Machine-Level Programming II: Control and Arithmetic

CSCI 2400: Computer Architecture

Instructor:

David Ferry

Slides adapted from Bryant & O'Hallaron's slides

Today

- **Complete addressing mode, address computation (leal)**
- Arithmetic operations
- x86 Calling Convention (functions)
- Control: Condition codes
- Conditional branches
- While loops

Complete Memory Addressing Modes

- **Most General Form**
- **D(Rb,Ri,S)   Mem[Reg[Rb]+S*Reg[Ri]+ D]**
  - D: Constant "displacement" 1, 2, or 4 bytes
  - Rb: Base register: Any of 8 integer registers
  - Ri: Index register: Any, except for `%esp`
    - Unlikely you'd use `%ebp`, either
  - S: Scale: 1, 2, 4, or 8 (***why these numbers?***)

- **Special Cases**
- **(Rb,Ri)   Mem[Reg[Rb]+Reg[Ri]]**
- **D(Rb,Ri)   Mem[Reg[Rb]+Reg[Ri]+D]**
- **(Rb,Ri,S)   Mem[Reg[Rb]+S*Reg[Ri]]**

Quick Check

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

`%edx`	`0xf000`
`%ecx`	`0x0100`

Expression	Address Computation	Address
`0x8(%edx)`		
`(%edx,%ecx)`		
`(%edx,%ecx,4)`		
`0x80(,%edx,2)`		

Address Computation Instruction

- `leal` ***Src,Dest***
  - *Src* is address mode expression
  - Set *Dest* 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, or 8
- **Example**

```
int mul12(int x)
{
  return x*12;
}
```

Converted to ASM by compiler:

```
leal (%eax,%eax,2), %eax   ;t <- x+x*2
sall $2, %eax              ;return t<<2
```

Today

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Some Arithmetic Operations

- **Two Operand Instructions:**

Format		*Computation*	
`addl`	*Src,Dest*	Dest = Dest + Src	
`subl`	*Src,Dest*	Dest = Dest – Src	
`imull`	*Src,Dest*	Dest = Dest * Src	
`sall`	*Src,Dest*	Dest = Dest << Src	*Also called shll*
`sarl`	*Src,Dest*	Dest = Dest >> Src	*Arithmetic*
`shrl`	*Src,Dest*	Dest = Dest >> Src	*Logical*
`xorl`	*Src,Dest*	Dest = Dest ^ Src	
`andl`	*Src,Dest*	Dest = Dest & Src	
`orl`	*Src,Dest*	Dest = Dest | Src	

- **Watch out for argument order!**
- **No distinction between signed and unsigned int (why?)**

Some Arithmetic Operations

- **One Operand Instructions**

`incl`	*Dest*	*Dest = Dest + 1*
`decl`	*Dest*	*Dest = Dest – 1*
`negl`	*Dest*	*Dest = – Dest*
`notl`	*Dest*	*Dest = ~Dest*

- **See book for more instructions**

Arithmetic Expression Example

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

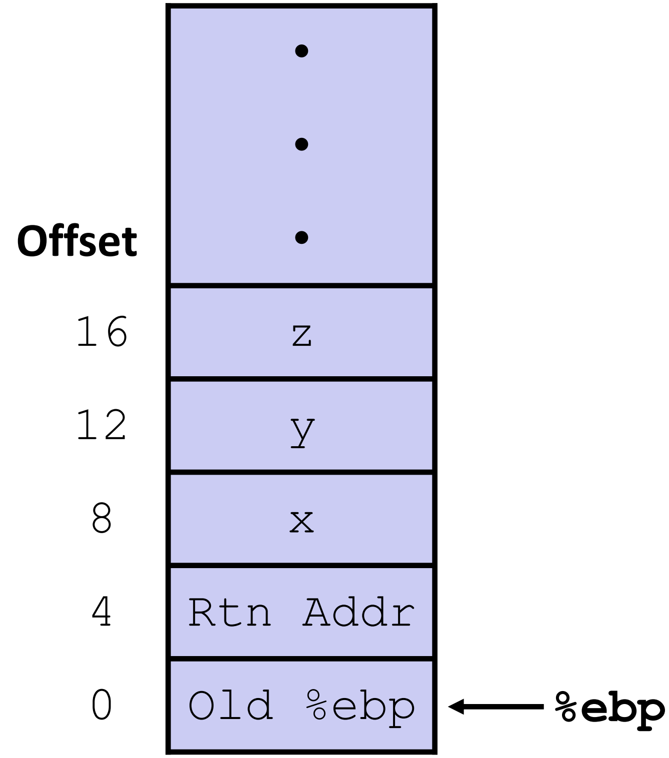
```
arith:
  pushl  %ebp                      } Set
  movl   %esp, %ebp                } Up

  movl   8(%ebp), %ecx             }
  movl   12(%ebp), %edx            }
  leal   (%edx,%edx,2), %eax       }
  sall   $4, %eax                  } Body
  leal   4(%ecx,%eax), %eax        }
  addl   %ecx, %edx                }
  addl   16(%ebp), %edx            }
  imull  %edx, %eax                }

  popl   %ebp                      } Finish
  ret                              }
```

