

# Announcements

- Assignment 2 due 5 p.m. today
- Assignment 3 to be posted today
- No class on Monday, October 13 (Trinity Day)
- Quiz on Wednesday, October 15

Lecture 15

# Arithmetic Operations in IA-32

CPSC 275  
Introduction to Computer Systems

# Address Computation

- **`leal Src, Dst`**

- “load effective address”
- *Src* is address mode expression
- Set *Dst* to address denoted by expression

- **Uses**

- Computing addresses without a memory reference
  - e.g., translation of `p = &x[i];`
- Computing arithmetic expressions of the form
$$\mathbf{x + k*y}$$

e.g., Suppose `%edx` has the value `y`

`leal 7(%edx,%edx,4)` computes `7 + 5*y`

# Arithmetic Operations

- Two operand instructions:

	<i><b>Format</b></i>	<i><b>Computation</b></i>
<code>addl</code>	<code>Src, Dest</code>	$\text{Dest} = \text{Dest} + \text{Src}$
<code>subl</code>	<code>Src, Dest</code>	$\text{Dest} = \text{Dest} - \text{Src}$
<code>imull</code>	<code>Src, Dest</code>	$\text{Dest} = \text{Dest} * \text{Src}$

- Watch out for argument order!
- No distinction between `signed` and `unsigned int` (why?)

- One operand instructions:

	<i><b>Format</b></i>	<i><b>Computation</b></i>
<code>incl</code>	<code>Dest</code>	$\text{Dest} = \text{Dest} + 1$
<code>decl</code>	<code>Dest</code>	$\text{Dest} = \text{Dest} - 1$
<code>negl</code>	<code>Dest</code>	$\text{Dest} = -\text{Dest}$

# Logical Operations

	<i><b>Format</b></i>	<i><b>Computation</b></i>
xorl	<i>Src, Dest</i>	$\text{Dest} = \text{Dest} \wedge \text{Src}$
andl	<i>Src, Dest</i>	$\text{Dest} = \text{Dest} \& \text{Src}$
orl	<i>Src, Dest</i>	$\text{Dest} = \text{Dest}   \text{Src}$
notl	<i>Dest</i>	$\text{Dest} = \sim \text{Dest}$

# Arithmetic Expression Example

```
int arith(int x, int y, int z) {  
    int t1 = x + y;  
    int t2 = z + t1;  
    int t3 = x + 4;  
    int t4 = y * 48;  
    int t5 = t3 + t4;  
    int rval = t2 * t5;  
    return rval;  
}
```

# Arithmetic Expression Example

```
int arith(int x, int y, int z) {  
    int t1 = x + y;  
    int t2 = z + t1;  
    int t3 = x + 4;  
    int t4 = y * 48;  
    int t5 = t3 + t4;  
    int rval = t2 * t5;  
    return rval;  
}
```

Register	Use(s)
%edi	Argument <b>x</b>
%esi	Argument <b>y</b>
%edx	Argument <b>z</b>

# Arithmetic Expression Example

```
int arith(int x, int y, int z) {  
    int t1 = x + y;  
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    int t4 = y * 48;  
    int t5 = t3 + t4;  
    int rval = t2 * t5;  
    return rval;  
}
```

Register	Use(s)
%edi	Argument <b>x</b>
%esi	Argument <b>y</b>
%edx	Argument <b>z</b>

```
arith:  
    leal    (%edi,%esi), %eax    # t1
```



# Arithmetic Expression Example

```
int arith(int x, int y, int z) {  
    int t1 = x + y;  
    int t2 = z + t1;  
    int t3 = x + 4;  
    int t4 = y * 48;  
    int t5 = t3 + t4;  
    int rval = t2 * t5;  
    return rval;  
}
```

Register	Use(s)
%edi	Argument <b>x</b>
%esi	Argument <b>y</b>
%edx	Argument <b>z</b>

