CSCE 230J
Computer Organization

Machine-Level Programming I: Introduction

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Giving credit where credit is due

- Most of slides for this lecture are based on slides created by Drs. Bryant and O'Hallaron, Carnegie Mellon University.
- I have modified them and added new slides.

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Topics

- Assembly Programmer's Execution Model
- Accessing Information
  - Registers
  - Memory
- Arithmetic operations

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IA32 Processors

Totally Dominate Computer Market

Evolutionary Design
- Starting in 1978 with 8086
- Added more features as time goes on
- Still support old features, although obsolete

Complex Instruction Set Computer (CISC)
- Many different instructions with many different formats
  - But, only small subset encountered with Linux programs
- Hard to match performance of Reduced Instruction Set Computers (RISC)
- But, Intel has done just that!

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X86 Evolution: Programmer's View

Name	Date	Transistors
8086	1978	29K

- 16-bit processor. Basis for IBM PC & DOS
- Limited to 1MB address space. DOS only gives you 640K

Name	Date	Transistors
80286	1982	134K

- Added elaborate, but not very useful, addressing scheme
- Basis for IBM PC-AT and Windows

Name	Date	Transistors
386	1985	275K

- Extended to 32 bits. Added "flat addressing"
- Capable of running Unix
- Linux/gcc uses no instructions introduced in later models

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X86 Evolution: Programmer's View

Name	Date	Transistors
486	1989	1.9M
Pentium	1993	3.1M
Pentium/MMX	1997	4.5M

- Added special collection of instructions for operating on 64-bit vectors of 1, 2, or 4 byte integer data

Name	Date	Transistors
PentiumPro	1995	6.5M

- Added conditional move instructions
- Big change in underlying microarchitecture

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X86 Evolution: Programmer's View

Name	Date	Transistors
Pentium III	**1999**	**8.2M**

- Added "streaming SIMD" instructions for operating on 128-bit vectors of 1, 2, or 4 byte integer or floating point data
- Our fish machines

Pentium 4	**2001**	**42M**

- Added 8-byte formats and 144 new instructions for streaming SIMD mode

X86 Evolution: Clones

Advanced Micro Devices (AMD)

- Historically
  - AMD has followed just behind Intel
  - A little bit slower, a lot cheaper
- Recently
  - Recruited top circuit designers from Digital Equipment Corp.
  - Exploited fact that Intel distracted by IA64
  - Now are close competitors to Intel
- Developing own extension to 64 bits

X86 Evolution: Clones

Transmeta

- Recent start-up
  - Employer of Linus Torvalds
- Radically different approach to implementation
  - Translates x86 code into "Very Long Instruction Word" (VLIW) code
  - High degree of parallelism
- Shooting for low-power market

New Species: IA64

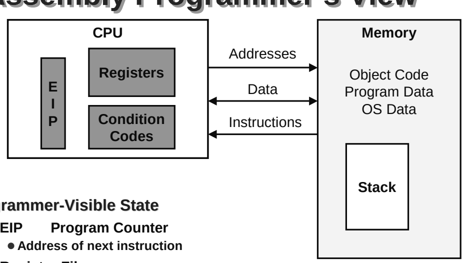
Name	Date	Transistors
Itanium	**2001**	**10M**

- Extends to IA64, a 64-bit architecture
- Radically new instruction set designed for high performance
- Will be able to run existing IA32 programs
  - On-board "x86 engine"
- Joint project with Hewlett-Packard

Itanium 2	**2002**	**221M**

- Big performance boost

Assembly Programmer's View



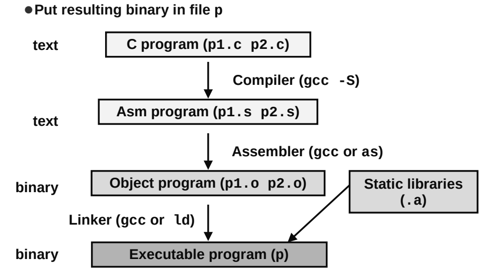
Programmer-Visible State

- EIP Program Counter
  - Address of next instruction
- Register File
  - Heavily used program data
- Condition Codes
  - Store status information about most recent arithmetic operation
  - Used for conditional branching