Understanding `arith`

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




```
movl    8(%ebp), %ecx
movl    12(%ebp), %edx
leal    (%edx,%edx,2), %eax
sall    $4, %eax
leal    4(%ecx,%eax), %eax
addl    %ecx, %edx
addl    16(%ebp), %edx
imull   %edx, %eax
```

Understanding `arith`

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

Offset	Stack
	•
	•
	•
16	z
12	y
8	x
4	Rtn Addr
0	Old %ebp ← %ebp

```
movl   8(%ebp), %ecx          # ecx = x
movl   12(%ebp), %edx         # edx = y
leal   (%edx,%edx,2), %eax    # eax = y*3
sall   $4, %eax               # eax *= 16 (t4)
leal   4(%ecx,%eax), %eax     # eax = t4 +x+4 (t5)
addl   %ecx, %edx             # edx = x+y (t1)
addl   16(%ebp), %edx         # edx += z (t2)
imull  %edx, %eax             # eax = t2 * t5 (rval)
```

Observations about `arith`

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

- Instructions in different order from C code
- Some expressions require multiple instructions
- Some instructions cover multiple expressions
- Get exact same code when compile:
- `(x+y+z)*(x+4+48*y)`

```
movl   8(%ebp), %ecx          # ecx = x
movl   12(%ebp), %edx         # edx = y
leal   (%edx,%edx,2), %eax    # eax = y*3
sall   $4, %eax               # eax *= 16 (t4)
leal   4(%ecx,%eax), %eax     # eax = t4 +x+4 (t5)
addl   %ecx, %edx             # edx = x+y (t1)
addl   16(%ebp), %edx         # edx += z (t2)
imull  %edx, %eax             # eax = t2 * t5 (rval)
```

Another Example

```
int logical(int x, int y)
{
  int t1 = x^y;
  int t2 = t1 >> 17;
  int mask = (1<<13) - 7;
  int rval = t2 & mask;
  return rval;
}
```

```
logical:
    pushl %ebp
    movl %esp,%ebp

    movl 12(%ebp),%eax
    xorl 8(%ebp),%eax
    sarl $17,%eax
    andl $8185,%eax

    popl %ebp
    ret
```

Set Up

Body

Finish

```
movl 12(%ebp),%eax    # eax = y
xorl 8(%ebp),%eax     # eax = x^y        (t1)
sarl $17,%eax         # eax = t1>>17     (t2)
andl $8185,%eax       # eax = t2 & mask (rval)
```

Another Example

```c
int logical(int x, int y)
{
  int t1 = x^y;
  int t2 = t1 >> 17;
  int mask = (1<<13) - 7;
  int rval = t2 & mask;
  return rval;
}
```

```
logical:
    pushl %ebp            Set
    movl %esp,%ebp        Up

    movl 12(%ebp),%eax
    xorl 8(%ebp),%eax
    sarl $17,%eax         Body
    andl $8185,%eax

    popl %ebp
    ret                   Finish
```

```
movl 12(%ebp),%eax    # eax = y
xorl 8(%ebp),%eax     # eax = x^y        (t1)
sarl $17,%eax         # eax = t1>>17     (t2)
andl $8185,%eax       # eax = t2 & mask  (rval)
```

