

# Procedure Calls

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## 1 Introduction

- Based on
- Stack Background
- Transferring Control
- Register Usage Conventions
- Call Example 1
- Call Example 2
- Call Example 3
- Procedure Definition Example
- Direct / Indirect Call Examples
- Recursive Procedure Example

- ① "Self-service Linux: Mastering the Art of Problem Determination",

Mark Wilding

- ① "Computer Architecture: A Programmer's Perspective", Bryant & O'Hallaron

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# Compiling 32-bit program on 64-bit gcc

- `gcc -v`
- `gcc -m32 t.c`
- `sudo apt-get install gcc-multilib`
- `sudo apt-get install g++-multilib`
- `gcc-multilib`
- `g++-multilib`
- `gcc -m32`
- `objdump -m i386`

- procedure calls
  - passing procedure arguments
  - storing return informations
  - saving registers for later restoration
  - local storage
- stack frame:
  - the portion of the stack allocated for a single procedure call

# Descending full stack

- Descending stack
  - stack grows toward lower addresses
  - push decreases %esp (growing stack)
  - pop increases %esp (shrinking stack)
- Full stack
  - contains a valid data at %esp address

# Stack frame pointers

- Frame Pointer (%ebp)
  - the highest address of a stack frame
  - bottom of a stack frame
- Stack Pointer (%esp)
  - the lowest address of a stack frame
  - top of a stack frame
- read access via %ebp
  - the stack pointer can move while the procedure is executing
  - most information is accessed relative to the frame pointer

# Stack frame structures (1)

- suppose procedure P (caller) calls procedure Q (callee)

the stack frame for P (caller)	<ul style="list-style-type: none"><li>- argument values to Q</li><li>- return address to P</li></ul>
the stack frame for Q (callee)	<ul style="list-style-type: none"><li>- P's frame pointer (%ebp)</li><li>- saved registers</li><li>- local variables</li><li>- temporaries</li><li>- Q's arguments to other functions</li></ul>



## Stack frame structures (2)

- the stack frame for P (caller)
  - the **argument** to Q are contained within the stack frame for P
  - the **return address** within P is pushed on the stack forming the end of P's stack frame
- the stack frame for Q (callee)
  - starts with the saved value of the **frame pointer** for P
  - followed by copies of any other saved values of **registers** (callee saved)
  - **local variables**

- procedure Q also uses the stack for any local variables that cannot be stored in registers
  - when there are not enough registers to hold all of the local data
  - when the local variables are arrays or structures and hence must be accessed by array or structure references
  - the address operator & is applied to one of the local variables and hence we must be able to generate an address for it
- Q will use the stack frame for storing arguments to any procedure it calls

# Caller's Viewpoint

## ————— H.I.G.H. A.D.D.R.E.S.S. —————

- frame pointer (%ebp)
- saved registers
- local variables
- temporaries

- 
- arguments for a function call to the callee
  - return address
  - stack pointer (%esp)

## ————— L.O.W. A.D.D.R.E.S.S. —————

local variables > function arguments > return address

# Callee's Viewpoint

---

## H.I.G.H. A.D.D.R.E.S.S.

---

- `%ebp+c`: argument 2 from the caller
- `%ebp+8`: argument 1 from the caller
- `%ebp+4`: return address of the caller

- 
- frame pointer (`%ebp`) : caller's `%ebp` stored
  - saved registers of the callee
  - local variables of the callee
  - temporaries of the callee