- Memory
  - Byte addressable array
  - Code, user data, (some) OS data
  - Includes stack used to support procedures

Turning C into Object Code

- Code in files `p1.c p2.c`
- Compile with command: `gcc -O p1.c p2.c -o p`
  - Use optimizations (`-O`)
  - Put resulting binary in file p



Compiling Into Assembly

C Code

```
int sum(int x, int y)
{
  int t = x+y;
  return t;
}
```

Generated Assembly

```
_sum:
    pushl %ebp
    movl %esp,%ebp
    movl 12(%ebp),%eax
    addl 8(%ebp),%eax
    movl %ebp,%esp
    popl %ebp
    ret
```

Obtain with command

`gcc -O -S code.c`

Produces file `code.s`

Assembly Characteristics

Minimal Data Types

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

Primitive 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 `sum`

```
0x401040 <sum>:
    0x55
    0x89
    0xe5
    0x8b
    0x45
    0x0c
    0x03
    0x45
    0x08
    0x89
    0xec
    0x5d
    0xc3
```

- Total of 13 bytes
- Each instruction 1, 2, or 3 bytes
- Starts at address `0x401040`

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

```
int t = x+y;
```

C Code

- Add two signed integers

```
addl 8(%ebp),%eax
```

Similar to expression
`x += y`

Assembly

- Add 2 4-byte integers
  - "Long" words in GCC parlance
  - Same instruction whether signed or unsigned
- Operands:
  - x: Register `%eax`
  - y: Memory `M[%ebp+8]`
  - t: Register `%eax`
    - » Return function value in `%eax`

```
0x401046:    03 45 08
```

Object Code

- 3-byte instruction
- Stored at address `0x401046`

Disassembling Object Code

Disassembled

```
00401040 <_sum>:
   0:      55                 push   %ebp
   1:      89 e5              mov    %esp,%ebp
   3:      8b 45 0c           mov    0xc(%ebp),%eax
   6:      03 45 08           add    0x8(%ebp),%eax
   9:      89 ec              mov    %ebp,%esp
   b:      5d                 pop    %ebp
   c:      c3                 ret
   d:      8d 76 00           lea    0x0(%esi),%esi
```

Disassembler

`objdump -d p`

- 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

```
0x401040:
    0x55
    0x89
    0xe5
    0x8b
    0x45
    0x0c
    0x03
    0x45
    0x08
    0x89
    0xec
    0x5d
    0xc3
```

Disassembled

```
0x401040 <sum>:      push   %ebp
0x401041 <sum+1>:    mov    %esp,%ebp
0x401043 <sum+3>:    mov    0xc(%ebp),%eax
0x401046 <sum+6>:    add    0x8(%ebp),%eax
0x401049 <sum+9>:    mov    %ebp,%esp
0x40104b <sum+11>:   pop    %ebp
0x40104c <sum+12>:   ret
0x40104d <sum+13>:   lea    0x0(%esi),%esi
```

