

\$Id: registers.mm,v 1.69 2021-05-04 11:55:59-07 - - \$

Register quad long word byte	Callee Saved	Usage
0 %rax %eax %ax %al		1st return register used in <code>idiv</code> and <code>imul</code> instructions <cstdarg> vector register argument count
1 %rcx %ecx %cx %cl		4th argument register
2 %rdx %edx %dx %dl		3rd argument register 2nd return register used in <code>idiv</code> and <code>imul</code> instructions
3 %rbx %ebx %bx %dl	Yes	
4 %rsp %esp %sp %spl	Yes	stack pointer
5 %rbp %ebp %bp %bpl	Yes	frame pointer (optional)
6 %rsi %esi %si %sil		2nd argument register
7 %rdi %edi %di %dil		1st argument register
8 %r8 %r8d %r8w %r8b		5th argument register
9 %r9 %r9d %r9w %r9b		6th argument register
10 %r10 %r10d %r10w %r10b		static chain pointer (optional)
11 %r11 %r11d %r11w %r11b		
12 %r12 %r12d %r12w %r12b	Yes	
13 %r13 %r13d %r13w %r13b	Yes	
14 %r14 %r14d %r14w %r14b	Yes	
15 %r15 %r15d %r15w %r15b	Yes	global offset table (GOT) pointer (optional)

Second byte of arithmetic registers (8086 compatibility): %ah, %bh, %ch, %dh.

Function prolog	pushq %rpb movq %rsp, %rbp subq \$N, %rsp
Function epilog	movq %rpb, %rsp popq %rbp ret