

x86-64 Reference Sheet (GNU assembler format)

Instructions

Data movement

`movq Src, Dest` Dest = Src
`movsbq Src, Dest` Dest (quad) = Src (byte), sign-extend
`movzbq Src, Dest` Dest (quad) = Src (byte), zero-extend

Conditional move

`cmovz Src, Dest` Equal / zero
`cmovne Src, Dest` Not equal / not zero
`cmovs Src, Dest` Negative
`cmovns Src, Dest` Nonnegative
`cmovg Src, Dest` Greater (signed >)
`cmovge Src, Dest` Greater or equal (signed ≥)
`cmovl Src, Dest` Less (signed <)
`cmovle Src, Dest` Less or equal (signed ≤)
`cmova Src, Dest` Above (unsigned >)
`cmovae Src, Dest` Above or equal (unsigned ≥)
`cmovb Src, Dest` Below (unsigned <)
`cmovbe Src, Dest` Below or equal (unsigned ≤)

Control transfer

`cmpq Src2, Src1` Sets CCs Src1 Src2
`testq Src2, Src1` Sets CCs Src1 & Src2
`jmp label` jump
`je label` jump equal
`jne label` jump not equal
`js label` jump negative
`jns label` jump non-negative
`jg label` jump greater (signed >)
`jge label` jump greater or equal (signed ≥)
`jl label` jump less (signed <)
`jle label` jump less or equal (signed ≤)
`ja label` jump above (unsigned >)
`jb label` jump below (unsigned <)
`pushq Src` %rsp = %rsp - 8, Mem[%rsp] = Src
`popq Dest` Dest = Mem[%rsp], %rsp = %rsp + 8
`call label` push address of next instruction, jmp label
`ret` %rip = Mem[%rsp], %rsp = %rsp + 8

Arithmetic operations

`leaq Src, Dest` Dest = address of Src
`incq Dest` Dest = Dest + 1
`decq Dest` Dest = Dest - 1
`addq Src, Dest` Dest = Dest + Src
`subq Src, Dest` Dest = Dest - Src
`imulq Src, Dest` Dest = Dest * Src
`xorq Src, Dest` Dest = Dest ^ Src
`orq Src, Dest` Dest = Dest | Src
`andq Src, Dest` Dest = Dest & Src
`negq Dest` Dest = - Dest
`notq Dest` Dest = ~ Dest
`salq k, Dest` Dest = Dest << k
`sarq k, Dest` Dest = Dest >> k (arithmetic)
`shrq k, Dest` Dest = Dest >> k (logical)

Addressing modes

- **Immediate**

\$val Val
val: constant integer value
`movq $7, %rax`

- **Normal**

(R) Mem[Reg[R]]
R: register R specifies memory address
`movq (%rcx), %rax`

- **Displacement**

D(R) Mem[Reg[R]+D]
R: register specifies start of memory region
D: constant displacement D specifies offset
`movq 8(%rdi), %rdx`

- **Indexed**

D(Rb,Ri,S) Mem[Reg[Rb]+S*Reg[Ri]+D]
D: constant displacement 1, 2, or 4 bytes
Rb: base register: any of 8 integer registers
Ri: index register: any, except %esp
S: scale: 1, 2, 4, or 8
`movq 0x100(%rcx,%rax,4), %rdx`

Instruction suffixes

b byte
w word (2 bytes)
l long (4 bytes)
q quad (8 bytes)

Condition codes

CF Carry Flag
ZF Zero Flag
SF Sign Flag
OF Overflow Flag

Integer registers

%rax Return value
%rbx Callee saved
%rcx 4th argument
%rdx 3rd argument
%rsi 2nd argument
%rdi 1st argument
%rbp Callee saved
%rsp Stack pointer
%r8 5th argument
%r9 6th argument
%r10 Scratch register
%r11 Scratch register
%r12 Callee saved
%r13 Callee saved
%r14 Callee saved
%r15 Callee saved

Registers

%rip Instruction pointer
%rsp Stack pointer
%rax Return value
%rdi 1st argument
%rsi 2nd argument
%rdx 3rd argument
%rcx 4th argument
%r8 5th argument
%r9 6th argument
%r10,%r11 Callee-owned
%rbx,%rbp,%r12-%r15 Caller-owned