Princeton University

Computer Science 217: Introduction to Programming Systems

Assembly Language:
Function Calls

Goals of this Lecture

Help you learn:

- Function call problems
- x86-64 solutions
    - Pertinent instructions and conventions

Function Call Problems

(1) Calling and returning

- How does caller function **jump** to callee function?
- How does callee function **jump back** to the right place in caller function?

(2) Passing arguments

- How does caller function pass **arguments** to callee function?

(3) Storing local variables

- Where does callee function store its **local variables**?

(4) Returning a value

- How does callee function send **return value** back to caller function?
- How does caller function access the **return value**?

(5) Optimization

- How do caller and callee function minimize memory access?

3

Running Example

```
long absadd(long a, long b)
{
    long absA, absB, sum;
    absA = labs(a);
    absB = labs(b);
    sum = absA + absB;
    return sum;
}
```

Calls standard C `labs()` function
- Returns absolute value of given `long`

Agenda

Calling and returning

Passing arguments

Storing local variables

Returning a value

Optimization

Problem 1: Calling and Returning

How does caller *jump* to callee?
- I.e., Jump to the address of the callee's first instruction

How does the callee *jump back* to the right place in caller?
- I.e., Jump to the instruction immediately following the most-recently-executed call instruction

```
… absadd(3L, -4L);
…
```

```
long absadd(long a, long b)
{
    long absA, absB, sum;
    absA = labs(a);
    absB = labs(b);
    sum = absA + absB;
    return sum;
}
```

1

2
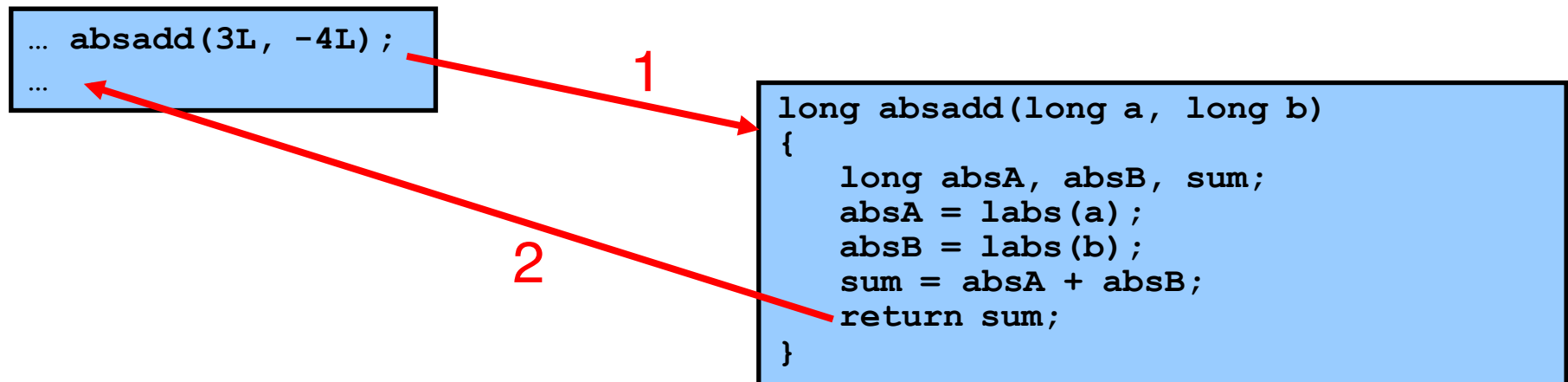
Attempted Solution: `jmp` Instruction

Attempted solution: caller and callee use `jmp` instruction

```
f:

   …

   jmp g        # Call g

fReturnPoint:

   …
```

```
g:

   …

   jmp fReturnPoint   # Return
```

Attempted Solution: `jmp` Instruction

Problem: callee may be called by multiple callers

```
f1:

    …

    jmp g        # Call g

f1ReturnPoint:

    …
```

```
g:

    …

    jmp ???    # Return
```

```
f2:

    …

    jmp g        # Call g

f2ReturnPoint:

    …
```

Attempted Solution: Use Register

Attempted solution: Store return address in register

```
f1:

    movq $f1ReturnPoint, %rax

    jmp g         # Call g

f1ReturnPoint:

    …
```

```
f2:

    movq $f2ReturnPoint, %rax

    jmp g         # Call g

f2ReturnPoint:

    …
```

```
g:

    …

    jmp *%rax    # Return
```

Special form of
jmp instruction

Attempted Solution: Use Register

Problem: Cannot handle nested function calls

```
f:

    movq $fReturnPoint, %rax

    jmp g         # Call g

fReturnPoint:

    …
```

Problem if **f()** calls **g()**, and **g()** calls **h()**

Return address **g()** -> **f()** is lost

```
g:

    movq $gReturnPoint, %rax

    jmp h         # Call h

gReturnPoint:

    …

    jmp *%rax   # Return
```

```
h:

    …

    jmp *%rax   # Return
```

x86-64 Solution: Use the Stack

Observations:

- May need to store many return addresses
  - The number of nested function calls is not known in advance
  - A return address must be saved for as long as the invocation of this function is live, and discarded thereafter
- Stored return addresses are destroyed in reverse order of creation
  - `f()` calls `g()` $\Rightarrow$ return addr for `g` is stored
  - `g()` calls `h()` $\Rightarrow$ return addr for `h` is stored
  - `h()` returns to `g()` $\Rightarrow$ return addr for `h` is destroyed
  - `g()` returns to `f()` $\Rightarrow$ return addr for `g` is destroyed
- LIFO data structure (stack) is appropriate

