



Smith College

Computer Science

# CSC231 — Assembly

Week #12 — Spring 2017

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# Passing Parameters by **Reference**: an Example

# An Example

```
# example.py  
from __future__ import print_function
```

```
def incrementAll( array ):  
    for i in range( len( array ) ):  
        array[ i ] += 1
```

```
Table = [1, 2, 3, 4]  
print( str( Table ) )
```

```
incrementAll( Table )
```

```
print( str( Table ) )
```

```
python example.py  
[1, 2, 3, 4]  
[2, 3, 4, 5]
```

# An Example

```
# example.py
from __future__ import print_function
```

```
def incrementAll( array ):
    for i in range( len( array ) ):
        array[ i ] += 1
```

```
Table = [1, 2, 3, 4]
print( str( Table ) )
```

```
incrementAll( Table )
```

```
print( str( Table ) )
```

```
Table          section .data
               dd          1,2,3,4

               section .text
incrementAll:
               push       ebp
               mov        ebp, esp
               push       ebx
               push       ecx
               mov        ecx, 4
               mov        ebx, dword[ebp+8]
               .for:
               inc        dword[ebx]
               add        ebx, 4
               loop       .for
               pop        ecx
               pop        ebx
               pop        ebp
               ret        4

_Start:
               mov        eax, Table
               push       eax
               call       incrementAll
```

## Rule for Writing Functions:

*Pushing* and *popping* operations into/from the stack must always cancel each other out!

$( a + 3 ( b^2 + ( c+1 )^{(d-1)} ) )$



Same as with parentheses

# An Example

```
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```

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Table = [1, 2, 3, 4]
print( str( Table ) )
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incrementAll( Table )
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Table          section .data
               dd          1,2,3,4

               section .text
incrementAll:
               push       ebp
               mov        ebp, esp
               push       ebx
               push       ecx
               mov        ecx, 4
               mov        ebx, dword[ebp+8]
               .for:
               inc        dword[ebx]
               add        ebx, 4
               loop       .for
               pop        ecx
               pop        ebx
               pop        ebp
               ret        4

_Start:
               mov        eax, Table
               push       eax
               call       incrementAll
```

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```

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Table          section .data
               dd      1,2,3,4

               section .text
incrementAll:
               push    ebp
               mov     ebp, esp
               push    ebx
               push    ecx
               mov     ecx, 4
               mov     ebx, dword[ebp+8]
               .for:
               inc     dword[ebx]
               add     ebx, 4
               loop   .for
               pop     ecx
               pop     ebx
               pop     ebp
               ret     4

_Start:
               mov     eax, Table
               push   eax
               call   incrementAll
```

# An Example

```
# example.py
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```
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```
Table = [1, 2, 3, 4]
print( str( Table ) )
```

```
incrementAll( Table )
```

```
print( str( Table ) )
```

```
Table          section .data
               dd      1,2,3,4

               section .text
incrementAll:
               push    ebp
               mov     ebp, esp
               push    ebx
               push    ecx
               mov     ecx, 4
               mov     ebx, dword[ebp+8]
               .for:
               inc     dword[ebx]
               add     ebx, 4
               loop   .for
               pop     ecx
               pop     ebx
               pop     ebp
               ret     4
```

```
_Start:
               mov     eax, Table
               push    eax
               call    incrementAll
```



# An Example

```
# example.py
from __future__ import print_function
```

```
def incrementAll( array ):
    for i in range( len( array ) ):
        array[ i ] += 1
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Table = [1, 2, 3, 4]
print( str( Table ) )
```

```
incrementAll( Table )
```

```
print( str( Table ) )
```

```
Table          section .data
               dd          1,2,3,4

               section .text
incrementAll:
               push       ebp
               mov        ebp, esp
               push       ebx
               push       ecx
               mov        ecx, 4
               mov        ebx, dword[ebp+8]
               inc        dword[ebx]
               add        ebx, 4
               loop       .for
               pop        ecx
               pop        ebx
               pop        ebp
               ret        4

               .for:

               _Start:
               mov        eax, Table
               push       eax
               call       incrementAll
```

# Single-Step Execution

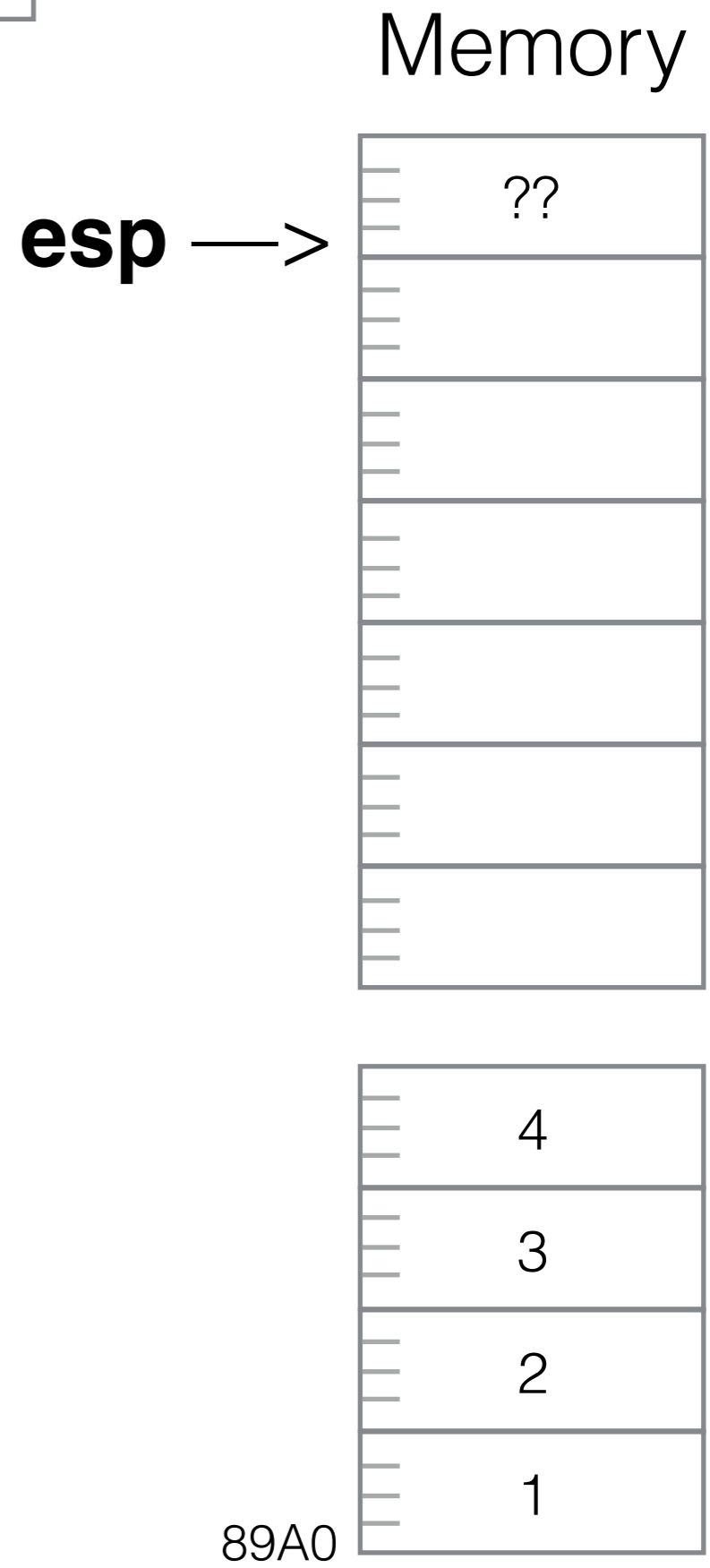


```

        section .data
Table   dd      1,2,3,4

        section .text
incrementAll:
        push    ebp
        mov     ebp, esp
        push    ebx
        push    ecx
        mov     ecx, 4
        mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
        pop     ecx
        pop     ebx
        pop     ebp
        ret     4

Start:  mov     eax, Table
        push   eax
        call  incrementAll
        xxx
    
```



**eax**

89A0

**ebx**

??

**ecx**

??

