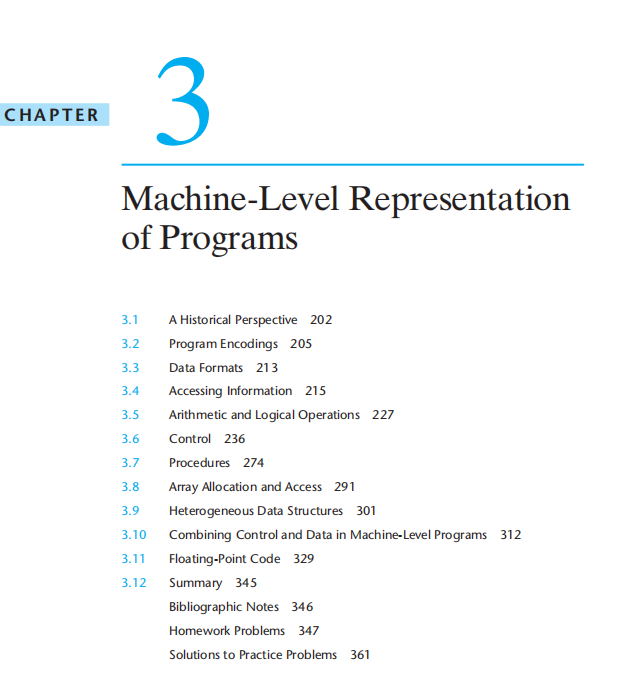
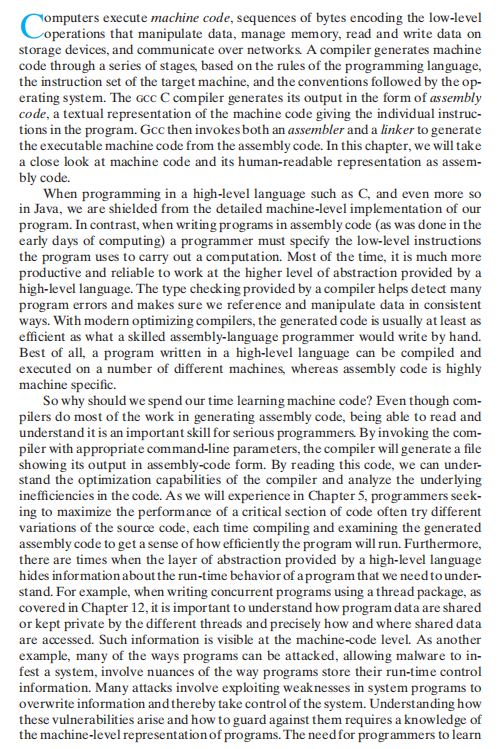
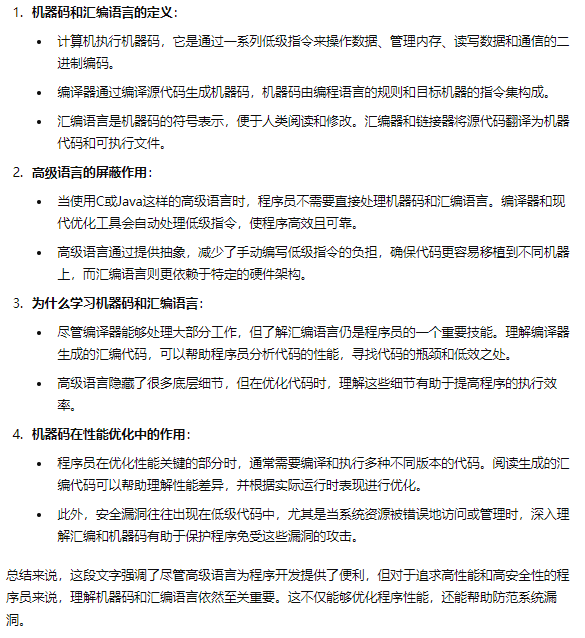
