

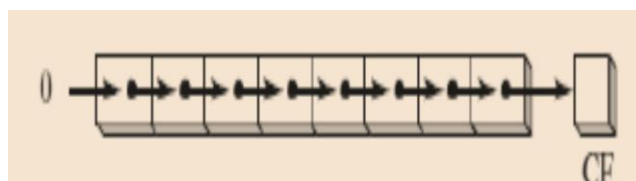
## Shift and Rotate Instructions

- Shifting means to move bits right and left inside an operand.
- The following table provides Shift and Rotate Instructions.
- All affecting the Overflow and Carry flags.

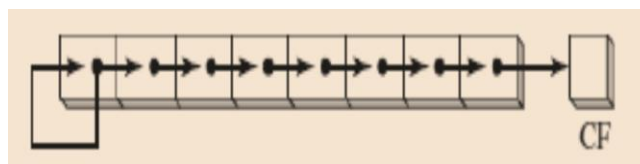
|      |                              |
|------|------------------------------|
| SHL  | Shift left                   |
| SHR  | Shift right                  |
| SAL  | Shift arithmetic left        |
| SAR  | Shift arithmetic right       |
| ROL  | Rotate left                  |
| ROR  | Rotate right                 |
| RCL  | Rotate carry left            |
| RCR  | Rotate carry right           |
| SHLD | Double-precision shift left  |
| SHRD | Double-precision shift right |

### Logical Shifts and Arithmetic Shifts

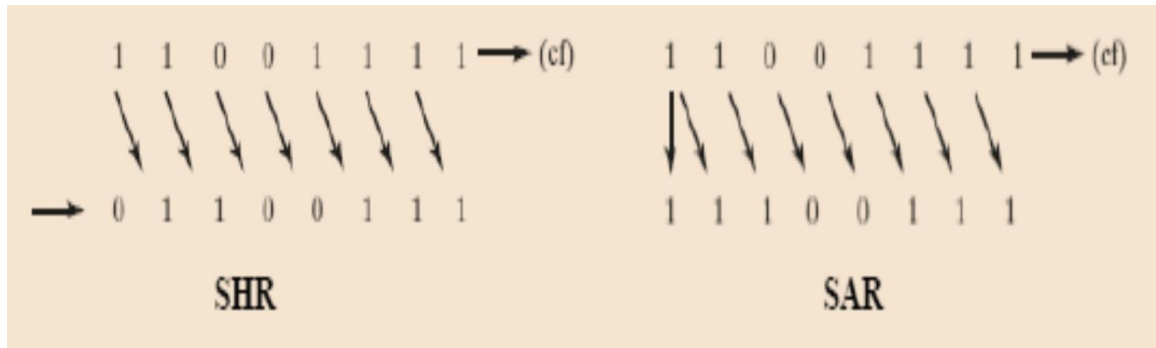
A logical shift fills the newly created bit position with zero.



An arithmetic shift fills the newly created bit position with a copy of the number's sign bit.

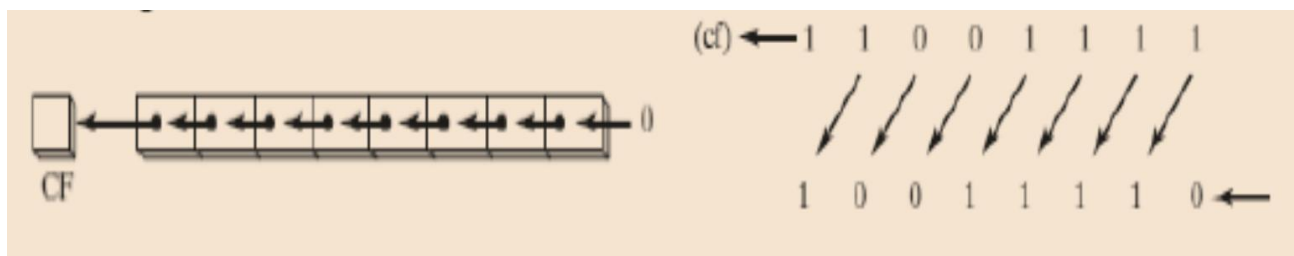


Example of Right Logical Shifts and Right Arithmetic Shifts



### SHL Instruction

The SHL (shift left) instruction performs a logical left shift on the destination operand, filling the lowest bit with 0.



