CS 202 (-001): Operating Systems

http://cs.nyu.edu/~mwalfish/classes/21fa

- [x] 1. Last time
- [x] 2. Intro to processes
- [x] 3. Process's view of memory (and registers)
- [ ] 4. Stack frames
- [ ] 5. System calls

Today: use the "process's view of the world" to:
- demystify functional scope
- demystify pointers

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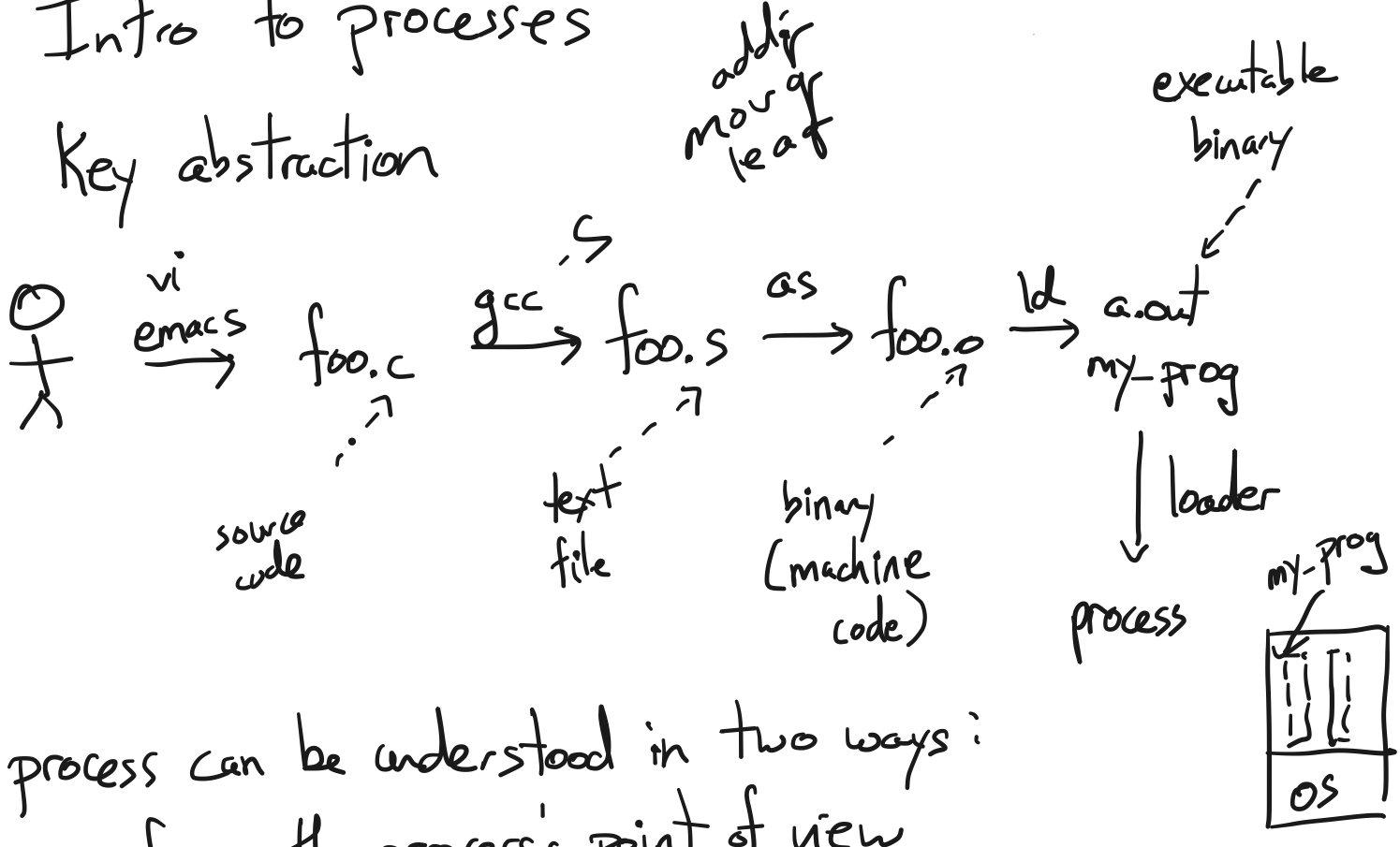
2. Intro to processes

