Lecture 7: ALU operations, arithmetic

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Writing x86-64 assembly code

Getting started with x86-64 assembly

- Today we're beginning our detailed look at programming in x86-64 assembly language
- One challenge in learning assembly program is knowing how to get started
  - What does a minimal program look like?
  - How to define variables, do I/O, etc.
- Today's sample programs will be posted on the course web page (`alu.zip`)
  - Feel free to use them as a reference, modify them, etc.

A few essentials

- Use `.S` file extension for assembly code
  - Will be run through the C preprocessor, can use C style comments and `#define` to define named constants
- Use `gcc` to assemble `.S` file into object code (`.o` file)
- Use `gcc` to link object files (`.o`) into executable
- Overall, process is similar to developing a C program

Hello, world

```
/* hello.S */

.section .rodata

sHelloMsg: .string "Hello, world\n"

.section .text

        .globl main
main:
        subq $8, %rsp
        movl $0, %eax
        movq $sHelloMsg, %rdi
        call printf

        addq $8, %rsp
        ret
```

Hello, world

```
/* hello.S */

.section .rodata                        <-- read-only data section

sHelloMsg: .string "Hello, world\n"

.section .text

        .globl main
main:
        subq $8, %rsp
        movl $0, %eax
        movq $sHelloMsg, %rdi
        call printf

        addq $8, %rsp
        ret
```

Hello, world

```
/* hello.S */

.section .rodata

sHelloMsg: .string "Hello, world\n" <-- NUL terminated string constant

.section .text

        .globl main
main:
        subq $8, %rsp
        movl $0, %eax
        movq $sHelloMsg, %rdi
        call printf

        addq $8, %rsp
        ret
```

Hello, world

```
/* hello.S */

.section .rodata

sHelloMsg: .string "Hello, world\n"

.section .text                          <-- code goes in .text section

        .globl main
main:
        subq $8, %rsp
        movl $0, %eax
        movq $sHelloMsg, %rdi
        call printf

        addq $8, %rsp
        ret
```

Hello, world

```
/* hello.S */

.section .rodata

sHelloMsg: .string "Hello, world\n"

.section .text

        .globl main                    <-- make `main' visible to other modules
main:
        subq $8, %rsp
        movl $0, %eax
        movq $sHelloMsg, %rdi
        call printf

        addq $8, %rsp
        ret
```

Hello, world

```
/* hello.S */

.section .rodata

sHelloMsg: .string "Hello, world\n"

.section .text

        .globl main
main:
        subq $8, %rsp               <-- align stack pointer
        movl $0, %eax
        movq $sHelloMsg, %rdi
        call printf

        addq $8, %rsp
        ret
```

Hello, world

```
/* hello.S */

.section .rodata

sHelloMsg: .string "Hello, world\n"

.section .text

        .globl main
main:
        subq $8, %rsp
        movl $0, %eax                <-- no vector arguments to printf
        movq $sHelloMsg, %rdi
        call printf

        addq $8, %rsp
        ret
```

Hello, world

```
/* hello.S */

.section .rodata

sHelloMsg: .string "Hello, world\n"

.section .text

        .globl main
main:
        subq $8, %rsp
        movl $0, %eax
        movq $sHelloMsg, %rdi        <-- first arg is ptr to message string
        call printf

        addq $8, %rsp
        ret
```

Hello, world

```
/* hello.S */

.section .rodata

sHelloMsg: .string "Hello, world\n"

.section .text

        .globl main
main:
        subq $8, %rsp
        movl $0, %eax
        movq $sHelloMsg, %rdi
        call printf                  <-- call printf!

        addq $8, %rsp
        ret
```

Hello, world

```
/* hello.S */

.section .rodata

sHelloMsg: .string "Hello, world\n"

.section .text

        .globl main
main:
        subq $8, %rsp
        movl $0, %eax
        movq $sHelloMsg, %rdi
        call printf

        addq $8, %rsp              <-- restore stack pointer
        ret
```

Hello, world

```
/* hello.S */

.section .rodata

sHelloMsg: .string "Hello, world\n"

.section .text

        .globl main
main:
        subq $8, %rsp
        movl $0, %eax
        movq $sHelloMsg, %rdi
        call printf

        addq $8, %rsp
        ret                         <-- return from main, ends program
```

