

# CS 202C-001: Operating Systems

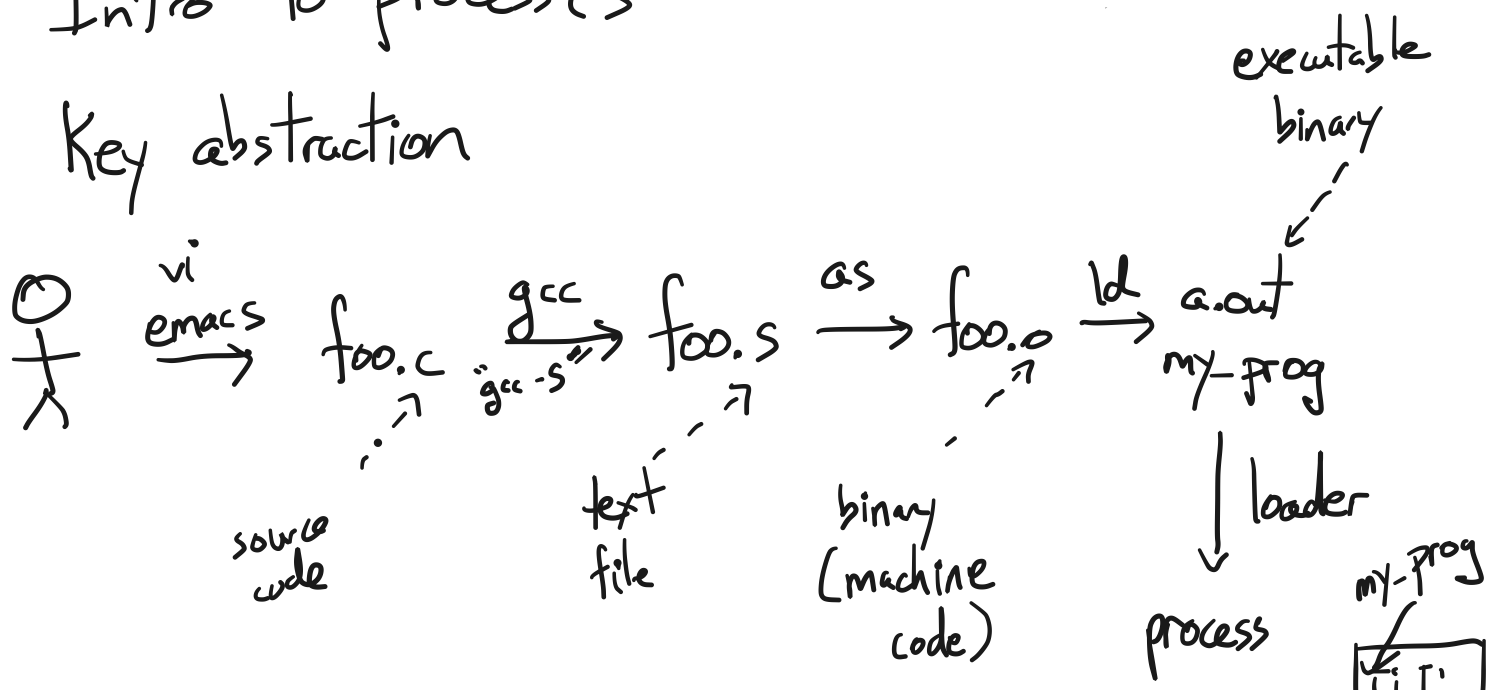
<http://cs.nyu.edu/~mwaldfish/classes/22sp>

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

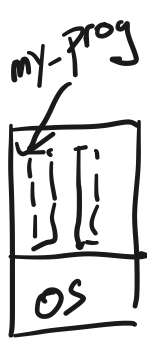
Today: use the "process's view of the world" to:  
- demystify functional scope  
- demystify pointers

## 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

### 3. Process's view of memory and registers

CPU core

Background:

registers (x86-64 arch):

general-purpose:

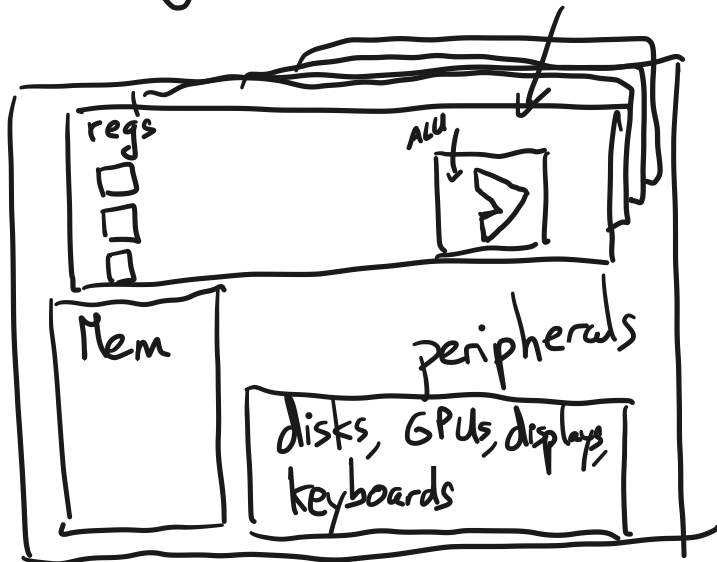
$\%rax$ ,  $\%rbx$ ,  $\%rcx$ ,  $\%rdx$

$\%rsi$ ,  $\%rdi$ ,  $\%r8 - \%r15$ ,

$\%rsp$ ,  $\%rbp$

special-purpose:

$\%rip$



Three special registers:

$\%rsp$ : stack pointer

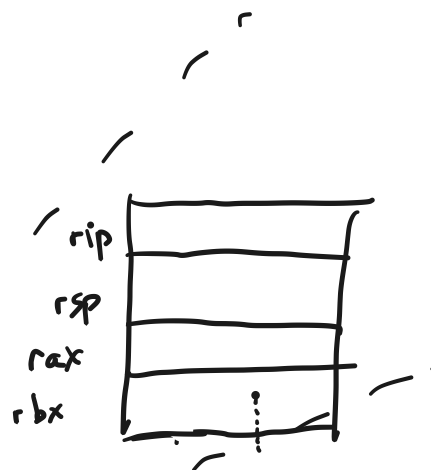
$\%rbp$ : base pointer, or frame pointer

$\%rip$ : instruction pointer, or program counter

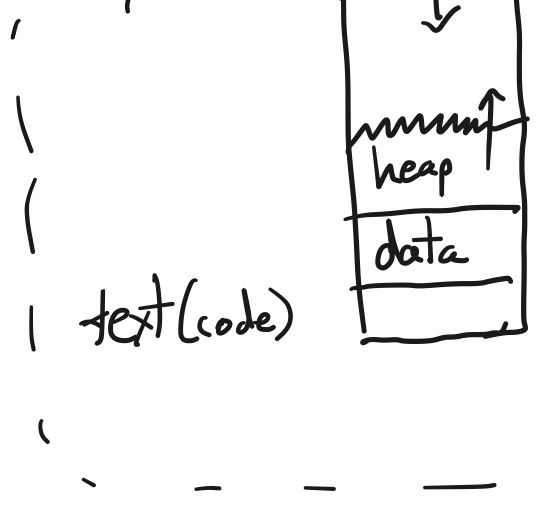
Three aspects to a process:

(i) "each process has its own registers"

(ii) "each process has its own view of memory"



- (ii) each process has...
- (iii) very little else needed!  
some associated info:
  - signal state
  - UID, signal mask, whether being debugged, ...

