

# Machine-Level Programming I: Basics

Lecture 2 - 2015  
Mads Chr. Olesen

Credits to Alexandre David (AAU),  
Randy Bryant & Dave O'Hallaron (CMU)

# Today: Machine Programming I: Basics

- **History of Intel processors and architectures**
- C, assembly, machine code
- Assembly Basics: Registers, operands, move
- Intro to x86-64

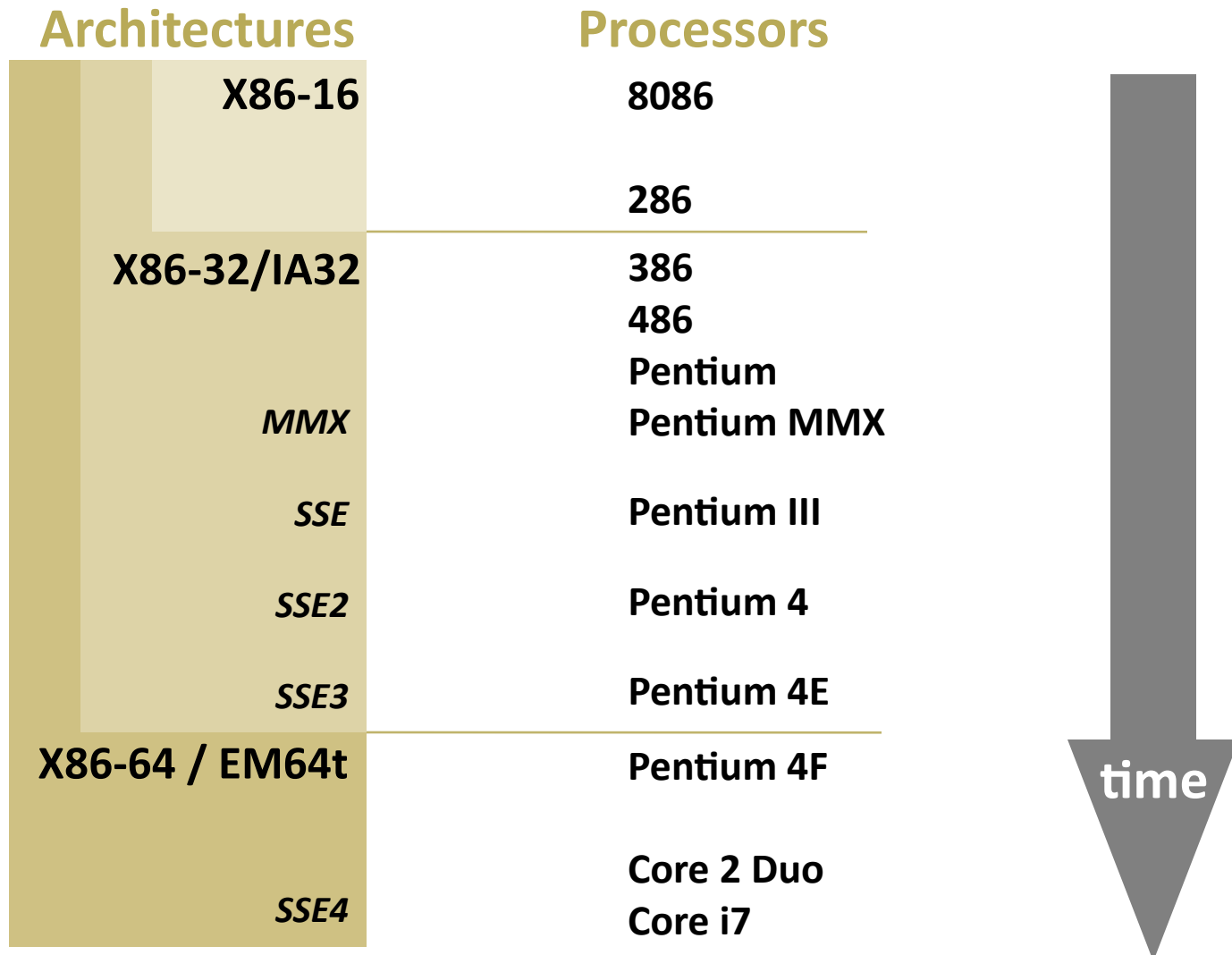
# Intel x86 Processors

- **Totally dominate laptop/desktop/server market**
- **Evolutionary design**
  - Backwards compatible up until 8086, introduced in 1978
  - Added more features as time goes on
- **Complex instruction set computer (CISC)**
  - Many different instructions with many different formats
    - But, only small subset encountered with Linux programs
  - Hard to match performance of Reduced Instruction Set Computers (RISC)
  - But, Intel has done just that!
    - In terms of speed. Less so for low power.

# Intel x86 Evolution: Milestones

<i><b>Name</b></i>	<i><b>Date</b></i>	<i><b>Transistors</b></i>	<i><b>MHz</b></i>
■ <b>8086</b>	<b>1978</b>	<b>29K</b>	<b>5-10</b>
<ul style="list-style-type: none"><li>■ First 16-bit processor. Basis for IBM PC &amp; DOS</li><li>■ 1MB address space</li></ul>			
■ <b>386</b>	<b>1985</b>	<b>275K</b>	<b>16-33</b>
<ul style="list-style-type: none"><li>■ First 32 bit processor , referred to as IA32</li><li>■ Added “flat addressing”</li><li>■ Capable of running Unix</li><li>■ 32-bit Linux/gcc uses no instructions introduced in later models</li></ul>			
■ <b>Pentium 4F</b>	<b>2004</b>	<b>125M</b>	<b>2800-3800</b>
<ul style="list-style-type: none"><li>■ First 64-bit processor, referred to as x86-64</li></ul>			
■ <b>Core i7</b>	<b>2008</b>	<b>731M</b>	<b>2667-3333</b>

# Intel x86 Processors: Overview

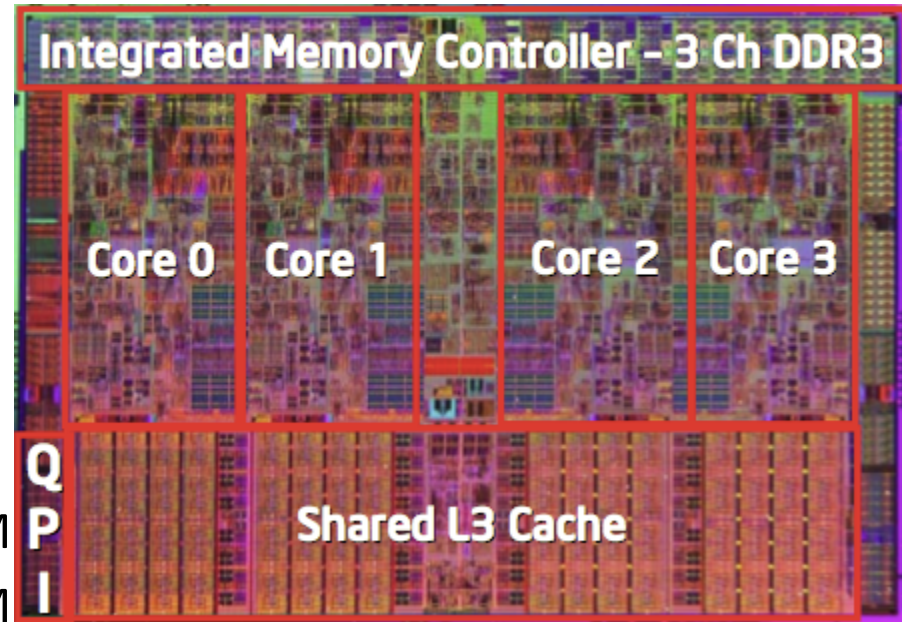


IA: often redefined as latest Intel architecture

# Intel x86 Processors, contd.

## ■ Machine Evolution

■ 386	1985	0.3M
■ Pentium	1993	3.1M
■ Pentium/MMX	1997	4.5M
■ PentiumPro	1995	6.5M
■ Pentium III	1999	8.2M
■ Pentium 4	2001	42M
■ Core 2 Duo	2006	291M
■ Core i7	2008	731M



