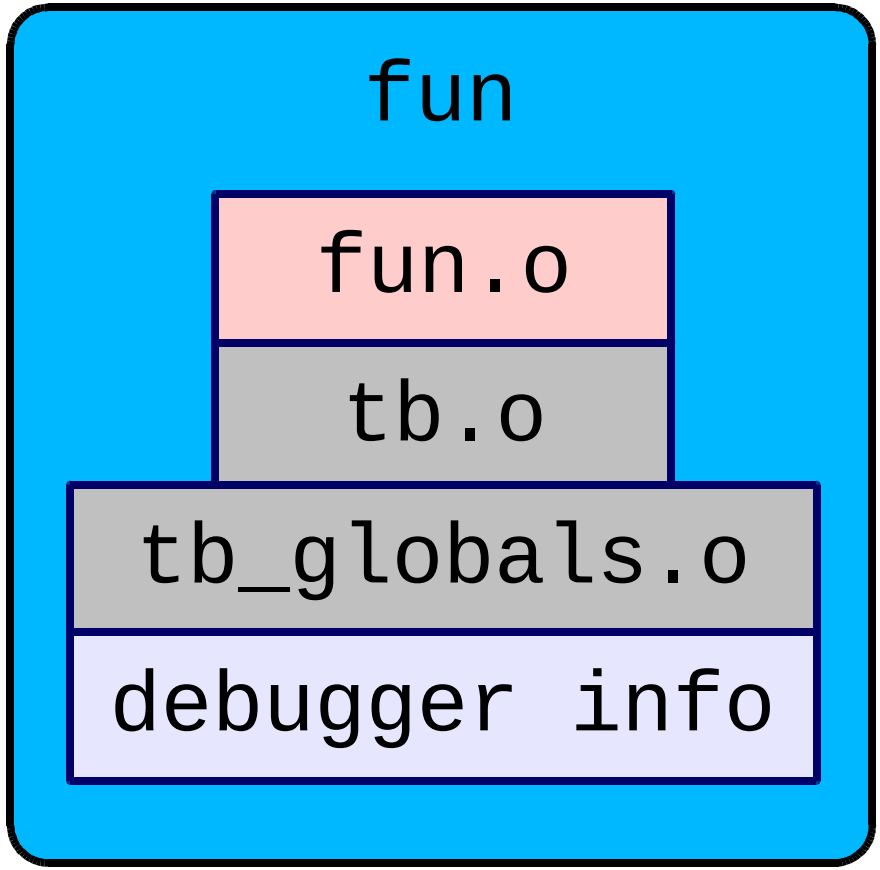
Project 0 “Data Flow”



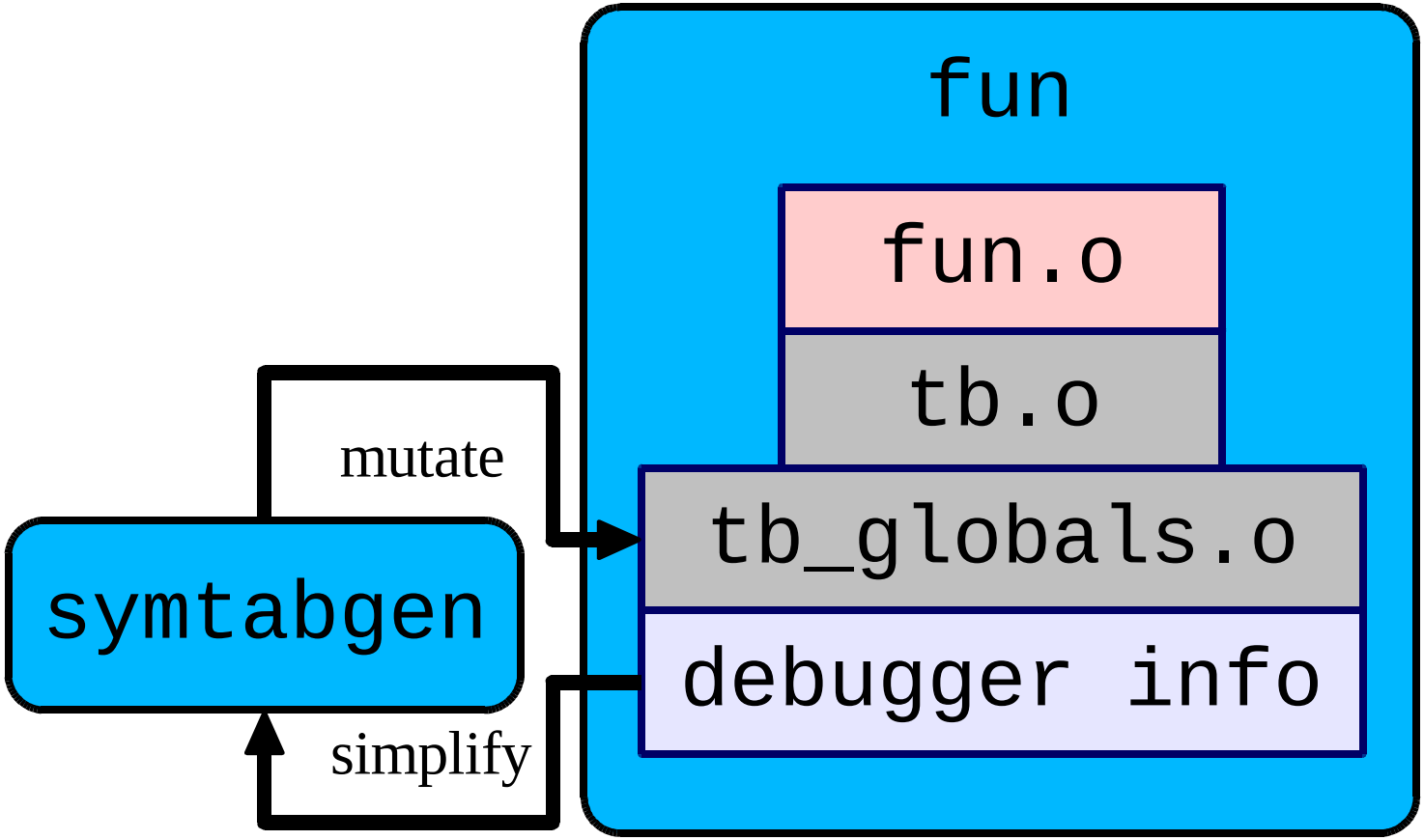
Project 0 “Data Flow” - Compilation



Project 0 “Data Flow” - Linking



Project 0 “Data Flow” - P0 “Post-Linking”



Summary

Review of stack knowledge

What makes `main()` special

Project 0 overview

- **Look for handout this evening**

Start interviewing Project 2/3/4 partners!