Endianness, Assembly

CS 2130: Computer Systems and Organization 1

March 3, 2023

Announcements

- Homework 4 due tonight at 11pm on Gradescope
- No Quiz this weekend - have a great spring break!
- Homework 5 available Monday after break

Aside: Powers of Two

Powers of Two

Value	base-10	Short form	Pronounced
2^{10}	1024	Ki	Kilo
2^{20}	1,048,576	Mi	Mega
2^{30}	1,073,741,824	Gi	Giga
2^{40}	1,099,511,627,776	Ti	Tera
2^{50}	1,125,899,906,842,624	Pi	Peta
2^{60}	1,152,921,504,606,846,976	Ei	Exa

Example: 2^{27} bytes

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Example: 2^{27} bytes $= 2^7 \times 2^{20}$ bytes $= 2^7$ MiB $= 128$ MiB

64-bit Machines

How much can we address with 64-bits?

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- 16 EiB (2^{64} addresses = $2^4 \times 2^{60}$)

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How much can we address with 64-bits?

- 16 EiB (2^{64} addresses = $2^{4} \times 2^{60}$)
- But I only have 8 GiB of RAM

A Challenge

There is a disconnect:

- Registers: 64-bits values
- Memory: 8-bit values (i.e., **1 byte** values)
  - Each address addresses an 8-bit value in memory
  - Each address points to a 1-byte slot in memory

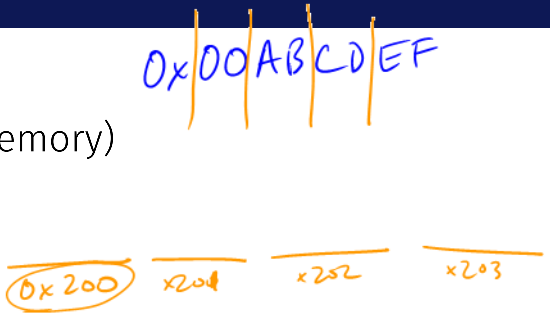
A Challenge

There is a disconnect:

- Registers: 64-bits values
- Memory: 8-bit values (i.e., **1 byte** values)
    - Each address addresses an 8-bit value in memory
    - Each address points to a 1-byte slot in memory
- How do we store a 64-bit value in an 8-bit spot?

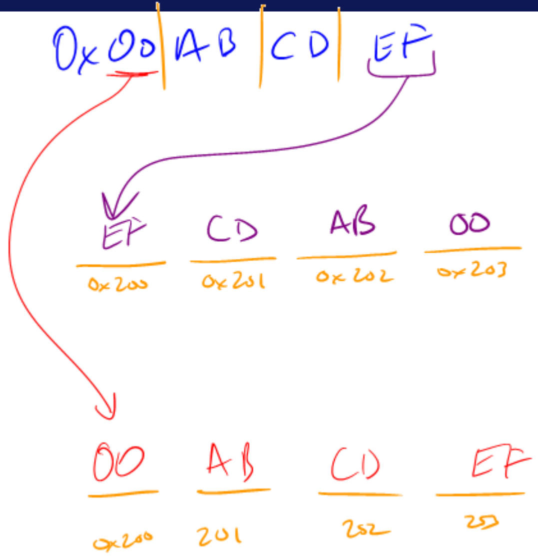
Rules

Rules to break "big values" into bytes (memory)



1. Break it into bytes
2. Store them adjacently
3. Address of the overall value = smallest address of its bytes
4. Order the bytes
   - If parts are ordered (i.e., array), first goes in smallest address
   - Else, hardware implementation gets to pick (!!)
     - Little-endian
     - Big-endian

Ordering Values



Little-endian

- Store the low order part/byte first
- Most hardware today is little-endian

Big-endian

- Store the high order part/byte first

Example

Store `[0x1234, 0x5678]` at address `0xF00`

	Addr	Big Endian	Little Endian
0x1234	F00	12	34
	F01	34	12
0x5678	F02	56	78
	F03	78	56

Endianness

Why do we study endianness?

- It is **everywhere**
- It is a source of weird bugs
- Ex: It's likely your computer uses:
  - Little-endian from CPU to memory
  - Big-endian from CPU to network
  - File formats are roughly half and half

Moving up!

Assembly

General principle of all **assembly languages**

- Code (text, not binary!)
- 1 line of code = 1 machine instruction
- One-to-one reversible mapping between binary and assembly
    - We do not need to remember binary encodings!
    - A program will turn text to binary for us!

Assembly

Features of assembly

- Automatic addresses - use **labels** to keep track of addresses
  - Assembler will remember location of labels and use where appropriate
  - Labels will not exist in machine code
- Metadata - data about data
  - Data that helps turn assembly into code the machine can use
- As complicated as machine instructions (like we have been writing)
  - There are a lot of instructions, and it is one-to-one!