Key abstraction



process can be understood in two ways:
- from the process's point of view

- from the OS's point of view

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3. Process's view of memory and registers

Background:

registers (x86-64 arch):

general-purpose:

%rax, %rbx, %rcx, %rdx

%rsi, %rdi, %r8 - %r15,

%rsp, %rbp

special-purpose:

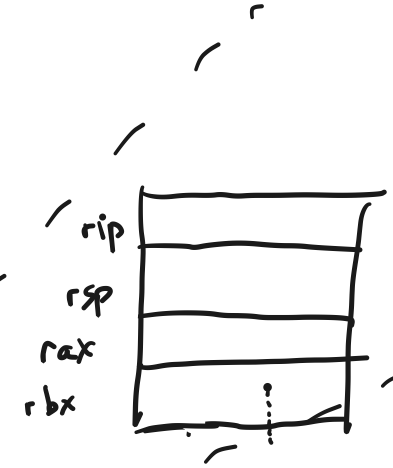
%rip

x86-64 AMD Intel

x86 32bits

Three special registers:

- %rsp: stack pointer
- %rbp: base pointer, or frame pointer
- %rip: instruction pointer, or program counter



Three aspects to a process:

(i) each process has its own registers

(ii) each process has its own view of memory

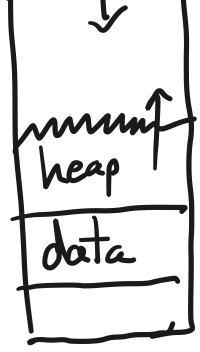
(ii) each process ...

(iii) very little else needed!

some associated info:

- signal state
- UID, signal mask,

whether being debugged, ...



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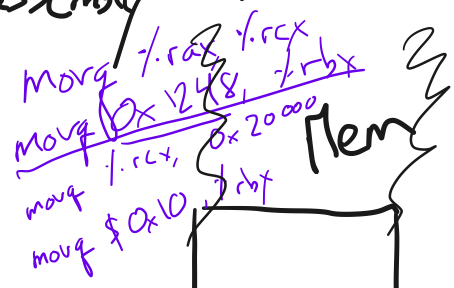
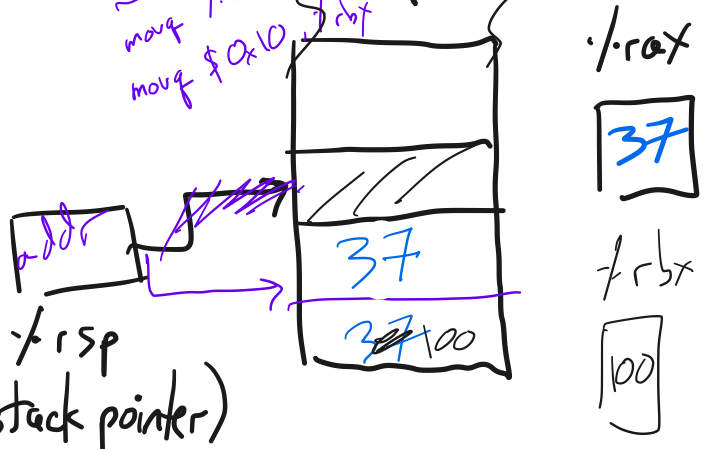
4. stack frames

crash course in X86-64 assembly + stack

movq FROM, TO





pushq %rax ≡

subq $8, %rsp

~~movq %rax, %rsp~~

movq %rax, (%rsp)

