Machine-Level Programming III: Switch Statements and IA32 Procedures

15-213: Introduction to Computer Systems
6th Lecture, Sep. 9, 2010

Instructors:

Randy Bryant and Dave O'Hallaron

Today

- **Switch statements**
- **IA 32 Procedures**
  - Stack Structure
  - Calling Conventions
  - Illustrations of Recursion & Pointers

Switch Statement Example

```
long switch_eg
   (long x, long y, long z)
{
    long w = 1;
    switch(x) {
    case 1:
        w = y*z;
        break;
    case 2:
        w = y/z;
        /* Fall Through */
    case 3:
        w += z;
        break;
    case 5:
    case 6:
        w -= z;
        break;
    default:
        w = 2;
    }
    return w;
}
```

- **Multiple case labels**
  - Here: 5 & 6
- **Fall through cases**
  - Here: 2
- **Missing cases**
  - Here: 4

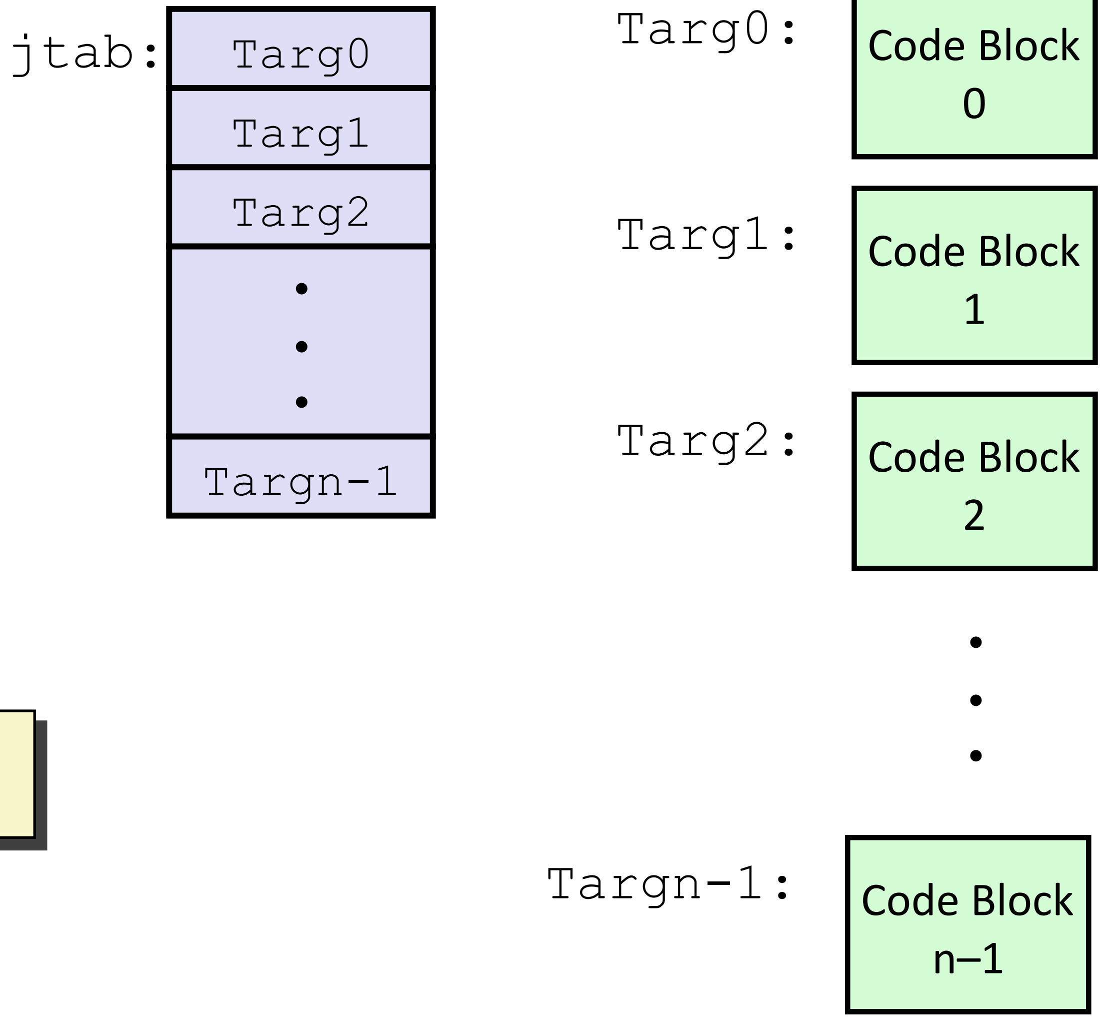
Jump Table Structure

Switch Form

```
switch(x) {
  case val_0:
    Block 0
  case val_1:
    Block 1
    • • •
  case val_n-1:
    Block n–1
}
```

Jump Table

Jump Targets



Approximate Translation

```
target = JTab[x];
goto *target;
```

Switch Statement Example (IA32)

```
long switch_eg(long x, long y, long z)
{
    long w = 1;
    switch(x) {
      . . .
    }
    return w;
}
```

What range of values takes default?

Setup:

```
switch_eg:
   pushl  %ebp             # Setup
   movl   %esp, %ebp       # Setup
   movl   8(%ebp), %eax    # %eax = x
   cmpl   $6, %eax         # Compare x:6
   ja     .L2              # If unsigned > goto default
   jmp    *.L7(,%eax,4)    # Goto *JTab[x]
```

Note that **w** not initialized here

Switch Statement Example (IA32)

```
long switch_eg(long x, long y, long z)
{
    long w = 1;
    switch(x) {
      . . .
    }
    return w;
}
```

Jump table

```
.section     .rodata
  .align 4
.L7:
  .long      .L2 # x = 0
  .long      .L3 # x = 1
  .long      .L4 # x = 2
  .long      .L5 # x = 3
  .long      .L2 # x = 4
  .long      .L6 # x = 5
  .long      .L6 # x = 6
```

Setup:

```
switch_eg:
   pushl  %ebp           # Setup
   movl   %esp, %ebp     # Setup
   movl   8(%ebp), %eax  # eax = x
   cmpl   $6, %eax       # Compare x:6
   ja     .L2            # If unsigned > goto default
   jmp    *.L7(,%eax,4)  # Goto *JTab[x]
```

Indirect jump

Assembly Setup Explanation

- **Table Structure**
  - Each target requires 4 bytes
  - Base address at `.L7`

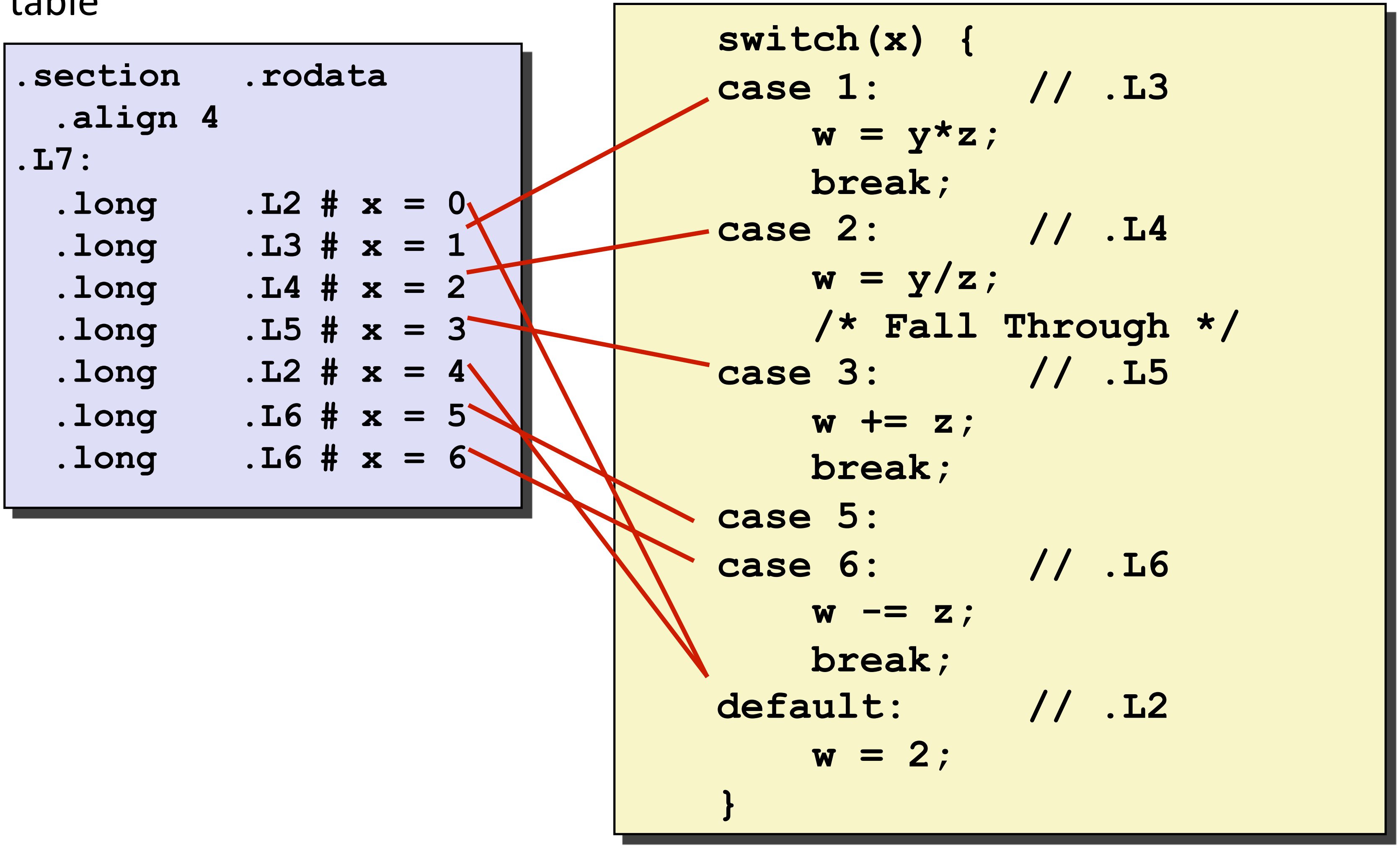
Jump table

```
.section   .rodata
  .align 4
.L7:
  .long     .L2 # x = 0
  .long     .L3 # x = 1
  .long     .L4 # x = 2
  .long     .L5 # x = 3
  .long     .L2 # x = 4
  .long     .L6 # x = 5
  .long     .L6 # x = 6
```

- **Jumping**
  - Direct: **`jmp .L2`**
  - Jump target is denoted by label `.L2`
  - Indirect: **`jmp *.L7(,%eax,4)`**
  - Start of jump table: `.L7`
  - Must scale by factor of 4 (labels have 32-bits = 4 Bytes on IA32)
  - Fetch target from effective Address `.L7 + eax*4`
    - Only for $0 \le x \le 6$

Jump Table

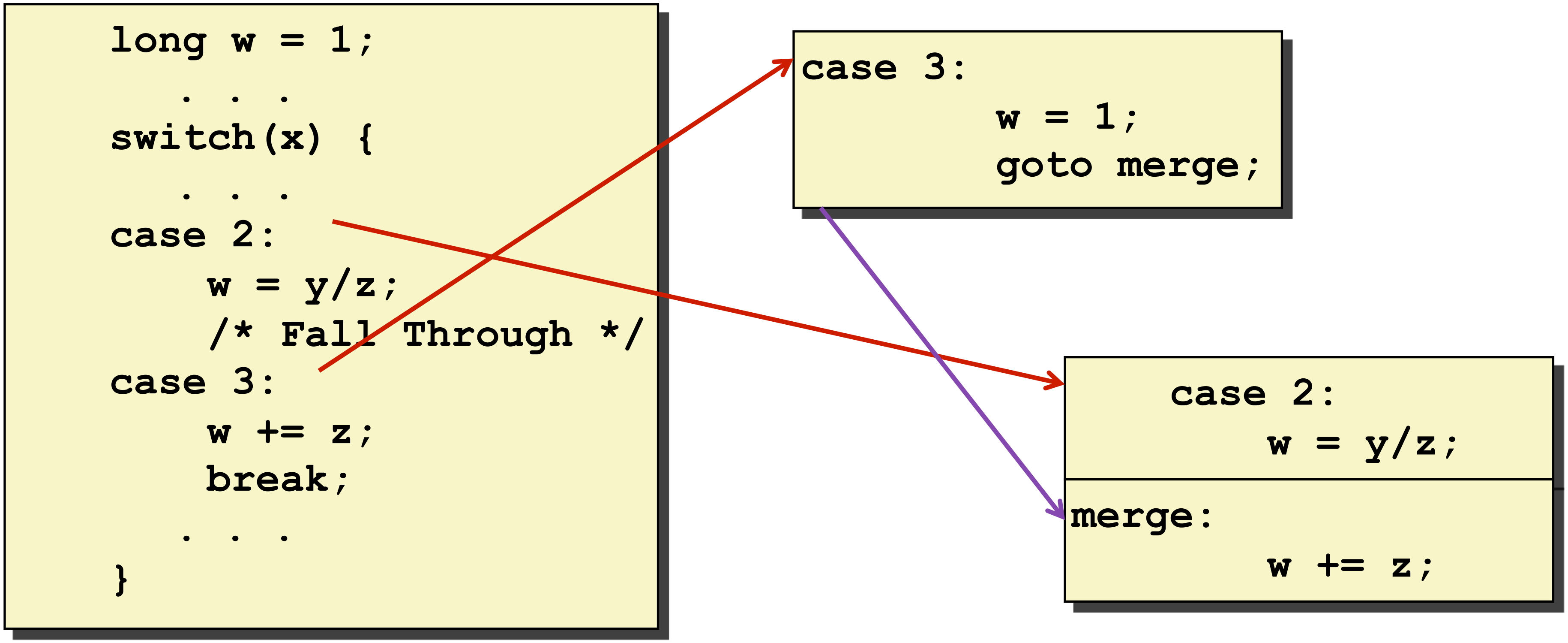
Jump table



```
.section   .rodata
  .align 4
.L7:
  .long     .L2 # x = 0
  .long     .L3 # x = 1
  .long     .L4 # x = 2
  .long     .L5 # x = 3
  .long     .L2 # x = 4
  .long     .L6 # x = 5
  .long     .L6 # x = 6
```

```
switch(x) {
case 1:       // .L3
    w = y*z;
    break;
case 2:       // .L4
    w = y/z;
    /* Fall Through */
case 3:       // .L5
    w += z;
    break;
case 5:
case 6:       // .L6
    w -= z;
    break;
default:      // .L2
    w = 2;
}
```

Handling Fall-Through



```
long w = 1;
   . . .
switch(x) {
   . . .
case 2:
    w = y/z;
    /* Fall Through */
case 3:
    w += z;
    break;
   . . .
}
```

```
case 3:
        w = 1;
        goto merge;
```

```
    case 2:
        w = y/z;
```

```
merge:
        w += z;
```

Code Blocks (Partial)

```
switch(x) {
case 1:          // .L3
        w = y*z;
        break;
  . . .
case 3:          // .L5
     w += z;
     break;
   . . .
default:         // .L2
     w = 2;
}
```

```
.L2:                   # Default
   movl  $2, %eax      # w = 2
   jmp   .L8           # Goto done

.L5:                   # x == 3
   movl  $1, %eax      # w = 1
   jmp   .L9           # Goto merge

.L3:                   # x == 1
   movl  16(%ebp), %eax   # z
   imull 12(%ebp), %eax   # w = y*z
   jmp   .L8            # Goto done
```

