x86-64 Programming III

CSE 351 Autumn 2022

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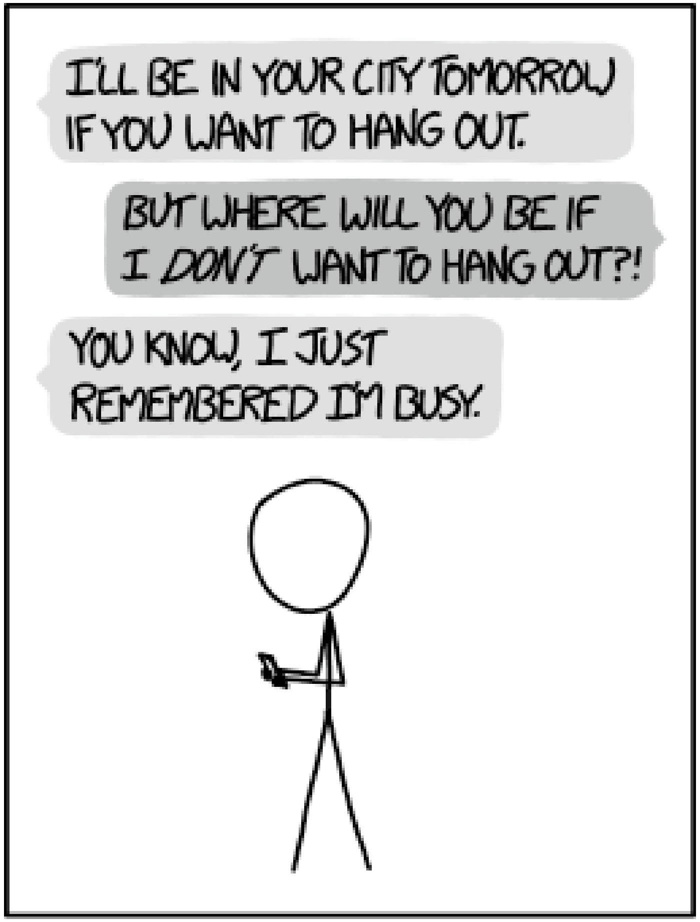

WHY I TRY NOT TO BE PEDANTIC ABOUT CONDITIONALS.

http://xkcd.com/1652/

Relevant Course Information

- Lab 1a regrade requests open on Gradescope
- Lab 1b submissions close tonight
- Lab 2 due next Friday (10/28)

- Section tomorrow on Assembly
  - Use the midterm reference sheet, bring your laptop!
  - Optional GDB Tutorial slides and Lab 2 phase 1 walkthrough

- Midterm (take home, 11/3–11/5)
  - Make notes and use the midterm reference sheet
  - Form study groups and look at past exams!

Move extension: `movz/movs` (Review)

`movz__` *src, regDest* *# Move with zero extension*

`movs__` *src, regDest* *# Move with sign extension*

- Copy from a *smaller* source value to a *larger* destination
- Source can be memory or register; Destination *must* be a register
- Fill remaining bits of dest with **zero** (`movz`) or **sign bit** (`movs`)

`movzSD` / `movsSD`:

S – size of source (**b** = 1 byte, **w** = 2)

D – size of dest (**w** = 2 bytes, **l** = 4, **q** = 8)

Example:

`movzbq %al, %rbx`

0x??	0x??	0x??	0x??	0x??	0x??	0x??	0xFF	←%rax
0x00	0x00	0x00	0x00	0x00	0x00	0x00	0xFF	←%rbx

Move extension: `movz`/`movs` (Review)

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`movz`*SD* / **`movs`*SD***:

S – size of source (**`b`** = 1 byte, **`w`** = 2)

D – size of dest (**`w`** = 2 bytes, **`l`** = 4, **`q`** = 8)

Note: In x86-64, *any instruction* that generates a 32-bit (long word) value for a register also sets the high-order portion of the register to 0. Good example on p. 184 in the textbook.

