Lecture: x86 instruction set

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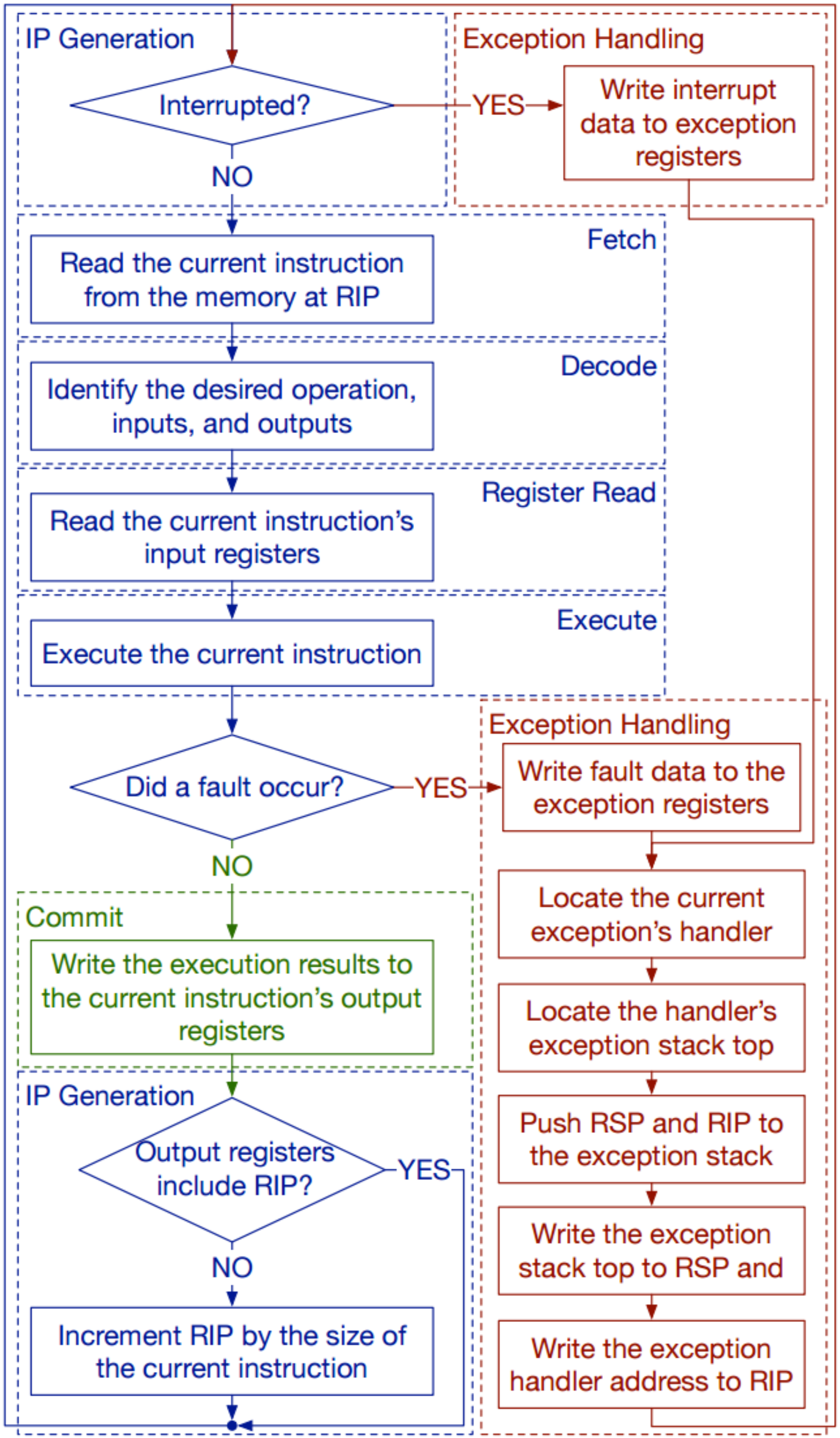
What does CPU do internally?