## ■ Added Features

- Instructions to support multimedia operations
  - Parallel operations on 1, 2, and 4-byte data, both integer & FP
- Instructions to enable more efficient conditional operations

## ■ Linux/GCC Evolution

- Two major steps: 1) support 32-bit 386. 2) support 64-bit x86-64

# More Information

- Intel processors ([Wikipedia](#))
- Intel [microarchitectures](#)

# New Species: ia64, then Itanium,...

<i>Name</i>	<i>Date</i>	<i>Transistors</i>
■ <b>Itanium</b>	<b>2001</b>	<b>10M</b>
<ul style="list-style-type: none"><li>■ First shot at 64-bit architecture: first called IA64</li><li>■ Radically new instruction set designed for high performance</li><li>■ Can run existing IA32 programs<ul style="list-style-type: none"><li>▪ On-board “x86 engine”</li></ul></li><li>■ Joint project with Hewlett-Packard</li></ul>		
■ <b>Itanium 2</b>	<b>2002</b>	<b>221M</b>
<ul style="list-style-type: none"><li>■ Big performance boost</li></ul>		
■ <b>Itanium 2 Dual-Core</b>	<b>2006</b>	<b>1.7B</b>
■ <b>Itanium has not taken off in marketplace</b>		
<ul style="list-style-type: none"><li>■ Lack of backward compatibility, no good compiler support, Pentium 4 got too good</li></ul>		



# x86 Clones: Advanced Micro Devices (AMD)

## ■ Historically

- AMD has followed just behind Intel
- A little bit slower, a lot cheaper
- Used to have Cyrix, Crusoe...
- Low power Via processors, atom...

## ■ Then

- Recruited top circuit designers from Digital Equipment Corp. and other downward trending companies
- Built Opteron: tough competitor to Pentium 4
- Developed x86-64, their own extension to 64 bits

# Intel's 64-Bit

- **Intel Attempted Radical Shift from IA32 to IA64**
  - Totally different architecture (Itanium)
  - Executes IA32 code only as legacy
  - Performance disappointing
- **AMD Stepped in with Evolutionary Solution**
  - x86-64 (now called “AMD64”)
- **Intel Felt Obligated to Focus on IA64**
  - Hard to admit mistake or that AMD is better
- **2004: Intel Announces EM64T extension to IA32**
  - Extended Memory 64-bit Technology
  - Almost identical to x86-64!
- **All but low-end x86 processors support x86-64**
  - But, lots of code still runs in 32-bit mode

# Our Coverage

## ■ IA32

- The traditional x86

## ■ x86-64/EM64T

- The emerging standard

## ■ Presentation

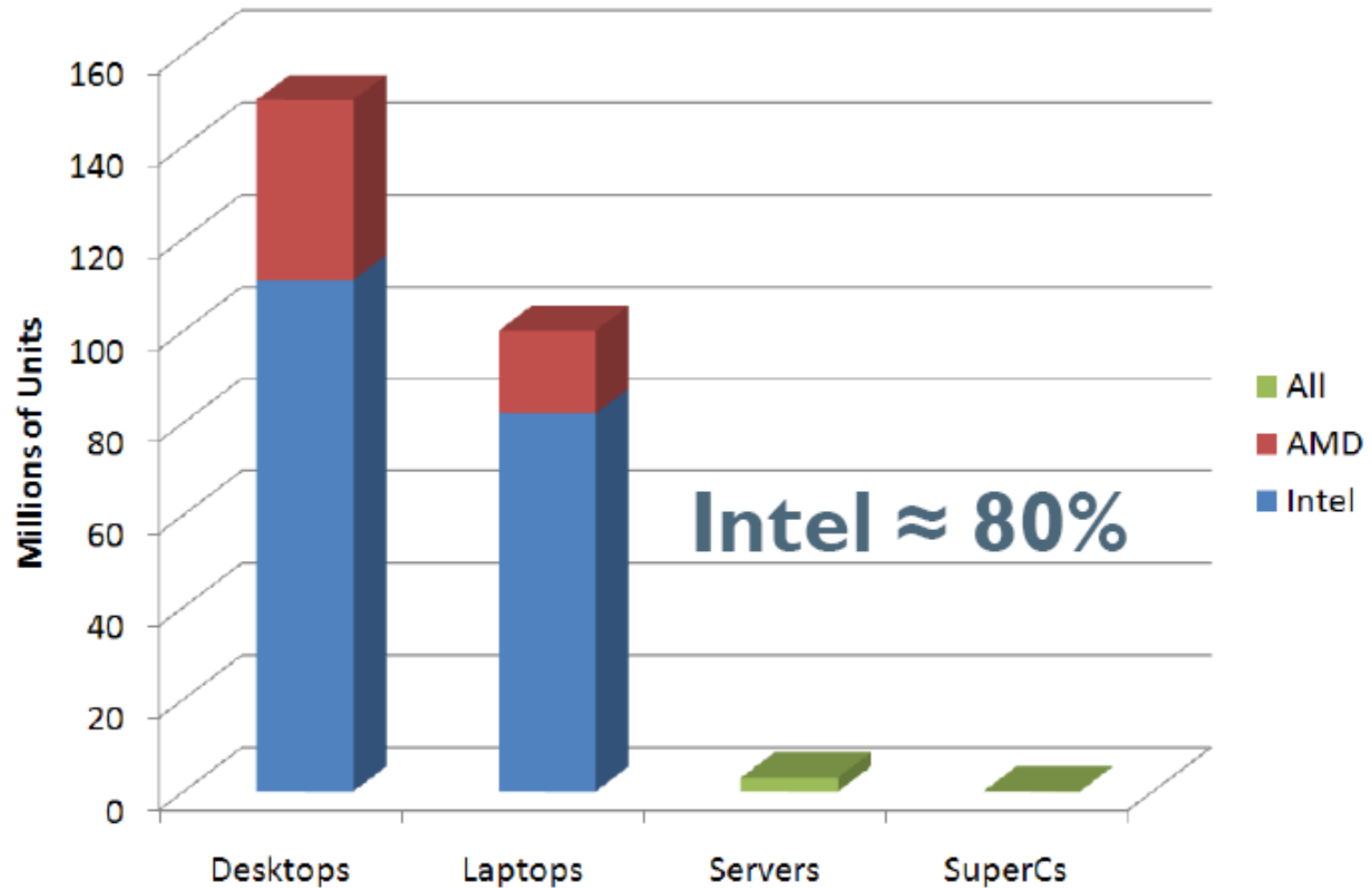
- Book presents IA32 in Sections 3.1—3.12
- Covers x86-64 in 3.13
- We will cover both simultaneously

# IA32/IA64 Is Not Everything

- **We'll see general concepts that apply to other “similar” processors.**
- **Different types of processors.**
  - Micro controllers.
  - FPGA.