Code Blocks (Rest)

```
switch(x) {
  . . .
  case 2:  // .L4
      w = y/z;
      /* Fall Through */
  merge:    // .L9
      w += z;
      break;
  case 5:
  case 6:  // .L6
      w -= z;
      break;
}
```

```
.L4:                 # x == 2
  movl  12(%ebp), %edx
  movl  %edx, %eax
  sarl  $31, %edx
  idivl 16(%ebp)     # w = y/z

.L9:                 # merge:
  addl  16(%ebp), %eax # w += z
  jmp   .L8          # goto done

.L6:                 # x == 5, 6
  movl  $1, %eax         # w = 1
  subl  16(%ebp), %eax # w = 1-z
```

Switch Code (Finish)

```
return w;
```

```
.L8:                    # done:
   popl  %ebp
   ret
```

- **Noteworthy Features**
  - Jump table avoids sequencing through cases
    - Constant time, rather than linear
  - Use jump table to handle holes and duplicate tags
  - Use program sequencing to handle fall-through
  - Don’t initialize w = 1 unless really need it

x86-64 Switch Implementation

- Same general idea, adapted to 64-bit code
- Table entries 64 bits (pointers)
- Cases use revised code

```
    switch(x) {
    case 1:       // .L3
        w = y*z;
        break;
      . . .
    }
```

```
.L3:
  movq    %rdx, %rax
  imulq   %rsi, %rax
  ret
```

Jump Table

```
  .section  .rodata
  .align 8
.L7:
  .quad      .L2      # x = 0
  .quad      .L3      # x = 1
  .quad      .L4      # x = 2
  .quad      .L5      # x = 3
  .quad      .L2      # x = 4
  .quad      .L6      # X = 5
  .quad      .L6      # x = 6
```

IA32 Object Code

- **Setup**
  - Label `.L2` becomes address `0x8048422`
  - Label `.L7` becomes address `0x8048660`

Assembly Code

```
switch_eg:
  . . .
   ja     .L2           # If unsigned > goto default
   jmp    *.L7(,%eax,4) # Goto *JTab[x]
```

Disassembled Object Code

```
08048410 <switch_eg>:
 . . .
 8048419:77 07                ja     8048422 <switch_eg+0x12>
 804841b:ff 24 85 60 86 04 08 jmp    *0x8048660(,%eax,4)
```

IA32 Object Code (cont.)

- **Jump Table**
  - Doesn't show up in disassembled code
  - Can inspect using GDB
  - `gdb switch`
  - `(gdb) x/7xw 0x8048660`
    - Examine 7 hexadecimal format "words" (4-bytes each)
    - Use command "`help x`" to get format documentation

```
0x8048660:    0x08048422    0x08048432    0x0804843b    0x08048429
0x8048670:    0x08048422    0x0804844b    0x0804844b
```

IA32 Object Code (cont.)

- **Deciphering Jump Table**

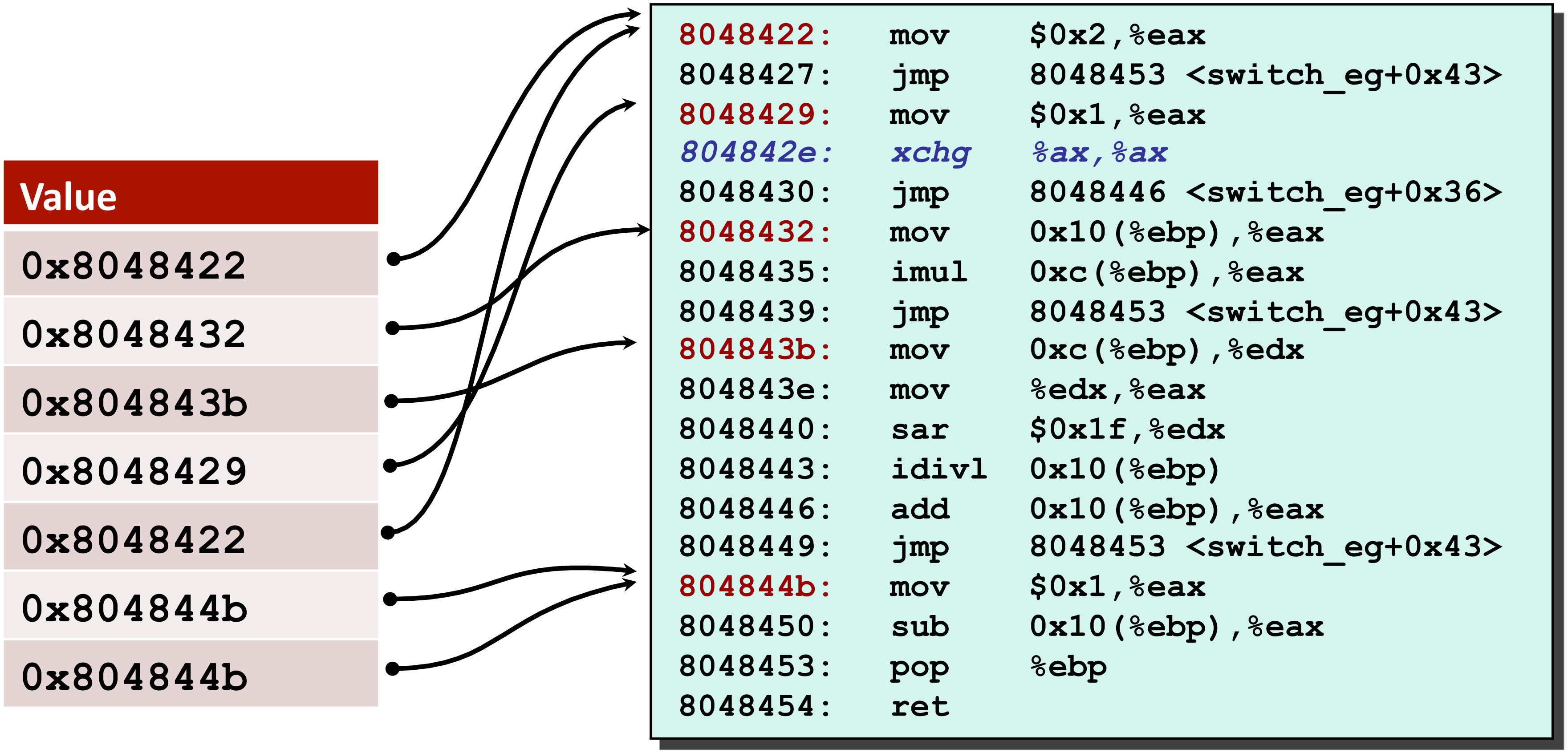
```
0x8048660:      0x08048422      0x08048432      0x0804843b      0x08048429
0x8048670:      0x08048422      0x0804844b      0x0804844b
```

Address	Value	x
0x8048660	0x8048422	0
0x8048664	0x8048432	1
0x8048668	0x804843b	2
0x804866c	0x8048429	3
0x8048670	0x8048422	4
0x8048674	0x804844b	5
0x8048678	0x804844b	6

Disassembled Targets

```
8048422:   b8 02 00 00 00        mov    $0x2,%eax
8048427:   eb 2a                 jmp    8048453 <switch_eg+0x43>
8048429:   b8 01 00 00 00        mov    $0x1,%eax
804842e:   66 90                 xchg   %ax,%ax # noop
8048430:   eb 14                 jmp    8048446 <switch_eg+0x36>
8048432:   8b 45 10              mov    0x10(%ebp),%eax
8048435:   0f af 45 0c           imul   0xc(%ebp),%eax
8048439:   eb 18                 jmp    8048453 <switch_eg+0x43>
804843b:   8b 55 0c              mov    0xc(%ebp),%edx
804843e:   89 d0                 mov    %edx,%eax
8048440:   c1 fa 1f              sar    $0x1f,%edx
8048443:   f7 7d 10              idivl  0x10(%ebp)
8048446:   03 45 10              add    0x10(%ebp),%eax
8048449:   eb 08                 jmp    8048453 <switch_eg+0x43>
804844b:   b8 01 00 00 00        mov    $0x1,%eax
8048450:   2b 45 10              sub    0x10(%ebp),%eax
8048453:   5d                    pop    %ebp
8048454:   c3                    ret
```

Matching Disassembled Targets



Value
0x8048422
0x8048432
0x804843b
0x8048429
0x8048422
0x804844b
0x804844b

```
8048422:   mov    $0x2,%eax
8048427:   jmp    8048453 <switch_eg+0x43>
8048429:   mov    $0x1,%eax
804842e:   xchg   %ax,%ax
8048430:   jmp    8048446 <switch_eg+0x36>
8048432:   mov    0x10(%ebp),%eax
8048435:   imul   0xc(%ebp),%eax
8048439:   jmp    8048453 <switch_eg+0x43>
804843b:   mov    0xc(%ebp),%edx
804843e:   mov    %edx,%eax
8048440:   sar    $0x1f,%edx
8048443:   idivl  0x10(%ebp)
8048446:   add    0x10(%ebp),%eax
8048449:   jmp    8048453 <switch_eg+0x43>
804844b:   mov    $0x1,%eax
8048450:   sub    0x10(%ebp),%eax
8048453:   pop    %ebp
8048454:   ret
```

Summarizing

- **C Control**
  - if-then-else
  - do-while
  - while, for
  - switch
- **Assembler Control**
  - Conditional jump
  - Conditional move
  - Indirect jump
  - Compiler generates code sequence to implement more complex control
- **Standard Techniques**
  - Loops converted to do-while form
  - Large switch statements use jump tables
  - Sparse switch statements may use decision trees

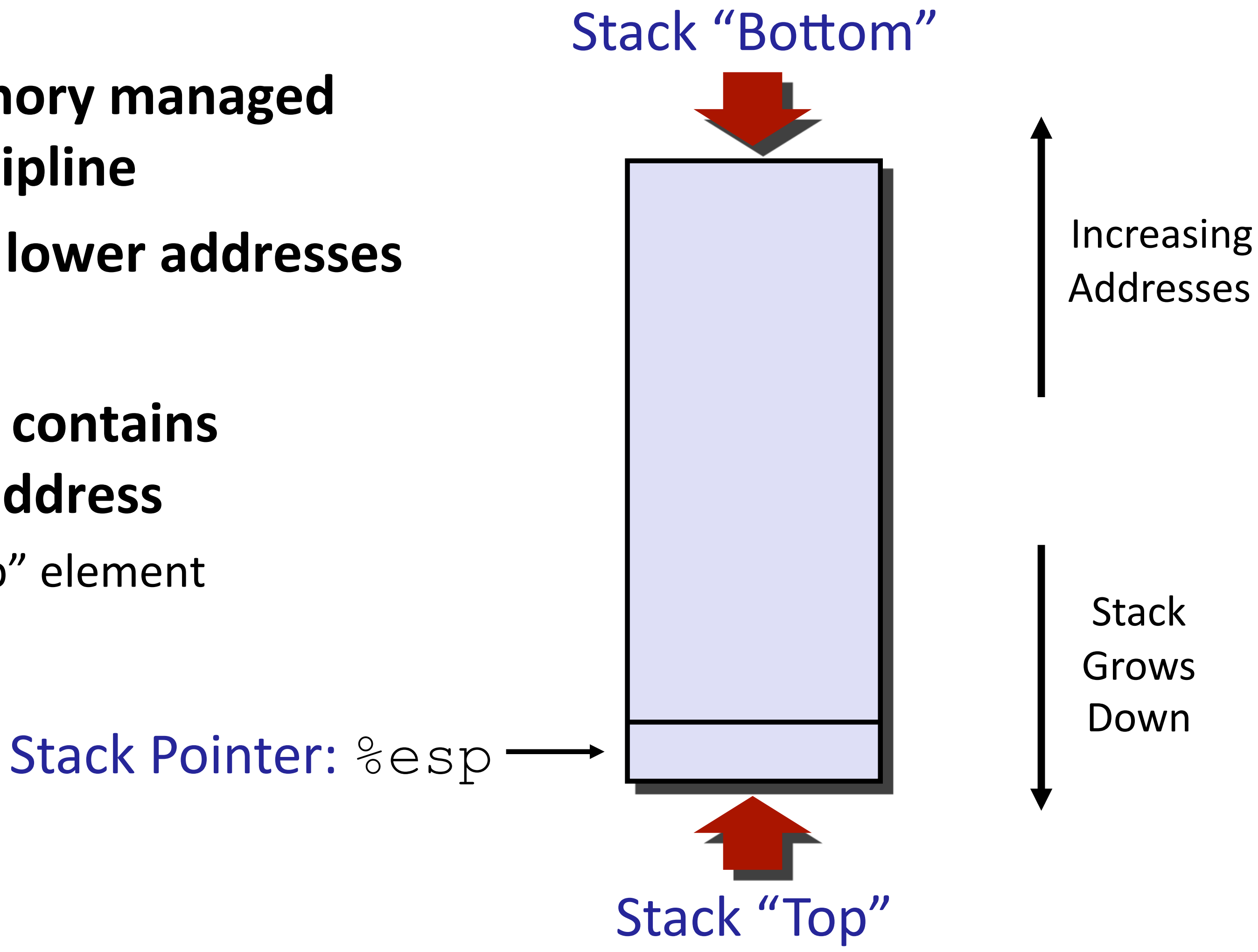
Today

- Switch statements
- IA 32 Procedures
  - Stack Structure
  - Calling Conventions
  - Illustrations of Recursion & Pointers

