

COMP 264

THE STACK



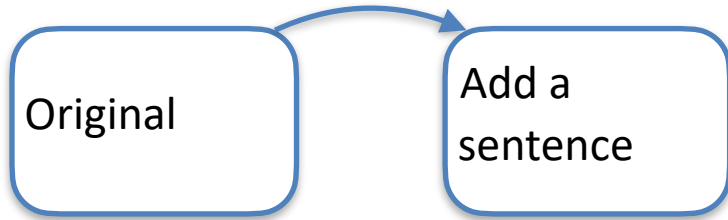


CONSIDER THE PROCESS OF EDITING A DOCUMENT

Original

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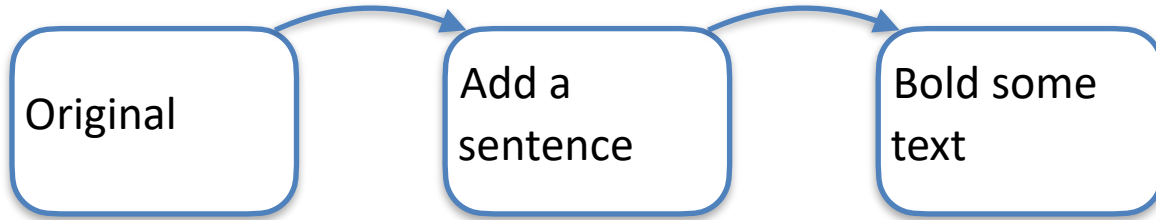
CONSIDER THE PROCESS OF EDITING A DOCUMENT



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CONSIDER THE PROCESS OF EDITING A DOCUMENT

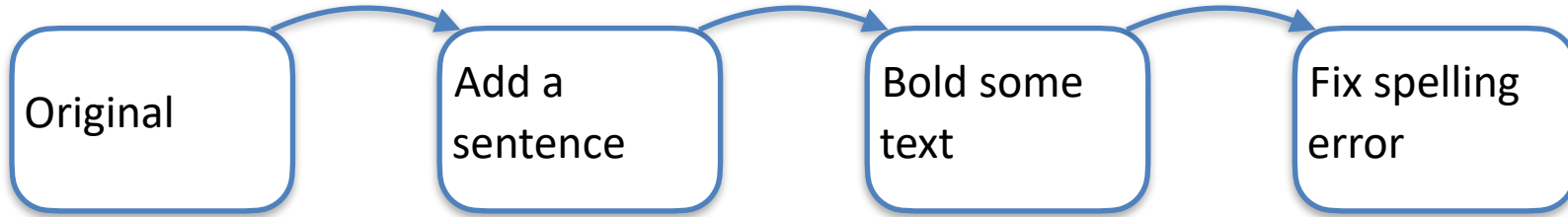


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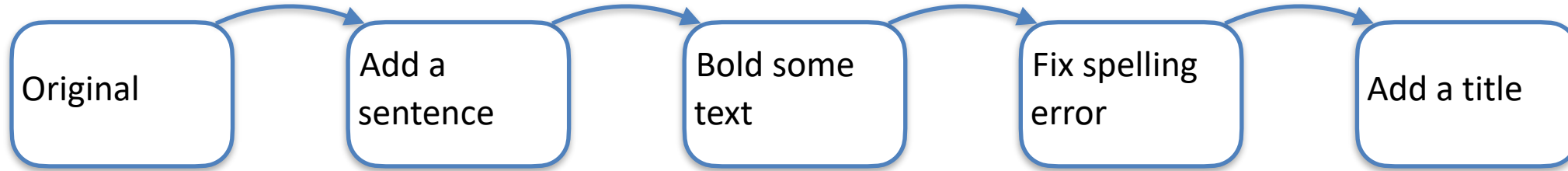
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CONSIDER THE PROCESS OF EDITING A DOCUMENT



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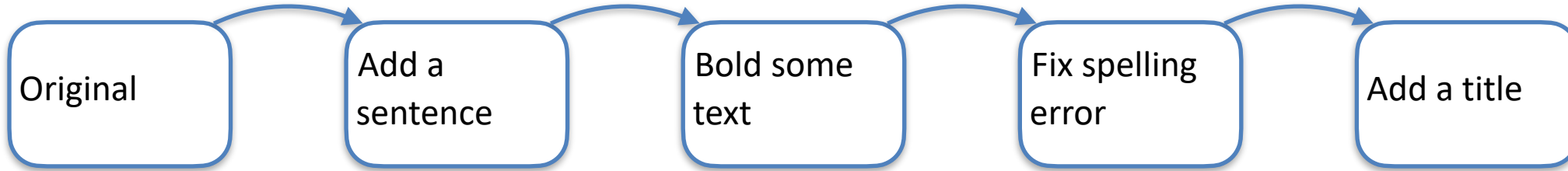
CONSIDER THE PROCESS OF EDITING A DOCUMENT



Lipsum

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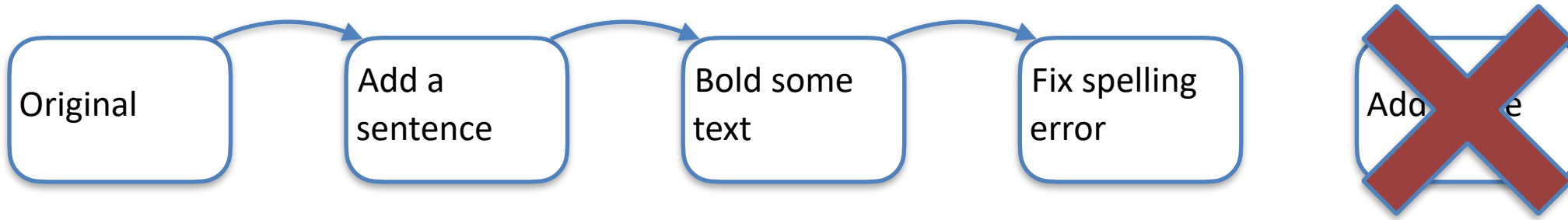
WHAT IF WE WANT TO ROLL BACK OUR CHANGES?