The first operand in SHL is the destination and the second is the shift count:

**SHL destination,count**

### Operand types for SHL:

**SHL reg,imm8**

**SHL mem,imm8**

**SHL reg,CL**

**SHL mem,CL**

Formats shown here also apply to the SHR, SAL, SAR, ROR, ROL, RCR, and RCL instructions.

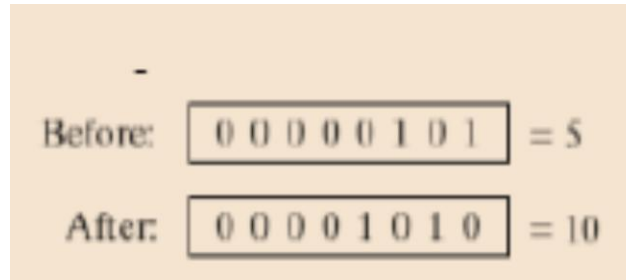
### Application: Fast Multiplication

Shifting left 1 bit multiplies a number by 2

Shifting the integer 5 left by 1 bit yields the product of  $5 * 2 = 10$

**mov dl,5**

**shl dl,1**



Shifting left  $n$  bits multiplies the operand by  $2^n$

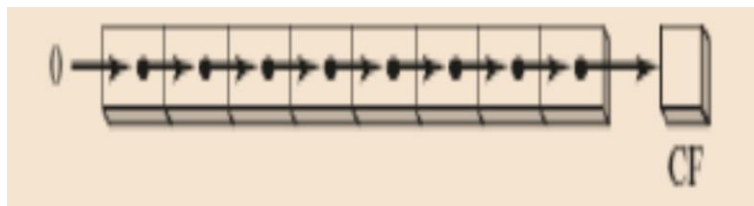
For example,  $5 * 2 = 10$

**mov dl,5**

**shl dl,2 ;DL = 20, CF = 0**

### SHR Instruction

The SHR (shift right) instruction performs a logical right shift on the destination operand. The highest bit position is filled with a zero.



### Application: Division

Shifting right  $n$  bits divides the operand by  $2^n$

**mov dl,80 ; DL = 01010000b**

**shr dl,1 ; DL = 00101000b = 40, CF = 0**

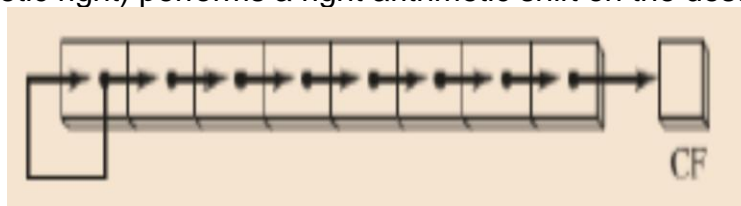
**shr dl,2 ; DL = 00001010b = 10, CF = 0**

### SAL and SAR Instructions

SAL (shift arithmetic left) is identical to SHL.



SAR (shift arithmetic right) performs a right arithmetic shift on the destination operand.



## Applications:

### 1. Signed Division

An arithmetic shift preserves the number's sign.

**mov dl,-80 ; DL = 10110000b**

**sar dl,1 ; DL = 11011000b = -40, CF = 0**

**sar dl,2 ; DL = 11110110b = -10, CF = 0**

### 2. Sign-Extend

Suppose AX contains a signed integer and you want to extend its sign into EAX. First shift EAX 16 bits to the left, then shift it arithmetically 16 bits to the right:

**mov ax,-128 ; EAX = ????FF80h**

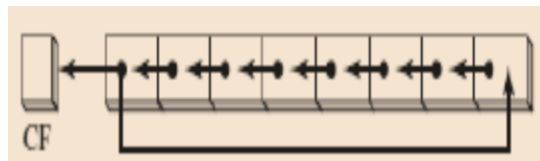
**shl eax,16 ; EAX = FF800000h**

**sar eax,16 ; EAX = FFFFFFFF80h**

## ROL Instruction

The ROL (rotate left) instruction shifts each bit to the left. The highest bit is copied into the Carry flag and the lowest bit position.

No bits are lost.



### Example:

**mov al,11110000b**

**rol al,1 ; AL = 11100001b, CF = 1**

### Application: Exchanging Groups of Bits

You can use ROL to exchange the upper (bits 4–7) and lower (bits 0–3) halves of a byte.

**mov dl,3Fh ; DL = 00111111b**

**rol dl,4 ; DL = 11110011b = F3h, CF = 1**

## ROR Instruction

The ROR (rotate right) instruction shifts each bit to the right and copies the lowest bit into the Carry flag and the highest bit position.