Another Example

```
int logical(int x, int y)
{
  int t1 = x^y;
  int t2 = t1 >> 17;
  int mask = (1<<13) - 7;
  int rval = t2 & mask;
  return rval;
}
```

```
logical:
    pushl %ebp              } Set
    movl %esp,%ebp          } Up

    movl 12(%ebp),%eax      }
    xorl 8(%ebp),%eax       } Body
    sarl $17,%eax           }
    andl $8185,%eax         }

    popl %ebp               } Finish
    ret                     }
```

```
movl 12(%ebp),%eax    # eax = y
xorl 8(%ebp),%eax     # eax = x^y        (t1)
sarl $17,%eax         # eax = t1>>17     (t2)
andl $8185,%eax       # eax = t2 & mask (rval)
```

Another Example

```
int logical(int x, int y)
{
  int t1 = x^y;
  int t2 = t1 >> 17;
  int mask = (1<<13) - 7;
  int rval = t2 & mask;
  return rval;
}
```

```
logical:
    pushl %ebp
    movl %esp,%ebp

    movl 12(%ebp),%eax
    xorl 8(%ebp),%eax
    sarl $17,%eax
    andl $8185,%eax

    popl %ebp
    ret
```

Set Up

Body

Finish

$2^{13} = 8192$, $2^{13} - 7 = 8185$

```
movl 12(%ebp),%eax     # eax = y
xorl 8(%ebp),%eax      # eax = x^y         (t1)
sarl $17,%eax          # eax = t1>>17      (t2)
andl $8185,%eax        # eax = t2 & mask   (rval)
```

Today

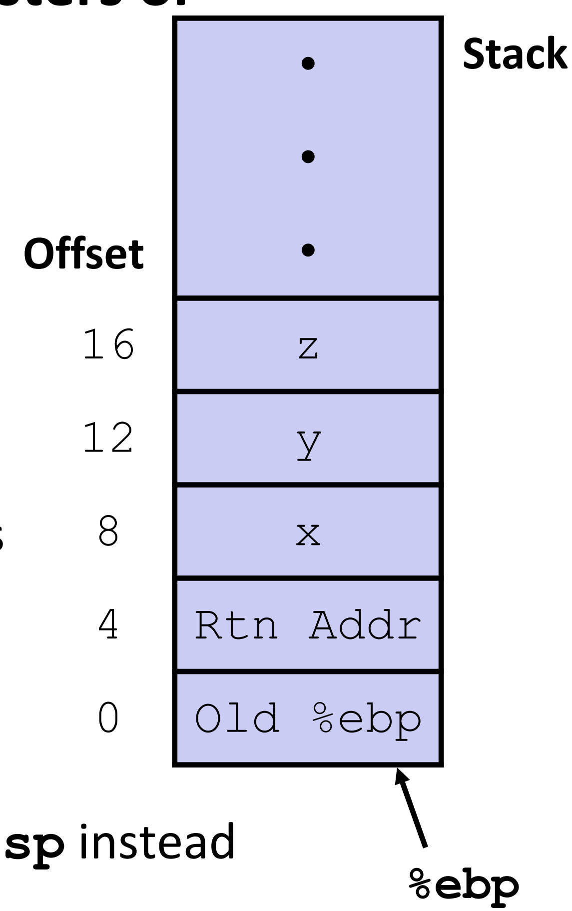
- Complete addressing mode, address computation (leal)
- Arithmetic operations
- **x86 Calling Convention (functions)**
- Control: Condition codes
- Conditional branches
- While loops

x86 Function Calling Conventions

- **Functions are the basis for *code re-use***
- **Calling a function interferes with the processor state**
  - We have to worry about saving this state in assembly
  - Compiler handles the details in higher level languages
- **A function is allowed (by convention) to modify:**
  - EAX
  - ECX
  - EDC
- **These are called *caller-saved***
- **Return values from a function are stored in EAX**

x86 Argument Passing

- **Function arguments must be stored in registers or somewhere in memory**
  - X86 has relatively few registers
  - The stack stores arguments in memory
- **For example:**
  `int arith(int x, int y, int z)`
  - Caller pushes values from right to left
  - **`call`** instruction pushes function return address
  - Callee pushes **`ebp`** in function preamble
  - Callee accesses leftmost arguments as 8(%ebp)
    - Other arguments as 12, 16, and so on
  - Compiler sometimes generates code that uses **`esp`** instead