```

        section .data
Table   dd      1,2,3,4

        section .text
incrementAll:
        push    ebp
        mov     ebp, esp
        push    ebx
        push    ecx
        mov     ecx, 4
        mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
        pop     ecx
        pop     ebx
        pop     ebp
        ret     4

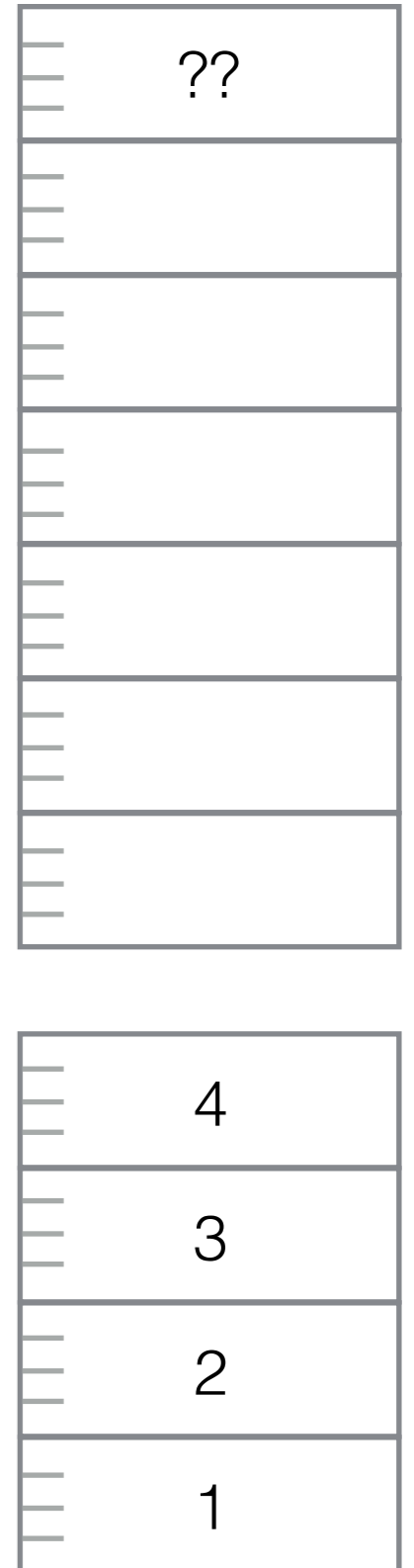
_Start:
        mov     eax, Table
        push    eax
        call   incrementAll
        xxx

```

<— **eip**

Memory

**esp** —>



89A0

**eax**

89A0

**ebx**

??

**ecx**

??

```

        section .data
Table   dd      1,2,3,4

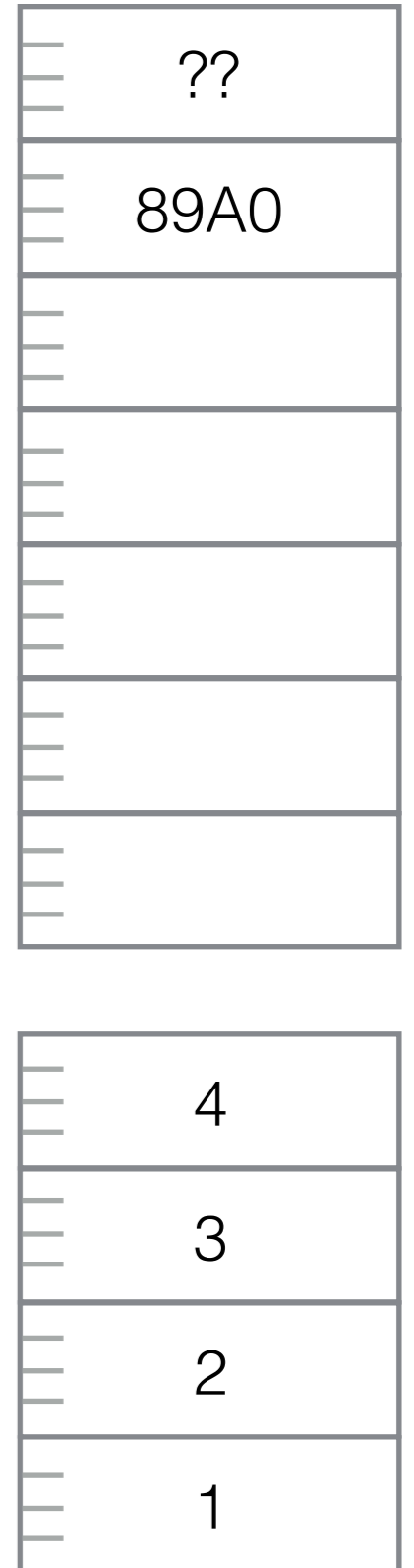
        section .text
incrementAll:
        push    ebp
        mov     ebp, esp
        push    ebx
        push    ecx
        mov     ecx, 4
        mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
        pop     ecx
        pop     ebx
        pop     ebp
        ret     4

_Start:
        mov     eax, Table
        push   eax
        call   incrementAll ← eip
        xxx

```

Memory

**esp** →



**eax**

89A0

**ebx**

??

**ecx**

??

```

        section .data
Table   dd      1,2,3,4

        section .text
incrementAll:
    push    ebp
    mov     ebp, esp
    push    ebx
    push    ecx
    mov     ecx, 4
    mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
    pop     ecx
    pop     ebx
    pop     ebp
    ret     4

_Start:
    mov     eax, Table
    push   eax
    call   incrementAll
    xxx

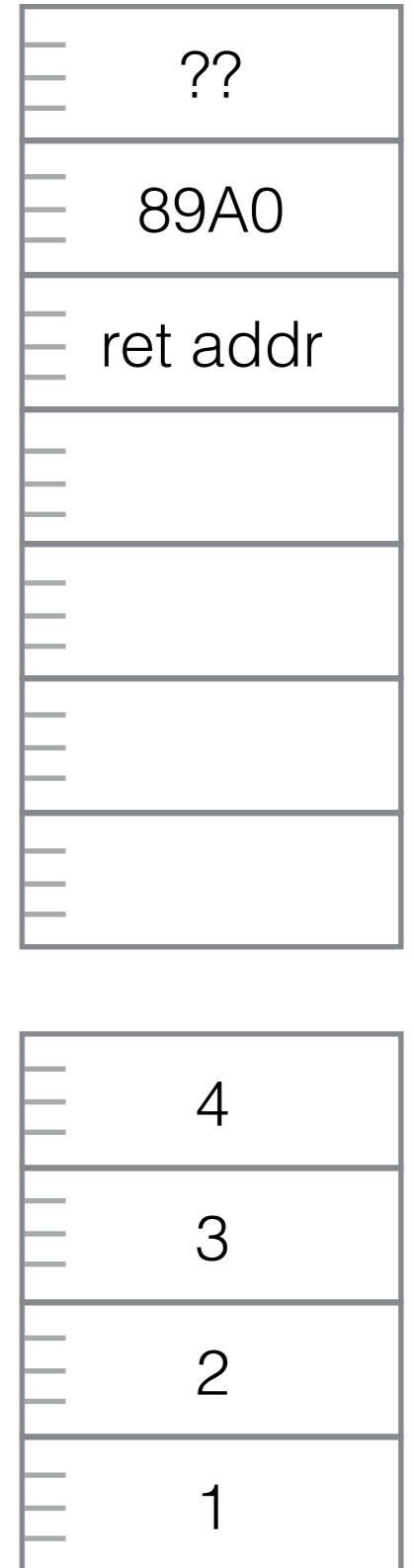
```



← **eip**

**esp** →

# Memory



89A0

**eax**

89A0

**ebx**

??

**ecx**

??

Memory

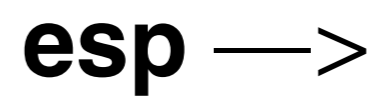
```

        section .data
Table   dd      1,2,3,4

        section .text
incrementAll:
        push    ebp
        mov     ebp, esp
        push    ebx
        push    ecx
        mov     ecx, 4
        mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
        pop     ecx
        pop     ebx
        pop     ebp
        ret     4

_Start:
        mov     eax, Table
        push   eax
        call   incrementAll
        xxx

```



**eax**

89A0

**ebx**

??

**ecx**

??

```

    section .data
Table dd 1,2,3,4

    section .text
incrementAll:
    push    ebp
    mov     ebp, esp
    push    ebx
    push    ecx
    mov     ecx, 4
    mov     ebx, dword[ebp+8]
.for:
    inc    dword[ebx]
    add    ebx, 4
    loop   .for
    pop    ecx
    pop    ebx
    pop    ebp
    ret    4

_Start:
    mov     eax, Table
    push   eax
    call   incrementAll
    xxx

```



**esp**  
**ebp**



Memory



89A0



**eax**

89A0

**ebx**

??

**ecx**

??