Assembling, linking, executing

```
$ gcc -c -no-pie -o hello.o hello.S
$ gcc -no-pie -o hello hello.o
$ ./hello
Hello, world
```

Note that the `-no-pie` option disables support for position-independent code (which would require additional magic in the assembly source code)

ALU operations

ALU operations

- ALU = “Arithmetic Logic Unit”
- An ALU is a hardware component within the CPU that does computations (of various kinds) on data values
  - Addition/subtraction
  - Logical operations (shifts, bitwise and/or/negation), etc.
- So, ALU instructions are the ones that do computations on values
  - Typically, ALU operates only on integer values
  - CPU will typically have floating-point unit(s) for operations on FP values

lea instruction

- `lea` stands for "Load Effective Address"
- Instructions that allow a memory reference as an operand generally do an *address computation*
  - E.g., `movl 12(%rdx,%rsi,4), %eax`
  - Computed address (for source memory location) is `%rdx`+(`%rsi`×4)+12
- The `lea` instruction computes a memory address, but does *not* access a memory location
  - E.g., `leaq 12(%rdx,%rsi,4), %rdi`
  - Keep in mind we're not obligated to use the computed address as an address — we can just use it as an integer
- In general, `lea` can do integer computations of the form $p + (qS) + r$ where S is 0, 1, 2, 4, or 8
- `lea` does not set condition codes (e.g., on overflow)

leaq example code

```
/* leaq_example.S */
.section .rodata
sFmt: .string "Result is: %lu\n"

.section .text
        .globl main
main:
        subq $8, %rsp
        movl $0, %eax
        movq $sFmt, %rdi
        movq $1000, %r10
        movq $3, %r11
        leaq 15(%r10,%r11,8), %rsi
        call printf
        addq $8, %rsp
        ret
```

leaq example code

```
/* leaq_example.S */
.section .rodata
sFmt: .string "Result is: %lu\n"

.section .text
        .globl main
main:
        subq $8, %rsp
        movl $0, %eax
        movq $sFmt, %rdi
        movq $1000, %r10
        movq $3, %r11
        leaq 15(%r10,%r11,8), %rsi      %rsi <- 1000 + 3*8 + 15
        call printf
        addq $8, %rsp
        ret
```

Result of leaq example program

```
$ gcc -c -no-pie -o leaq_example.o leaq_example.S
$ gcc -no-pie -o leaq_example leaq_example.o
$ ./leaq_example
Result is: 1039
```

Clicker quiz!

Clicker quiz omitted from public slides

Addition, subtraction

- `add` and `sub` instructions add and subtract integer values
- Two operands, second operand modified to store the result
  - Note that either operand (but not both) could be a memory reference
- E.g.,

```
movq $1, %r9
movq $2, %r10
addq %r9, %r10
/* %r10 now contains the value 3 */
```

- Overflow is possible!
  - Can detect using condition codes

Addition/subtraction example program

```
/* addsub.S */
.section .rodata
sPrompt: .string "Enter an integer value: "
sInputFmt: .string "%u"
sFmt: .string "Result is %u\n"

.section .data
val: .space 4

.section .text
        .globl main
main:
        subq $8, %rsp

        movl $0, %eax
        movq $sPrompt, %rdi
        call printf

        movl $0, %eax
        movq $sInputFmt, %rdi
        movq $val, %rsi
        call scanf

        addl $10, val
        subl $2, val

        movl $0, %eax
        movq $sFmt, %rdi
        movl val, %esi
        call printf

        addq $8, %rsp

        ret
```

Addition/subtraction example program

```
/* addsub.S */
.section .rodata
sPrompt: .string "Enter an integer value: "
sInputFmt: .string "%u"
sFmt: .string "Result is %u\n"

.section .data
val: .space 4      <- global variable

.section .text
        .globl main
main:
        subq $8, %rsp

        movl $0, %eax
        movq $sPrompt, %rdi
        call printf

        movl $0, %eax
        movq $sInputFmt, %rdi
        movq $val, %rsi
        call scanf

        addl $10, val
        subl $2, val

        movl $0, %eax
        movq $sFmt, %rdi
        movl val, %esi
        call printf

        addq $8, %rsp

        ret
```