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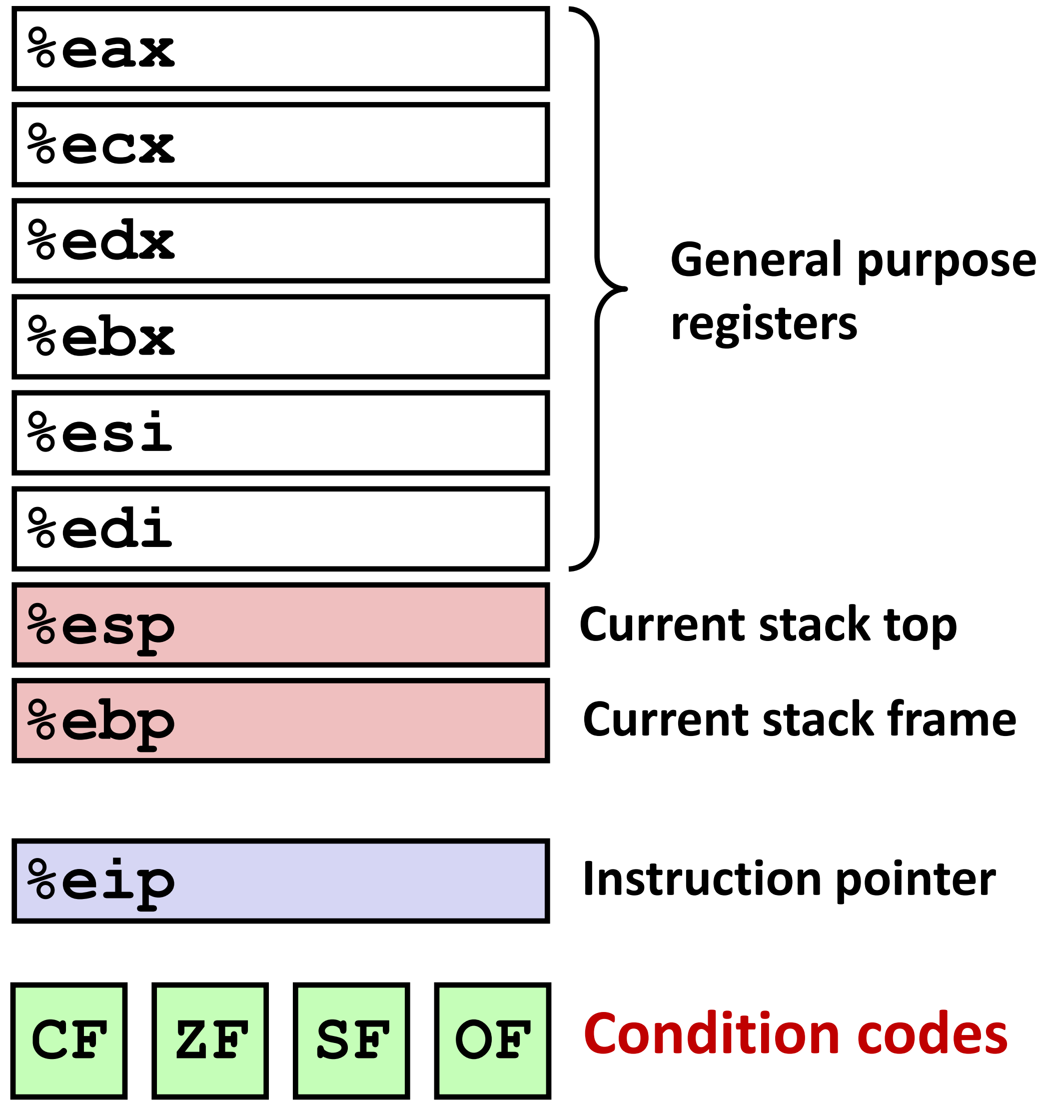
- Arithmetic operations
- x86 Calling Convention (functions)
- **Control: Condition codes**
- Conditional branches
- Loops

Processor State (IA32, Partial)

- **Information about currently executing program**
  - Temporary data (**`%eax`**, …)
  - Location of runtime stack (**`%ebp`**,**`%esp`**)
  - Location of current code control point (**`%eip`**, …)
  - Status of recent tests (**CF, ZF, SF, OF**)