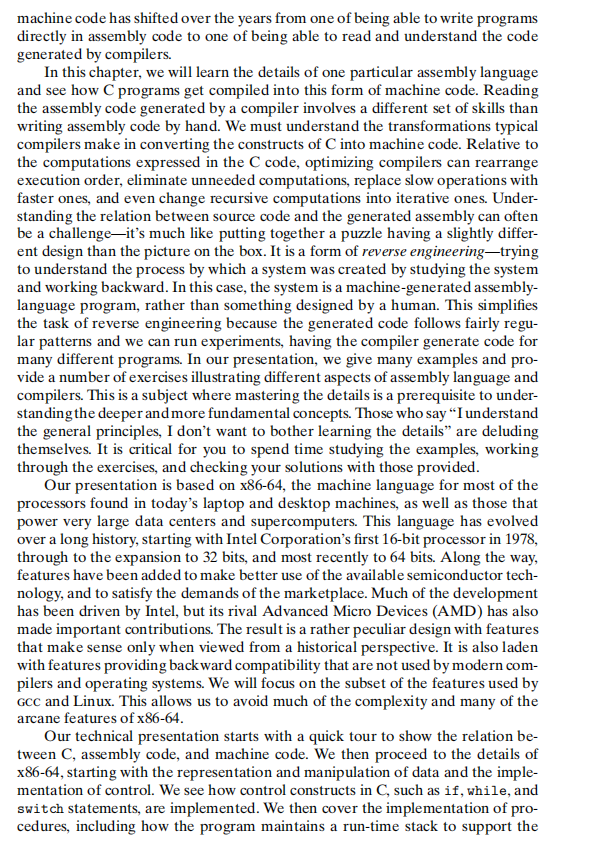
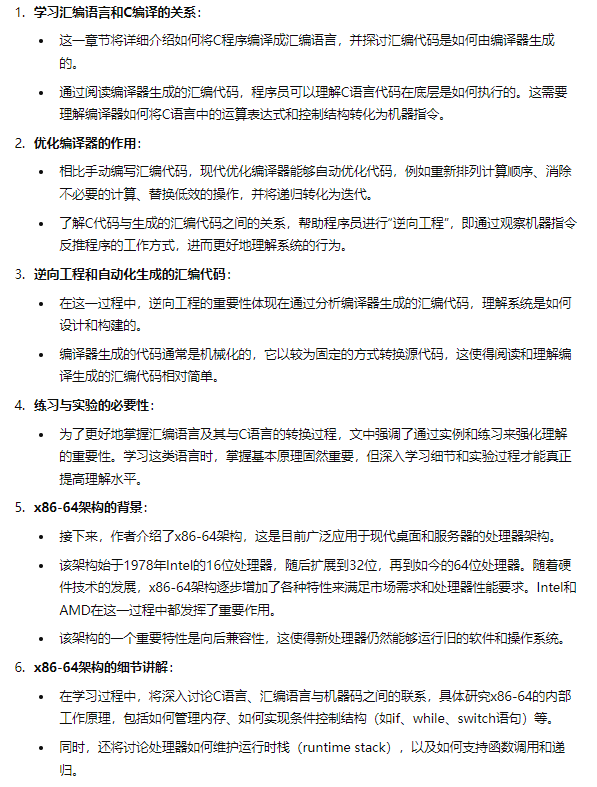
# Chapter 3 Machine-LevelRepresentation of Programs