Addition/subtraction example program

```
/* addsub.S */
.section .rodata
sPrompt: .string "Enter an integer value: "
sInputFmt: .string "%u"
sFmt: .string "Result is %u\n"

.section .data
val: .space 4

.section .text
        .globl main
main:
        subq $8, %rsp

        movl $0, %eax
        movq $sPrompt, %rdi
        call printf

        movl $0, %eax
        movq $sInputFmt, %rdi
        movq $val, %rsi   <- pass address of val to scanf
        call scanf

        addl $10, val
        subl $2, val

        movl $0, %eax
        movq $sFmt, %rdi
        movl val, %esi
        call printf

        addq $8, %rsp

        ret
```

Addition/subtraction example program

```
/* addsub.S */
.section .rodata
sPrompt: .string "Enter an integer value: "
sInputFmt: .string "%u"
sFmt: .string "Result is %u\n"

.section .data
val: .space 4

.section .text
        .globl main
main:
        subq $8, %rsp

        movl $0, %eax
        movq $sPrompt, %rdi
        call printf
```

```
movl $0, %eax
movq $sInputFmt, %rdi
movq $val, %rsi
call scanf

addl $10, val      <- add 10 to val
subl $2, val

movl $0, %eax
movq $sFmt, %rdi
movl val, %esi
call printf

addq $8, %rsp

ret
```

Addition/subtraction example program

```
/* addsub.S */
.section .rodata
sPrompt: .string "Enter an integer value: "
sInputFmt: .string "%u"
sFmt: .string "Result is %u\n"

.section .data
val: .space 4

.section .text
        .globl main
main:
        subq $8, %rsp

        movl $0, %eax
        movq $sPrompt, %rdi
        call printf

        movl $0, %eax
        movq $sInputFmt, %rdi
        movq $val, %rsi
        call scanf

        addl $10, val
        subl $2, val      <- subtract 2 from val

        movl $0, %eax
        movq $sFmt, %rdi
        movl val, %esi
        call printf

        addq $8, %rsp

        ret
```

Addition/subtraction example program

```
/* addsub.S */
.section .rodata
sPrompt: .string "Enter an integer value: "
sInputFmt: .string "%u"
sFmt: .string "Result is %u\n"

.section .data
val: .space 4

.section .text
        .globl main
main:
        subq $8, %rsp

        movl $0, %eax
        movq $sPrompt, %rdi
        call printf

        movl $0, %eax
        movq $sInputFmt, %rdi
        movq $val, %rsi
        call scanf

        addl $10, val
        subl $2, val

        movl $0, %eax
        movq $sFmt, %rdi
        movl val, %esi
        call printf        <- print value in val

        addq $8, %rsp

        ret
```

Addition/subtraction example program

```
$ gcc -c -no-pie -o addsub.o addsub.S
$ gcc -no-pie -o addsub addsub.o
$ ./addsub
Enter an integer value: 11
Result is 19
```

Increment, decrement

- `inc` and `dec` instructions increment or decrement by 1
- One operand, can be either register or memory
- Examples:

```
incq %rax      /* increment %rax */
incl 4(%rbp)   /* increment 32 bit value at addr %rbp+4 */
decq %rdi      /* decrement %rdi */
```

- Overflow is possible, check condition codes

Shifts

- Left shift: `shl`
- Right shift: `sar` (arithmetic), `shr` (logical)
  - `sar` shifts in the value of the sign bit, `shr` shifts in zeroes
- Examples (see `shift_example.S` in `alu.zip`):

```
movl $0xFFFF0000, %esi
shll $1, %esi              /* %esi set to 0xFFFE0000 */
movl $0xFFFF0000, %esi
sarl $1, %esi              /* %esi set to 0xFFFF8000 */
movl $0xFFFF0000, %esi
shrl $1, %esi              /* %esi set to 0x7FFF8000 */
```

- Shifts commonly used to multiply or divide by power of two
  - Left shift one position $\rightarrow$ multiply by 2
  - Right shift one position $\rightarrow$ divide by 2 (and discard remainder)

Clicker quiz!

