

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

`incq` `Dest` `Dest = Dest + 1`

`decq` `Dest` `Dest = Dest - 1`

`negq` `Dest` `Dest = - Dest`

`notq` `Dest` `Dest = ~Dest`

■ 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 x |
| %rsi | Argument y |
| %rdx | Argument z |
| %rax | t1, t2, rval |
| %rdx | t4 |
| %rcx | t5 |