

# **CSC 252: Computer Organization**

## **Fall 2021: Lecture 10**

Assembly Programming:

- ISA
- Instruction Encoding

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# Announcements

A2 due tomorrow night

A3 will be out this weekend

Today we begin next topic, processor architecture

- Corresponds to book chapter 4
- Suggested readings are on schedule page

# Vulnerable Buffer Code

```
/* Echo Line */  
void echo()  
{  
    char buf[4]; /* Way too small! */  
    gets(buf);  
    puts(buf);  
}
```

```
void call_echo() {  
    echo();  
}
```

# Vulnerable Buffer Code

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    char buf[4]; /* Way too small! */  
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}
```

```
void call_echo() {  
    echo();  
}
```

```
unix>./bufdemo-nsp  
Type a string:012345678901234567890123  
012345678901234567890123
```

# Vulnerable Buffer Code

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void echo()  
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    char buf[4]; /* Way too small! */  
    gets(buf);  
    puts(buf);  
}
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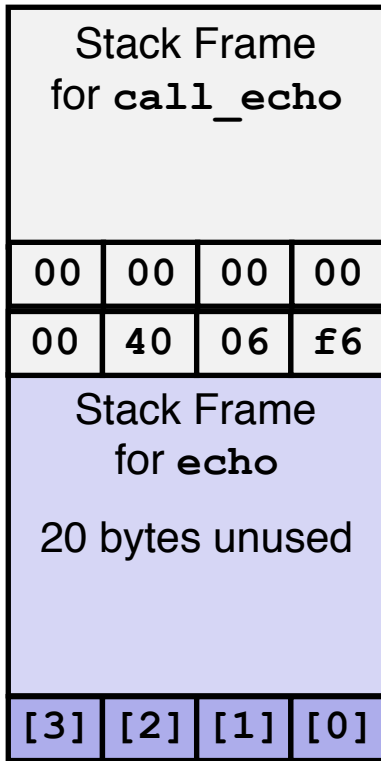
```
void call_echo() {  
    echo();  
}
```

```
unix>./bufdemo-nsp  
Type a string:012345678901234567890123  
012345678901234567890123
```

```
unix>./bufdemo-nsp  
Type a string:0123456789012345678901234  
Segmentation Fault
```

# Buffer Overflow Stack Example

Before call to gets



```
void echo()  
{  
    char buf[4];  
    gets(buf);  
    ...  
}
```

```
echo:  
    subq    $24, %rsp  
    movq    %rsp, %rdi  
    call   gets  
    ...
```

`call_echo:`

```
. . .  
4006f1:    callq    4006cf <echo>  
4006f6:    add     $0x8,%rsp  
. . .
```

# Buffer Overflow Stack Example #1

After call to gets

Stack Frame for call_echo			
00	00	00	00
00	40	06	f6
00	32	31	30
39	38	37	36
35	34	33	32
31	30	39	38
37	36	35	34
33	32	31	30

buf ← %rsp

```
void echo()
{
    char buf[4];
    gets(buf);
    ...
}
```

```
echo:
    subq    $24, %rsp
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    ...
```

call\_echo:

```
. . .
4006f1:    callq   4006cf <echo>
4006f6:    add     $0x8,%rsp
. . .
```

```
unix> ./bufdemo-nsp
Type a string: 01234567890123456789012
01234567890123456789012
```

**Overflowed buffer, but did not corrupt state**

# Buffer Overflow Stack Example #2

After call to gets

Stack Frame for call_echo			
00	00	00	00
00	40	00	34
33	32	31	30
39	38	37	36
35	34	33	32
31	30	39	38
37	36	35	34
33	32	31	30

buf ← %rsp

```
void echo()
{
    char buf[4];
    gets(buf);
    ...
}
```

```
echo:
    subq    $24, %rsp
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    call   gets
    ...
```

call\_echo:

```
. . .
4006f1:    callq   4006cf <echo>
4006f6:    add     $0x8,%rsp
. . .
```

```
unix>./bufdemo-nsp
Type a string:0123456789012345678901234
Segmentation Fault
```

**Overflowed buffer, and corrupt return address**



# Buffer Overflow Stack Example #3

After call to gets

Stack Frame for call_echo			
00	00	00	00
00	40	06	00
33	32	31	30
39	38	37	36
35	34	33	32
31	30	39	38
37	36	35	34
33	32	31	30

buf ← %rsp

```
void echo()  
{  
    char buf[4];  
    gets(buf);  
    ...  
}
```

```
echo:  
    subq $24, %rsp  
    movq %rsp, %rdi  
    call gets  
    ...
```

call\_echo:

```
. . .  
4006f1:    callq 4006cf <echo>  
4006f6:    add   $0x8,%rsp  
. . .
```

```
unix> ./bufdemo-nsp  
Type a string: 012345678901234567890123  
012345678901234567890123
```

**Overflowed buffer, corrupt return address, but program appears to still work!**

# Buffer Overflow Stack Example #4

After call to gets

Stack Frame for call_echo			
00	00	00	00
00	40	06	00
33	32	31	30
39	38	37	36
35	34	33	32
31	30	39	38
37	36	35	34
33	32	31	30

buf ← %rsp

register\_tm\_clones:

```
. . .  
400600:  mov    %rsp,%rbp  
400603:  mov    %rax,%rdx  
400606:  shr   $0x3f,%rdx  
40060a:  add   %rdx,%rax  
40060d:  sar   %rax  
400610:  jne   400614  
400612:  pop   %rbp  
400613:  retq
```

“Returns” to unrelated code

Could be code controlled by attackers!

# What to do about buffer overflow attacks

- Avoid overflow vulnerabilities
- Employ system-level protections
- Have compiler use “stack canaries”

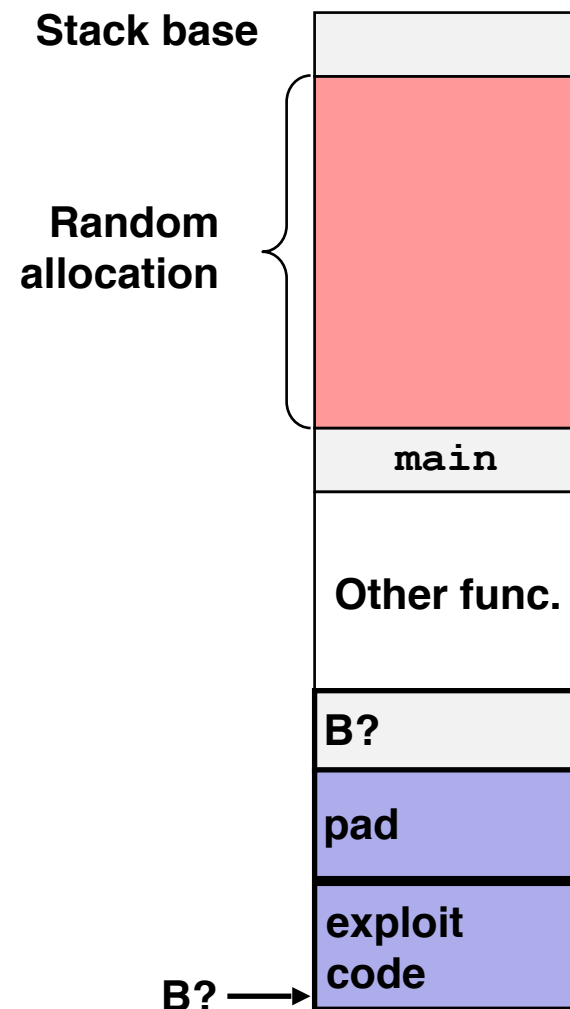
# 1. Avoid Overflow Vulnerabilities in Code (!)

```
/* Echo Line */  
void echo()  
{  
    char buf[4]; /* Way too small! */  
    fgets(buf, 4, stdin);  
    puts(buf);  
}
```

- For example, use library routines that limit string lengths
  - `fgets` instead of `gets`
  - `strncpy` instead of `strcpy`
  - Don't use `scanf` with `%s` conversion specification
    - Use `fgets` to read the string
    - Or use `%ns` where `n` is a suitable integer

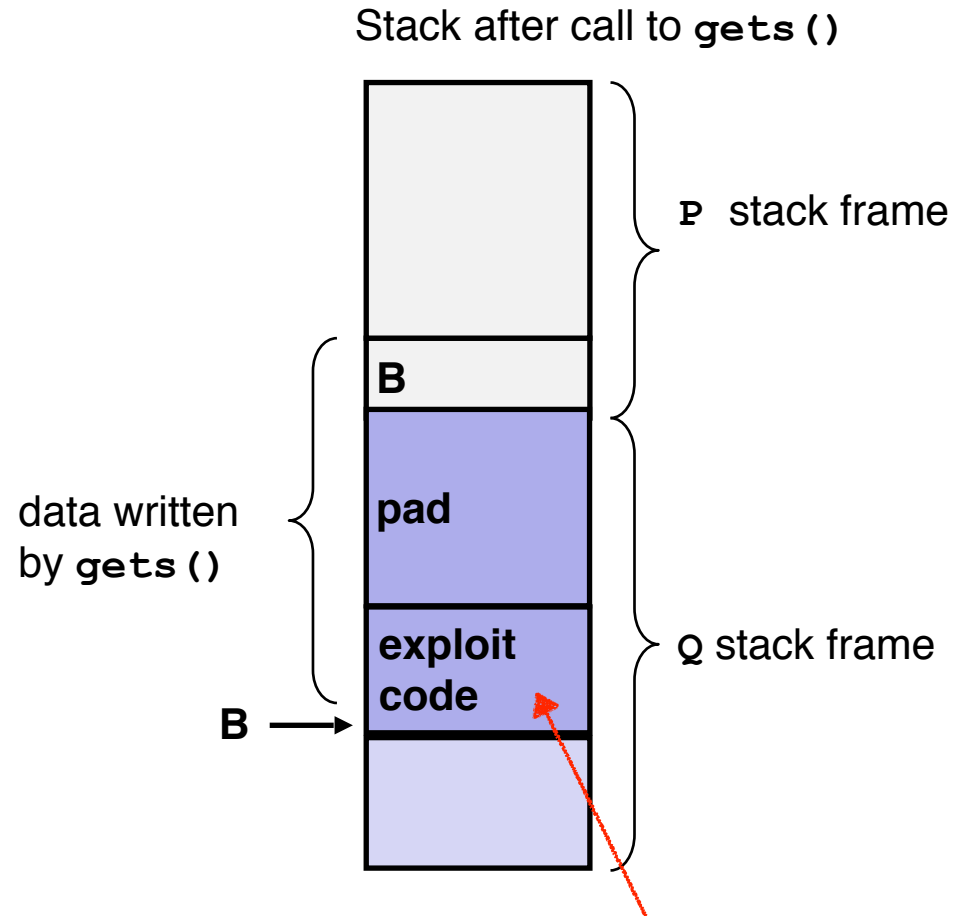
## 2. System-Level Protections can help

- Randomized stack offsets
  - At start of program, allocate random amount of space on stack
  - Shifts stack addresses for entire program
  - Makes it difficult for hacker to predict beginning of inserted code



## 2. System-Level Protections can help

- Nonexecutable code segments
  - In traditional x86, can mark region of memory as either “read-only” or “writeable”
  - Can execute anything readable
  - X86-64 added explicit “execute” permission
  - Stack marked as non-executable



Any attempt to execute  
this code will fail

# 3. Stack Canaries can help

- Idea

- Place special value (“canary”) on stack just beyond buffer
- Check for corruption before exiting function

- GCC Implementation

- `-fstack-protector`
- Now the default (disabled earlier)

# 3. Stack Canaries can help

- Idea

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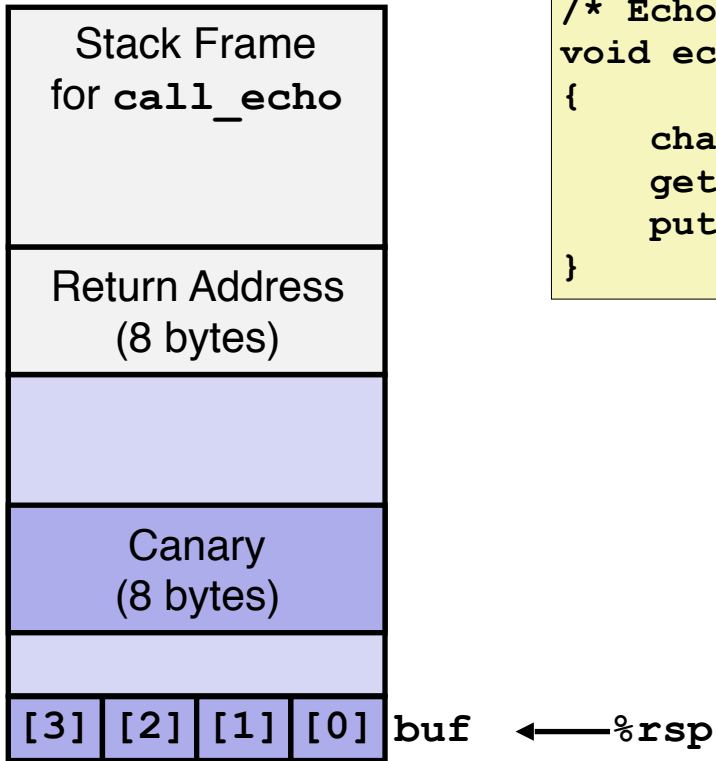
```
unix> ./bufdemo-sp  
Type a string:0123456  
0123456
```