Within gdb Debugger

`gdb p`

`disassemble sum`

- Disassemble procedure

`x/13b sum`

- Examine the 13 bytes starting at `sum`

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:  55               push   %ebp
30001001:  8b ec            mov    %esp,%ebp
30001003:  6a ff            push   $0xffffffff
30001005:  68 90 10 00 30   push   $0x30001090
3000100a:  68 91 dc 4c 30   push   $0x304cdc91
```

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

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Moving Data

%eax
%edx
%ecx
%ebx
%esi
%edi
%esp
%ebp

Moving Data

`movl` *Source*,*Dest*:

- Move 4-byte ("long") word
- Lots of these in typical code

Operand Types

- Immediate: Constant integer data
  - Like C constant, but prefixed with '$'
  - E.g., `$0x400`, `$-533`
  - Encoded with 1, 2, or 4 bytes
- Register: One of 8 integer registers
  - But `%esp` and `%ebp` reserved for special use
  - Others have special uses for particular instructions
- Memory: 4 consecutive bytes of memory
  - Various "address modes"

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`movl` Operand Combinations

	Source	Destination		C Analog
movl	*Imm*	*Reg*	`movl $0x4,%eax`	`temp = 0x4;`
		Mem	`movl $-147,(%eax)`	`*p = -147;`
	Reg	*Reg*	`movl %eax,%edx`	`temp2 = temp1;`
		Mem	`movl %eax,(%edx)`	`*p = temp;`
	Mem	*Reg*	`movl (%eax),%edx`	`temp = *p;`

- Cannot do memory-memory transfers with single instruction

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Simple Addressing Modes

Normal (R) Mem[Reg[R]]

- Register R specifies memory address

`movl (%ecx),%eax`

Displacement D(R) Mem[Reg[R]+D]

- Register R specifies start of memory region
- Constant displacement D specifies offset

`movl 8(%ebp),%edx`

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Example

Address	Value
0x100	0xFF
0x104	0x00
0x108	0x13
0x10C	0x11

Register	Value
%eax	0x100
%ecx	0x1

Operand	Value
%ecx	0x1
(%eax)	0xFF
8(%eax)	0x13
263(%ecx)	0x13

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Exercise

Address	Value
0x100	0x0
0x104	0x1
0x108	0x2
0x10C	0x3

Register	Value
%eax	0x104
%ecx	0x100

Operand	Value
%eax	0x104
(%ecx)	0x0
4(%eax)	0x2
0xC(%ecx)	0x3

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Using Simple Addressing Modes

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

```
swap:
   pushl %ebp          } Set
   movl %esp,%ebp      } Up
   pushl %ebx

   movl 12(%ebp),%ecx  }
   movl 8(%ebp),%edx   }
   movl (%ecx),%eax    } Body
   movl (%edx),%ebx    }
   movl %eax,(%edx)    }
   movl %ebx,(%ecx)    }

   movl -4(%ebp),%ebx  }
   movl %ebp,%esp      } Finish
   popl %ebp           }
   ret
```

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Understanding Swap

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

Stack

Offset		
	• • •	
12	yp	
8	xp	
4	Rtn adr	
0	Old %ebp	← %ebp
-4	Old %ebx	

Register	Variable
%ecx	yp
%edx	xp
%eax	t1
%ebx	t0

```
movl 12(%ebp),%ecx  # ecx = yp
movl 8(%ebp),%edx   # edx = xp
movl (%ecx),%eax    # eax = *yp (t1)
movl (%edx),%ebx    # ebx = *xp (t0)
movl %eax,(%edx)    # *xp = eax
movl %ebx,(%ecx)    # *yp = ebx
```

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Understanding Swap

Register	Value
%eax	
%edx	
%ecx	
%ebx	
%esi	
%edi	
%esp	
%ebp	0x104

	Offset		Address
		123	0x124
		456	0x120
			0x11c
			0x118
			0x114
yp	12	0x120	0x110
xp	8	0x124	0x10c
	4	Rtn adr	0x108
%ebp →	0		0x104
	-4		0x100

```
movl 12(%ebp),%ecx  # ecx = yp
movl 8(%ebp),%edx   # edx = xp
movl (%ecx),%eax    # eax = *yp (t1)
movl (%edx),%ebx    # ebx = *xp (t0)
movl %eax,(%edx)    # *xp = eax
movl %ebx,(%ecx)    # *yp = ebx
```

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Understanding Swap

Register	Value
%eax	
%edx	
%ecx	0x120
%ebx	
%esi	
%edi	
%esp	
%ebp	0x104

	Offset		Address
		123	0x124
		456	0x120
			0x11c
			0x118
			0x114
yp	12	0x120	0x110
xp	8	0x124	0x10c
	4	Rtn adr	0x108
%ebp →	0		0x104
	-4		0x100

