Machine-Level Programming I: Basics

B&O Readings: 3.1-3.5
CSE 361: Introduction to Systems Software

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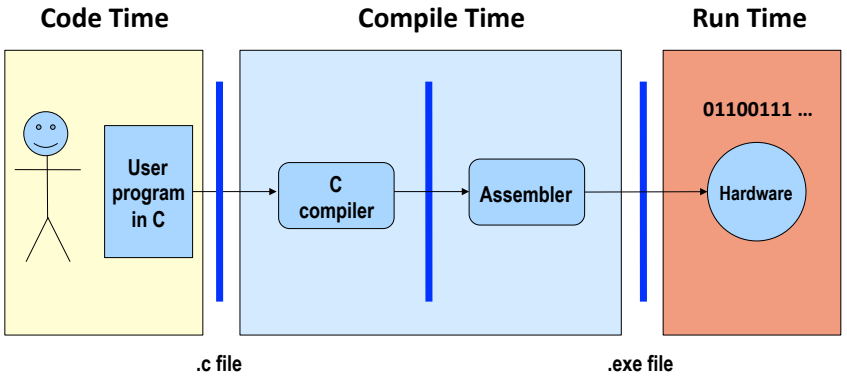
Note: these slides were originally created in part by Markus Püschel at Carnegie Mellon University, and in part by Gaetano Borriello and Luis Ceze at University of Washington

Code Translation



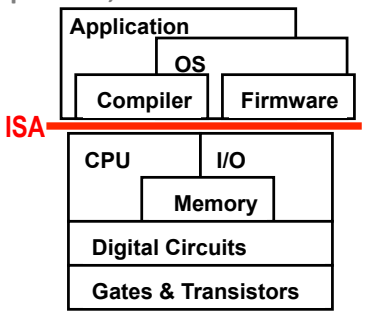
What makes programs run fast?

Translation Impacts Performance

- **The time required to execute a program depends on:**
  - *The program* (as written in C, for instance)
  - *The compiler*: what set of assembler instructions it translates the C program into
  - *The instruction set architecture* (ISA): what set of instructions it makes available to the compiler
  - *The hardware implementation*: how much time it takes to execute an instruction

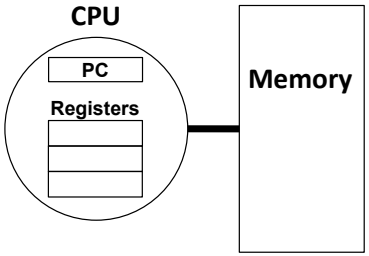
Today: Machine Programming I: Basics

- **What is an ISA (Instruction Set Architecture)**
- **A really brief history of Intel processors and architectures**
- **C, assembly, machine code**
- **Assembly Basics: Registers, operands, move**
- **Intro to x86-64**



Instruction Set Architectures

- **The ISA defines:**
  - The system's state (e.g. registers, memory, program counter)
  - The instructions the CPU can execute
  - The effect that each of these instructions will have on the system state



General ISA Design Decisions

- **Instructions**
  - What instructions are available? What do they do?
  - How are they encoded?
- **Registers**
  - How many registers are there?
  - How wide are they?
- **Memory**
  - How do you specify a memory location? (addressing modes)

x86

- **Processors that implement the x86 ISA completely dominate the server, desktop and laptop markets**
- **Evolutionary design**
  - Backwards compatible up until 8086, introduced in 1978
  - Added more features as time goes on
- **Complex instruction set computer (CISC)**
  - Many different instructions with many different formats
    - But, only small subset encountered with Linux programs
  - (as opposed to Reduced Instruction Set Computers (RISC), which use simpler instructions)

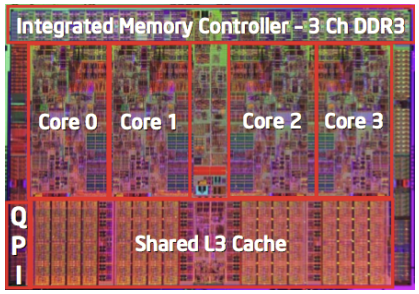
Intel x86 Evolution: Milestones

Name	*Date*	*Transistors*	*MHz*
8086	**1978**	**29K**	**5-10**
▪ First 16-bit Intel processor. Basis for IBM PC & DOS			
▪ 1MB address space			
386	**1985**	**275K**	**16-33**
▪ First 32 bit Intel processor , referred to as IA32			
▪ Added "flat addressing", capable of running Unix			
Pentium 4E	**2004**	**125M**	**2800-3800**
▪ First 64-bit Intel x86 processor, referred to as x86-64			
Core 2	**2006**	**291M**	**1060-3500**
▪ First multi-core Intel processor			
Core i7	**2008**	**731M**	**1700-3900**
▪ Four cores			

Intel x86 Processors, cont.