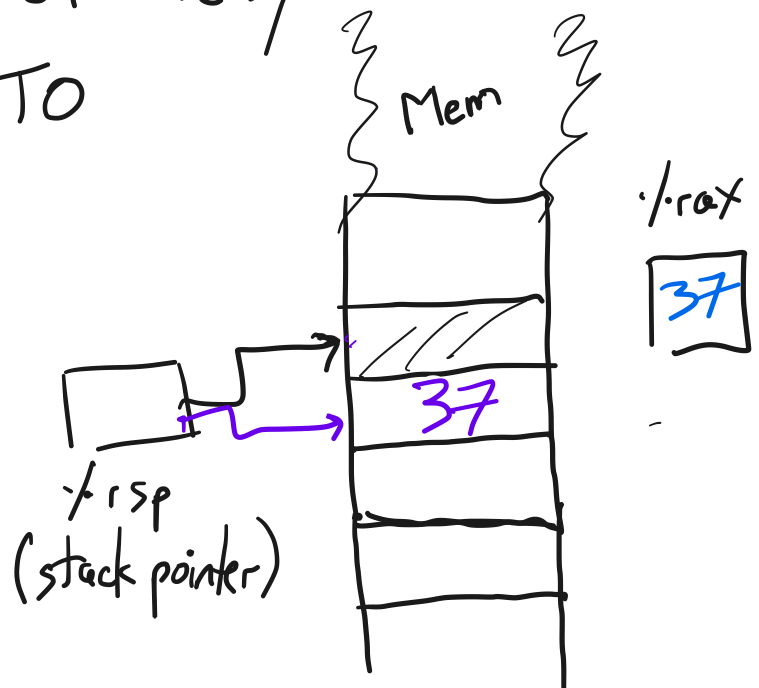


## 4. stack frames

crash course in X86-64 assembly + stack  
movq FROM, TO

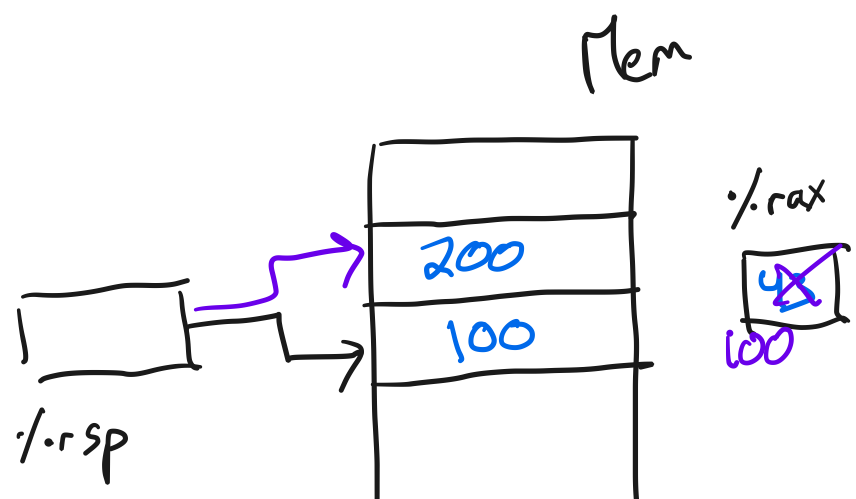
```

pushq %rax
subq $8, %rsp
movq %rax, (%rsp)
  