```
movl 12(%ebp),%ecx  # ecx = yp
movl 8(%ebp),%edx   # edx = xp
movl (%ecx),%eax    # eax = *yp (t1)
movl (%edx),%ebx    # ebx = *xp (t0)
movl %eax,(%edx)    # *xp = eax
movl %ebx,(%ecx)    # *yp = ebx
```

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Understanding Swap

Register	Value
%eax	
%edx	0x124
%ecx	0x120
%ebx	
%esi	
%edi	
%esp	
%ebp	0x104

	Offset		Address
		123	0x124
		456	0x120
			0x11c
			0x118
			0x114
yp	12	0x120	0x110
xp	8	0x124	0x10c
	4	Rtn adr	0x108
%ebp →	0		0x104
	-4		0x100

```
movl 12(%ebp),%ecx  # ecx = yp
movl 8(%ebp),%edx   # edx = xp
movl (%ecx),%eax    # eax = *yp (t1)
movl (%edx),%ebx    # ebx = *xp (t0)
movl %eax,(%edx)    # *xp = eax
movl %ebx,(%ecx)    # *yp = ebx
```

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Understanding Swap

Register	Value
%eax	456
%edx	0x124
%ecx	0x120
%ebx	
%esi	
%edi	
%esp	
%ebp	0x104

	Offset		Address
		123	0x124
		456	0x120
			0x11c
			0x118
			0x114
yp	12	0x120	0x110
xp	8	0x124	0x10c
	4	Rtn adr	0x108
%ebp →	0		0x104
	-4		0x100

```
movl 12(%ebp),%ecx  # ecx = yp
movl 8(%ebp),%edx   # edx = xp
movl (%ecx),%eax    # eax = *yp (t1)
movl (%edx),%ebx    # ebx = *xp (t0)
movl %eax,(%edx)    # *xp = eax
movl %ebx,(%ecx)    # *yp = ebx
```

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Understanding Swap

Register	Value
%eax	456
%edx	0x124
%ecx	0x120
%ebx	123
%esi	
%edi	
%esp	
%ebp	0x104

	Offset		Address
		123	0x124
		456	0x120
			0x11c
			0x118
			0x114
yp	12	0x120	0x110
xp	8	0x124	0x10c
	4	Rtn adr	0x108
%ebp →	0		0x104
	-4		0x100

```
movl 12(%ebp),%ecx  # ecx = yp
movl 8(%ebp),%edx   # edx = xp
movl (%ecx),%eax    # eax = *yp (t1)
movl (%edx),%ebx    # ebx = *xp (t0)
movl %eax,(%edx)    # *xp = eax
movl %ebx,(%ecx)    # *yp = ebx
```

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Understanding Swap

Register	Value
%eax	456
%edx	0x124
%ecx	0x120
%ebx	123
%esi	
%edi	
%esp	
%ebp	0x104

	Offset		Address
		456	0x124
		456	0x120
			0x11c
			0x118
			0x114
yp	12	0x120	0x110
xp	8	0x124	0x10c
	4	Rtn adr	0x108
%ebp →	0		0x104
	-4		0x100

```
movl 12(%ebp),%ecx  # ecx = yp
movl 8(%ebp),%edx   # edx = xp
movl (%ecx),%eax    # eax = *yp (t1)
movl (%edx),%ebx    # ebx = *xp (t0)
movl %eax,(%edx)    # *xp = eax
movl %ebx,(%ecx)    # *yp = ebx
```

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Understanding Swap

Register	Value
%eax	456
%edx	0x124
%ecx	0x120
%ebx	123
%esi	
%edi	
%esp	
%ebp	0x104

	Offset		Address
		456	0x124
		123	0x120
			0x11c
			0x118
			0x114
yp	12	0x120	0x110
xp	8	0x124	0x10c
	4	Rtn adr	0x108
%ebp →	0		0x104
	-4		0x100