movq 8(%rsp), %rdx

%leaq

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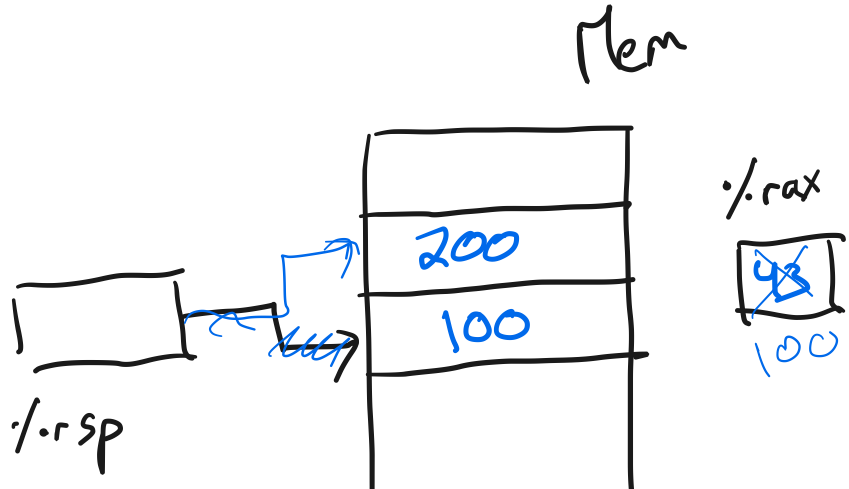
popq %rax ≡

movq (%rsp), %rax

addq $8, %rsp



call 0x12348 ≡

pushq %rip

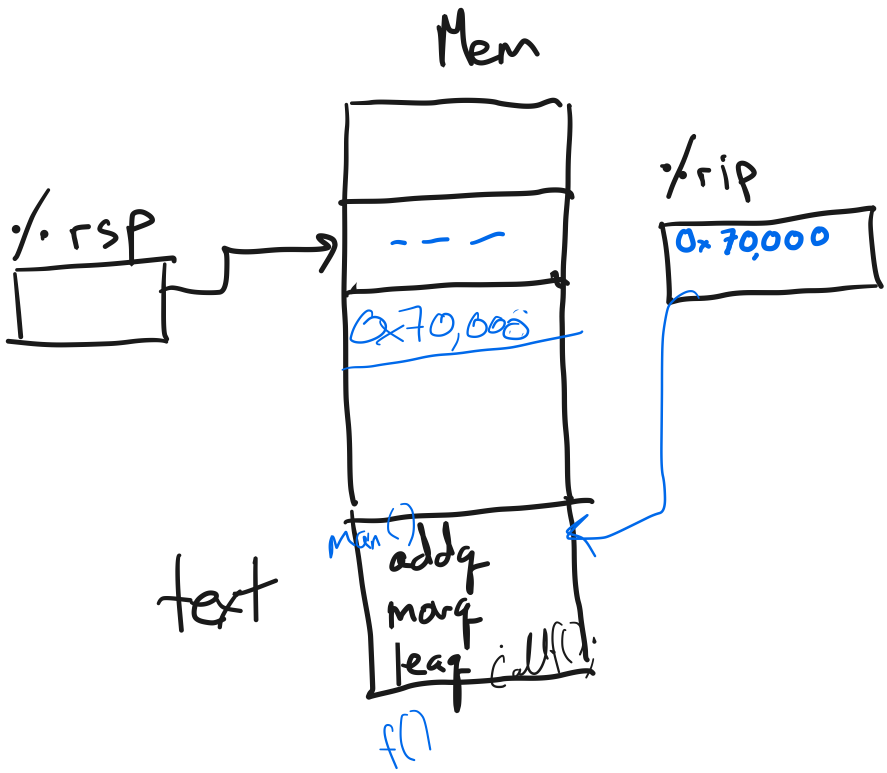
movq $0x12348, %rip

int main () {

f();