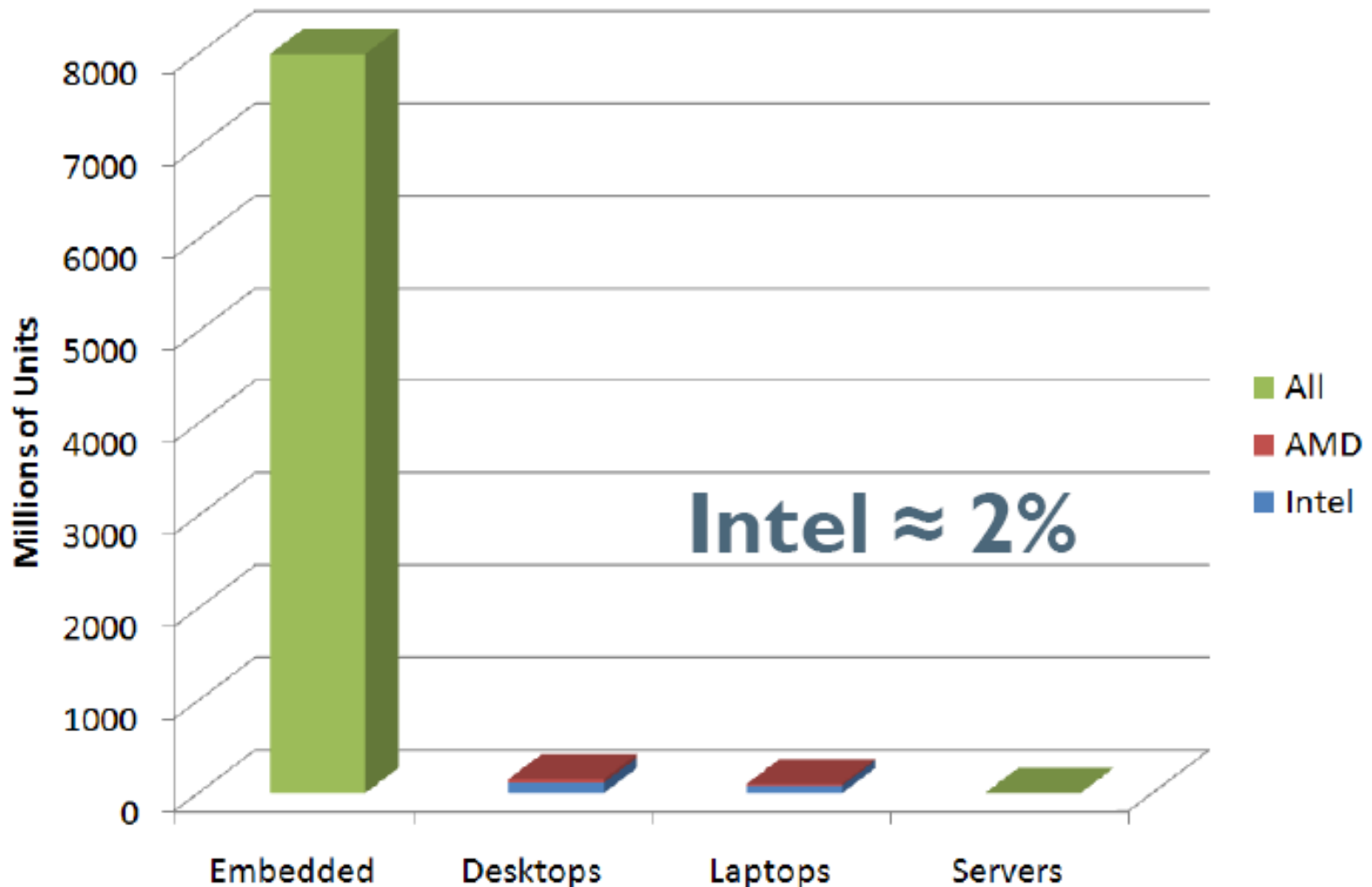
# Microprocessor Market Shares

*Illusion*



# Microprocessor Market Shares

*Reality*



# Today: Machine Programming I: Basics

- History of Intel processors and architectures
- **C, assembly, machine code**
- Assembly Basics: Registers, operands, move
- Intro to x86-64

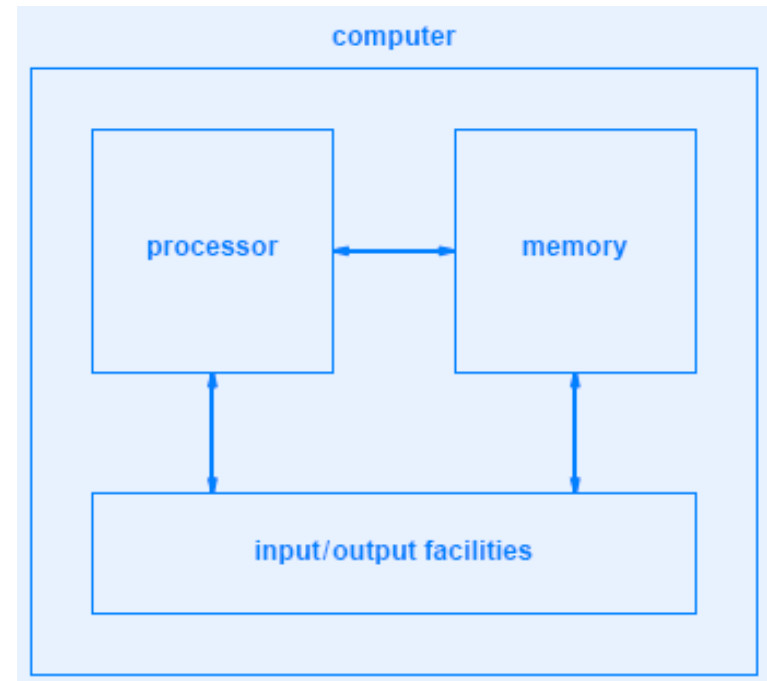
# Von Neumann Architecture

## ■ Fundamental concept – *stored program*.

- (John Von Neumann – mathematician)
- The model fits most modern processors.
- Explains bottleneck of computers.

## ■ Basic components:

- processor
- memory
- I/O





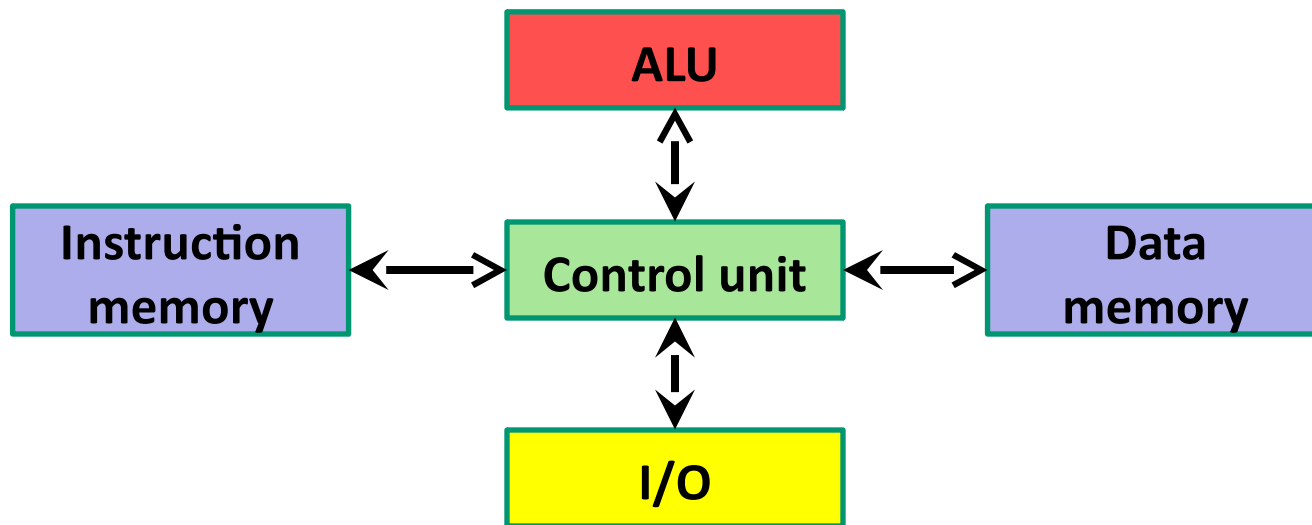
# Harvard Architecture

## ■ Separate physical storage

- separation instruction (ro) & data (rw).
- Modified Harvard architecture: read instruction memory as data.