Lipsum

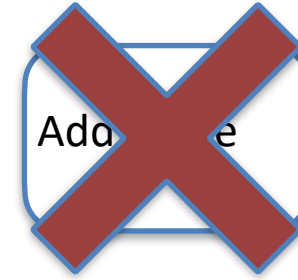
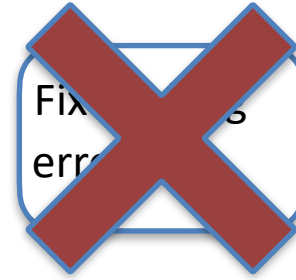
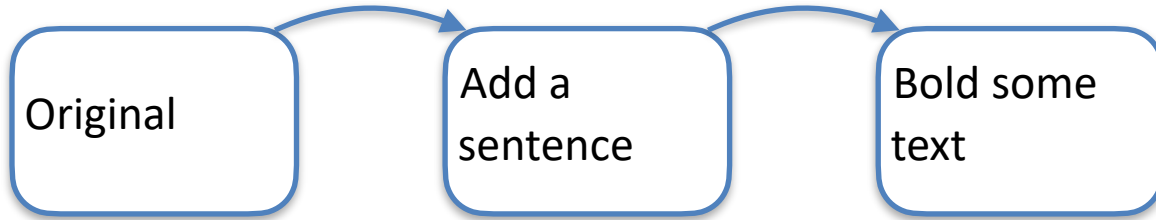
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WHAT IF WE WANT TO ROLL BACK OUR CHANGES?



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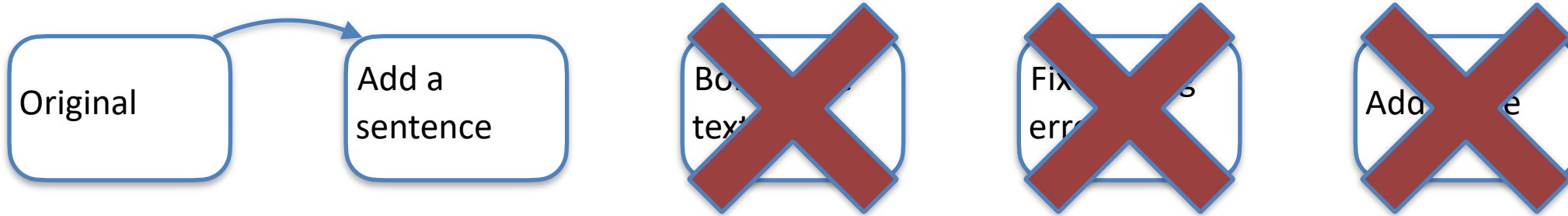
WHAT IF WE WANT TO ROLL BACK OUR CHANGES?



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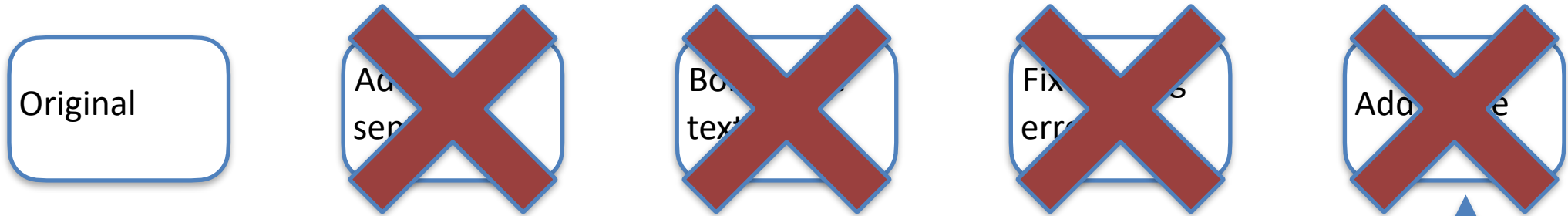
WHAT IF WE WANT TO ROLL BACK OUR CHANGES?



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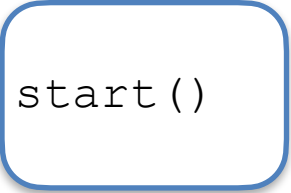
WHAT IF WE WANT TO ROLL BACK OUR CHANGES?



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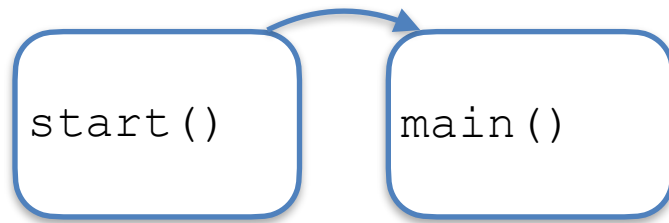
Last change to be made is the first change to be undone.