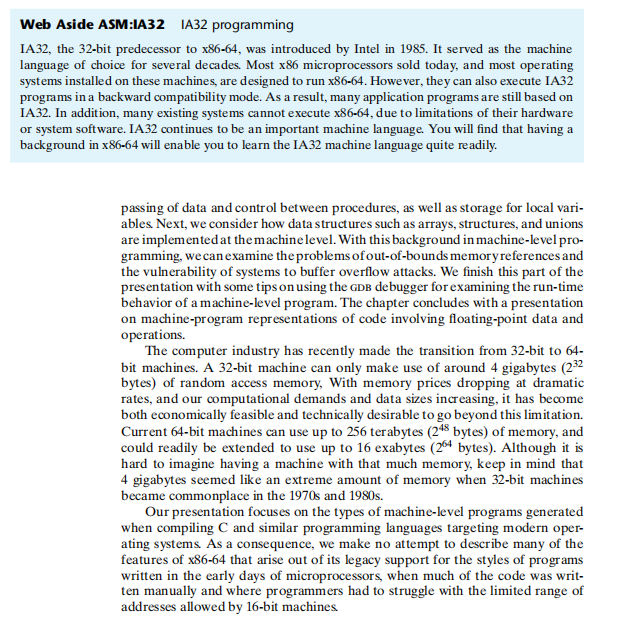


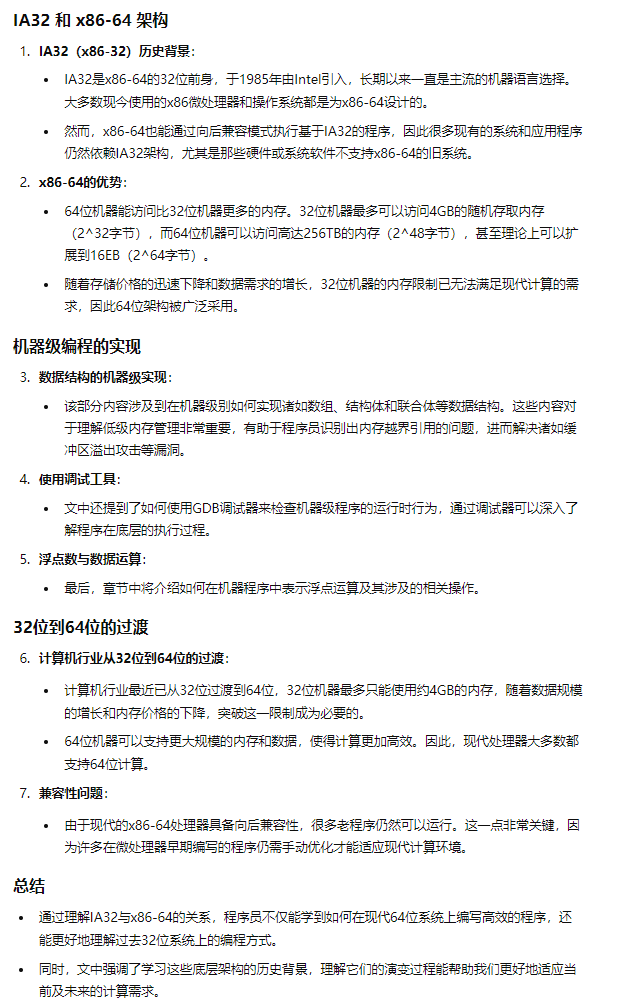




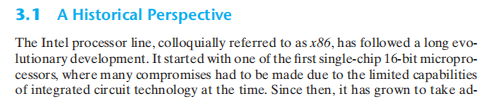


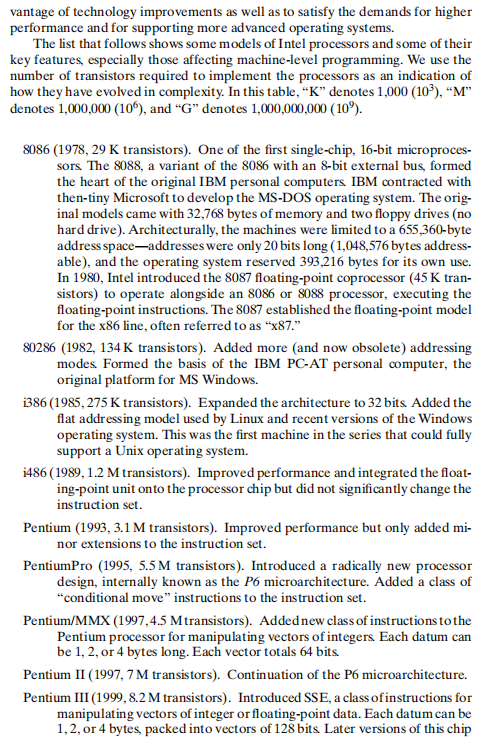


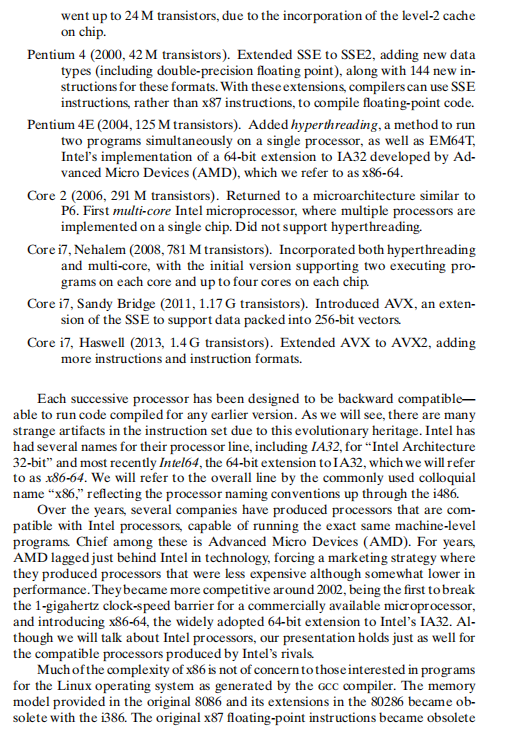


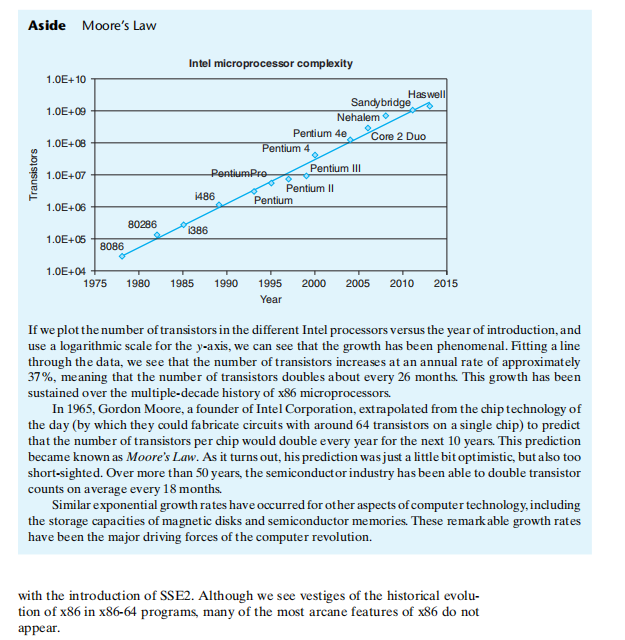