---

## L.O.W. A.D.D.R.E.S.S.

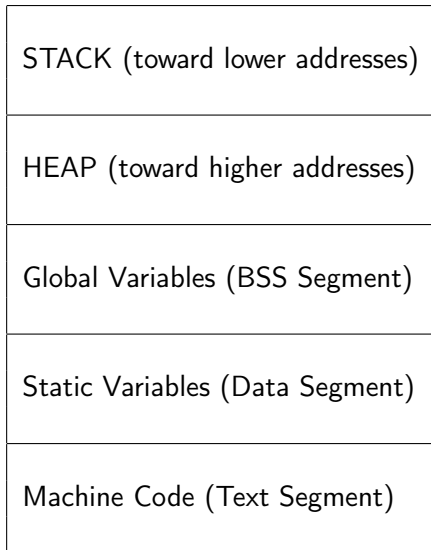
---

function arguments > return address > caller's `%ebp` > local variables

# Stack Frames & Heap

```
----- H.I.G.H. A.D.D.R.E.S.S. -----  
STACK (stack frame grows toward lower addresses)  
.....  
stack Frame #1      v v v v  
.....  
stack Frame #2      v v v v  
.....  
                    v v v v  
.....  
stack Frame #n      v v v v  
-----  
  
-----  
                    ^ ^ ^ ^  
                    ^ ^ ^ ^  
                    ^ ^ ^ ^  
-----  
- HEAP (heap grows toward higher address)  
-----
```

# Stack Frames & Memory Map



# Procedure Instructions

Procedure Call	<code>call</code> label	direct call
	<code>call</code> *operand	indirect call
Procedure Return	<code>leave</code>	stack preparation
	<code>ret</code>	return from call

# Direct and indirect call / jump

- `call *%eax` or `jmp *%eax`  
uses the value in register `%eax` as the call/jump target
- `call *(%eax)` or `jmp *%eax`  
reads the call/jump target from memory  
using the value in `%eax` as the read address

---

<code>call</code> label	direct call
<code>call</code> *operand	indirect call
<code>jmp</code> label	direct jump
<code>jmp</code> *operand	indirect jump

---



# Operand Addressing Modes

---

Imm		M[Imm	]	Absolute
Imm	(Eb)	M[Imm + R[Eb]	]	Base + displace
Imm	(Eb, Ei)	M[Imm + R[Eb] + R[Ei]	]	Indexed
Imm	( , Ei, s)	M[Imm + R[Ei]*s]		Scaled Indexed
Imm	(Eb, Ei, s)	M[Imm + R[Eb] + R[Ei]*s]		Scaled Indexed
	(Ea)	M[ R[Ea]	]	Indirect
	(Eb, Ei)	M[ R[Eb] + R[Ei]	]	Indexed
	( , Ei, s)	M[ R[Ei]*s]		Scaled Indexed
	(Eb, Ei, s)	M[ R[Eb] + R[Ei]*s]		Scaled Indexed

---

# call Instruction

- **call label** : direct call (without memory reference)
- **call \*operand** : indirect call (with memory reference)
  - operand address modes : **Imm (Eb, Ei, s)**  
offset **Imm** (base reg **Eb**, index reg **Ei**, scale factor **s**)
- *return address*: the address of the instruction immediately following the call instruction

## call instruction

- 1 **pushl** *return addr* : push a return address
- 2 **jmp** *procedure* : jump to the start the called function

# ret Instruction

- stack pointer must points to the return address

## ret instruction

- 1 **popl** *return addr*  
pops the return address from the stack
- 2 **jmp** *return addr*  
jump to the return address location

- prepare the stack for returning

## leave instruction

- **mov** %ebp, %esp  
set stack pointer to the beginning of callee's stack
- **pop** %ebp  
restore saved %ebp  
set the stack pointer to the end of caller's stack

- to return the value of any function that returns an integer or pointer register `%eax` is used

# Procedure Instruction Summary

<code>call</code>	push a return address jump to a procedure	<code>pushl return addr</code> <code>jmp procedure</code>
<code>ret</code>	pops a retrun address jump to this address	<code>popl return addr</code> <code>jmp return addr</code>
<code>leave</code>	set SP to BP restore BP	<code>movl %ebp, %esp</code> <code>popl %ebp</code>