IA32 Stack

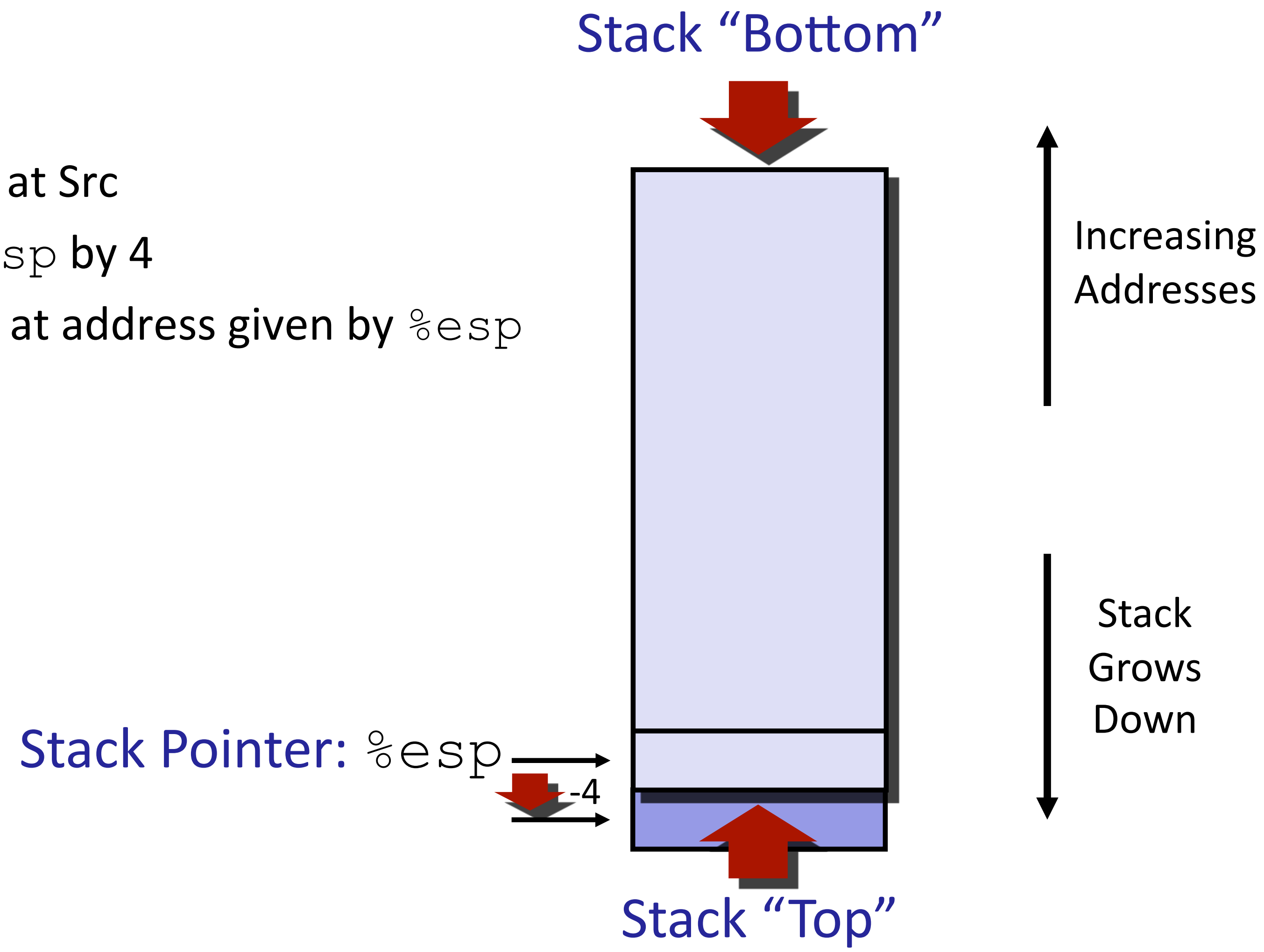
- **Region of memory managed with stack discipline**
- **Grows toward lower addresses**

- **Register `%esp` contains lowest stack address**
  - address of “top” element

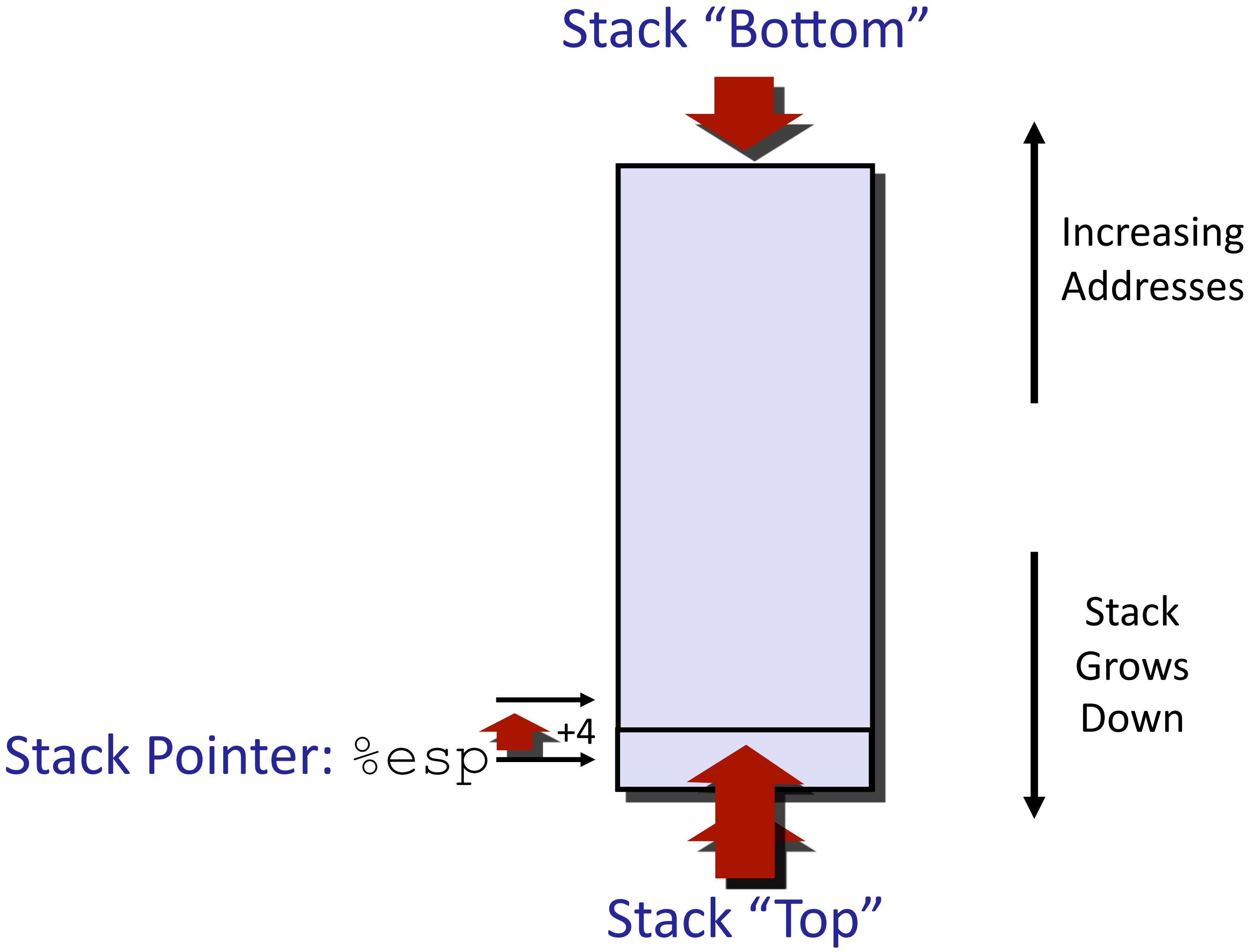


IA32 Stack: Push

- **`pushl` Src**
  - Fetch operand at Src
  - Decrement `%esp` by 4
  - Write operand at address given by `%esp`



IA32 Stack: Pop



Procedure Control Flow

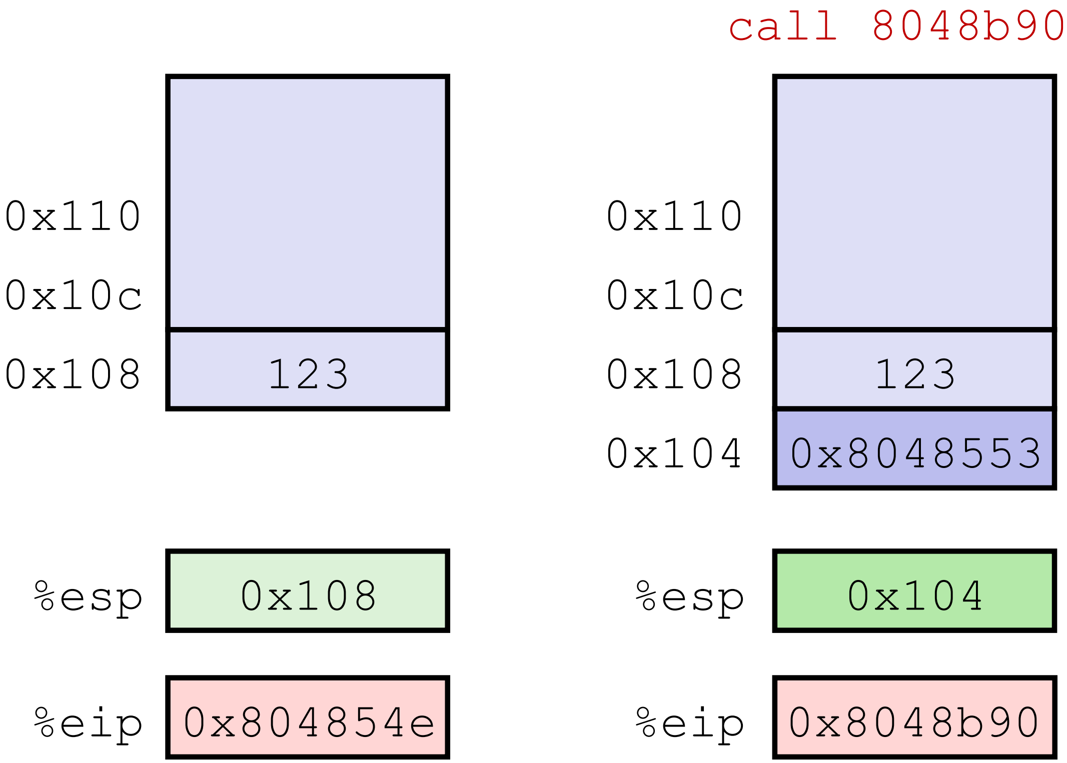
- **Use stack to support procedure call and return**
- **Procedure call: `call label`**
  - Push return address on stack
  - Jump to label
- **Return address:**
  - Address of the next instruction right after call
  - Example from disassembly

```
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

0x110

0x10c

0x108 123

0x104 0x8048553

%esp 0x108

%eip 0x804854e

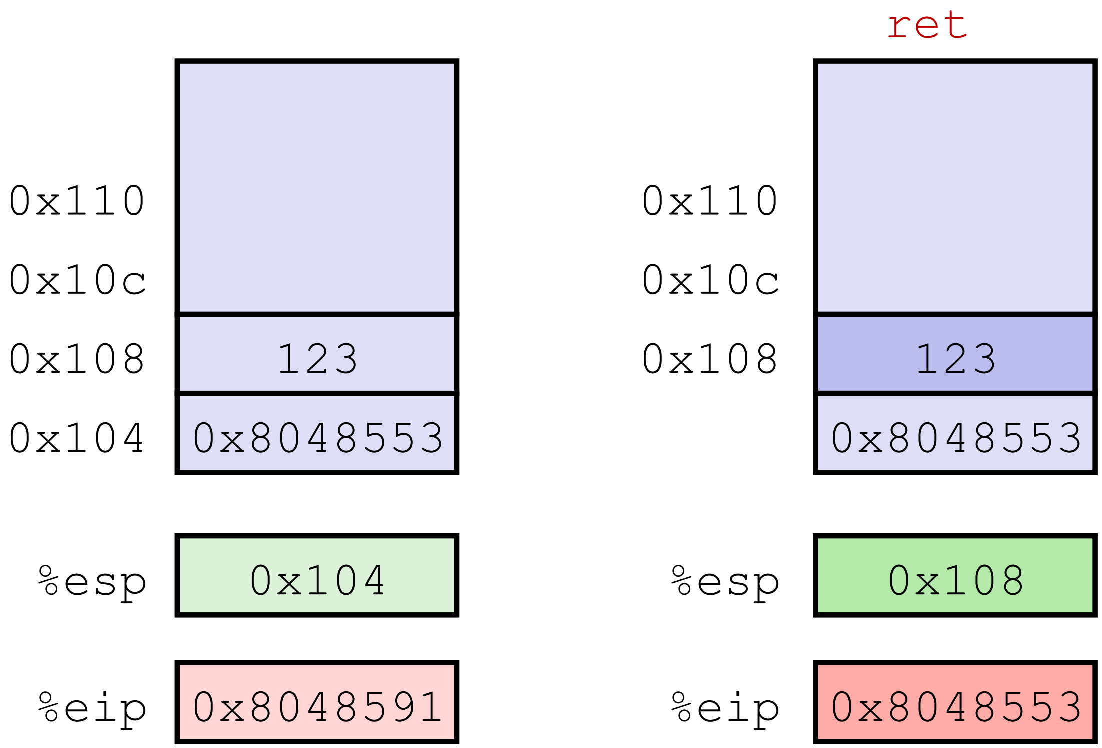
%esp 0x104

%eip 0x8048b90

`%eip`: program counter

Procedure Return Example