Clicker quiz omitted from public slides

Bitwise logical operations

- Two-operand logical operations: `and`, `or`, `xor`
- Unary logical operation: `not`
- Examples (see `logic_example.S` in `alu.zip`):

```
/* Note: 0x30 = 00110000b,
         0x50 = 01010000b */
movb $0x30, %al; movb $0x50, %bl
andb %bl, %al        /* set %al=0x10 (00010000b) */
movb $0x30, %al; movb $0x50, %bl
orb %bl, %al         /* set %al=0x70 (01110000b) */
movb $0x30, %al; movb $0x50, %bl
xorb %bl, %al        /* set %al=0x60 (01100000b) */
movb $0x30, %al
notb %al             /* set %al=0xCF (11001111b) */
```

Multiplication

- Two forms of `imul` instruction
- Two operand: multiply operands and truncate
  - Example:

```
imulq %rdi, %rsi   /* set %rsi to %rdi * %rsi,
                      truncated to 64 bits */
```

- One operand: multiply 64 bit operand and value in `%rax`, 128-bit result in `%rdx`:`%rax`
  - Signed (`imulq`) and unsigned (`mulq`) variants
  - Example:

```
mulq %rdi          /* set %rdx:%rax to unsigned product
                      %rax * %rdi */
```

Division

- `idivq` and `divq`: signed and unsigned integer division
- 128-bit dividend in `%rdx:%rax`, 64 bit quotient in `%rax`, 64 bit remainder in `%rdx`
  - For a 64 bit dividend, set `%rdx` to 0 (unsigned division) or the replication of the sign bit of `%rax` (`ctqo` instruction replicates the sign bit of `%rax`)
- Example:

```
divq %r10        /* divide %rdx:%rax by %r10,
                    put quotient in %rax,
                    remainder in %rdx */
```

Putting it all together

Computing a weighted average

- Let's say you want to know your grade in the course
- Weighting is 55% assignments, 20% midterm exam, 20% final exam, 5% clicker quiz participation
- Example run:

```
Enter weight (0 when done): 55
Enter value: 84
Enter weight (0 when done): 20
Enter value: 89
Enter weight (0 when done): 20
Enter value: 93
Enter weight (0 when done): 5
Enter value: 100
Enter weight (0 when done): 0
Weighted average is 87
```

Program outline (full code in weighted_avg.S in alu.zip)

```
.section .rodata
        read-only strings

.section .bss
        zero-initialized global variables

.section .text
        .globl main
main:
        subq $8, %rsp

.LinputLoop:
        read weight
        if weight is 0, we're done
        read value
        multiply value by weight, add to sum
        add weight to sum of weights
        jmp .LinputLoop

.LdoneWithInput:
        divide sum by sum of weights
        print result

        addq $8, %rsp
        ret
```

Read-only strings, global variables

```
.section .rodata

sWeightPrompt: .string "Enter weight (0 when done): "
sValuePrompt: .string "Enter value: "
sInputFmt: .string "%ld"
sResultMsg: .string "Weighted average is %ld\n"

.section .bss

valueIn: .space 8
weightIn: .space 8
sum: .space 8
weightSum: .space 8
```

Loop body: read weight and value (end loop if weight=0)

```
/* read weight */
movl $0, %eax
movq $sWeightPrompt, %rdi
call printf
movl $0, %eax
movq $sInputFmt, %rdi
movq $weightIn, %rsi
call scanf

/* if weight is 0, we're done */
cmpq $0, weightIn
jz .LdoneWithInput

/* read value */
movl $0, %eax
movq $sValuePrompt, %rdi
call printf
movl $0, %eax
movq $sInputFmt, %rdi
movq $valueIn, %rsi
call scanf
```

Loop body: update sum and weightSum variables

```
/* multiply value by weight, add to sum */
movq weightIn, %r10
movq valueIn, %r11
imulq %r10, %r11
addq %r11, sum

/* add weight to sum of weights */
movq weightIn, %r10
addq %r10, weightSum
```

After loop finished, compute weighted average and print

```
/* divide sum by sum of weights */
movq $0, %rdx
movq sum, %rax
divq weightSum              /* quotient will be stored in %rax */

/* print result */
movq %rax, %rsi
movl $0, %eax
movq $sResultMsg, %rdi
call printf
```

Acknowledgements

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