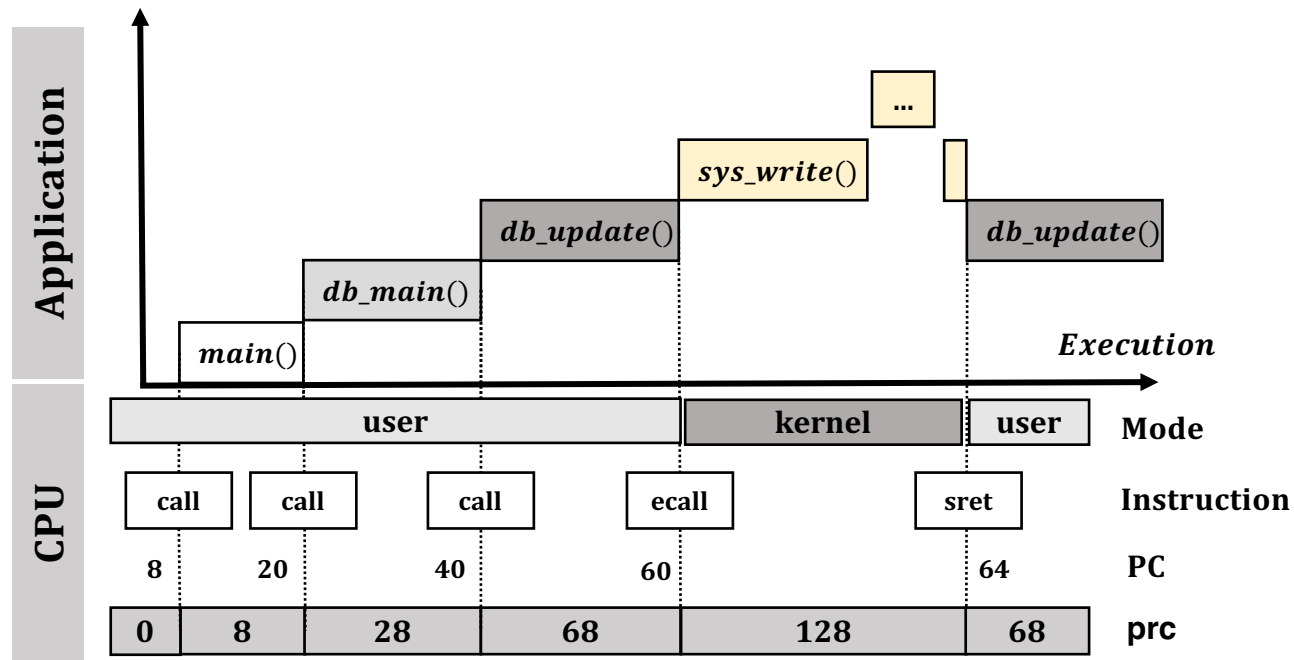


(a) A frame pointer-based SW method



(b) A hardware-based method