

# avo — "Generate x86 Assembly with Go"

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Project avo highlights:

- ▶ A Go program generates assembly files
- ▶ The generator takes care of register allocation
- ▶ ... but we can use explicit hardware registers (for instance CX for shift amounts)
- ▶ Takes care of proper accessing to structures
- ▶ ... with hand-written assembly we need `go vet -asmdecl`
- ▶ Can generate Go stub files

## Major modules — 1/3

- ▶ `avo/build` — all instructions, stack allocation, program comments, virtual registers:
- ▶ `... GP64()` — 64-bit GPR
- ▶ `... GP64().As32()` — the lower 32 bits of GPR
- ▶ `... GP64().As16()` — the lower 16 bits of GPR
- ▶ `... GP64().As8()` — the lower 8 bits of GPR
- ▶ `... GP64().As8H()` — the higher 8 bits of GPR (like AH, not always available)
- ▶ `... XMM()` — SSE register
- ▶ `... YMM()` — AVX register
- ▶ `... ZMM()` — ZMM register
- ▶ `... x := AllocLocal(8)`

## Major modules — 2/3

- ▶ `avo/operand` — labels, immediate types, memory address
- ▶ `... Label("name")` — declare label
- ▶ `... JMP(LabelRef("name"))` — jump to label
- ▶ `... ADDQ(U8(42), reg)` — U8, U16, U32
- ▶ `... Mem{Base: reg, Index: reg, Scale: imm, Disp: imm}` — description of x86 address

## Major modules — 3/3

- ▶ `avo/buildtags` — construct build tags, like `go:build !appengine && !noasm && gc && !noasm`
- ▶ `avo/reg` — types for registers, names of physical registers, etc.

## Example 1 — explicit registers

```
1  package main
2
3  import (
4      . "github.com/mmccloughlin/avo/build"
5      . "github.com/mmccloughlin/avo/operand"
6      "github.com/mmccloughlin/avo/buildtags"
7      "github.com/mmccloughlin/avo/reg"
8  )
9
10 func main() {
11     generateSub()
12     Generate()
13 }
14
15 func generateSub() {
16     TEXT("Sub", NOSPLIT, "func(x, y _uint64) _uint64")
17     Doc("Sub subtracts x and y.")
18     x := reg.R11
19     y := reg.R12
20
21     Load(Param("x"), x)
22     Load(Param("y"), y)
23     SUBQ(x, y)
24     Store(y, ReturnIndex(0))
25     RET()
26 }
```

## Example 1 — output

```
1 #include "textflag.h"
2
3 // func Sub(x uint64, y uint64) uint64
4 TEXT Sub(SB), NOSPLIT, $0-24
5     MOVQ x+0(FP), R11
6     MOVQ y+8(FP), R12
7     SUBQ R11, R12
8     MOVQ R12, ret+16(FP)
9     RET
```

## Example 2 — implicit registers

```
1 package main
2
3 import (
4     . "github.com/mmcloughlin/avo/build"
5     . "github.com/mmcloughlin/avo/operand"
6     "github.com/mmcloughlin/avo/buildtags"
7     "github.com/mmcloughlin/avo/reg"
8 )
9
10 func main() {
11     generateAdd()
12     Generate()
13 }
14
15 func generateAdd() {
16     TEXT("Add", NOSPLIT, "func(x, y _uint64) _uint64")
17     Doc("Add adds x and y.")
18     x := Load(Param("x"), GP64())
19     y := Load(Param("y"), GP64())
20     ADDQ(x, y)
21     Store(y, ReturnIndex(0))
22     RET()
23 }
```

## Example 2 — output

```
1 #include "textflag.h"
2
3 // func Add(x uint64, y uint64) uint64
4 TEXT Add(SB), NOSPLIT, $0-24
5     MOVQ x+0(FP), AX
6     MOVQ y+8(FP), CX
7     ADDQ AX, CX
8     MOVQ CX, ret+16(FP)
9     RET
```



## Example 3 — accessing structure

```
1 package main
2
3 import (
4     . "github.com/mmcloughlin/avo/build"
5     . "github.com/mmcloughlin/avo/operand"
6     "github.com/mmcloughlin/avo/buildtags"
7     "github.com/mmcloughlin/avo/reg"
8 )
9
10 type Structure struct {
11     bytes []byte
12     value uint64
13 }
14
15 func main() {
16     generateStruct()
17     Generate()
18 }
19
20 func generateStruct() {
21     Package("main")
22     TEXT("CapPlusLen", NOSPLIT, "func(s *Structure)")
23
24     s := Dereference(Param("s"))
25
26     Comment("s.value ← len(s.bytes) + cap(s.bytes)")
27     length := GP64()
28     Load(s.Field("bytes").Len(), length)
29     capacity := GP64()
30     Load(s.Field("bytes").Cap(), capacity)
31
32     tmp := GP64()
33     LEAQ(Mem{Base: length, Index: capacity, Scale: 1}, tmp)
34
35     Store(tmp, s.Field("value"))
36 }
```

## Example 3 — output

```
1 #include "textflag.h"
2
3 // func CapPlusLen(s *Structure)
4 TEXT CapPlusLen(SB), NOSPLIT, $0-8
5     MOVQ s+0(FP), AX
6
7     // s.value = len(s.bytes) + cap(s.bytes)
8     MOVQ 8(AX), CX
9     MOVQ 16(AX), DX
10    LEAQ (CX)(DX*1), CX
11    MOVQ CX, 24(AX)
```