x86-64 Programming I

CSE 351 Autumn 2018

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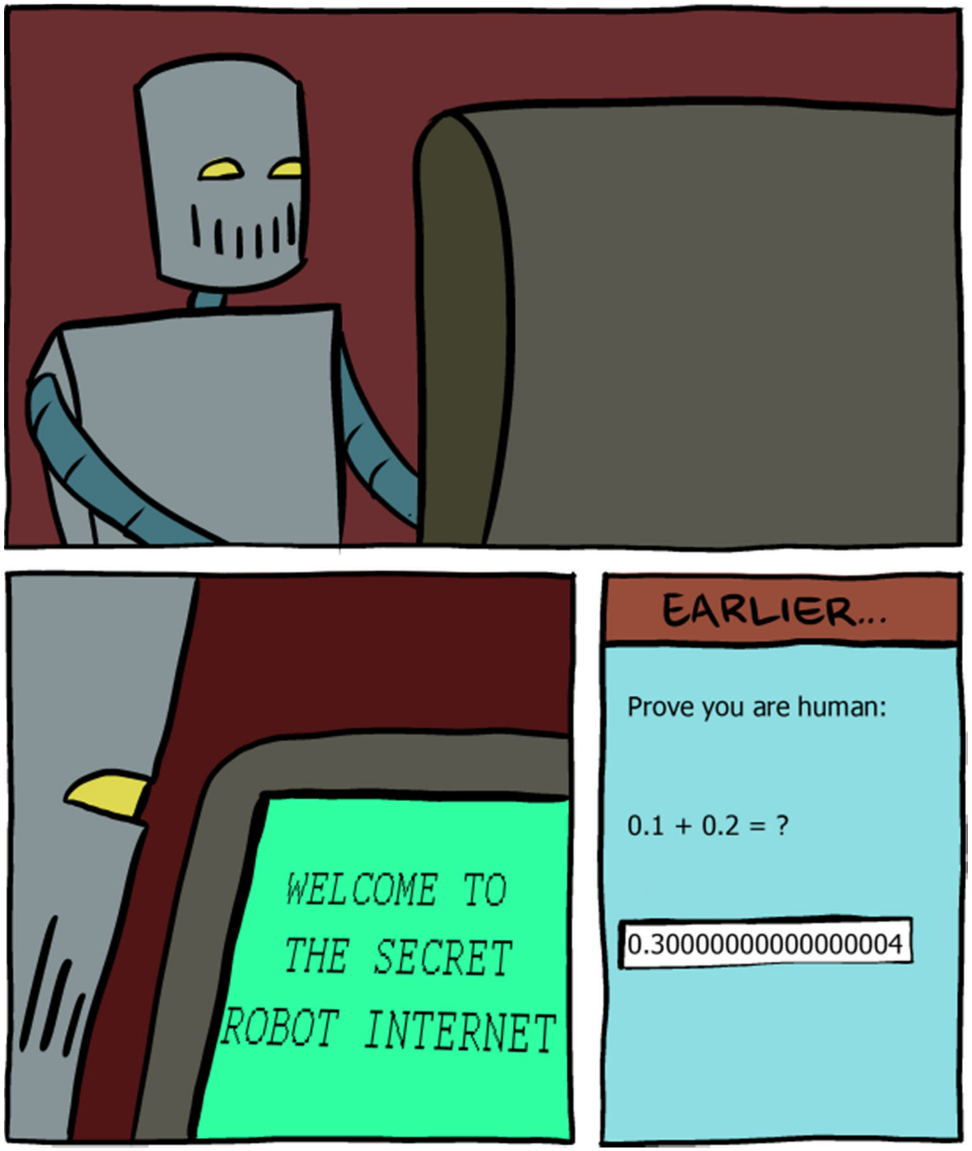

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Administrivia

- Lab 1b due tonight at 11:59 pm
  - You have *late day tokens* available
- Homework 2 due next Friday (10/19)
- Lab 2 (x86-64) released on Monday (10/15)
  - Due on 10/26