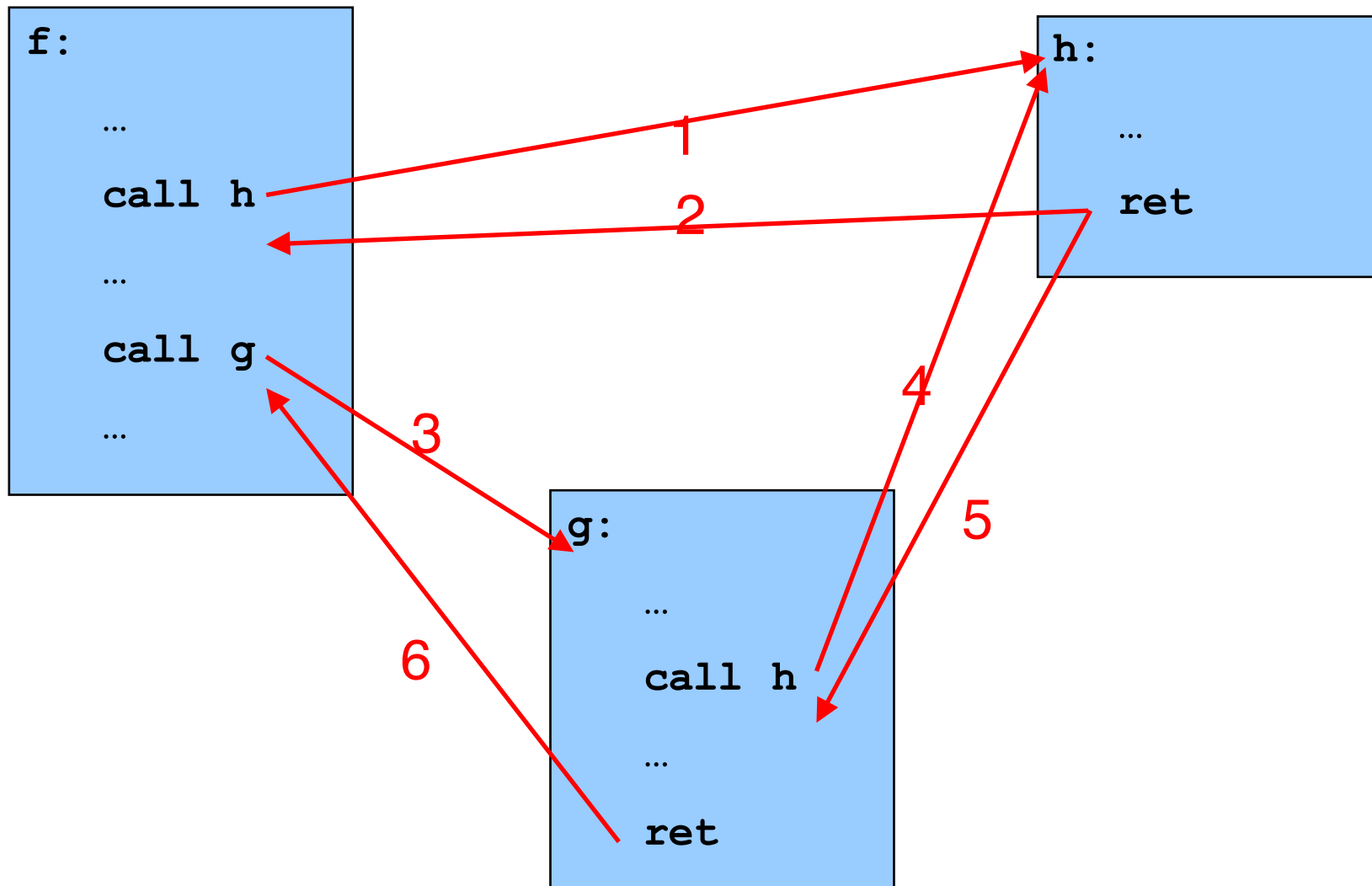| |
|---|
| RIP for h |
| RIP for g |
| RIP for f |
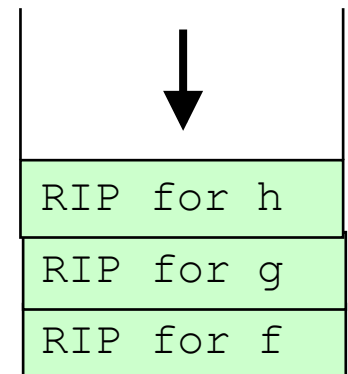
x86-64 solution:

- Use the STACK section of memory
- Via `call` and `ret` instructions

`call` and `ret` Instructions
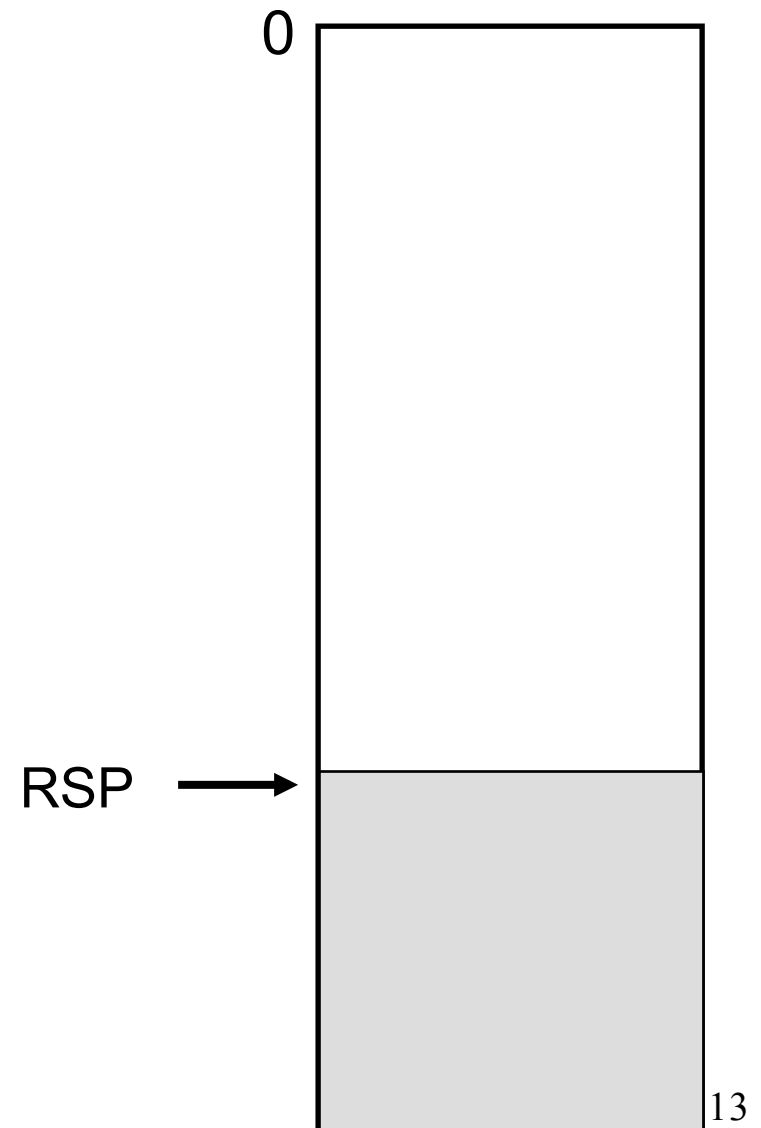
`ret` instruction "knows" the return address

```
f:

    …

    call h

    …

    call g

    …
```

```
h:

    …

    ret
```

```
g:

    …

    call h

    …

    ret
```