## ■ Close to modern processors

- Good for separation: protection, security.
- Bad for separation: problem for JIT compilers etc.



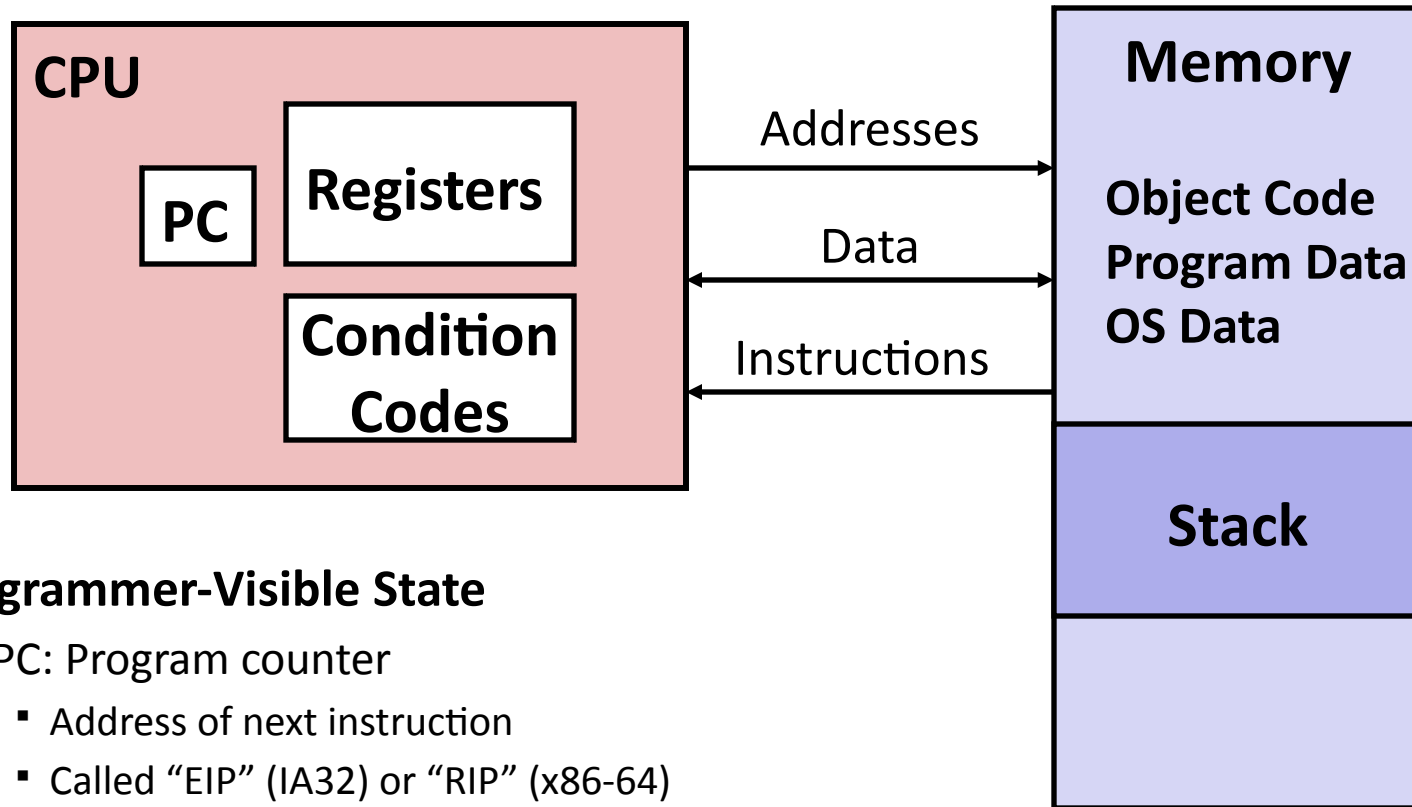
# Definitions

- **Architecture:** (also instruction set architecture: ISA) The parts of a processor design that one needs to understand to write assembly code.
  - Examples: instruction set specification, registers.
- **Microarchitecture:** Implementation of the architecture.
  - Examples: cache sizes and core frequency.

# What's Assembly

- **All information is represented as bits.**
  - Data – we've seen that.
  - Program – encoding for the instructions, still bits & bytes.
- **Assembly = textual representation, language, readable by humans.**
  - **Direct correspondence** to binary encoding.
  - What assemblers provide: compute offsets (for jumping, addressing...) for us, compute constant expressions, ... simple syntactic sugar.
  - **Consequence: every processor has its own assembly language.**