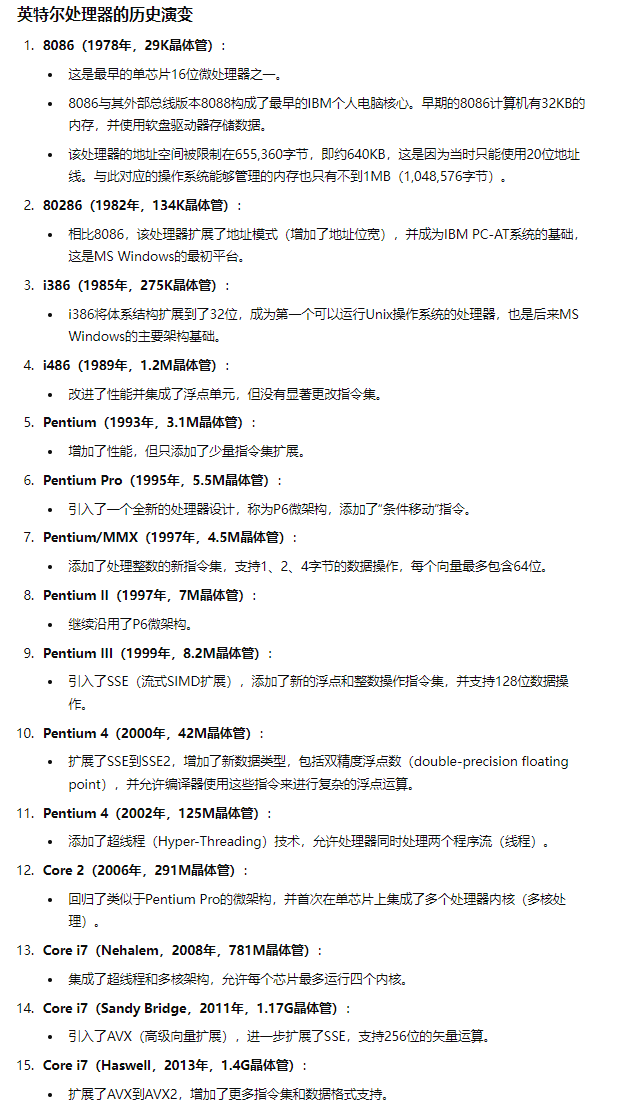
## 3.1 A Historical Perspective

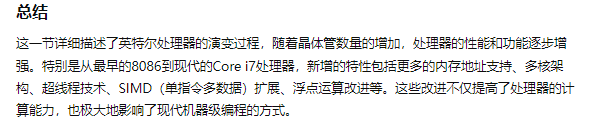


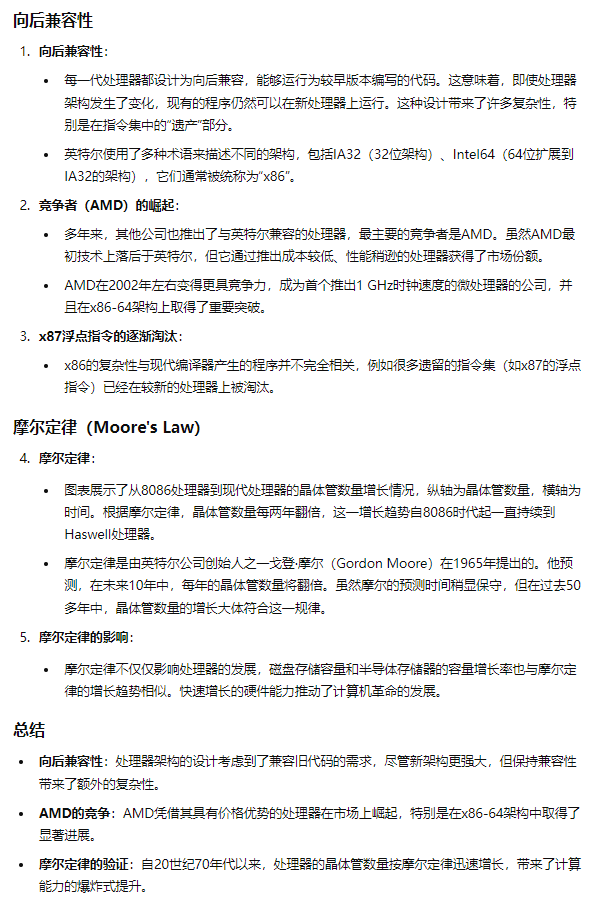




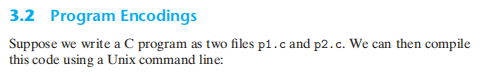