```

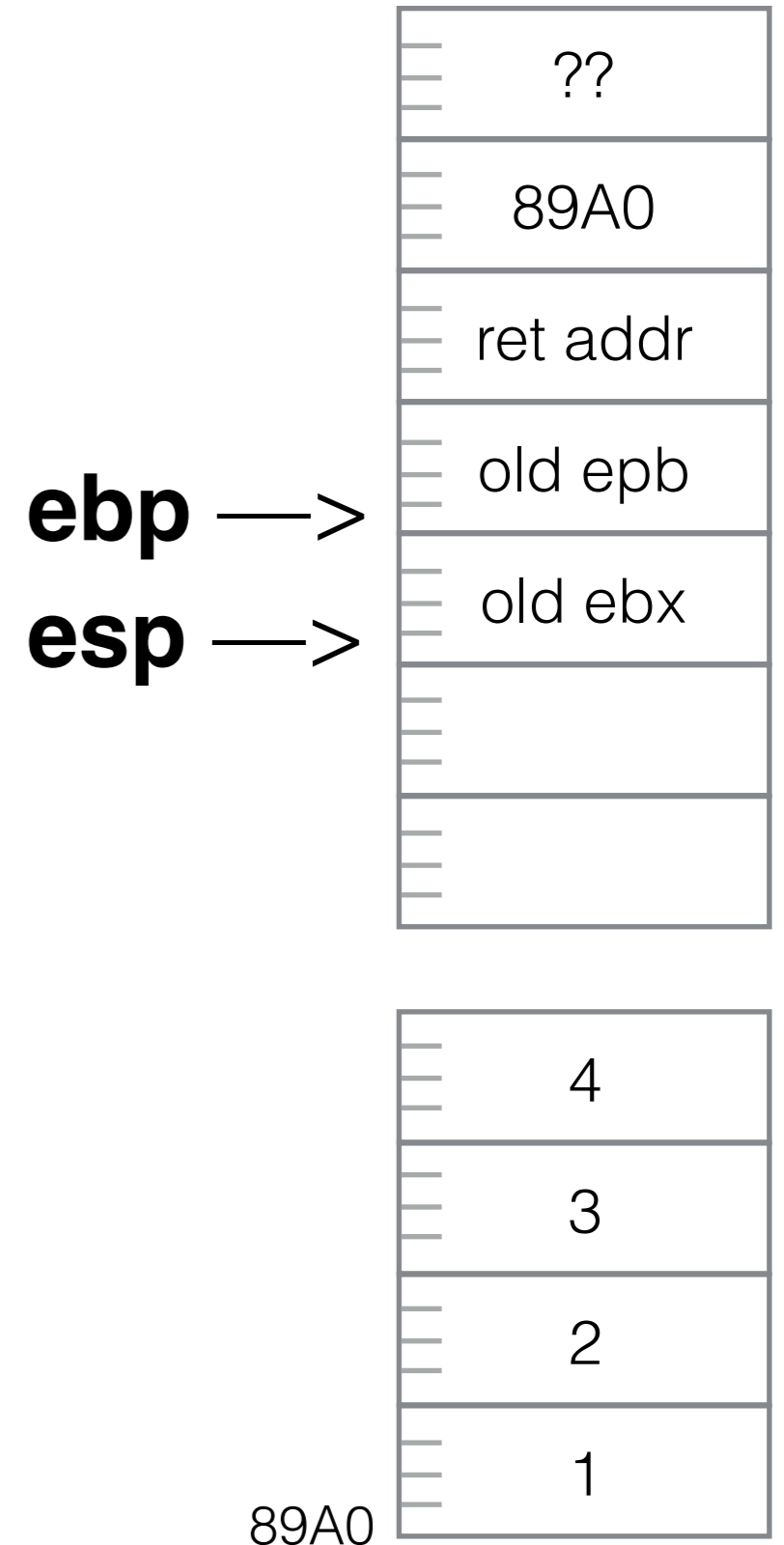
        section .data
Table   dd      1,2,3,4

        section .text
incrementAll:
        push    ebp
        mov     ebp, esp
        push    ebx
        push    ecx ← eip
        mov     ecx, 4
        mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
        pop     ecx
        pop     ebx
        pop     ebp
        ret     4

_Start:
        mov     eax, Table
        push   eax
        call   incrementAll
        xxx

```

# Memory



**eax**

89A0

**ebx**

??

**ecx**

??

```

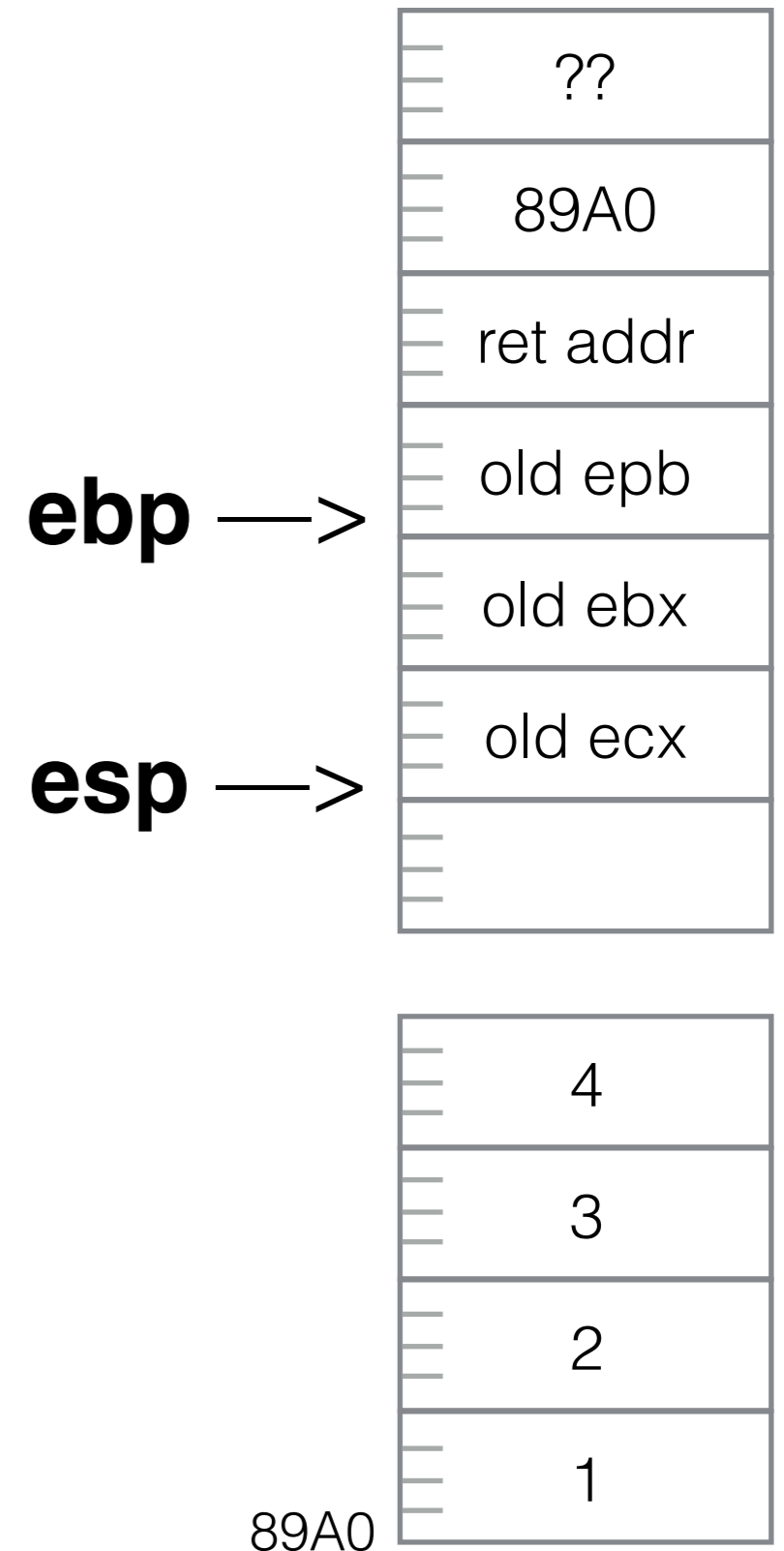
        section .data
Table   dd      1,2,3,4

        section .text
incrementAll:
        push    ebp
        mov     ebp, esp
        push    ebx
        push    ecx
        mov     ecx, 4
        mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
        pop     ecx
        pop     ebx
        pop     ebp
        ret     4

_Start:
        mov     eax, Table
        push   eax
        call   incrementAll
        xxx

```

# Memory



**eax**

89A0

**ebx**

??

**ecx**

4

```

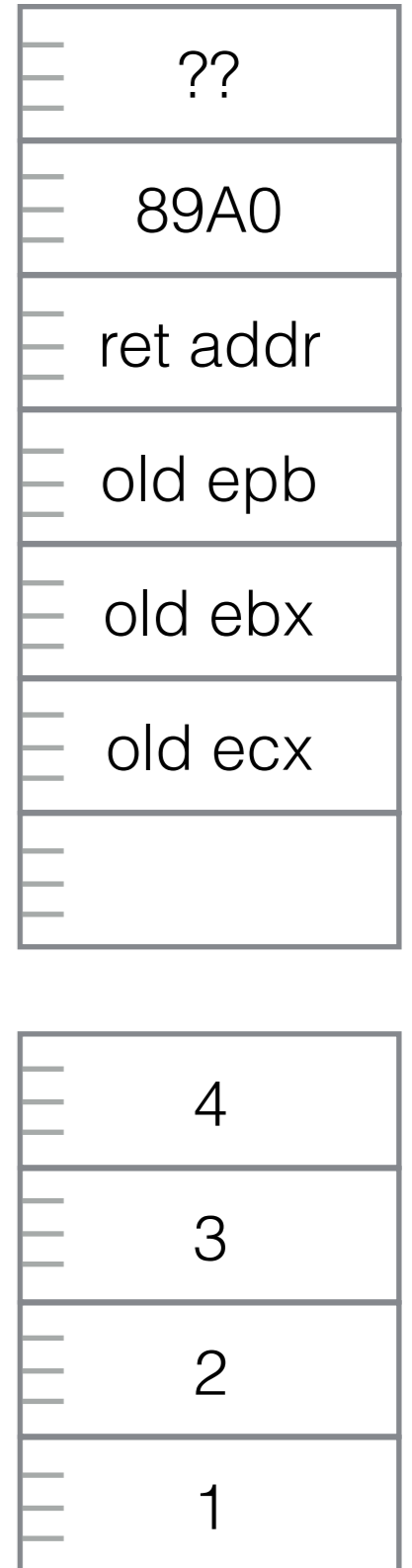
        section .data
Table   dd      1,2,3,4

        section .text
incrementAll:
        push    ebp
        mov     ebp, esp
        push    ebx
        push    ecx
        mov     ecx, 4
        mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
        pop     ecx
        pop     ebx
        pop     ebp
        ret     4