```



```

popq %rax
movq (%rsp), %rax
addq $8, %rsp
  
```



call 0x50,000 ≡

pushq %rip

movq %rip

int main() {

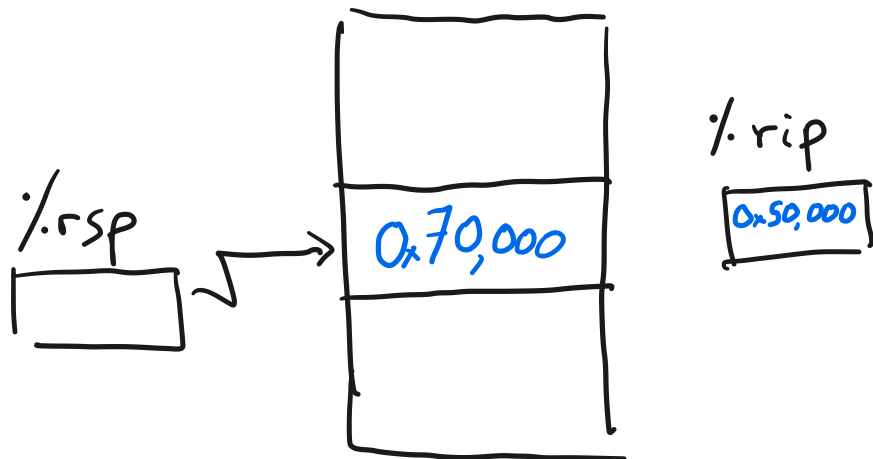
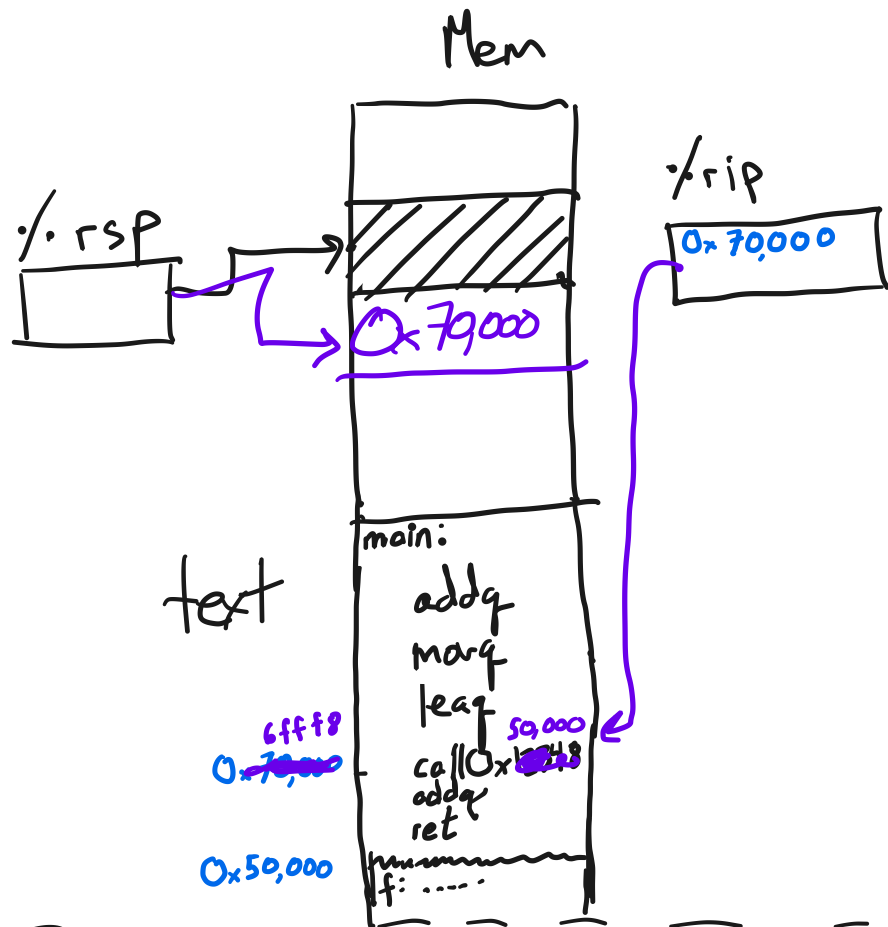
≡  
f();