Example:

`movsbl (%rax), %ebx`

Copy 1 byte from memory into 8-byte register & sign extend it

0x00	0x00	0x7F	0xFF	0xC6	0x1F	0xA4	0xE8	←%rax

...	0x??	0x??	0x80	0x??	0x??	0x??	...	← MEM

0x00	0x00	0x00	0x00	0xFF	0xFF	0xFF	0x80	←%rbx

GDB Demo

- The `movz` and `movs` examples on a real machine!
  - `movzbq %al, %rbx`
  - `movsbl (%rax), %ebx`

- You will need to use GDB to get through Lab 2
  - Useful debugger in this class and beyond!

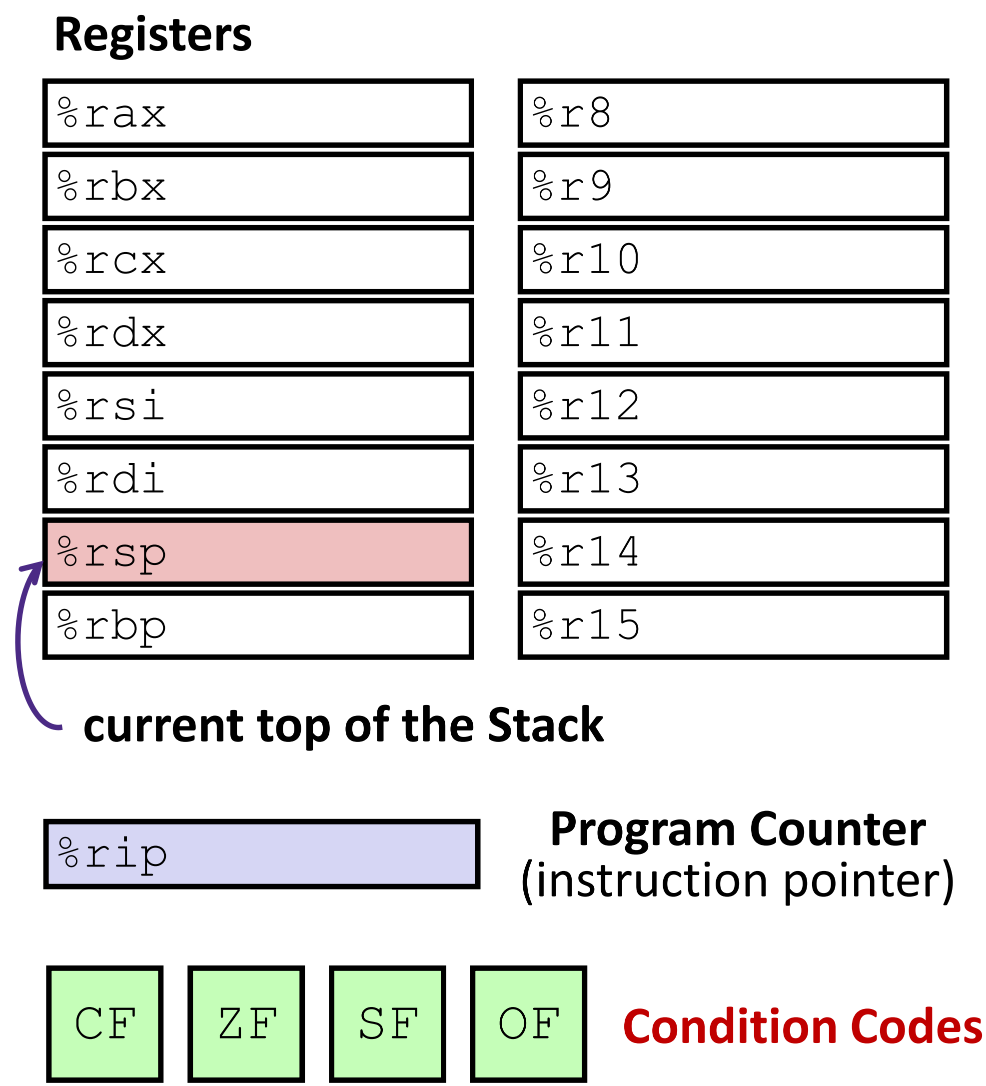
- Pay attention to:
  - Setting breakpoints (`break`)
  - Stepping through code (`step`/`next` and `stepi`/`nexti`)
  - Printing out expressions (`print` – works with regs & vars)
  - Examining memory (`x`)