1

2

3

4

5

6

Implementation of `call`

RSP (stack pointer) register points
to top of stack

Instruction	Equivalent to
`pushq src`	`subq $8, %rsp` `movq src, (%rsp)`
`popq dest`	`movq (%rsp), dest` `addq $8, %rsp`

0

RSP →

13

Implementation of `call`

RIP (instruction pointer) register points to next instruction to be executed

Instruction	Equivalent to
`pushq src`	`subq $8, %rsp` `movq src, (%rsp)`
`popq dest`	`movq (%rsp), dest` `addq $8, %rsp`
`call addr`	`pushq %rip` `jmp addr`

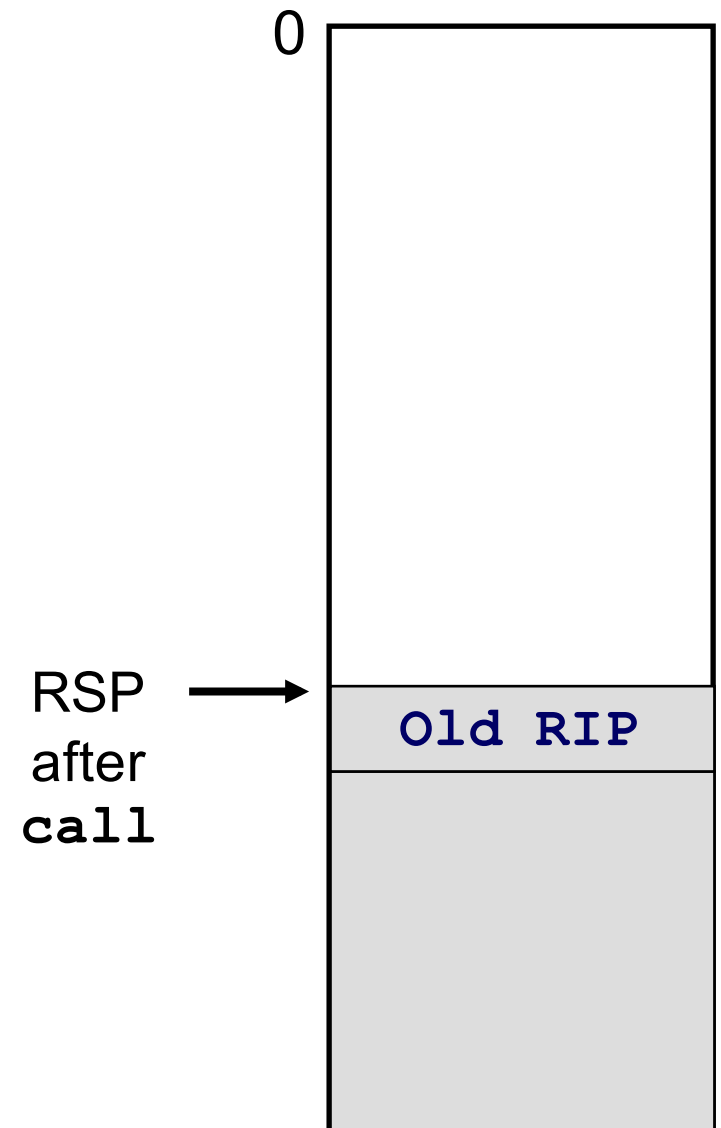Note: Can't really access RIP directly, but this is implicitly what `call` is doing
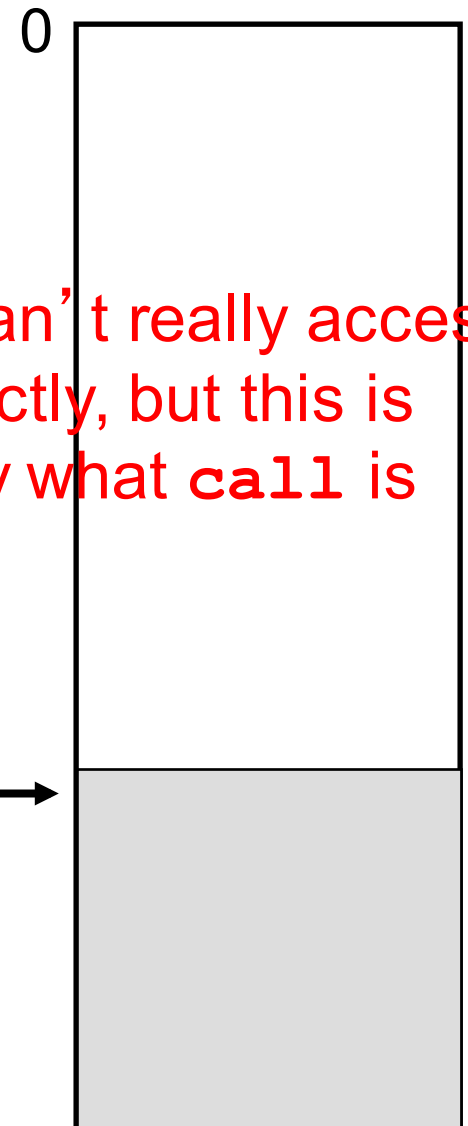
`call` instruction pushes return addr (old RIP) onto stack, then jumps