```
unix> ./bufdemo-sp  
Type a string:01234567  
*** stack smashing detected ***
```



# Setting Up Canary

Before call to gets

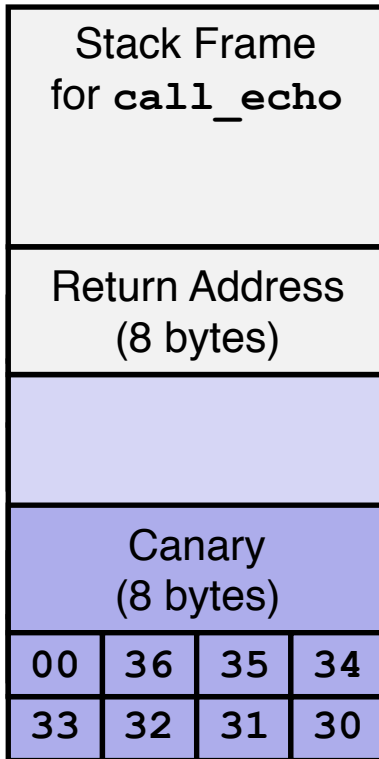


```
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void echo()  
{  
    char buf[4]; /* Way too small! */  
    gets(buf);  
    puts(buf);  
}
```

```
echo:  
    . . .  
    movq    %fs:40, %rax # Get canary  
    movq    %rax, 8(%rsp) # Place on stack  
    xorl    %rax, %rax # Erase canary  
    . . .
```

# Checking Canary

After call to gets



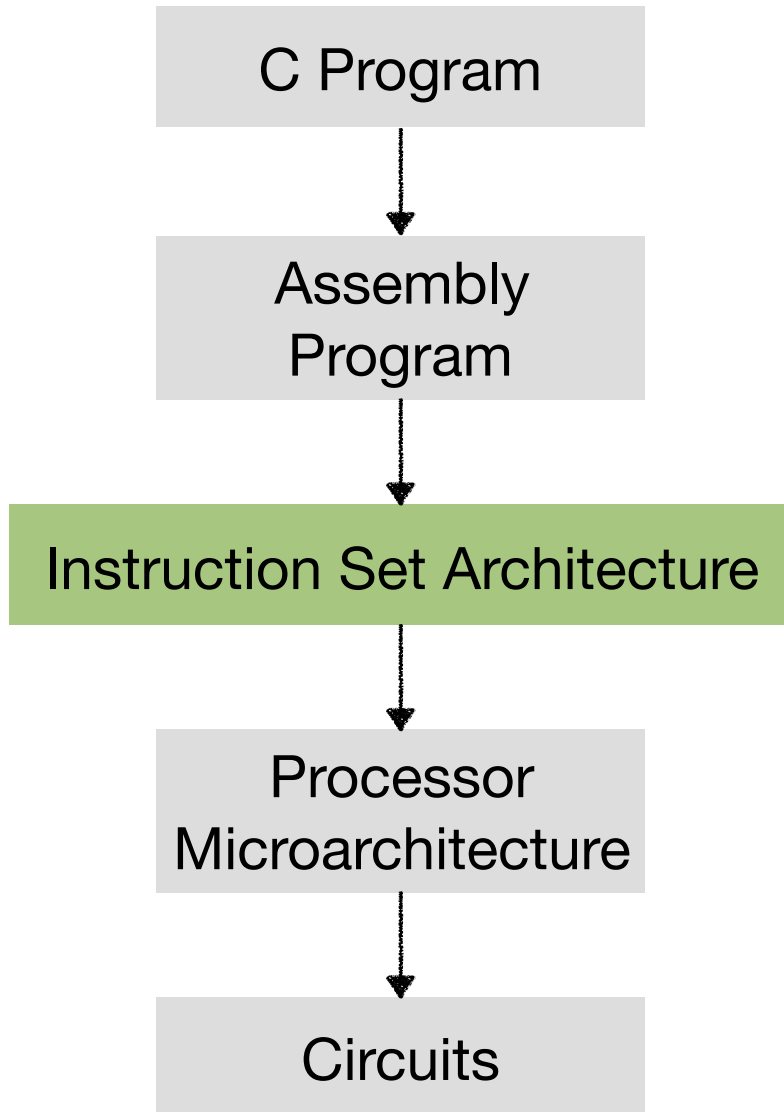
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    puts(buf);  
}
```

Input: **0123456**

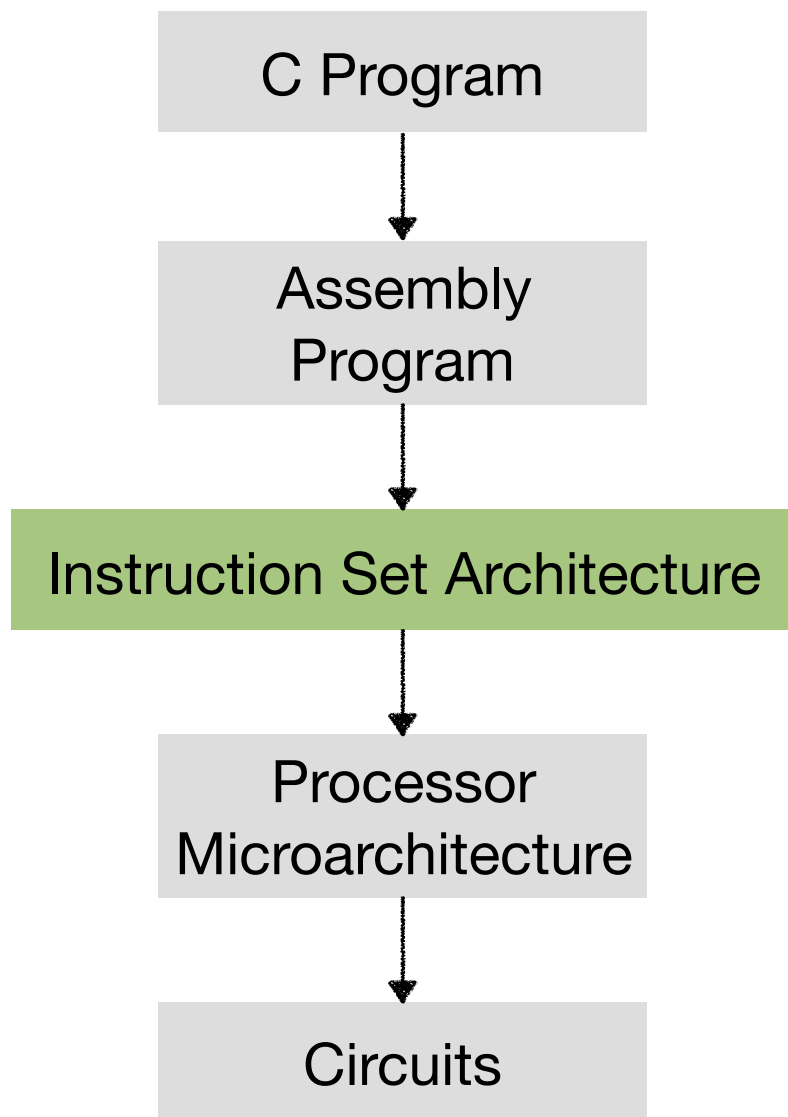
buf ← %rsp

```
echo:  
    . . .  
    movq    8(%rsp), %rax    # Retrieve from stack  
    xorq    %fs:40, %rax    # Compare to canary  
    je     .L6              # If same, OK  
    call   __stack_chk_fail # FAIL  
.L6: . . .
```