_Start:
        mov     eax, Table
        push   eax
        call   incrementAll
        xxx

```

# Memory



<— **eip**

89A0

**eax**

89A0

**ebx**

89A0

**ecx**

4

Memory

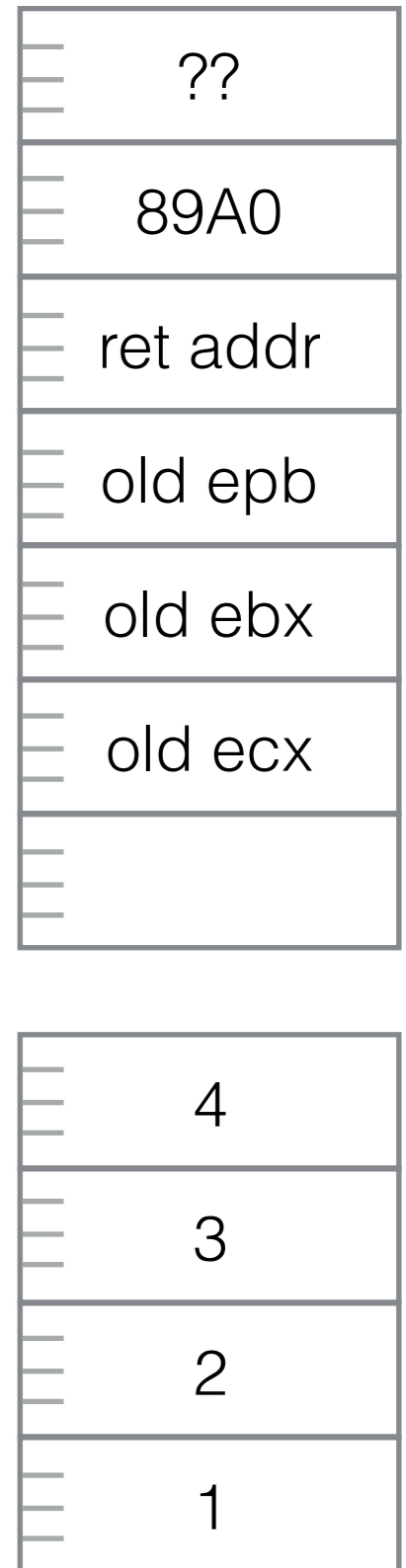
```

        section .data
Table   dd      1,2,3,4

        section .text
incrementAll:
        push    ebp
        mov     ebp, esp
        push    ebx
        push    ecx
        mov     ecx, 4
        mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
        pop     ecx
        pop     ebx
        pop     ebp
        ret     4

_Start:
        mov     eax, Table
        push   eax
        call   incrementAll
        xxx

```



**ebp** —>

**esp** —>

<— **eip**

**eax**

89A0

**ebx**

89A0

**ecx**

4

Memory

```

section .data
Table    dd      1,2,3,4

section .text
incrementAll:
    push    ebp
    mov     ebp, esp
    push    ebx
    push    ecx
    mov     ecx, 4
    mov     ebx, dword[ebp+8]
    .for:
    inc     dword[ebx]
    add     ebx, 4
    loop   .for
    pop     ecx
    pop     ebx
    pop     ebp
    ret     4

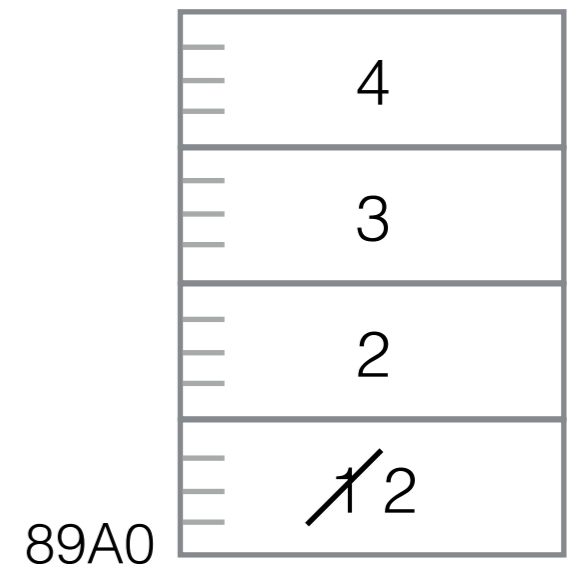
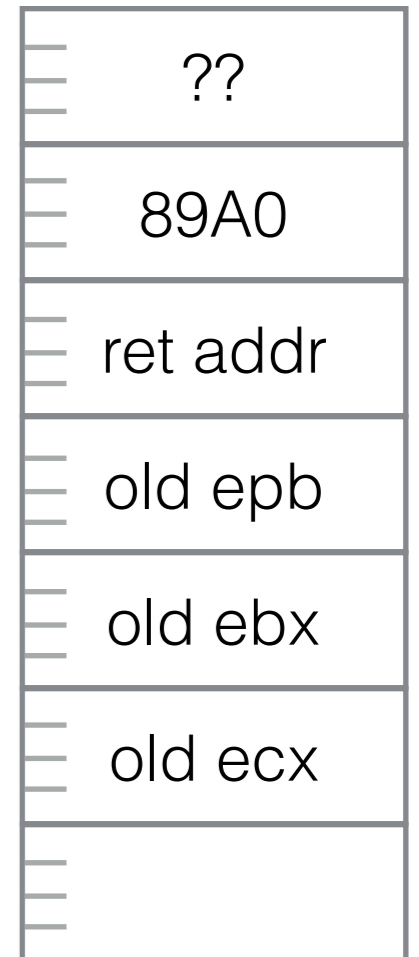
_Start:
    mov     eax, Table
    push   eax
    call   incrementAll
    xxx

```

**ebp**



**esp**



**eax**

89A0

**ebx**

89A4

**ecx**

4

Memory

```

        section .data
Table   dd      1,2,3,4

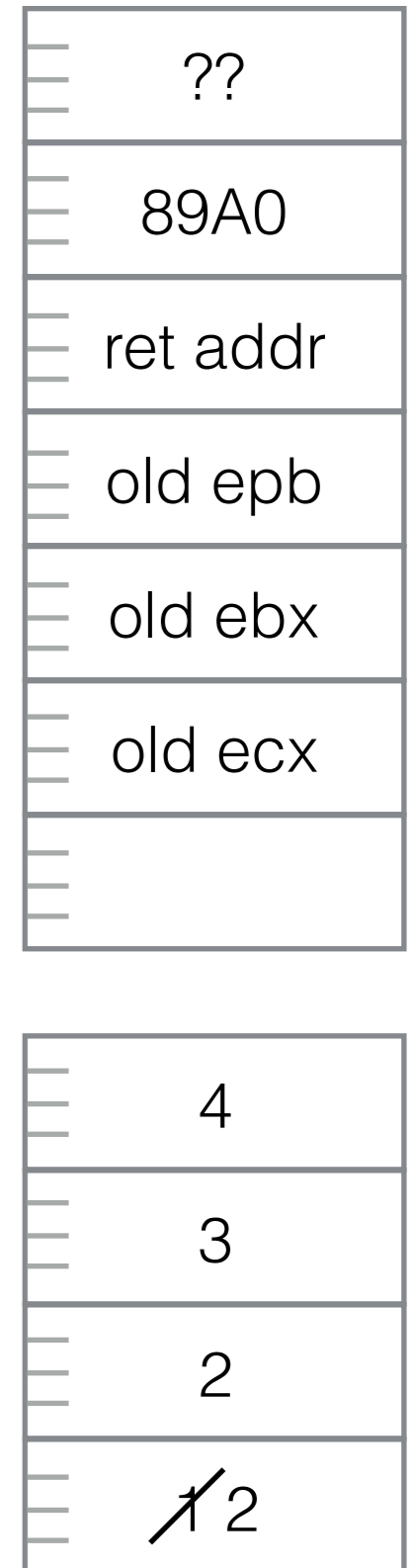
        section .text
incrementAll:
        push    ebp
        mov     ebp, esp
        push    ebx
        push    ecx
        mov     ecx, 4
        mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
        pop     ecx
        pop     ebx
        pop     ebp
        ret     4

_Start:
        mov     eax, Table
        push   eax
        call   incrementAll
        xxx

```

**ebp** —>

**esp** —>



**eax**

89A0

**ebx**

89A4

**ecx**

~~4~~3

# Memory

```

section .data
Table    dd      1,2,3,4

section .text
incrementAll:
    push    ebp
    mov     ebp, esp
    push    ebx
    push    ecx
    mov     ecx, 4
    mov     ebx, dword[ebp+8]
    .for:  inc     dword[ebx]
           add     ebx, 4
    loop   .for
    pop     ecx
    pop     ebx
    pop     ebp
    ret     4