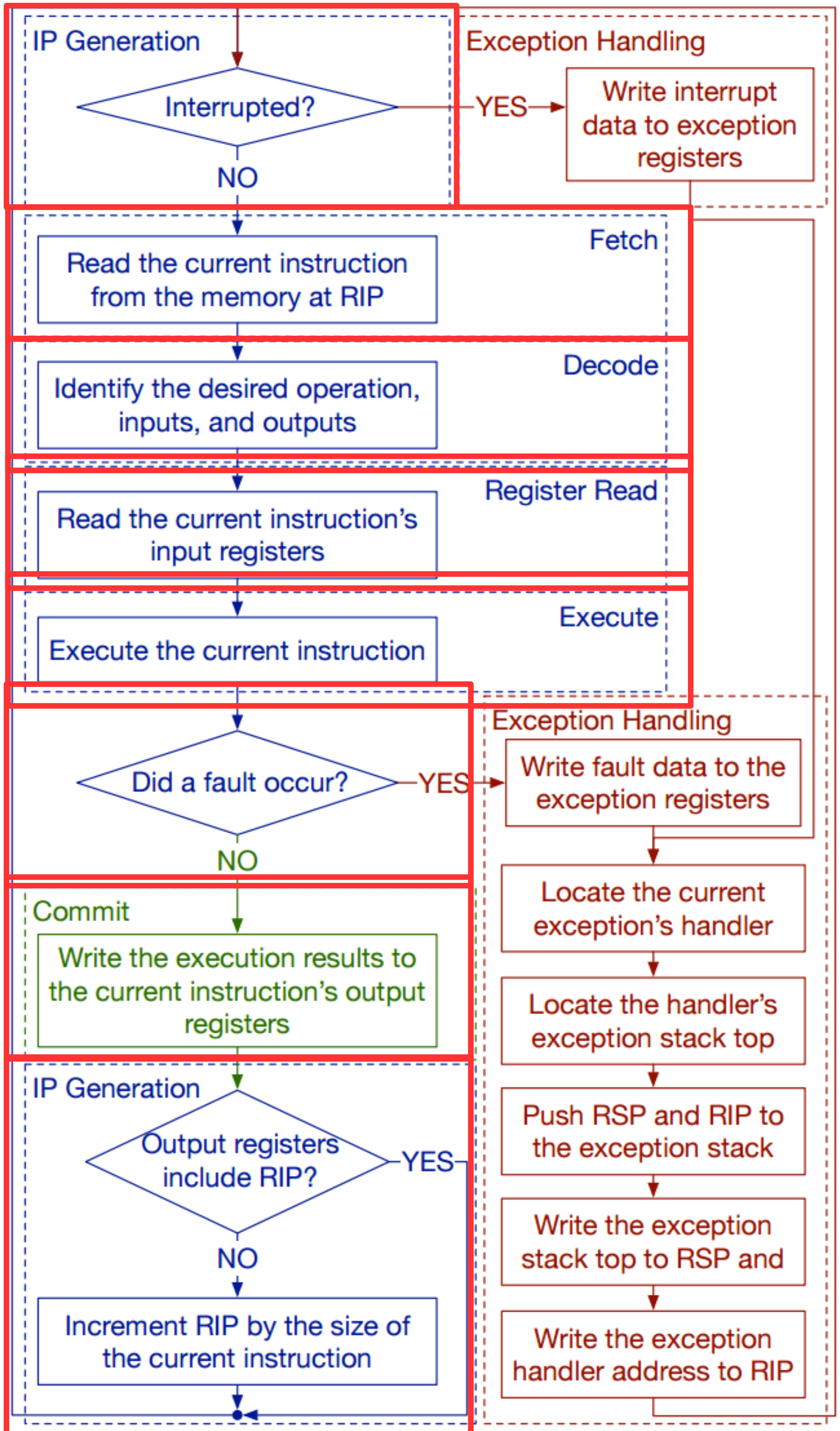


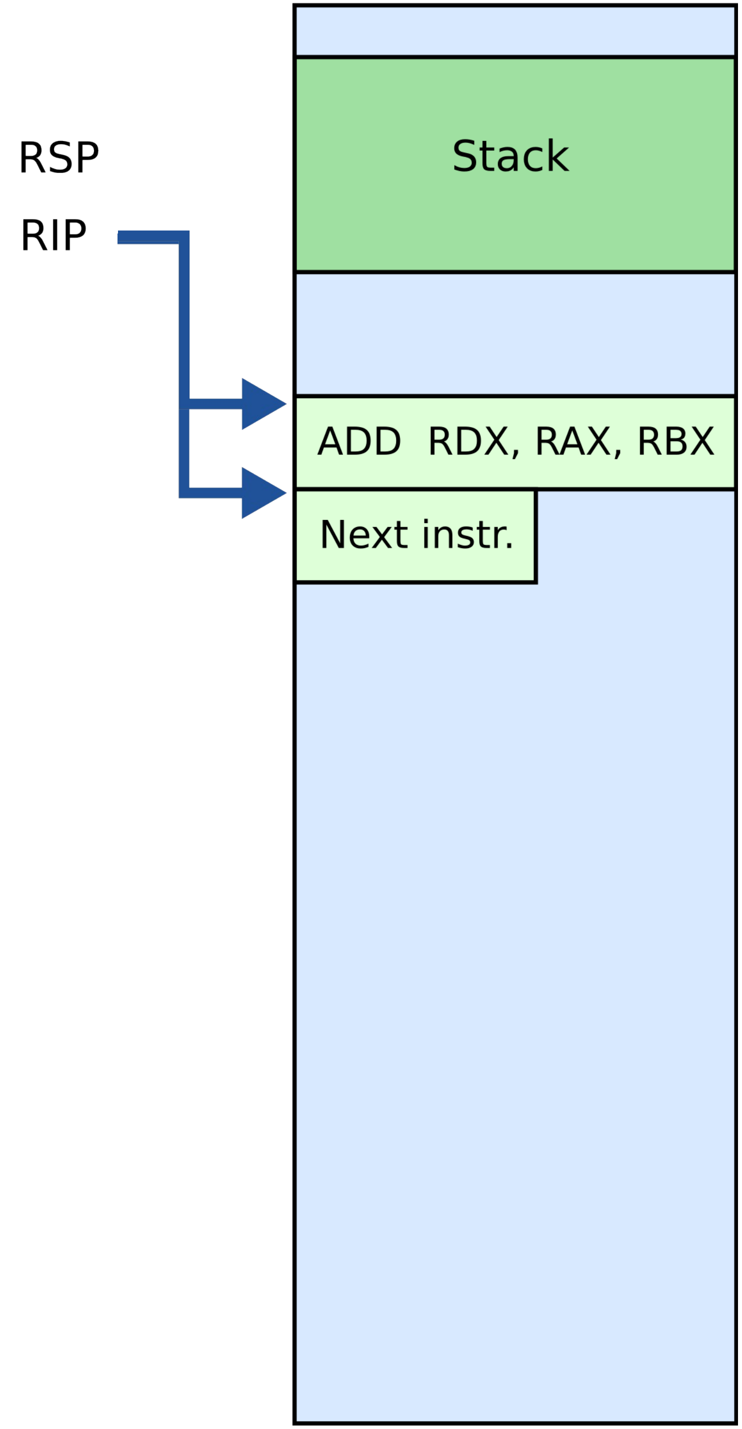
CPU execution loop

- CPU repeatedly reads instructions from memory
- Executes them
- Example

```
ADD EDX, EAX

// EDX = EAX + EDX
```


IP Generation
Interrupted?
YES
NO
Exception Handling
Write interrupt data to exception registers
Fetch
Read the current instruction from the memory at RIP
Decode
Identify the desired operation, inputs, and outputs
Register Read
Read the current instruction's input registers
Execute
Execute the current instruction
Did a fault occur?
YES
NO
Exception Handling
Write fault data to the exception registers
Locate the current exception's handler
Locate the handler's exception stack top
Push RSP and RIP to the exception stack
Write the exception stack top to RSP and
Write the exception handler address to RIP
Commit
Write the execution results to the current instruction's output registers
IP Generation
Output registers include RIP?
YES
NO
Increment RIP by the size of the current instruction


RSP
RIP
Stack
ADD RDX, RAX, RBX
Next instr.

What are those instructions? (a brief introduction to x86 instruction set)

This part is based on David Evans’ x86 Assembly Guide
http://www.cs.virginia.edu/~evans/cs216/guides/x86.html

Note

- We’ll be talking about 32bit x86 instruction set
  - The version of xv6 we will be using in this class is a 32bit operating system
  - You’re welcome to take a look at the 64bit port