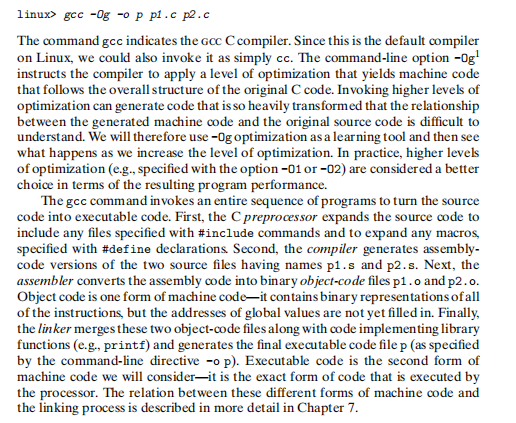


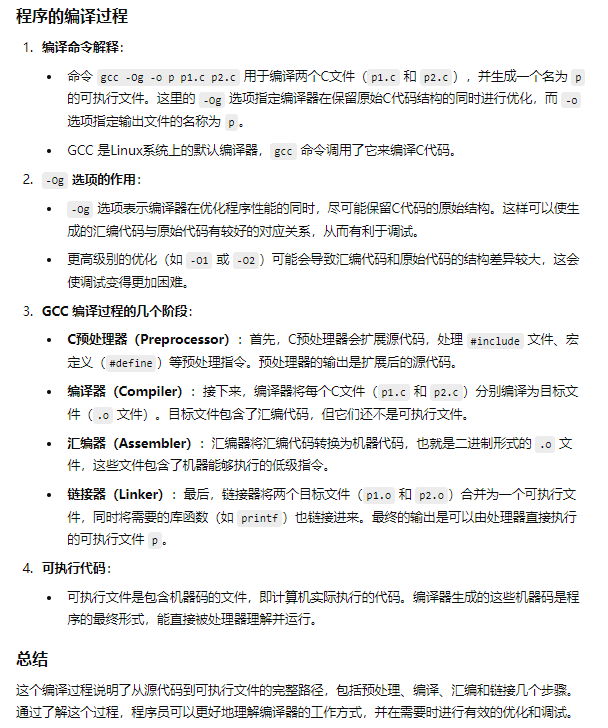




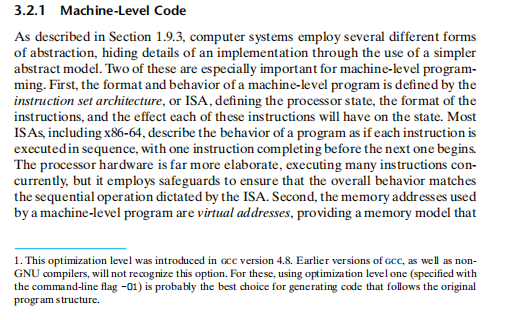
## 3.2 program Encodings

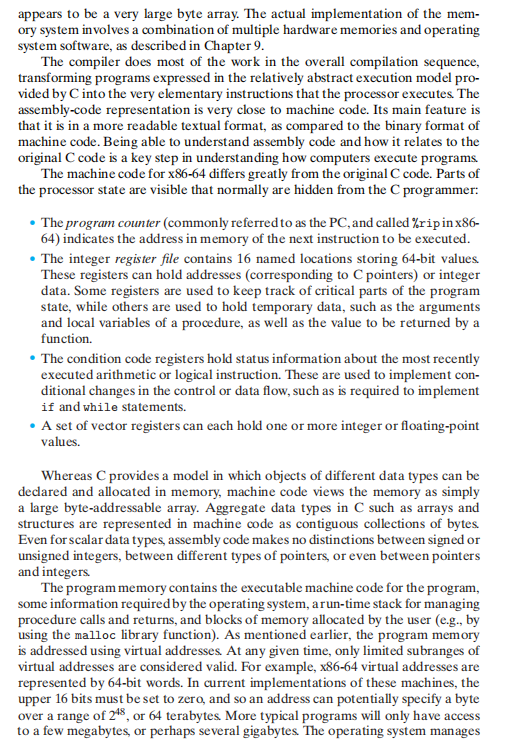


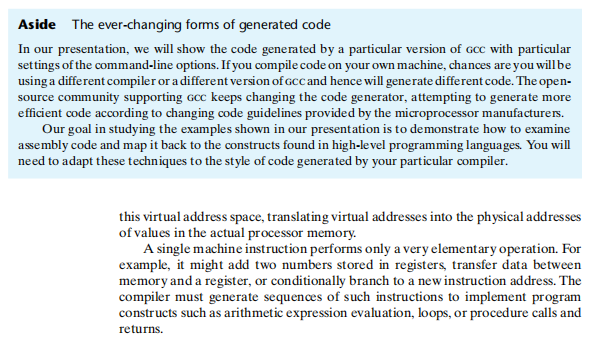