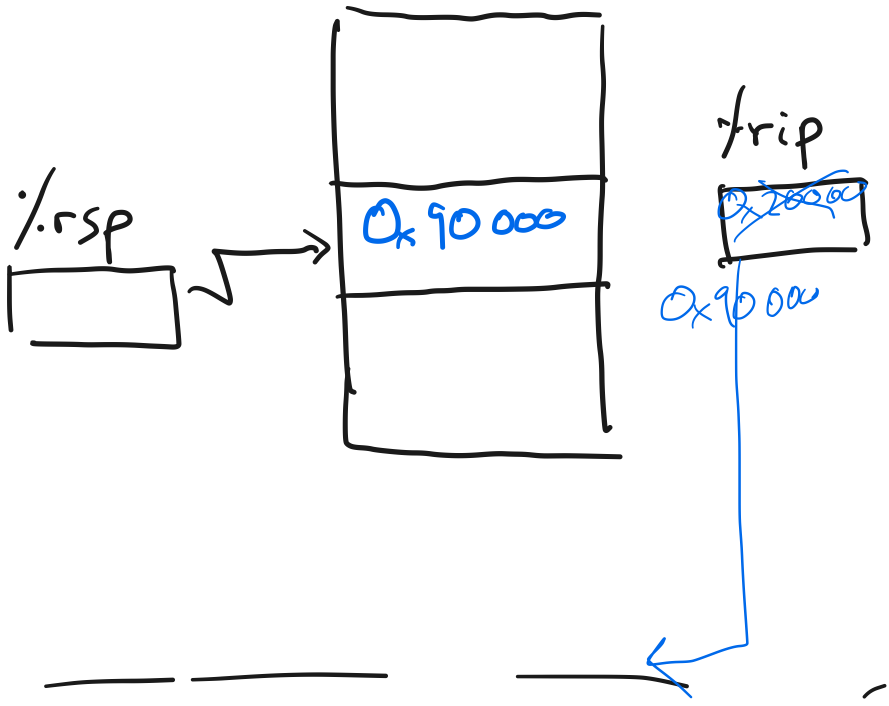
}

f() {



ret ≡

popq %rip



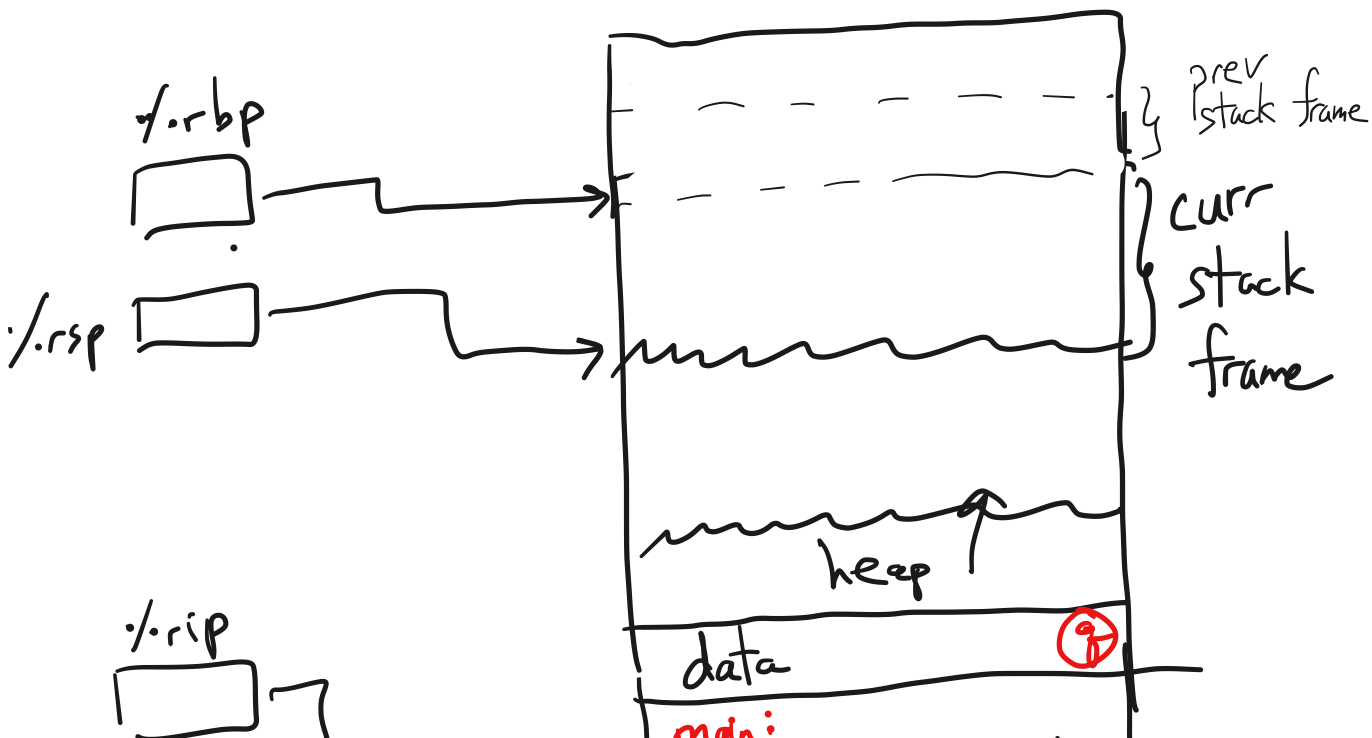
main ()