Non-Compiling Code

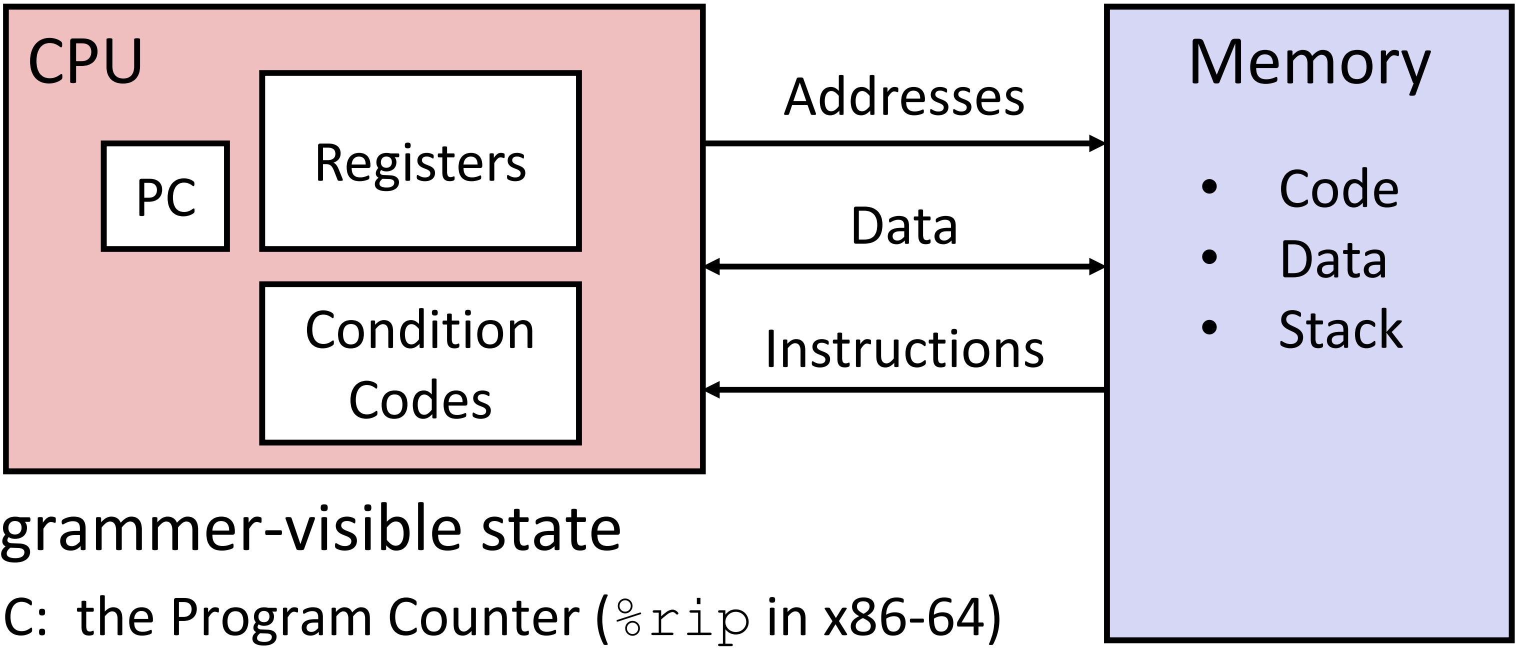
- You get a zero on the assignment
  - No excuses – you have access to our grading environment

- Some leeway was given on Lab 1a, do not expect the same leniency moving forward

Writing Assembly Code? In 2018???

- Chances are, you’ll never write a program in assembly, but understanding assembly is the key to the machine-level execution model:
  - Behavior of programs in the presence of bugs
    - When high-level language model breaks down
  - Tuning program performance
    - Understand optimizations done/not done by the compiler
    - Understanding sources of program inefficiency
  - Implementing systems software
    - What are the “states” of processes that the OS must manage
    - Using special units (timers, I/O co-processors, etc.) inside processor!
  - Fighting malicious software
    - Distributed software is in binary form

Assembly Programmer's View



- Programmer-visible state
  - PC: the Program Counter (`%rip` in x86-64)
    - Address of next instruction
  - Named registers
    - Together in "register file"
    - Heavily used program data
  - Condition codes
    - Store status information about most recent arithmetic operation
    - Used for conditional branching

- Memory
  - Byte-addressable array
  - Code and user data
  - Includes *the Stack* (for supporting procedures)

x86-64 Assembly "Data Types"

- Integral data of 1, 2, 4, or 8 bytes
  - Data values
  - Addresses
- Floating point data of 4, 8, 10 or 2x8 or 4x4 or 8x2
  - Different registers for those (*e.g.* `%xmm1`, `%ymm2`)
  - Come from *extensions to x86* (SSE, AVX, …)