x86 Control Flow

- **Condition codes**
- **Conditional and unconditional branches**
- Loops
- Switches

Processor State (x86-64, partial)

- Information about currently executing program
  - Temporary data (%rax, …)
  - Location of runtime stack (%rsp)
  - Location of current code control point (%rip, …)
  - Status of recent tests (CF, ZF, SF, OF)
    - Single bit registers:



Condition Codes (Implicit, RD9)

- *Implicitly* set by **arithmetic** operations
  - (think of it as side effects)
  - Example: **`addq`** `src, dst` ↔ `r = d+s`

  - **`CF=1`** if carry out from MSB (*unsigned* overflow)
  - **`ZF=1`** if `r==0`
  - **`SF=1`** if `r<0` (if MSB is 1)
  - **`OF=1`** if *signed* overflow
    `(s>0 && d>0 && r<0)||(s<0 && d<0 && r>=0)`
  - *Not* set by `lea` instruction (beware!)

CF	*Carry Flag*	ZF	*Zero Flag*	SF	*Sign Flag*	OF	*Overflow Flag*

Condition Codes (Explicit: Compare, RD9)

- *Explicitly* set by **Compare** instruction
  - **`cmpq`** `src1, src2`
  - **`cmpq`** `a, b` sets flags based on `b-a`, but doesn't store

  - **`CF=1`** if carry out from MSB (good for *unsigned* comparison)
  - **`ZF=1`** if `a==b`
  - **`SF=1`** if `(b-a)<0` (if MSB is 1)
  - **`OF=1`** if *signed* overflow

```
(a>0  &&  b<0  &&  (b-a)>0)  ||
(a<0  &&  b>0  &&  (b-a)<0)
```

CF	*Carry Flag*	ZF	*Zero Flag*	SF	*Sign Flag*	OF	*Overflow Flag*

Condition Codes (Explicit: Test, RD9)

- *Explicitly* set by **Test** instruction
  - **testq** src2, src1
  - **testq** a, b sets flags based on a&b, but doesn't store
    - Useful to have one of the operands be a ***mask***

- Can't have carry out (**CF**) or overflow (**OF**)
- **ZF=1** if a&b==0
- **SF=1** if a&b<0 (signed)

CF	Carry Flag	ZF	Zero Flag	SF	Sign Flag	OF	Overflow Flag

Example Condition Code Setting

- Assuming that `%al` = `0x80` and `%bl` = `0x81`, which flags (CF, ZF, SF, OF) are set when we execute **`cmpb %al, %bl`**?

Using Condition Codes: Jumping (RD9)

- `j*` Instructions
  - Jumps to ***target*** (an address) based on condition codes

Instruction	Condition	Description
`jmp` *target*	`1`	Unconditional
`je` *target*	`ZF`	Equal / Zero
`jne` *target*	`~ZF`	Not Equal / Not Zero
`js` *target*	`SF`	Negative
`jns` *target*	`~SF`	Nonnegative
`jg` *target*	`~(SF^OF)&~ZF`	Greater (Signed)
`jge` *target*	`~(SF^OF)`	Greater or Equal (Signed)
`jl` *target*	`(SF^OF)`	Less (Signed)
`jle` *target*	`(SF^OF)|ZF`	Less or Equal (Signed)
`ja` *target*	`~CF&~ZF`	Above (unsigned “>”)
`jb` *target*	`CF`	Below (unsigned “<“)