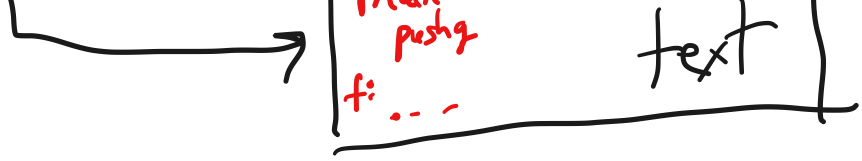
main():

pushq %rbp

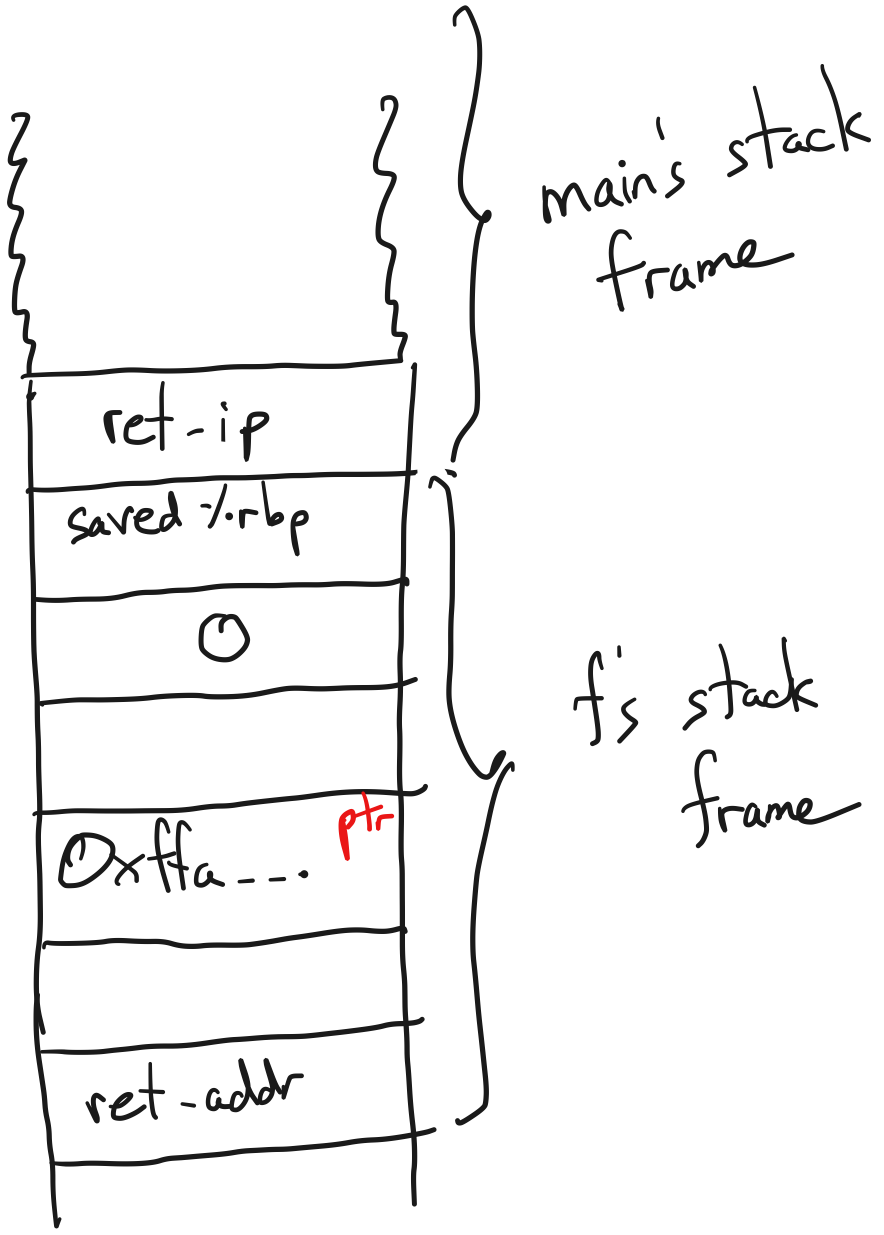
f();

```
movq %rsp, %rbp
#push call-clobbered
pushq %r8
pushq %r9
call f

# restore call-clobbered
popq %r9
popq %r8
```