# So far in 252...

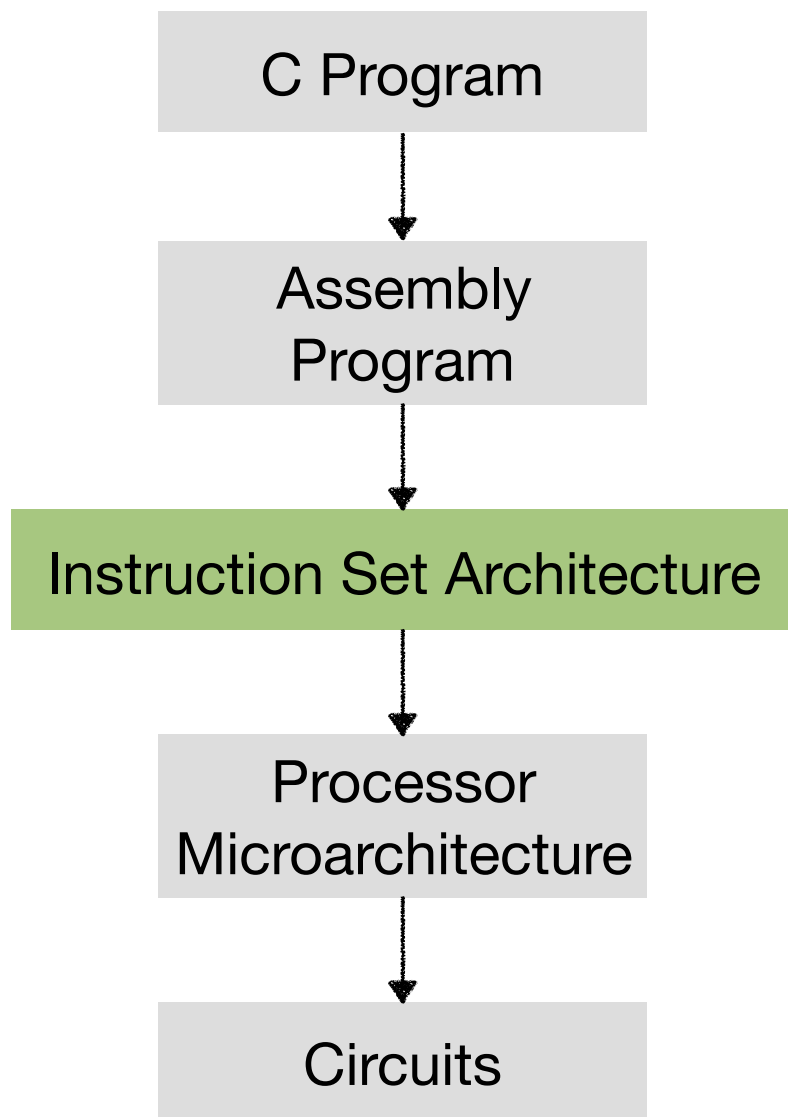


# So far in 252...



```
ret, call  
movq, addq  
jmp, jne
```

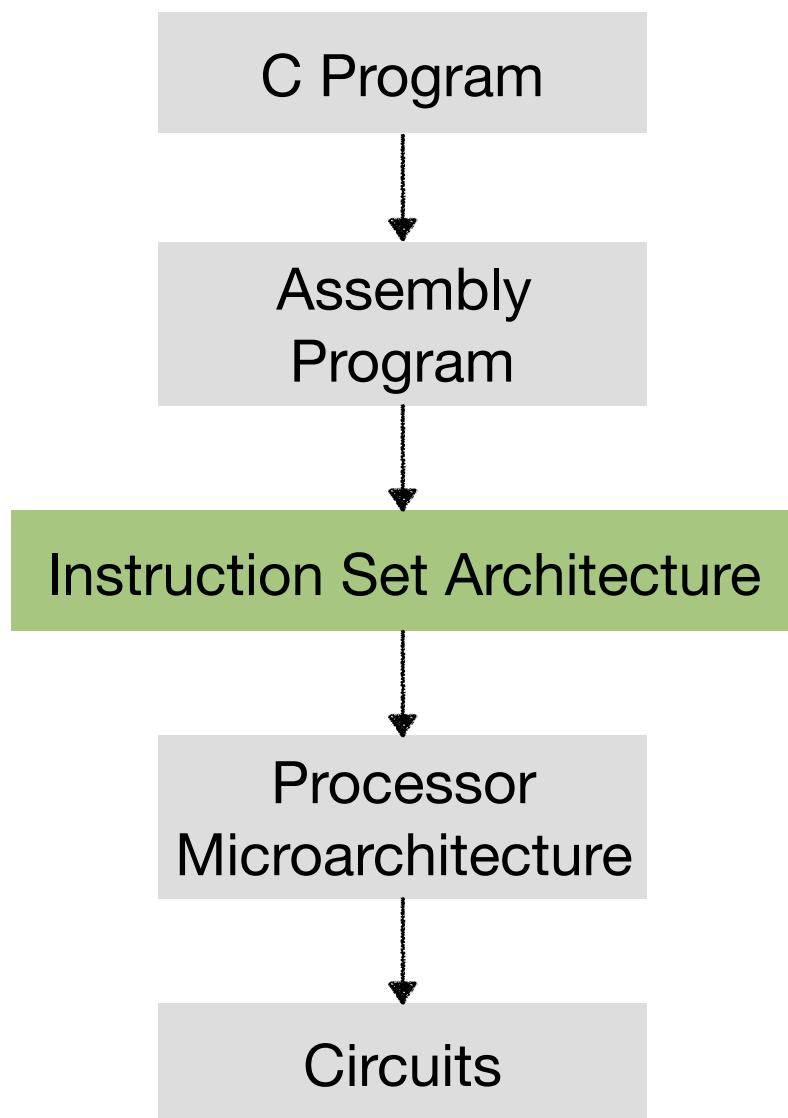
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```
movq    %rsi, %rax
imulq   %rdx, %rax
jmp     .done
```

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movq, addq
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```

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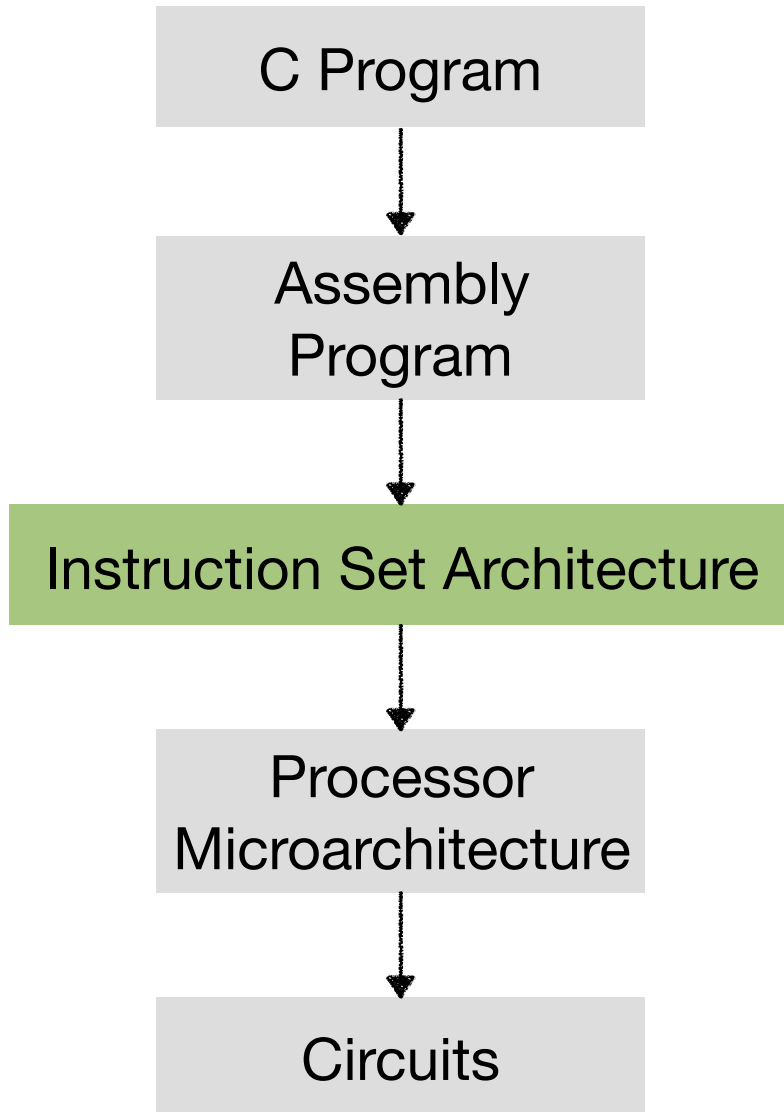


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int, float  
if, else  
+, -, >>
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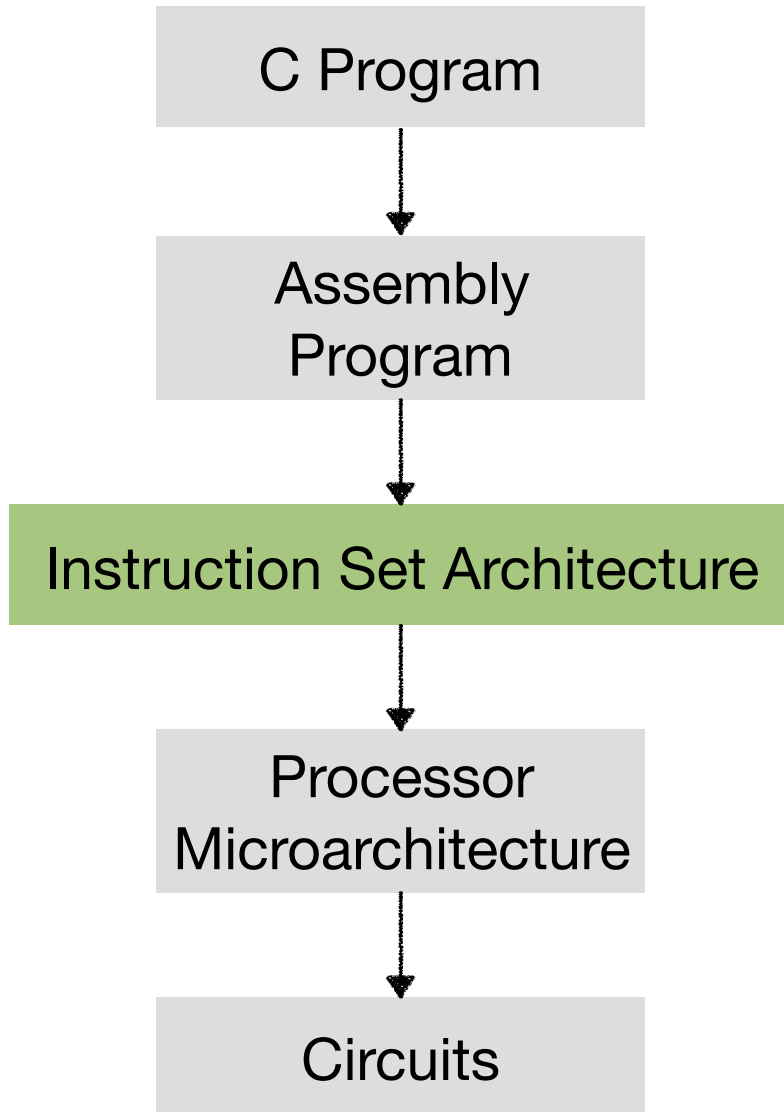
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Logic gates

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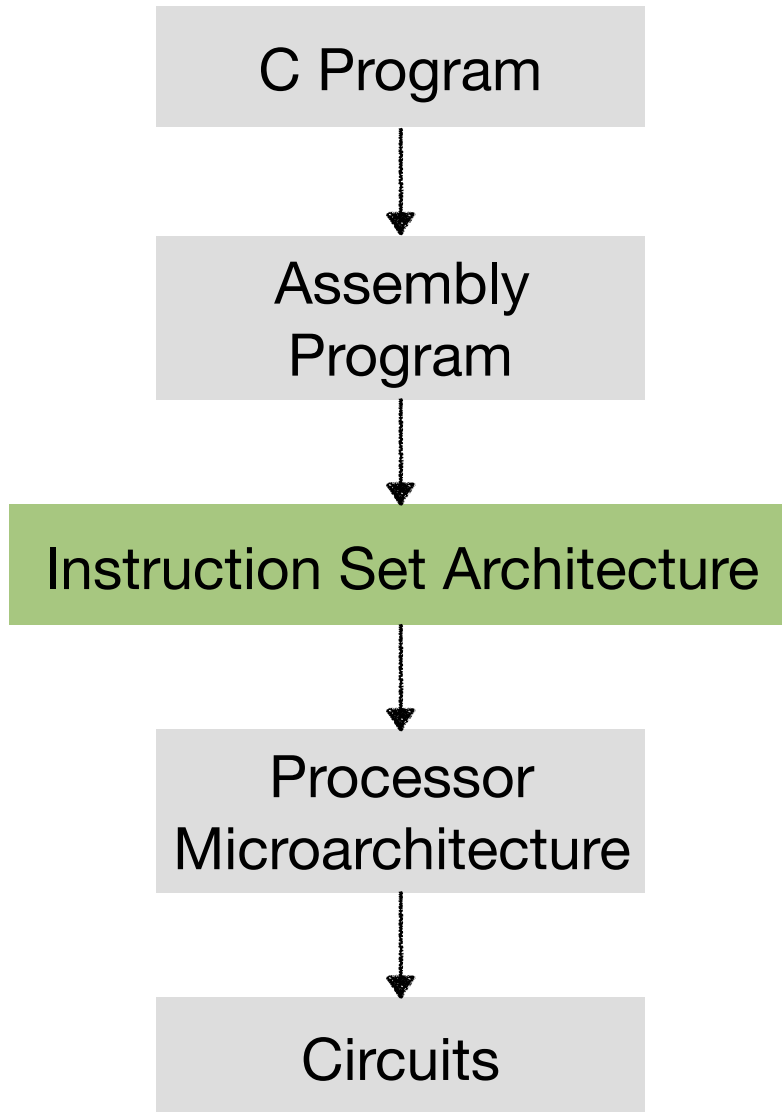
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Logic gates

Transistors

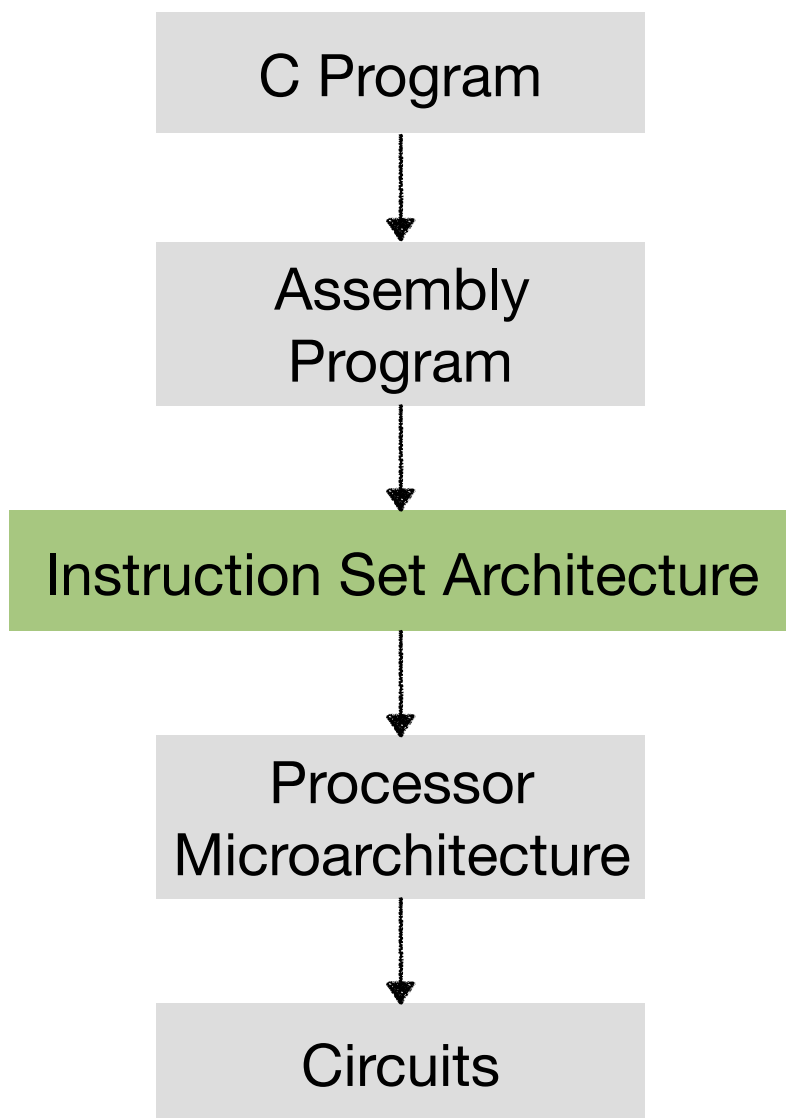


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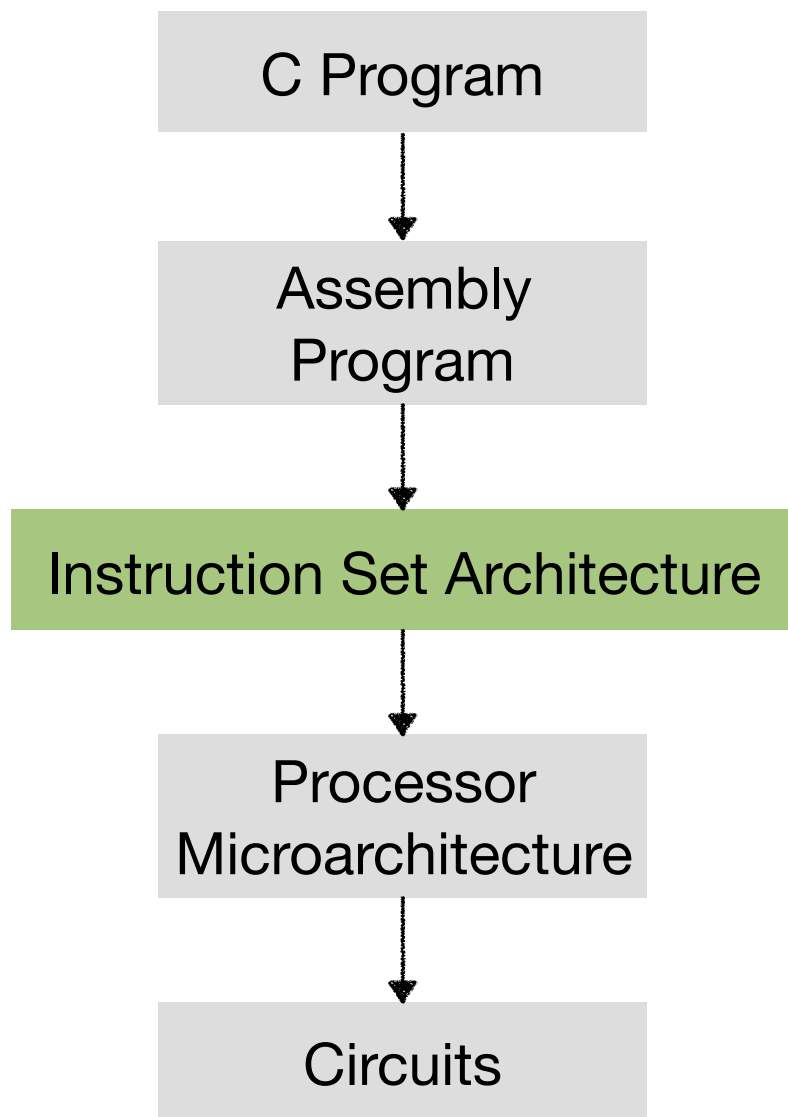
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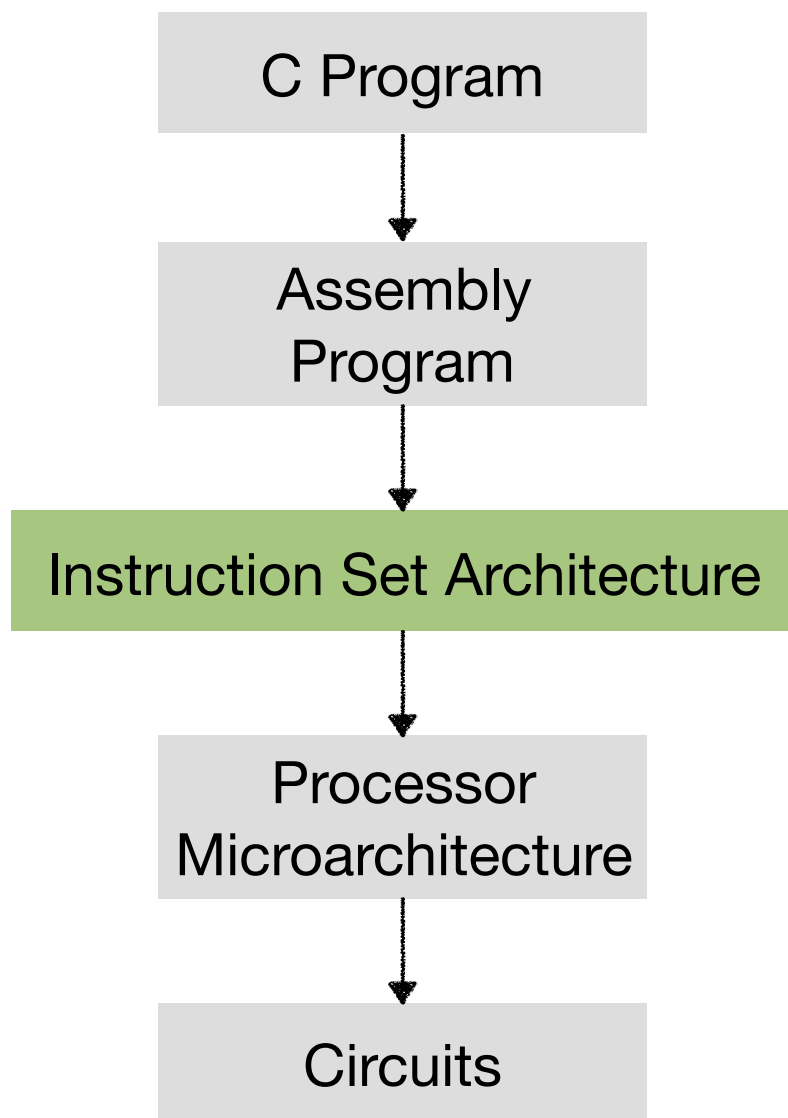
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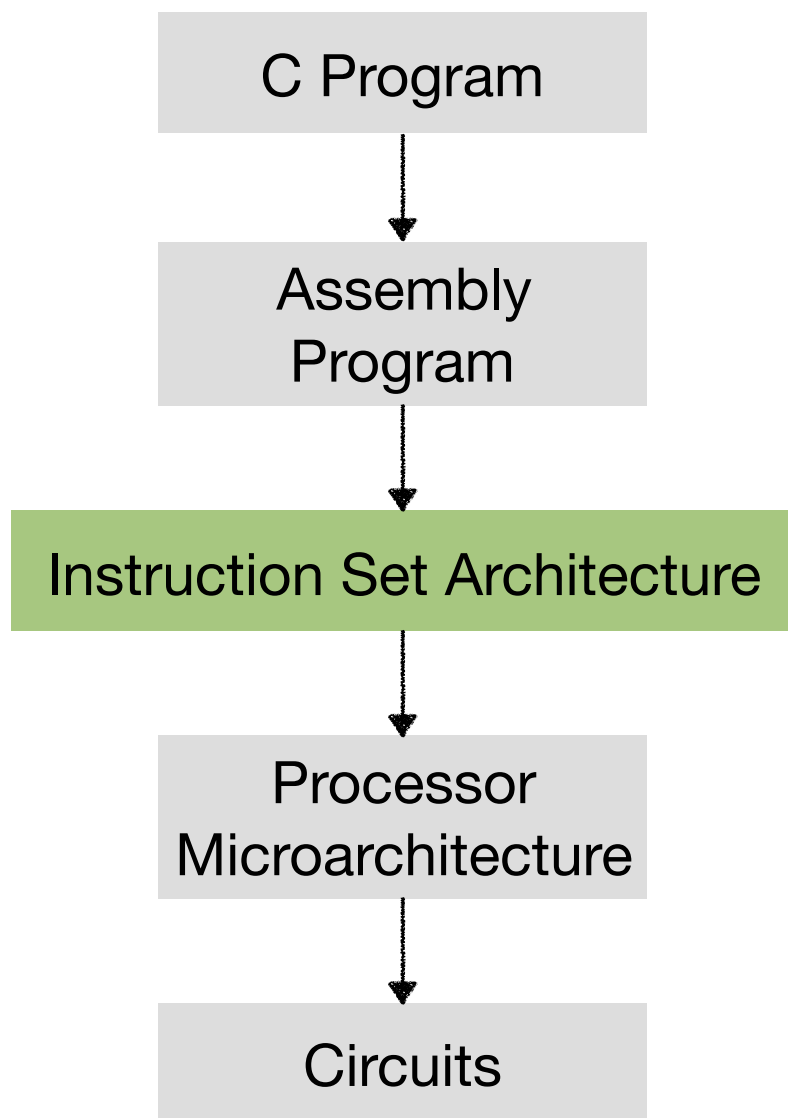