Using Condition Codes: Setting (RD9)

- `set*` Instructions
  - Set low-order byte of `dst` to 0 or 1 based on condition codes
  - Does not alter remaining 7 bytes

Instruction	Condition	Description
sete *dst*	`ZF`	Equal / Zero
setne *dst*	`~ZF`	Not Equal / Not Zero
sets *dst*	`SF`	Negative
setns *dst*	`~SF`	Nonnegative
setg *dst*	`~(SF^OF)&~ZF`	Greater (Signed)
setge *dst*	`~(SF^OF)`	Greater or Equal (Signed)
setl *dst*	`(SF^OF)`	Less (Signed)
setle *dst*	`(SF^OF)|ZF`	Less or Equal (Signed)
seta *dst*	`~CF&~ZF`	Above (unsigned “>”)
setb *dst*	`CF`	Below (unsigned “<”)

Reading Condition Codes

Register	Use(s)
`%rdi`	1st argument (`x`)
`%rsi`	2nd argument (`y`)
`%rax`	return value

- `set*` Instructions
  - Set a low-order byte to 0 or 1 based on condition codes
  - Operand is byte register (*e.g.*, `%al`) or a byte in memory
  - Do not alter remaining bytes in register
    - Typically use `movzbl` (zero-extended `mov`) to finish job

```
int gt(long x, long y)
{
  return x > y;
}
```

```
cmpq   %rsi, %rdi    #
setg   %al           #
movzbl %al, %eax     #
ret
```

Choosing instructions for conditionals

- All arithmetic instructions set condition flags based on result of operation (`op`)
  - Conditionals are comparisons against 0
- Come in instruction *pairs*

```
     addq 5, (p)
je:    *p+5 == 0
jne:   *p+5 != 0
jg:    *p+5 >  0
jl:    *p+5 <  0
```

```
     orq a, b
je:    b|a == 0
jne:   b|a != 0
jg:    b|a >  0
jl:    b|a <  0
```

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

Choosing instructions for conditionals

- Reminder: `cmp` is like `sub`, `test` is like `and`
  - Result is not stored anywhere

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

```
     cmpq 5, (p)
je:   *p == 5
jne:  *p != 5
jg:   *p >  5
jl:   *p <  5
```

```
     testq a, a
je:    a == 0
jne:   a != 0
jg:    a >  0
jl:    a <  0
```

testb a, 0x1

je: a_{LSB} == 0

jne: a_{LSB} == 1

Choosing instructions for conditionals

Register	Use(s)
`%rdi`	argument x
`%rsi`	argument y
`%rax`	return value

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

```
if (x < 3) {
  return 1;
}
return 2;
```

```
   cmpq $3, %rdi
   jge T2
T1: # x < 3:
   movq $1, %rax
   ret
T2: # !(x < 3):
   movq $2, %rax
   ret
```

Practice Question 1

Register	Use(s)
%rdi	1st argument (x)
%rsi	2nd argument (y)
%rax	return value

```
long absdiff(long x, long y)
{
  long result;
  if (x > y)
    result = x-y;
  else
    result = y-x;
  return result;
}
```

```
absdiff:

   ____________________

   ____________________
                              # x > y:
   movq     %rdi, %rax
   subq     %rsi, %rax
   ret
.L4:                          # x <= y:
   movq     %rsi, %rax
   subq     %rdi, %rax
   ret
```

A. `cmpq %rsi, %rdi`
`jle .L4`

B. `cmpq %rsi, %rdi`
`jg .L4`

C. `testq %rsi, %rdi`
`jle .L4`

D. `testq %rsi, %rdi`
`jg .L4`

E. We're lost…

Reading Review

- Terminology:
  - Label, jump target
  - Program counter
  - Jump table, indirect jump
- Questions from the Reading?