SAME WORKS FOR A FUNCTION CALL TREE

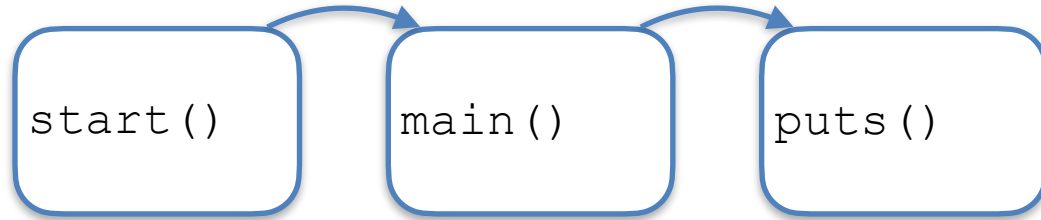


```
start()
```

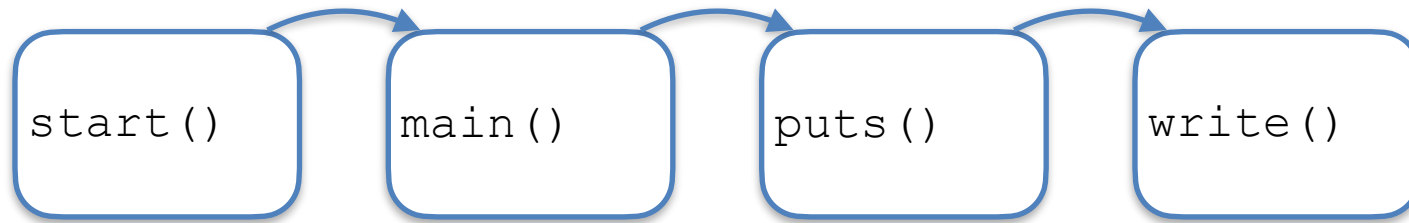
SAME WORKS FOR A FUNCTION CALL TREE



SAME WORKS FOR A FUNCTION CALL TREE

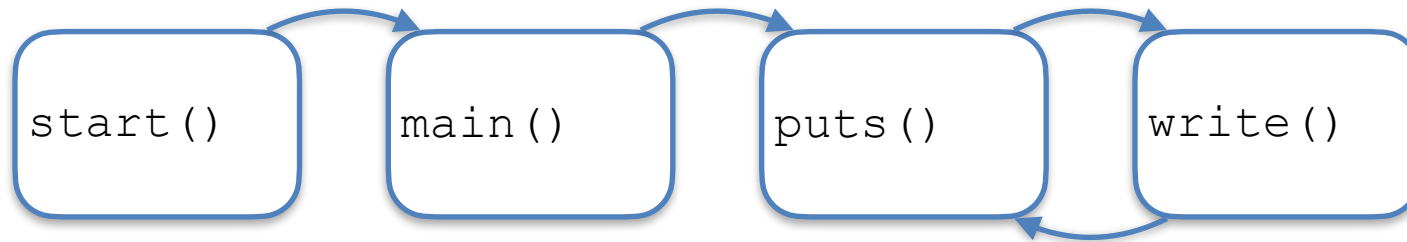


SAME WORKS FOR A FUNCTION CALL TREE



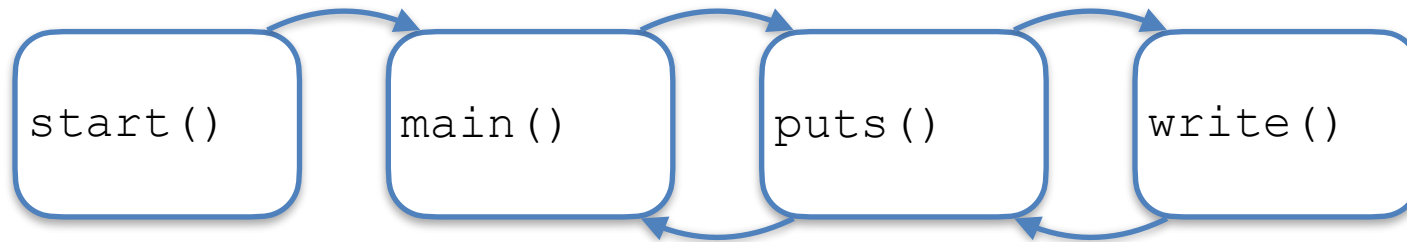
When `write()` is ready to return, it just needs to know how to get back to `puts()`.

SAME WORKS FOR A FUNCTION CALL TREE



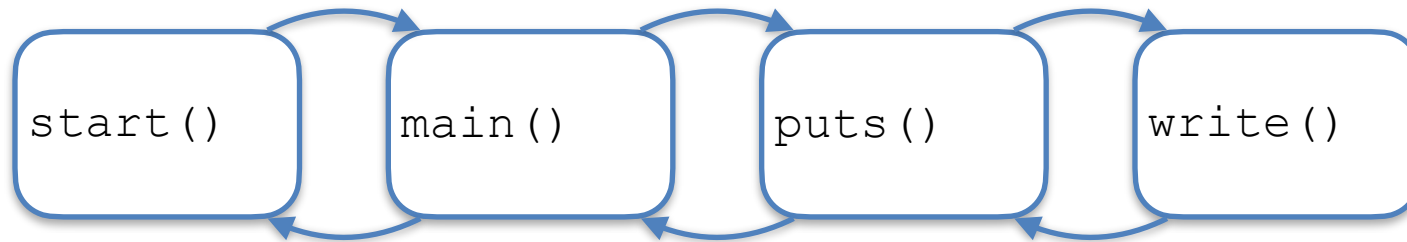
It uses the link register (`lr`) to remember where it came from. The `bx lr` instruction causes the program to branch back to where it came from.