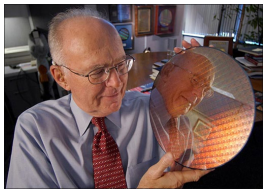
- **Machine Evolution**

386	1985	0.3M
Pentium	1993	3.1M
Pentium/MMX	1997	4.5M
PentiumPro	1995	6.5M
Pentium III	1999	8.2M
Pentium 4	2001	42M
Core 2 Duo	2006	291M
Core i7	2008	731M



- **Added Features**
  - Instructions to support multimedia operations
  - Instructions to enable more efficient conditional operations
  - Transition from 32 bits to 64 bits
  - More cores

Moore's Law



"The number of transistors will double every year", 1965

("...or every two years", 1975)

Gordon Moore

David House (Intel) says due to transistors' performance improvement, performance will double every 18 months.

x86 Clones: Advanced Micro Devices (AMD)

- **Historically**
  - AMD has followed just behind Intel
  - A little bit slower, a lot cheaper
- **Then**
  - Recruited top circuit designers from Digital Equipment Corp. and other downward trending companies
  - Built Opteron: tough competitor to Pentium 4
  - Developed x86-64, their own extension to 64 bits
- **Recent Years**
  - Intel got its act together
    - Leads the world in semiconductor technology
  - AMD has fallen behind
    - Relies on external semiconductor manufacturer

Intel's 64-Bit History

- **2001: Intel Attempts Radical Shift from IA32 to IA64**
  - Totally different architecture (Itanium)
  - Executes IA32 code only as legacy
  - Performance disappointing
- **2003: AMD Steps in with Evolutionary Solution**
  - x86-64 (now called "AMD64")
- **Intel Felt Obligated to Focus on IA64**
  - Hard to admit mistake or that AMD is better
- **2004: Intel Announces EM64T extension to IA32**
  - Extended Memory 64-bit Technology
  - Almost identical to x86-64!
- **All but low-end x86 processors support x86-64**
  - But, lots of code still runs in 32-bit mode

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- What is an ISA (Instruction Set Architecture)
- History of Intel processors and architectures
- **C, assembly, machine code**
- Assembly Basics: Registers, operands, move
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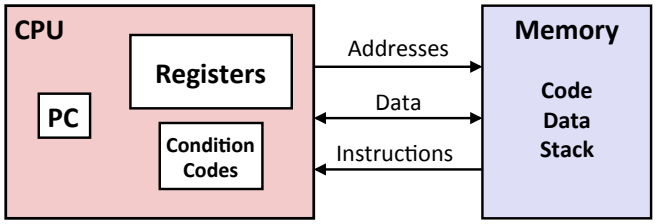
Definitions

- **Architecture: (also ISA: instruction set architecture) The parts of a processor design that one needs to understand or write assembly/machine code.**
  - Examples: instruction set specification, registers.
- **Microarchitecture: Implementation of the architecture.**
  - Examples: cache sizes and core frequency.
- **Code Forms:**
  - Machine Code: The byte-level programs that a processor executes
  - Assembly Code: A text representation of machine code
- **Example ISAs:**
  - Intel: x86, IA32, Itanium, x86-64
  - ARM: Used in almost all mobile phones