```
8048591:	c3		ret
```



ret

0x110

0x10c

0x108 | 123

0x104 | 0x8048553

%esp | 0x104

%eip | 0x8048591

0x110

0x10c

0x108 | 123

0x8048553

%esp | 0x108

%eip | 0x8048553

%eip: program counter

Stack-Based Languages

- **Languages that support recursion**
  - e.g., C, Pascal, Java
  - Code must be “Reentrant”
    - Multiple simultaneous instantiations of single procedure
  - Need some place to store state of each instantiation
    - Arguments
    - Local variables
    - Return pointer
- **Stack discipline**
  - State for given procedure needed for limited time
    - From when called to when return
  - Callee returns before caller does
- **Stack allocated in Frames**
  - state for single procedure instantiation

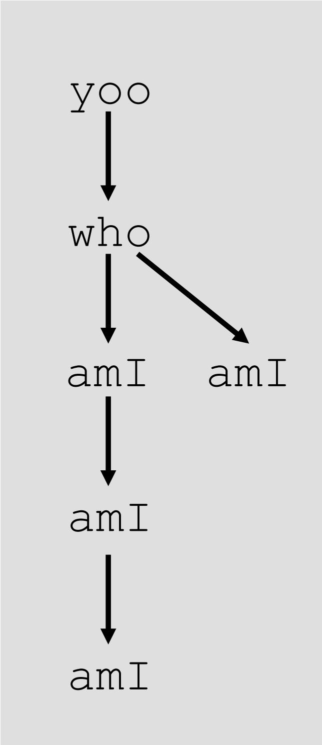
Call Chain Example

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

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

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

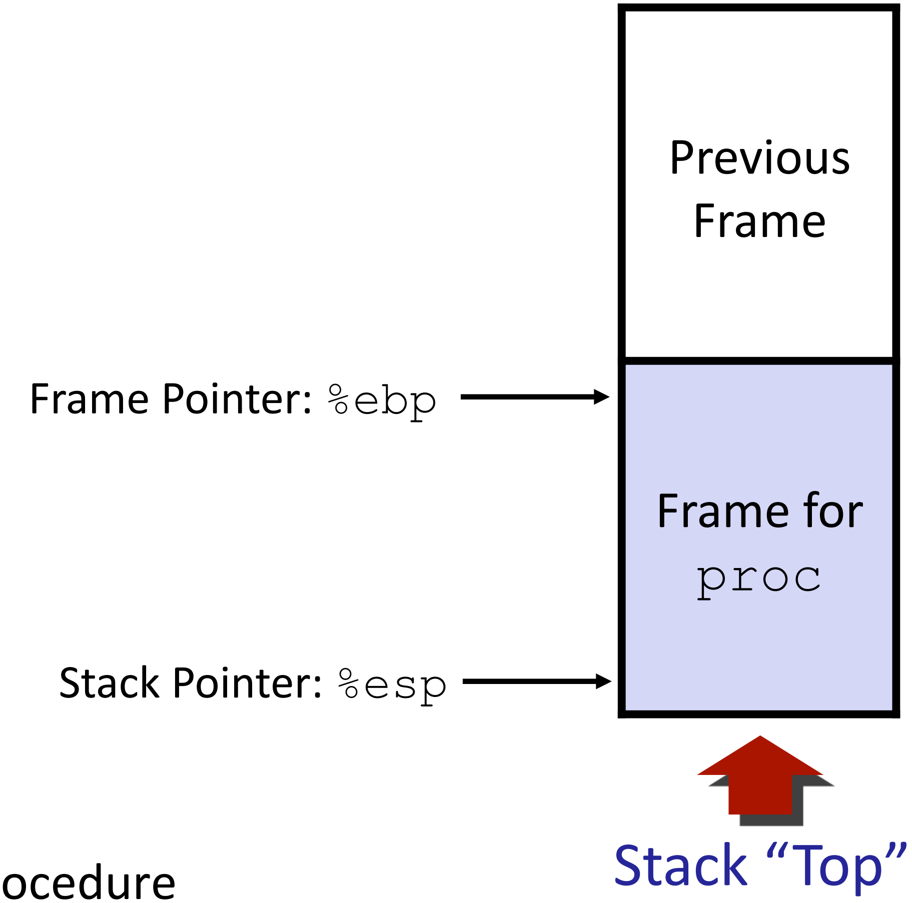
Example
Call Chain



Procedure `amI()` is recursive

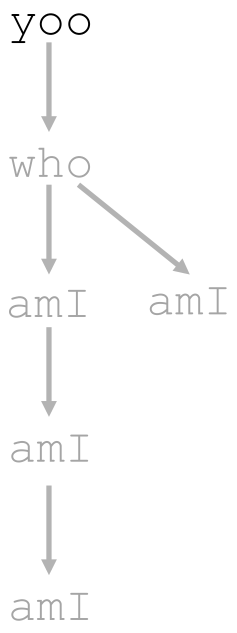
Stack Frames

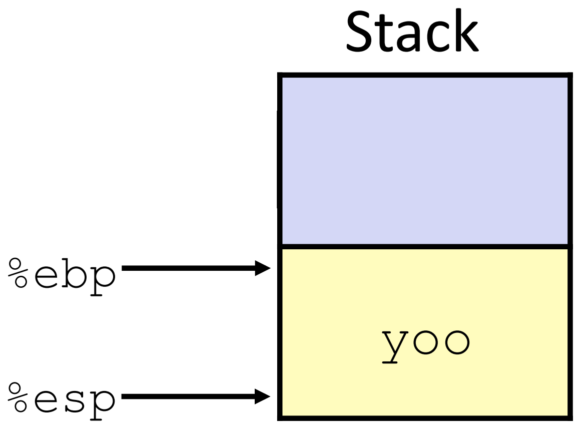
- **Contents**
  - Local variables
  - Return information
  - Temporary space
- **Management**
  - Space allocated when enter procedure
    - “Set-up” code
  - Deallocated when return
    - “Finish” code



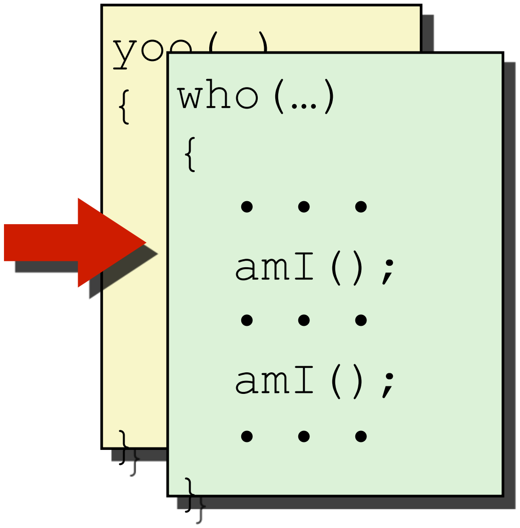
Example

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



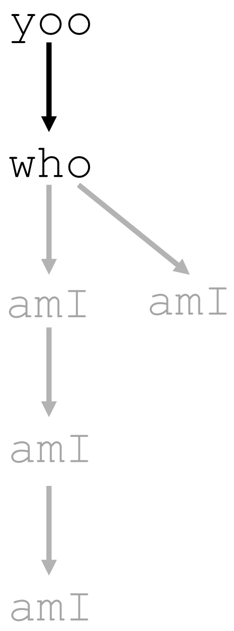


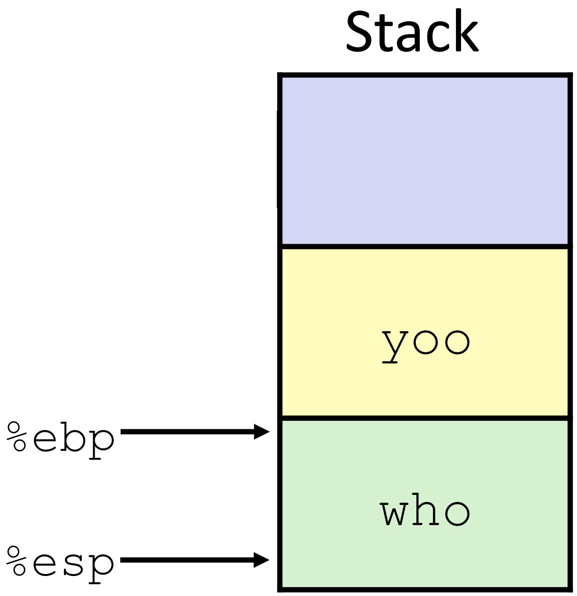
Example



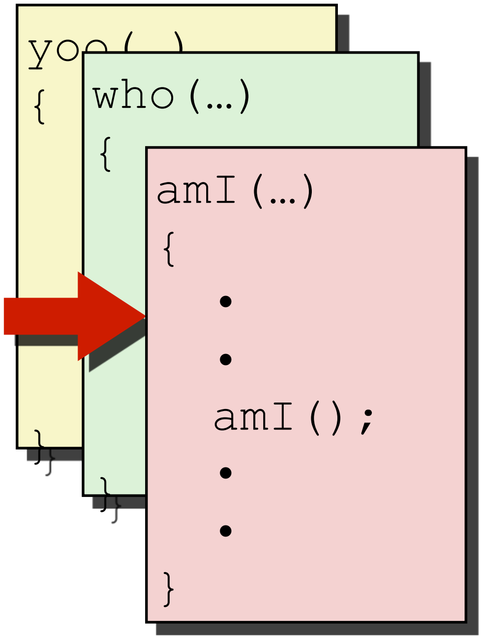
```
yoo(…)
{

}
```

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

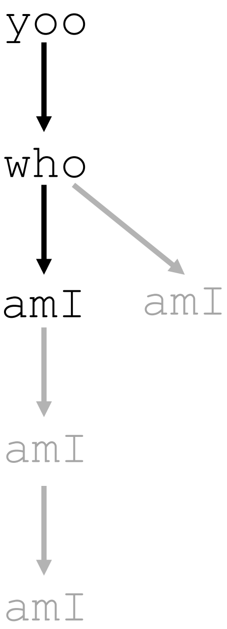


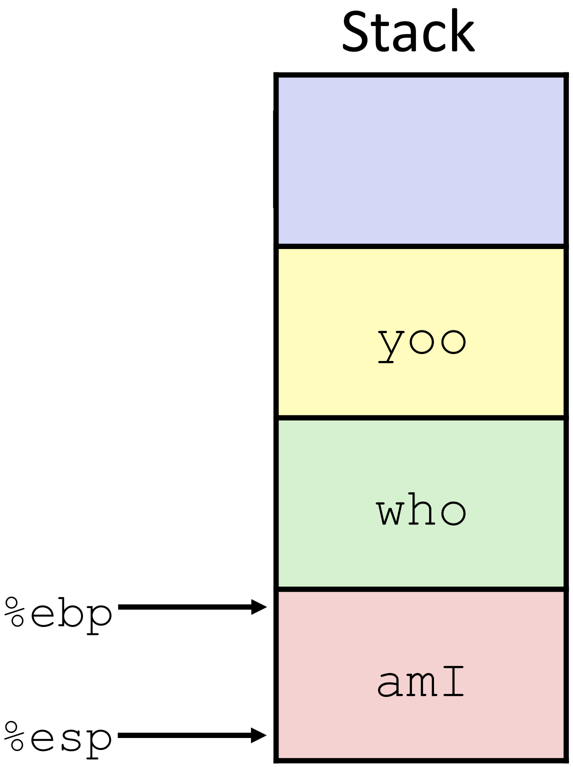


Example

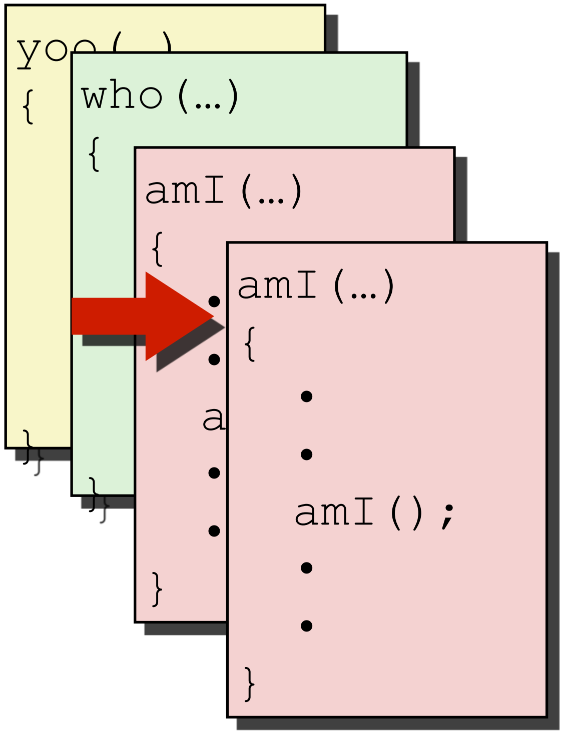


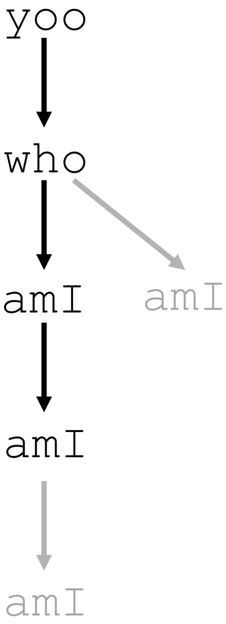
```
yoo(…)
{
who(…)
{
amI(…)
{
  •
  •
  amI();
  •
  •
}
```

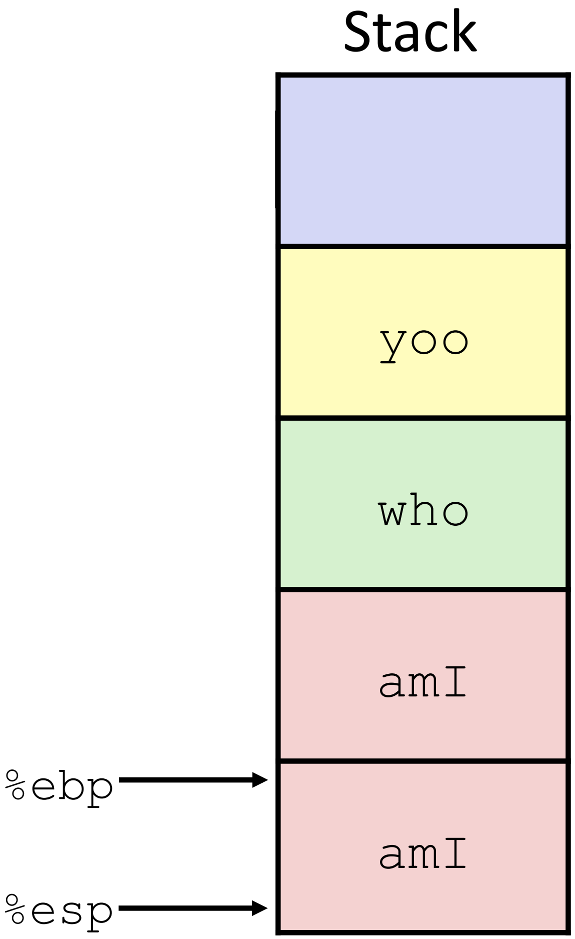




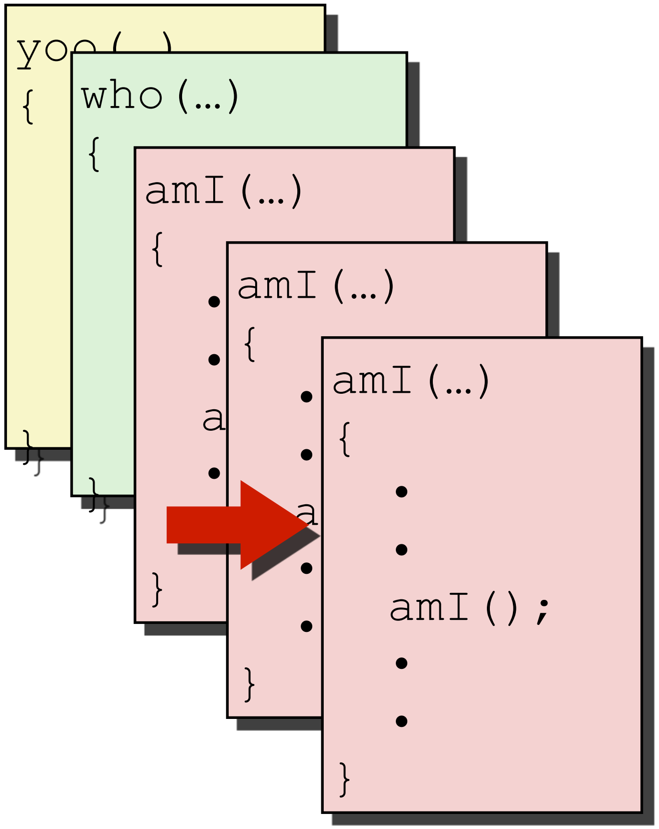
Example


yoo(…)
{
}
who(…)
{
}
amI(…)
{
•
•
a
•
•
}
amI(…)
{
•
•
amI();
•
•
}

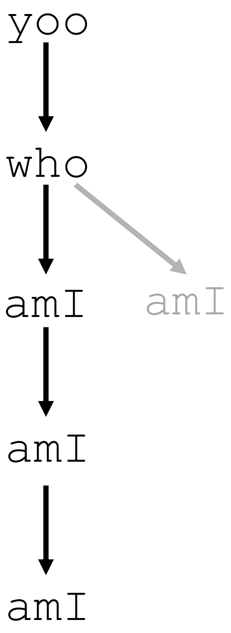

yoo
who
amI
amI
amI
amI

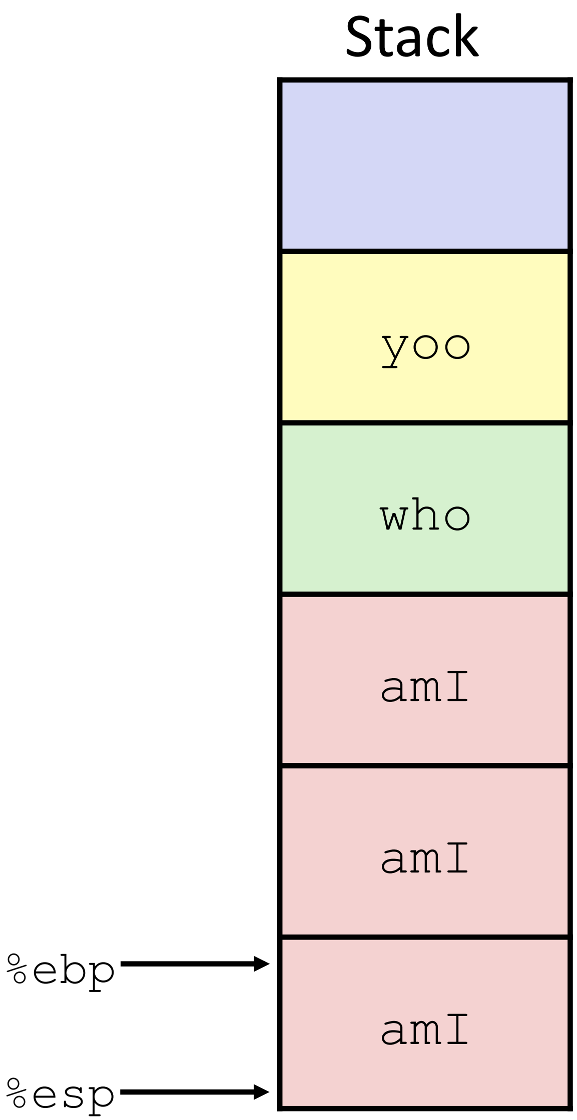

Stack
yoo
who
amI
amI
%ebp
%esp

Example

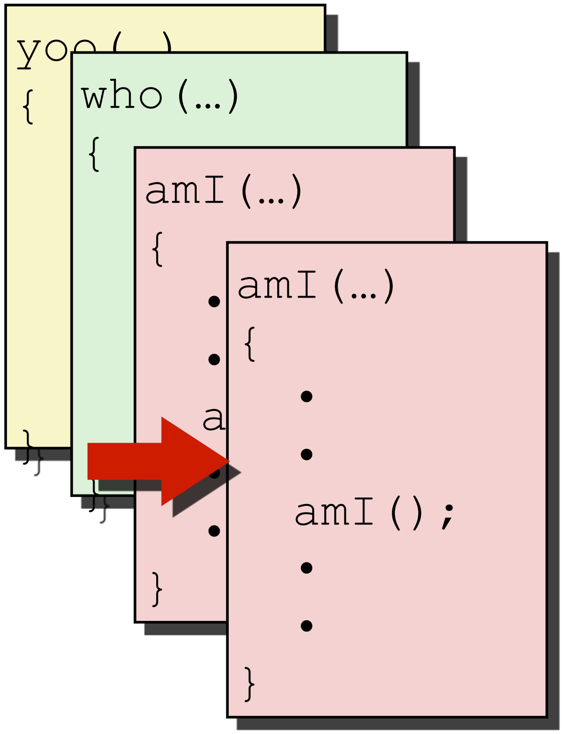