SAME WORKS FOR A FUNCTION CALL TREE



It uses the link register (`lr`) to remember where it came from. The `bx lr` instruction causes the program to branch back to where it came from.

SAME WORKS FOR A FUNCTION CALL TREE



It uses the link register (`lr`) to remember where it came from. The `bx lr` instruction causes the program to branch back to where it came from.

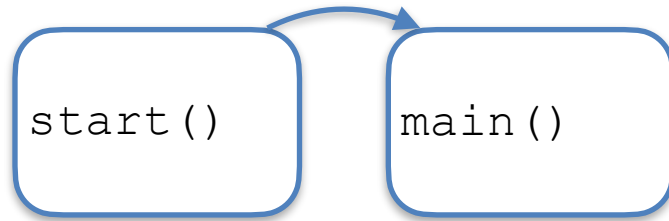
SAME WORKS FOR A FUNCTION CALL TREE

`start()`

LR



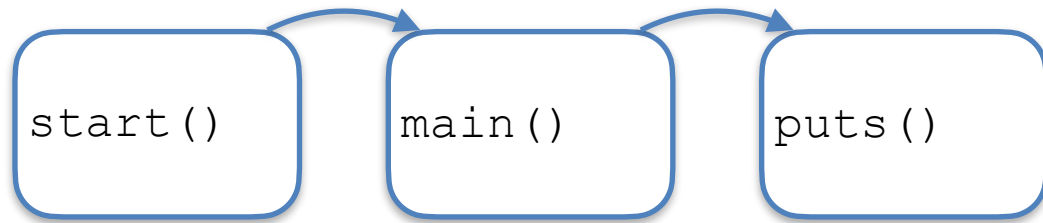
SAME WORKS FOR A FUNCTION CALL TREE



LR

start

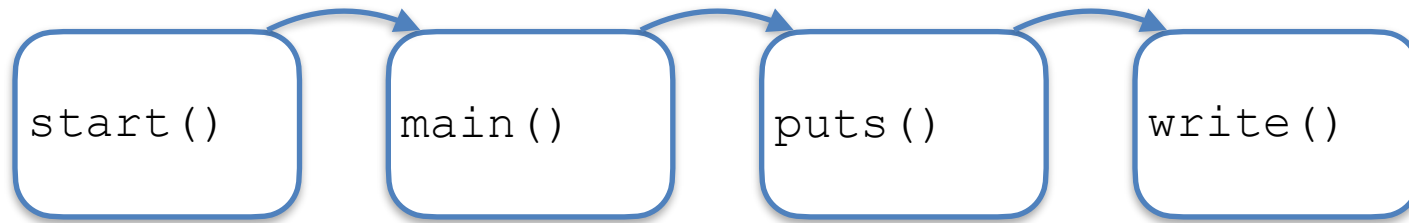
SAME WORKS FOR A FUNCTION CALL TREE



LR

`main`

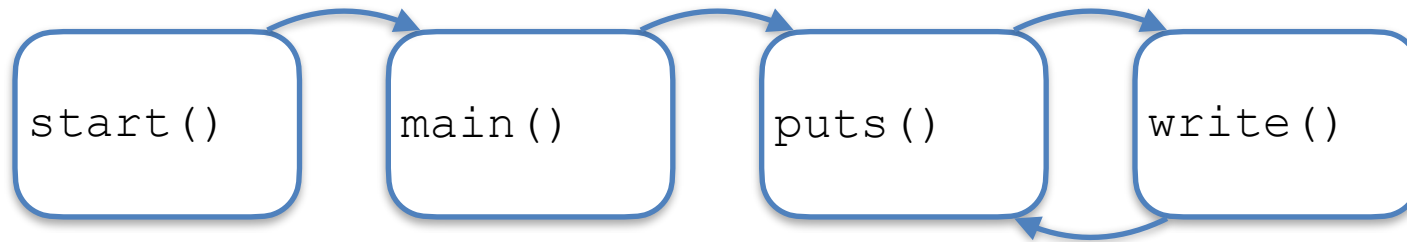
SAME WORKS FOR A FUNCTION CALL TREE



LR

`puts`

SAME WORKS FOR A FUNCTION CALL TREE



LR

puts

Uh oh...how do I get back from
`puts()` to `main()`?