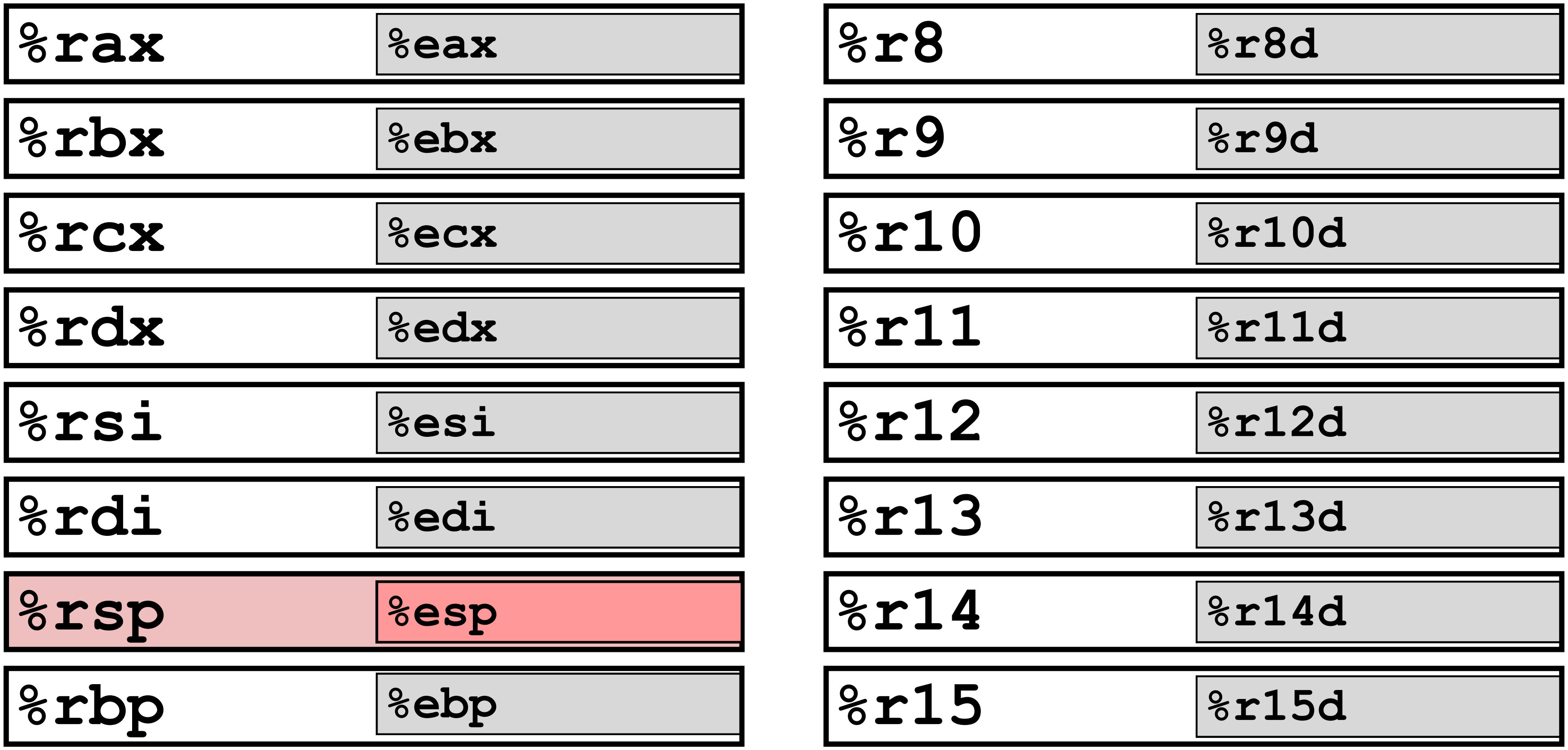
Not covered In 351

- No aggregate types such as arrays or structures
  - Just contiguously allocated bytes in memory
- Two common syntaxes
  - "AT&T": used by our course, slides, textbook, gnu tools, …
  - "Intel": used by Intel documentation, Intel tools, …
  - Must know which you're reading

What is a Register?

- A location in the CPU that stores a small amount of data, which can be accessed very quickly (once every clock cycle)
- Registers have *names*, not *addresses*
  - In assembly, they start with `%` (*e.g.* `%rsi`)
- Registers are at the heart of assembly programming
  - They are a precious commodity in all architectures, but *especially* x86