Condition Codes (Implicit Setting)

- **Single bit registers**
  - **CF** Carry Flag (for unsigned) **SF** Sign Flag (for signed)
  - **ZF** Zero Flag **OF** Overflow Flag (for signed)
- **Implicitly set (think of it as side effect) by arithmetic operations**

  Example: **`addl/addq`** *Src,Dest* ↔ **`t = a+b`**

  CF set if carry out from most significant bit (unsigned overflow)

  ZF set if **`t == 0`**

  SF set if **`t < 0`** (as signed)

  OF set if two's-complement (signed) overflow
  `(a>0 && b>0 && t<0) || (a<0 && b<0 && t>=0)`
- **Not set by `lea` instruction**
- **Full documentation (IA32), link on course website**

Condition Codes (Explicit Setting: Compare)

- **Explicit Setting by Compare Instruction**
  - **`cmpl/cmpq`** *Src2*, *Src1*
  - **`cmpl b,a`** like computing **`a-b`** without setting destination

  - **CF set** if carry out from most significant bit (used for unsigned comparisons)
  - **ZF set** if **`a == b`**
  - **SF set** if **`(a-b) < 0`** (as signed)
  - **OF set** if two's-complement (signed) overflow

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

Condition Codes (Explicit Setting: Test)

- **Explicit Setting by Test instruction**
  - **`testl/testq`** *Src2*, *Src1*

    `testl b,a` like computing **`a&b`** without setting destination

  - Sets condition codes based on value of *Src1* & *Src2*
  - Useful to have one of the operands be a mask

  - **ZF set** when **`a&b == 0`**
  - **SF set** when **`a&b < 0`**

Reading Condition Codes

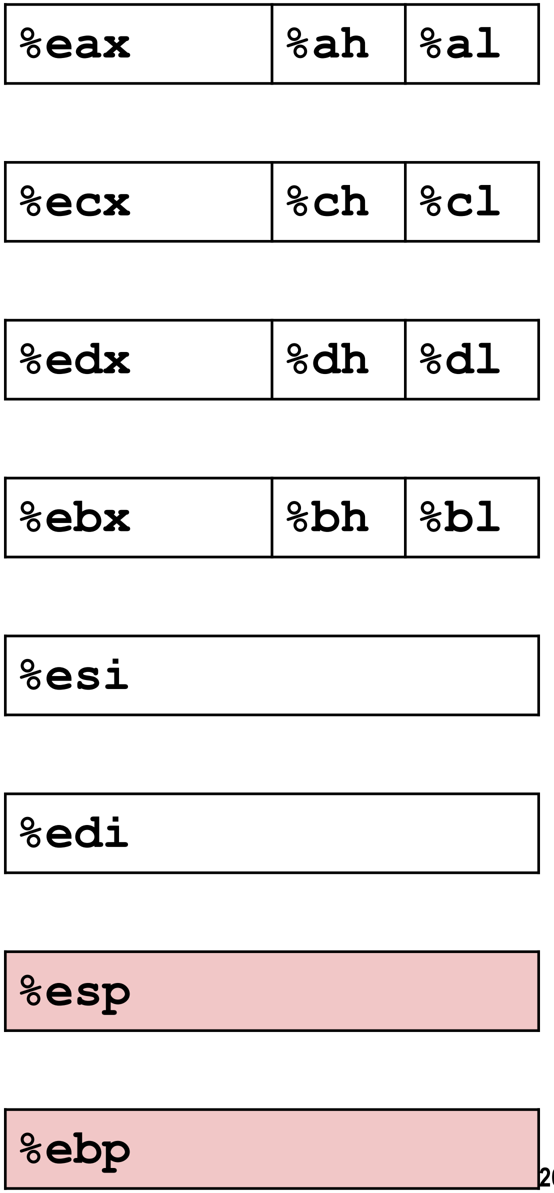
- **SetX Instructions**
  - Set single byte based on combinations of condition codes

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

Reading Condition Codes (Cont.)