# Assembly Programmer's View



## ■ Programmer-Visible State

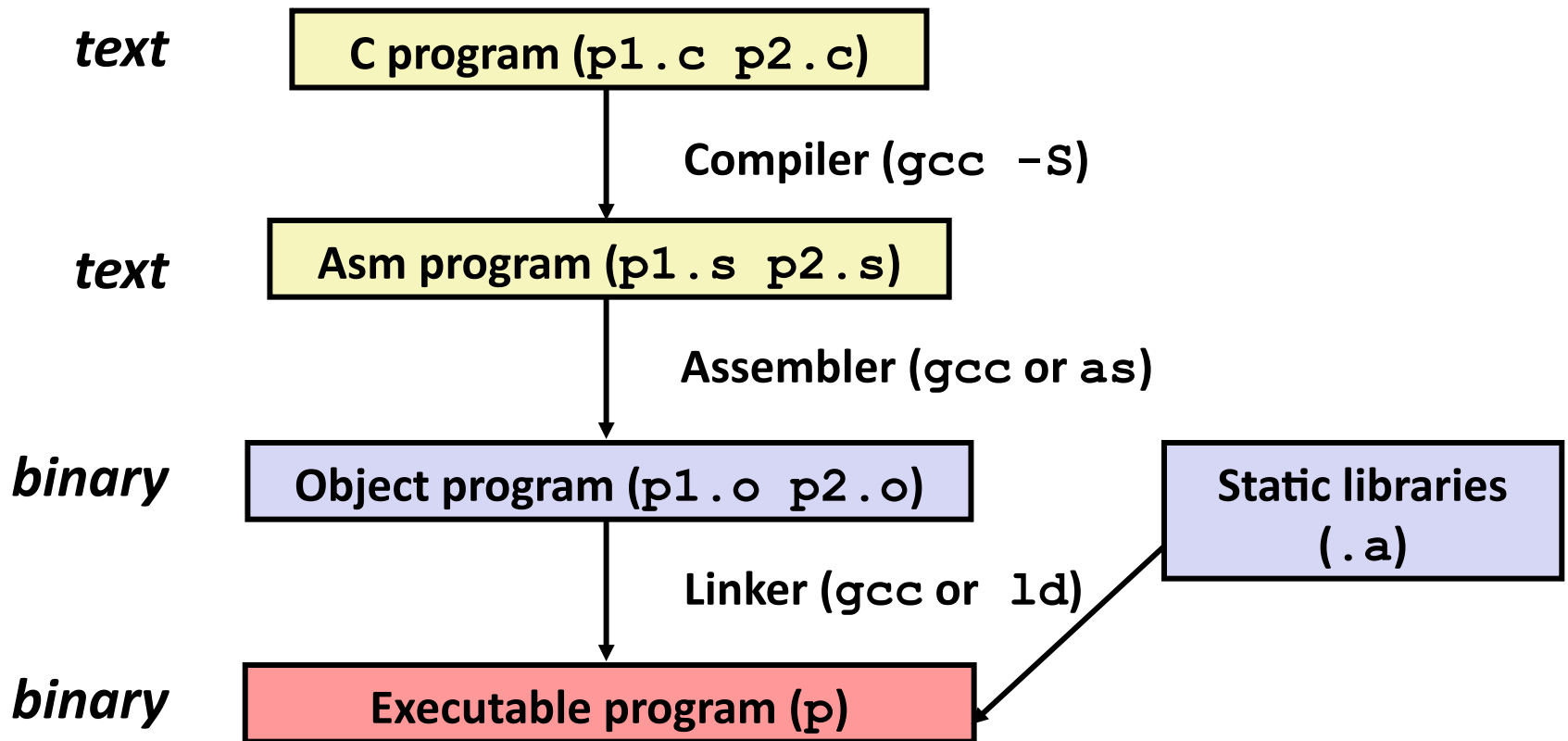
- **PC: Program counter**
  - Address of next instruction
  - Called “EIP” (IA32) or “RIP” (x86-64)
- **Register file**
  - Heavily used program data
- **Condition codes**
  - Store status information about most recent arithmetic operation
  - Used for conditional branching

## ■ Memory

- Byte addressable array
- Code, user data, (some) OS data
- Includes stack used to support procedures

# Turning C into Object Code

- Code in files `p1.c` `p2.c`
- Compile with command: `gcc -O1 p1.c p2.c -o p`
  - Use basic optimizations (`-O1`)
  - Put resulting binary in file `p`



# Compiling Into Assembly

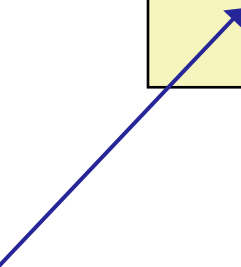
## C Code

```
int sum(int x, int y)
{
    int t = x+y;
    return t;
}
```

## Generated IA32 Assembly

```
sum:
    pushl %ebp
    movl %esp,%ebp
    movl 12(%ebp),%eax
    addl 8(%ebp),%eax
    popl %ebp
    ret
```

Some compilers use  
instruction "leave"



Obtain with command

```
gcc -O1 -S code.c
```

Produces file code.s

# Assembly Characteristics: Data Types

- **“Integer” data of 1, 2, or 4 bytes**
  - Data values
  - Addresses (untyped pointers)
- **Floating point data of 4, 8, or 10 bytes**
- **No aggregate types such as arrays or structures**
  - Just contiguously allocated bytes in memory

# Assembly Characteristics: Operations

- **Perform arithmetic function on register or memory data**
- **Transfer data between memory and register**
  - Load data from memory into register
  - Store register data into memory
- **Transfer control**
  - Unconditional jumps to/from procedures
  - Conditional branches



# Object Code

## Code for `sum`

`0x401040 <sum>:`

`0x55`

`0x89`

`0xe5`

`0x8b`

`0x45`

`0x0c`

`0x03`

`0x45`

`0x08`

`0x5d`

`0xc3`

- **Total of 11 bytes**
- **Each instruction 1, 2, or 3 bytes**
- **Starts at address `0x401040`**

## ■ Assembler

- Translates `.s` into `.o`
- Binary encoding of each instruction
- Nearly-complete image of executable code
- Missing linkages between code in different files

## ■ Linker

- Resolves references between files
- Combines with static run-time libraries
  - E.g., code for `malloc`, `printf`
- Some libraries are *dynamically linked*
  - Linking occurs when program begins execution

# Machine Instruction Example

```
int t = x+y;
```

```
addl 8(%ebp), %eax
```

Similar to expression:

```
x += y
```

More precisely:

```
int eax;
```

```
int *ebp;
```

```
eax += ebp[2]
```

```
0x80483ca: 03 45 08
```

## ■ C Code

- Add two signed integers

## ■ Assembly

- Add 2 4-byte integers
  - “Long” words in GCC parlance
  - Same instruction whether signed or unsigned
- Operands:
  - x:** Register **%eax**
  - y:** Memory **M[%ebp+8]**
  - t:** Register **%eax**
- Return function value in **%eax**

## ■ Object Code

- 3-byte instruction
- Stored at address **0x80483ca**

# Disassembling Object Code

## Disassembled

```
080483c4 <sum>:  
80483c4: 55          push    %ebp  
80483c5: 89 e5       mov     %esp, %ebp  
80483c7: 8b 45 0c    mov     0xc(%ebp), %eax  
80483ca: 03 45 08    add     0x8(%ebp), %eax  
80483cd: 5d          pop     %ebp  
80483ce: c3          ret
```

## ■ Disassembler

`objdump -d p`

- Useful tool for examining object code
- Analyzes bit pattern of series of instructions
- Produces approximate rendition of assembly code
- Can be run on either a `.out` (complete executable) or `.o` file

# Alternate Disassembly

## Object

0x401040:

0x55

0x89

0xe5

0x8b

0x45

0x0c

0x03

0x45

0x08

0x5d

0xc3

## Disassembled

Dump of assembler code for function sum:

```
0x080483c4 <sum+0>:      push    %ebp
0x080483c5 <sum+1>:      mov     %esp,%ebp
0x080483c7 <sum+3>:      mov     0xc(%ebp),%eax
0x080483ca <sum+6>:      add     0x8(%ebp),%eax
0x080483cd <sum+9>:      pop     %ebp
0x080483ce <sum+10>:     ret
```

## ■ Within gdb Debugger

`gdb p`

`disassemble sum`

- Disassemble procedure

`x/11xb sum`

- Examine the 11 bytes starting at `sum`

# What Can be Disassembled?

```
% objdump -d WINWORD.EXE
```

```
WINWORD.EXE:      file format pei-i386
```

```
No symbols in "WINWORD.EXE".
```

```
Disassembly of section .text:
```

```
30001000 <.text>:
```

```
30001000:  55                push    %ebp
30001001:  8b ec            mov     %esp, %ebp
30001003:  6a ff            push    $0xffffffff
30001005:  68 90 10 00 30  push    $0x30001090
3000100a:  68 91 dc 4c 30  push    $0x304cdc91
```

- Anything that can be interpreted as executable code
- Disassembler examines bytes and reconstructs assembly source

# Today: Machine Programming I: Basics

- History of Intel processors and architectures
- C, assembly, machine code
- **Assembly Basics: Registers, operands, move**
- Intro to x86-64

# Integer Registers (IA32)

Origin  
(mostly obsolete)

general purpose	%eax	%ax	%ah	%al	accumulate
	%ecx	%cx	%ch	%cl	counter
	%edx	%dx	%dh	%dl	data
	%ebx	%bx	%bh	%bl	base
	%esi	%si			source index
	%edi	%di			destination index
	%esp	%sp			stack pointer
	%ebp	%bp			base pointer
c notation		16-bit virtual registers (backwards compatibility)			

gcc notation

# Data Types

- See Intel's manual 1: Basic Architecture, chapter 4.

