### **Shift and Rotate Instructions**

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## **Book Chapter**

- "Assembly Language for x86 Processors"
- Author "Kip R. Irvine"
- 6<sup>th</sup> Edition
- Chapter 7
  - Section 7.2

# **Shift and Rotate Instructions (1/2)**

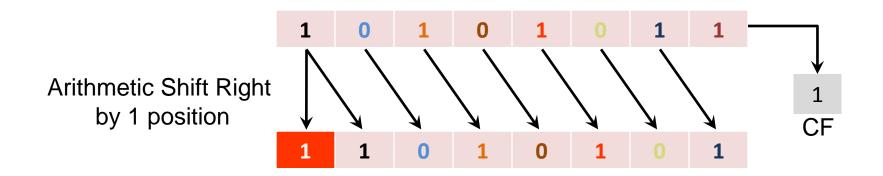
- Shifting an operand means moving bits right or left from their original positions inside the operand
- Rotating an operand fills the bit positions of empty end with the bits gone out on the other end of operand
- Shift and Rotate instructions affect the Carry and Overflow flags
- Two ways to shift an operand's bits
  - Logical Shift
  - Arithmetic Shift

# **Logical Shift**

- Fills the newly created bit positions with zero
- Each bit value is shifted to left or right bit position

#### **Arithmetic Shift**

- Newly created bit is filled with a copy of sign-bit
- Preserves the number's sign-bit



# Shift and Rotate Instructions (2/2)

| Instruction Mnemonic | Description                  |
|----------------------|------------------------------|
| SHL                  | Shift Left                   |
| SHR                  | Shift Right                  |
| SAL                  | Shift Arithmetic Left        |
| SAR                  | Shift Arithmetic Right       |
| ROL                  | Rotate Left                  |
| ROR                  | Rotate Right                 |
| RCL                  | Rotate Carry left            |
| RCR                  | Rotate Carry Right           |
| SHLD                 | Double-precision Shift Left  |
| SHRD                 | Double-precision Shift Right |

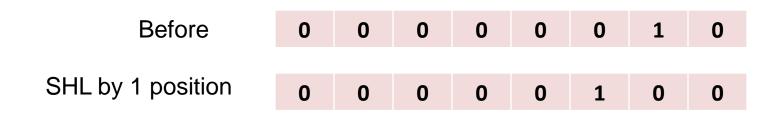
#### **SHL Instructions**

Performs a logical shift left on the destination operand

- Syntax for SHL is
  - SHL dest, count

# **Fast Multiplication**

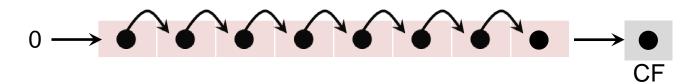
 Shifting left by 1 position generates a number whish is 2 times the original operand



 Shift left by n position multiplies the operand by 2<sup>n</sup>

#### **SHR Instructions**

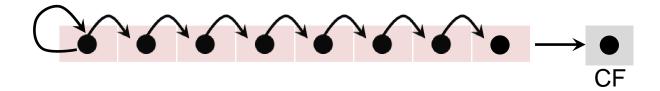
- Performs a logical shift right on the destination operand
- Highest bit position are filled with zero



- Syntax for SHL is
  - SHR dest, count

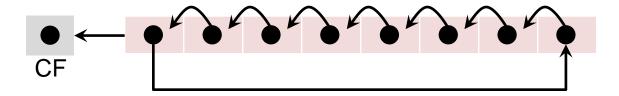
#### **SAL** and **SAR** Instructions

- SAL is identical to SHL
- SAR performs a right arithmetic shift on the destination operand



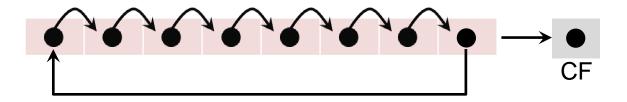
#### **ROL Instructions**

- Shifts each bit to the left
- The highest bit is copied into the CF and into the lowest bit
- No bits are lost



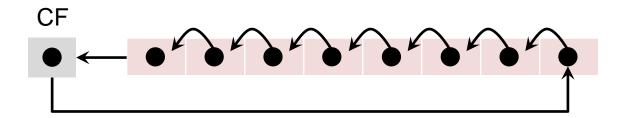
#### **ROR Instructions**

- Shifts each bit to the right
- The lowest bit is copied into the CF and into the highest bit
- No bits are lost



#### **RCL Instruction**

- Shifts each bit to the left
- Copies the carry flag to the LSB
- Copies the MSB into carry flag



#### **RCR Instruction**

- Shifts each bit to the right
- Copies the carry flag to the MSB
- Copies the LSB to the carry flag

CF

## **SHLD Instruction**

- Shifts destination operand a give number of bits to left
- Bit positions opened up by the shift are filled by the most significant bits of the source operand
- Source operand is not affected
- Syntax is SHLD dest, src, count
- Operand Types

```
SHLD reg16/32, reg16/32, imm8/CL SHLD mem16/32, reg16/32, imm8/CL
```

#### **SHRD Instruction**

- Shifts destination operand a given number of bits to the right
- Bit positions opened up by the shift are filled by the least significant bits of the source operand
- Source operand is not affected
- Syntax is SHRD dest, src, count
- Operand Types

```
SHRD reg16/32, reg16/32, imm8/CL SHRD mem16/32, reg16/32, imm8/CL
```