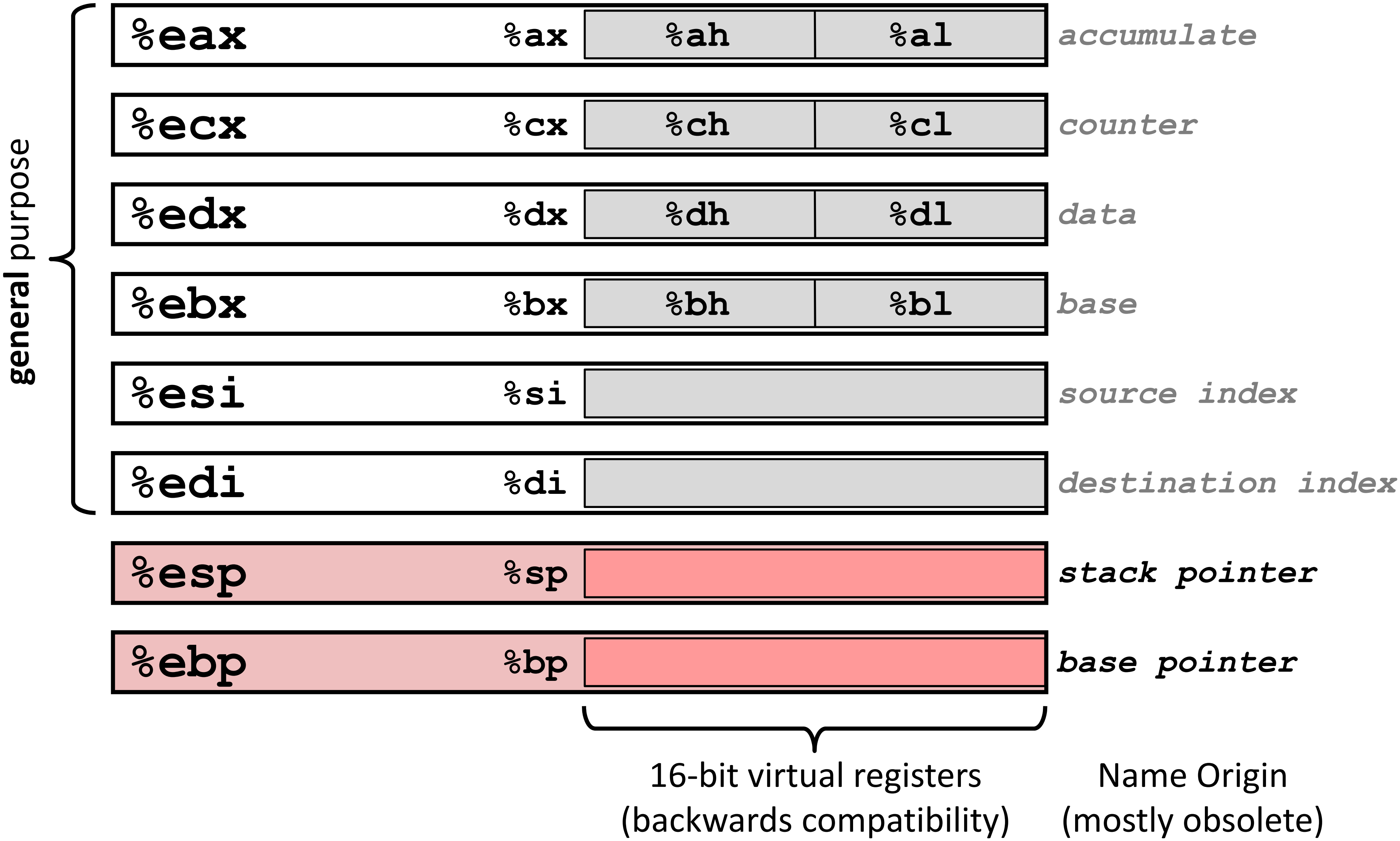
x86-64 Integer Registers – 64 bits wide



`%rax`	`%eax`	`%r8`	`%r8d`
`%rbx`	`%ebx`	`%r9`	`%r9d`
`%rcx`	`%ecx`	`%r10`	`%r10d`
`%rdx`	`%edx`	`%r11`	`%r11d`
`%rsi`	`%esi`	`%r12`	`%r12d`
`%rdi`	`%edi`	`%r13`	`%r13d`
`%rsp`	`%esp`	`%r14`	`%r14d`
`%rbp`	`%ebp`	`%r15`	`%r15d`

- Can reference low-order 4 bytes (also low-order 2 & 1 bytes)

Some History: IA32 Registers – 32 bits wide



general purpose

%eax	%ax	%ah	%al	*accumulate*
%ecx	%cx	%ch	%cl	*counter*
%edx	%dx	%dh	%dl	*data*
%ebx	%bx	%bh	%bl	*base*
%esi	%si			*source index*
%edi	%di			*destination index*
%esp	%sp			***stack pointer***
%ebp	%bp			***base pointer***

16-bit virtual registers
(backwards compatibility)

Name Origin
(mostly obsolete)

Memory	**vs.**	Registers
Addresses	**vs.**	Names
`0x7FFFD024C3DC`		`%rdi`
Big	**vs.**	Small
~ 8 GiB		(16 x 8 B) = 128 B
Slow	**vs.**	Fast
~50-100 ns		sub-nanosecond timescale
Dynamic	**vs.**	Static
Can "grow" as needed while program runs		fixed number in hardware

Three Basic Kinds of Instructions

1) Transfer data between memory and register
   - *Load* data from memory into register
     - `%reg` = Mem[address]
   - *Store* register data into memory
     - Mem[address] = `%reg`

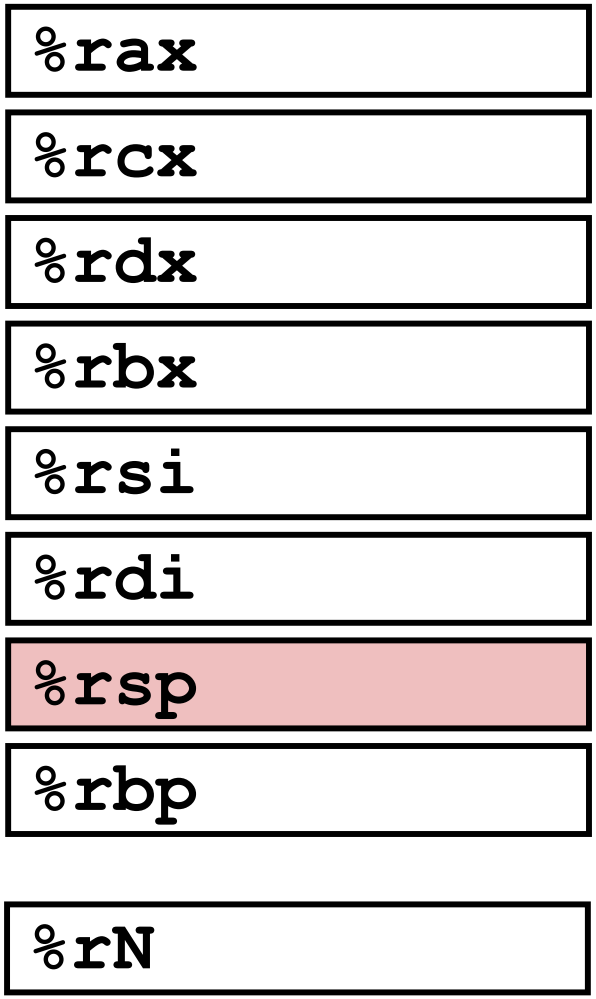
Remember: Memory is indexed just like an array of bytes!