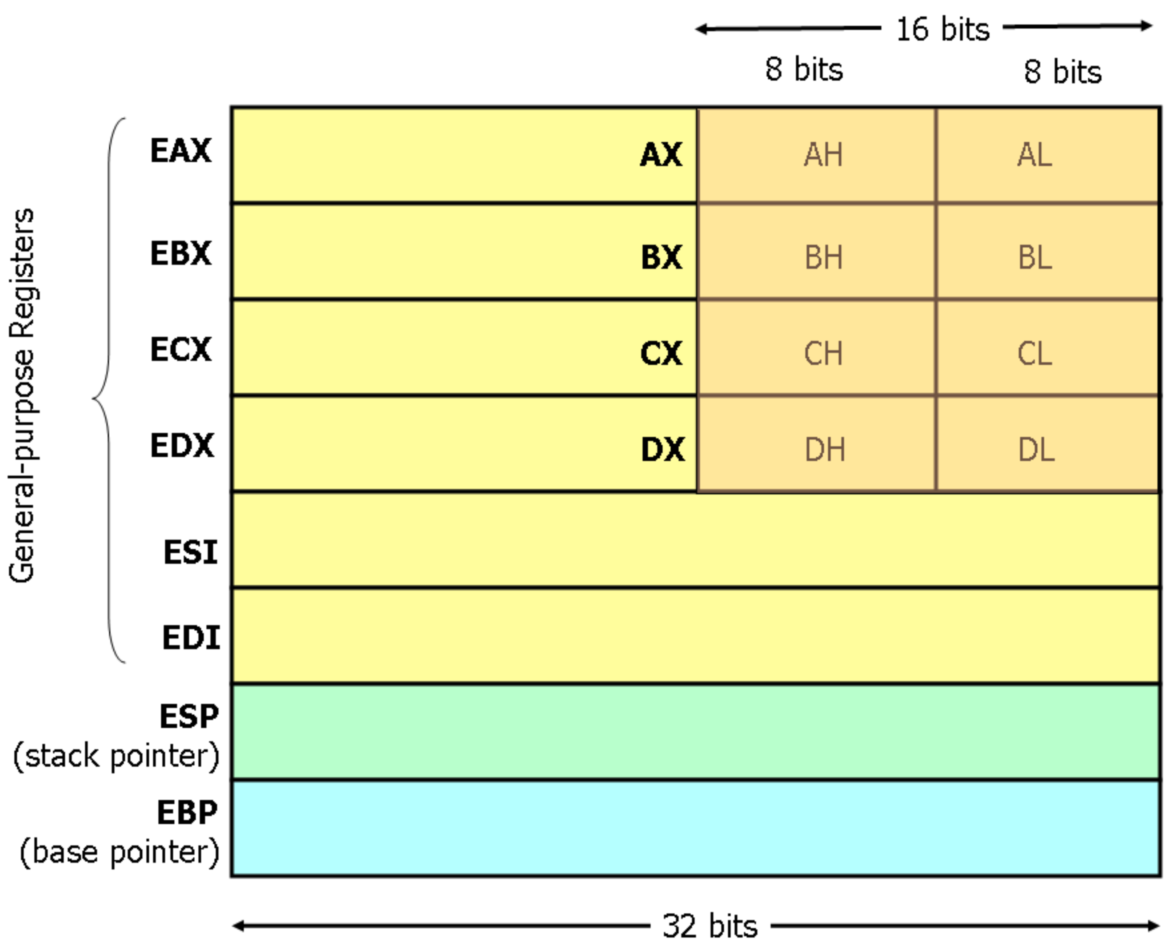
x86 instruction set

- The full x86 instruction set is large and complex
  - But don’t worry, the core part is simple
  - The rest are various extensions (often you can guess what they do, or quickly look it up in the manual)

x86 instruction set

- Three main groups
  - Data movement (from memory and between registers)
  - Arithmetic operations (addition, subtraction, etc.)
  - Control flow (jumps, function calls)

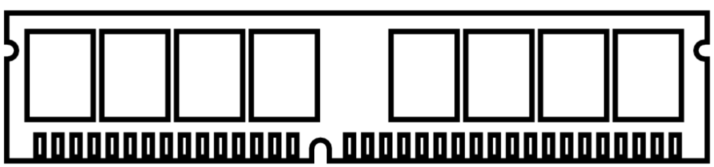
General registers



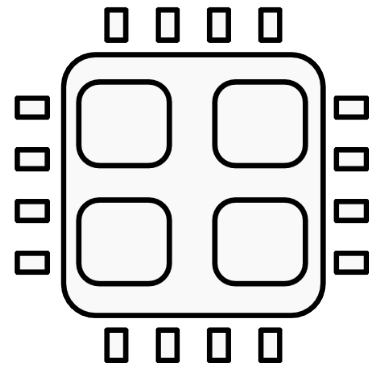
- 8 general registers
  - 32bits each
- Two (ESP and EBP) have a special role
- Others are more or less general
  - Used in arithmetic instructions, control flow decisions, passing arguments to functions, etc.

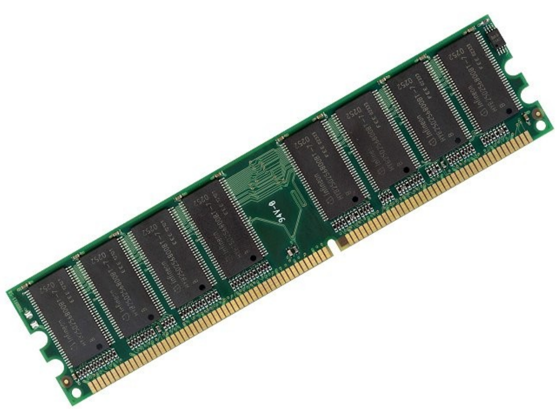
BTW, where are these registers?

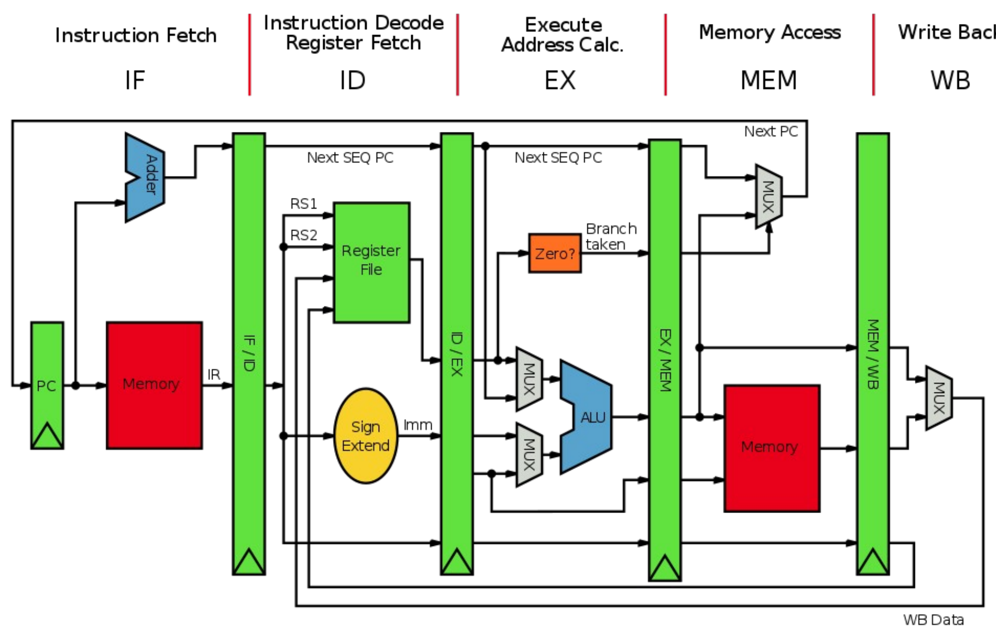
Registers and Memory



Memory
Bus







Data movement instructions

We use the following notation

- We use the following notation
- `<reg32>  Any 32-bit register (EAX,EBX,ECX,EDX,ESI,EDI,ESP, or EBP)`
- `<reg16>  Any 16-bit register (AX, BX, CX, or DX)`
- `<reg8>   Any 8-bit register (AH, BH, CH, DH, AL, BL, CL, or DL)`
- `<reg>    Any register`