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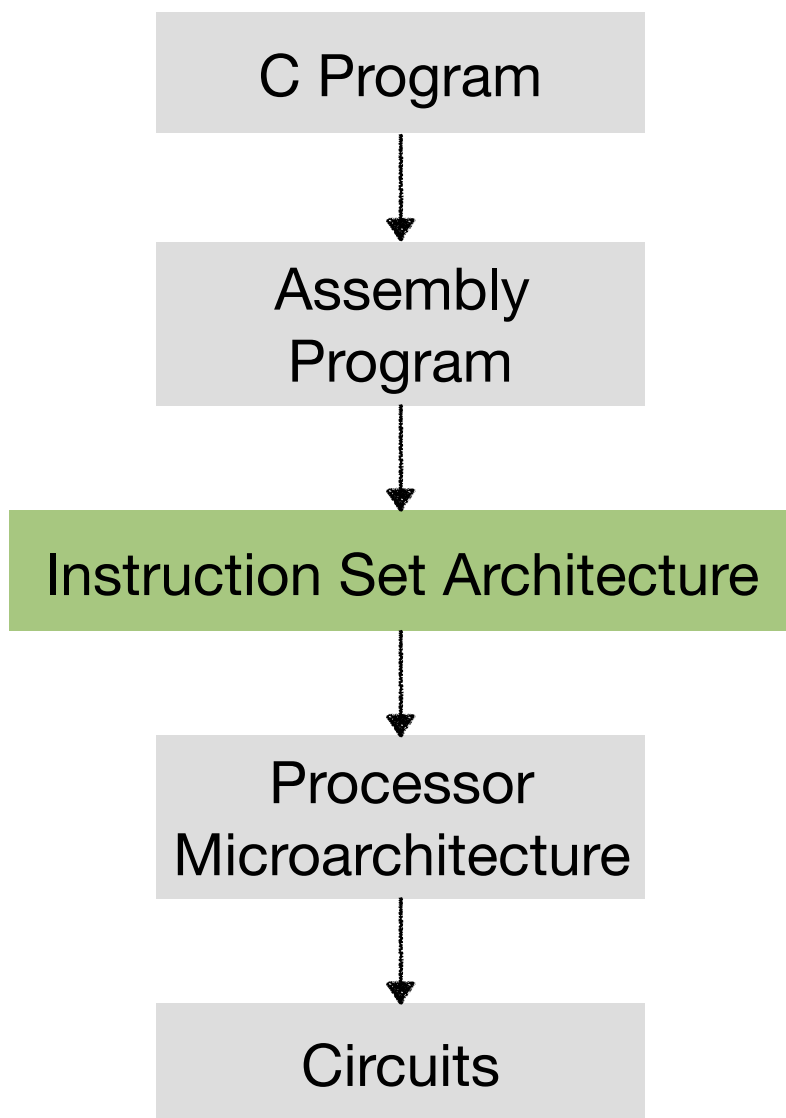
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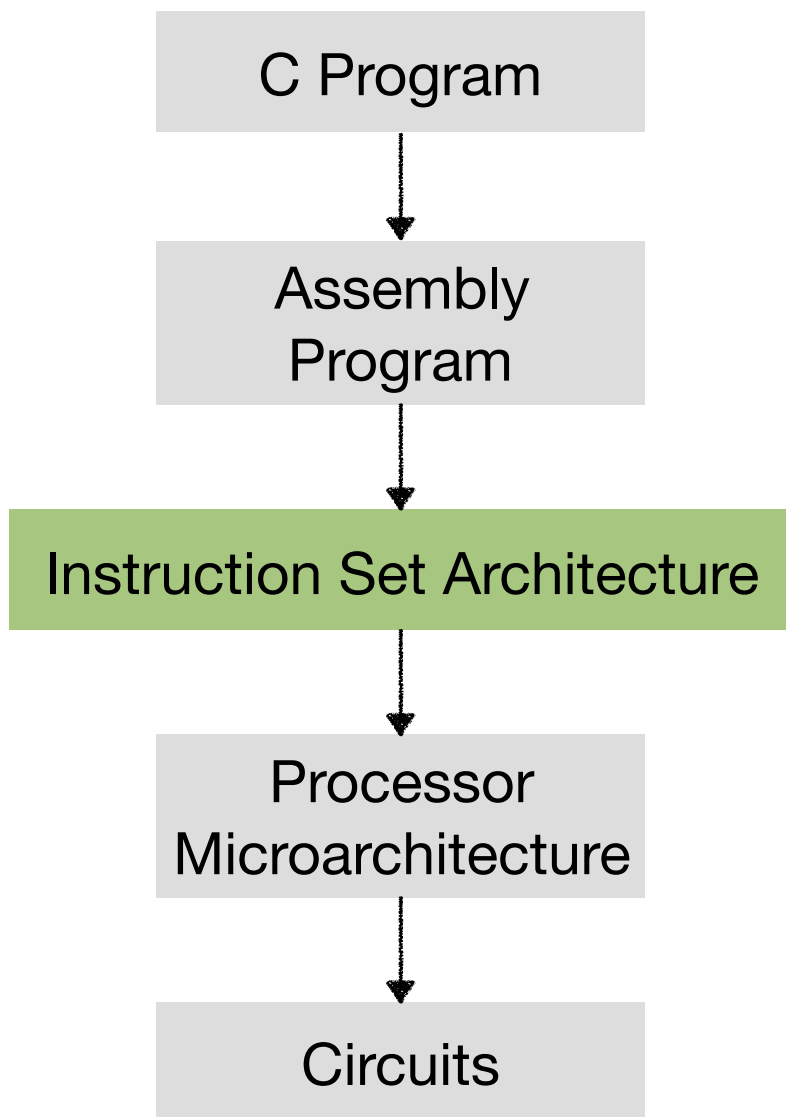
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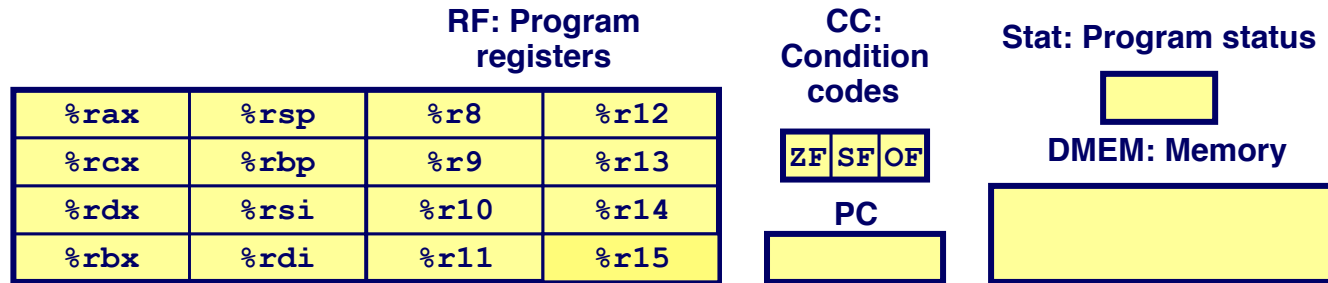
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- Assembly view:
  - How to program the machine, based on instructions and **processor states** (registers, memory, condition codes, etc.)?
  - Instructions are executed sequentially.
- Microarchitecture view:
  - What hardware needs to be built to run assembly programs?
  - How to run programs as fast (energy-efficient) as possible?

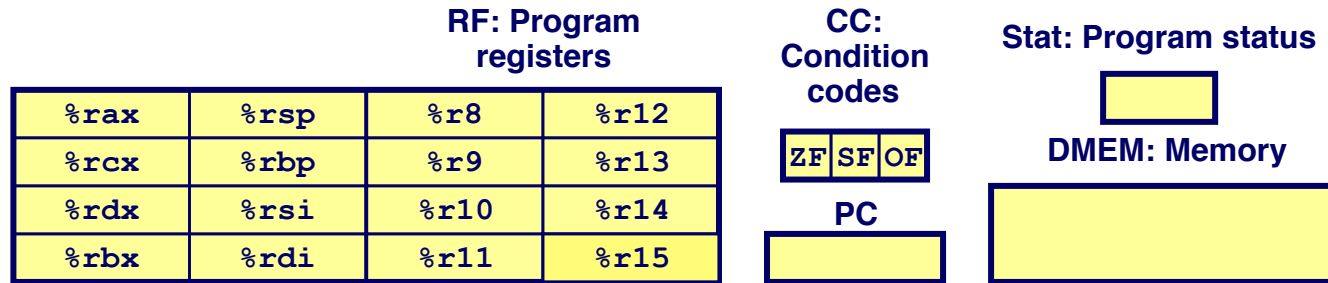
# (Simplified) x86 Processor State



- Processor state is what's visible to assembly programs. Also known as architecture state.

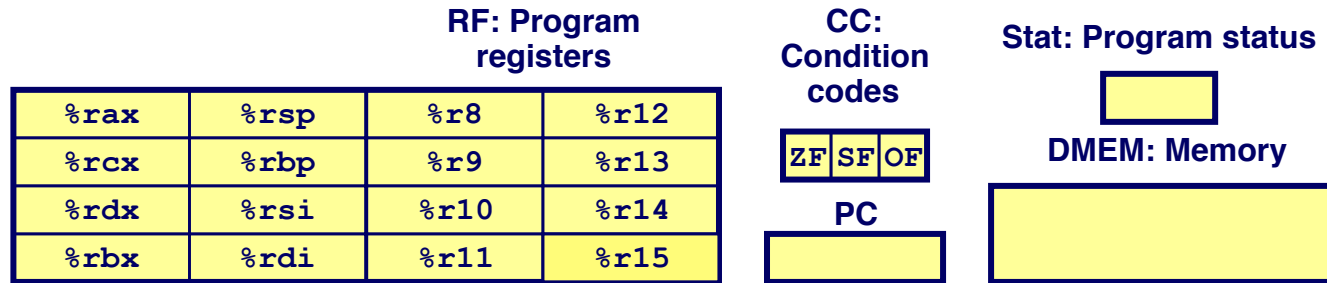


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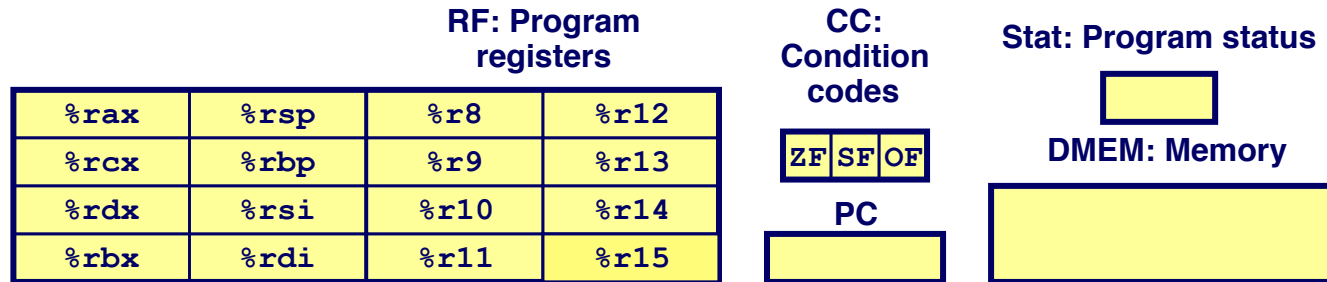
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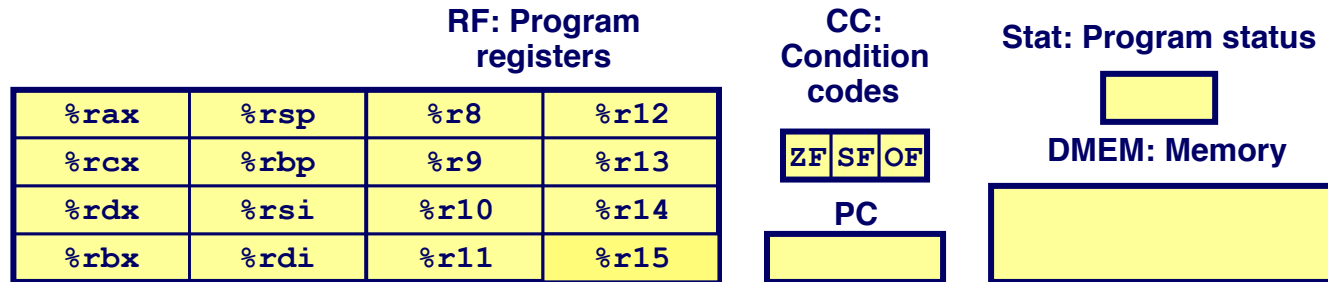
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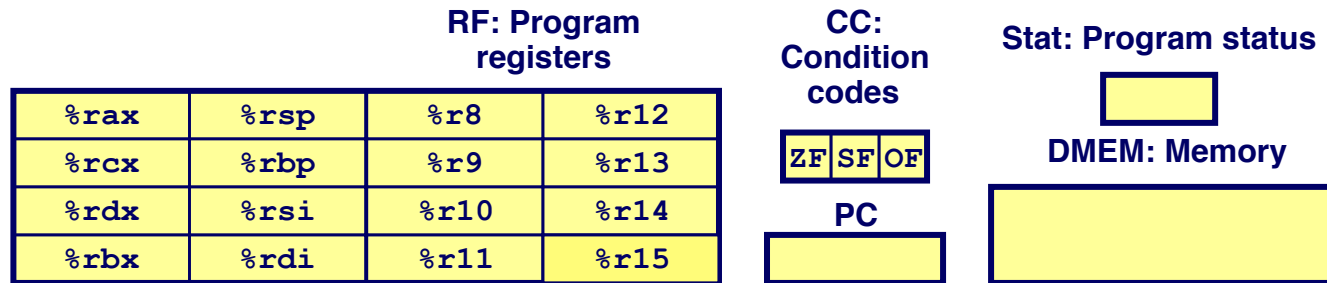
