CSE 351 Reference Sheet (Midterm)

Binary	Decimal	Hex
0000	0	0
0001	1	1
0010	2	2
0011	3	3
0100	4	4
0101	5	5
0110	6	6
0111	7	7
1000	8	8
1001	9	9
1010	10	A
1011	11	B
1100	12	C
1101	13	D
1110	14	E
1111	15	F

2^0	2^1	2^2	2^3	2^4	2^5	2^6	2^7	2^8	2^9	2^{10}
1	2	4	8	16	32	64	128	256	512	1024

IEEE 754 FLOATING-POINT STANDARD

Value: $\pm 1 \times \text{Mantissa} \times 2^{\text{Exponent}}$

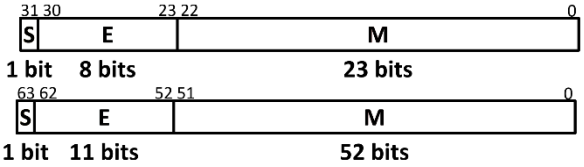
Bit fields: $(-1)^S \times 1.M \times 2^{(E-\text{bias})}$

where Single Precision Bias = 127,
Double Precision Bias = 1023.

IEEE 754 Symbols

E	M	Meaning
all zeros	all zeros	± 0
all zeros	non-zero	± denorm num
1 to MAX-1	anything	± norm num
all ones	all zeros	± ∞
all ones	non-zero	NaN

IEEE Single Precision and Double Precision Formats:



Assembly Instructions

`mov a, b`	Copy from `a` to `b`.
`movs a, b`	Copy from `a` to `b` with sign extension. Needs *two* width specifiers.
`movz a, b`	Copy from `a` to `b` with zero extension. Needs *two* width specifiers.
`lea a, b`	Compute address and store in `b`. *Note:* the scaling parameter of memory operands can only be 1, 2, 4, or 8.
`push src`	Push `src` onto the stack and decrement stack pointer.
`pop dst`	Pop from the stack into `dst` and increment stack pointer.
`call <func>`	Push return address onto stack and jump to a procedure.
`ret`	Pop return address and jump there.
`add a, b`	Add from `a` to `b` and store in `b` (and sets flags).
`sub a, b`	Subtract `a` from `b` (compute `b-a`) and store in `b` (and sets flags).
`imul a, b`	Multiply `a` and `b` and store in `b` (and sets flags).
`and a, b`	Bitwise AND of `a` and `b`, store in `b` (and sets flags).
`sar a, b`	Shift value of `b` *right* (*arithmetic*) by `a` bits, store in `b` (and sets flags).
`shr a, b`	Shift value of `b` *right* (*logical*) by `a` bits, store in `b` (and sets flags).
`shl a, b`	Shift value of `b` *left* by `a` bits, store in `b` (and sets flags).
`cmp a, b`	Compare `b` with `a` (compute `b-a` and set condition codes based on result).
`test a, b`	Bitwise AND of `a` and `b` and set condition codes based on result.
`jmp <label>`	Unconditional jump to address.
`j* <label>`	Conditional jump based on condition codes (*more on next page*).
`set* a`	Set byte `a` to 0 or 1 based on condition codes.

Conditionals

Instruction		(op) s, d	test a, b	cmp a, b
je	"Equal"	d (op) s == 0	b & a == 0	b == a
jne	"Not equal"	d (op) s != 0	b & a != 0	b != a
js	"Sign" (negative)	d (op) s < 0	b & a < 0	b-a < 0
jns	(non-negative)	d (op) s >= 0	b & a >= 0	b-a >= 0
jg	"Greater"	d (op) s > 0	b & a > 0	b > a
jge	"Greater or equal"	d (op) s >= 0	b & a >= 0	b >= a
jl	"Less"	d (op) s < 0	b & a < 0	b < a
jle	"Less or equal"	d (op) s <= 0	b & a <= 0	b <= a
ja	"Above" (unsigned >)	d (op) s > 0U	b & a > 0U	b $>_U$ a
jb	"Below" (unsigned <)	d (op) s < 0U	b & a < 0U	b $<_U$ a

Registers

Name	Convention	Name of "virtual" register		
		Lowest 4 bytes	Lowest 2 bytes	Lowest byte
%rax	Return value – **Caller** saved	%eax	%ax	%al
%rbx	**Callee** saved	%ebx	%bx	%bl
%rcx	Argument #4 – **Caller** saved	%ecx	%cx	%cl
%rdx	Argument #3 – **Caller** saved	%edx	%dx	%dl
%rsi	Argument #2 – **Caller** saved	%esi	%si	%sil
%rdi	Argument #1 – **Caller** saved	%edi	%di	%dil
%rsp	Stack Pointer	%esp	%sp	%spl
%rbp	**Callee** saved	%ebp	%bp	%bpl
%r8	Argument #5 – **Caller** saved	%r8d	%r8w	%r8b
%r9	Argument #6 – **Caller** saved	%r9d	%r9w	%r9b
%r10	**Caller** saved	%r10d	%r10w	%r10b
%r11	**Caller** saved	%r11d	%r11w	%r11b
%r12	**Callee** saved	%r12d	%r12w	%r12b
%r13	**Callee** saved	%r13d	%r13w	%r13b
%r14	**Callee** saved	%r14d	%r14w	%r14b
%r15	**Callee** saved	%r15d	%r15w	%r15b

Sizes

C type	x86-64 suffix	Size (bytes)
char	b	1
short	w	2
int	l	4
long	q	8