

Jan 25, 26 12:56

example.c

Page 1/1

```

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 }

```

Jan 25, 26 12:56

as.txt

Page 1/1

```

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     # prologue: 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 (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     # prologue: 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                                     # return
53
54 g:
55     pushq   %rbp           # prologue: store caller's frame pointer
56     movq    %rsp, %rbp    # prologue: set frame pointer for new frame
57     subq    $0x8, %rsp    # prologue: make stack space
58
59     ....
60
61     movq   %rbp, %rsp     # epilogue: undo stack frame
62     popq   %rbp          # epilogue: restore frame pointer from caller
63     ret
64                                     # return

```