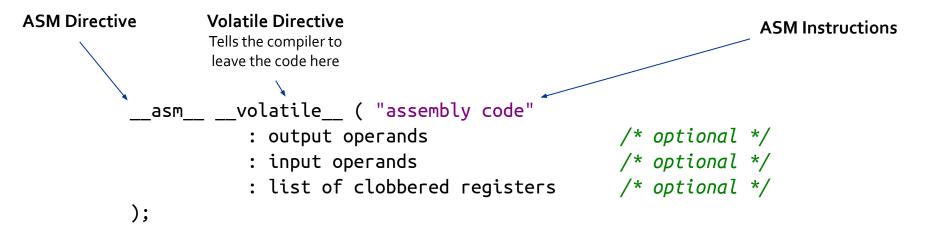
Advanced Operating Systems and Virtualization



Inline Assembly

C programs can contain assembly code. The structure of the command is the following:



- Output Operands: comma separated list of inputs, e.g. "=r" (old), "+rm" (*Base)
- Input Operands: comma separated list of output, e.g. "r" (Offset)
- **Clobbers**: comma separated list of registers or other elements that have been changed by the execution of the instruction(s) (e.g. GCC won't use these registers to store any other value).

[Lab 03] ASM in C

Legend

Operands

- "m": a memory operand
- "o": a memory operand which is "offsettable" (to deal with instructions' size)
- "r": a general-purpose register
- "g": Register, memory or immediate, except for non-general purpose registers
- "i": an immediate operand

Registers

- "0", "1", ... "9": a previously referenced register
- "q": any "byte-addressable" register
- "Q" any "high" 8-bit addressable sub-register
- "+": the register is both read and written
- "=": the register is written
- "a", "b", "c", "d", "S", "D": registers A, B, C, D, SI, and DI
- "A": registers A and D (for instructions using AX:DX as output)

Legend

Examples

https://github.com/gabrielepmattia/aosv-code-examples/tree/main/oo-asm-in-c

CPUID

The CPUID assembly instruction allows to retrieve information about the available hardware.

```
__asm__("cpuid"
: "=c"(*c), "=d"(*d)
: "a"(code));
```

wrmsr/rdmsr

A **model-specific register** (**MSR**) is any of various control registers in the x86 instruction set used for debugging, program execution tracing, computer performance monitoring, and toggling certain CPU features.

```
static inline void wrmsr(uint32_t msr_id, uint64_t msr_value) {
    __asm__ _volatile__ ( "wrmsr" : : "c" (msr_id), "A" (msr_value) );
}

static inline uint64_t rdmsr(uint32_t msr_id) {
    uint64_t msr_value;
    __asm__ _volatile__ ( "rdmsr" : "=A" (msr_value) : "c" (msr_id) );
    return msr_value;
}
```

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[Lab 03] Kernel Modules

LECTURER

Gabriele Proietti Mattia