}

ret

≡

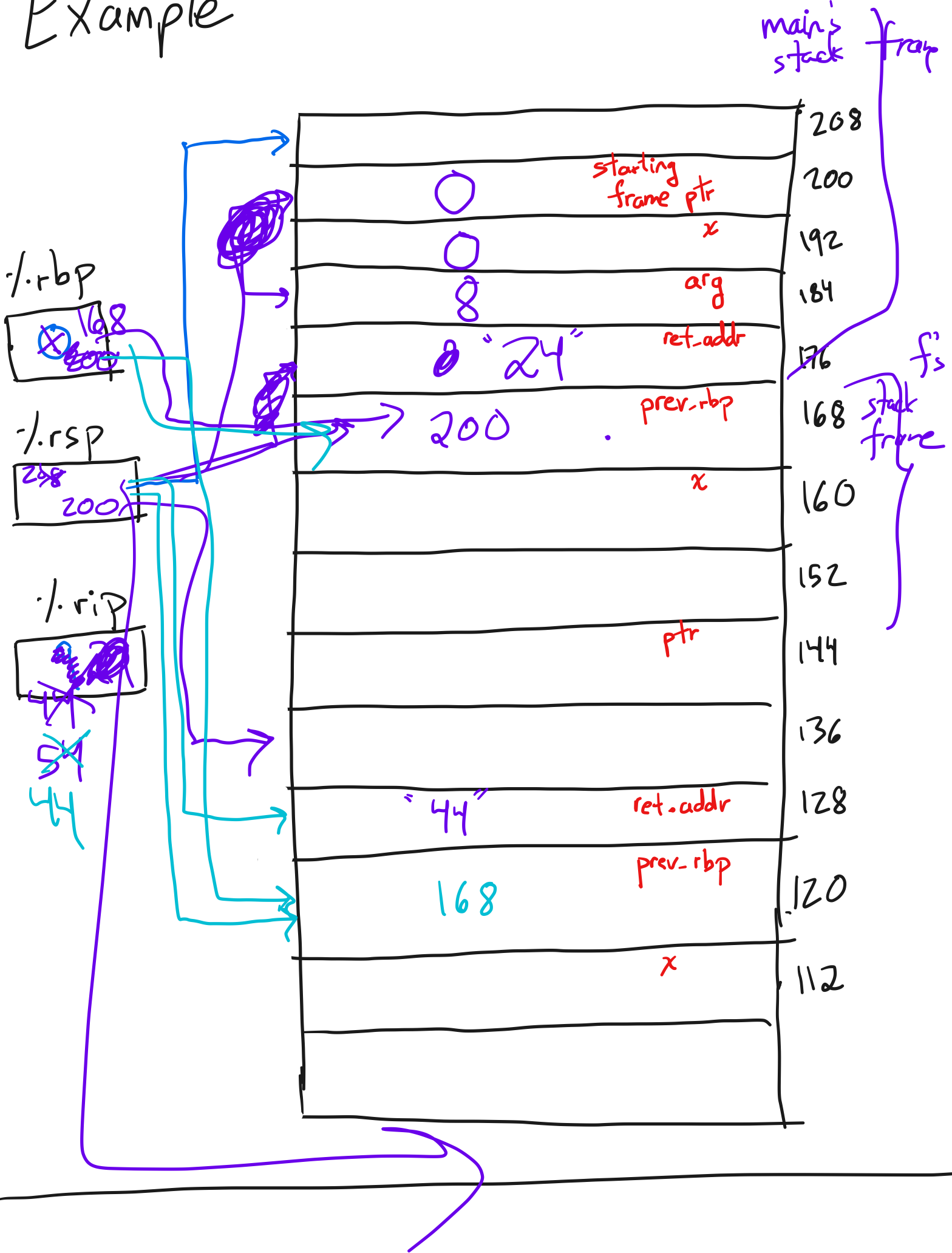
popq %rip





6. 1. 2.