```
movl 12(%ebp),%ecx  # ecx = yp
movl 8(%ebp),%edx   # edx = xp
movl (%ecx),%eax    # eax = *yp (t1)
movl (%edx),%ebx    # ebx = *xp (t0)
movl %eax,(%edx)    # *xp = eax
movl %ebx,(%ecx)    # *yp = ebx
```

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Indexed 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

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]]

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Address Computation Examples

Register	Value
%edx	0xf000
%ecx	0x100

Expression	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

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Another Example

Address	Value
0x100	0xFF
0x104	0x00
0x108	0x13
0x10C	0x11

Register	Value
%eax	0x100
%ecx	0x1
%edx	0x3

Operand	Value
9(%eax,%edx)	0x11
0x100(,%ecx,4)	0x00
(%eax, %edx, 4)	0x11
252(%ecx,%edx)	0xFF

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Exercise

Address	Value
0x100	0xFF
0x104	0x00
0x108	0x13
0x10C	0x11

Register	Value
%eax	0x100
%ecx	0x104
%edx	0x1
%ebx	0x8

Operand	Value
3(%eax,%edx)	0x00
254(,%edx,2)	0xFF
(%eax, %edx, 4)	0x00
(%ecx,%ebx)	0x11

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More on Data Movement

MOVB and MOVW

MOVW moves two bytes, when one of its operands is a register, it must be one of the 8 two-byte registers

e.g. MOVW %ax, %dx

MOVB moves a single byte, when one of its operands is a register, it must be one of the 8 single-byte registers

e.g. MOVB %al, %ah

%eax	%ah	%al
%edx	%dh	%dl
%ecx	%ch	%cl
%ebx	%bh	%bl
%esi		
%edi		
%esp		
%ebp		

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More on Data Movement

MOVSBL and MOVZBL

- MOVSBL sign-extends a single byte, and copies it into a double-word destination
- MOVZBL expands a single byte to 32 bits with 24 leading zeros, and copies it into a double-word destination

Example:

%eax = 0x12345678

%edx = 0xAAAABBBB

MOVB	%dh,	%al	%eax =	0x123456BB
MOVSBL	%dh,	%eax	%eax =	0xFFFFFFBB
MOVZBL	%dh,	%eax	%eax =	0x000000BB

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Exercise

%eax = 0x12345678

%edx = 0xAAAA22CC

MOVB	%dh,	%ah	%eax =	#2
MOVSBL	%dh,	%eax	%eax =	#3
MOVZBL	%dh,	%eax	%eax =	#3
MOVSBL	%dl,	%eax	%eax =	#5

1. 0x12345622
2. 0x12342278
3. 0x00000022
4. 0xFFFFFF22
5. 0xFFFFFFCC

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Address Computation Instruction

`leal` *Src*,*Dest*

- *Src* is address mode expression
- Set *Dest* to address denoted by expression

Uses

- Computing address without doing memory reference
  - E.g., translation of `p = &x[i];`
- Computing arithmetic expressions of the form x + k*y
  - k = 1, 2, 4, or 8.

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Example

Assume register %eax holds value X

%ecx holds value Y

Expression	Result in %edx
lea1 8(%eax), %edx	X+8
lea1 (%eax,%ecx), %edx	X+Y
lea1 8(%eax,%ecx), %edx	X+Y+8
lea1 8(%eax,%eax,4), %edx	5X+8
lea1 8(%eax,%ecx,2), %edx	X+2Y+8

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Some Arithmetic Operations

Format — **Computation**

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*	

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Some Arithmetic Operations

One Operand Instructions

Format	Computation
`incl` *Dest*	*Dest* = *Dest* + 1
`decl` *Dest*	*Dest* = *Dest* - 1
`negl` *Dest*	*Dest* = - *Dest*
`notl` *Dest*	*Dest* = ~ *Dest*

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Using `leal` for Arithmetic Expressions

```
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
    movl %esp,%ebp                  } Set Up

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

    movl %ebp,%esp
    popl %ebp                       } Finish
    ret
```

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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;
}
```

Stack

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

```
movl 8(%ebp),%eax          # eax = x
movl 12(%ebp),%edx         # edx = y
leal (%edx,%eax),%ecx      # ecx = x+y  (t1)
leal (%edx,%edx,2),%edx    # edx = 3*y
sall $4,%edx               # edx = 48*y (t4)
addl 16(%ebp),%ecx         # ecx = z+t1 (t2)
leal 4(%edx,%eax),%eax     # eax = 4+t4+x (t5)
imull %ecx,%eax            # eax = t5*t2 (rval)
```