**arith:**

```
leal    (%edi,%esi), %eax    # t1  
addl    %edx, %eax          # t2
```

# Arithmetic Expression Example

```
int arith(int x, int y, int z) {  
    int t1 = x + y;  
    int t2 = z + t1;  
    int t3 = x + 4;  
    int t4 = y * 48;  
    int t5 = t3 + t4;  
    int rval = t2 * t5;  
    return rval;  
}
```

Register	Use(s)
%edi	Argument <b>x</b>
%esi	Argument <b>y</b>
%edx	Argument <b>z</b>

**arith:**

```
leal    (%edi,%esi), %eax    # t1  
addl    %edx, %eax          # t2  
leal    (%esi,%esi,2), %edx  # 3*y  
sall    $4, %edx            # t4
```

# Arithmetic Expression Example

```
int arith(int x, int y, int z) {  
    int t1 = x + y;  
    int t2 = z + t1;  
    int t3 = x + 4;  
    int t4 = y * 48;  
    int t5 = t3 + t4;  
    int rval = t2 * t5;  
    return rval;  
}
```

Register	Use(s)
%edi	Argument <b>x</b>
%esi	Argument <b>y</b>
%edx	Argument <b>z</b>

**arith:**

```
leal    (%edi,%esi), %eax    # t1  
addl    %edx, %eax          # t2  
leal    (%esi,%esi,2), %edx  # 3*y  
sall    $4, %edx            # t4  
leal    4(%edi,%edx), %ecx   # t5
```

# Arithmetic Expression Example

```
int arith(int x, int y, int z) {  
    int t1 = x + y;  
    int t2 = z + t1;  
    int t3 = x + 4;  
    int t4 = y * 48;  
    int t5 = t3 + t4;  
    int rval = t2 * t5;  
    return rval;  
}
```

Register	Use(s)
%edi	Argument <b>x</b>
%esi	Argument <b>y</b>
%edx	Argument <b>z</b>

**arith:**

```
leal    (%edi,%esi), %eax    # t1  
addl    %edx, %eax          # t2  
leal    (%esi,%esi,2), %edx  # 3*y  
sall    $4, %edx            # t4  
leal    4(%edi,%edx), %ecx   # t5  
imull   %ecx, %eax          # rval
```

# Arithmetic Expression Example

```
int arith(int x, int y, int z) {  
    int t1 = x + y;  
    int t2 = z + t1;  
    int t3 = x + 4;  
    int t4 = y * 48;  
    int t5 = t3 + t4;  
    int rval = t2 * t5;  
    return rval;  
}
```

Register	Use(s)
%edi	Argument <b>x</b>
%esi	Argument <b>y</b>
%edx	Argument <b>z</b>

**arith:**

```
leal    (%edi,%esi), %eax    # t1  
addl    %edx, %eax          # t2  
leal    (%esi,%esi,2), %edx  # 3*y  
sall    $4, %edx            # t4  
leal    4(%edi,%edx), %ecx   # t5  
imull    %ecx, %eax        # rval  
ret
```

return value

# Arithmetic Expression Example

```
int arith(int x, int y, int z) {  
    int t1 = x + y;  
    int t2 = z + t1;  
    int t3 = x + 4;  
    int t4 = y * 48;  
    int t5 = t3 + t4;  
    int rval = t2 * t5;  
    return rval;  
}
```

Register	Use(s)
%edi	Argument <b>x</b>
%esi	Argument <b>y</b>
%edx	Argument <b>z</b>
%eax	<b>t1, t2, rval</b>
%edx	<b>t4</b>
%ecx	<b>t5</b>

**arith:**

```
leal    (%edi,%esi), %eax    # t1  
addl    %edx, %eax          # t2  
leal    (%esi,%esi,2), %edx  # 3*y  
sall    $4, %edx            # t4  
leal    4(%edi,%edx), %ecx   # t5  
imull    %ecx, %eax          # rval  
ret
```