```
amI(…)
{
   •
   •
   amI();
   •
   •
}
```

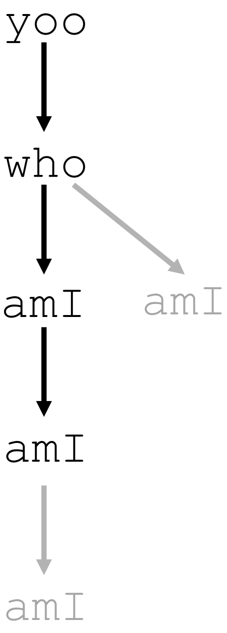




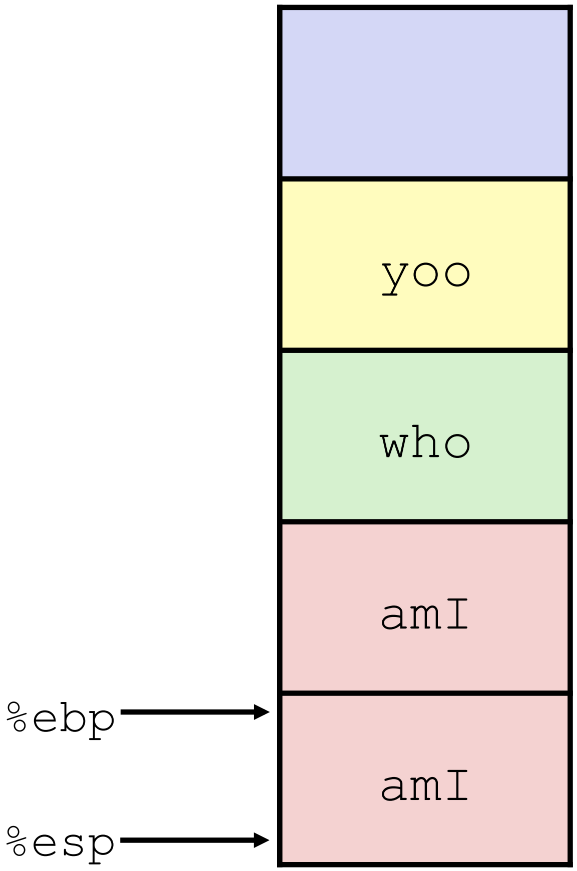
Example



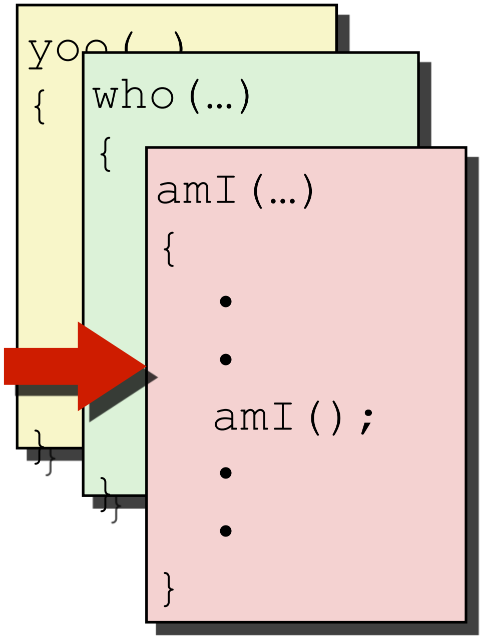
```
amI(…)
{
    •
    •
    amI();
    •
    •
}
```



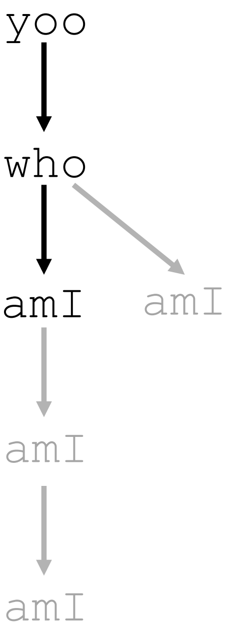
Stack



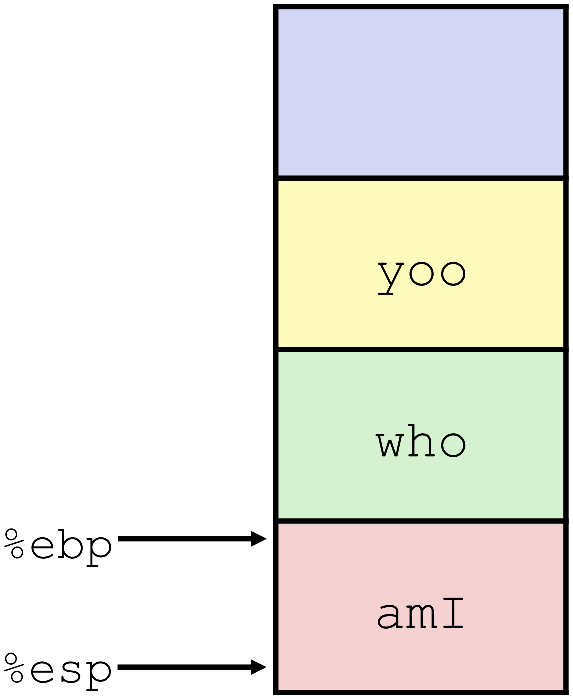
Example



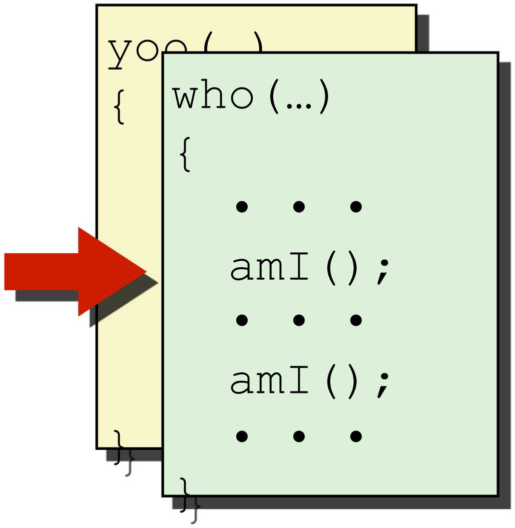
```
yoo(…)
{
  who(…)
  {
    amI(…)
    {
      •
      •
      amI();
      •
      •
    }
  }
}
```



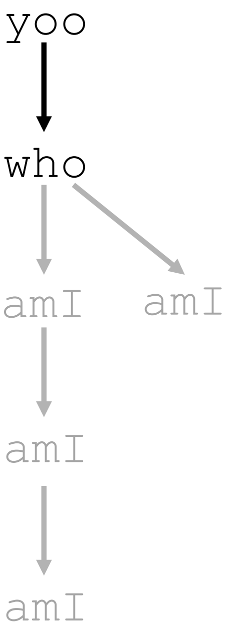
Stack

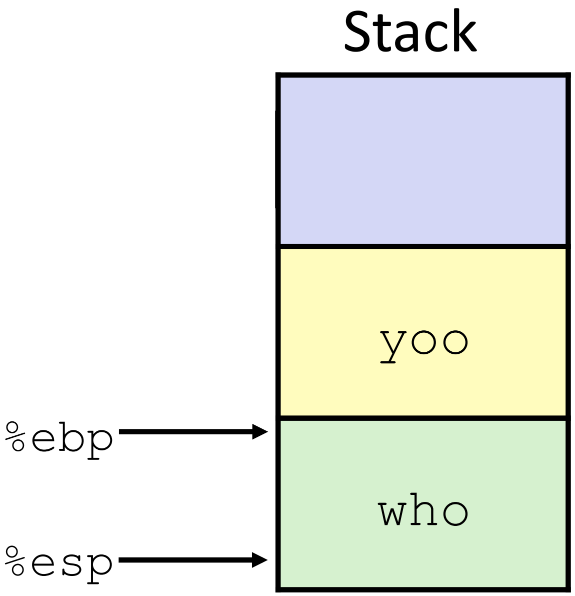


Example

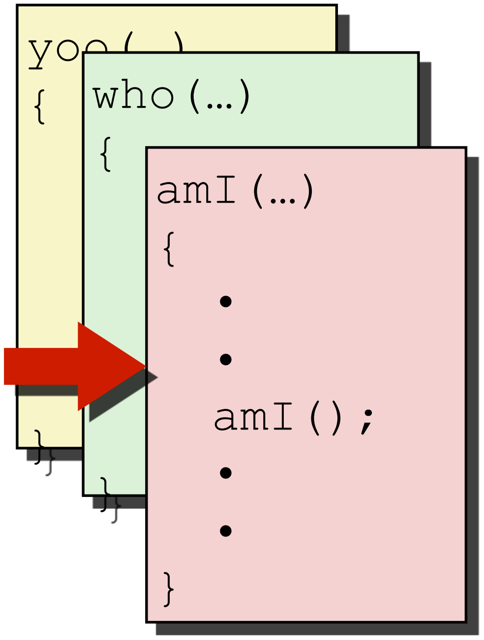


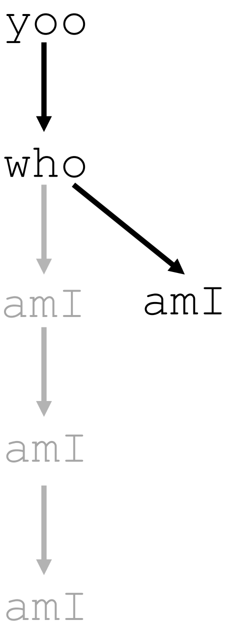
```
yoo(…)
{
  who(…)
  {
    • • •
    amI();
    • • •
    amI();
    • • •
  }
}
```

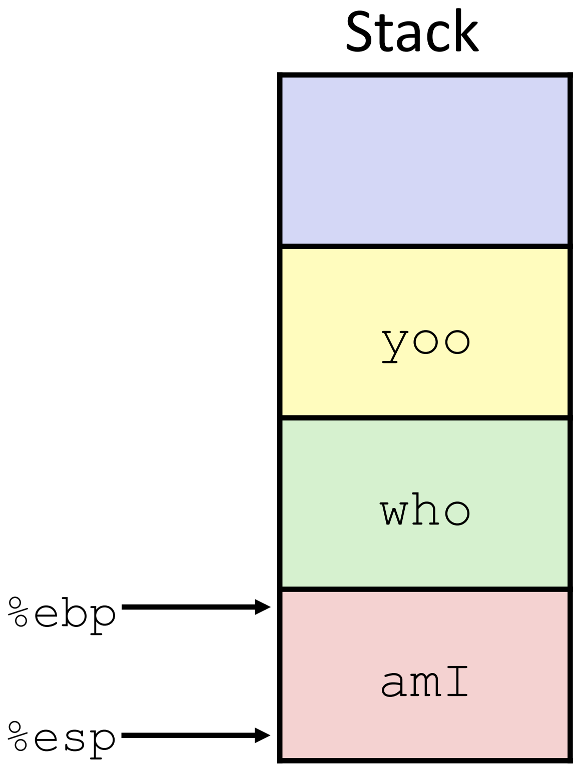




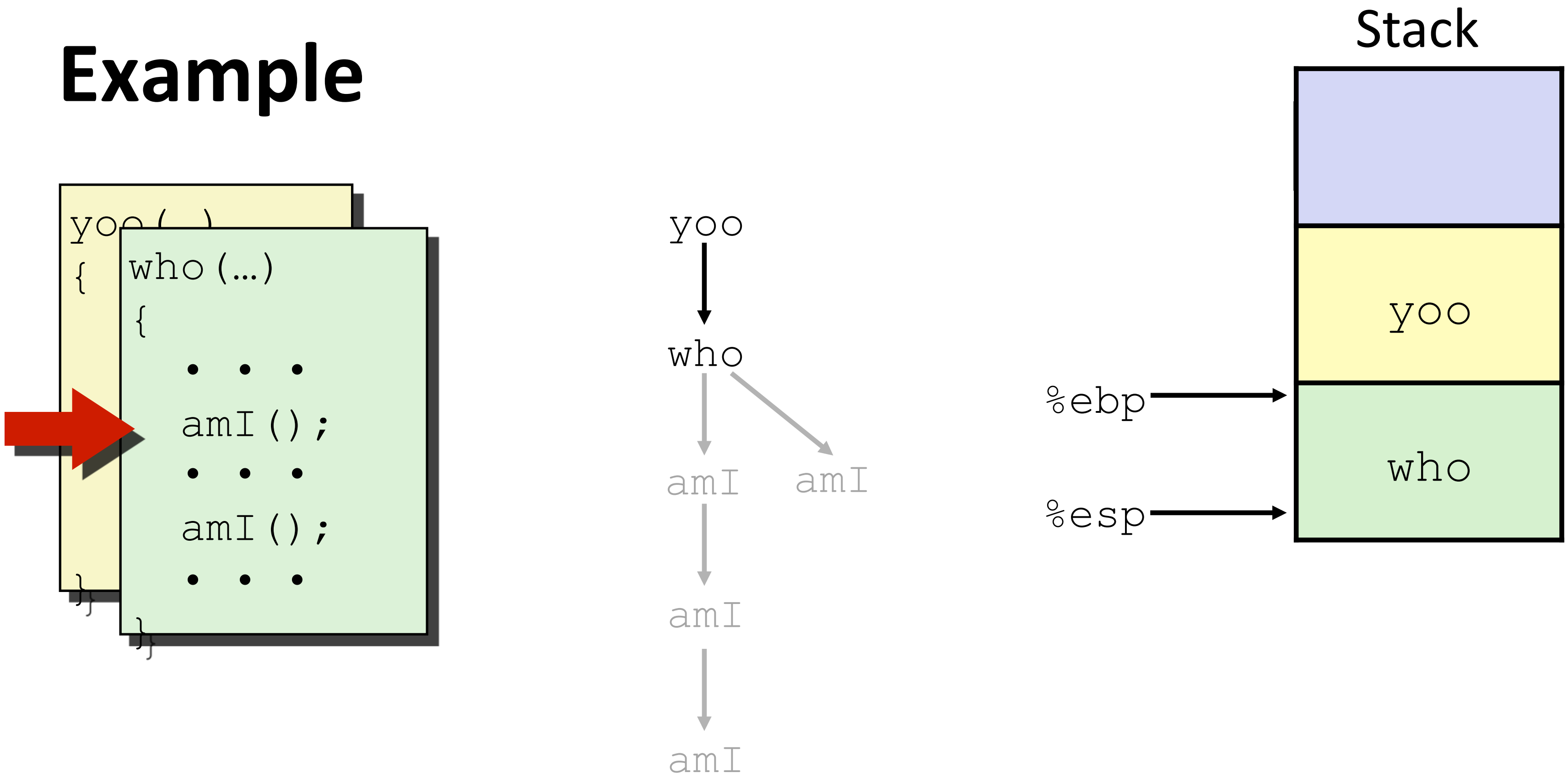
Example


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


yoo
who
amI
amI
amI
amI


Stack
yoo
who
amI
%ebp
%esp

Example

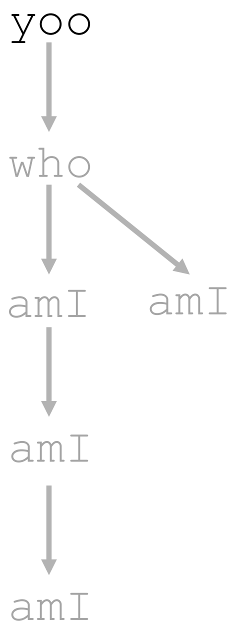


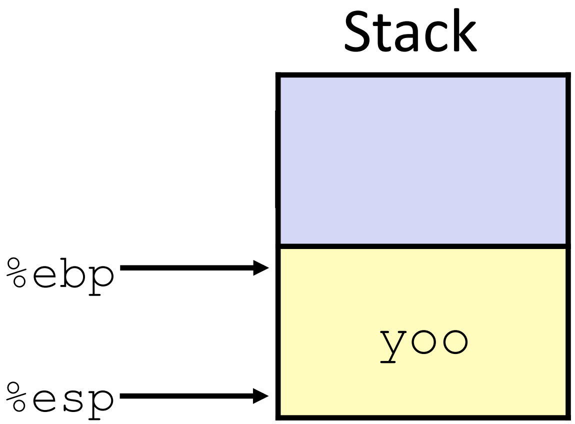
```
yoo(…)
{
```

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

Example

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

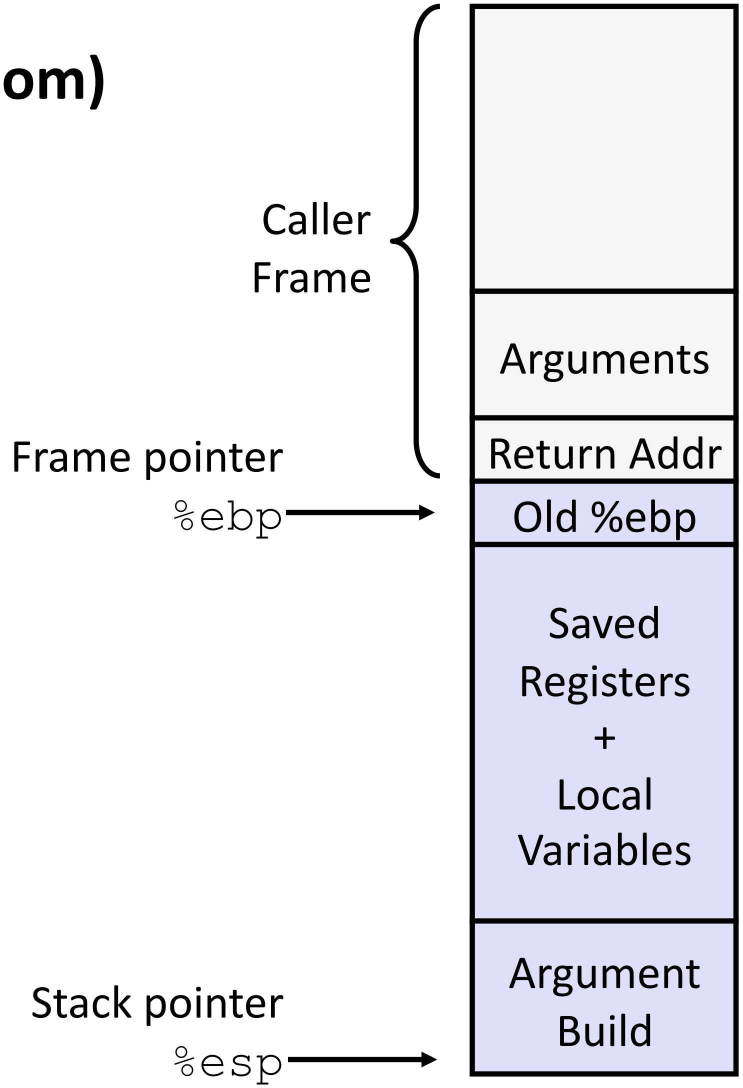




IA32/Linux Stack Frame

- **Current Stack Frame ("Top" to Bottom)**
  - "Argument build:"
    Parameters for function about to call
  - Local variables
    If can't keep in registers
  - Saved register context
  - Old frame pointer

- **Caller Stack Frame**
  - Return address
    - Pushed by `call` instruction
  - Arguments for this call



Revisiting swap

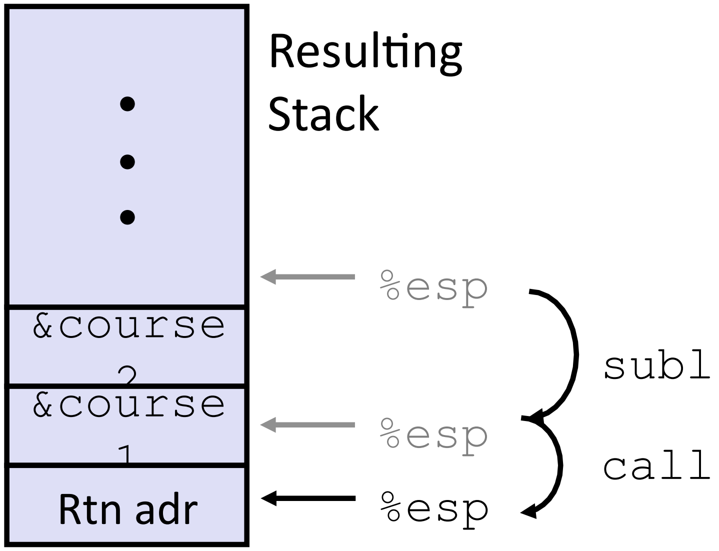
```
int course1 = 15213;
int course2 = 18243;

