

# x86-64 Integer Registers

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

(not pictured: **%rip** = PC)

# Operand Combinations

	Source	Dest	Src, Dest	C Analog
movq	Imm	Reg	movq \$0x4,%rax	temp = 0x4;
		Mem	movq \$-147,(%rax)	*p = -147;
	Reg	Reg	movq %rax,%rdx	temp2 = temp1;
		Mem	movq %rax,(%rdx)	*p = temp;
	Mem	Reg	movq (%rax),%rdx	temp = *p;

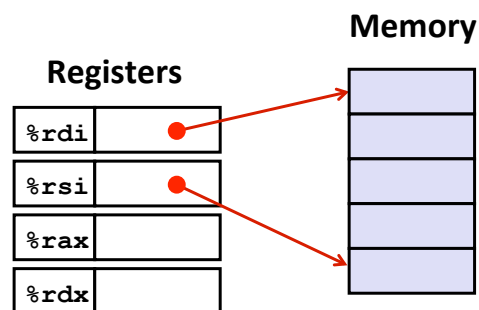
# Addressing Example

```
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;  
}
```



Register	Value
%rdi	xp
%rsi	yp
%rax	t0
%rdx	t1

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

# General Memory Addressing

- Most General Form

$D(Rb, Ri, S) \quad Mem[D + Reg[Rb] + S * Reg[Ri]]$

- **D** Constant "displacement"
- **Rb** Base register
- **Ri** Index register
- **s** Scale: 1, 2, 4, or 8

- Special cases

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

# Arithmetic Operations

<code>addq</code>	<i>Src, Dest</i>	$Dest = Dest + Src$	
<code>subq</code>	<i>Src, Dest</i>	$Dest = Dest - Src$	
<code>imulq</code>	<i>Src, Dest</i>	$Dest = Dest * Src$	
<code>sarq</code>	<i>Src, Dest</i>	$Dest = Dest \gg Src$	<b>Arithmetic RShift</b>
<code>shrq</code>	<i>Src, Dest</i>	$Dest = Dest \gg Src$	<b>Logical RShift</b>
<code>salq</code>	<i>Src, Dest</i>	$Dest = Dest \ll Src$	<b>Also called <i>shlq</i></b>
<code>xorq</code>	<i>Src, Dest</i>	$Dest = Dest \wedge Src$	
<code>andq</code>	<i>Src, Dest</i>	$Dest = Dest \& Src$	
<code>orq</code>	<i>Src, Dest</i>	$Dest = Dest   Src$	
<code>incq</code>	<i>Dest</i>	$Dest = Dest + 1$	
<code>decq</code>	<i>Dest</i>	$Dest = Dest - 1$	
<code>negq</code>	<i>Dest</i>	$Dest = -Dest$	
<code>notq</code>	<i>Dest</i>	$Dest = \sim Dest$	

<code>leaq</code>	<i>Src, Dest</i>	$Dest = Src \text{ (as expr)}$	<b>No memory access!</b>
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# Arithmetic 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;
}
```

(x,y,z) -> (%rdi,%rsi,%rdx)

```
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
```

# Procedure Call Registers