SAME WORKS FOR A FUNCTION CALL TREE

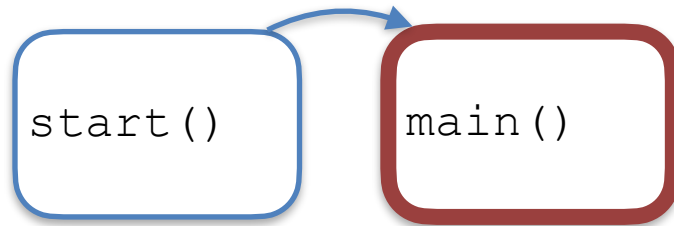
start()

Stack

LR



SAME WORKS FOR A FUNCTION CALL TREE

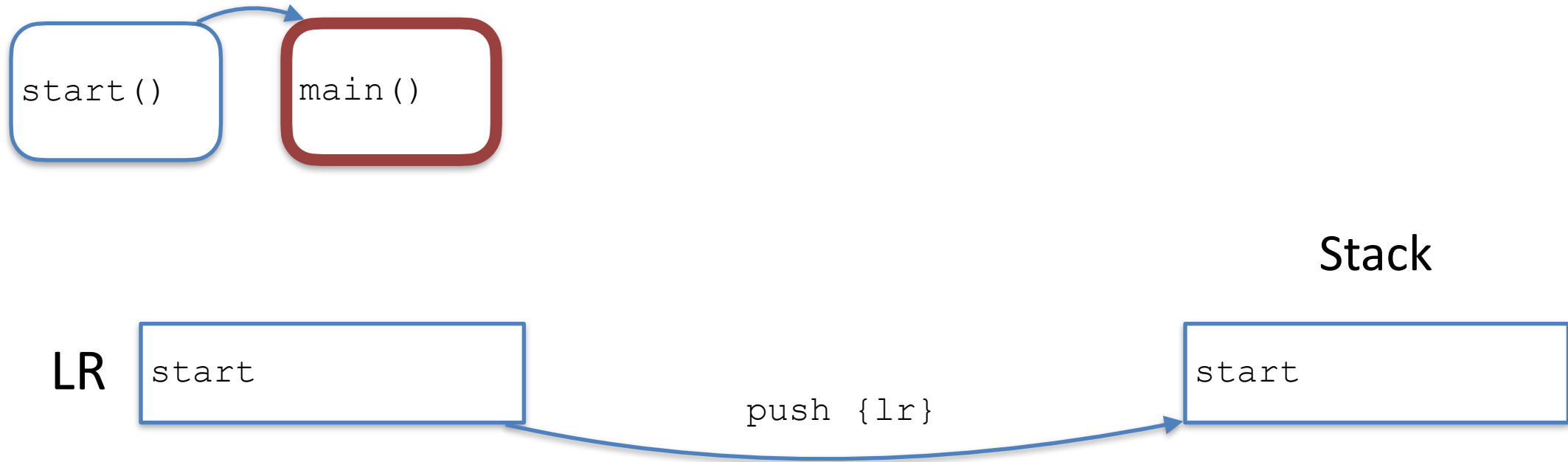


Stack

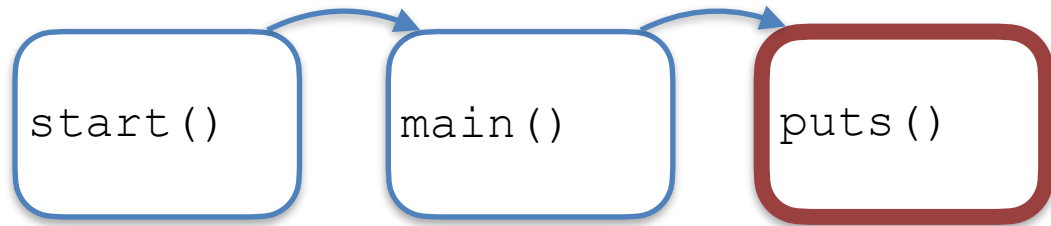
LR

start

SAME WORKS FOR A FUNCTION CALL TREE



SAME WORKS FOR A FUNCTION CALL TREE



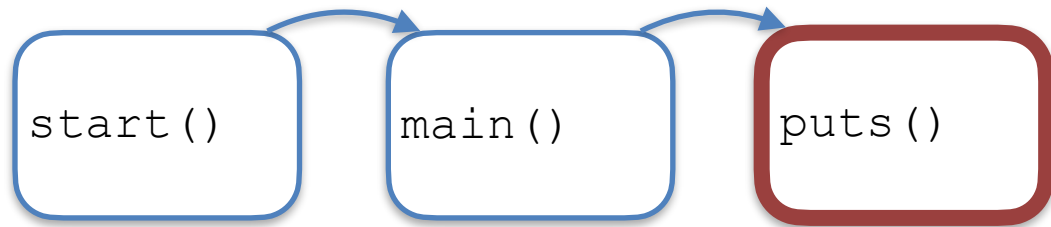
LR



Stack



SAME WORKS FOR A FUNCTION CALL TREE

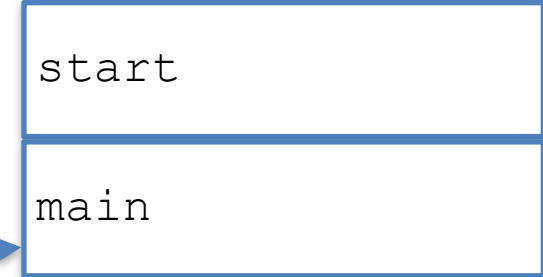


Stack

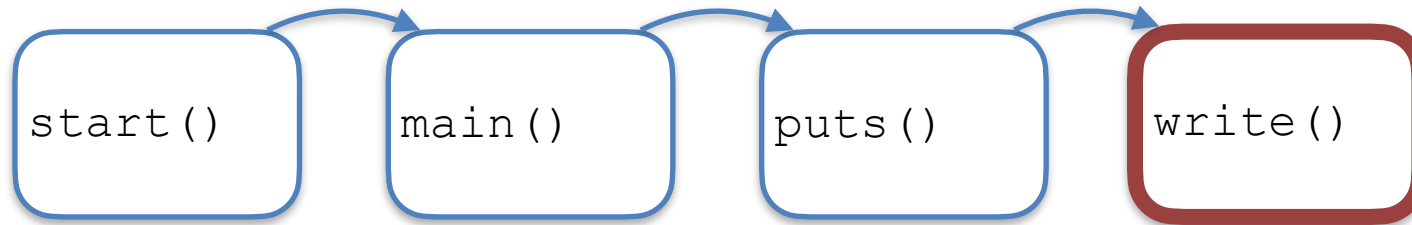
LR



push {lr}



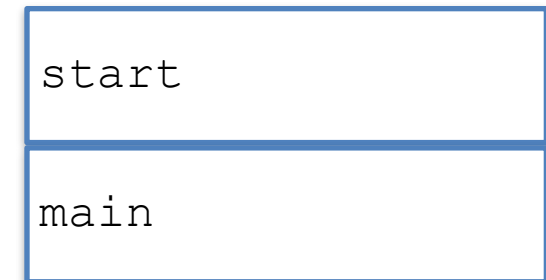
SAME WORKS FOR A FUNCTION CALL TREE



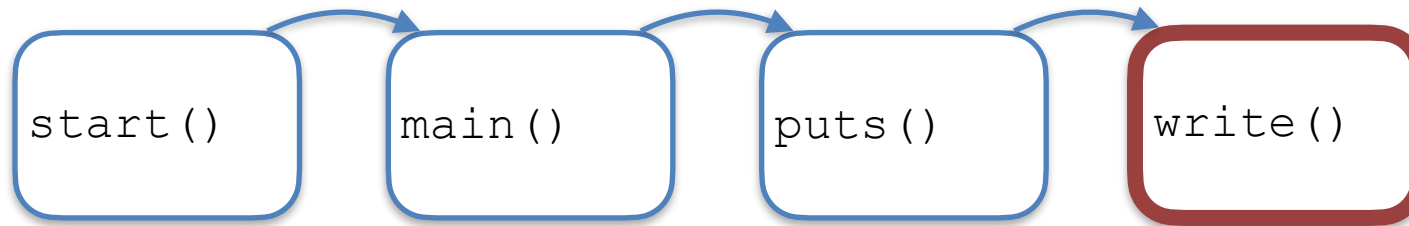
LR



Stack



SAME WORKS FOR A FUNCTION CALL TREE

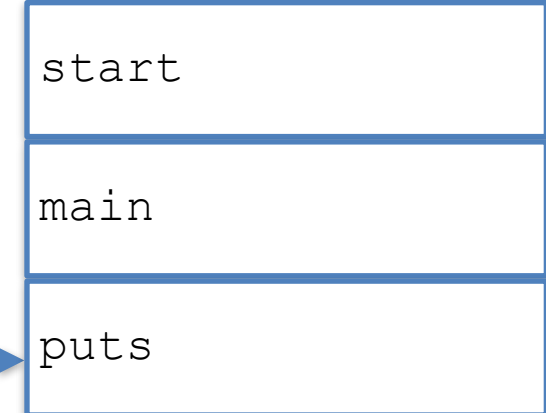