Labels

```
swap:
    movq   (%rdi), %rax
    movq   (%rsi), %rdx
    movq   %rdx, (%rdi)
    movq   %rax, (%rsi)
    ret
```

```
max:
    movq %rdi, %rax
    cmpq %rsi, %rdi
    jg   done
    movq %rsi, %rax
done:
    ret
```

- A jump changes the program counter (`%rip`)
  - `%rip` tells the CPU the *address* of the next instruction to execute
- **Labels** give us a way to refer to a specific instruction in our assembly/machine code
  - Associated with the *next* instruction found in the assembly code (ignores whitespace)
  - Each ***use*** of the label will eventually be replaced with something that indicates the final address of the instruction that it is associated with

x86 Control Flow

- Condition codes
- Conditional and unconditional branches
- **Loops**
- Switches

Expressing with Goto Code

```
long absdiff(long x, long y)
{
    long result;
    if (x > y)
        result = x-y;
    else
        result = y-x;
    return result;
}
```

```
long absdiff_j(long x, long y)
{
    long result;
    int ntest = (x <= y);
    if (ntest) goto Else;
    result = x-y;
    goto Done;
 Else:
    result = y-x;
 Done:
    return result;
}
```

- C allows `goto` as means of transferring control (`jump`)
  - Closer to assembly programming style
  - Generally considered bad coding style

Compiling Loops (Review)

C/Java code:

```
while ( sum != 0 ) {
    <loop body>
}
```

Assembly code:

```
loopTop:    testq %rax, %rax
            je    loopDone
            <loop body code>
            jmp   loopTop
loopDone:
```

- Other loops compiled similarly
  - Will show variations and complications in coming slides, but may skip a few examples in the interest of time
- Most important to consider:
  - When should conditionals be evaluated? (*while* vs. *do-while*)
  - How much jumping is involved?

Compiling Loops (Review)

While Loop:

C:
```
while ( sum != 0 ) {
    <loop body>
}
```

x86-64:
```
loopTop:    testq %rax, %rax
            je    loopDone
            <loop body code>
            jmp   loopTop
loopDone:
```

Do-while Loop:

C:
```
do {
    <loop body>
} while ( sum != 0 )
```

x86-64:
```
loopTop:
            <loop body code>
            testq  %rax, %rax
            jne    loopTop
loopDone:
```

While Loop (ver. 2):

C:
```
while ( sum != 0 ) {
    <loop body>
}
```

x86-64:
```
            testq %rax, %rax
            je    loopDone
loopTop:
            <loop body code>
            testq %rax, %rax
            jne   loopTop
loopDone:
```

For-Loop → While-Loop

For-Loop:

```
for (Init; Test; Update) {
    Body
}
```

While-Loop Version:

```
Init;
while (Test) {
    Body
    Update;
}
```

Caveat: C and Java have `break` and `continue`

- Conversion works fine for break
  - Jump to same label as loop exit condition
- But not continue: would skip doing *Update*, which it should do with for-loops
  - Introduce new label at *Update*

Practice Question 2

- The following is assembly code for a for-loop; identify the corresponding parts (Init, Test, Update)
  - `i → %eax, x → %rdi, y → %esi`

```
        movl    $0, %eax
.L2:    cmpl    %esi, %eax
        jge     .L4
        movslq  %eax, %rdx
        leaq    (%rdi,%rdx,4), %rcx
        movl    (%rcx), %edx
        addl    $1, %edx
        movl    %edx, (%rcx)
        addl    $1, %eax
        jmp     .L2
.L4:
```

for(________; ________; ________)

Summary

- Control flow in x86 determined by Condition Codes
  - Showed **C**arry, **Z**ero, **S**ign, and **O**verflow, though others exist
  - Set flags with arithmetic instructions (implicit) or Compare and Test (explicit)
  - Set instructions read out flag values
  - Jump instructions use flag values to determine next instruction to execute
  - Most control flow constructs (*e.g.*, if-else, for-loop, while-loop) can be implemented in assembly using combinations of conditional and unconditional jumps