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- Program Counter: Indicates address of next instruction
- Program Status: Indicates either normal operation or error condition
- Memory
  - Byte-addressable storage array
  - Words stored in little-endian byte order

# Why Have Instructions?

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- Simplifies interface
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- Abstraction protects software and hardware
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  - Hardware can run old software
- Alternatives: Application-Specific Integrated Circuits (ASIC)
  - No instructions, (largely) not programmable, fixed-functioned, so no instruction fetch, decoding, etc.
  - So could be implemented extremely efficiently.
  - Examples: video/audio codec, (conventional) image signal processors, (conventional) IP packet router

# Today: Instruction Encoding

- How to translate assembly instructions to binary
  - Essentially how an assembler works
- Using the Y86-64 ISA: Simplified version of x86-64

# How are Instructions Encoded in Binary?

- Remember that instructions are stored in memory **as bits** (just like data)
- Each instruction is fetched (according to the address specified in the PC), decoded, and executed by the CPU
- The ISA defines the format of an instruction (syntax) and its meaning (semantics)
- Idea: encode the two major fields, opcode and operand, separately in bits.
  - The OPCODE field says what the instruction does (e.g. ADD)
  - The OPERAND field(s) say where to find inputs and outputs

# Y86-64 Instructions

halt

nop

cmovXX rA, rB

irmovq V, rB

rmmovq rA, D(rB)

mrmovq D(rB), rA

OPq rA, rB

jXX Dest

call Dest

ret

pushq rA

popq rA

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pushq rA

popq rA

addq

subq

andq

xorq

jmp

jle

jl

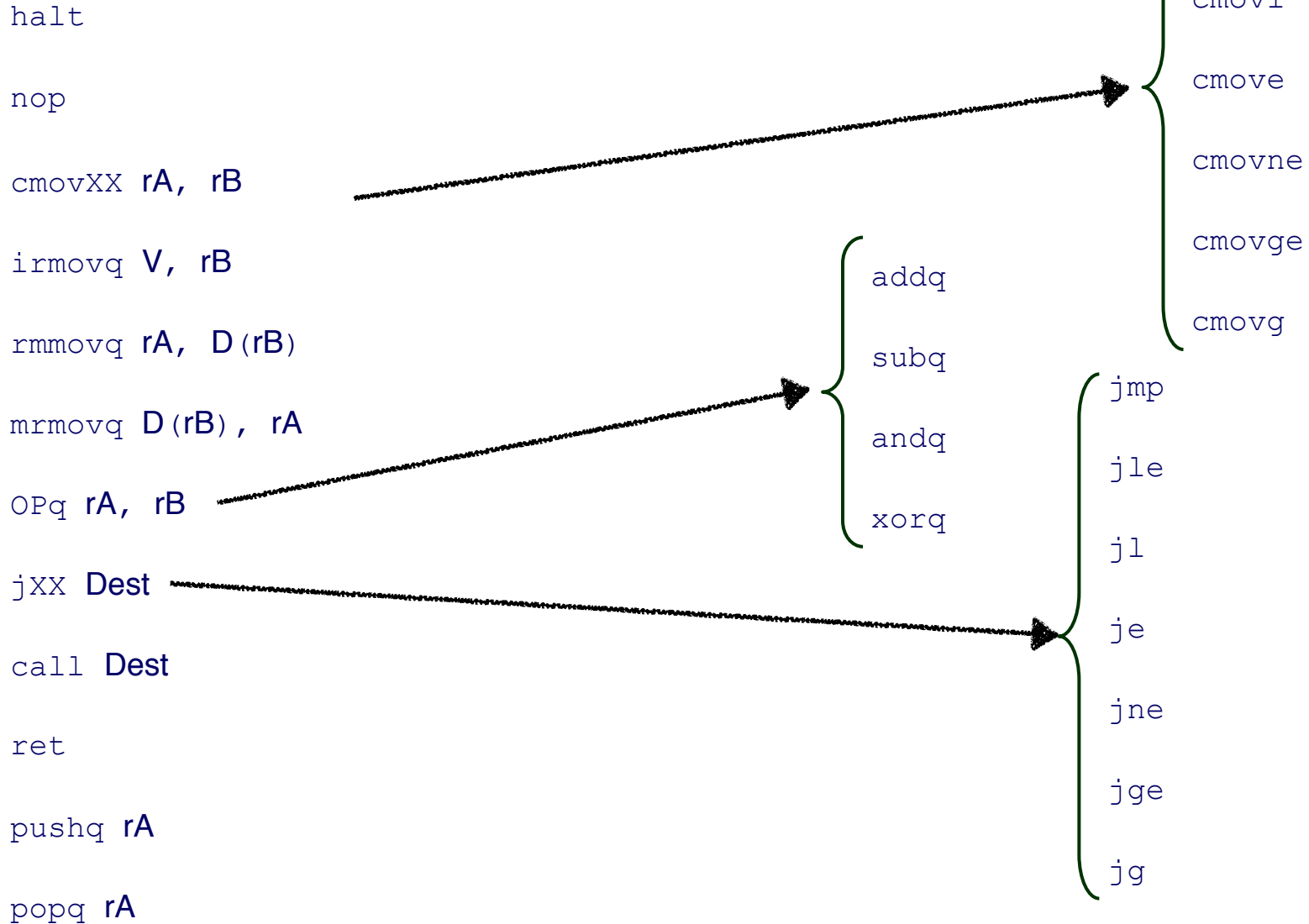
je

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# Y86-64 Instructions

How to encode them in bits?

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mrmovq D(rB), rA

OPq rA, rB

jXX Dest

call Dest

ret

pushq rA

popq rA

rrmovq

cmovle

cmovl

cmove

cmovne

cmovge

cmovg

addq

subq

andq

xorq

jmp

jle

jl

je

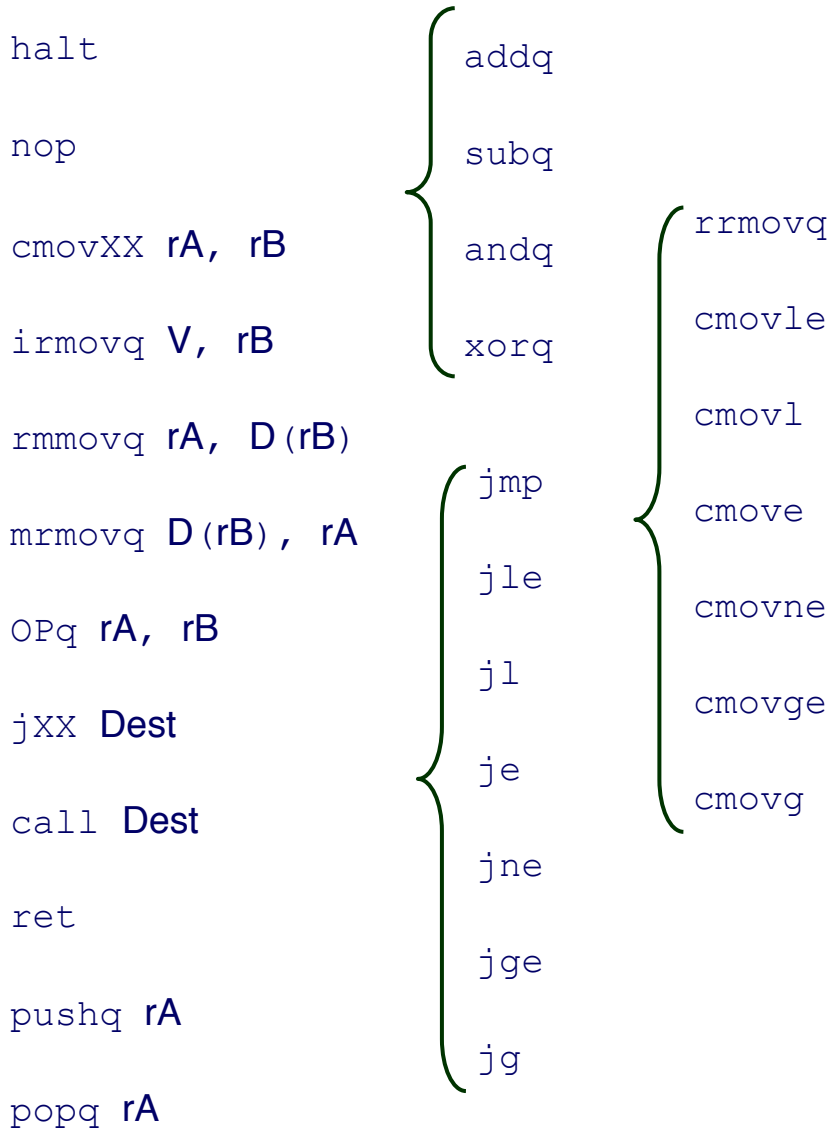
jne

jge

jg

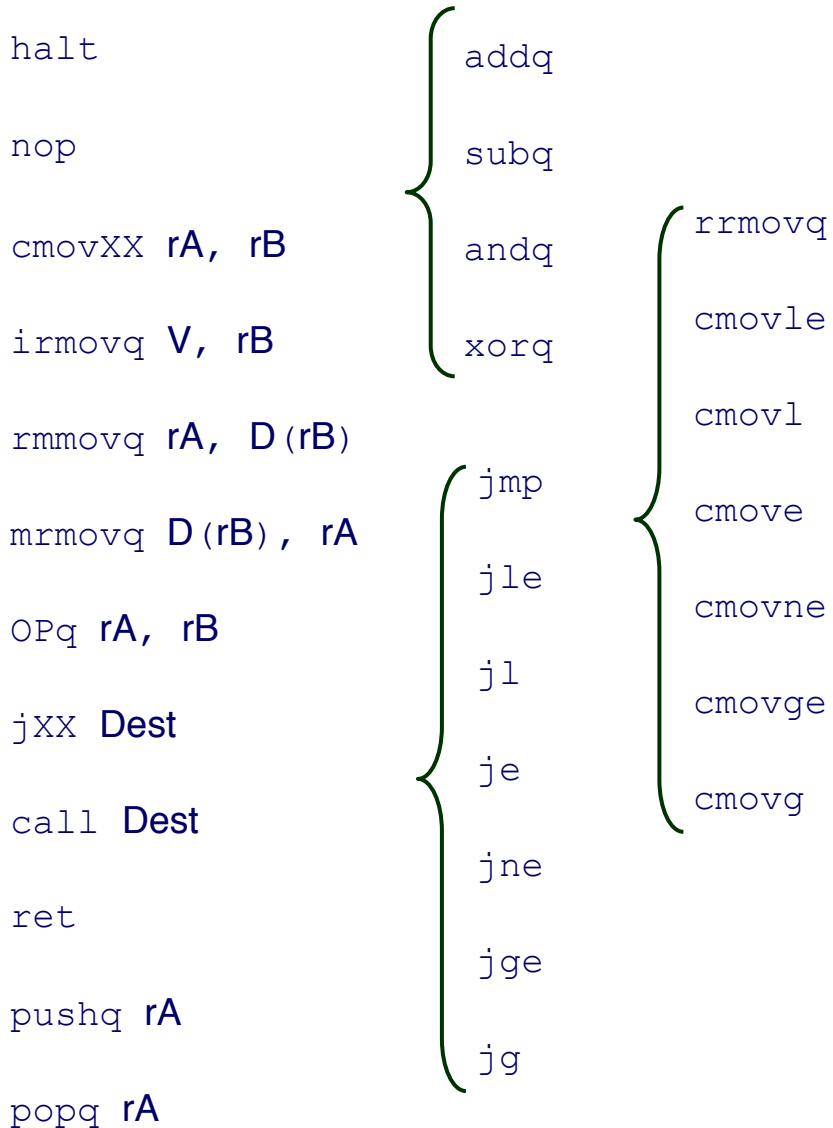


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call Dest
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pushq rA
popq rA
```