- What happens right before g is called?
- Right after g is called?
- What does the world look like to function f() right after g() returns? What are %.rbp and %.rsp?



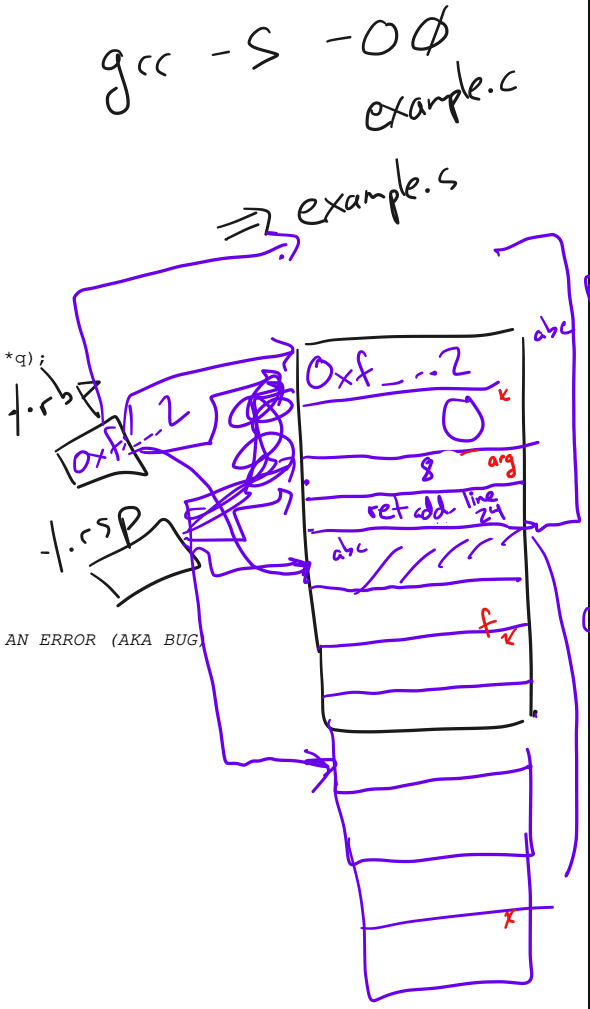
Calling conventions:

Call-preserved (aka "callee-save"): %.rbx, %.rbp, %.r12 - %.r15

Call-clobbered (aka "caller-save"): everything else

Call-clobbered (aka caller ...

```c
/* CS202 -- handout 1
 *   compile and run this code with:
 *   $ gcc -g -Wall -o example example.c
 *   $ ./example
 *
 *   examine its assembly with:
 *   $ gcc -O0 -S example.c
 *   $ [editor] example.s
 */

#include <stdio.h>
#include <stdint.h>

uint64_t f(uint64_t* ptr);
uint64_t g(uint64_t a);
uint64_t* q;

int main(void)
{
    uint64_t x = 0;
    uint64_t arg = 8;

    x = f(&arg);

    printf("x: %lu\n", x);
    printf("dereference q: %lu\n", *q);

    return 0;
}

uint64_t f(uint64_t* ptr)
{
    uint64_t x = 0;
    x = g(*ptr);
    return x + 1;
}

uint64_t g(uint64_t a)
{
    uint64_t x = 2*a;
    q = &x;   // <-- THIS IS AN ERROR (AKA BUG)
    return x;
}
```




```
2. A look at the assembly...

    To see the assembly code that the C compiler (gcc) produces:
        $ gcc -O0 -S example.c
    (then look at example.s.)
    NOTE: what we show below is not exactly what gcc produces. We have
    simplified, omitted, and modified certain things.

    main:
        pushq   %rbp                # prologue: store caller's frame pointer
        movq    %rsp, %rbp          # prologue: set frame pointer for new frame

        subq    $16, %rsp           # make stack space

        movq    $0, -8(%rbp)        # x = 0 (x lives at address rbp - 8)
        movq    $8, -16(%rbp)       # arg = 8 (arg lives at address rbp - 16)

        leaq    -16(%rbp), %rdi     # load the address of (rbp-16) into %rdi
                                    # this implements "get ready to pass (&arg)
                                    # to f"

        call    f                   # invoke f

        movq    %rax, -8(%rbp)      # x = (return value of f)

        # eliding the rest of main()

    f:
        pushq   %rbp                # prologue: store caller's frame pointer
        movq    %rsp, %rbp          # prologue: set frame pointer for new frame

        subq    $32, %rsp           # make stack space
        movq    %rdi, -24(%rbp)     # Move ptr to the stack
                                    # (ptr now lives at rbp - 24)
        movq    $0, -8(%rbp)        # x = 0 (x's address is rbp - 8)

        movq    -24(%rbp), %r8      # move 'ptr' to %r8
        movq    (%r8), %r9          # dereference 'ptr' and save value to %r9
        movq    %r9, %rdi           # Move the value of *ptr to rdi,
                                    # so we can call g

        call    g                   # invoke g

        movq    %rax, -8(%rbp)      # x = (return value of g)
        movq    -8(%rbp), %r10      # compute x + 1, part I
        addq    $1, %r10            # compute x + 1, part II
        movq    %r10, %rax          # Get ready to return x + 1

        movq    %rpb, %rsp          # epilogue: undo stack frame
        popq    %rbp                # epilogue: restore frame pointer from caller
        ret                         # return

    g:
        pushq   %rbp                # prologue: store caller's frame pointer
        movq    %rsp, %rbp          # prologue: set frame pointer for new frame

        ....

        movq    %rbp, %rsp          # epilogue: undo stack frame
        popq    %rbp                # epilogue: restore frame pointer from caller
        ret                         # return
```