- **SetX Instructions:**
  - Set single byte based on combination of condition codes
- **One of 8 addressable byte registers**
  - Does not alter remaining 3 bytes
  - Typically use **`movzbl`** to finish job

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



Body

```
movl 12(%ebp),%eax    # eax = y
cmpl %eax,8(%ebp)     # Compare x : y
setg %al              # al = x > y
movzbl %al,%eax       # Zero rest of %eax
```

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- Complete addressing mode, address computation (leal)
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- x86 Calling Convention (functions)
- Control: Condition codes
- **Conditional branches & Moves**
- Loops

Jumping

- **jX Instructions**
  - Jump to different part of code depending on condition codes

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

Conditional Branch Example

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

```
absdiff:
    pushl   %ebp              Setup
    movl    %esp, %ebp
    movl    8(%ebp), %edx
    movl    12(%ebp), %eax    Body1
    cmpl    %eax, %edx
    jle     .L6
    subl    %eax, %edx        Body2a
    movl    %edx, %eax
    jmp .L7
.L6:
    subl %edx, %eax           Body2b
.L7:
    popl %ebp                 Finish
    ret
```

Conditional Branch Example (Cont.)

```
int goto_ad(int x, int y)
{
  int result;
  if (x <= y) goto Else;
  result = x-y;
  goto Exit;
Else:
  result = y-x;
Exit:
  return result;
}
```

- **C allows "goto" as means of transferring control**
  - Closer to machine-level programming style
- **Generally considered bad coding style**

```
absdiff:
    pushl   %ebp              Setup
    movl    %esp, %ebp
    movl    8(%ebp), %edx
    movl    12(%ebp), %eax    Body1
    cmpl    %eax, %edx
    jle     .L6
    subl    %eax, %edx
    movl    %edx, %eax        Body2a
    jmp .L7
.L6:
    subl %edx, %eax           Body2b
.L7:
    popl %ebp                 Finish
    ret
```

Conditional Branch Example (Cont.)

```
int goto_ad(int x, int y)
{
  int result;
  if (x <= y) goto Else;
  result = x-y;
  goto Exit;
Else:
  result = y-x;
Exit:
  return result;
}
```

```
absdiff:
    pushl   %ebp              Setup
    movl    %esp, %ebp
    movl    8(%ebp), %edx
    movl    12(%ebp), %eax    Body1
    cmpl    %eax, %edx
    jle     .L6
    subl    %eax, %edx        Body2a
    movl    %edx, %eax
    jmp .L7
.L6:
    subl %edx, %eax           Body2b
.L7:
    popl %ebp                 Finish
    ret
```

Conditional Branch Example (Cont.)

```
int goto_ad(int x, int y)
{
  int result;
  if (x <= y) goto Else;
  result = x-y;
  goto Exit;
Else:
  result = y-x;
Exit:
  return result;
}
```

```
absdiff:
    pushl   %ebp              Setup
    movl    %esp, %ebp
    movl    8(%ebp), %edx
    movl    12(%ebp), %eax    Body1
    cmpl    %eax, %edx
    jle     .L6
    subl    %eax, %edx        Body2a
    movl    %edx, %eax
    jmp .L7
.L6:
    subl %edx, %eax           Body2b
.L7:
    popl %ebp                 Finish
    ret
```

Conditional Branch Example (Cont.)

```
int goto_ad(int x, int y)
{
  int result;
  if (x <= y) goto Else;
  result = x-y;
  goto Exit;
Else:
  result = y-x;
Exit:
  return result;
}
```

```
absdiff:
    pushl   %ebp              Setup
    movl    %esp, %ebp
    movl    8(%ebp), %edx
    movl    12(%ebp), %eax    Body1
    cmpl    %eax, %edx
    jle     .L6
    subl    %eax, %edx        Body2a
    movl    %edx, %eax
    jmp .L7
.L6:
    subl %edx, %eax           Body2b
.L7:
    popl %ebp                 Finish
    ret
```

Today

- Complete addressing mode, address computation (leal)
- Arithmetic operations
- x86 Calling Convention (functions)
- x86-64
- Control: Condition codes
- Conditional branches and moves
- **Loops**

"Do-While" Loop Example

C Code

```
int pcount_do(unsigned x)
{
  int result = 0;
  do {
    result += x & 0x1;
    x >>= 1;
  } while (x);
  return result;
}
```

Goto Version

```
int pcount_do(unsigned x)
{
  int result = 0;
loop:
  result += x & 0x1;
  x >>= 1;
  if (x)
    goto loop;
  return result;
}
```