Assembly/Machine Code View

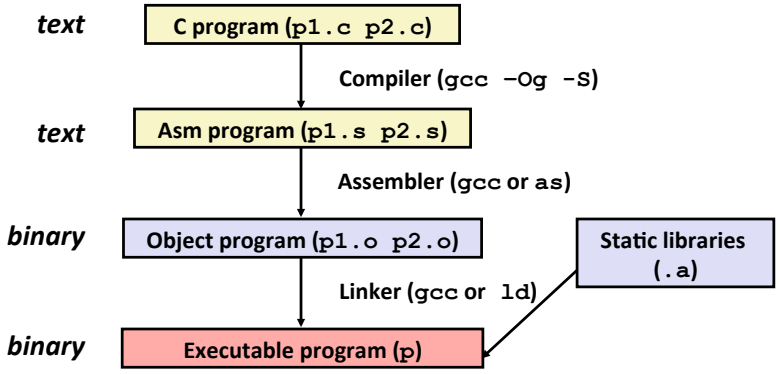


Programmer-Visible State

- **PC: Program counter**
  - Address of next instruction
  - Called "RIP" (x86-64)
- **Register file**
  - Heavily used program data
- **Condition codes**
  - Store status information about most recent arithmetic or logical operation
  - Used for conditional branching
- **Memory**
  - Byte addressable array
  - Code and user data
  - Stack to support procedures

Turning C into Object Code

- Code in files `p1.c p2.c`
- Compile with command: `gcc –Og p1.c p2.c -o p`
  - Use basic optimizations (`–Og`) [New to recent versions of GCC]
  - Put resulting binary in file `p`



Compiling Into Assembly

C Code (sum.c)

```
long plus(long x, long y);

void sumstore(long x, long y,
              long *dest)
{
    long t = plus(x, y);
    *dest = t;
}
```

Generated x86-64 Assembly

```
sumstore:
    pushq   %rbx
    movq    %rdx, %rbx
    call    plus
    movq    %rax, (%rbx)
    popq    %rbx
    ret
```

Obtain (on linuxlab machines) with command

```
gcc –Og –S sum.c
```

Produces file `sum.s`

***Warning*: your result may vary due to different compiler versions or platform**

Assembly Characteristics: Data Types

- **"Integer" data of 1, 2, 4, or 8 bytes**
  - Data values
  - Addresses (untyped pointers)
- **Floating point data of 4, 8, or 10 bytes**
- **Code: Byte sequences encoding series of instructions**
- **No aggregate types such as arrays or structures**
  - Just contiguously allocated bytes in memory

Assembly Characteristics: Operations

- **Perform arithmetic function on register or memory data**
- **Transfer data between memory and register**
  - Load data from memory into register
  - Store register data into memory
- **Transfer control**
  - Unconditional jumps to/from procedures
  - Conditional branches

Object Code

Code for `sumstore`

```
0x0400595:
    0x53
    0x48
    0x89
    0xd3
    0xe8
    0xf2
    0xff
    0xff
    0xff
    0x48
    0x89
    0x03
    0x5b
    0xc3
```

- **Total of 14 bytes**
- **Each instruction 1, 3, or 5 bytes**
- **Starts at address `0x0400595`**

- **Assembler**
  - Translates `.s` into `.o`
  - Binary encoding of each instruction
  - Nearly-complete image of executable code
  - Missing linkages between code in different files
- **Linker**
  - Resolves references between files
  - Combines with static run-time libraries
    - E.g., code for **`malloc`**, **`printf`**
  - Some libraries are *dynamically linked*
    - Linking occurs when program begins execution

Machine Instruction Example

```
*dest = t;
```

- **C Code**
  - Store value `t` where designated by `dest`

```
movq %rax, (%rbx)
```

- **Assembly**
  - Move 8-byte value to memory
    - Quad words in x86-64 parlance
  - Operands:
    - `t:` Register `%rax`
    - `dest:` Register `%rbx`
    - `*dest:` Memory `M[%rbx]`

```
0x40059e:  48 89 03
```

- **Object Code**
  - 3-byte instruction
  - Stored at address `0x40059e`

Disassembling Object Code

Disassembled

```
0000000000400595 <sumstore>:
  400595:  53                push   %rbx
  400596:  48 89 d3          mov    %rdx,%rbx
  400599:  e8 f2 ff ff ff    callq  400590 <plus>
  40059e:  48 89 03          mov    %rax,(%rbx)
  4005a1:  5b                pop    %rbx
  4005a2:  c3                retq
```

- **Disassembler**

  `objdump -d sum`
  - Useful tool for examining object code
  - Analyzes bit pattern of series of instructions
  - Produces approximate rendition of assembly code
  - Can be run on either `a.out` (complete executable) or `.o` file