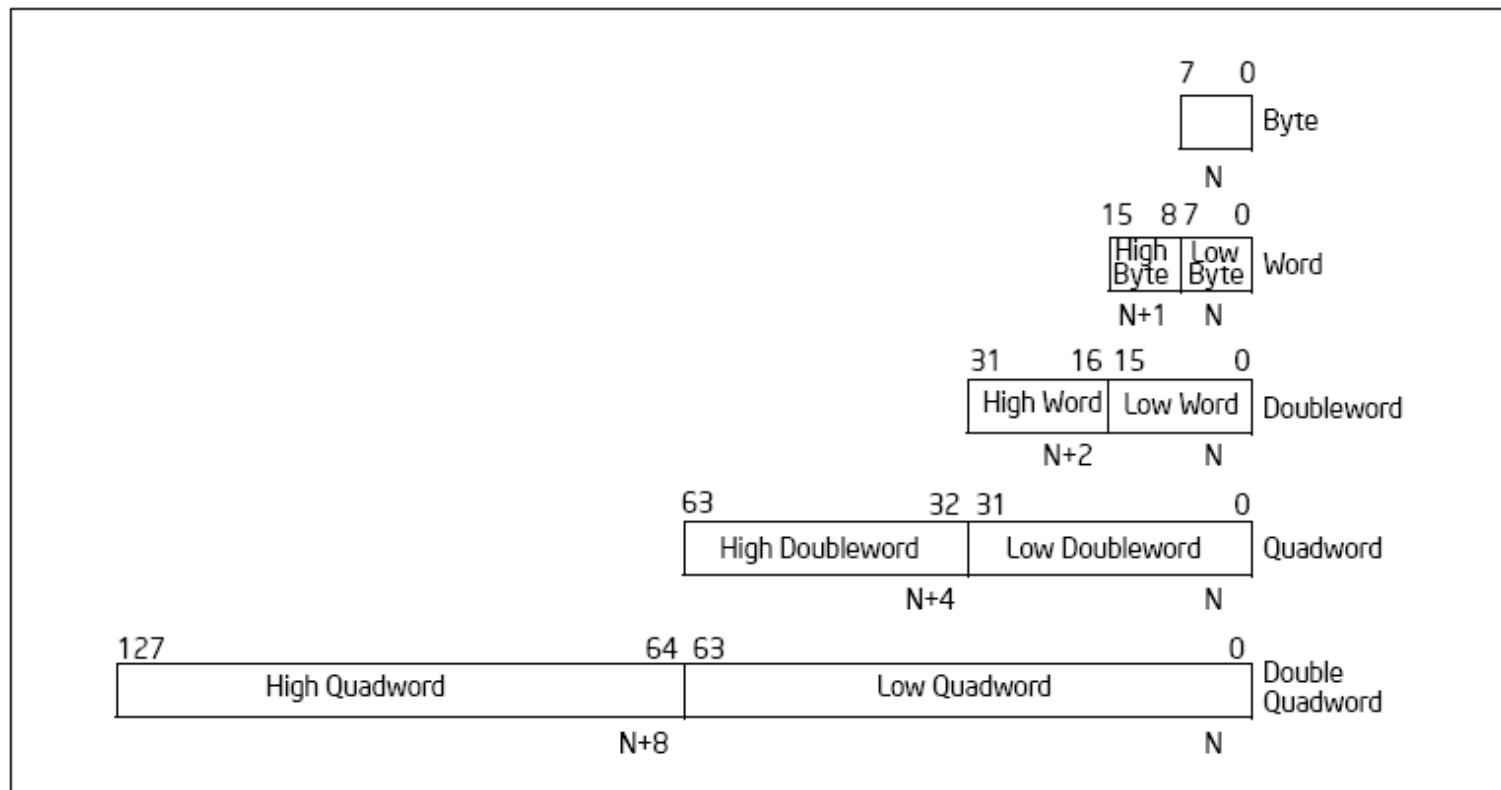


Figure 4-1. Fundamental Data Types



# Notes on gcc Assembly

- Convention (gcc): *instruction source, destination*
- Intel manuals: *instruction destination, source*
- Instructions suffixed by size of operands (= arguments).
  - **b** byte
  - **w** word
  - **l** long
  - **q** quad word
  - ex: `movl`

# Moving Data: IA32

## ■ Moving Data

`movl Source, Dest:`

## ■ Operand Types

- **Immediate:** Constant integer data
  - Example: `$0x400`, `$-533`
  - Like C constant, but prefixed with ``$'`
  - Encoded with 1, 2, or 4 bytes
- **Register:** One of 8 integer registers
  - Example: `%eax`, `%edx`
  - But `%esp` and `%ebp` reserved for special use
  - Others have special uses for particular instructions
- **Memory:** 4 consecutive bytes of memory at address given by register
  - Simplest example: `(%eax)`
  - Various other “address modes”

<code>%eax</code>
<code>%ecx</code>
<code>%edx</code>
<code>%ebx</code>
<code>%esi</code>
<code>%edi</code>
<code>%esp</code>
<code>%ebp</code>

# movl Operand Combinations

	Source	Dest	Src, Dest	C Analog
movl	Imm	Reg	movl \$0x4, %eax	temp = 0x4;
		Mem	movl \$-147, (%eax)	*p = -147;
	Reg	Reg	movl %eax, %edx	temp2 = temp1;
		Mem	movl %eax, (%edx)	*p = temp;
	Mem	Reg	movl (%eax), %edx	temp = *p;

*Cannot do memory-memory transfer with a single instruction*

# movl Operand Combinations

	Source	Dest	Src, Dest	C Analog
movl	<i>Imm</i>	<i>Reg</i>	movl <i>\$0x4</i> , %eax	temp = <i>0x4</i> ;
		<i>Mem</i>	movl <i>\$-147</i> , (%eax)	*p = <i>-147</i> ;
	<i>Reg</i>	<i>Reg</i>	movl %eax, %edx	temp2 = temp1;
		<i>Mem</i>	movl %eax, (%edx)	*p = temp;
	<i>Mem</i>	<i>Reg</i>	movl (%eax), %edx	temp = *p;

# movl Operand Combinations

	Source	Dest	Src, Dest	C Analog
movl	Imm	Reg	movl \$0x4, %eax	temp = 0x4;
		Mem	movl \$-147, (%eax)	*p = -147;
	Reg	Reg	movl %eax, %edx	temp2 = temp1;
		Mem	movl %eax, (%edx)	*p = temp;
	Mem	Reg	movl (%eax), %edx	temp = *p;

# movl Operand Combinations

	Source	Dest	Src, Dest	C Analog
movl	Imm	Reg	movl \$0x4, %eax	temp = 0x4;
		Mem	movl \$-147, (%eax)	*p = -147;
	Reg	Reg	movl %eax, %edx	temp2 = temp1;
		Mem	movl %eax, (%edx)	*p = temp;
	Mem	Reg	movl (%eax), %edx	temp = *p;

# Simple Memory Addressing Modes

■ **Normal**                      (R)                      Mem[Reg[R]]

- Register R specifies memory address

```
movl (%ecx) , %eax
```

■ **Displacement**              D(R)                      Mem[Reg[R]+D]

- Register R specifies start of memory region
- Constant displacement D specifies offset

```
movl 8(%ebp) , %edx
```

# Remember

## ■ **Concept: Operand types.**

- immediate
- register
- memory – direct addressing here
- memory – indirect addressing

## ■ **General limitation: In general no direct memory to memory access.**

- Exception: movs = string move, implicit from (%esi) to (%edi).