addq

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- E.g., 12 categories, so 4 bits

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OPq rA, rB  
jXX Dest  
call Dest  
ret  
pushq rA  
popq rA

addq  
subq  
andq  
xorq

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- 27 Instructions, so need 5 bits for encoding the operand
- Or: group similar instructions, use one opcode for them, and then use more bits to indicate specific instructions within a group.
- E.g., 12 categories, so 4 bits
- There are four instructions within the OPq category, so additional 2 bits. Similarly, 3 more bits for jXX and cmovXX, respectively.

# Encoding Operands

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nop  
cmovXX rA, rB  
irmovq V, rB  
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OPq rA, rB  
jXX Dest  
call Dest  
ret  
pushq rA  
popq rA

addq  
subq  
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jmp  
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cmovg

- 27 Instructions, so need 5 bits for encoding the operand
- Or: group similar instructions, use one opcode for them, and then use more bits to indicate specific instructions within a group.
- E.g., 12 categories, so 4 bits
- There are four instructions within the `OPq` category, so additional 2 bits. Similarly, 3 more bits for `jXX` and `cmovXX`, respectively.
- Which one is better???

# Encoding Operands

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn								
irmovq V, rB	3	0								
rmmovq rA, D(rB)	4	0								
mrmovq D(rB), rA	5	0								
OPq rA, rB	6	fn								
jXX Dest	7	fn								
call Dest	8	0								
ret	9	0								
pushq rA	A	0								
popq rA	B	0								

- Design decision chosen by the textbook authors (don't have to be this way!)
  - Use 4 bits to encode the instruction category
  - Another 4 bits to encode the specific instructions within a category
  - So 1 bytes for encoding operand
  - Is this better than the alternative of using 5 bits without classifying instructions?
  - Trade-offs.

# Encoding Registers

Each register has 4-bit ID

- Same encoding as in x86-64
- Register ID 15 (0xF) indicates “no register”

<code>%rax</code>	0	<code>%r8</code>	8
<code>%rcx</code>	1	<code>%r9</code>	9
<code>%rdx</code>	2	<code>%r10</code>	A
<code>%rbx</code>	3	<code>%r11</code>	B
<code>%rsp</code>	4	<code>%r12</code>	C
<code>%rbp</code>	5	<code>%r13</code>	D
<code>%rsi</code>	6	<code>%r14</code>	E
<code>%rdi</code>	7	No Register	F

# Encoding Registers

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB						
rmmovq rA, D(rB)	4	0	rA	rB						
mrmovq D(rB), rA	5	0	rA	rB						
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn								
call Dest	8	0								
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						



# Instruction Example

## Addition Instruction

`addq rA, rB`

6	0	rA	rB
---	---	----	----

- Add value in register rA to that in register rB
  - Store result in register rB
- Set condition codes based on result
- e.g., `addq %rax, %rsi` Encoding: 60 06
- Two-byte encoding
  - First indicates instruction type
  - Second gives source and destination registers

# Instruction Example

## Addition Instruction

**Assembly Form**



- Add value in register rA to that in register rB
  - Store result in register rB
- Set condition codes based on result
- e.g., `addq %rax, %rsi`    Encoding: 60 06
- Two-byte encoding
  - First indicates instruction type
  - Second gives source and destination registers

# Instruction Example

## Addition Instruction

**Assembly Form**

**Encoded Representation**



- Add value in register rA to that in register rB
  - Store result in register rB
- Set condition codes based on result
- e.g., `addq %rax, %rsi` Encoding: `60 06`
- Two-byte encoding
  - First indicates instruction type
  - Second gives source and destination registers

# Arithmetic and Logical Operations

## Add

`addq rA, rB`



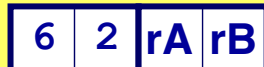
## Subtract (rA from rB)

`subq rA, rB`



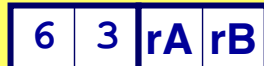
## And

`andq rA, rB`



## Exclusive-Or

`xorq rA, rB`



- Refer to generically as “OPq”
- Encodings differ only by “function code”
  - Low-order 4 bytes in first instruction word
- Set condition codes as side effect

# Move Instructions

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB						
rmmovq rA, D(rB)	4	0	rA	rB						
mrmovq D(rB), rA	5	0	rA	rB						
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn								
call Dest	8	0								
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

# Move Instructions

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB						
rmmovq rA, D(rB)	4	0	rA	rB						
mrmovq D(rB), rA	5	0	rA	rB						
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn								
call Dest	8	0								
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

`irmovq $0xabcd, %rdx`

# Move Instructions

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB						
mrmovq D(rB), rA	5	0	rA	rB						
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn								
call Dest	8	0								
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

# Move Instructions

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	rmmovq %rsi, 0x41c(%rsp)					
mrmovq D(rB), rA	5	0	rA	rB						
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn								
call Dest	8	0								
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						



# Move Instructions

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	D					
mrmovq D(rB), rA	5	0	rA	rB						
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn								
call Dest	8	0								
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

# Move Instructions

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	D					
mrmovq D(rB), rA	5	0	rA	rB	<div style="border: 1px solid black; background-color: yellow; padding: 5px; display: inline-block;"> <b>mrmovq -12(%rbp), %rcx</b> </div>					
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn								
call Dest	8	0								
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

# Move Instructions

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	D					
mrmovq D(rB), rA	5	0	rA	rB	D					
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn								
call Dest	8	0								
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

# Move Instructions

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	D					
mrmovq D(rB), rA	5	0	rA	rB	D					
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn								
call Dest	8	0								
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

The instruction length limits the immediate value and displacement.

# Move Instruction Examples

## Y86-64

```
irmovq $0xabcd, %rdx
```

Encoding: 30 82 cd ab 00 00 00 00 00 00

```
rrmovq %rsp, %rbx
```

Encoding: 20 43

```
mrmovq -12(%rbp), %rcx
```

Encoding: 50 15 f4 ff ff ff ff ff ff ff

```
rmmovq %rsi, 0x41c(%rsp)
```

Encoding: 40 64 1c 04 00 00 00 00 00 00

# Jump/Call Instructions

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	D					
mrmovq D(rB), rA	5	0	rA	rB	D					
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn								
call Dest	8	0								
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

# Jump/Call Instructions

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	D					
mrmovq D(rB), rA	5	0	rA	rB	D					
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn			jle .L4					
call Dest	8	0								
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

# Jump/Call Instructions

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	D					
mrmovq D(rB), rA	5	0	rA	rB	D					
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn								
call Dest	8	0								
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

The assembly would assume a start address of the program, and then calculates the address of each instruction.

```
jle .L4
```

jXX Dest  
call Dest



# Jump/Call Instructions

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	D					
mrmovq D(rB), rA	5	0	rA	rB	D					
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn	Dest (essentially the target address)							
call Dest	8	0								
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

The assembly would assume a start address of the program, and then calculates the address of each instruction.