Alternate Disassembly

Object

```
0x0400595:
    0x53
    0x48
    0x89
    0xd3
    0xe8
    0xf2
    0xff
    0xff
    0xff
    0x48
    0x89
    0x03
    0x5b
    0xc3
```

Disassembled

```
Dump of assembler code for function sumstore:
 0x0000000000400595 <+0>: push   %rbx
 0x0000000000400596 <+1>: mov    %rdx,%rbx
 0x0000000000400599 <+4>: callq  0x400590 <plus>
 0x000000000040059e <+9>: mov    %rax,(%rbx)
 0x00000000004005a1 <+12>:pop    %rbx
 0x00000000004005a2 <+13>:retq
```

- **Within gdb Debugger**

  `gdb sum`

  `disassemble sumstore`
  - Disassemble procedure

  `x/14xb sumstore`
  - Examine the 14 bytes starting at `sumstore`

What Can be Disassembled?

```
% objdump -d WINWORD.EXE

WINWORD.EXE:     file format pei-i386

No symbols in "WINWORD.EXE".
Disassembly of section .text:

30001000 <.text>:
30001000:
30001001:
30001003:
30001005:
3000100a:
```

Reverse engineering forbidden by Microsoft End User License Agreement

- **Anything that can be interpreted as executable code**
- **Disassembler examines bytes and reconstructs assembly source**

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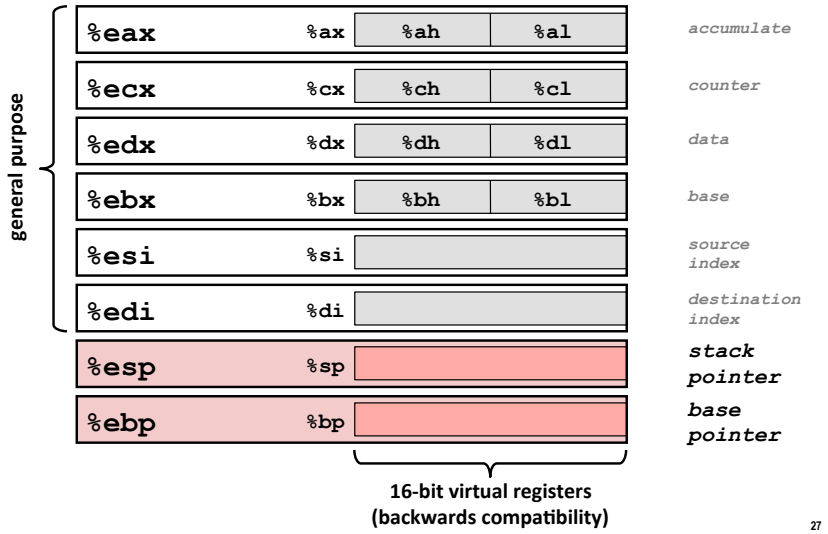
x86-64 Integer Registers

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

- Can reference low-order 4 bytes (also low-order 1 & 2 bytes)

Some History: IA32 Registers



x86-64 Integer Registers

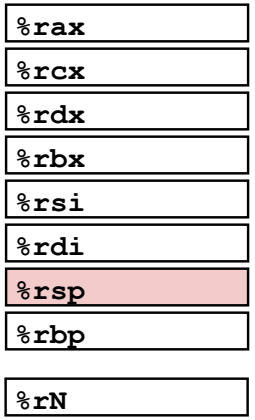
%r8	%r8d	%r8w	%r8b
%r9	%r9d	%r9w	%r9b
%r10	%r10d	%r10w	%r10b
%r11	%r11d	%r11w	%r11b
%r12	%r12d	%r12w	%r12b
%r13	%r13d	%r13w	%r13b
%r14	%r14d	%r14w	%r14b
%r15	%r15d	%r15w	%r15b

- Can reference low-order 4 bytes (also low-order 1 & 2 bytes)

Moving Data

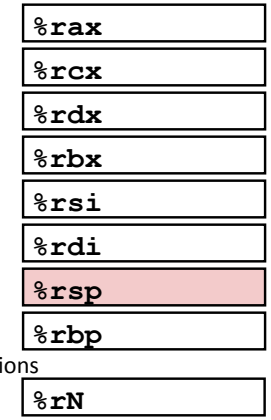
- **Moving Data**
  `movq` *Source*, *Dest*;
  (Also `movl`, `movw`, `movb`)