0

RSP before `call`

14

Implementation of `call`

Instruction	Effective Operations
`pushq src`	`subq $8, %rsp` `movq src, (%rsp)`
`popq dest`	`movq (%rsp), dest` `addq $8, %esp`
`call addr`	`pushq %rip` `jmp addr`

0

RSP after `call`

Old RIP

Implementation of `ret`

Instruction	Effective Operations
`pushq src`	`subq $8, %rsp` `movq src, (%rsp)`
`popq dest`	`movq (%rsp), dest` `addq $8, %rsp`
`call addr`	`pushq %rip` `jmp addr`
`ret`	`popq %rip`

0

Note: can't really access RIP directly, but this is implicitly what `ret` is doing

RSP before `ret`
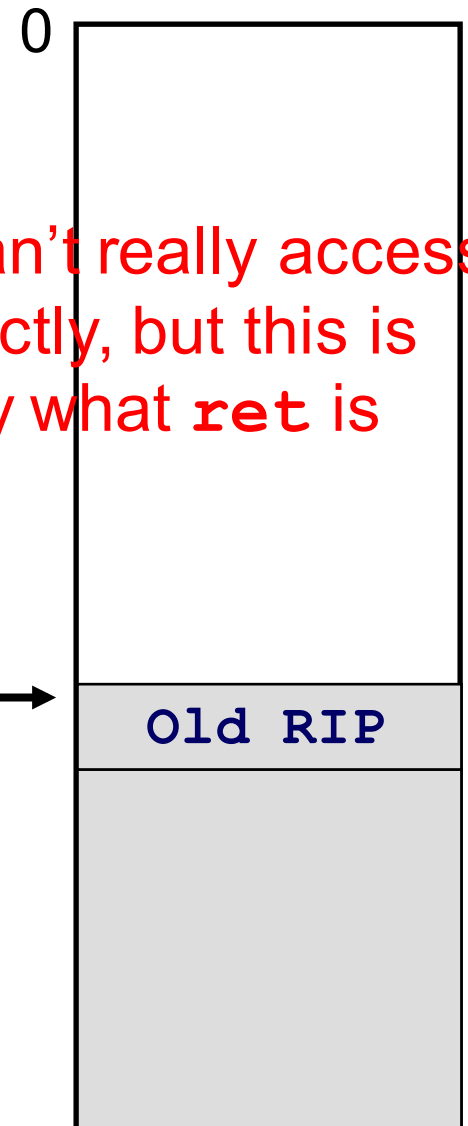
Old RIP

`ret` instruction pops stack, thus placing return addr (old RIP) into RIP
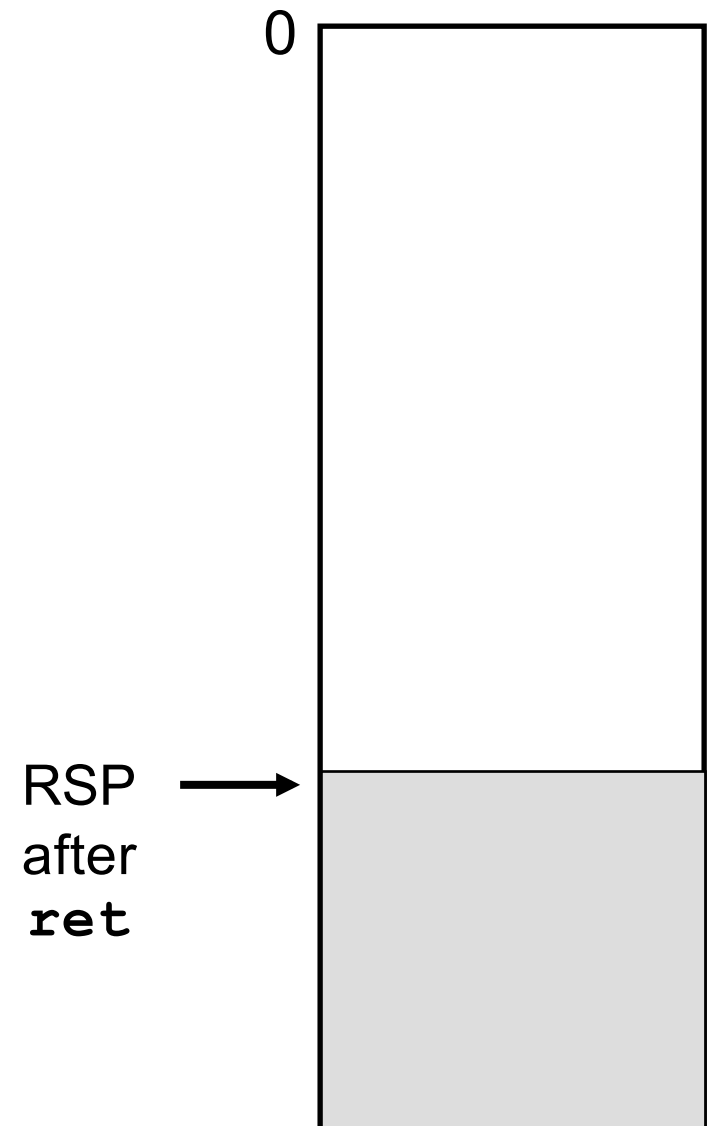
16