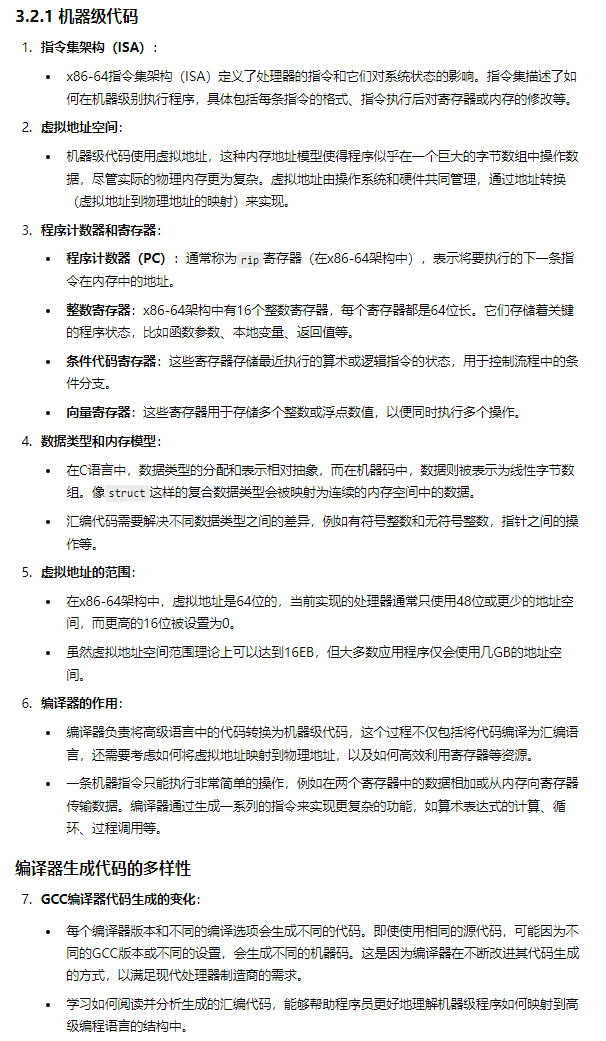


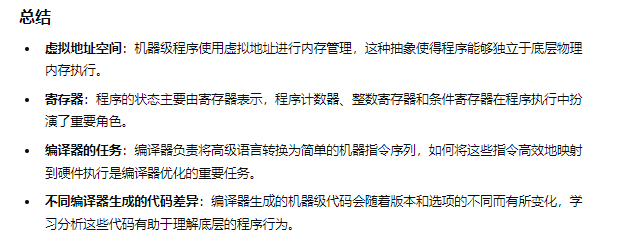
### 3.2.1 Machine-Level Code



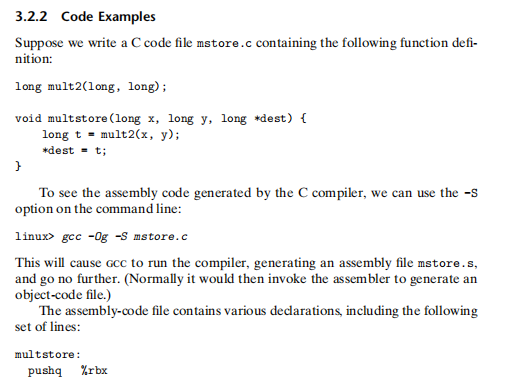


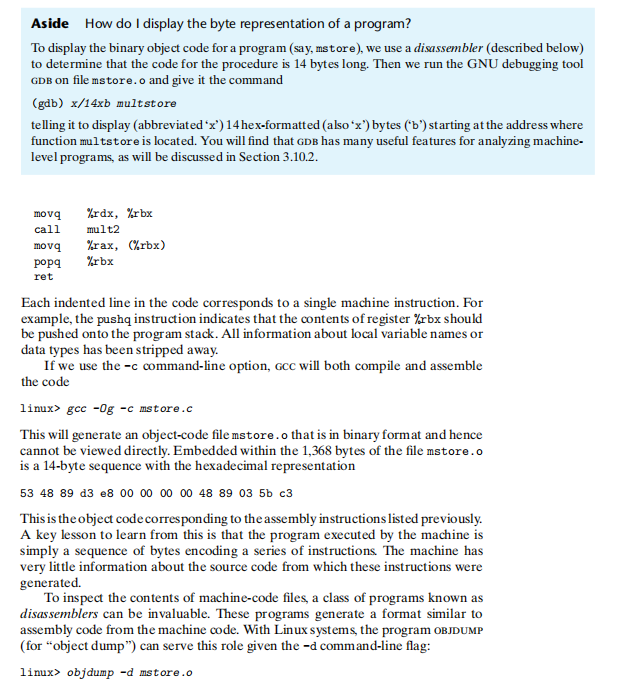


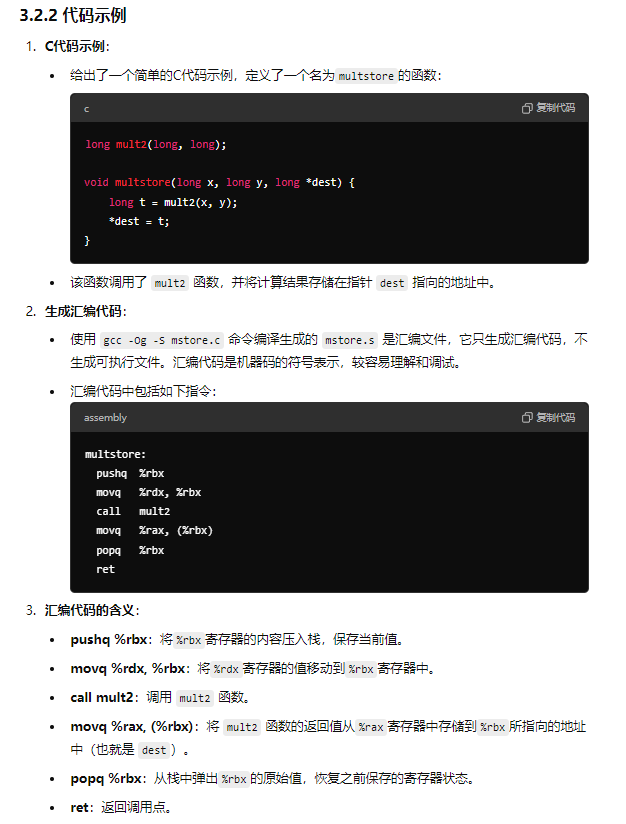




