

# Today: Machine Programming I: Basics

- History of Intel processors and architectures
- C, assembly, machine code
- Assembly Basics: Registers, operands, move
- **Arithmetic & logical operations**

# Address Computation Instruction

## ■ `leaq Src, Dst`

- 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  $x + k*y$ 
  - $k = 1, 2, 4, \text{ or } 8$

## ■ Example

```
long m12(long x)
{
    return x*12;
}
```

### Converted to ASM by compiler:

```
leaq (%rdi,%rdi,2), %rax # t <- x+x*2
salq $2, %rax           # return t<<2
```

# Some Arithmetic Operations

## ■ Two Operand Instructions:

Format	Computation		
<code>addq</code>	Src, Dest	$\text{Dest} = \text{Dest} + \text{Src}$	
<code>subq</code>	Src, Dest	$\text{Dest} = \text{Dest} - \text{Src}$	
<code>imulq</code>	Src, Dest	$\text{Dest} = \text{Dest} * \text{Src}$	
<code>salq</code>	Src, Dest	$\text{Dest} = \text{Dest} \ll \text{Src}$	Also called <code>shlq</code>
<code>sarq</code>	Src, Dest	$\text{Dest} = \text{Dest} \gg \text{Src}$	Arithmetic
<code>shrq</code>	Src, Dest	$\text{Dest} = \text{Dest} \gg \text{Src}$	Logical
<code>xorq</code>	Src, Dest	$\text{Dest} = \text{Dest} \wedge \text{Src}$	
<code>andq</code>	Src, Dest	$\text{Dest} = \text{Dest} \& \text{Src}$	
<code>orq</code>	Src, Dest	$\text{Dest} = \text{Dest}   \text{Src}$	

## ■ Watch out for argument order!

## ■ No distinction between signed and unsigned int (why?)

# Some Arithmetic Operations

## ■ One Operand Instructions

<code>incq</code>	<code>Dest</code>	<code>Dest = Dest + 1</code>
<code>decq</code>	<code>Dest</code>	<code>Dest = Dest - 1</code>
<code>negq</code>	<code>Dest</code>	<code>Dest = - Dest</code>
<code>notq</code>	<code>Dest</code>	<code>Dest = ~Dest</code>

## ■ See book for more instructions

# Arithmetic Expression Example

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

```
arith:
    leaq    (%rdi,%rsi), %rax
    addq    %rdx, %rax
    leaq    (%rsi,%rsi,2), %rdx
    salq    $4, %rdx
    leaq    4(%rdi,%rdx), %rcx
    imulq   %rcx, %rax
    ret
```

## Interesting Instructions

- **leaq**: address computation
- **salq**: shift
- **imulq**: multiplication
  - But, only used once

# Understanding Arithmetic Expression

## Example

```

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

```

```

arith:
    leaq    (%rdi,%rsi), %rax    # t1
    addq    %rdx, %rax          # t2
    leaq    (%rsi,%rsi,2), %rdx
    salq    $4, %rdx            # t4
    leaq    4(%rdi,%rdx), %rcx   # t5
    imulq    %rcx, %rax          # rval
    ret

```

Register	Use(s)
%rdi	Argument <b>x</b>
%rsi	Argument <b>y</b>
%rdx	Argument <b>z</b>
%rax	<b>t1, t2, rval</b>
%rdx	<b>t4</b>
%rcx	<b>t5</b>