- **x86-64 can still use 32-bit instructions that generate 32-bit results**
  - Higher-order bits of destination register are just set to 0
  - Example: `addl`



Moving Data: Operand Types

- ***Immediate:*** **Constant integer data**
  - Example: `$0x400`, `$-533`
  - Like C constant, but prefixed with `'$'`
  - Encoded with 1, 2, or 4 bytes
- ***Register:*** **One of 16 integer registers**
  - Example: `%rax`, `%r13`
  - But `%rsp` reserved for special use
  - Others have special uses for particular instructions
- ***Memory:***
  - 8 consecutive bytes of memory at address given by register
    - Have to use the 8-byte form!
  - Simplest example: `(%rax)`
  - Various other "address modes"



`movq` 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;`

Cannot do memory-memory transfer with a single instruction

Simple Memory Addressing Modes

- **Normal (R) Mem[Reg[R]]**
  - Register R specifies memory address
  - Aha! Pointer dereferencing in C

```
movq (%rcx),%rax
```

- **Displacement D(R) Mem[Reg[R]+D]**
  - Register R specifies start of memory region
  - Constant displacement D specifies offset

```
movq 8(%rbp),%rdx
```

Example of Simple Addressing Modes

```
void swap(long *xp,
          long *yp) {
  long t0 = *xp;
  long t1 = *yp;
  *xp = t1;
  *yp = t0;
}
```

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


Understanding Swap()

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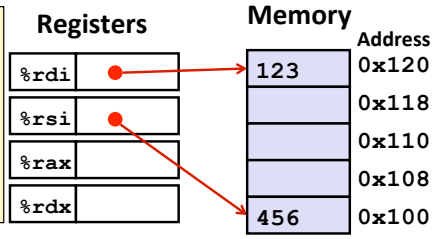

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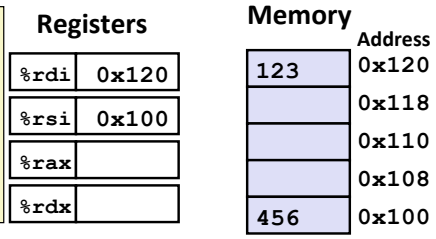

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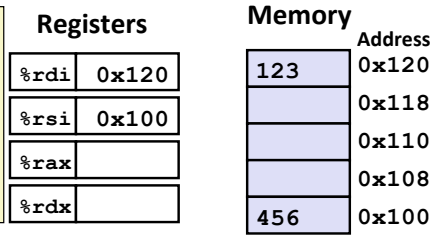

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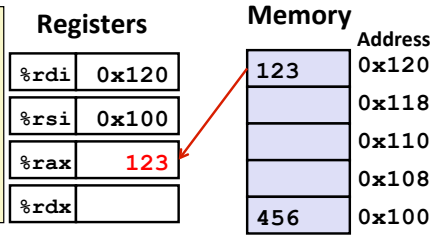

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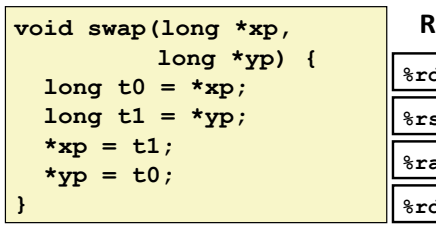

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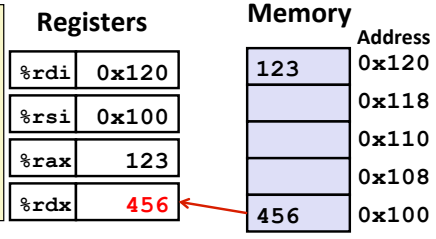

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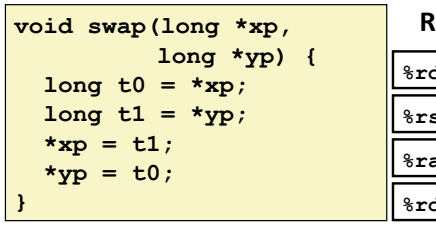

