



Memory

Highest 0xFFFF...

Kernel mode

Stack (grows down)

Memory mapping

File mapping

Non mapping

Heap

BSS Seg

Data Seg

Text Seg (start of program)

0x000000...

rax holds syscall num

args 1-6 in rdi, rsi, rdx, r10, r8, r9

return value put in rax

r10, r12-15 preserved

rax = rax(rdi, rsi, rdx, r10, r8, r9)

NASM syntax

label: instruction operands ; comment

INSTR

INSTR arg

INSTR dst, src

INSTR dst, src, aux

Sizes

Immediate value storage

MOV eax, 0x000F

name	BYTE	WORD	DWORD	QWORD	TWORD	YWORD	ZWORD
bytes	1	2	4	8	16	32	64

Ex `CMP BYTE [rax+rbx], 0`

Operands:

R- register

I- immediate

0x hex

0o oct

0b bin

' ' chr

" " str

M - memory (effective addr.)

[label] data at label

[label + 1] data at label + const offset

[label + register] label offset by amt in reg

`mov al, [esi + ecx*8 + 100] \Rightarrow al = array[ecx*8 + 100]`

Labels refer to address of their line

- starting with `.` means local addr.

`func1: ...`

`.loop: ...` ←

`func2: ...`

`.loop: ...`

`jmp func1.loop`

SECTION .bss, .data, .text

GLOBAL - exports symbol

EXTERN - imports

RESB, RESW, RESD, RESQ

`x: equ 10`

define `x` as 10 instead of address