

6.S096: Assembly

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A typical computer

Fig. 01-06 from Englander, Irv. *The Architecture of Computer Hardware and System Software: An Information Technology pproach*. 2nd edition. John Wiley & Sons, Inc.

Von Neumann Architecture: CPU

Image of [Von Neumann architecture](#) removed due to copyright restrictions.

What is assembly?

“An assembly language is a low-level programming language for a computer, or other programmable device, in which there is a very strong (generally one-to-one) correspondence between the language and the architecture's machine code instructions.”

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Why high-level languages?

- ▶ Stronger abstractions
 - ▶ e.g. object oriented programming
 - ▶ e.g. C, C++, Java, Python
- ▶ Increased portability
 - ▶ e.g. interpreted languages
 - ▶ e.g. Java, Python
- ▶ Faster development cycles
- ▶ ...

Why assembly?

- ▶ Debugging often requires reading assembly
- ▶ Understand how things work at the machine level
- ▶ Helps you write faster code (even in high-level languages)

Assembly languages (architectures)

- ▶ x86, x64 (desktops, laptop, servers)
- ▶ ARM (phones)
- ▶ SPARC (Sun)
- ▶ MIPS
- ▶ ...

Registers

- ▶ Storage close to the CPU
- ▶ Most instructions manipulate **registers**
 - ▶ Manipulation of register content
 - ▶ Load and store from registers
- ▶ Register are **fast**, memory access is **slow**

x86 syntax (AT&T / GAS)

- ▶ Registers
 - ▶ 8 registers in x86 (32-bit)
 - ▶ 16 registers in x64 (64-bit)
 - ▶ 16-bit: ax, bx, ...
 - ▶ 32-bit: eax, ebx, ...
 - ▶ 64-bit: rax, rbx, ..., r8, r9, ...
 - ▶ Referenced by %REGISTER
- ▶ Constants: \$0, \$1, \$0x20 (32), ...

x86 syntax (AT&T / GAS)

- ▶ Arithmetic instructions
 - ▶ $OP\ a,\ b \rightarrow b = b\ OP\ a$
 - ▶ e.g. `add %edx, %eax` $\rightarrow \%eax = \%eax + \%edx$
- ▶ Assignment instructions
 - ▶ $OP\ a,\ b \rightarrow b = a$
 - ▶ e.g. `mov %edx, %eax` $\rightarrow \%eax = \%edx$
- ▶ Condition testing
 - ▶ $OP\ a,\ b$
 - ▶ e.g. `test %eax, %eax`
- ▶ Control flow
 - ▶ $OP\ address$
 - ▶ e.g. `jmp 0x420e80` \rightarrow jump unconditionally to 0x420e80
- ▶ ...

Live demos!

Hailstone sequences: code

```
#include <stdio.h>

int main(void) {
    int n = 32;
    int count = 0;
    while (n > 1) {
        count++;
        if (n & 1)
            n = n * 3 + 1;
        else
            n /= 2;
    }

    printf("%d\n", count);

    return 0;
}
```

Hailstone sequences: unoptimized disassembly

- ▶ Compiled with gcc version 4.8.1
- ▶ CPU: Intel(R) Core(TM) i7-3612QM CPU @ 2.10GHz
- ▶ `gcc -O0 hailstone.c -o hailstone`
- ▶ `gdb ./hailstone`

Hailstone sequences: unoptimized disassembly

```
(gdb) disassemble main
Dump of assembler code for function main:
0x00000000040052d <+0>:      push    %rbp
0x00000000040052e <+1>:      mov     %rsp,%rbp
0x000000000400531 <+4>:      sub     $0x10,%rsp
0x000000000400535 <+8>:      movl    $0x20,-0x8(%rbp)
0x00000000040053c <+15>:     movl    $0x0,-0x4(%rbp)
0x000000000400543 <+22>:     jmp     0x400573 <main+70>
0x000000000400545 <+24>:     addl    $0x1,-0x4(%rbp)
0x000000000400549 <+28>:     mov     -0x8(%rbp),%eax
0x00000000040054c <+31>:     and     $0x1,%eax
0x00000000040054f <+34>:     test    %eax,%eax
0x000000000400551 <+36>:     je      0x400564 <main+55>
0x000000000400553 <+38>:     mov     -0x8(%rbp),%edx
0x000000000400556 <+41>:     mov     %edx,%eax
0x000000000400558 <+43>:     add     %eax,%eax
0x00000000040055a <+45>:     add     %edx,%eax
0x00000000040055c <+47>:     add     $0x1,%eax
0x00000000040055f <+50>:     mov     %eax,-0x8(%rbp)
0x000000000400562 <+53>:     jmp     0x400573 <main+70>
0x000000000400564 <+55>:     mov     -0x8(%rbp),%eax
0x000000000400567 <+58>:     mov     %eax,%edx
0x000000000400569 <+60>:     shr     $0x1f,%edx
0x00000000040056c <+63>:     add     %edx,%eax
0x00000000040056e <+65>:     sar     %eax
0x000000000400570 <+67>:     mov     %eax,-0x8(%rbp)
0x000000000400573 <+70>:     cmpl    $0x1,-0x8(%rbp)
0x000000000400577 <+74>:     jg      0x400545 <main+24>
0x000000000400579 <+76>:     mov     -0x4(%rbp),%eax
0x00000000040057c <+79>:     mov     %eax,%esi
0x00000000040057e <+81>:     mov     $0x400644,%edi
0x000000000400583 <+86>:     mov     $0x0,%eax
0x000000000400588 <+91>:     callq   0x400410 <printf@plt>
0x00000000040058d <+96>:     mov     $0x0,%eax
0x000000000400592 <+101>:    leaveq  %eax
0x000000000400593 <+102>:    retq

End of assembler dump.
```