2) Perform arithmetic operation on register or memory data
   - `c = a + b;` `z = x << y;` `i = h & g;`

3) Control flow: what instruction to execute next
   - Unconditional jumps to/from procedures
   - Conditional branches

Operand types

- ***Immediate:*** Constant integer data
  - Examples: **`$0x400`**, **`$-533`**
  - Like C literal, but prefixed with **`'$'`**
  - Encoded with 1, 2, 4, or 8 bytes *depending on the instruction*
- ***Register:*** 1 of 16 integer registers
  - Examples: **`%rax`**, **`%r13`**
  - But **`%rsp`** reserved for special use
  - Others have special uses for particular instructions
- ***Memory:*** Consecutive bytes of memory at a computed address
  - Simplest example: **`(%rax)`**
  - Various other "address modes"



x86-64 Introduction

- Data transfer instruction (`mov`)
- Arithmetic operations
- Memory addressing modes
    - `swap` example
- Address computation instruction (`lea`)

Moving Data

- General form: `mov_ source, destination`
  - Missing letter (_) specifies size of operands
  - Note that due to backwards-compatible support for 8086 programs (16-bit machines!), "word" means 16 bits = 2 bytes in x86 instruction names
  - Lots of these in typical code

- `movb src, dst`
  - Move 1-byte "**b**yte"
- `movw src, dst`
  - Move 2-byte "**w**ord"
- `movl src, dst`
  - Move 4-byte "**l**ong word"
- `movq src, dst`
  - Move 8-byte "**q**uad word"

`movq` Operand Combinations

	Source	Dest	Src, Dest	C Analog
`movq`	Imm	Reg	`movq $0x4, %rax`	`var_a = 0x4;`
		Mem	`movq $-147, (%rax)`	`*p_a = -147;`
	Reg	Reg	`movq %rax, %rdx`	`var_d = var_a;`
		Mem	`movq %rax, (%rdx)`	`*p_d = var_a;`
	Mem	Reg	`movq (%rax), %rdx`	`var_d = *p_a;`

- *Cannot do memory-memory transfer with a single instruction*
  - How would you do it?

Some Arithmetic Operations

- Binary (two-operand) Instructions:
  - **Maximum of one memory operand**
  - Beware argument order!
  - No distinction between signed and unsigned
    - Only arithmetic vs. logical shifts
  - How do you implement “`r3 = r1 + r2`”?

Format	Computation	
addq *src*, *dst*	*dst = dst + src*	(*dst += src*)
subq *src*, *dst*	*dst = dst – src*	
imulq *src*, *dst*	*dst = dst * src*	signed mult
sarq *src*, *dst*	*dst = dst >> src*	**A**rithmetic
shrq *src*, *dst*	*dst = dst >> src*	**L**ogical
shlq *src*, *dst*	*dst = dst << src*	(same as `salq`)
xorq *src*, *dst*	*dst = dst ^ src*	
andq *src*, *dst*	*dst = dst & src*	
orq *src*, *dst*	*dst = dst | src*	

↑ operand size specifier

Some Arithmetic Operations

- Unary (one-operand) Instructions:

Format	Computation	
`incq` *`dst`*	*dst = dst + 1*	increment
`decq` *`dst`*	*dst = dst – 1*	decrement
`negq` *`dst`*	*dst = –dst*	negate
`notq` *`dst`*	*dst = ~dst*	bitwise complement

- See CSPP Section 3.5.5 for more instructions: `mulq`, `cqto`, `idivq`, `divq`

Arithmetic Example

Register	Use(s)
`%rdi`	1st argument (`x`)
`%rsi`	2nd argument (`y`)
`%rax`	return value

```
long simple_arith(long x, long y)
{
  long t1 = x + y;
  long t2 = t1 * 3;
  return t2;
}
```

```
y += x;
y *= 3;
long r = y;
return r;
```

```
simple_arith:
  addq    %rdi, %rsi
  imulq     $3, %rsi
  movq    %rsi, %rax
  ret
```