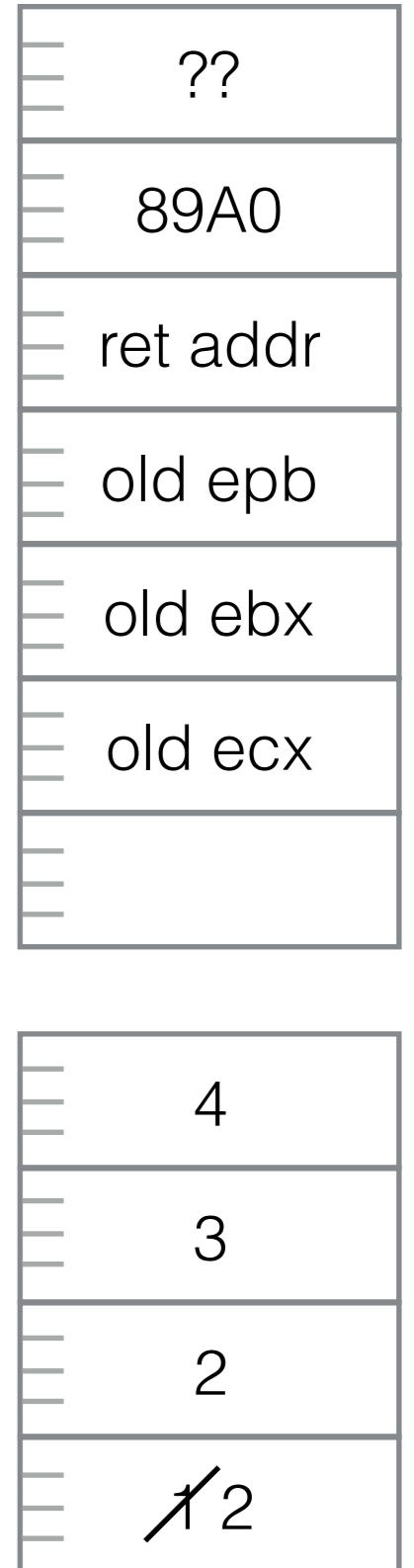
_Start:
    mov     eax, Table
    push   eax
    call   incrementAll
    xxx

```

**ebp** —>

**esp** —>

<— **eip**



**eax**

89A0

**ebx**

89A4

**ecx**

~~4~~3

Memory

```

    section .data
Table dd 1,2,3,4

    section .text
incrementAll:
    push    ebp
    mov     ebp, esp
    push    ebx
    push    ecx
    mov     ecx, 4
    mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
    loop   .for
    pop     ecx
    pop     ebx
    pop     ebp
    ret     4

_Start:
    mov     eax, Table
    push    eax
    call    incrementAll
    xxx

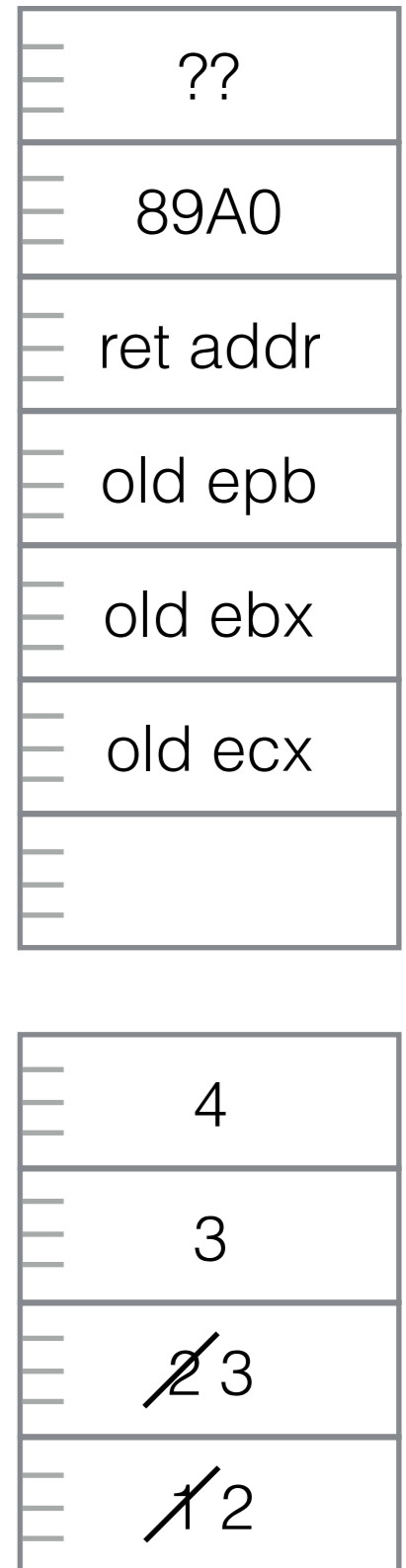
```

**add ebx, 4**

<— **eip**

**ebp** —>

**esp** —>



89A0



**eax**

89A0

**ebx**

89A8

**ecx**

~~4~~3

Memory

```

        section .data
Table   dd      1,2,3,4

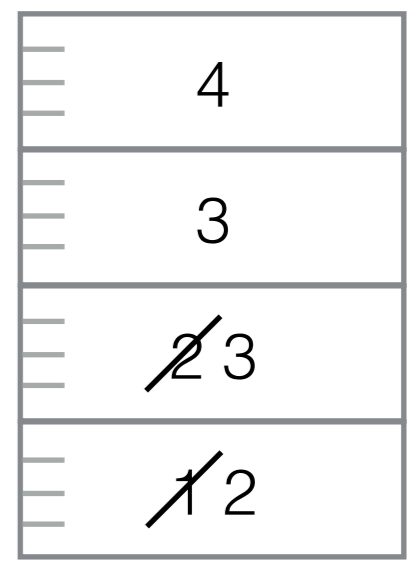
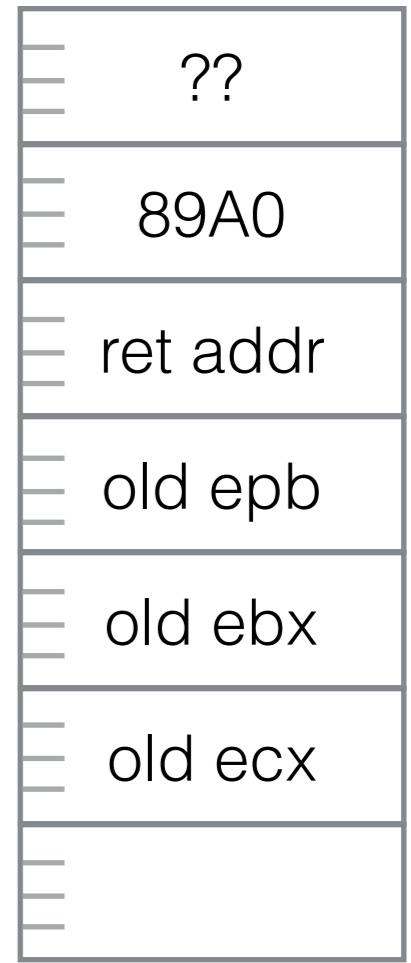
        section .text
incrementAll:
        push    ebp
        mov     ebp, esp
        push    ebx
        push    ecx
        mov     ecx, 4
        mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
        pop     ecx
        pop     ebx
        pop     ebp
        ret     4

_Start:
        mov     eax, Table
        push   eax
        call   incrementAll
        xxx

```

**ebp** —>

**esp** —>



89A0



**eax**

89A0

**ebx**

89B2

**ecx**

~~4~~/~~3~~/~~2~~/~~1~~/0

Memory

```

    section .data
Table dd 1,2,3,4

    section .text
incrementAll:
    push    ebp
    mov     ebp, esp
    push    ebx
    push    ecx
    mov     ecx, 4
    mov     ebx, dword[ebp+8]
.for:
    inc     dword[ebx]
    add     ebx, 4
    loop   .for
    pop     ecx
    pop     ebx
    pop     ebp
    ret     4