Implementation of `ret`

Instruction	Effective Operations
`pushq src`	`subq $8, %rsp` `movq src, (%rsp)`
`popq dest`	`movq (%rsp), dest` `addq $8, %rsp`
`call addr`	`pushq %rip` `jmp addr`
`ret`	`popq %rip`

0

RSP after `ret`

Running Example

```
# long absadd(long a, long b)
absadd:
    # long absA, absB, sum

    …
    # absA = labs(a)

    …
    call labs

    …
    # absB = labs(b)

    …
    call labs

    …
    # sum = absA + absB

    …
    # return sum

    …
    ret
```

Agenda

Calling and returning

Passing arguments

Storing local variables

Returning a value

Optimization

Problem 2: Passing Arguments

Problem:

- How does caller pass *arguments* to callee?
- How does callee accept *parameters* from caller?

```
long absadd(long a, long b)
{
    long absA, absB, sum;
    absA = labs(a);
    absB = labs(b);
    sum = absA + absB;
    return sum;
}
```

X86-64 Solution 1: Use the Stack

Observations (déjà vu):

- May need to store many arg sets
  - The number of arg sets is not known in advance
  - Arg set must be saved for as long as the invocation of this function is live, and discarded thereafter
- Stored arg sets are destroyed in reverse order of creation
- LIFO data structure (stack) is appropriate

x86-64 Solution: Use the Stack

x86-64 solution:

- Pass first 6 (integer or address) arguments in registers
  - RDI, RSI, RDX, RCX, R8, R9
- More than 6 arguments ⇒
  - Pass arguments 7, 8, … on the stack
  - (Beyond scope of COS 217)
- Arguments are structures ⇒
  - Pass arguments on the stack
  - (Beyond scope of COS 217)

Callee function then saves arguments to stack

- Or maybe not!
  - See "optimization" later this lecture
- Callee accesses arguments as positive offsets vs. RSP

Running Example

```
# long absadd(long a, long b)
absadd:
    pushq %rdi # Push a
    pushq %rsi # Push b

    # long absA, absB, sum
    …
    # absA = labs(a)
    movq 8(%rsp), %rdi
    call labs
    …
    # absB = labs(b)
    movq 0(%rsp), %rdi
    call labs
    …
    # sum = absA + absB
    …
    # return sum
    …
    addq $16, %rsp
    ret
```
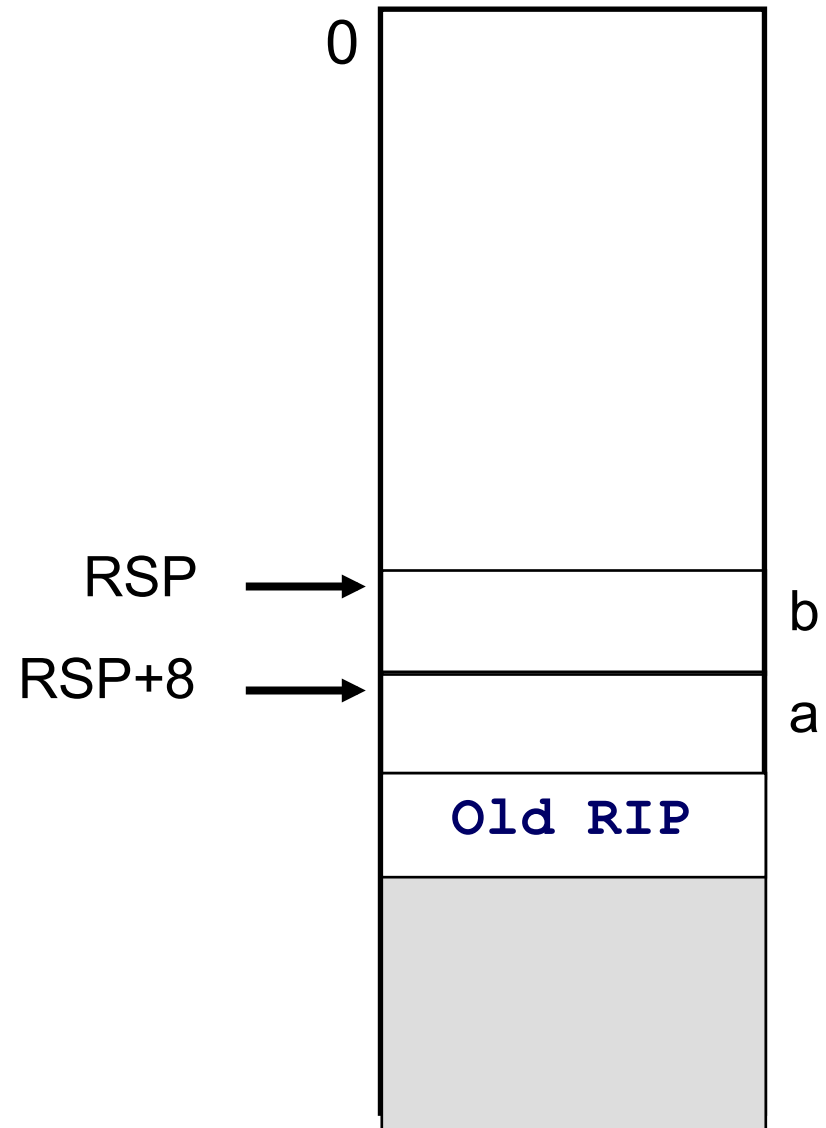
0

RSP

RSP+8

b

a

Old RIP

Agenda

Calling and returning

Passing arguments

Storing local variables

Returning a value

Optimization

Problem 3: Storing Local Variables

Where does callee function store its *local variables?*

```
long absadd(long a, long b)
{
    long absA, absB, sum;
    absA = labs(a);
    absB = labs(b);
    sum = absA + absB;
    return sum;
}
```

x86-64 Solution: Use the Stack

Observations (déjà vu again!):

- May need to store many local var sets
  - The number of local var sets is not known in advance
  - Local var set must be saved for as long as the invocation of this function is live, and discarded thereafter
- Stored local var sets are destroyed in reverse order of creation
- LIFO data structure (stack) is appropriate

x86-64 solution:

- Use the STACK section of memory
- Or maybe not!
  - See later this lecture

Running Example

```
# long absadd(long a, long b)
absadd:
    pushq %rdi # Push a
    pushq %rsi # Push b

    # long absA, absB, sum
    subq $24, %rsp

    # absA = labs(a)
    movq 32(%rsp), %rdi
    call labs
    …
    # absB = labs(b)
    movq 24(%rsp), %rdi
    call labs
    …
    # sum = absA + absB
    movq 16(%rsp), %rax
    addq 8(%rsp), %rax
    movq %rax, 0(%rsp)

    …
    # return sum
    …
    addq $40, %rsp
    ret
```
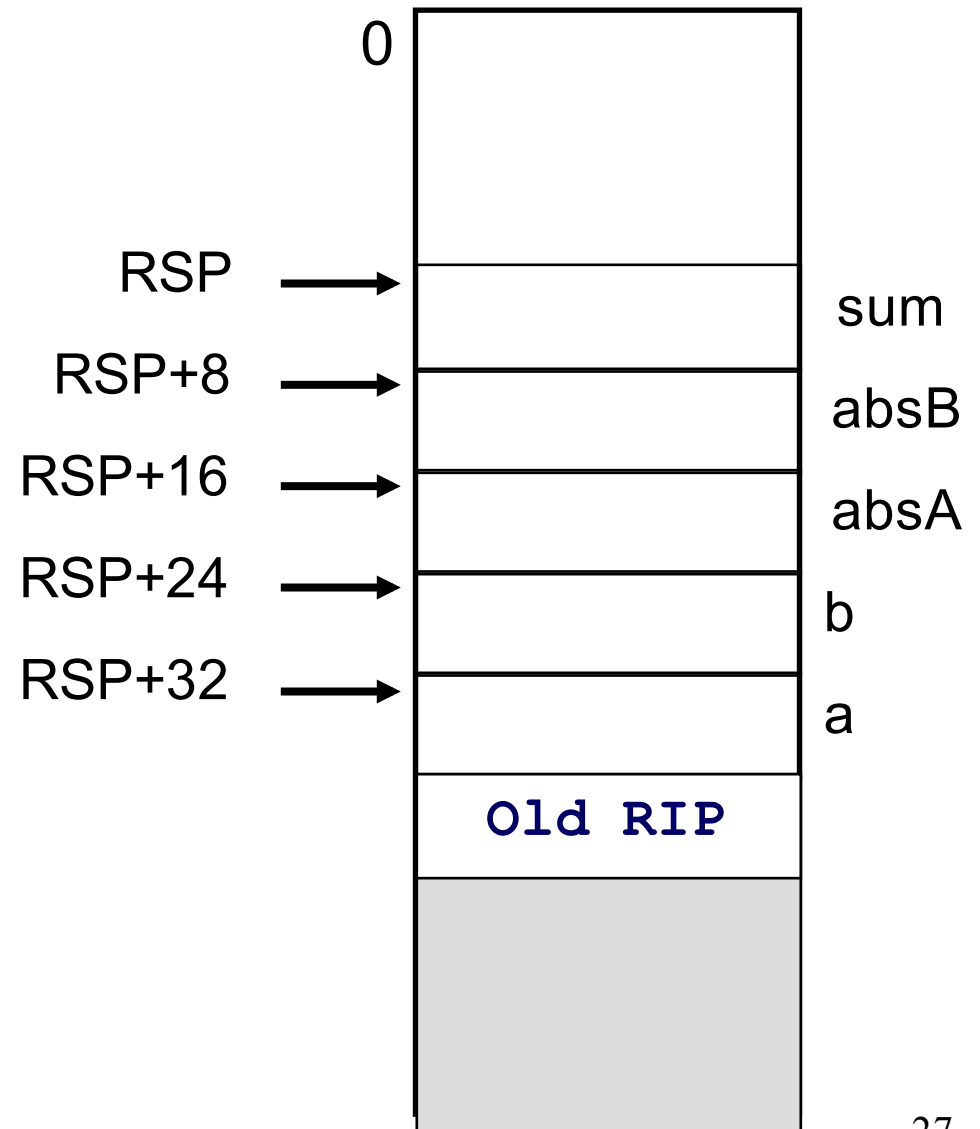
0

RSP →

RSP+8 →

RSP+16 →

RSP+24 →

RSP+32 →

sum

absB

absA

b

a

Old RIP

27

Agenda

Calling and returning

Passing arguments

Storing local variables

Returning a value

Optimization

Problem 4: Return Values

Problem:

- How does callee function send return value back to caller function?
- How does caller function access return value?

```
long absadd(long a, long b)
{
    long absA, absB, sum;
    absA = labs(a);
    absB = labs(b);
    sum = absA + absB;
    return sum;
}
```

x86-64 Solution: Use RAX

In principle
- Store return value in stack frame of caller

Or, for efficiency
- Known small size $\Rightarrow$ store return value in register
- Other $\Rightarrow$ store return value in stack

x86-64 convention
- Integer or address:
  - Store return value in RAX
- Floating-point number:
  - Store return value in floating-point register
  - (Beyond scope of COS 217)
- Structure:
  - Store return value on stack
  - (Beyond scope of COS 217)