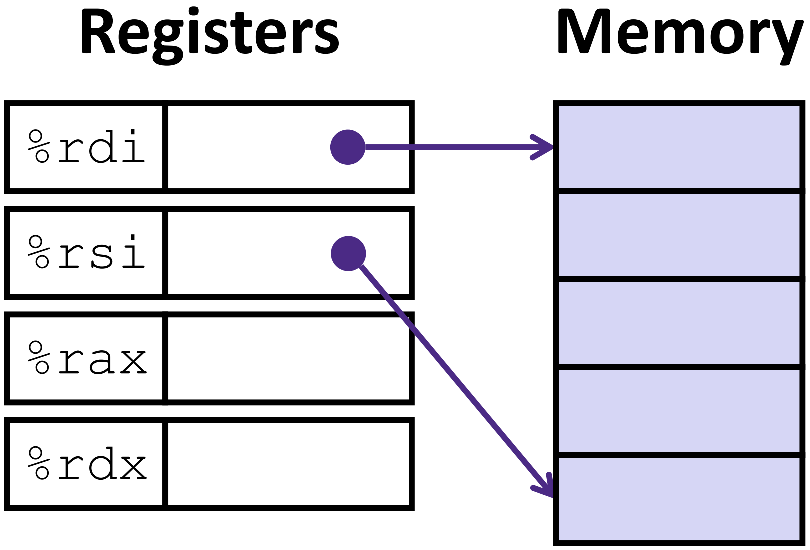
Example of Basic Addressing Modes

```
void swap(long *xp, long *yp)
{
  long t0 = *xp;
  long t1 = *yp;
  *xp = t1;
  *yp = t0;
}
```

```
swap:
   movq  (%rdi), %rax
   movq  (%rsi), %rdx
   movq  %rdx, (%rdi)
   movq  %rax, (%rsi)
   ret
```

Understanding `swap()`

```
void swap(long *xp, long *yp)
{
   long t0 = *xp;
   long t1 = *yp;
   *xp = t1;
   *yp = t0;
}
```



```
swap:
   movq   (%rdi), %rax
   movq   (%rsi), %rdx
   movq   %rdx, (%rdi)
   movq   %rax, (%rsi)
   ret
```

Register		Variable
%rdi	⇔	xp
%rsi	⇔	yp
%rax	⇔	t0
%rdx	⇔	t1

Understanding `swap()`

Registers

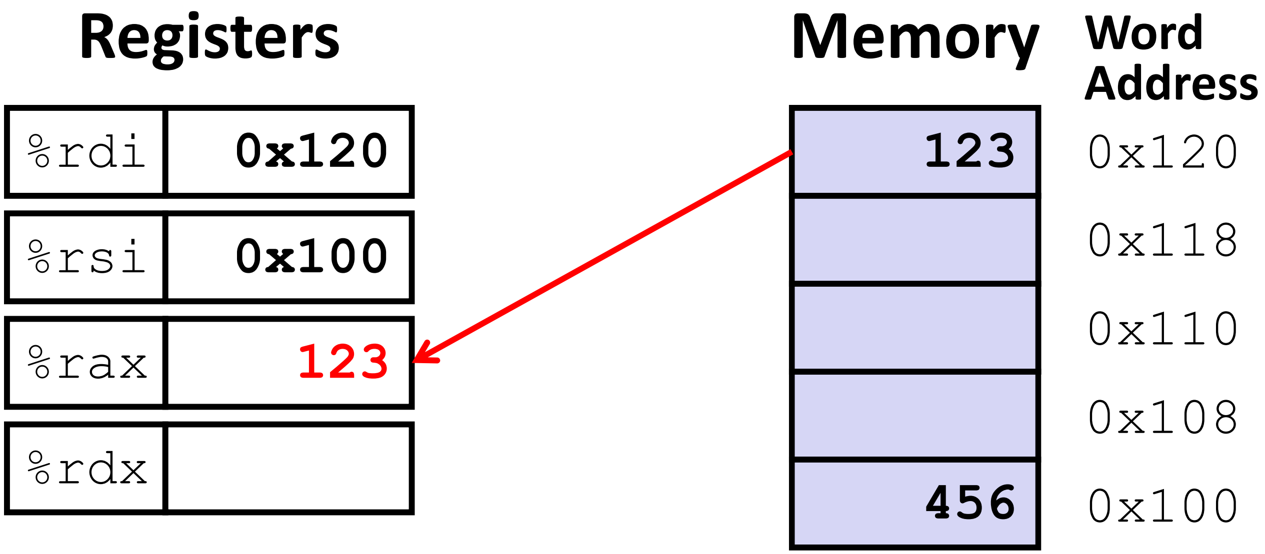
`%rdi`	**0x120**
`%rsi`	**0x100**
`%rax`	
`%rdx`	