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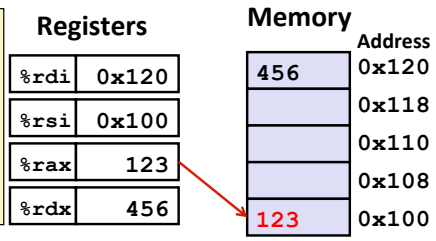

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```
swap:
    movq    (%rdi), %rax  # t0 = *xp
    movq    (%rsi), %rdx  # t1 = *yp
    movq    %rdx, (%rdi)  # *xp = t1
    movq    %rax, (%rsi)  # *yp = t0
    ret
```


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 16 integer registers
  - Ri: Index register: Any, except for %rsp
  - 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]]**

Address Computation Examples

%edx	0xf000
%ecx	0x0100

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

Address Computation Examples

%edx	0xf000
%ecx	0x0100

Expression	Address Computation	Address
0x8(%edx)	0xf000 + 0x8	0xf008
(%edx,%ecx)	0xf000 + 0x100	0xf100
(%edx,%ecx,4)	0xf000 + 4*0x100	0xf400
0x80(,%edx,2)	2*0xf000 + 0x80	0x1e080

Today: Machine Programming I: Basics

- History of Intel processors and architectures
- C, assembly, machine code
- Assembly Basics: Registers, operands, move
- Arithmetic & logical operations

Address Computation Instruction

- **`leaq`** Src, Dst
  - Src is address mode expression (i.e., in the form of D(Rb,Ri,S))
  - Set Dst to address denoted by expression
  - (lea stands for *load effective address)*
- 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

```
long m12(long x)
{
  return x*12;
}
```

Converted to ASM by compiler:

```
leaq (%rdi,%rdi,2), %rax # t <- x+x*2
salq $2, %rax            # return t<<2
```


Some Arithmetic Operations

- Two Operand Instructions:

Format	Computation		
`addq`	Src,Dest	Dest = Dest + Src	
`subq`	Src,Dest	Dest = Dest - Src	
`imulq`	Src,Dest	Dest = Dest * Src	
`salq`	Src,Dest	Dest = Dest << Src	**Also called shlq**
`sarq`	Src,Dest	Dest = Dest >> Src	**Arithmetic**
`shrq`	Src,Dest	Dest = Dest >> Src	**Logical**
`xorq`	Src,Dest	Dest = Dest ^ Src	
`andq`	Src,Dest	Dest = Dest & Src	
`orq`	Src,Dest	Dest = Dest | Src	

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

Some Arithmetic Operations

- One Operand Instructions

`incq`	Dest	Dest = Dest + 1
`decq`	Dest	Dest = Dest - 1
`negq`	Dest	Dest = - Dest
`notq`	Dest	Dest = ~Dest

- See book for more instructions:
  `movzbw`, **`movzbl`**, **`movzwl`**, **`movzbq`**, **`movzwq`**
  `movsbw`, **`movsbl`**, **`movswl`**, **`movsbq`**, **`movswq`**, **`movslq`**
- Why is there not a **`movzlq`**?

Arithmetic Expression 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;
}
```

```
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
```

Interesting Instructions

- **leaq**: address computation
- **salq**: shift
- **imulq**: multiplication
  - But, only used once

Understanding Arithmetic Expression 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;
}
```

```
arith:
  leaq    (%rdi,%rsi), %rax   # t1
  addq    %rdx, %rax          # t2
  leaq    (%rsi,%rsi,2), %rdx
  salq    $4, %rdx            # t4
  leaq    4(%rdi,%rdx), %rcx  # t5
  imulq   %rcx, %rax          # rval
  ret
```

Register	Use(s)
%rdi	Argument x
%rsi	Argument y
%rdx	Argument z
%rax	t1, t2, rval
%rdx	t4
%rcx	t5

Machine Programming I: Summary

- History of Intel processors and architectures
  - Evolutionary design leads to many quirks and artifacts
- C, assembly, machine code
  - New forms of visible state: program counter, registers, ...
  - Compiler must transform statements, expressions, procedures into low-level instruction sequences
- Assembly Basics: Registers, operands, move
  - The x86-64 move instructions cover wide range of data movement forms
- Arithmetic
  - C compiler will figure out different instruction combinations to carry out computation