Running Example

```
# long absadd(long a, long b)
absadd:
    pushq %rdi # Push a
    pushq %rsi # Push b

    # long absA, absB, sum
    subq $24, %rsp

    # absA = labs(a)
    movq 32(%rsp), %rdi
    call labs
    movq %rax, 16(%rsp)

    # absB = labs(b)
    movq 24(%rsp), %rdi
    call labs
    movq %rax, 8(%rsp)

    # sum = absA + absB
    movq 16(%rsp), %rax
    addq 8(%rsp), %rax
    movq %rax, 0(%rsp)

    # return sum
    movq 0(%rsp), %rax
    addq $40, %rsp
    ret
```
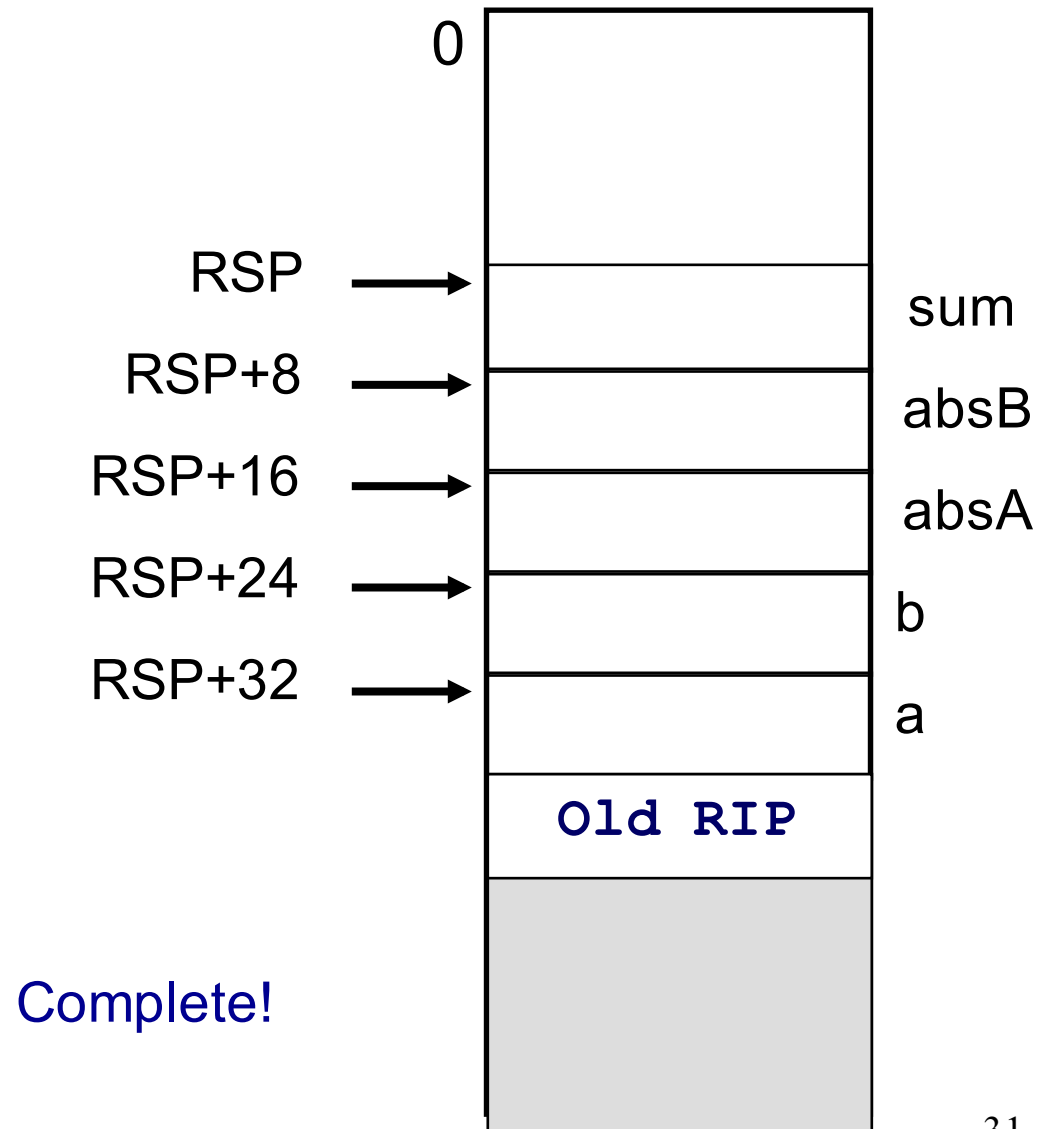
0

RSP ⟶

RSP+8 ⟶   sum

RSP+16 ⟶   absB

RSP+24 ⟶   absA

RSP+32 ⟶   b

a

Old RIP

Complete!

Agenda

Calling and returning

Passing arguments

Storing local variables

Returning a value

Optimization

Problem 5: Optimization

Observation: Accessing memory is expensive

- More expensive than accessing registers
- For efficiency, want to store parameters and local variables in registers (and not in memory) when possible

Observation: Registers are a finite resource

- In principle: Each function should have its own registers
- In reality: All functions share same small set of registers

Problem: How do caller and callee use same set of registers without interference?

- Callee may use register that the caller also is using
- When callee returns control to caller, old register contents may have been lost
- Caller function cannot continue where it left off

x86-64 Solution: Register Conventions

Callee-save registers
- RBX, RBP, R12, R13, R14, R15
- Callee function **must preserve** contents
- If necessary…
  - Callee saves to stack near beginning
  - Callee restores from stack near end

Caller-save registers
- RDI, RSI, RDX, RCX, R8, R9, RAX, R10, R11
- Callee function **can change** contents
- If necessary…
  - Caller saves to stack before call
  - Caller restores from stack after call

Running Example

Local variable handling in *unoptimized* version:

- At beginning, `absadd()` allocates space for local variables (`absA`, `absB`, `sum`) in stack
- Body of `absadd()` uses stack
- At end, `absadd()` pops local variables from stack

Local variable handling in *optimized* version:

- `absadd()` keeps local variables in R13, R14, R15
- Body of `absadd()` uses R13, R14, R15
- Must be careful:
  - `absadd()` cannot change contents of R13, R14, or R15
  - So `absadd()` must save R13, R14, and R15 near beginning, and restore near end