No bits are lost.



### Example:

```
mov al,11110000b
```

```
ror al,1 ; AL = 01111000b, CF = 0
```

### Application: Exchanging Groups of Bits

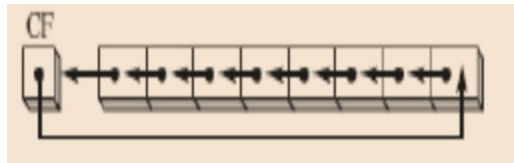
You can use ROL to exchange the upper (bits 4–7) and lower (bits 0–3) halves of a byte.

```
mov dl,3Fh ; DL = 00111111b
```

```
ror dl,4 ; DL = 11110011b = F3h, CF = 1
```

### RCL Instruction

The RCL (rotate carry left) instruction shifts each bit to the left, copies the Carry flag to the LSB, and copies the MSB into the Carry flag.



### Example:

```
Clc ; clear carry, CF = 0
```

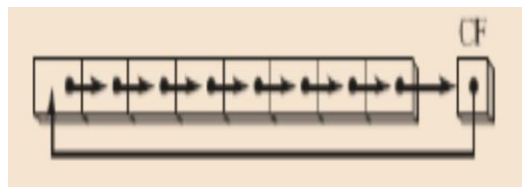
```
mov bl,88h ; CF = 0 , BL = 10001000b
```

```
rcl bl,1 ; CF = 1 , BL = 00010000b
```

```
rcl bl,1 ; CF = 0 , BL = 00100001b
```

### RCR Instruction

The RCR (rotate carry right) instruction shifts each bit to the right, copies the Carry flag into the MSB, and copies the LSB into the Carry flag.



### Example:

```
stc ; set carry, CF = 1
```

```
mov ah,10h ; CF = 1, AH = 00010000b
```

```
rcr ah,1 ; CF = 0, AH = 10001000b
```

### SHLD Instruction

The SHLD (shift left double) instruction shifts a destination operand a given number of bits to the left.

The bit positions opened up by the shift are filled by the most significant bits of the source operand.

Only the destination is modified, not the source.

### Syntax:

**SHLD *dest, source, count***

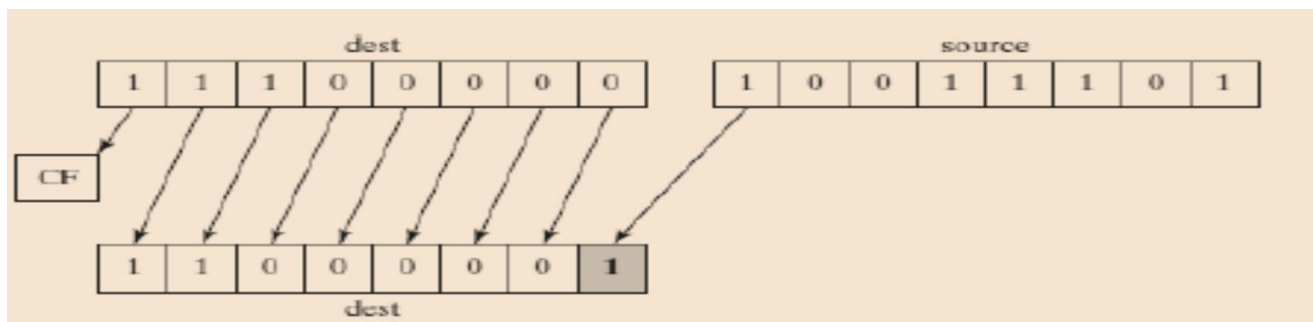
### Operand types:

**SHLD reg16,reg16,CL/imm8**

**SHLD mem16,reg16,CL/imm8**

**SHLD reg32,reg32,CL/imm8**

**SHLD mem32,reg32,CL/imm8**



### Example:

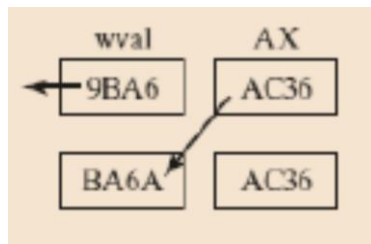
**.data**

**wval WORD 9BA6h**

**.code**

**mov ax,0AC36h**

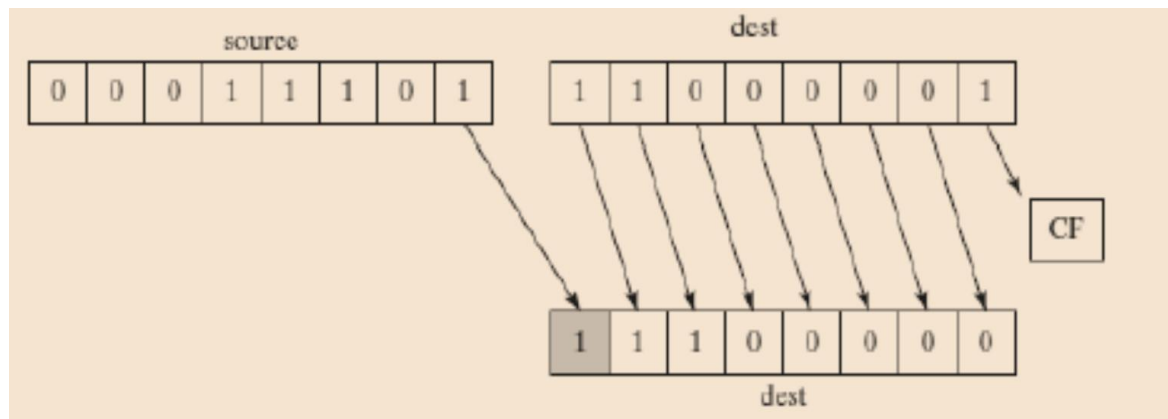
**shld wval,ax,4**



### SHRD Instruction

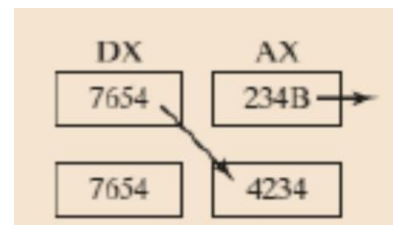
The SHRD (shift right double) instruction shifts a destination operand a given number of bits to the right.

The bit positions opened up by the shift are filled by the least significant bits of the source operand.



### Example:

```
mov ax,234Bh
mov dx,7654h
shrd ax,dx,4
```



## Multiplication and Division Instructions

### MUL Instruction

The `MUL` (unsigned multiply) instruction comes in three versions:

The first version multiplies an 8-bit operand by the **AL** register.

The second version multiplies a 16-bit operand by the **AX** register.

The third version multiplies a 32-bit operand by the **EAX** register.

The multiplier and multiplicand must always be the same size, and the product is twice their size.

The three formats accept register and memory operands, but not immediate operands:

**MUL reg/mem8**

**MUL reg/mem16**

**MUL reg/mem32**

| Multipllcand | Multiplier | Product |
|--------------|------------|---------|
| AL           | reg/mem8   | AX      |
| AX           | reg/mem16  | DX:AX   |
| EAX          | reg/mem32  | EDX:EAX |

MUL sets the Carry and Overflow flags if the upper half of the product is not equal to zero.

**Example1: Multiply 16-bit var1 (2000h) \* var2 (100h)**

```
.data
var1 WORD 2000h
var2 WORD 100h
.code
mov ax,var1
mul var2 ; DX:AX = 00200000h, CF = OF = 1
```

**Example2: Multiply EAX (12345h) \* EBX (1000h)**

```
mov eax,12345h
mov ebx,1000h
mul ebx ; EDX:EAX = 0000000012345000h, CF=OF=0
```

**DIV Instruction**

The DIV (unsigned divide) instruction performs 8-bit, 16-bit, and 32-bit unsigned integer division.

The single register or memory operand is the divisor.

The formats are

```
DIV reg/mem8
DIV reg/mem16
DIV reg/mem32
```



| Dividend | Divisor   | Quotient | Remainder |
|----------|-----------|----------|-----------|
| AX       | reg/mem8  | AL       | AH        |
| DX:AX    | reg/mem16 | AX       | DX        |
| EDX:EAX  | reg/mem32 | EAX      | EDX       |

**Example1: Divide AX = 8003h by CX = 100h, using 16-bit operands**

```

mov dx,0 ;clear dividend, high
mov ax,8003h ;dividend, low
mov cx,100h ;divisor
div cx ; AX = 0080h, DX = 0003h (Remainder)

```

**Example2: Same division, using 32-bit operands**

```

mov edx,0 ;clear dividend, high
mov eax,8003h ;dividend, low
mov ecx,100h ;divisor
div ecx ; EAX = 00000080h, EDX = 00000003h

```