Memory

	Word Address
123	0x120
	0x118
	0x110
	0x108
456	0x100

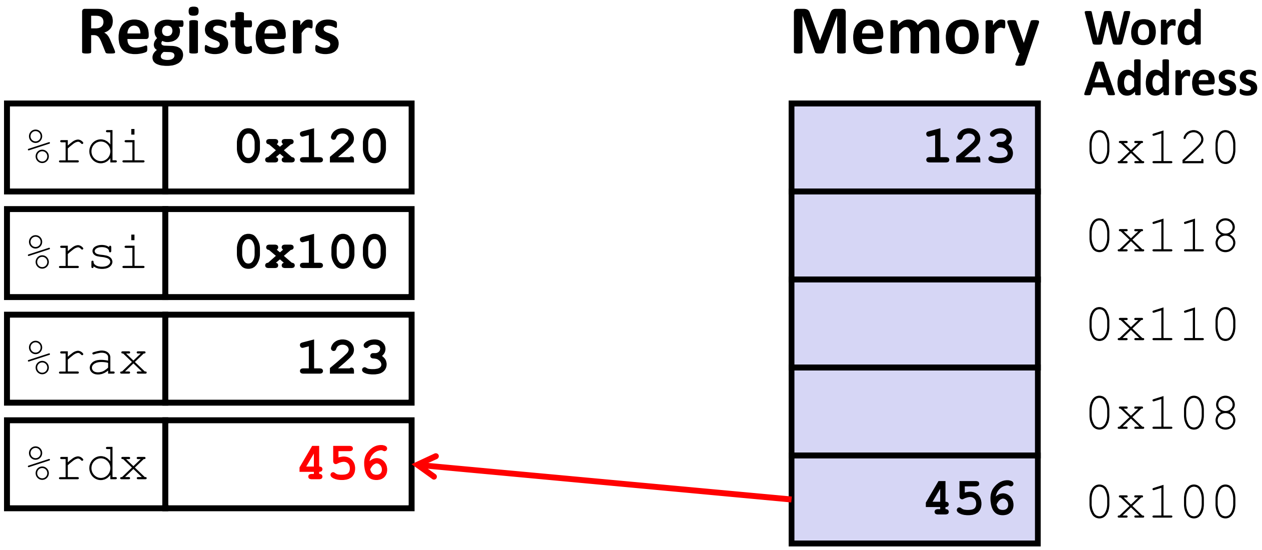
```
swap:
   movq   (%rdi), %rax   #  t0 = *xp
   movq   (%rsi), %rdx   #  t1 = *yp
   movq   %rdx, (%rdi)   # *xp =  t1
   movq   %rax, (%rsi)   # *yp =  t0
   ret
```

Understanding `swap()`



```
swap:
   movq   (%rdi), %rax   #   t0 = *xp
   movq   (%rsi), %rdx   #   t1 = *yp
   movq   %rdx, (%rdi)   # *xp =  t1
   movq   %rax, (%rsi)   # *yp =  t0
   ret
```

Understanding `swap()`



Registers

`%rdi`	**0x120**
`%rsi`	**0x100**
`%rax`	**123**
`%rdx`	**456**

Memory **Word Address**

123	0x120
	0x118
	0x110
	0x108
456	0x100

```
swap:
   movq   (%rdi), %rax   #  t0 = *xp
   movq   (%rsi), %rdx   #  t1 = *yp
   movq   %rdx, (%rdi)   # *xp =  t1
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   ret
```
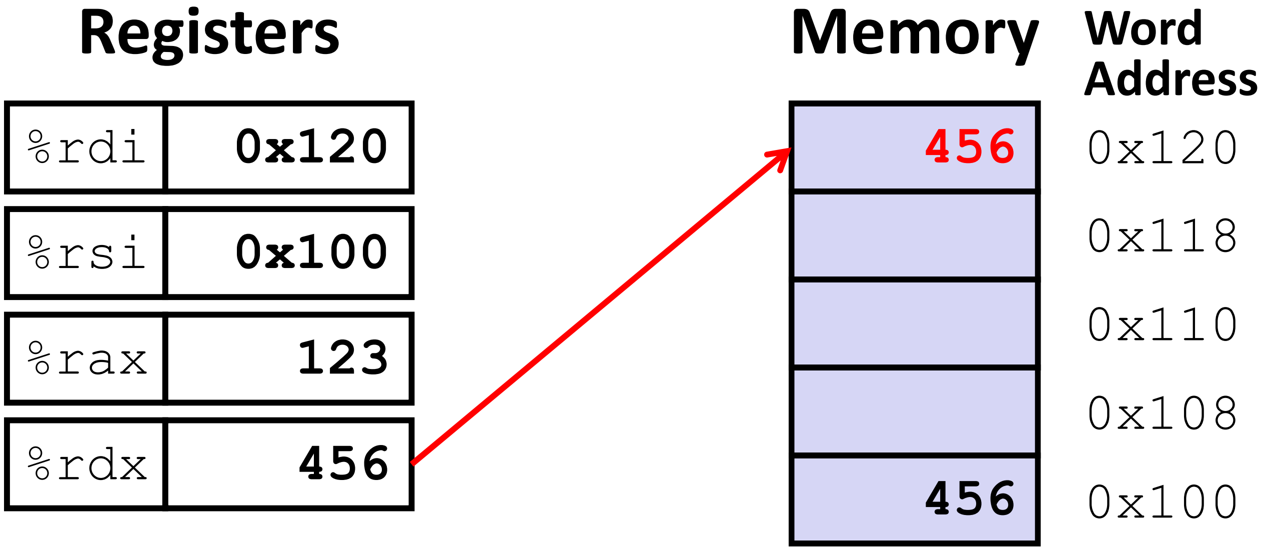