- Count number of 1's in argument x ("popcount")
- Use conditional branch to either continue looping or to exit loop

"Do-While" Loop Compilation

Goto Version

```
int pcount_do(unsigned x)  {
  int result = 0;
loop:
  result += x & 0x1;
  x >>= 1;
  if (x)
    goto loop;
  return result;
}
```

- Registers:

%edx	x
%ecx	result

```
  movl   $0, %ecx      #   result = 0
.L2:     # loop:
  movl   %edx, %eax
  andl   $1, %eax      #   t = x & 1
  addl   %eax, %ecx    #   result += t
  shrl   %edx          #   x >>= 1
  jne    .L2           #   If !0, goto loop
```

General "Do-While" Translation

C Code

```
do
   Body
   while (Test);
```

Goto Version

```
loop:
   Body
   if (Test)
      goto loop
```

- **Body:** {
  Statement$_1$;
  Statement$_2$;
  …
  Statement$_n$;
  }

- **Test returns integer**
  - = 0 interpreted as false
  - ≠ 0 interpreted as true

"While" Loop Example

C Code

```
int pcount_while(unsigned x) {
  int result = 0;
  while (x) {
    result += x & 0x1;
    x >>= 1;
  }
  return result;
}
```

Goto Version

```
int pcount_do(unsigned x)  {
  int result = 0;
  if (!x) goto done;
loop:
  result += x & 0x1;
  x >>= 1;
  if (x)
    goto loop;
done:
  return result;
}
```

- Is this code equivalent to the do-while version?

General "While" Translation

While version

```
while (Test)
    Body
```

Do-While Version

```
  if (!Test)
    goto done;
  do
    Body
    while(Test);
done:
```

Goto Version

```
  if (!Test)
    goto done;
loop:
  Body
  if (Test)
    goto loop;
done:
```

"For" Loop Example

C Code

```
#define WSIZE 8*sizeof(int)
int pcount_for(unsigned x) {
  int i;
  int result = 0;
  for (i = 0; i < WSIZE; i++) {
    unsigned mask = 1 << i;
    result += (x & mask) != 0;
  }
  return result;
}
```

- Is this code equivalent to other versions?

"For" Loop Form

General Form

```
for (Init; Test; Update )

    Body
```

```
for (i = 0; i < WSIZE; i++) {
    unsigned mask = 1 << i;
    result += (x & mask) != 0;
  }
```

Init

```
i = 0
```

Test

```
i < WSIZE
```

Update

```
i++
```

Body

```
{
  unsigned mask = 1 << i;
  result += (x & mask) != 0;
}
```

"For" Loop → While Loop

For Version

```
for (Init; Test; Update )

    Body
```

While Version

```
Init;

while (Test) {

    Body

    Update;

}
```

"For" Loop → … → Goto

For Version

```
for (Init; Test; Update )

    Body
```

While Version

```
Init;

while (Test ) {

    Body

    Update;

}
```

```
   Init;
   if (!Test)
     goto done;
   do
     Body
     Update
   while(Test);
done:
```

```
   Init;
   if (!Test)
     goto done;
loop:
   Body
   Update
   if (Test)
     goto loop;
done:
```

"For" Loop Conversion Example

C Code

```
#define WSIZE 8*sizeof(int)
int pcount_for(unsigned x) {
  int i;
  int result = 0;
  for (i = 0; i < WSIZE; i++) {
    unsigned mask = 1 << i;
    result += (x & mask) != 0;
  }
  return result;
}
```

■ **Initial test can be optimized away**

Goto Version

```
int pcount_for_gt(unsigned x) {
  int i;
  int result = 0;
  i = 0;                          Init
  if (!(i < WSIZE))               ! Test
    goto done;
 loop:
  {                               Body
    unsigned mask = 1 << i;
    result += (x & mask) != 0;
  }
  i++;  Update
  if (i < WSIZE)  Test
    goto loop;
 done:
  return result;
}
```

Summary

- **Today**
  - Complete addressing mode, address computation (leal)
  - Arithmetic operations
  - Control: Condition codes
  - Conditional branches & conditional moves
  - Loops
- **Next Time**
  - Switch statements
  - Stack
  - Call / return
  - Procedure call discipline