- `<mem>    A memory address (e.g., [eax], [var + 4], or dword ptr [eax+ebx])`
- `<con32>  Any 32-bit constant`
- `<con16>  Any 16-bit constant`
- `<con8>   Any 8-bit constant`
- `<con>    Any 8-, 16-, or 32-bit constant`

mov instruciton

- Copies the data item referred to by its second operand (i.e. register contents, memory contents, or a constant value) into the location referred to by its first operand (i.e. a register or memory).
  - Register-to-register moves are possible
  - Direct memory-to-memory moves are not
- Syntax

```
mov <reg>,<reg>

mov <reg>,<mem>

mov <mem>,<reg>

mov <reg>,<const>

mov <mem>,<const>
```

mov examples

```
mov eax, ebx  ; copy the value in ebx into eax

mov byte ptr [var], 5 ; store 5 into the byte at location var

mov eax, [ebx]    ; Move the 4 bytes in memory at the address

                  ; contained in EBX into EAX

mov [var], ebx    ; Move the contents of EBX into the 4 bytes

                  ; at memory address var.

                  ; (Note, var is a 32-bit constant).

mov eax, [esi-4]  ; Move 4 bytes at memory address ESI + (-4)

                  ; into EAX

mov [esi+eax], cl ; Move the contents of CL into the byte at

                  ; address ESI+EAX
```

mov: access to data structures

```
struct point {
     int x;    // x coordinate (4 bytes)
     int y;    // y coordinate (4 bytes)
}
struct point points[128]; // array of 128 points

// load y coordinate of i-th point into y
int y = points[i].y;

; ebx is address of the points array, eax is i
mov edx, [ebx + 8*eax + 4] ; Move y of the i-th
                           ; point into edx
```

lea load effective address

- The lea instruction places the address specified by its second operand into the register specified by its first operand
  - The contents of the memory location are not loaded, only the effective address is computed and placed into the register
  - This is useful for obtaining a pointer into a memory region

lea vs mov access to data structures

- mov

```
// load y coordinate of i-th point into y
int y = points[i].y;

; ebx is address of the points array, eax is i
mov edx, [ebx + 8*eax + 4] ; Move y of the i-th point into edx
```

- lea

```
// load the address of the y coordinate of the i-th point into p
int *p = &points[i].y;

; ebx is address of the points array, eax is i
lea esi, [ebx + 8*eax + 4] ; Move address of y of the i-th point into esi
```

lea is often used instead of add

- Compared to add, lea can
  - perform addition with either two or three operands
  - store the result in any register; not just one of the source operands.
  - Examples

```
LEA EAX, [ EAX + EBX + 1234567 ]
     ; EAX = EAX + EBX + 1234567 (three operands)
LEA EAX, [ EBX + ECX ] ; EAX = EBX + ECX
     ; Add without overriding EBX or ECX with the result
LEA EAX, [ EBX + N * EBX ] ; multiplication by constant
; (limited set, by 2, 3, 4, 5, 8, and 9 since N is
; limited to 1,2,4, and 8).
```

Arithmetic and logic instructions

add Integer addition

- The add instruction adds together its two operands, storing the result in its first operand
  - Both operands may be registers
  - At most one operand may be a memory location
- Syntax

```
add <reg>,<reg>

add <reg>,<mem>

add <mem>,<reg>

add <reg>,<con>

add <mem>,<con>
```

add examples

```
add eax, 10 ; EAX ← EAX + 10
add BYTE PTR [var], 10 ; add 10 to the
                       ; single byte stored at
                       ; memory address var
```

sub Integer subtraction

- The sub instruction stores in the value of its first operand the result of subtracting the value of its second operand from the value of its first operand.
- Examples

```
sub al, ah    ; AL ← AL - AH

sub eax, 216  ; subtract 216 from the value

              ; stored in EAX
```

inc, dec Increment, decrement

- The inc instruction increments the contents of its operand by one
- The dec instruction decrements the contents of its operand by one
- Examples

```
dec eax ; subtract one from the contents
        ; of EAX.
inc DWORD PTR [var] ; add one to the 32-
                    ; bit integer stored at
                    ; location var
```

and, or, xor Bitwise logical and, or, and exclusive or

- These instructions perform the specified logical operation (logical bitwise and, or, and exclusive or, respectively) on their operands, placing the result in the first operand location
- Examples

```
and eax, 0fH ; clear all but the last 4
             ; bits of EAX.
xor edx, edx ; set the contents of EDX to
             ; zero.
```

shl, shr shift left, shift right

- These instructions shift the bits in their first operand's contents left and right, padding the resulting empty bit positions with zeros
- The shifted operand can be shifted up to 31 places. The number of bits to shift is specified by the second operand, which can be either an 8-bit constant or the register CL
  - In either case, shifts counts of greater then 31 are performed modulo 32.
- Examples

```
shl eax, 1 ; Multiply the value of EAX by 2
           ; (if the most significant bit is 0)
shr ebx, cl ; Store in EBX the floor of result of dividing
            ; the value of EBX by 2^n
            ; where n is the value in CL.
```

More instructions… (similar)

- Multiplication imul

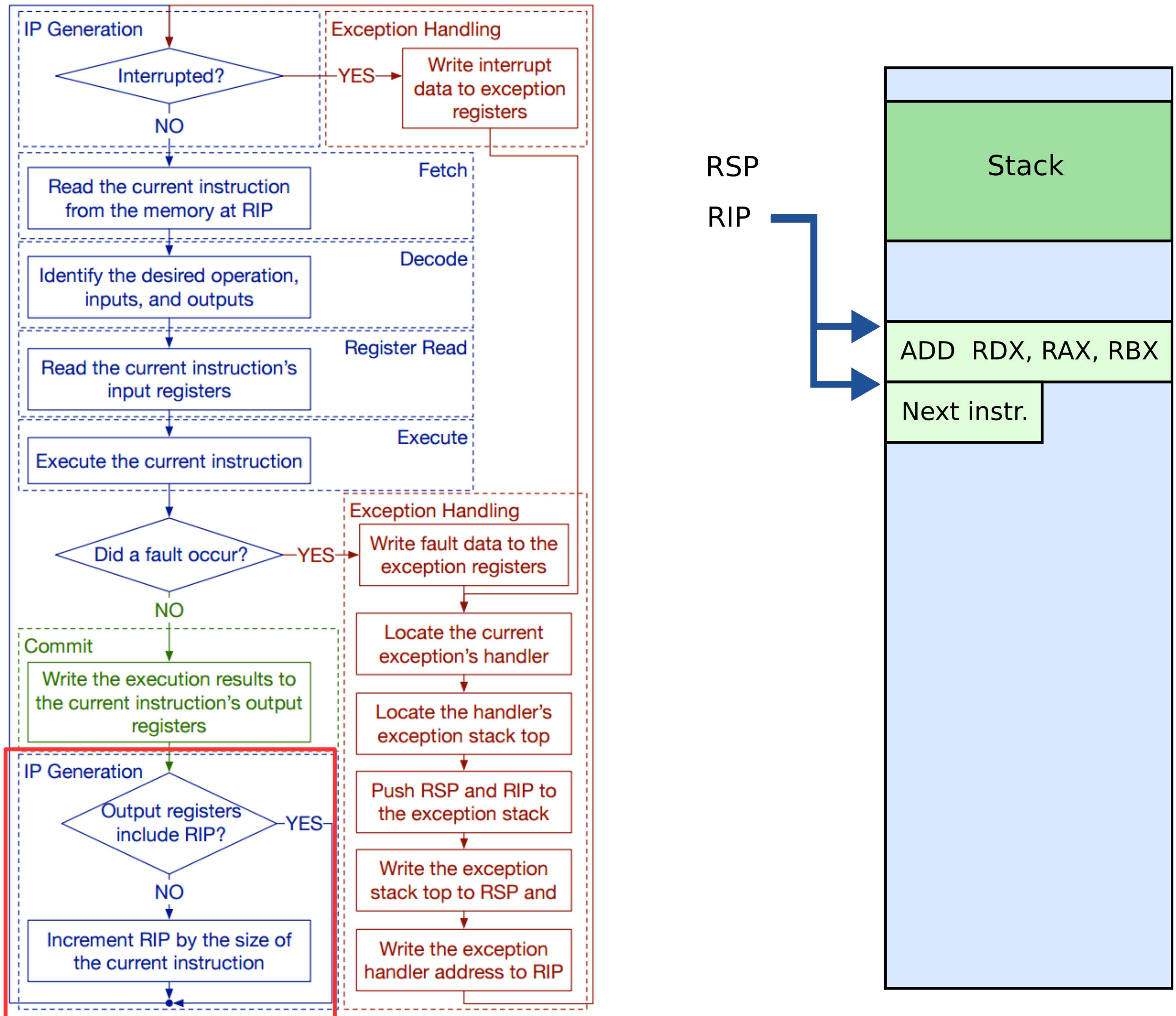
```
imul eax, [var] ; multiply the contents of EAX by the
                ; 32-bit contents of the memory location
                ; var. Store the result in EAX.
imul esi, edi, 25 ; ESI ← EDI * 25
```