Understanding `swap()`



Registers

%rdi	0x120
%rsi	0x100
%rax	123
%rdx	456

Memory	Word Address
456	0x120
	0x118
	0x110
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456	0x100

```
swap:
   movq   (%rdi), %rax   #  t0 = *xp
   movq   (%rsi), %rdx   #  t1 = *yp
   movq   %rdx, (%rdi)   # *xp =  t1
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```
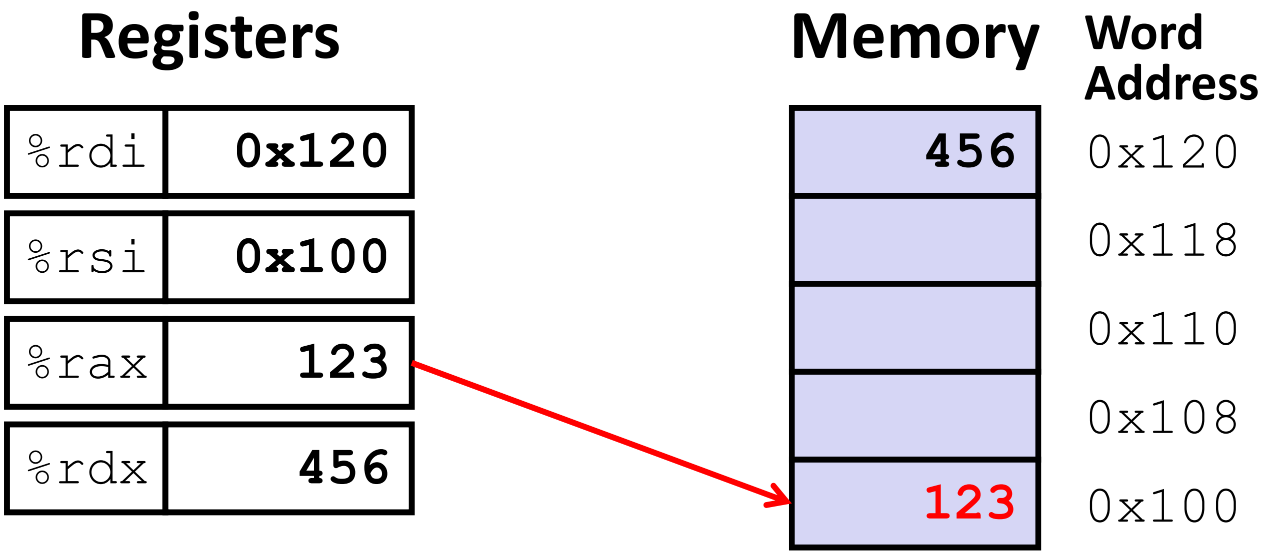

Understanding `swap()`



Registers

%rdi	0x120
%rsi	0x100
%rax	123
%rdx	456

Memory **Word Address**

456	0x120
	0x118
	0x110
	0x108
123	0x100

```
swap:
    movq    (%rdi), %rax    #  t0 = *xp
    movq    (%rsi), %rdx    #  t1 = *yp
    movq    %rdx, (%rdi)    # *xp =  t1
    movq    %rax, (%rsi)    # *yp =  t0
    ret
```

Memory Addressing Modes: Basic

- **Indirect:** `(R)` Mem[Reg[`R`]]
  - Data in register `R` specifies the memory address
  - Like pointer dereference in C
  - Example: `movq (%rcx), %rax`

- **Displacement:** `D(R)` Mem[Reg[`R`]+`D`]
  - Data in register `R` specifies the *start* of some memory region
  - Constant displacement `D` specifies the offset from that address
  - Example: `movq 8(%rbp), %rdx`

Complete Memory Addressing Modes

- **General:**
  - `D(Rb,Ri,S)` Mem[Reg[`Rb`]+Reg[`Ri`]`*S+D`]
    - `Rb`: Base register (any register)
    - `Ri`: Index register (any register except `%rsp`)
    - `S`: Scale factor (1, 2, 4, 8) – *why these numbers?*
    - `D`: Constant displacement value (a.k.a. immediate)

- **Special cases** (see CSPP Figure 3.3 on p.181)
  - `D(Rb,Ri)` Mem[Reg[`Rb`]+Reg[`Ri`]`+D`] `(S=1)`
  - `(Rb,Ri,S)` Mem[Reg[`Rb`]+Reg[`Ri`]`*S`] `(D=0)`
  - `(Rb,Ri)` Mem[Reg[`Rb`]+Reg[`Ri`]] `(S=1,D=0)`
  - `(,Ri,S)` Mem[Reg[`Ri`]`*S`] `(Rb=0,D=0)`

Address Computation Examples

`%rdx`	**`0xf000`**
`%rcx`	**`0x0100`**

`D(Rb,Ri,S)` →
Mem[Reg[`Rb`]+Reg[`Ri`]`*S+D`]

Expression	Address Computation	Address
`0x8(%rdx)`		
`(%rdx,%rcx)`		
`(%rdx,%rcx,4)`		
`0x80(,%rdx,2)`		

Summary

- There are 3 types of operands in x86-64
  - Immediate, Register, Memory
- There are 3 types of instructions in x86-64
  - Data transfer, Arithmetic, Control Flow

- **Memory Addressing Modes:** The addresses used for accessing memory in `mov` (and other) instructions can be computed in several different ways
  - *Base register*, *index register*, *scale factor*, and *displacement* map well to pointer arithmetic operations