## 3.2.2 Code Examples

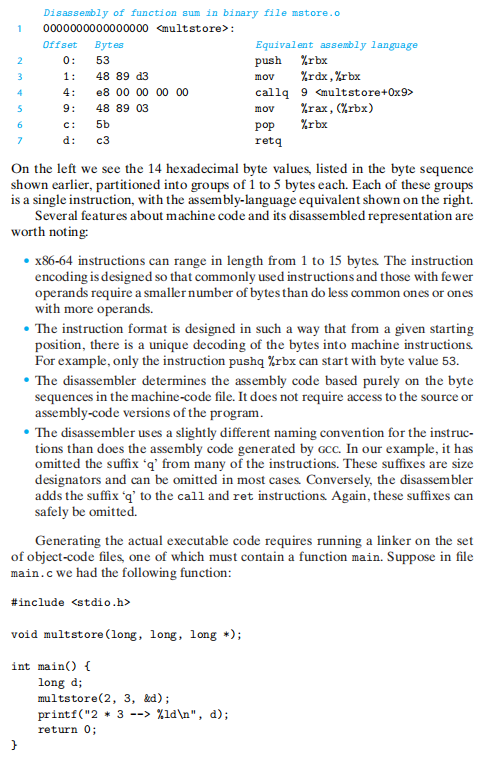


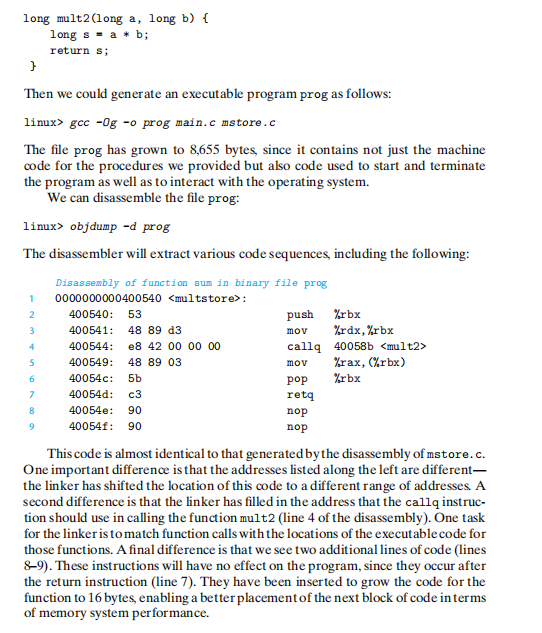




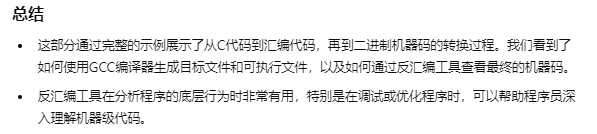


1726920871652

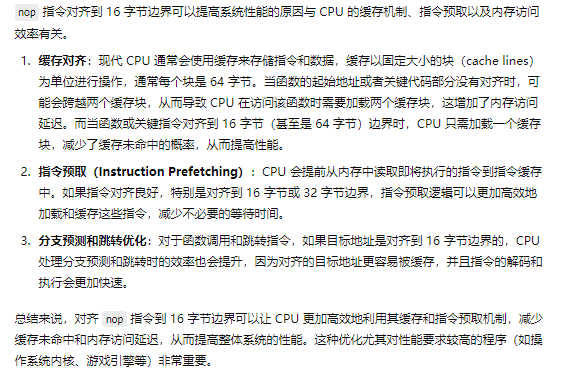




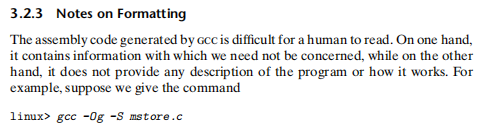