- Division idiv
- not - bitvise logical not (flips all bits)
- neg - negation

```
neg eax ; EAX ← - EAX
```

This is enough to do arithmetic

Control flow instructions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Locate the current exception's handler
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Push RSP and RIP to the exception stack
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IP Generation
Output registers include RIP?
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NO
Increment RIP by the size of the current instruction
RSP
RIP
Stack
ADD RDX, RAX, RBX
Next instr.

EIP instruction pointer

- EIP is a 32bit value indicating the location in memory where the current instruction starts (i.e., memory address of the instruction)
- EIP cannot be changed directly
  - Normally, it increments to point to the next instruction in memory
  - But it can be updated implicitly by provided control flow instructions

Labels

- <label> refers to a labeled location in the program text (code).
- Labels can be inserted anywhere in x86 assembly code text by entering a label name followed by a colon
- Examples

```
       mov esi, [ebp+8]
begin: xor ecx, ecx
       mov eax, [esi]
```

jump: jump

- Transfers program control flow to the instruction at the memory location indicated by the operand.
- Syntax

```
jmp <label>
```

- Example

```
begin:  xor ecx, ecx
        ...
        jmp begin ; jump to instruction labeled
                  ; begin
```

jcondition: conditional jump

- Jumps only if a condition is true
  - The status of a set of condition codes that are stored in a special register (EFLAGS)
  - EFLAGS stores information about the last arithmetic operation performedm for example,
    - Bit 6 of EFLAGS indicates if the last result was zero
    - Bit 7 indicates if the last result was negative
- Based on these bits, different conditional jumps can be performed
  - For example, the jz instruction performs a jump to the specified operand label if the result of the last arithmetic operation was zero
  - Otherwise, control proceeds to the next instruction in sequence

Conditional jumps

- Most conditional jump follow the comparison instruction (cmp, we'll cover it below)
- Syntax

```
je <label> (jump when equal)
jne <label> (jump when not equal)
jz <label> (jump when last result was zero)
jg <label> (jump when greater than)
jge <label> (jump when greater than or equal to)
jl <label> (jump when less than)
jle <label> (jump when less than or equal to)
```

- Example: if EAX is less than or equal to EBX, jump to the label done. Otherwise, continue to the next instruction

```
cmp eax, ebx
jle done
```

cmp: compare

- Compare the values of the two specified operands, setting the condition codes in EFLAGS
  - This instruction is equivalent to the sub instruction, except the result of the subtraction is discarded instead of replacing the first operand.
- Syntax

```
cmp <reg>,<reg>
cmp <reg>,<mem>
cmp <mem>,<reg>
cmp <reg>,<con>
```

- Example: if the 4 bytes stored at location var are equal to the 4-byte integer constant 10, jump to the location labeled loop.

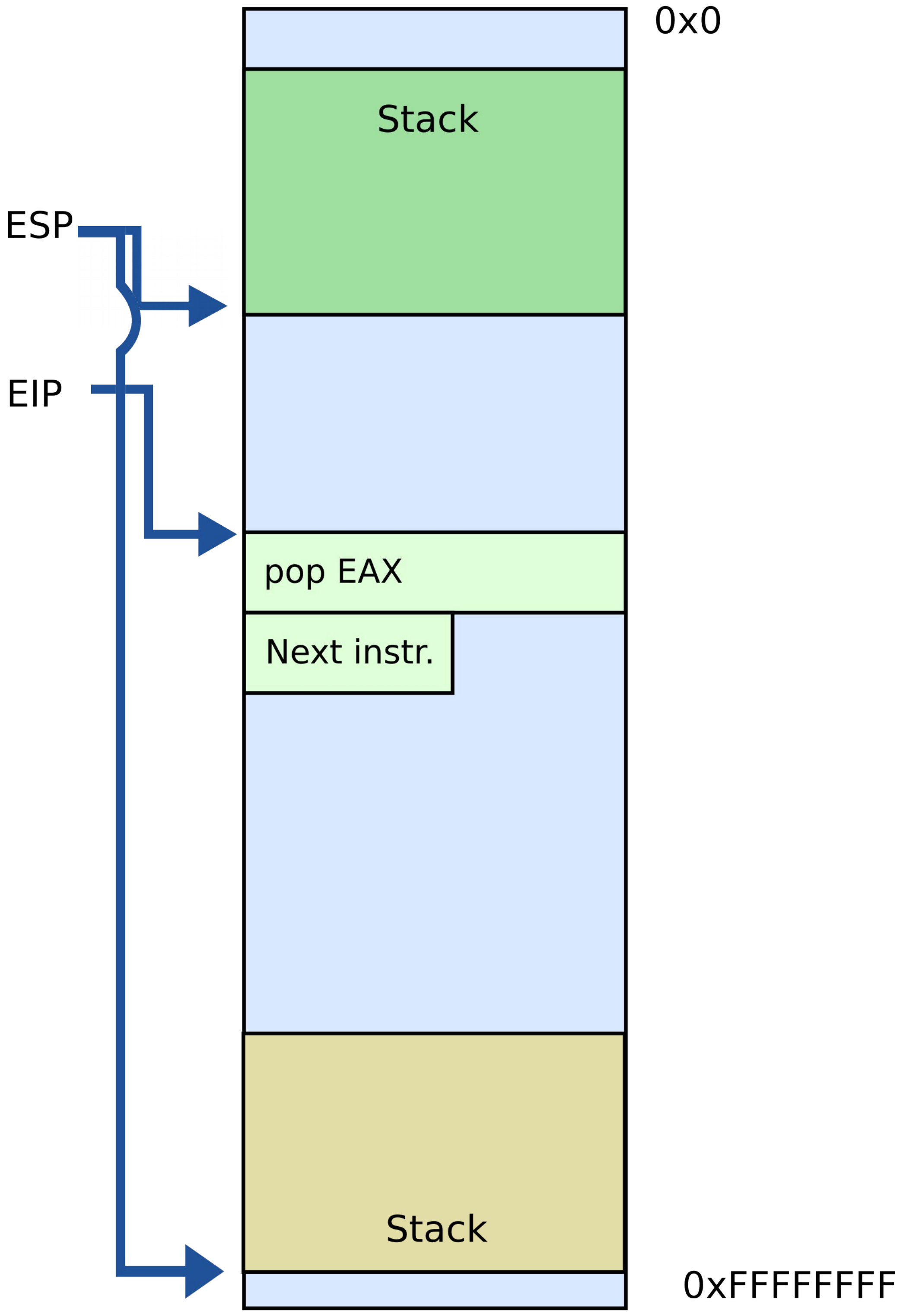
```
cmp DWORD PTR [var], 10
jeq loop
```