Stack

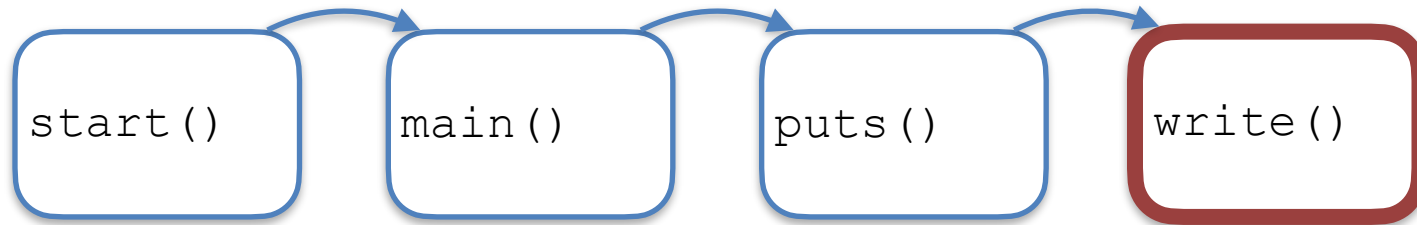
LR



push {lr}



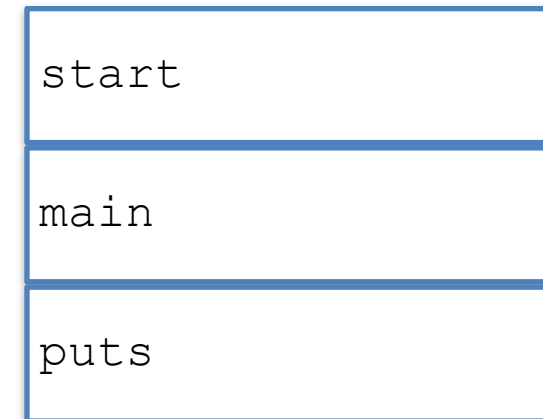
SAME WORKS FOR A FUNCTION CALL TREE



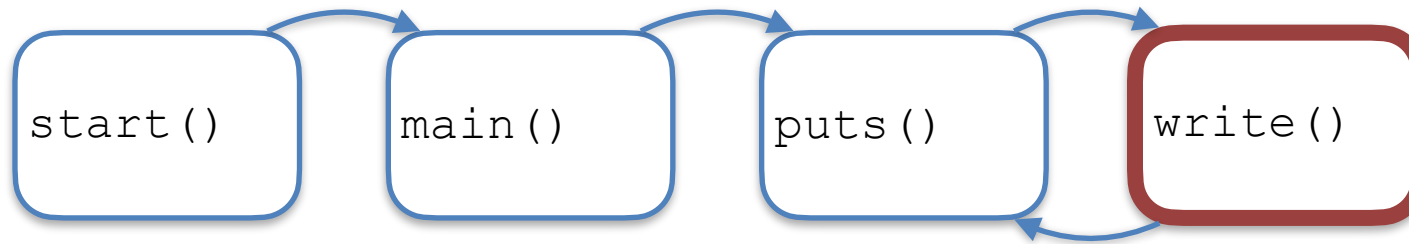
LR



Stack



SAME WORKS FOR A FUNCTION CALL TREE



Stack

LR

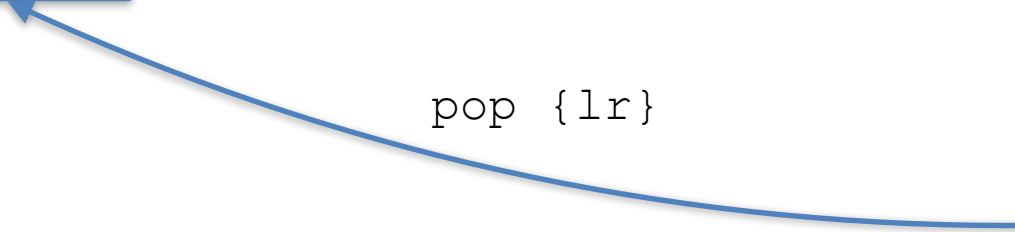
puts

start

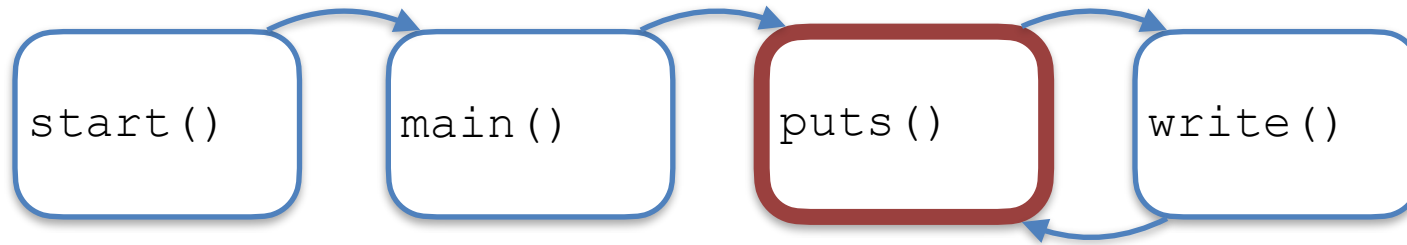
main

puts

pop {lr}



SAME WORKS FOR A FUNCTION CALL TREE

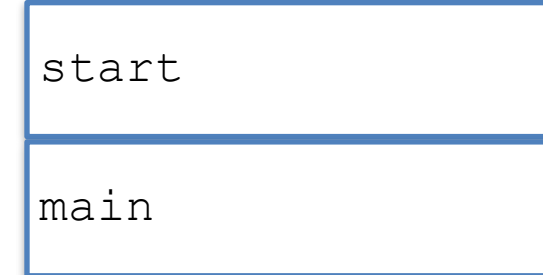


LR

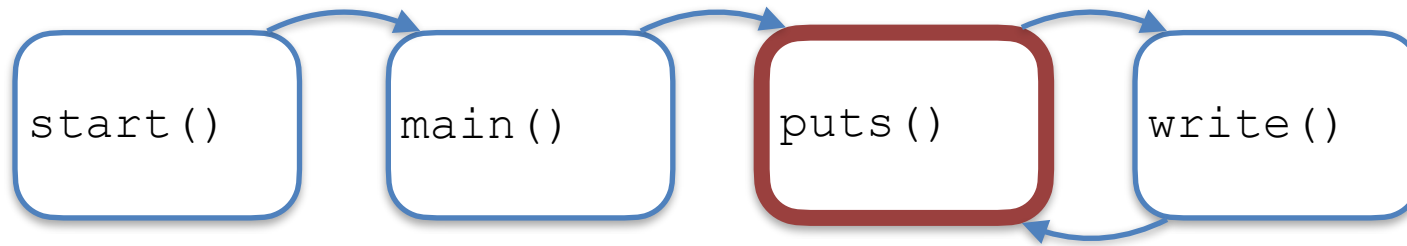


bx lr

Stack

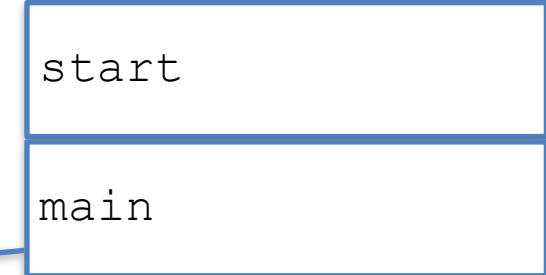


SAME WORKS FOR A FUNCTION CALL TREE



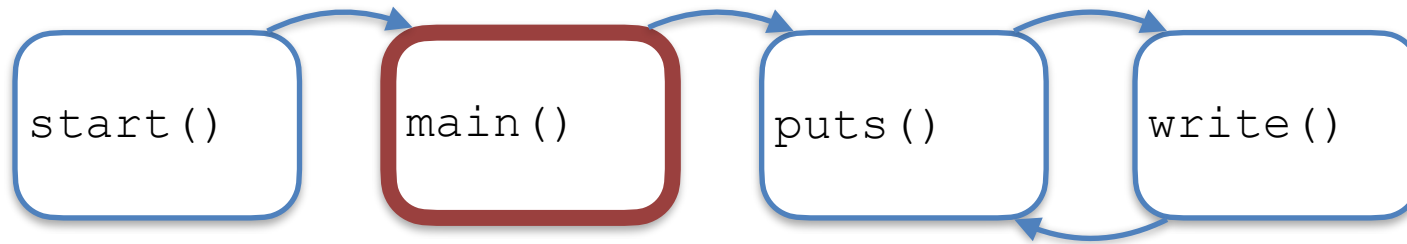
Stack

LR



pop {lr}

SAME WORKS FOR A FUNCTION CALL TREE



Stack