void call_swap() {
  swap(&course1, &course2);
}
```

Calling swap from call_swap

```
call_swap:
    • • •
    subl    $8, %esp
    movl    $course2, 4(%esp)
    movl    $course1, (%esp)
    call    swap
    • • •
```

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

Resulting Stack



•
•
•

&course2

&course1

Rtn adr

%esp

%esp

%esp

subl

call

Revisiting 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
```

Set Up

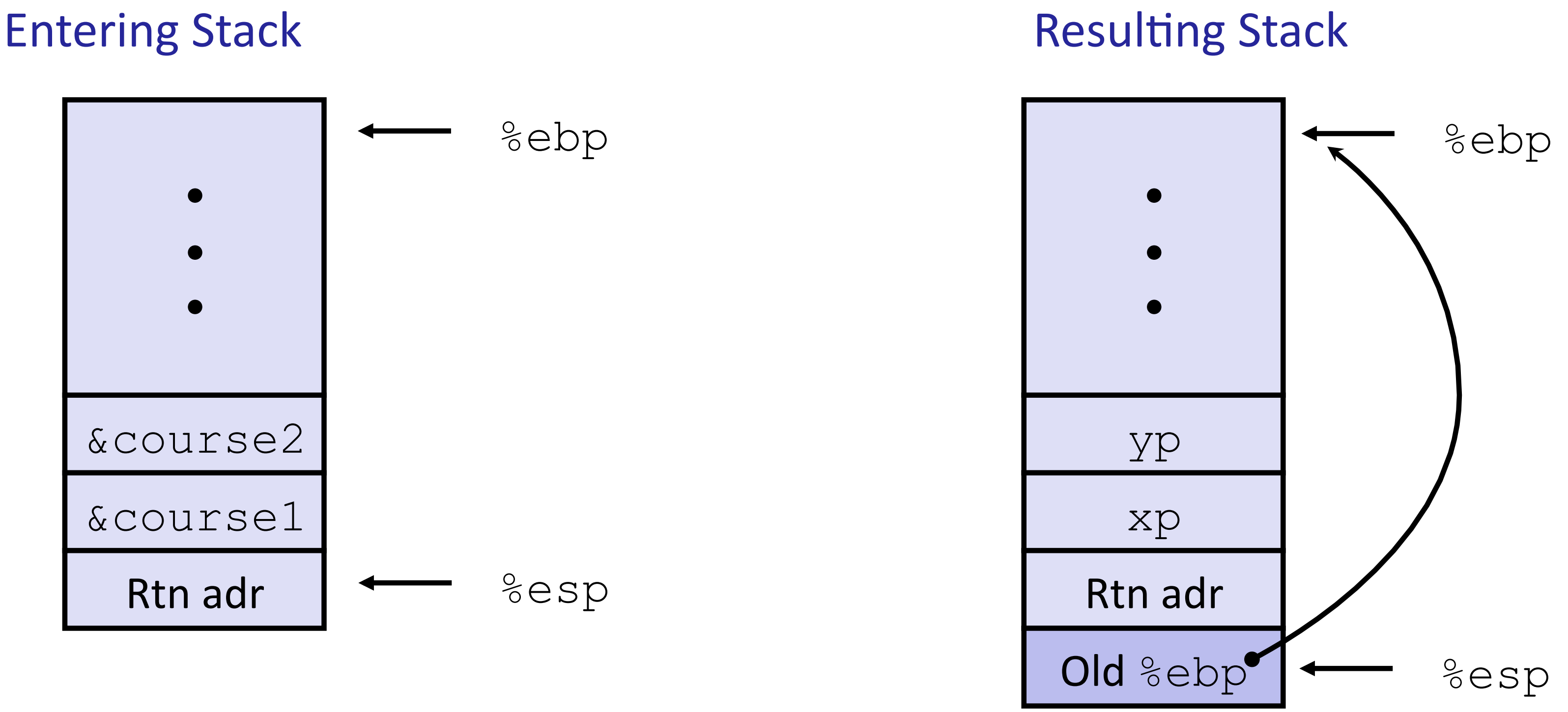
```
    movl  8(%ebp), %edx
    movl  12(%ebp), %ecx
    movl  (%edx), %ebx
    movl  (%ecx), %eax
    movl  %eax, (%edx)
    movl  %ebx, (%ecx)
```