## ■ **Understand swap example (next)**

- Stack
- Memory access
- Use of registers



# Using Simple Addressing Modes

```
void swap(int *xp, int *yp)
{
    int t0 = *xp;
    int t1 = *yp;
    *xp = t1;
    *yp = t0;
}
```

swap:

```
pushl %ebp
movl  %esp,%ebp
pushl %ebx
```

} Set Up

```
movl  8(%ebp), %edx
movl  12(%ebp), %ecx
movl  (%edx), %ebx
movl  (%ecx), %eax
movl  %eax, (%edx)
movl  %ebx, (%ecx)
```

} Body

```
popl  %ebx
popl  %ebp
ret
```

} Finish

# Using Simple Addressing Modes

```
void swap(int *xp, int *yp)
{
    int t0 = *xp;
    int t1 = *yp;
    *xp = t1;
    *yp = t0;
}
```

swap:

```
pushl %ebp
movl  %esp,%ebp
pushl %ebx
```

} Set Up

```
movl  8(%ebp), %edx
movl  12(%ebp), %ecx
movl  (%edx), %ebx
movl  (%ecx), %eax
movl  %eax, (%edx)
movl  %ebx, (%ecx)
```

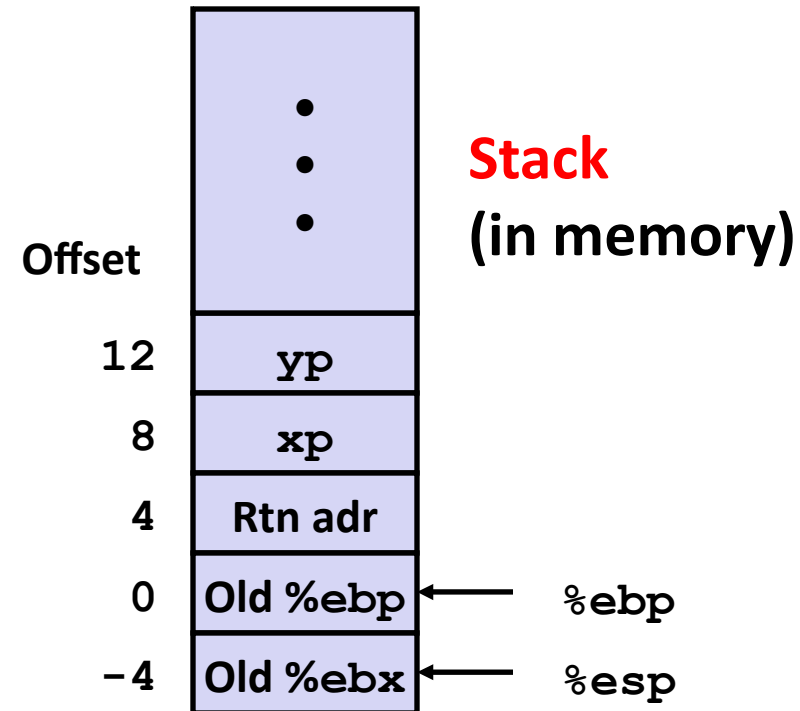
} Body

```
popl  %ebx
popl  %ebp
ret
```

} Finish

# Understanding Swap

```
void swap(int *xp, int *yp)
{
    int t0 = *xp;
    int t1 = *yp;
    *xp = t1;
    *yp = t0;
}
```



Register	Value
%edx	xp
%ecx	yp
%ebx	t0
%eax	t1

```
movl 8(%ebp), %edx    # edx = xp
movl 12(%ebp), %ecx   # ecx = yp
movl (%edx), %ebx     # ebx = *xp (t0)
movl (%ecx), %eax     # eax = *yp (t1)
movl %eax, (%edx)     # *xp = t1
movl %ebx, (%ecx)     # *yp = t0
```

# Understanding Swap

%eax	
%edx	
%ecx	
%ebx	
%esi	
%edi	
%esp	
%ebp	0x104

		Address
		123
		0x124
		456
		0x120
		0x11c
		0x118
		0x114
yp	12	0x120
		0x110
xp	8	0x124
		0x10c
	4	Rtn adr
		0x108
%ebp	0	
		0x104
	-4	
		0x100

```

movl 8(%ebp), %edx    # edx = xp
movl 12(%ebp), %ecx   # ecx = yp
movl (%edx), %ebx     # ebx = *xp (t0)
movl (%ecx), %eax     # eax = *yp (t1)
movl %eax, (%edx)     # *xp = t1
movl %ebx, (%ecx)     # *yp = t0
    
```

# Understanding Swap

%eax	
%edx	0x124
%ecx	
%ebx	
%esi	
%edi	
%esp	
%ebp	0x104

		Address
		123
		0x124
		456
		0x120
		0x11c
		0x118
		0x114
yp	12	0x120
xp	8	0x124
	4	Rtn adr
%ebp	0	
		0x108
		0x104
	-4	
		0x100

```

movl 8(%ebp), %edx    # edx = xp
movl 12(%ebp), %ecx   # ecx = yp
movl (%edx), %ebx     # ebx = *xp (t0)
movl (%ecx), %eax     # eax = *yp (t1)
movl %eax, (%edx)     # *xp = t1
movl %ebx, (%ecx)     # *yp = t0
    
```

# Understanding Swap

%eax	
%edx	0x124
%ecx	0x120
%ebx	
%esi	
%edi	
%esp	
%ebp	0x104

		Address
		123
		0x124
		456
		0x120
		0x11c
		0x118
		0x114
yp	12	0x120
xp	8	0x124
	4	Rtn adr
%ebp	0	
		0x108
		0x104
	-4	
		0x100

```

movl 8(%ebp), %edx    # edx = xp
movl 12(%ebp), %ecx   # ecx = yp
movl (%edx), %ebx     # ebx = *xp (t0)
movl (%ecx), %eax     # eax = *yp (t1)
movl %eax, (%edx)     # *xp = t1
movl %ebx, (%ecx)     # *yp = t0
    
```

# Understanding Swap

%eax	
%edx	0x124
%ecx	0x120
%ebx	123
%esi	
%edi	
%esp	
%ebp	0x104

		Address
		123
		0x124
		456
		0x120
		0x11c
		0x118
		0x114
yp	12	0x120
		0x110
xp	8	0x124
		0x10c
		4
		Rtn adr
		0x108
		0
		0x104
		-4
		0x100

```

movl 8(%ebp), %edx    # edx = xp
movl 12(%ebp), %ecx   # ecx = yp
movl (%edx), %ebx     # ebx = *xp (t0)
movl (%ecx), %eax     # eax = *yp (t1)
movl %eax, (%edx)     # *xp = t1
movl %ebx, (%ecx)     # *yp = t0
    
```

“dereference pointer”