_Start:
    mov     eax, Table
    push    eax
    call   incrementAll
    xxx

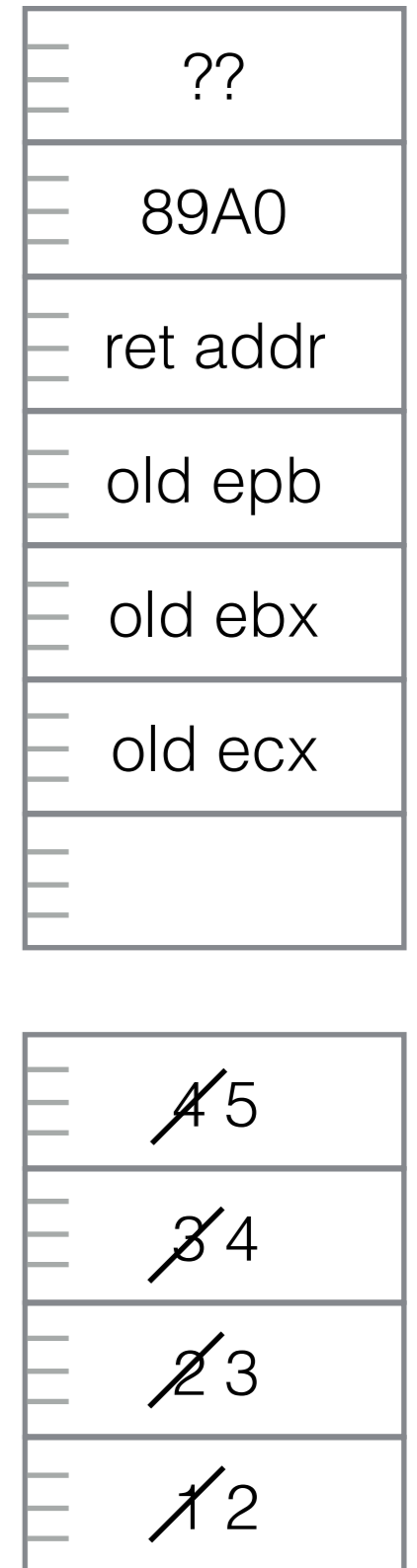
```



← **eip**

**ebp** —>

**esp** —>



**eax**

89A0

**ebx**

89B2

**ecx**

??

Memory

```

        section .data
Table   dd      1,2,3,4

        section .text
incrementAll:
        push    ebp
        mov     ebp, esp
        push    ebx
        push    ecx
        mov     ecx, 4
        mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
        pop     ecx
        pop     ebx
        pop     ebp
        ret     4

_Start:
        mov     eax, Table
        push   eax
        call   incrementAll
        xxx

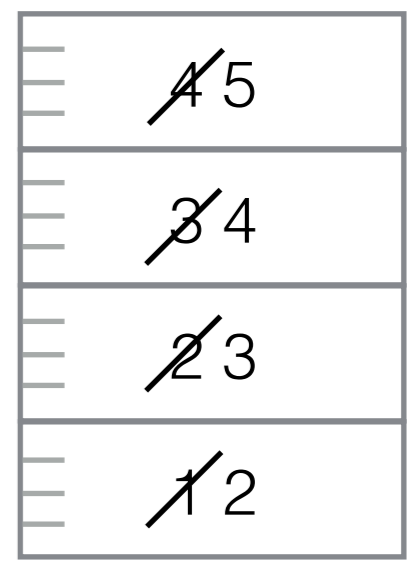
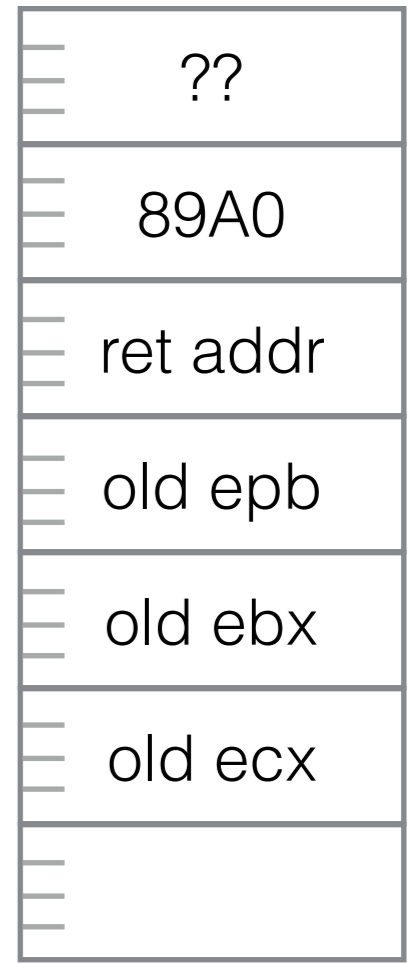
```



<— **eip**

**ebp** —>

**esp** —>



89A0

**eax**

89A0

**ebx**

??

**ecx**

??

Memory

```

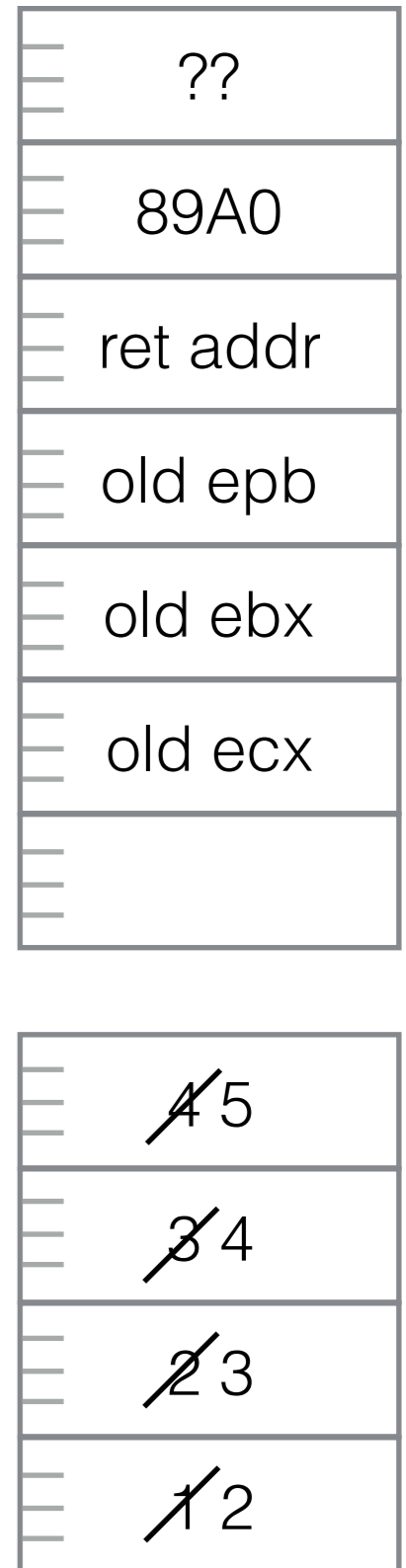
        section .data
Table   dd      1,2,3,4

        section .text
incrementAll:
        push    ebp
        mov     ebp, esp
        push    ebx
        push    ecx
        mov     ecx, 4
        mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
        pop     ecx
        pop     ebx
        pop     ebp
        ret     4

_Start:
        mov     eax, Table
        push   eax
        call   incrementAll
        xxx

```

**esp**  
**ebp**



89A0

**eax**

89A0

**ebx**

??

**ecx**

??

```

        section .data
Table   dd      1,2,3,4

        section .text
incrementAll:
        push    ebp
        mov     ebp, esp
        push    ebx
        push    ecx
        mov     ecx, 4
        mov     ebx, dword[ebp+8]
.for:   inc     dword[ebx]
        add     ebx, 4
        loop   .for
        pop     ecx
        pop     ebx
        pop     ebp
        ret     4

```

*\_Start:*

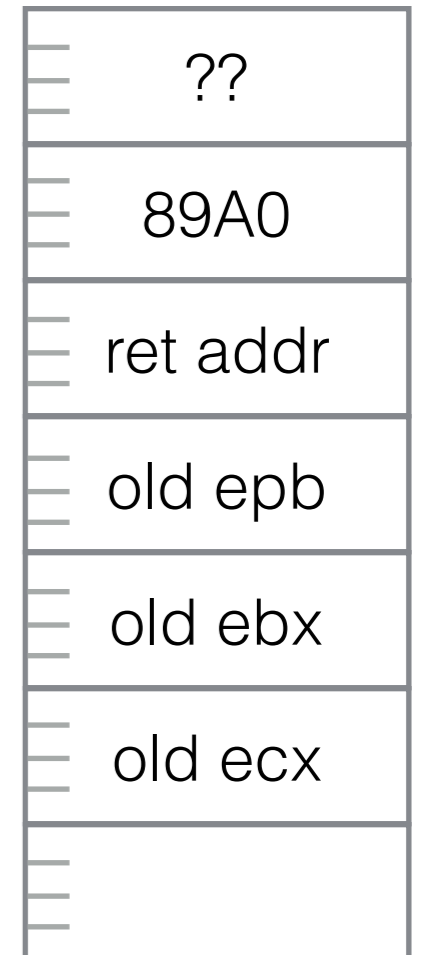
```

        mov     eax, Table
        push   eax
        call   incrementAll
        xxx

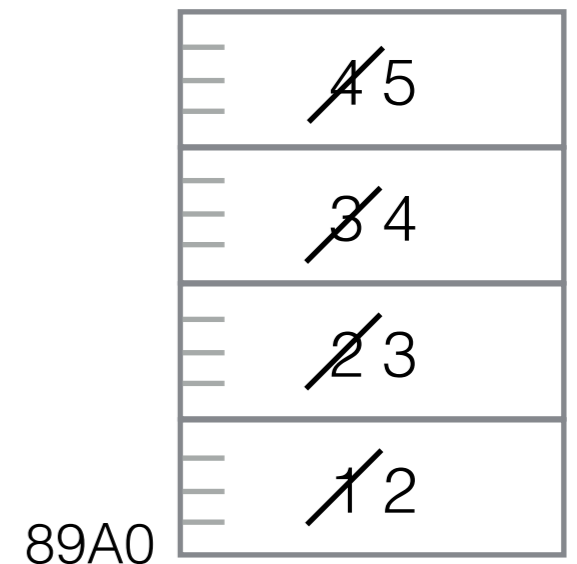
```

Memory

**esp** →



← **eip**



**eax**

89A0

**ebx**

??

**ecx**

??

Memory