Body

```
    popl  %ebx
    popl  %ebp
    ret
```

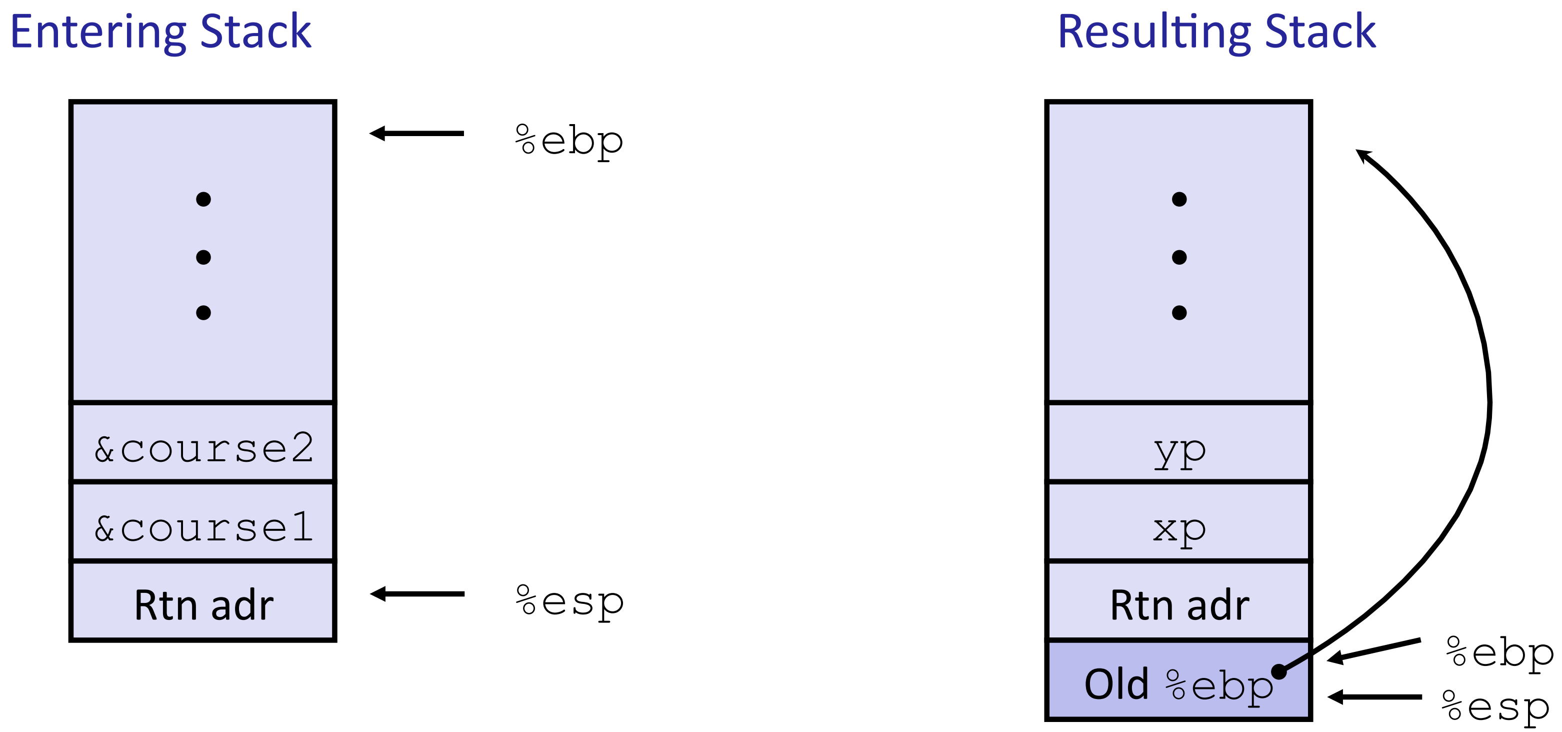
Finish

swap Setup #1



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

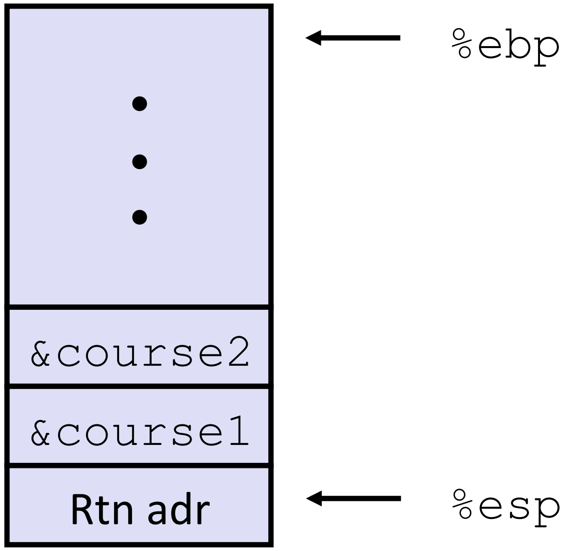
swap Setup #2



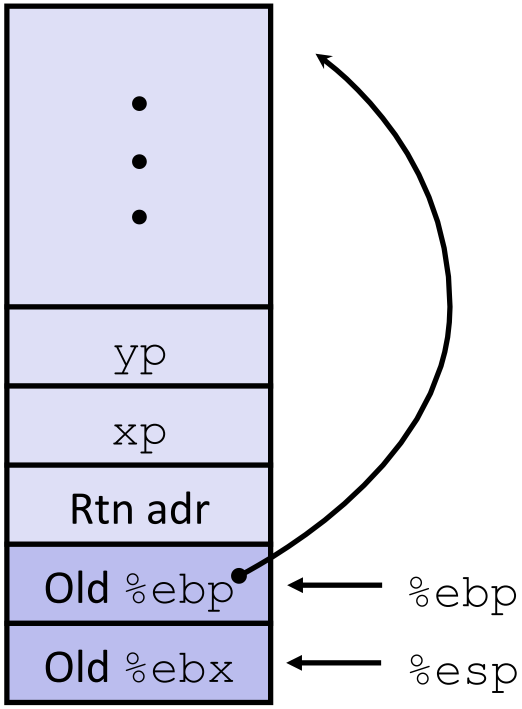
```
swap:
    pushl %ebp
    movl  %esp,%ebp
    pushl %ebx
```

swap Setup #3

Entering Stack

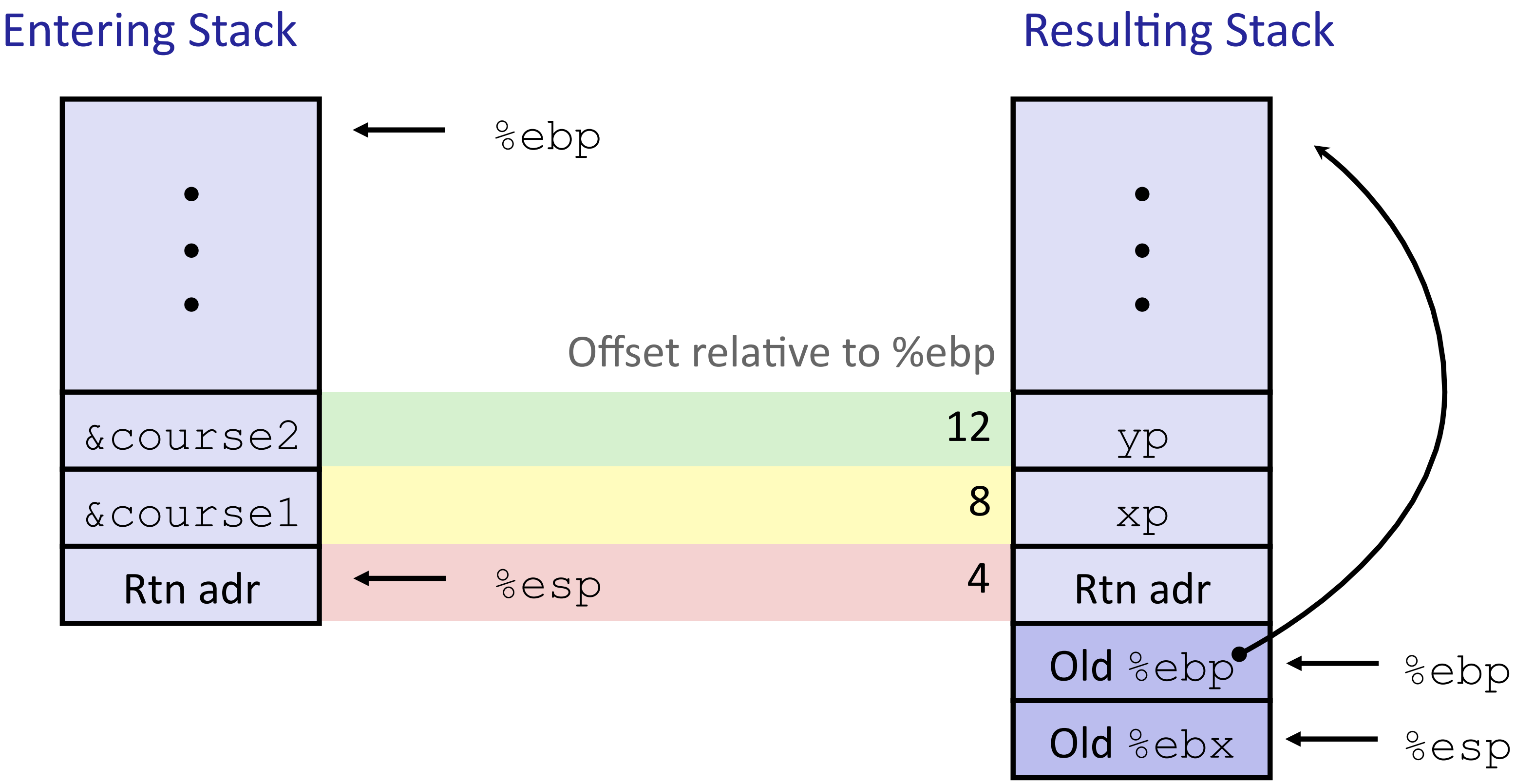


Resulting Stack



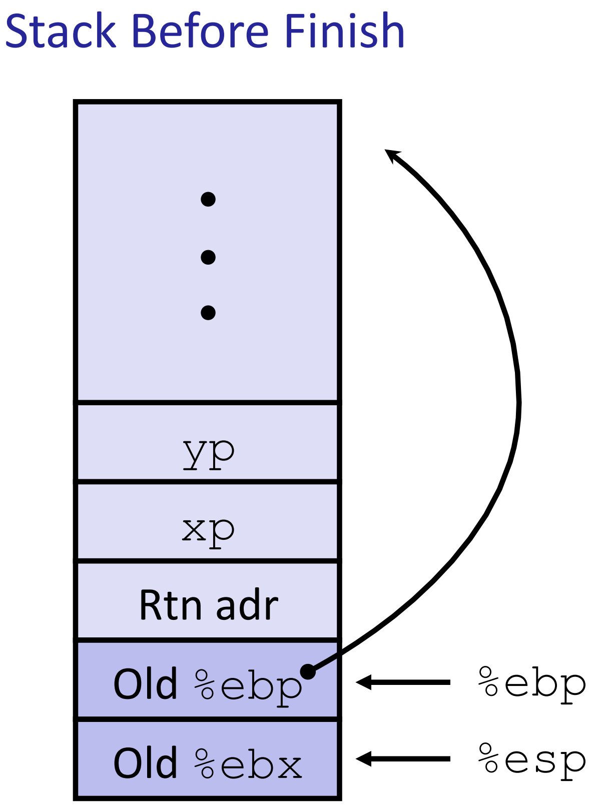
```
swap:
    pushl %ebp
    movl  %esp,%ebp
    pushl %ebx
```

swap Body

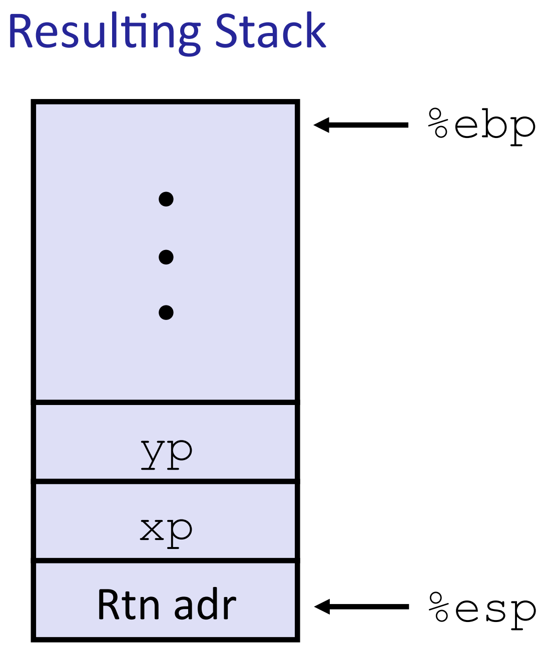


```
movl 8(%ebp),%edx     # get xp
movl 12(%ebp),%ecx    # get yp
. . .
```

swap Finish



```
popl    %ebx
popl    %ebp
```



- Observation
  - Saved and restored register %ebx
  - Not so for %eax, %ecx, %edx

Disassembled swap

```
08048384 <swap>:
 8048384:  55                          push   %ebp
 8048385:  89 e5                       mov    %esp,%ebp
 8048387:  53                          push   %ebx
 8048388:  8b 55 08                    mov    0x8(%ebp),%edx
 804838b:  8b 4d 0c                    mov    0xc(%ebp),%ecx
 804838e:  8b 1a                       mov    (%edx),%ebx
 8048390:  8b 01                       mov    (%ecx),%eax
 8048392:  89 02                       mov    %eax,(%edx)
 8048394:  89 19                       mov    %ebx,(%ecx)
 8048396:  5b                          pop    %ebx
 8048397:  5d                          pop    %ebp
 8048398:  c3                          ret
```

Calling Code

```
 80483b4:  movl   $0x8049658,0x4(%esp) # Copy &course2
 80483bc:  movl   $0x8049654,(%esp)    # Copy &course1
 80483c3:  call   8048384 <swap>       # Call swap
 80483c8:  leave                       # Prepare to return
 80483c9:  ret                         # Return
```

Today

- Switch statements
- **IA 32 Procedures**
  - Stack Structure
  - Calling Conventions
  - Illustrations of Recursion & Pointers

Register Saving Conventions

- **When procedure `yoo` calls `who`:**
  - `yoo` is the caller
  - `who` is the callee
- **Can register be used for temporary storage?**

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

```
who:
   • • •
    movl 8(%ebp), %edx
    addl $18243, %edx
   • • •
    ret
```

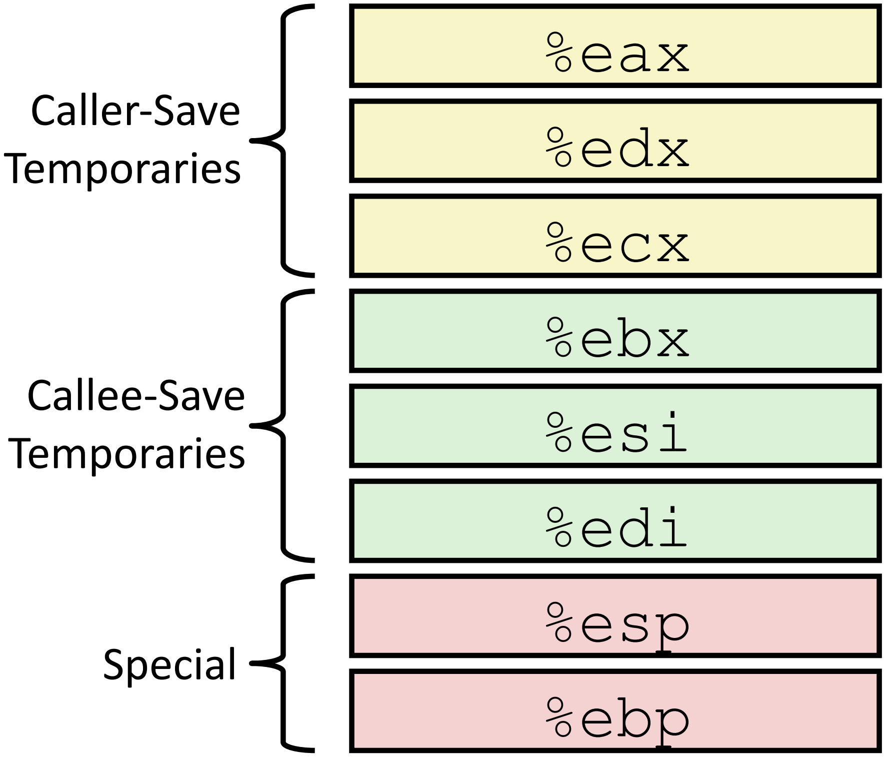
  - Contents of register `%edx` overwritten by `who`
  - This could be trouble ➝ something should be done!
    - Need some coordination

Register Saving Conventions

- **When procedure `yoo` calls `who`:**
  - `yoo` is the caller
  - `who` is the callee
- **Can register be used for temporary storage?**
- **Conventions**
  - "Caller Save"
    - Caller saves temporary values in its frame before the call
  - "Callee Save"
    - Callee saves temporary values in its frame before using

IA32/Linux+Windows Register Usage

- **`%eax, %edx, %ecx`**
  - Caller saves prior to call if values are used later
- **`%eax`**
  - also used to return integer value
- **`%ebx, %esi, %edi`**
  - Callee saves if wants to use them
- **`%esp, %ebp`**
  - special form of callee save
  - Restored to original values upon exit from procedure



Today

- **Switch statements**
- **IA 32 Procedures**
  - Stack Structure
  - Calling Conventions
  - Illustrations of Recursion & Pointers

Recursive Function

```
/* Recursive popcount */
int pcount_r(unsigned x) {
  if (x == 0)
    return 0;
  else return
    (x & 1) + pcount_r(x >> 1);
}
```

- **Registers**
  - %eax, %edx used without first saving
  - %ebx used, but saved at beginning & restored at end

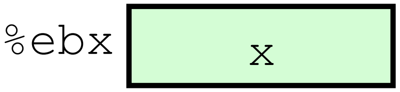
```
pcount_r:
    pushl  %ebp
    movl   %esp, %ebp
    pushl  %ebx
    subl   $4, %esp
    movl   8(%ebp), %ebx
    movl   $0, %eax
    testl  %ebx, %ebx
    je   .L3
    movl   %ebx, %eax
    shrl   %eax
    movl   %eax, (%esp)
    call   pcount_r
    movl   %ebx, %edx
    andl   $1, %edx
    leal   (%edx,%eax), %eax
.L3:
    addl   $4, %esp
    popl   %ebx
    popl   %ebp
    ret
```