# Setup and finish code in a procedure

<b>call</b>	push a return address jump to a procedure	<code>pushl <i>return addr</i></code> <code>jmp <i>procedure</i></code>
<b>setup</b>	save old %ebp set %esp to %ebp	<code>pushl %ebp</code> <code>movl %esp, %ebp</code>
	...	...
	function body	function body
	...	...
<b>finish</b> (leave)	restore %esp restore %ebp	<code>movl %ebp, %esp</code> <code>popl %ebp</code>
<b>ret</b>	pops a retrun address jump to this address	<code>popl <i>return addr</i></code> <code>jmp <i>return addr</i></code>

# IA32 conventions for register usage

- the callee should not overwrite some registers that the caller is going to use later

%eax	Caller save register
%ebx	Callee save register
%ecx	Caller save register
%edx	Caller save register
%esi	Callee save register
%edi	Callee save register
%ebp	Frame Pointer
%esp	Stack Pointer

Caller save registers	Callee save registers
%eax	%ebx
%ecx	%esi
%edx	%edi



# IA32 conventions for register usage

Caller Save Registers	%eax %ecx %edx	the callee can overwrite these registers
Callee Save Registers	%ebx %esi %edi	the callee must save these registers before using and restore them before returning

# Example 1 (1)

- example code 1

```
int P() {  
    int x = f();  
  
    Q(x);  
    return x;  
}
```

- procedure P wants the value it has computed for  $x = f()$  to remain valid across the call to  $Q(x)$  then to return  $x$

## Example 1 (2)

- if  $x$  is in a **caller save** register,  
then  $P$  (the caller) must save the value  $x$   
*before calling*  $Q(x)$   
and restore  $x$  *after*  $Q$  *returns*
- if  $x$  is in a **callee save** register,  
and  $Q$  must save the value  $x$   
*before using* the register  
and restore  $x$  *before returning*
- in either case,
  - saving : pushing the register value onto the stack
  - restoring : popping from the stack back to the register

## Example 2 (1)

- example code 2

```
int P (int x)
{
    int y = x*x;           // y is computed here
    int z = Q(y);         // y is passed as an argument

    return y + z;        // y is accessed here also
}
```

- P compute  $y=x*x$  before calling  $Q(y)$ ,  
but it must also ensure that  
the value of  $y$  is available  
in return  $y+z$  after  $Q$  returns

## Example 2 (2)

- two ways to ensure that the value of  $y$  is available in return  $y+z$  after  $Q$  returns
  - 1 **Caller P** saves  $y$  in its own stack frame
  - 2 **Callee Q** saves  $y$  in a callee save register
- most commonly, gcc uses the latter conventions, since it tends to reduce the total number of stack accesses

## Example 2 (3)

- 1 Caller P saves  $y$  in its own **stack frame**
  - before calling  $Q(y)$ ,  
P can store the value of  $y=x*x$  in its own **stack frame**
  - when Q returns, in  $z=Q(y)$   
P can then retrieve the value of  $y$  from the **stack**

## Example 2 (4)

- ② Callee Q saves  $y$  in a **callee save** register
  - P can store the value of  $y=x*x$  in a **callee save** register
  - if Q or any procedures called by Q wants to use this register, it must save the register value in its **stack frame** and restore the value before it returns.
  - thus, when  $Q(y)$  returns to P, the value of  $z=Q(y)$  will be in the **callee save** register,
  - either because the register was never altered or because it was saved and restored

# GCC Example for a procedure call

- the beginning part of an assembly code

```
pushl %edi           ; callee save %edi
pushl %esi           ; callee save %esi
pushl %ebx           ; callee save %ebx
movl 24(%ebp), %eax  ; caller save %eax
imull 15(%ebp), %eax
leal 0(,%eax,4), %ecx ; caller save %ecx
addl 8(%ebp), %ecx
movl %ebx, %edx      ; caller save %edx
```