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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;
}
```

```
# eax = x
  movl 8(%ebp),%eax
# edx = y
  movl 12(%ebp),%edx
# ecx = x+y  (t1)
  leal (%edx,%eax),%ecx
# edx = 3*y
  leal (%edx,%edx,2),%edx
# edx = 48*y (t4)
  sall $4,%edx
# ecx = z+t1 (t2)
  addl 16(%ebp),%ecx
# eax = 4+t4+x (t5)
  leal 4(%edx,%eax),%eax
# eax = t5*t2 (rval)
  imull %ecx,%eax
```

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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                  } Set Up

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

    movl %ebp,%esp
    popl %ebp                       } Finish
    ret
```

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

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

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Push and Pop

PUSHL takes a single operand: the data source, and store it to the top of stack.

For example,

PUSHL %eax has equivalent behavior as

subl $4, %esp ; stack grows downward

movl %eax, (%esp)

POPL takes the data destination, and pop the top element of stack onto the destination.

POPL %eax has equivalent behavior as

movl (%esp), %eax

addl $4, %esp

CISC Properties

Instruction can reference different operand types
- Immediate, register, memory

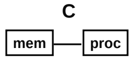
Arithmetic operations can read/write memory

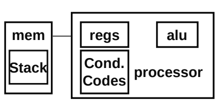
Memory reference can involve complex computation
- Rb + S*Ri + D
- Useful for arithmetic expressions, too

Instructions can have varying lengths
- IA32 instructions can range from 1 to 15 bytes

Summary: Abstract Machines

Machine Models	Data	Control
C	1) `char` 2) `int`, `float` 3) `double` 4) `struct`, array 5) pointer	1) loops 2) conditionals 3) `switch` 4) Proc. call 5) Proc. return
Assembly	1) byte 2) 2-byte word 3) 4-byte long word 4) contiguous byte allocation 5) address of initial byte	3) branch/jump 4) `call` 5) `ret`



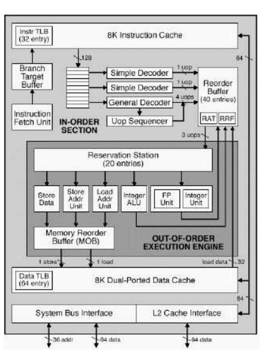


Pentium Pro (P6)

History
- Announced in Feb. ‘95
- Basis for Pentium II, Pentium III, and Celeron processors
- Pentium 4 similar idea, but different details

Features
- Dynamically translates instructions to more regular format
  - Very wide, but simple instructions
- Executes operations in parallel
  - Up to 5 at once
- Very deep pipeline
  - 12–18 cycle latency

PentiumPro Block Diagram



Microprocessor Report 2/16/95

PentiumPro Operation

Translates instructions dynamically into “Uops”
- 118 bits wide
- Holds operation, two sources, and destination

Executes Uops with “Out of Order” engine
- Uop executed when
  - Operands available
  - Functional unit available
- Execution controlled by “Reservation Stations”
  - Keeps track of data dependencies between uops
  - Allocates resources

Consequences
- Indirect relationship between IA32 code & what actually gets executed
- Tricky to predict / optimize performance at assembly level

Whose Assembler?

Intel/Microsoft Format

```
lea  eax,[ecx+ecx*2]
sub  esp,8
cmp  dword ptr [ebp-8],0
mov  eax,dword ptr [eax*4+100h]
```

GAS/Gnu Format

```
leal (%ecx,%ecx,2),%eax
subl $8,%esp
cmpl $0,-8(%ebp)
movl $0x100(,%eax,4),%eax
```

Intel/Microsoft Differs from GAS

- **Operands listed in opposite order**
  `mov` Dest, Src   `movl` Src, Dest
- **Constants not preceded by '$', Denote hex with 'h' at end**
  `100h`   `$0x100`
- **Operand size indicated by operands rather than operator suffix**
  `sub`   `subl`
- **Addressing format shows effective address computation**
  `[eax*4+100h]`   `$0x100(,%eax,4)`

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