Running Example

```
# long absadd(long a, long b)
absadd:
    pushq %r13 # Save R13, use for absA
    pushq %r14 # Save R14, use for absB
    pushq %r15 # Save R15, use for sum

    # absA = labs(a)
    pushq %rsi # Save RSI
    call labs
    movq %rax, %r13
    popq %rsi  # Restore RSI

    # absB += labs(b)
    movq %rsi, %rdi
    call labs
    movq %rax, %r14

    # sum = absA + absB
    movq %r13, %r15
    addq %r14, %r15

    # return sum
    movq %r15, %rax
    popq %r15 # Restore R15
    popq %r14 # Restore R14
    popq %r13 # Restore R13
    ret
```

absadd() stores local vars in R13, R14, R15, not in memory

absadd() cannot destroy contents of R13, R14, R15

So **absadd()** must save R13, R14, R15 near beginning and restore near end

Running Example

Parameter handling in *unoptimized* version:
- `absadd()` accepts parameters (`a` and `b`) in RDI and RSI
- At beginning, `absadd()` copies contents of RDI and RSI to stack
- Body of `absadd()` uses stack
- At end, `absadd()` pops parameters from stack

Parameter handling in *optimized* version:
- `absadd()` accepts parameters (`a` and `b`) in RDI and RSI
- Body of `absadd()` uses RDI and RSI
- Must be careful:
  - Call of `labs()` could change contents of RDI and/or RSI
  - `absadd()` must save contents of RDI and/or RSI before call of `labs()`, and restore contents after call

Running Example

```
# long absadd(long a, long b)
absadd:
    pushq %r13 # Save R13, use for absA
    pushq %r14 # Save R14, use for absB
    pushq %r15 # Save R15, use for sum

    # absA = labs(a)
    pushq %rsi # Save RSI
    call labs
    movq %rax, %r13
    popq %rsi  # Restore RSI

    # absB += labs(b)
    movq %rsi, %rdi
    call labs
    movq %rax, %r14

    # sum = absA + absB
    movq %r13, %r15
    addq %r14, %r15

    # return sum
    movq %r15, %rax
    popq %r15 # Restore R15
    popq %r14 # Restore R14
    popq %r13 # Restore R13
    ret
```

absadd() keeps a and b in RDI and RSI, not in memory

labs() can change RDI and/or RSI

absadd() must retain contents of RSI (value of b) across 1st call of labs()

So **absadd()** must save RSI before call and restore RSI after call

Non-Optimized vs. Optimized Patterns

Unoptimized pattern

- Parameters and local variables strictly in memory (stack) during function execution
- **Pro**: Always possible
- **Con**: Inefficient
- gcc compiler uses when invoked without –O option

Optimized pattern

- Parameters and local variables strictly in registers during function execution
- **Pro**: Efficient
- **Con**: Sometimes impossible
  - More than 6 local variables
  - Local variable is a structure or array
  - Function computes address of parameter or local variable
- gcc compiler uses when invoked with –O option, when it can!

Hybrid Patterns

Hybrids are possible
- Example
  - Parameters in registers
  - Local variables in memory (stack)

Hybrids are error prone for humans
- Example (continued from previous)
  - Step 1: Access local variable ← local var is at stack offset X
  - Step 2: Push caller-save register
  - Step 3: Access local variable ← local var is at stack offset X+8!!!
  - Step 4: Call `labs()`
  - Step 6: Access local variable ← local var is at stack offset X+8!!!
  - Step 7: Pop caller-save register
  - Step 8: Access local variable ← local var is at stack offset X

Avoid hybrids for Assignment 4

Summary

Function calls in x86-64 assembly language

Calling and returning
- `call` instruction pushes RIP onto stack and jumps
- `ret` instruction pops from stack to RIP

Passing arguments
- Caller copies args to caller-saved registers (in prescribed order)
- Unoptimized pattern:
    - Callee pushes args to stack
    - Callee uses args as positive offsets from RSP
    - Callee pops args from stack
- Optimized pattern:
    - Callee keeps args in caller-saved registers
    - Be careful!

Summary (cont.)

Storing local variables

- Unoptimized pattern:
    - Callee pushes local vars onto stack
    - Callee uses local vars as positive offsets from RSP
    - Callee pops local vars from stack
- Optimized pattern:
    - Callee keeps local vars in callee-saved registers
    - Be careful!

Returning values

- Callee places return value in RAX
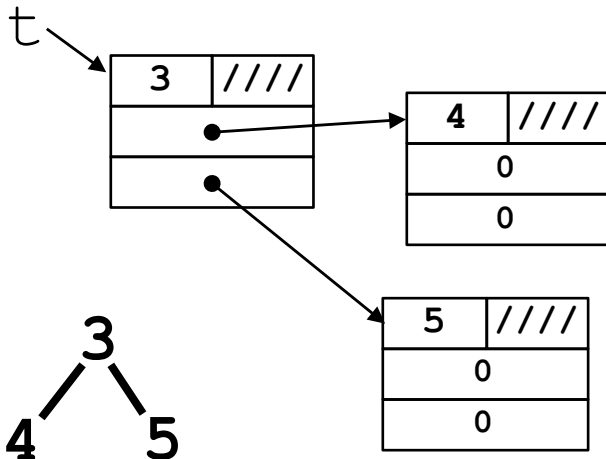- Caller accesses return value in RAX

Putting it all together

Add up the keys of a tree

```c
struct tree {
    int key;
    struct tree *left;
    struct tree *right;
};

int sum (struct tree *t) {
  if (t==NULL)
        return 0;
  else return t->key +
            sum(t->left) +
            sum(t->right);
}
```



```asm
            .text
            .globl    sum
sum:
# LOCAL VARIABLES:
#   %r12=t, %r13d=partial sum
            pushq     %r12
            pushq     %r13
            movq      %rdi, %r12
            cmpq      $0, %r12
            jne       .L2
            movl      $0, %eax
            jmp       .L3
.L2:
            movl      0(%r12), %r13d
            movq      8(%r12), %rdi
            call      sum
            addl      %eax, %r13d
            movq      16(%r12), %rdi
            call      sum
            addl      %eax, %r13d
            movl      %r13d, %eax
.L3:
            popq      %r13
            popq      %r12
            ret
```