Hailstone sequences: optimized disassembly

- ▶ gcc -O3 hailstone.c -o hailstone
- ▶ gdb ./hailstone

```
(gdb) disassemble main
Dump of assembler code for function main:
0x000000000040055d <+0>:      mov     $0x0,%edx
0x0000000000400562 <+5>:      mov     $0x20,%eax
0x0000000000400567 <+10>:     add     $0x1,%edx
0x000000000040056a <+13>:     test    $0x1,%al
0x000000000040056c <+15>:     je      0x400574 <main+23>
0x000000000040056e <+17>:     lea     0x1(%rax,%rax,2),%eax
0x0000000000400572 <+21>:     jmp     0x40057d <main+32>
0x0000000000400574 <+23>:     mov     %eax,%ecx
0x0000000000400576 <+25>:     shr     $0x1f,%ecx
0x0000000000400579 <+28>:     add     %ecx,%eax
0x000000000040057b <+30>:     sar     %eax
0x000000000040057d <+32>:     cmp     $0x1,%eax
0x0000000000400580 <+35>:     jg      0x400567 <main+10>
0x0000000000400582 <+37>:     sub     $0x8,%rsp
0x0000000000400586 <+41>:     mov     $0x400654,%esi
0x000000000040058b <+46>:     mov     $0x1,%edi
0x0000000000400590 <+51>:     mov     $0x0,%eax
0x0000000000400595 <+56>:     callq   0x400460 <__printf_chk@plt>
0x000000000040059a <+61>:     mov     $0x0,%eax
0x000000000040059f <+66>:     add     $0x8,%rsp
0x00000000004005a3 <+70>:     retq
End of assembler dump.
```


Intrinsics: code

```
#include <xmmintrin.h>

__attribute__((noinline)) void vadd(float *a, float *b, size_t size) {
    size_t i;
    for (i = 0; i < size; i += 4) {
        __m128 v1 = _mm_load_ps(a + i);
        __m128 v2 = _mm_load_ps(b + i);
        __m128 v3 = _mm_add_ps(v1, v2);
        _mm_store_ps(a + i, v3);
    }
}

__attribute__((noinline)) void sadd(float *a, float *b, size_t size) {
    size_t i;
    for (i = 0; i < size; i++)
        a[i] += b[i];
}

int main(void) {
    size_t size = 300000000;
    float *a = (float *) calloc(size, sizeof(float));
    float *b = (float *) calloc(size, sizeof(float));

    vadd(a, b, size);
    sadd(a, b, size);

    return 0;
}
```

Intrinsics: vadd optimized disassembly

NOTE: THIS CODE IS UNSAFE (why?)

- ▶ `gcc -O3 intrin.c -o intrin`
- ▶ `gdb ./intrin`

```
(gdb) disassemble vadd
Dump of assembler code for function vadd:
0x0000000000400580 <+0>:    xor     %eax,%eax
0x0000000000400582 <+2>:    test   %rdx,%rdx
0x0000000000400585 <+5>:    je     0x4005a5 <vadd+37>
0x0000000000400587 <+7>:    nopw   0x0(%rax,%rax,1)
0x0000000000400590 <+16>:   movaps (%rdi,%rax,4),%xmm0
0x0000000000400594 <+20>:   addps  (%rsi,%rax,4),%xmm0
0x0000000000400598 <+24>:   movaps %xmm0, (%rdi,%rax,4)
0x000000000040059c <+28>:   add     $0x4,%rax
0x00000000004005a0 <+32>:   cmp     %rax,%rdx
0x00000000004005a3 <+35>:   ja     0x400590 <vadd+16>
0x00000000004005a5 <+37>:   repz   retq
End of assembler dump.
```

Intrinsics: sadd disassembly

- ▶ Try it yourself!
- ▶ Too large to fit on the screen! (why?)

Further questions

- ▶ How are parameters passed to functions?
- ▶ How are values returned from functions?
- ▶ Do all instructions take the same amount of time?
- ▶ How does caching work?
- ▶ What are the differences between ARM and x86?

Further material



- ▶ Intel syntax
- ▶ External assembly: yasm, masm, etc.
- ▶ Intel manuals: <http://www.intel.com/content/www/us/en/processors/architectures-software-developer-manuals.html>
- ▶ Classes: 6.004, 6.033, 6.172

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