```

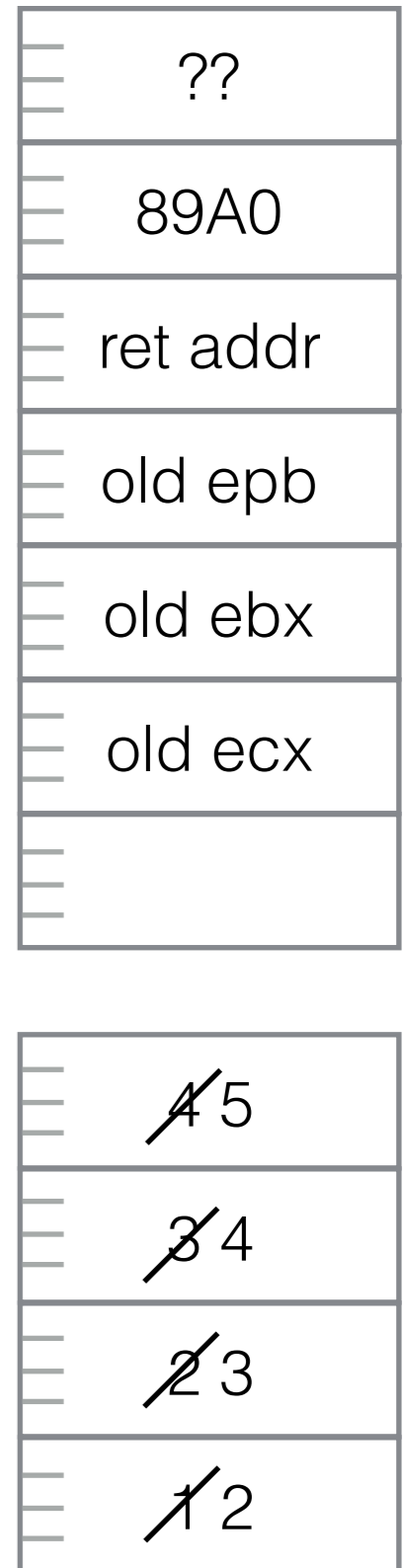
    section .data
Table dd 1,2,3,4

    section .text
incrementAll:
    push    ebp
    mov     ebp, esp
    push    ebx
    push    ecx
    mov     ecx, 4
    mov     ebx, dword[ebp+8]
    .for:
    inc     dword[ebx]
    add     ebx, 4
    loop   .for
    pop     ecx
    pop     ebx
    pop     ebp
    ret     4

_Start:
    mov     eax, Table
    push    eax
    call    incrementAll
    xxx

```

**esp** →



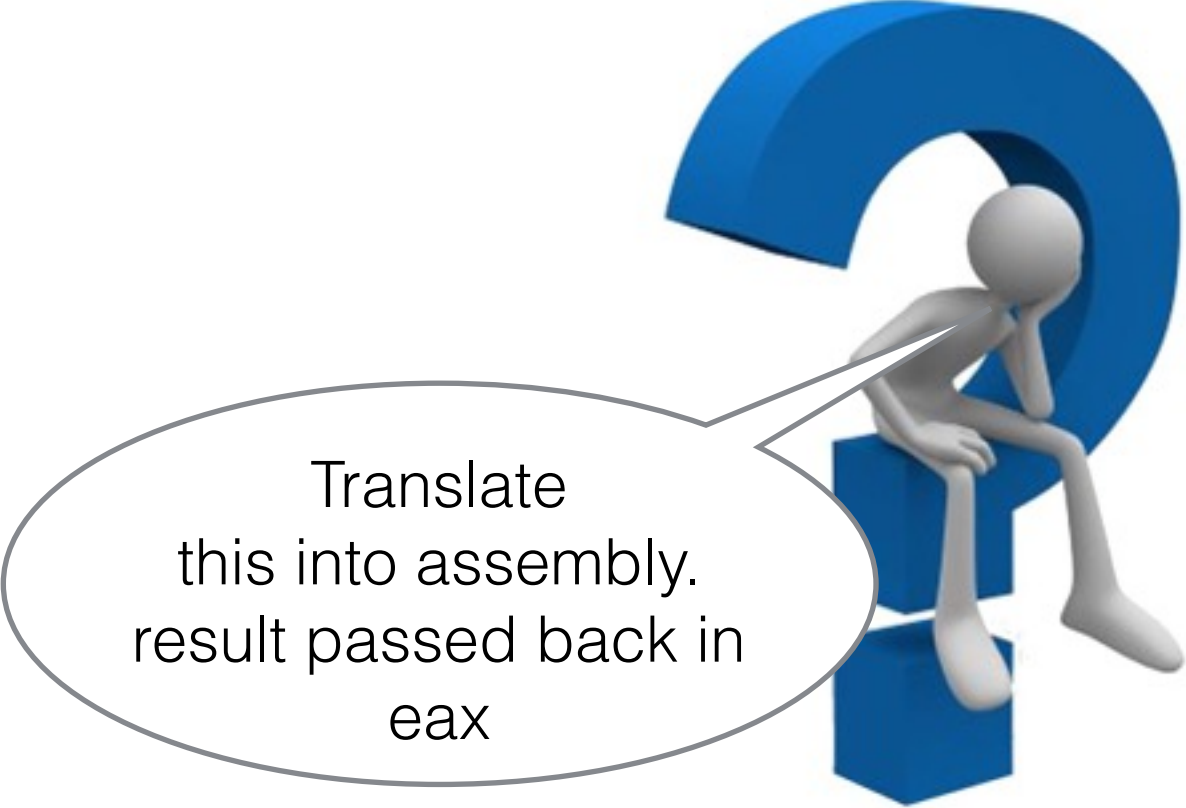
← **eip**

- Passing through **registers** ✓
- Passing through the **stack** ✓
  - Passing by **Value** ✓
  - Passing by **Reference** ✓

# Exercise

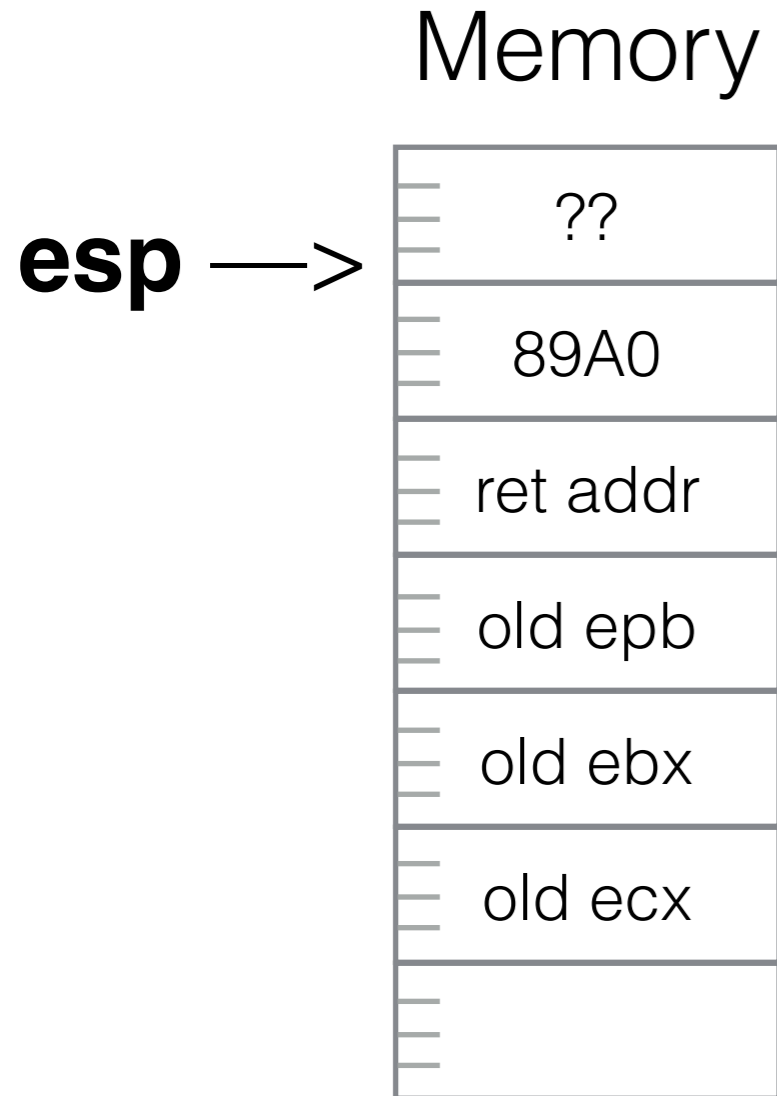
```
void func( int x, int y, int z, int t, int q ) {  
    return( x+y+2*z-t-3*q );  
}
```