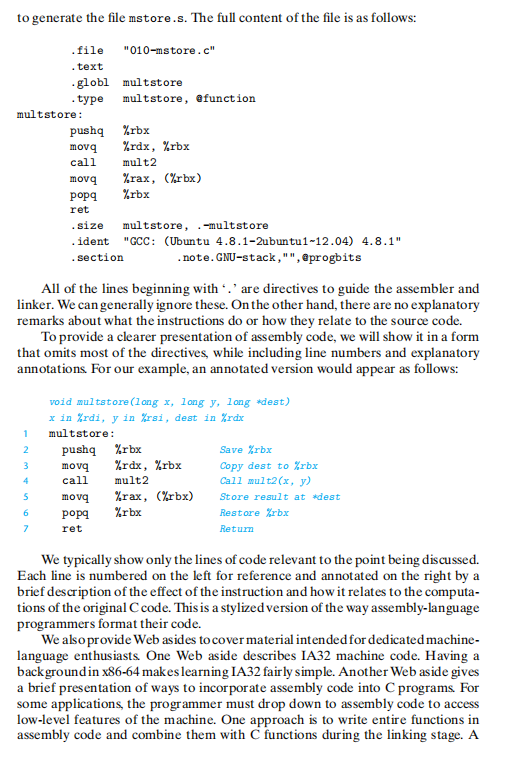


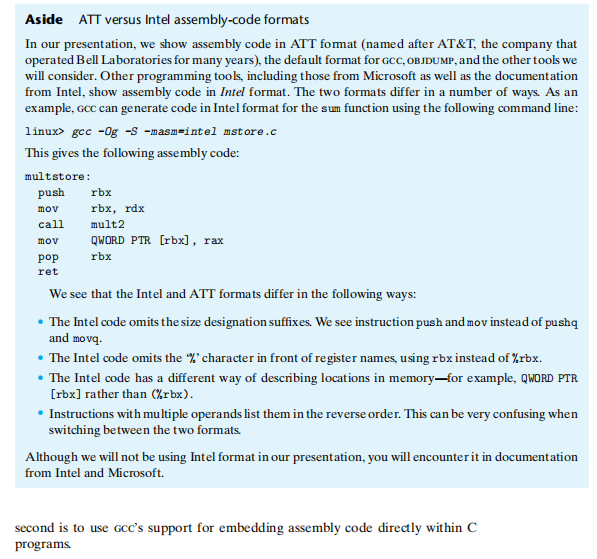
#### 为什么nop将函数的代码对齐到16字节的边界可以提高系统的性能：



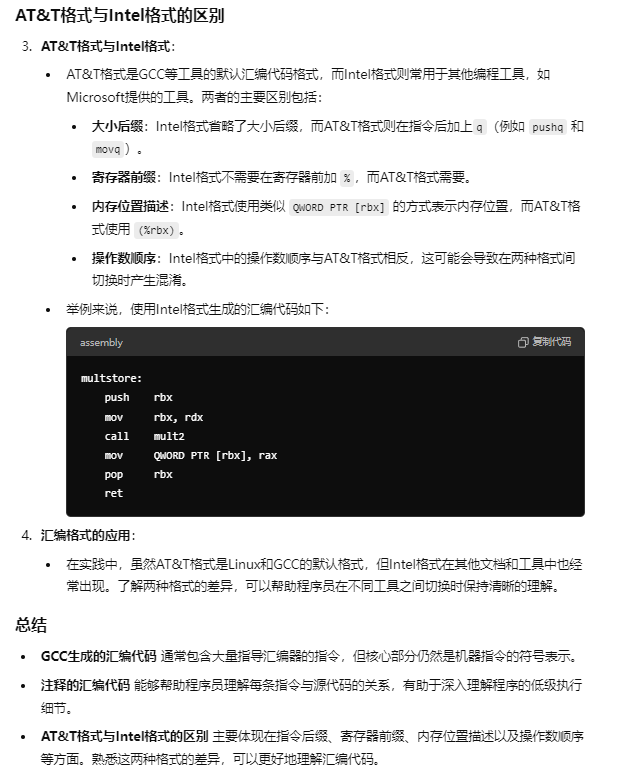
## 3.2.3 Notes on Formatting











# 3.3 Data Formats