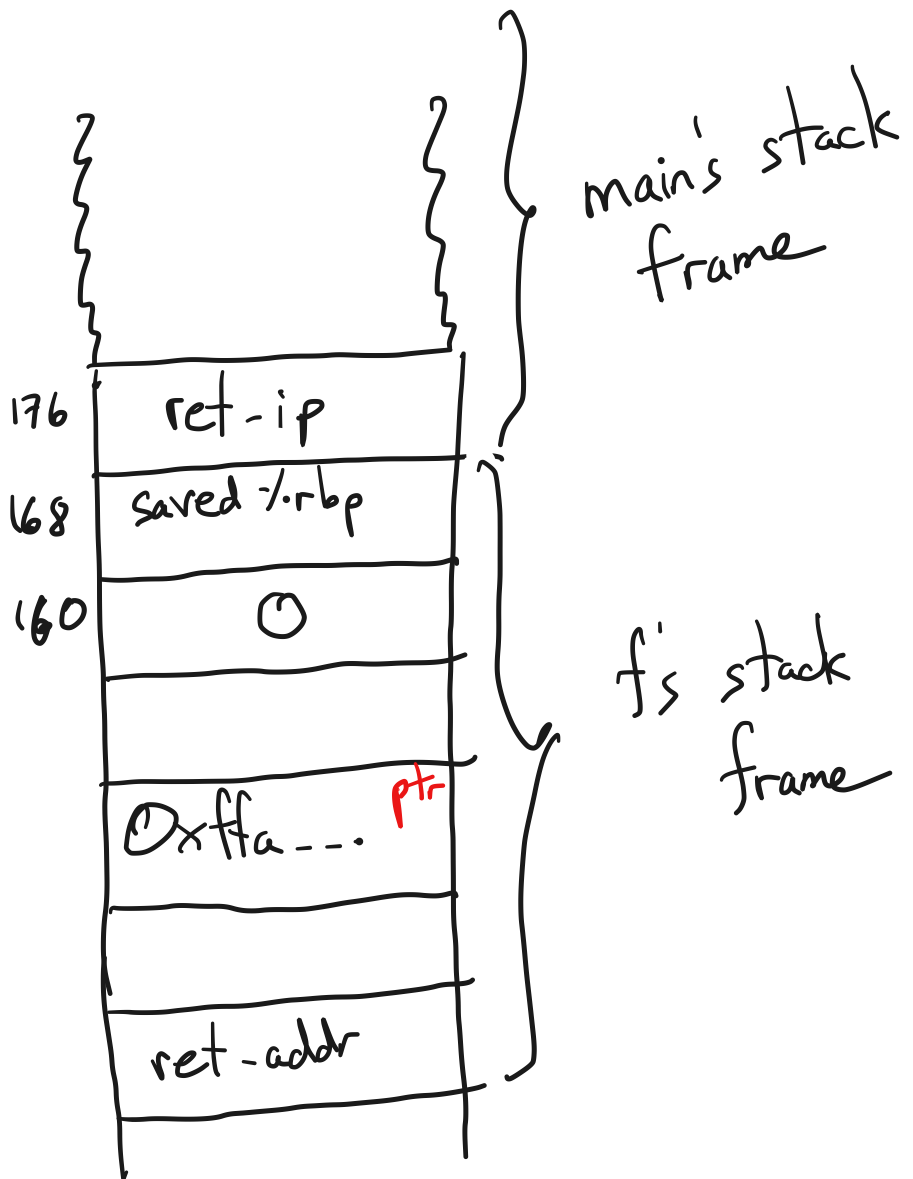
# Example



• 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

---

Example:

```
main ()  
{
```

```
    f();
```



```
main():
```

```
    pushq %rbp
```

```
    movq %rsp, %rbp
```

```
    # push call-clobbered
```

```
    pushq %r8
```

```
    pushq %r9
```

```
    call f
```

```
    # restore call-clobbered
```

```
    popq %r9
```

```
    popq %r8
```



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example.c

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```

1  /* CS202 -- handout 1
2  *   compile and run this code with:
3  *   $ gcc -g -Wall -o example example.c
4  *   $ ./example
5  *
6  *   examine its assembly with:
7  *   $ gcc -O0 -S example.c
8  *   $ [editor] example.s
9  */
10
11 #include <stdio.h>
12 #include <stdint.h>
13
14 uint64_t f(uint64_t* ptr);
15 uint64_t g(uint64_t a);
16 uint64_t* q;
17
18 int main(void)
19 {
20     uint64_t x = 0;
21     uint64_t arg = 8;
22
23     x = f(&arg);
24
25     printf("x: %lu\n", x);
26     printf("dereference q: %lu\n", *q);
27
28     return 0;
29 }
30
31 uint64_t f(uint64_t* ptr)
32 {
33     uint64_t x = 0;
34     x = g(*ptr);
35     return x + 1;
36 }
37
38 uint64_t g(uint64_t a)
39 {
40     uint64_t x = 2*a;
41     q = &x; // <-- THIS IS AN ERROR (AKA BUG)
42     return x;
43 }

```

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as.txt

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```

1  2. A look at the assembly...
2
3  To see the assembly code that the C compiler (gcc) produces:
4  $ gcc -O0 -S example.c
5  (then look at example.s.)
6  NOTE: what we show below is not exactly what gcc produces. We have
7  simplified, omitted, and modified certain things.
8
9  main:
10     pushq   %rbp           # prologue: store caller's frame pointer
11     movq    %rsp, %rbp     # prologue: set frame pointer for new frame
12
13     subq    $16, %rsp      # make stack space
14
15     movq    $0, -8(%rbp)   # x = 0 (x lives at address rbp - 8)
16     movq    $8, -16(%rbp)  # arg = 8 (arg lives at address rbp - 16)
17
18     leaq   -16(%rbp), %rdi # load the address of (rbp-16) into %rdi
19                                     # this implements "get ready to pass (&arg)
20                                     # to f"
21
22     call   f               # invoke f
23
24     movq   %rax, -8(%rbp)  # x = (return value of f)
25
26     # eliding the rest of main()
27
28  f:
29     pushq   %rbp           # prologue: store caller's frame pointer
30     movq    %rsp, %rbp     # prologue: set frame pointer for new frame
31
32     subq    $32, %rsp      # make stack space
33     movq    %rdi, -24(%rbp) # Move ptr to the stack
34                                     # (ptr now lives at rbp - 24)
35     movq    $0, -8(%rbp)   # x = 0 (x's address is rbp - 8)
36
37     movq    -24(%rbp), %r8  # move 'ptr' to %r8
38     movq    (%r8), %r9     # dereference 'ptr' and save value to %r9
39     movq    %r9, %rdi      # Move the value of *ptr to rdi,
40                                     # so we can call g
41
42     call   g               # invoke g
43
44     movq   %rax, -8(%rbp)  # x = (return value of g)
45     movq   -8(%rbp), %r10  # compute x + 1, part I
46     addq   $1, %r10       # compute x + 1, part II
47     movq   %r10, %rax     # Get ready to return x + 1
48
49     movq   %rbp, %rsp     # epilogue: undo stack frame
50     popq   %rbp          # epilogue: restore frame pointer from caller
51     ret
52
53  g:
54     pushq   %rbp           # prologue: store caller's frame pointer
55     movq    %rsp, %rbp     # prologue: set frame pointer for new frame
56
57     ...
58
59     movq   %rbp, %rsp     # epilogue: undo stack frame
60     popq   %rbp          # epilogue: restore frame pointer from caller
61     ret

```