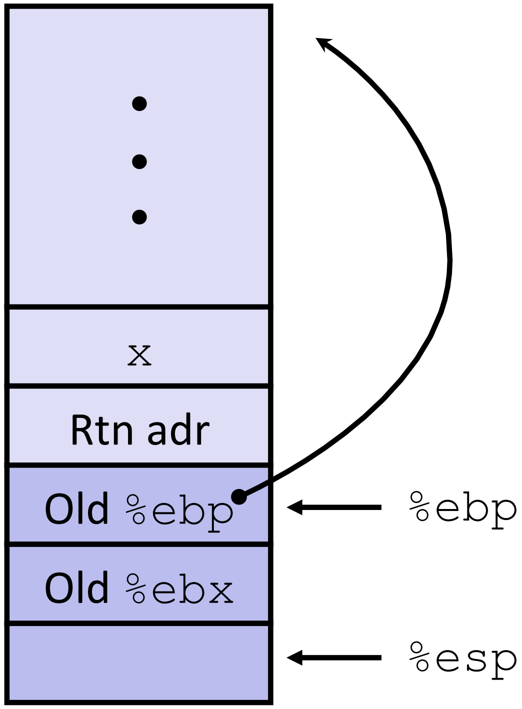
Recursive Call #1

```
/* Recursive popcount */
int pcount_r(unsigned x) {
  if (x == 0)
    return 0;
  else return
    (x & 1) + pcount_r(x >> 1);
}
```

```
pcount_r:
    pushl %ebp
    movl  %esp, %ebp
    pushl %ebx
    subl  $4, %esp
    movl  8(%ebp), %ebx
     • • •
```

- **Actions**
  - Save old value of `%ebx` on stack
  - Allocate space for argument to recursive call
  - Store x in `%ebx`



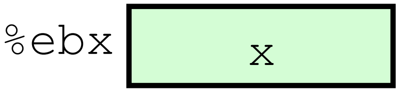


Recursive Call #2

```
/* Recursive popcount */
int pcount_r(unsigned x) {
  if (x == 0)
    return 0;
  else return
    (x & 1) + pcount_r(x >> 1);
}
```

```
     • • •
    movl   $0, %eax
    testl %ebx, %ebx
    je   .L3
     • • •
.L3:
     • • •
    ret
```

- **Actions**
  - If x == 0, return
    - with `%eax` set to 0



%ebx

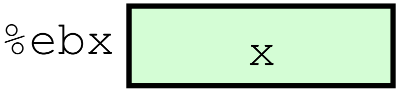
x

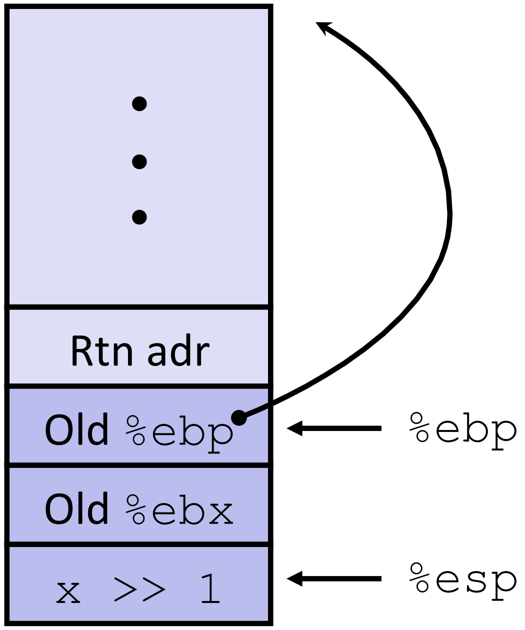
Recursive Call #3

```
/* Recursive popcount */
int pcount_r(unsigned x) {
  if (x == 0)
    return 0;
  else return
    (x & 1) + pcount_r(x >> 1);
}
```

```
  • • •
movl   %ebx, %eax
shrl   %eax
movl   %eax, (%esp)
call   pcount_r
  • • •
```

- **Actions**
  - Store x >> 1 on stack
  - Make recursive call
- **Effect**
  - %eax set to function result
  - %ebx still has value of x



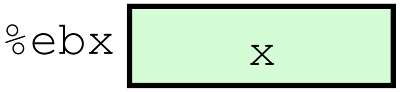


Recursive Call #4

```
/* Recursive popcount */
int pcount_r(unsigned x) {
  if (x == 0)
    return 0;
  else return
    (x & 1) + pcount_r(x >> 1);
}
```

```
  • • •
movl    %ebx, %edx
andl    $1, %edx
leal   (%edx,%eax), %eax
  • • •
```

- **Assume**
  - %eax holds value from recursive call
  - %ebx holds x
- **Actions**
  - Compute (x & 1) + computed value
- **Effect**
  - %eax set to function result



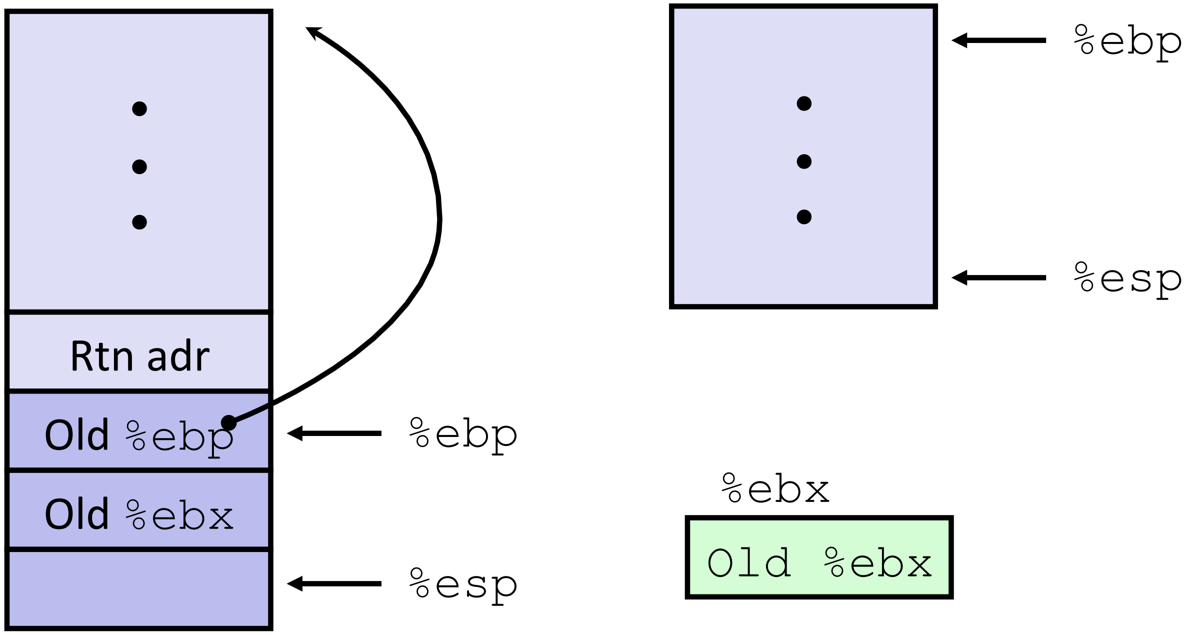
%ebx x

Recursive Call #5

```
/* Recursive popcount */
int pcount_r(unsigned x) {
  if (x == 0)
    return 0;
  else return
     (x & 1) + pcount_r(x >> 1);
}
```

```
       • • •
L3:
       addl $4, %esp
       popl %ebx
       popl %ebp
       ret
```

- **Actions**
  - Restore values of %ebx and %ebp
  - Restore %esp



Observations About Recursion

- **Handled Without Special Consideration**
  - Stack frames mean that each function call has private storage
    - Saved registers & local variables
    - Saved return pointer
  - Register saving conventions prevent one function call from corrupting another's data
  - Stack discipline follows call / return pattern
    - If P calls Q, then Q returns before P
    - Last-In, First-Out
- **Also works for mutual recursion**
  - P calls Q; Q calls P

Pointer Code

Generating Pointer

```
/* Compute x + 3 */
int add3(int x) {
  int localx = x;
  incrk(&localx, 3);
  return localx;
}
```

Referencing Pointer

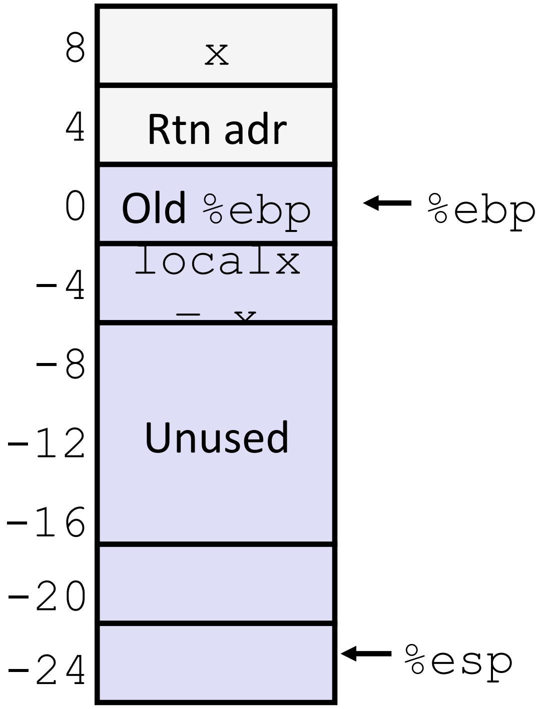
```
/* Increment value by k */
void incrk(int *ip, int k) {
  *ip += k;
}
```

- **`add3` creates pointer and passes it to `incrk`**

Creating and Initializing Local Variable

```
int add3(int x) {
  int localx = x;
  incrk(&localx, 3);
  return localx;
}
```

- **Variable localx must be stored on stack**
  - Because: Need to create pointer to it
- **Compute pointer as -4(%ebp)**



First part of add3

```
add3:
  pushl%ebp
  movl %esp, %ebp
  subl $24, %esp      # Alloc. 24 bytes
  movl 8(%ebp), %eax
  movl %eax, -4(%ebp)# Set localx to x
```

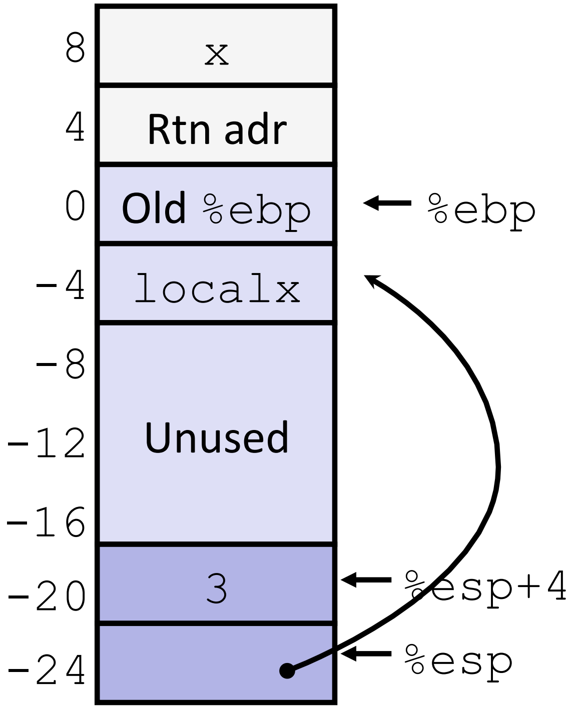
Creating Pointer as Argument

```
int add3(int x) {
  int localx = x;
  incrk(&localx, 3);
  return localx;
}
```

- Use leal instruction to compute address of localx

Middle part of add3

```
  movl $3, 4(%esp)    # 2nd arg = 3
  leal -4(%ebp), %eax# &localx
  movl %eax, (%esp)   # 1st arg = &localx
  call incrk
```



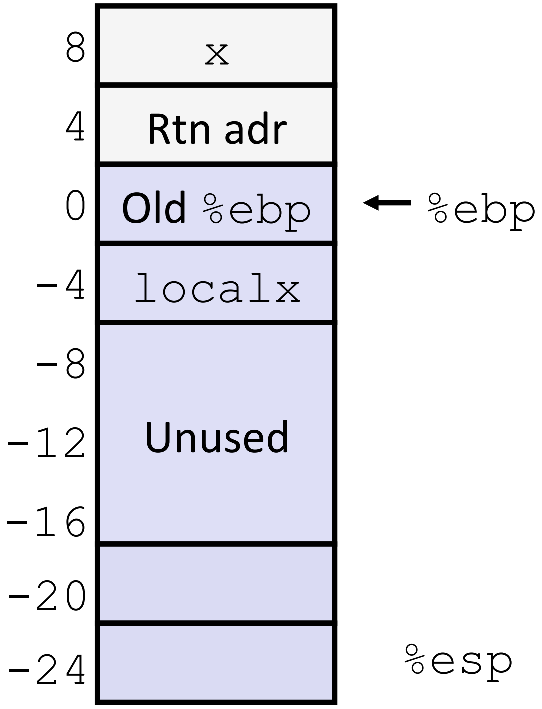
Retrieving local variable

```
int add3(int x) {
  int localx = x;
  incrk(&localx, 3);
  return localx;
}
```

- Retrieve localx from stack as return value

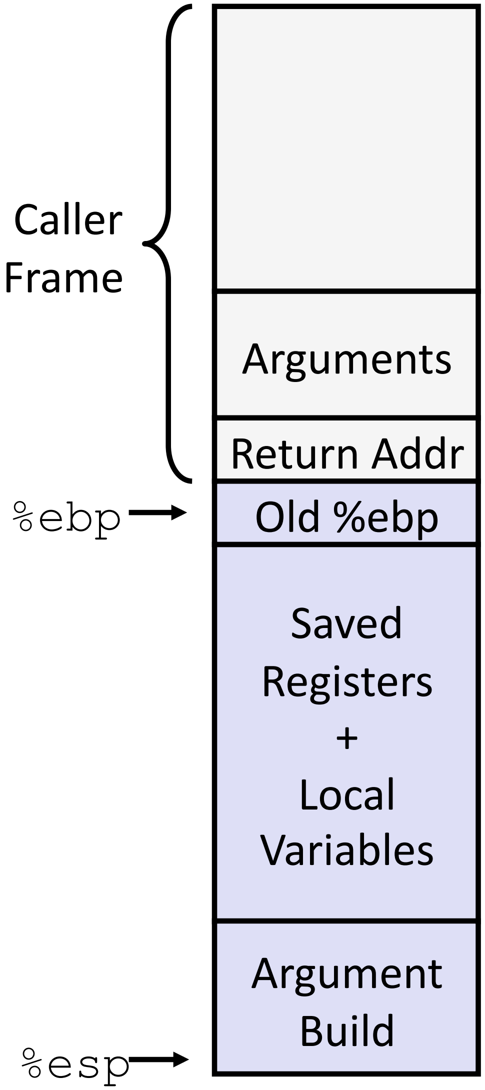
Final part of add3

```
  movl -4(%ebp), %eax # Return val= localx
  leave
  ret
```



IA 32 Procedure Summary

- **Important Points**
  - Stack is the right data structure for procedure call / return
    - If P calls Q, then Q returns before P
- **Recursion (& mutual recursion) handled by normal calling conventions**
  - Can safely store values in local stack frame and in callee-saved registers
  - Put function arguments at top of stack
  - Result return in `%eax`
- **`Pointers are addresses of values`**
  - `On stack or global`


Caller Frame
Arguments
Return Addr
%ebp
Old %ebp
Saved Registers + Local Variables
Argument Build
%esp