- the callee save register (%edi, %esi, %ebx)
  - to use the callee save registers in the procedure, they should be save on its stack frame and be restored before returning to the caller
- the caller save register (%eax, %ecx, %edx)
  - these can be modified without saving nor restoring



# Procedure definition example code

## caller P source code

```
int P() {
    int a1 = 55;
    int a2 = 77;
    int sum = Q( &a1, &a2 );
    int diff = a1 - a2;

    return sum * diff;
}
```

## callee Q source code

```
int Q(int *xp, int *yp) {
    int x = *xp;
    int y = *yp;

    *xp = y;
    *yp = x;
    return x+y;
}
```

# Stack Frames contents for P & Q

## before calling Q

```
+-----+-----+
%ebp -> | %ebp+0 | saved %ebp |
+-----+-----+
      | %ebp-4 | a2      |
+-----+-----+
      | %ebp-8 | a1      |
+-----+-----+
      | %ebp-12| &a2     |
+-----+-----+
%esp -> | %ebp-16 | &a1     |
+-----+-----+
      |      |      |
+-----+-----+
      |      |      |
+-----+-----+
      |      |      |
+-----+-----+
```

## in the body of Q

```
+-----+-----+
      | %ebp+24| saved %ebp |
+-----+-----+
      | %ebp+20| a2      |
+-----+-----+
      | %ebp+16| a1      |
+-----+-----+
      | %ebp+12| &a2     |
+-----+-----+
      | %ebp+ 8| &a1     |
+-----+-----+
      | %ebp+ 4| return adr |
+-----+-----+
%ebp -> | %ebp+ 0 | saved %ebp |
+-----+-----+
%esp -> | %ebp- 4 | saved %ebx |
+-----+-----+
```

# Calling code of the caller P (1)

- the stack frame for P includes storage for local variables a1 and a2, at position %ebp-8 and %ebp-4
- Q retrieves its arguments &a1 and &a2 from the stack frame for P

## caller P code

```
int P() {  
    int a1 = 55;  
    int a2 = 77;  
    int sum = Q( &a1, &a2 );  
    int diff = a1 - a2;  
  
    return sum * diff;  
}
```

## before calling Q

	+-----+-----+
%ebp ->	%ebp+0   saved %ebp
	+-----+-----+
	%ebp-4   a2
	+-----+-----+
	%ebp-8   a1
	+-----+-----+
	%ebp-12   &a2
	+-----+-----+
%esp ->	%ebp-16   &a1
	+-----+-----+



## Calling code of the caller P (3)

- the local variable a1 and a2 must be stored on the stack since the addresses &a1 and &a2 need to be computed using leal instruction
- local variables (a2, a1) and arguments (&a2, &a1) are pushed on the stack in the order

### calling Q

```
leal  -4(%ebp), %eax    ; compute &a2 (the address value of %ebp-4)
pushl %eax              ; push &a2
leal  -8(%ebp), %eax    ; compute &a1 (the address value of %ebp-8)
pushl %eax              ; push &a1
call  Q                 ; call Q() function
```

# Function code of the callee Q

the compiled code for a function has 3 parts

- 1 the **setup** part  
the stack frame is initialized
- 2 the **body** part  
the actual computation of the procedure is performed
- 3 the **finish** part  
the stack state is restored and the procedure returns

# Setup code for the callee Q

## Setup code for the callee Q

```
Q:
; %ebp : frame pointer of P

; save this old %ebp
pushl %ebp

; set %ebp as a new frame pointer
movl %esp, %ebp

; save %ebx
pushl %ebx
```

- %ebx is used in the callee Q
- %ebx is a callee save register
- %ebx is pushed on the stack

