

Appedix: X86 Cheatsheet

4.1 Registers

x86 registers are 8-bytes. Additionally, the lower order bytes of these registers can be independently accessed as 4-byte, 2-byte, or 1-byte register. The register names are:

8-byte register	Bytes 0-3	Bytes 0-1	Byte 0 (lowest order byte)
%rax	%eax	%ax	%al
%rbx	%ebx	%bx	%bl
%rcx	%ecx	%cx	%cl
%rsi	%esx	%si	%sil
%rdi	%edx	%di	%dil

...the rest is omitted...

4.2 Instructions

Instruction suffixes:

"byte" (b)	1-byte
"word" (w)	2-bytes
"doubleword" (l)	4-bytes
"quardword" (q)	8-bytes

Complete memory addressing mode: A memory operand of the form $D(Rb, Ri, S)$ accesses memory at address $D + \text{val}(Rb) + \text{val}(Ri) * S$, where $\text{val}(Rb)$ and $\text{val}(Ri)$ refer to the value of registers Rb and Ri respectively, D is a constant, and S is a constant of value 1, 2, 4, or 8.

Sign extension and zero extension:

$\text{movzq } S, D$	copy 4-byte-sized S to 8-byte-sized D and fill in the higher order 4 bytes of D with zero bytes.
$\text{movslq } S, D$	copy 4-byte-sized S to 8-byte-sized D and sign extend the higher order 4 bytes of D , i.e. fill with 0s if S 's sign bit is zero and fill with 1s if S 's sign bit is one.

Basic Arithmetic instructions that you might not remember:

$\text{sal / shl } k, D$	Left shift destination D by k bits
sar	Arithmetic right shift destination D by k bits
shr	Logical right shift destination D by k bits

Jump instructions:

Jump instruction following `cmp S, D`:

<code>jmp</code>	Unconditional jump
<code>je</code>	Jump if D is equal to S
<code>jne</code>	Jump if D is not equal to S
<code>jg</code>	Jump if D is greater than S (signed)
<code>jge</code>	Jump if D is greater or equal than S (signed)
<code>jl</code>	Jump if D is less than S (signed)
<code>jle</code>	Jump if D is less or equal than S (signed)
<code>ja</code>	Jump if D is above S (unsigned)
<code>jae</code>	Jump if D above or equal S(unsigned)
<code>jb</code>	Jump is D is below S (unsigned)
<code>jbe</code>	Jump if D is below or equal S (unsigned)

4.3 Calling convention

Argument Passing:

Which argument	Stored in register
1	<code>%rdi</code>
2	<code>%rsi</code>
3	<code>%rdx</code>
4	<code>%rcx</code>
5	<code>%r8</code>
6	<code>%r9</code>
7 and up	passed on stack

Return value (if any) is stored in `%rax`

Caller save registers: `%rax`, `%rcx`, `%rdx`, `%rdi`, `%rsi`, `%r8-11`

Callee save registers: `%rbx`, `%rbp`, `%r12-15`