Assembly Languages

There are relatively few assembly languages

- But, they're backed by hardware!
- Two big ones these days: x86-64 and ARM
    - You likely have machines that use one of these
- Others: RISC-V, MIPS, ...

We will focus on x86-64

x86-64

x86-64 has a weird and long history

- Expansion of the 8086 series (Intel)
    - 8086, 8286, 8386, 8486, x86
- AMD expanded it with AMD64
- Intel decide to use same build, but called it x86-64
- Backwards compatible with the 8086 series

x86-64

Two dialects - two ways to write the same thing

- Intel - likely using with Windows
  `mov QWORD PTR [rdx+0x227],rax`
- AT&T - likely using with anything else
  `movq %rax,0x227(%rdx)`

We will use AT&T dialect

AT&T x86-84 Assembly

`instruction source, destination`

- Instruction followed by 0 or more operands (arguments)
- 4 types of operands:
  - Number (immediate value): `$0x123`
  - Register: `%rax`
  - lea → Address of memory: `(%rax)` or `0x24` or `labelname`
  - Value at an address in memory: `(%rax)` or `0x24` or `labelname`

`mylabelname:`

- Label - remember the address of next thing to use later

AT&T x86-84 Assembly

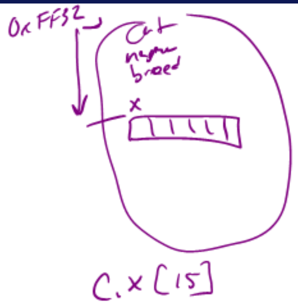
```
.something something
```

- Metadirective - extra information that is not code
- How the code works with other things (i.e., talk to OS)
- Ex: `.globl main`

```
// we can have comments!
```

Addressing Memory

`2130(%rax, %rsp, 8)`



- Address can have up to 4 parts: 2 numbers, 2 registers
- Combines as: `2130 + %rax + (%rsp * 8)`
- Common usage from this example:
  - `rax` - address of an object in memory
  - `2130` - offset of an array into the object
  - `rsp` - index into the array
  - `8` - size of the values in the array
- Don't need all parts: `(%rax)` or `(%rax, 4)` or `4(%rax)`
- This is all one operand (one memory address)

Registers

`rax` is a 64-bit register

hello.s example

Instructions

Instructions have different versions depending on number of bits to use

- `movq` - 64-bit move
  - `q` = quad word
- `movl` - 32-bit move
  - `l` = long
- There are encodings for shorter things, but we will mostly see 32- and 64-bit

More powerful than our ISA

Instructions can move/operate between memory and register

- `movq %rax, %rcx` - register to register
  - Remember our icode 0
- `movq (%rax), %rcx` - memory to register
  - Remember our icode 3
- `movq %rax, (%rcx)` - register to memory
  - Remember our icode 4
- `movq $21, %rax` - Immediate to register
  - Remember our icode 6 (b=0)

Note: at most one memory address per instruction

Other Instructions

Other instructions work the same way

- `addq %rax, %rcx` — rcx += rax
- `subq (%rbx), %rax` — rax -= M[rbx]
- xor, and, and others work the same way!
- Assembly has virtually no 3-argument instructions
  - All will be modifying something (i.e., `+=`, `&=`, ...)

Jumps

`jmp foo`

- Unconditional jump to `foo`
- `foo` is a label or memory address
- Need `jmp*` to use register value

Conditional jumps

- `jl`, `jle`, `je`, `jne`, `jg`, `jge`, `ja`, `jb`, `js`, `jo`

Unlike our Toy ISA, these do not compare given register to 0

Jumps

Condition codes - 4 1-bit registers set by every math operation, `cmp`, and `test`

- Result for the operation compared to 0 (if no overflow)
- Example:

```
addq $-5, %rax
// ...code that doesn't set condition codes...
je foo
```

  - Sets condition codes from doing math (subtract 5 from rax)
  - Tells whether result was positive, negative, 0, if there was overflow, …
  - Then jump if the result of that operation should have been = 0

Jumps: compare and test

`cmpq %rax, %rdx`

- Compare checks result of `-=` and sets condition codes
- How `rdx - rax` compares with 0
- Be aware of ordering!
  - if `rax` is bigger, sets < flag
  - if `rdx` is bigger, sets > flag

`testq %rax, %rdx`

- Sets the condition codes based on `rdx & rax`
- Less common

Neither save their result, just set condition codes!

Function Calls: Calling Conventions

`callq myfun`

- Push return address, then jump to myfun
- Convention: Store arguments in registers and stack before call
  - First 6 arguments (in order): `rdi`, `rsi`, `rdx`, `rcx`, `r8`, `r9`
  - If more arguments, pushed onto stack (last to first)

`retq`

- Pop return address from stack and jump back
- Convention: store return value in `rax` before calling `retq`

This is similar to our Toy ISA's function calls in homework 4

Debugger

Debugger - step through code!

- You will be using this for lab tomorrow
- Experience seeing results of these instructions step-by-step
- **Please read the x86-64 summary reading before lab!**