# Understanding Swap

%eax	456
%edx	0x124
%ecx	0x120
%ebx	123
%esi	
%edi	
%esp	
%ebp	0x104

		Address
		123
		0x124
		456
		0x120
		0x11c
		0x118
		0x114
yp	12	0x120
		0x110
xp	8	0x124
		0x10c
	4	Rtn adr
		0x108
%ebp	0	
		0x104
	-4	
		0x100

```

movl 8(%ebp), %edx    # edx = xp
movl 12(%ebp), %ecx   # ecx = yp
movl (%edx), %ebx     # ebx = *xp (t0)
movl (%ecx), %eax    # eax = *yp (t1)
movl %eax, (%edx)     # *xp = t1
movl %ebx, (%ecx)     # *yp = t0
    
```



# Understanding Swap

%eax	456
%edx	0x124
%ecx	0x120
%ebx	123
%esi	
%edi	
%esp	
%ebp	0x104

		Address
		Offset
		12
yp	12	0x120
xp	8	0x124
	4	Rtn adr
%ebp	0	
	-4	

```

movl 8(%ebp), %edx    # edx = xp
movl 12(%ebp), %ecx   # ecx = yp
movl (%edx), %ebx     # ebx = *xp (t0)
movl (%ecx), %eax     # eax = *yp (t1)
movl %eax, (%edx)   # *xp = t1
movl %ebx, (%ecx)     # *yp = t0
    
```

# Understanding Swap

%eax	456
%edx	0x124
%ecx	0x120
%ebx	123
%esi	
%edi	
%esp	
%ebp	0x104

		Address
		456
		0x124
		123
		0x120
		0x11c
		0x118
		0x114
yp	12	0x120
xp	8	0x124
	4	Rtn adr
%ebp	0	0x108
		0x104
	-4	0x100

```

movl 8(%ebp), %edx    # edx = xp
movl 12(%ebp), %ecx   # ecx = yp
movl (%edx), %ebx     # ebx = *xp (t0)
movl (%ecx), %eax     # eax = *yp (t1)
movl %eax, (%edx)     # *xp = t1
movl %ebx, (%ecx)   # *yp = t0
  
```

# Complete Memory Addressing Modes

## ■ Most General Form

**D(Rb,Ri,S) Mem[Reg[Rb]+S\*Reg[Ri]+ D]**

- D: Constant “displacement” 1, 2, or 4 bytes
- Rb: Base register: Any of 8 integer registers
- Ri: Index register: Any, except for **%esp**
  - Unlikely you’d use **%ebp**, either
- S: Scale: 1, 2, 4, or 8 (*why these numbers?*)
- Example: `movl 0x20(%esi,%ecx,4), %eax`

## ■ Particular Cases

**(Rb,Ri) Mem[Reg[Rb]+Reg[Ri]]**

**D(Rb,Ri) Mem[Reg[Rb]+Reg[Ri]+D]**

**(Rb,Ri,S) Mem[Reg[Rb]+S\*Reg[Ri]]**

# Addressing Modes

- **These modes are specific to IA32/IA64.**
- **RISC processors have generally simpler modes.**
  - Register address -> register: 2 operands.
  - Compare to general form with 5 operands (can vary).

# Today: Machine Programming I: Basics

- History of Intel processors and architectures
- C, assembly, machine code
- Assembly Basics: Registers, operands, move
- **Intro to x86-64**

# Data Representations: IA32 + x86-64

## ■ Sizes of C Objects (in Bytes)

■ C Data Type	Generic 32-bit	Intel IA32	x86-64
■ unsigned	4	4	4
■ int	4	4	4
■ long int	4	4	8
■ char	1	1	1
■ short	2	2	2
■ float	4	4	4
■ double	8	8	8
■ long double	8	10/12	16
■ char *	4	4	8

– Or any other pointer

# x86-64 Integer Registers

<b>%rax</b>	<b>%eax</b>
<b>%rbx</b>	<b>%ebx</b>
<b>%rcx</b>	<b>%ecx</b>
<b>%rdx</b>	<b>%edx</b>
<b>%rsi</b>	<b>%esi</b>
<b>%rdi</b>	<b>%edi</b>
<b>%rsp</b>	<b>%esp</b>
<b>%rbp</b>	<b>%ebp</b>

<b>%r8</b>	<b>%r8d</b>
<b>%r9</b>	<b>%r9d</b>
<b>%r10</b>	<b>%r10d</b>
<b>%r11</b>	<b>%r11d</b>
<b>%r12</b>	<b>%r12d</b>
<b>%r13</b>	<b>%r13d</b>
<b>%r14</b>	<b>%r14d</b>
<b>%r15</b>	<b>%r15d</b>

- Extend existing registers. Add 8 new ones.
- Make %ebp/%rbp general purpose

# Instructions

- Long word  $\mathfrak{l}$  (4 Bytes)  $\leftrightarrow$  Quad word  $\mathfrak{q}$  (8 Bytes)
- New instructions:
  - $\text{mov}\mathfrak{l} \rightarrow \text{mov}\mathfrak{q}$
  - $\text{add}\mathfrak{l} \rightarrow \text{add}\mathfrak{q}$
  - $\text{sall} \rightarrow \text{sal}\mathfrak{q}$
  - etc.
- 32-bit instructions that generate 32-bit results
  - Set higher order bits of destination register to 0
  - Example:  $\text{add}\mathfrak{l}$



# 32-bit code for swap

```
void swap(int *xp, int *yp)
{
    int t0 = *xp;
    int t1 = *yp;
    *xp = t1;
    *yp = t0;
}
```

swap:

```
pushl %ebp
movl  %esp,%ebp
pushl %ebx
```

} Set Up

```
movl  8(%ebp), %edx
movl  12(%ebp), %ecx
movl  (%edx), %ebx
movl  (%ecx), %eax
movl  %eax, (%edx)
movl  %ebx, (%ecx)
```

} Body

```
popl  %ebx
popl  %ebp
ret
```

} Finish

# 64-bit code for swap

```
void swap(int *xp, int *yp)
{
    int t0 = *xp;
    int t1 = *yp;
    *xp = t1;
    *yp = t0;
}
```

swap:

```
movl    (%rdi), %edx
movl    (%rsi), %eax
movl    %eax, (%rdi)
movl    %edx, (%rsi)
```

ret

} Set  
Up

} Body

} Finish

## ■ Operands passed in registers (**why useful?**)

- First (xp) in %rdi, second (yp) in %rsi
- 64-bit pointers

## ■ No stack operations required

## ■ 32-bit data

- Data held in registers %eax and %edx
- movl operation

# 64-bit code for long int swap

swap\_1:

```
void swap(long *xp, long *yp)
{
    long t0 = *xp;
    long t1 = *yp;
    *xp = t1;
    *yp = t0;
}
```

```
movq    (%rdi), %rdx
movq    (%rsi), %rax
movq    %rax, (%rdi)
movq    %rdx, (%rsi)
```

ret

} Set  
Up

} Body

} Finish

## ■ 64-bit data

- Data held in registers %rax and %rdx
- movq operation
  - “q” stands for quad-word

# Machine Programming I: Summary

- **History of Intel processors and architectures**
  - Evolutionary design leads to many quirks and artifacts
- **C, assembly, machine code**
  - Compiler must transform statements, expressions, procedures into low-level instruction sequences
- **Assembly Basics: Registers, operands, move**
  - The x86 move instructions cover wide range of data movement forms
- **Intro to x86-64**
  - A major departure from the style of code seen in IA32
  - Almost transparent from higher-level languages.