## Stack frame of the callee Q

	+-----+-----
	%ebp+24   saved %ebp
	+-----+-----+
	%ebp+20   a2
	+-----+-----+
	%ebp+16   a1
	+-----+-----+
	%ebp+12   &a2
	+-----+-----+
	%ebp+ 8   &a1
	+-----+-----+
	%ebp+ 4   return adr
	+-----+-----+
%ebp ->	%ebp+ 0   saved %ebp
	+-----+-----+
%esp ->	%ebp- 4   saved %ebx
	+-----+-----+

# Body code for the callee Q (1)

## Body Code for Q

```
;      %edx holds xp
movl  8(%ebp), %edx
;      %ecx holds yp
movl  12(%ebp), %ecx
;      %ebx holds x
movl  (%edx), %ebx
;      %eax holds y
movl  (%ecx), %eax

;      assign y to *xp
movl  %ecx, (%edx)
;      assign x to *yp
movl  %ebx, (%ecx)
;      %eax holds x+y
addl  %ebx, %eax
```

- return value is at %eax

## Stack frame of the callee Q

```
+-----+-----+
| %ebp+24 | saved %ebp |
+-----+-----+
| %ebp+20 | a2         |
+-----+-----+
| %ebp+16 | a1         |
+-----+-----+
| %ebp+12 | &a2        |
+-----+-----+
| %ebp+ 8 | &a1         |
+-----+-----+
| %ebp+ 4 | return adr |
+-----+-----+
%ebp -> | %ebp+ 0 | saved %ebp |
+-----+-----+
%esp -> | %ebp- 4 | saved %ebx |
+-----+-----+
```



# Body code for the callee Q (2)

## Body Code for Q

```
;      %edx holds xp
movl   8(%ebp), %edx
;      %ecx holds yp
movl   12(%ebp), %ecx
;      %ebx holds x
movl   (%edx), %ebx
;      %eax holds y
movl   (%ecx), %eax

;      assign y to *xp
movl   %ecx, (%edx)
;      assign x to *yp
movl   %ebx, (%ecx)
;      %eax holds x+y
addl   %ebx, %eax
```

- return value is at %eax

## callee Q source code

```
int Q(int *xp, int *yp) {
    int x = *xp;
    int y = *yp;

    *xp = y;
    *yp = x;
    return x+y;
}
```

# Finish code for the callee Q

## Finish code for Q

```
;  restore %ebx
popl %ebx

;  restore %esp
movl %ebp, %esp

;  restore %ebp
popl %ebp

;  return to the caller
ret
```

## Stack frame of the callee Q

	+-----+-----
	%ebp+24   saved %ebp
	+-----+-----+
	%ebp+20   a2
	+-----+-----+
	%ebp+16   a1
	+-----+-----+
	%ebp+12   &a2
	+-----+-----+
	%ebp+ 8   &a1
	+-----+-----+
	%ebp+ 4   return adr
	+-----+-----+
%ebp ->	%ebp+ 0   saved %ebp
	+-----+-----+
%esp ->	%ebp- 4   saved %ebx
	+-----+-----+

# Direct and Indirect Call Examples (1)

```
int direct() {
    int i, b = 0;

    for (i = 0; i < INT_MAX; ++i) {
        b = foo(b);
    }

    return b;
}
```

```
int indirect(int (*fn)(int)) {
    int i, b = 0;

    for (i = 0; i < INT_MAX; ++i) {
        b = fn(b);
    }

    return b;
}
```

[https://gist.github.com/rianhunter/0be8dc116b120ad5fdd4#file-call\\_overhead-c-L17](https://gist.github.com/rianhunter/0be8dc116b120ad5fdd4#file-call_overhead-c-L17)

## Direct and Indirect Call Examples (2)

```
int foo(int a) {  
    return a;  
}
```

```
int main(int argc, char *argv[]) {  
    if (argc == 2 && argv[1][0] == 'd') {  
        return direct();  
    }  
    else {  
        return indirect(&foo);  
    }  
}
```

[https://gist.github.com/rianhunter/0be8dc116b120ad5fdd4#file-call\\_overhead-c-L17](https://gist.github.com/rianhunter/0be8dc116b120ad5fdd4#file-call_overhead-c-L17)

