Byte	0	1	2	3	4	5	6	7	8	9
halt	0 0									
nop	1 0									
rrmovq rA, rB	2 0	rA rB]							
${\tt irmovq}~V,~rB$	3 0	F rB				1	/			
rmmovq rA, D(rB)	4 0	rA rB				ı)			
mrmovq D(rB), rA	5 0	rA rB				ı)			
OPq rA, rB	6 fn	rA rB]							
jXX Dest	7 fn				De	st				
cmovXX rA, rB	2 fn	rA rB]							
call Dest	8 0				De	st				
ret	9 0									
pushq rA	A 0	rA F]							
popq rA	ВО	rA F]							

Operations	Branches	Moves			
addq 6 0	jmp 7 0 jne 7 4	rrmovq 2 0 cmovne 2 4			
subq 6 1	jle 7 1 jge 7 5	cmovle 2 1 cmovge 2 5			
andq 6 2	jl 7 2 jg 7 6	cmovl 2 2 cmovg 2 6			
xorq 6 3	je 7 3	cmove 2 3			

Figure 4.3 Function codes for Y86-64 instruction set. The code specifies a particular integer operation, branch condition, or data transfer condition. These instructions are shown as OPq, jXX, and cmovXX in Figure 4.2.

Number	Register name	Number	Register name
0	%rax	8	%r8
1	%rcx	9	%r9
2	%rdx	Α	%r10
3	%rbx	В	%r11
4	%rsp	C	%r12
5	%rbp	D	%r13
6	%rsi	E	%r14
7	%rdi	F	No register

Figure 4.4 Y86-64 program register identifiers. Each of the 15 program registers has an associated identifier (ID) ranging from 0 to 0xE. ID 0xF in a register field of an instruction indicates the absence of a register operand.