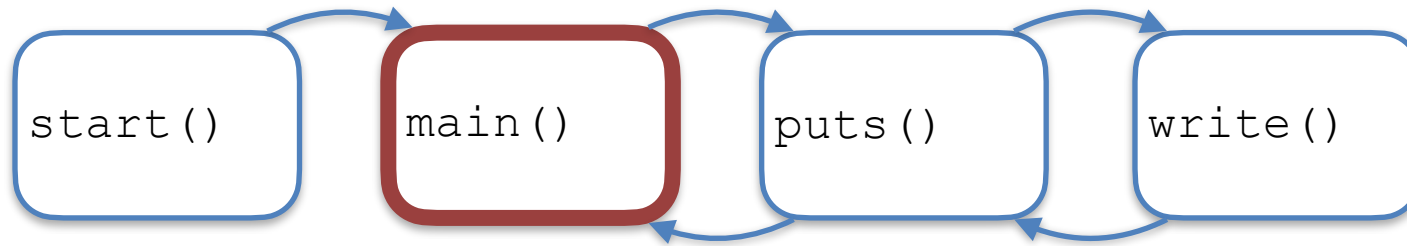
LR

puts

start

bx lr

SAME WORKS FOR A FUNCTION CALL TREE



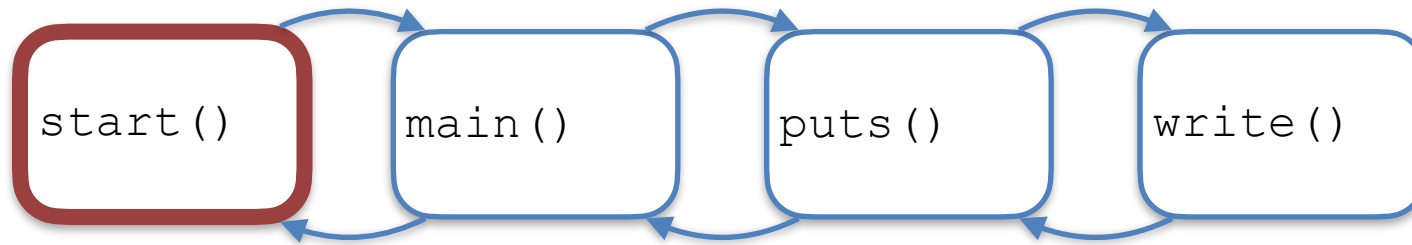
Stack

LR



pop {lr}

SAME WORKS FOR A FUNCTION CALL TREE



Stack

LR



bx lr

PROLOGUE AND EPILOGUE

```
function:
```

```
    push {lr} ← Prologue
```

```
    ...do some stuff...
```

```
    pop {lr} ← Epilogue
```

```
    bx lr
```

STACK FRAMES

CLOBBERED REGISTERS

main:

```
    push {lr}
    ldr r4,=10      ; Init local variable
    ldr r0,=string  ; strlen(string)
    bl strlen       ; Compute length of string
    pop {lr}
    bx lr
```

strlen:

```
    push {lr}
    ldr r4,=0        ; Init iterator
    ...compute string length...
    pop{lr}
    bx lr
```

CLOBBERED REGISTERS

```
main:
    push {lr}
    ldr r4,=10      ; Init local variable
    ldr r0,=string  ; strlen(string)
    bl strlen      ; Compute length of string
    pop {lr}
    bx lr

strlen:
    push {lr}
    ldr r4,=0       ; Init iterator
    ...compute string length...
    pop{lr}
    bx lr
```

**main and strlen both
use r4 for local variables**

**strlen overwrites
main's local variable!**

PROLOGUE AND EPILOGUE

function:

push {lr, r4, r5} ← Prologue

...do some stuff...

pop {lr, r4, r5} ← Epilogue

bx lr

Stack Frame

lr
r4
r5

LOCAL VARIABLES

```
function() {  
    int i, j;  
    short k;  
    ...  
}
```

Stack Frame

lr
int i;
int j;
short k;

LOCAL VARIABLES

```
function() {  
    char array[8];  
    ...  
}
```