```
int a, b, c, d;  
a = 3;  
b = 5;  
c = -10000;  
d = -1;  
a = func( a, b, c+d, 2*d, 1 );
```



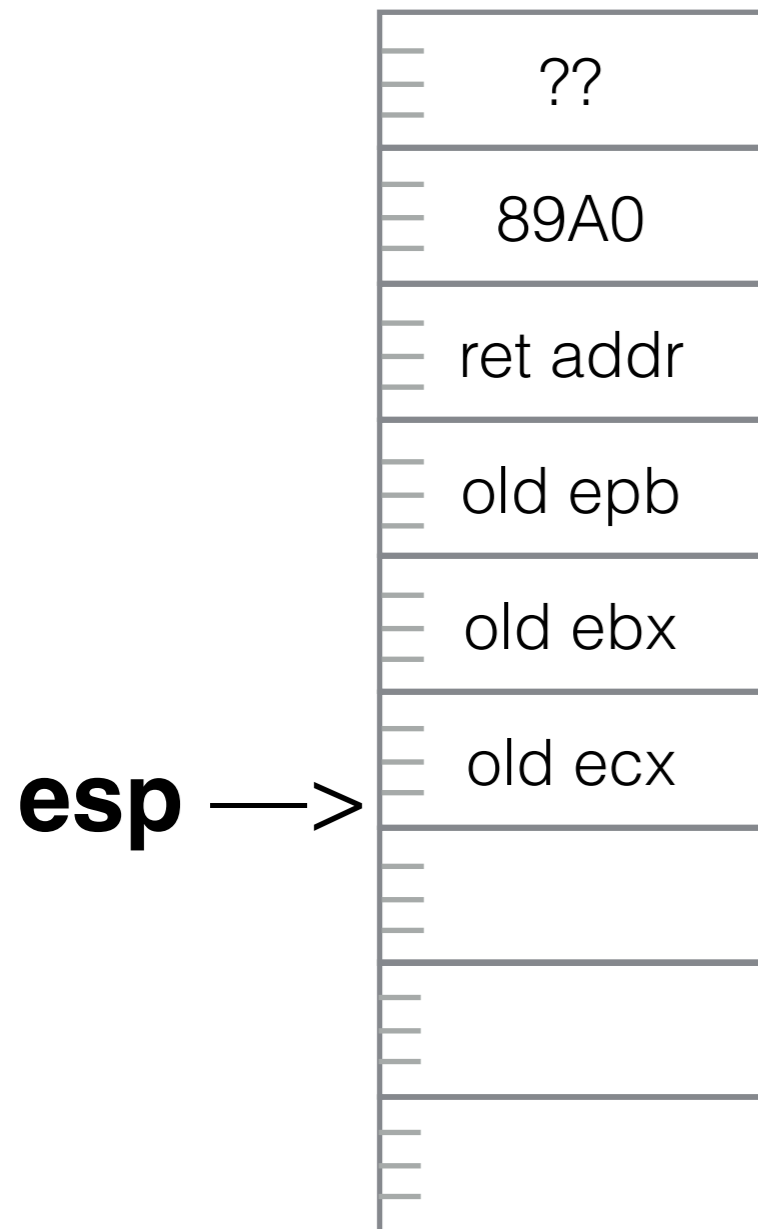
Translate  
this into assembly.  
result passed back in  
eax





***Question 1: What about the data "below" esp? Can it be used?***

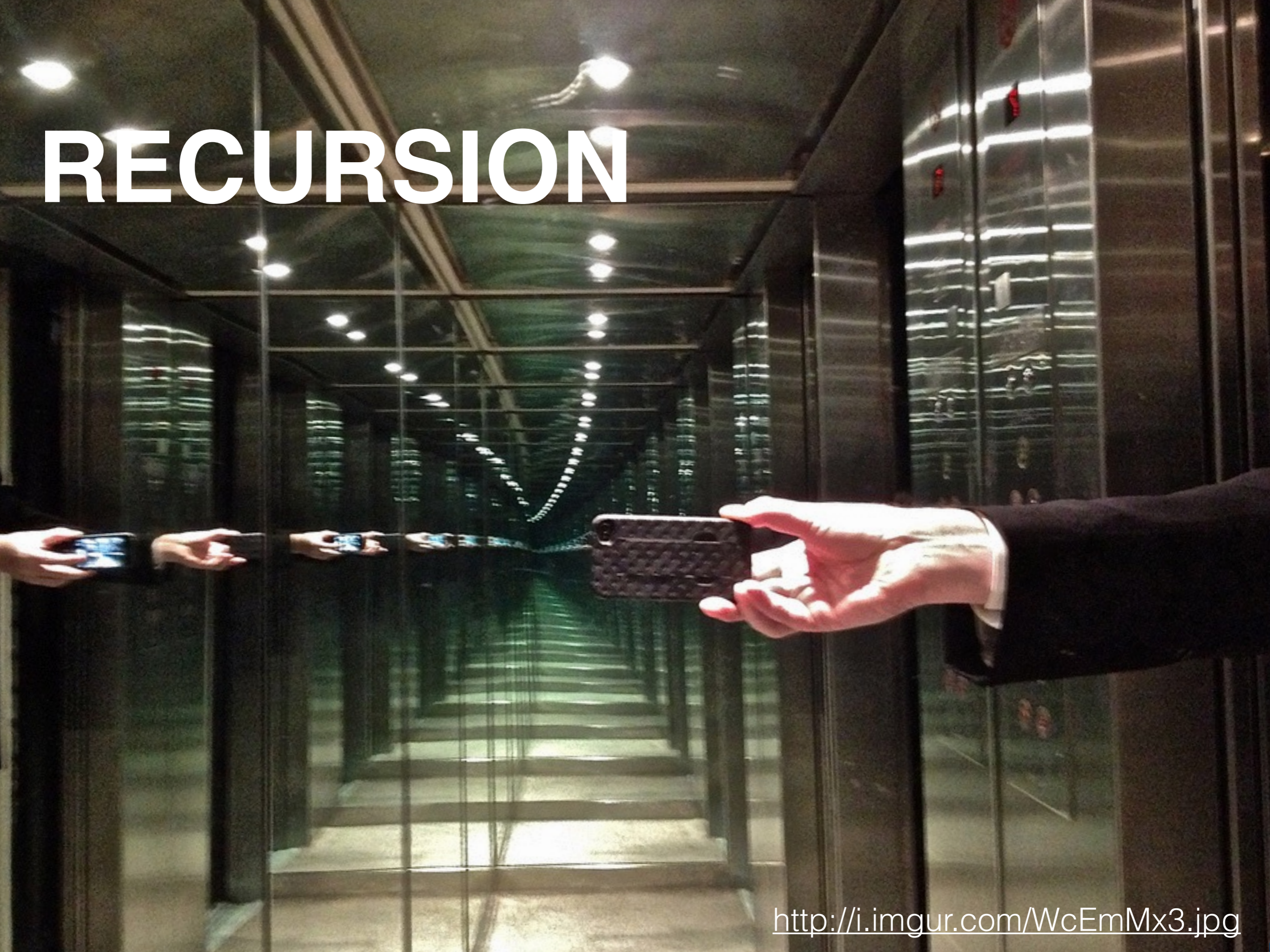
Memory



***Question 2: What about local variables?***



# RECURSION





```

Python 3.5.0b1 (v3.5.0b1:071fefbb5e3d, May 23 2015, 18:22:54)
[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwin
Type "copyright", "credits" or "license()" for more information.

>>> def fact( n ):
    if n <= 1:
        return 1
    return n * fact( n - 1 )

>>> fact( 3 )
6
>>> fact( 5 )
120
>>> fact( 20 )
2432902008176640000
>>> fact( 100 )
9332621544394415268169923885626670049071596826438162146859296389521
7599993229915608941463976156518286253697920827223758251185210916864
00000000000000000000000000000000
>>>

```

$$n! = \begin{cases} 1 & \text{if } n \leq 1 \\ n * (n-1)! & \text{otherwise} \end{cases}$$

Write the function  
**fact(n)** and call  
it from **main()**,  
*in Assembly*



# Compare to Non-Recursive Version

```
;;; -----  
;;; fact:      computes the factorial of n passed in eax  
;;;           and returns result in eax  
;;; -----  
fact:  push    ebp           ; create stack frame  
       mov     ebp, esp     ; point to it  
  
       push   edx           ; save what we use  
       push   ecx  
       push   edx  
  
       mov     ecx, eax     ; loop N times  
       mov     eax, 1       ; product = 1  
.for:  mul     ecx           ; product *= ecx--  
       loop   .for  
  
       pop    edx           ; restore what we used  
       pop    ecx  
       pop    edx  
  
       pop    ebp           ; return  
       ret
```

# Question 1

- Compare the execution time of the recursive version of ***factorial()*** to its non-recursive version.

# Question 2

- If the maximum stack size given to a program is 8 GBytes, how many terms could **fact()** compute, at most, if we didn't care about multiplication overflow?

*Note: We can get the default stack size linux uses with*

```
ulimit -s
```



# Towers of Hanoi... in Assembly

- In Python first
- In Assembly next

<https://media-cdn.tripadvisor.com/media/photo-s/0f/00/ee/18/ulun-danu-bratan-temple.jpg>