## Direct and indirect call examples (3)

```
_foo:
    movl    4(%esp), %eax    ; Copy argument from stack into eax,
                            ; which is normally used to store
                            ; the return value from a function
                            ; in x86.
    ret
```

[https://gist.github.com/rianhunter/0be8dc116b120ad5fdd4#file-call\\_overhead-c-L17](https://gist.github.com/rianhunter/0be8dc116b120ad5fdd4#file-call_overhead-c-L17)

## Direct and indirect call examples (4)

```
_direct_version:
    subl    $4, %esp           ; Allocate 4 bytes of stack space.
                                ; This space will be used to hold
                                ; the argument when we call foo().

    movl    $2147483647, %edx  ; edx is the 'i' variable of the
                                ; for loop. Initialized to MAX_INT

    xorl    %eax, %eax        ; eax is the 'b' variable. That xor
                                ; will set eax to 0.

L3:
    movl    %eax, (%esp)      ; Copy 'b' onto the stack space
                                ; reserved to hold the argument
                                ; for foo().

    call    _foo              ; Call the function
    subl    $1, %edx          ; i--
    jne L3                    ; if (result of subtract above != 0) goto L3;
    addl    $4, %esp
    ret
```

[https://gist.github.com/rianhunter/0be8dc116b120ad5fdd4#file-call\\_overhead-c-L17](https://gist.github.com/rianhunter/0be8dc116b120ad5fdd4#file-call_overhead-c-L17)

## Direct and indirect call examples (5)

```
_indirect_version:
    pushl   %esi
    pushl   %ebx
    xorl    %eax, %eax
    movl    $2147483647, %ebx
    subl    $20, %esp
    movl    32(%esp), %esi
L8:
    movl    %eax, (%esp)
    call    *%esi
    subl    $1, %ebx
    jne    L8
    addl    $20, %esp
    popl    %ebx
    popl    %esi
    ret
```

[https://gist.github.com/rianhunter/0be8dc116b120ad5fdd4#file-call\\_overhead-c-L17](https://gist.github.com/rianhunter/0be8dc116b120ad5fdd4#file-call_overhead-c-L17)

# Fibonacci Sequence

```
int fibo(int n) {
    int prev, val;

    if (n <= 2) return 1;
    prev = fibo(n-2);
    val = fibo(n-1);
    return prev + val;
}
```

- multiple outstanding calls
- each call has its own local variables
- allocated only when the procedure is called
- deallocated when it returns



# Stack Frames for the caller and the callee

```
%ebp+8 : n
%ebp+4 : return address
%ebp+0 : saved %ebp
...
...
%ebp-20: saved %esi
%ebp-24: saved %ebp
```

after initial setup

```
%ebp+8 : n
%ebp+4 : return address
%ebp+0 : saved %ebp
...
...
%ebp-20: saved %esi
%ebp-24: saved %ebp
...
...
%ebp-40: n-2
```

just before the 1st recursive call

# Setup Code for fibo()

fibo:

```
    pushl %ebp
    movl  %esp, %ebp
    subl  $16, %esp
    pushl %esi
    pushl %ebx
```

Set up code

%ebp: frame pointer

alloc 16 bytes on stack

save %esi (-20)

save %ebx (-24)

# Body Code for fibo()

```
movl 8(%ebp), %ebx
cmpl $2, %ebx
jle .L24
addl $-12, %esp
leal -2(%ebx), %eax
pushl %eax
call fibo
movl %eax, %esi
addl $-12, %esp
leal -1(%ebx), %eax
pushl %eax
call fibo
addl %esi, %eax
jmp .L25
```

# Finish Code for Q()

```
popl %ebx  
movl %ebp, %esp  
popl %ebp  
ret
```

```
restore %ebx  
restore %esp  
restore %ebp  
return to the caller
```