

# Bluebird (wrap-up)

## Cardinal

### C Calling Conventions

Bluebird : binary representation is a mapping to/from binary machine values and values in our lang.

| Bluebird | machine  |
|----------|----------|
| 0        | 00...000 |
| false    | 00...001 |
| 1        | 00...010 |
| none     | 00...011 |
| 2        | 00...100 |

lecture representation

|     |   |   |
|-----|---|---|
| and | 0 | 1 |
| 0   | 0 | 0 |
| 1   | 0 | 1 |

clearing bits

|    |   |   |
|----|---|---|
| or | 0 | 1 |
| 0  | 0 | 1 |
| 1  | 1 | 1 |

setting bits

|     |   |   |
|-----|---|---|
| xor | 0 | 1 |
| 0   | 0 | 1 |
| 1   | 1 | 0 |

flipping bits

|     |          |          |          |     |       |       |       |
|-----|----------|----------|----------|-----|-------|-------|-------|
|     | $b_{63}$ | $b_{62}$ | $b_{61}$ | ... | $b_2$ | $b_1$ | $b_0$ |
| AND | 0        | 0        | 0        |     | 0     | 1     | 1     |
|     | 0        | 0        | 0        |     | 0     | $b_1$ | $b_0$ |

Bluebird

is int (false)  $\Rightarrow$  false

is int (true)  $\Rightarrow$  false

is int (3)  $\Rightarrow$  true

for lecture:  $R(\text{false}) = 000 \dots 00000001$   
 $R(\text{true}) = 000 \dots 10000001$

isint ( $\Delta$ )

mov rax, ...

YOUR ASM

write logic for isint

without using cmp, jmp, ...

| instructions | true         | false        | 3            |
|--------------|--------------|--------------|--------------|
|              | ...010000001 | ...000000001 | ...000000110 |
| and rax, 1   | ...000000001 | ...000000001 | ...000000000 |
| shl rax, 7   | ...010000000 | ...010000000 | ...000000000 |
| or rax, 1    | ...010000001 | ...010000001 | ...000000001 |
| xor rax, 128 | ...000000001 | ...000000001 | ...010000001 |
|              | false        | false        | true         |

BAD IDEA

| Bluebird | machine  |
|----------|----------|
| 0        | 00...000 |
| 2        | 00...001 |
| 1        | 00...010 |
| 4        | 00...011 |
| 3        | 00...100 |

# Cardinal

## ① Syntax

$\langle \text{expr} \rangle ::= \dots \mid \text{print}(\langle \text{expr} \rangle)$

## ② Semantics

| <u>code</u>       | <u>Bluebird</u> | <u>Cardinal</u> |                                |
|-------------------|-----------------|-----------------|--------------------------------|
| 1+3               | 4               | 4               |                                |
| true    false     | true            | true            |                                |
| 1+true            | undefined       | exit code 1     |                                |
| print(4)+2        | N/A             | 6               | (also prints 4) ←              |
| print(print(3))   |                 | 3               | (also prints 3 twice)          |
| isInt(print(4))   |                 | true            | (also prints 4)                |
| print(2)+print(3) |                 | 5               | (prints 2 and 3 in that order) |

In Cardinal: runtime errors are handled by calling exit (a C function)

# C Calling Conventions

rip - instruction pointer

Cardinal has to be a good C caller and callee

Chronologically: x86-64

1. Caller sets up and calls

- push caller-saved regs to stack
- assign arguments to parameter locations

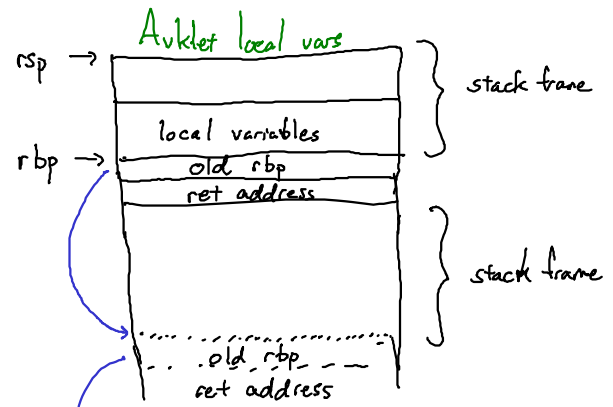
- rdi
- rsi
- rdx
- rcx
- r8
- r9

- on top of stack in reverse order

c. calls function (call instruction)

⋮

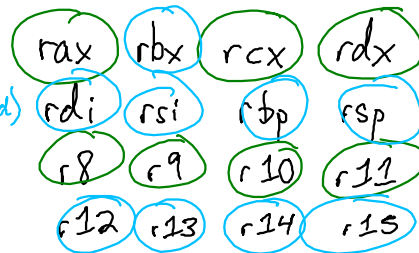
5. Restore caller-saved regs



volatile (caller-saved)  
might change

stable (callee-saved)

C Stack



pushes rip and  
jmp label