Stack and procedure calls

What is stack?

Stack

- It's just a region of memory
  - Pointed by a special register ESP
- You can change ESP
  - Get a new stack



Why do we need stack?

Calling functions

```
// some code...
foo();
// more code..
```

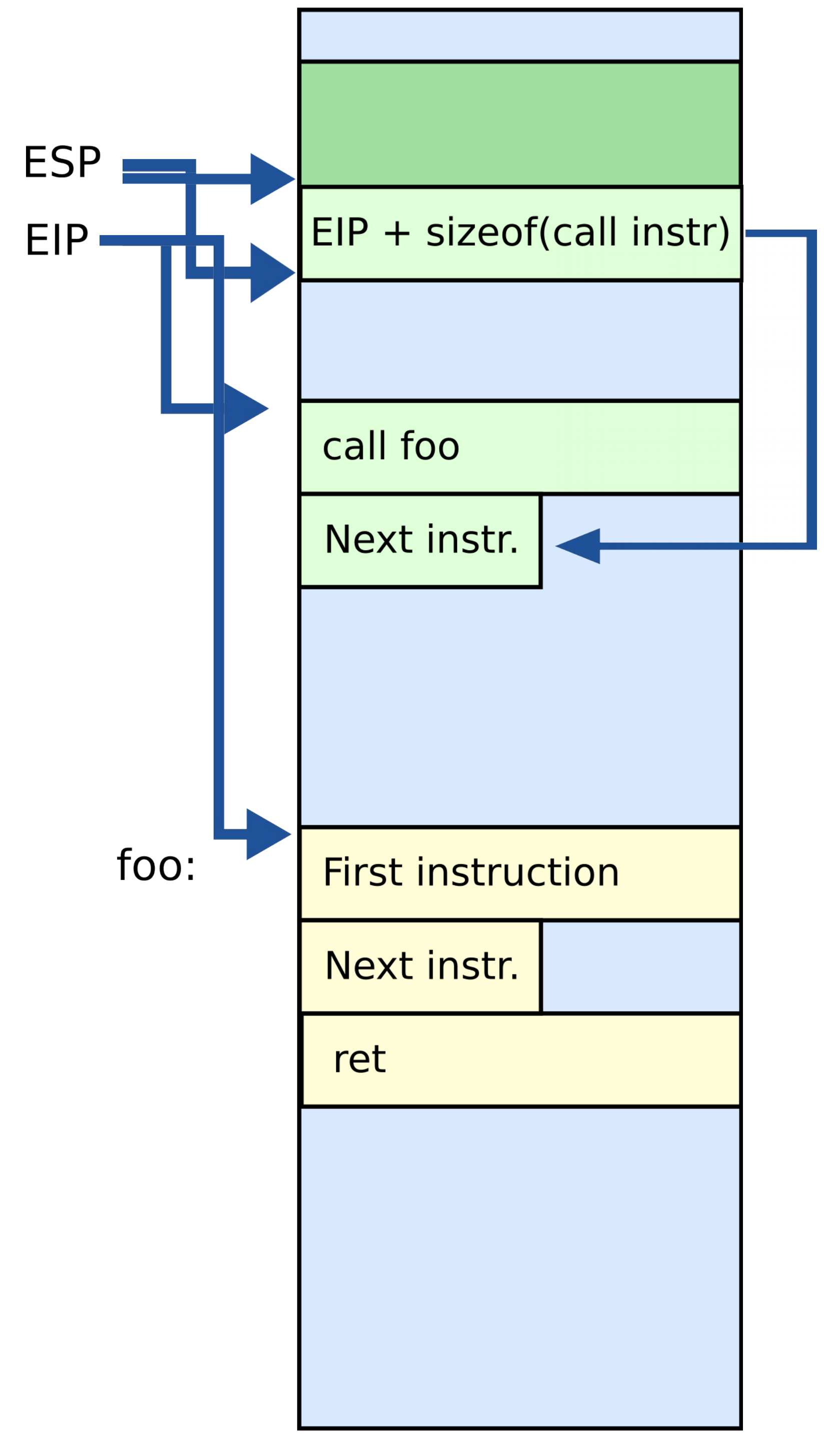
- Stack contains information for how to return from a subroutine
  - i.e., from foo()

- Functions can be called from different places in the program

```
if (a == 0) {
    foo();
    …
} else {
    foo();
    …
}
```

Stack

- Main purpose:
  - Store the return address for the current procedure
  - Caller pushes return address on the stack
  - Callee pops it and jumps



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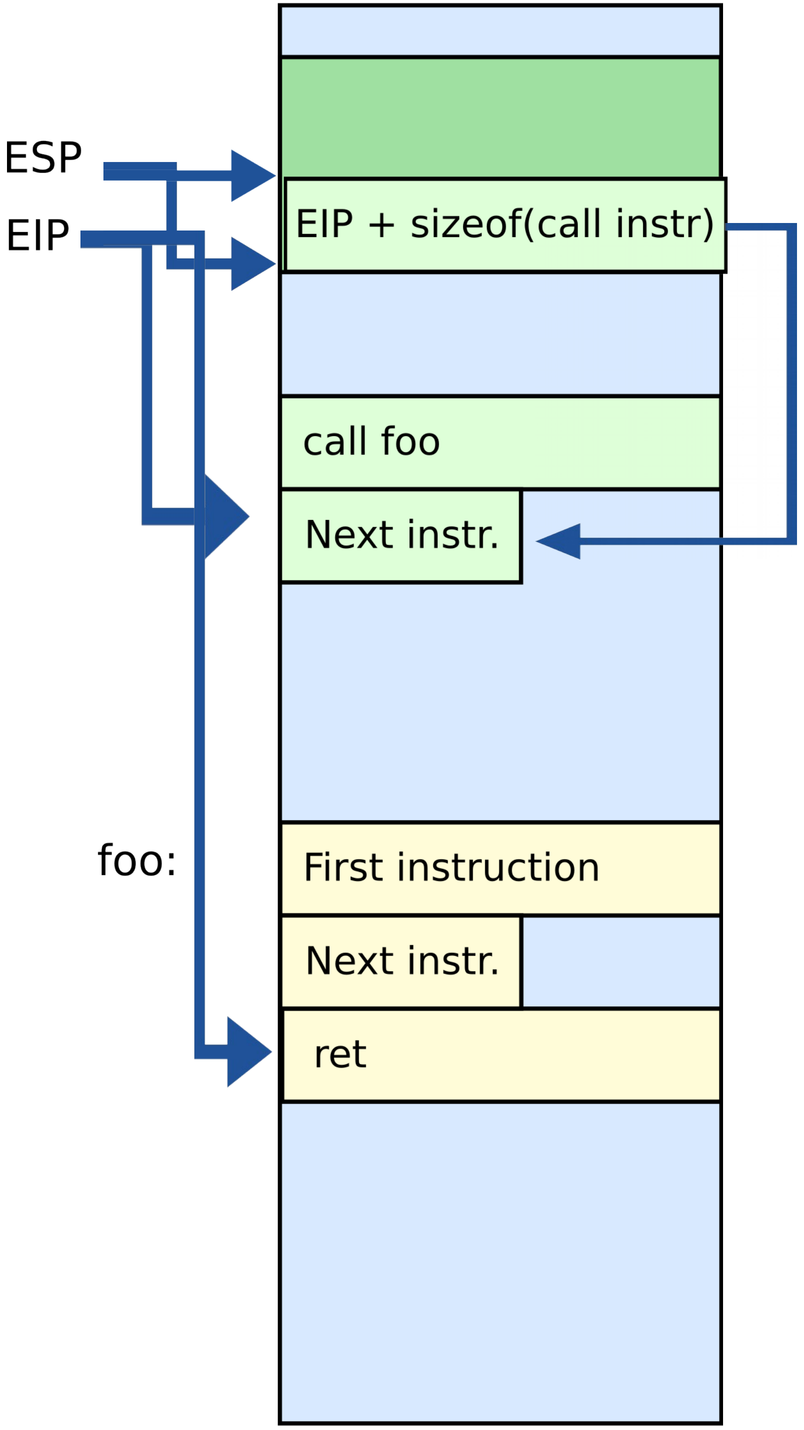


Call/return

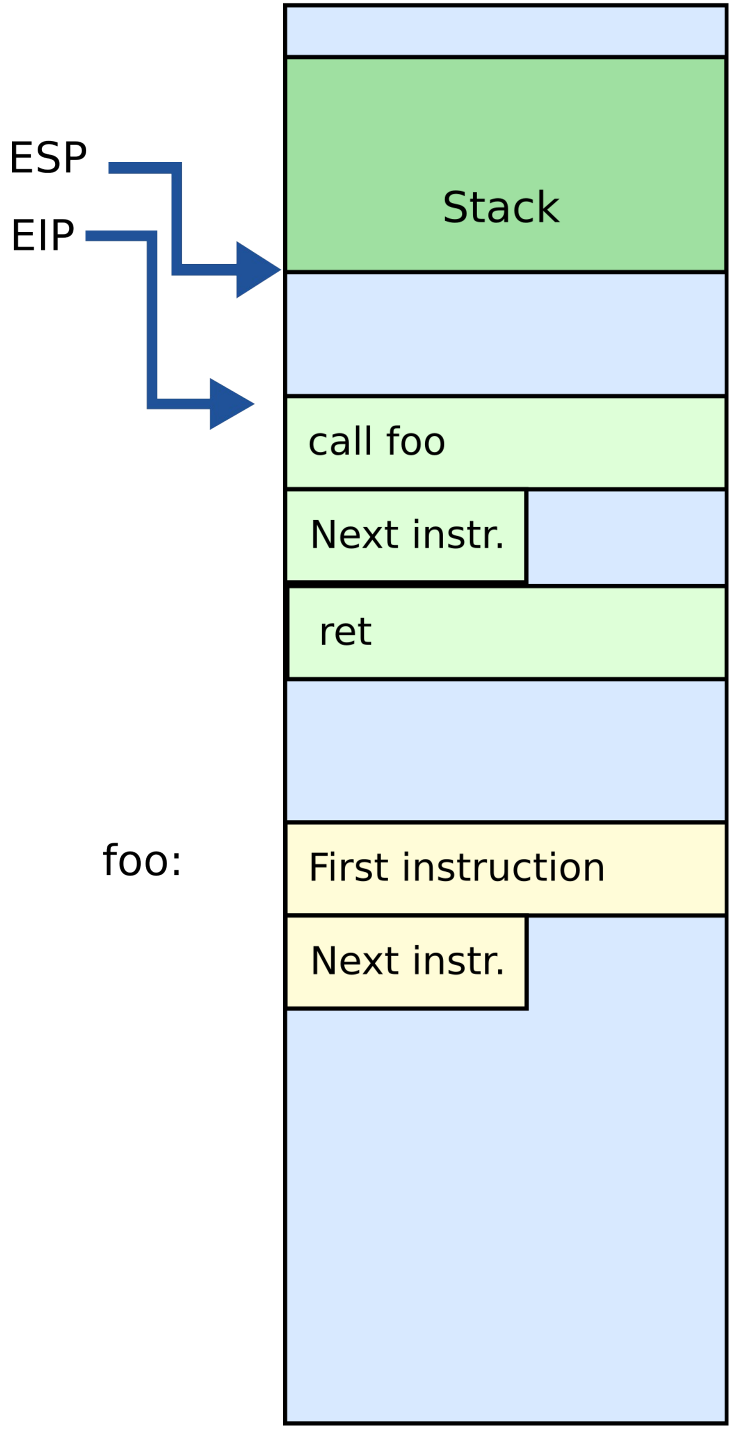
- CALL instruction
  - Makes an unconditional jump to a subprogram and pushes the address of the next instruction on the stack

```
push eip + sizeof(CALL); save return
                       ; address
jmp _my_function
```

- RET instruction
  - Pops off an address and jumps to that address

Stack

- Other uses:
  - Local data storage
  - Parameter passing
  - Evaluation stack
    - Register spill

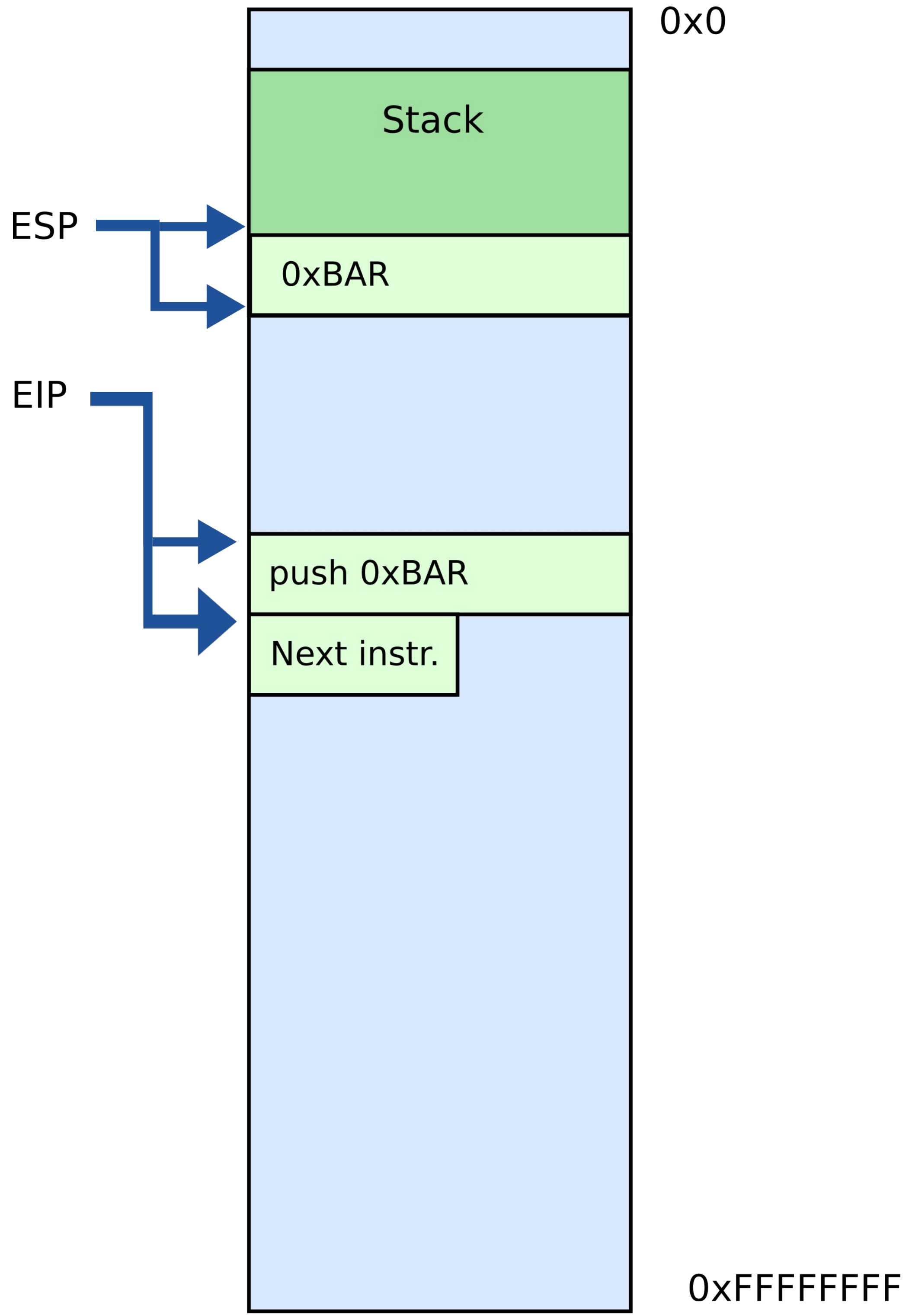


Manipulating stack

- ESP register
  - Contains the memory address of the topmost element in the stack
- PUSH instruction

```
push 0xBAR
```

  - Subtract 4 from ESP
  - Insert data on the stack

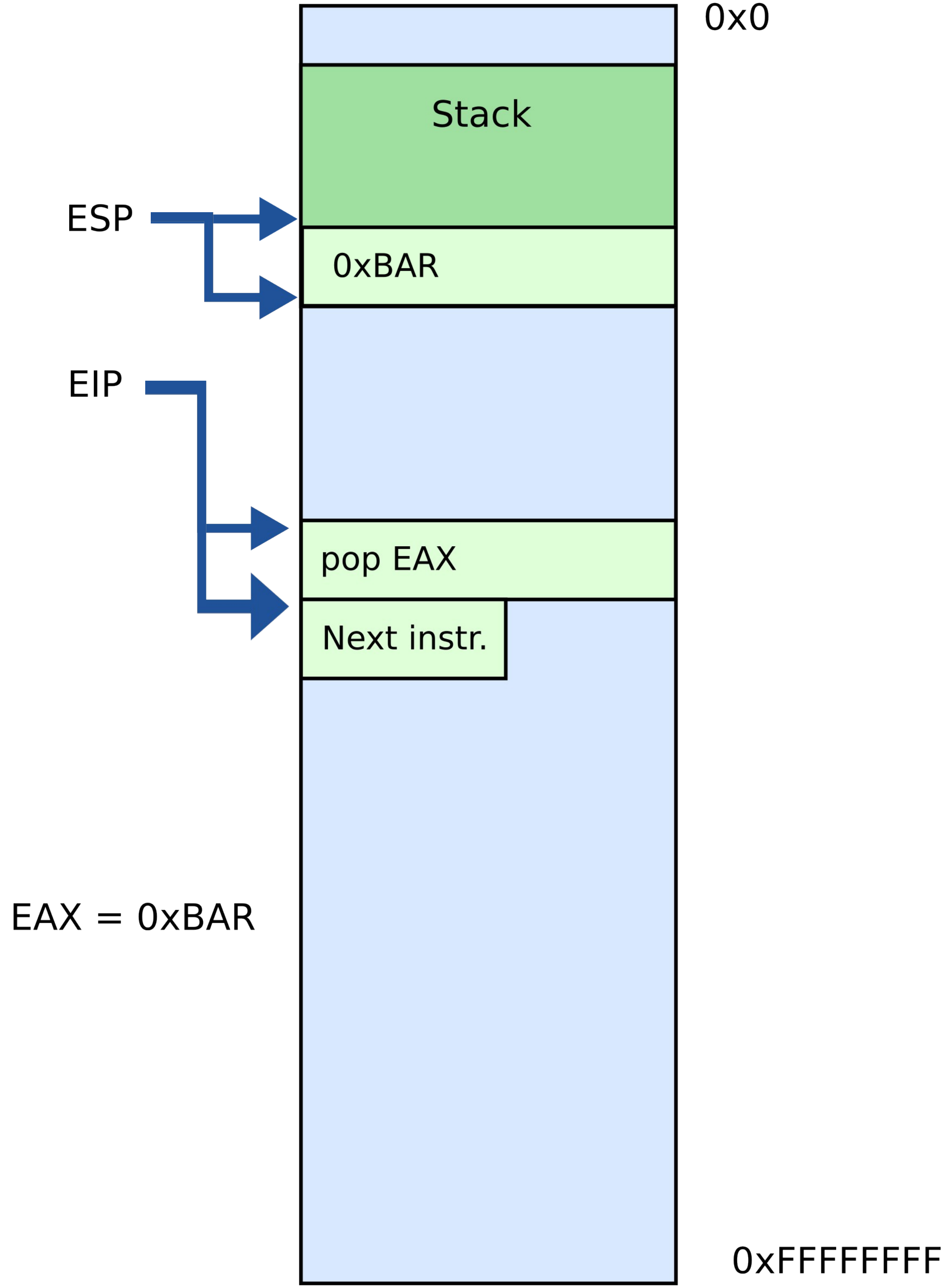


Manipulating stack

- POP instruction

  `pop EAX`

  - Removes data from the stack
  - Saves in register or memory
  - Adds 4 to ESP



Some examples

Thank you!