# Jump/Call Instructions

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	D					
mrmovq D(rB), rA	5	0	rA	rB	D					
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn	Dest (essentially the target address)							
call Dest	8	0	call foo							
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

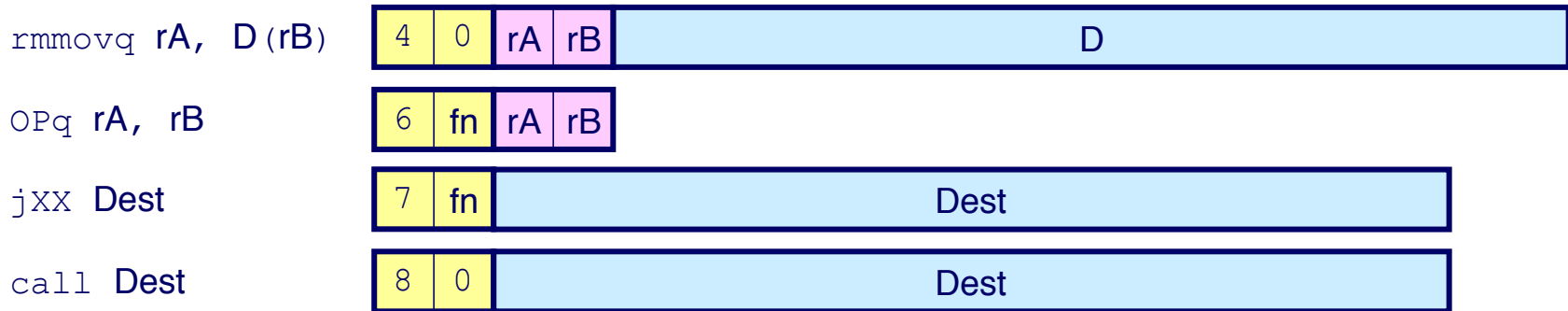
The assembly would assume a start address of the program, and then calculates the address of each instruction.

# Jump/Call Instructions

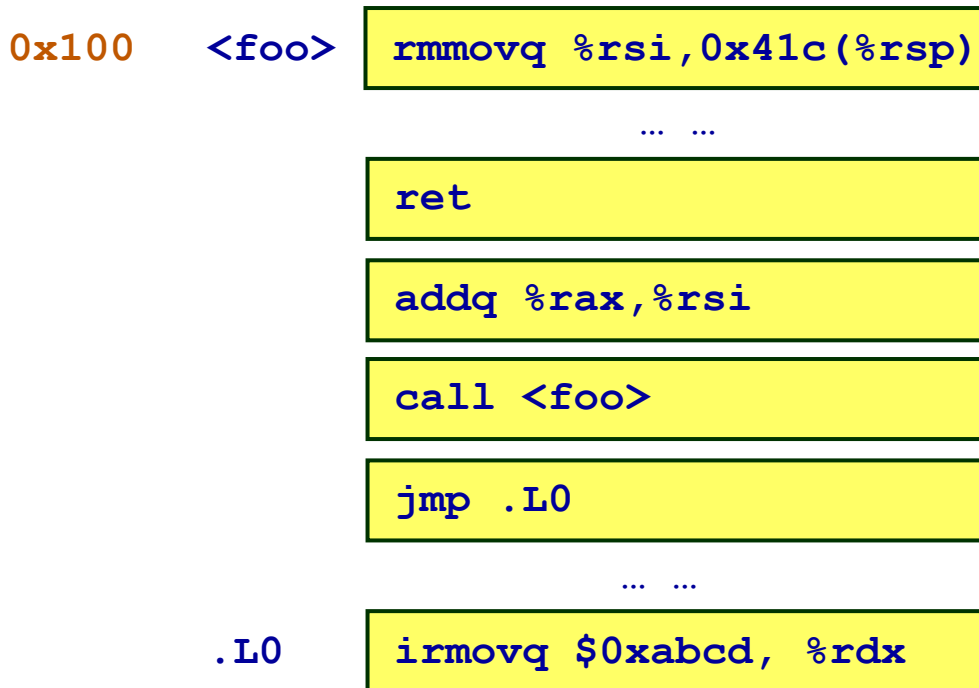
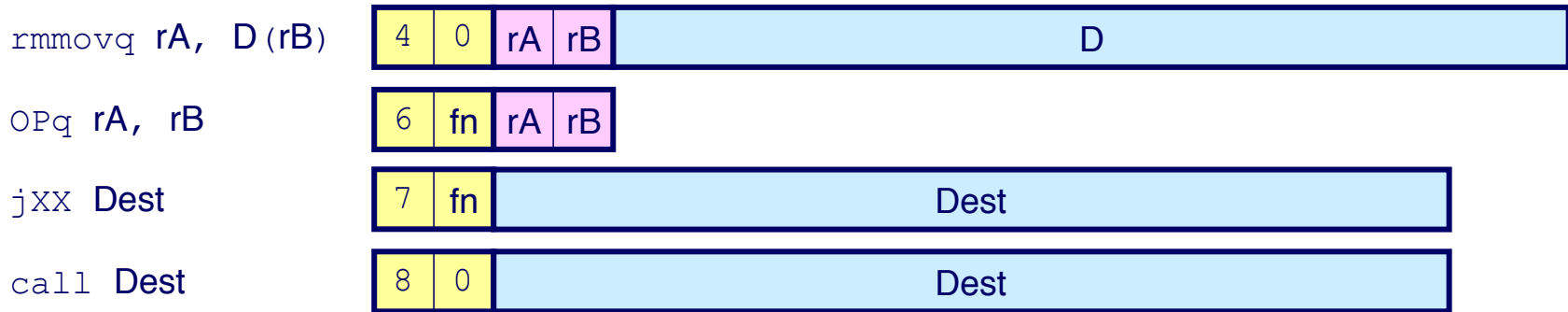
Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
cmovXX rA, rB	2	fn	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D(rB)	4	0	rA	rB	D					
mrmovq D(rB), rA	5	0	rA	rB	D					
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn	Dest (essentially the target address)							
call Dest	8	0	Dest (essentially the start address of the callee)							
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						

The assembly would assume a start address of the program, and then calculates the address of each instruction.

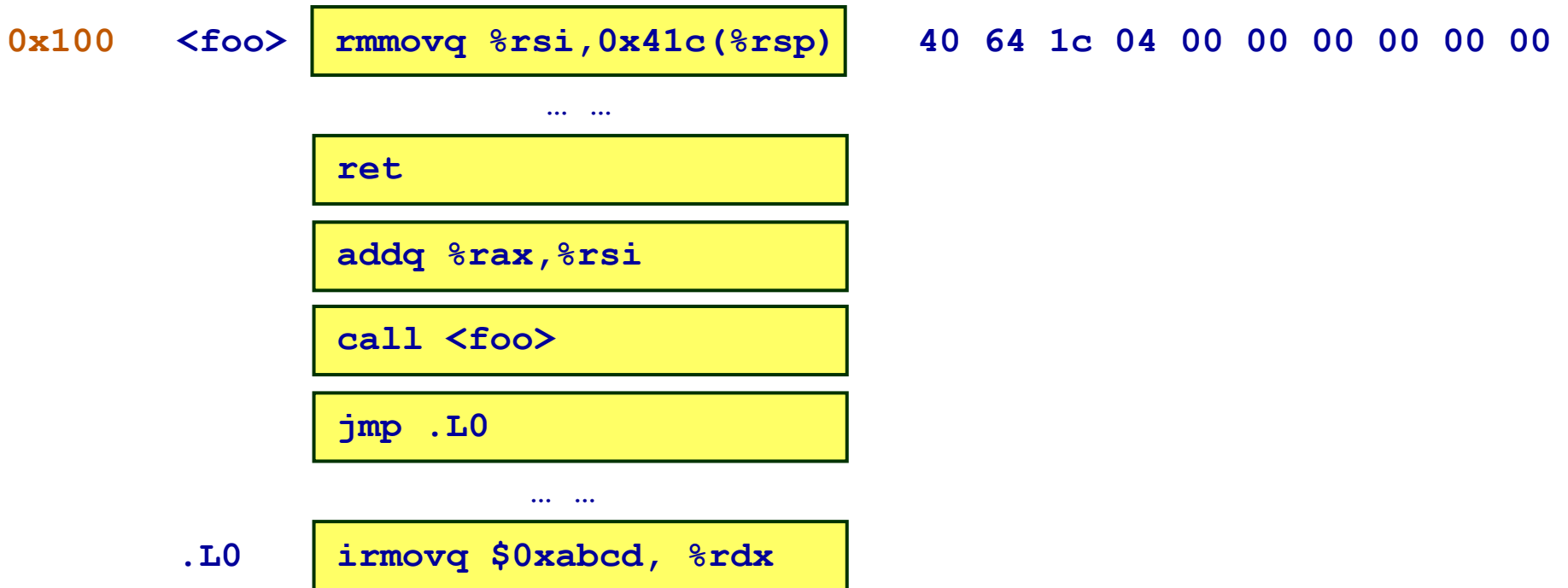
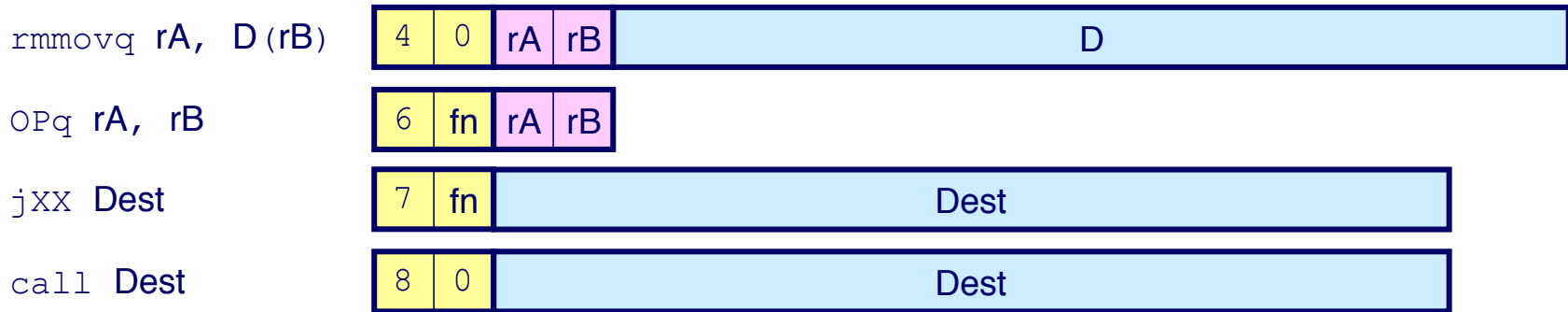
# How Does An Assembler Work?



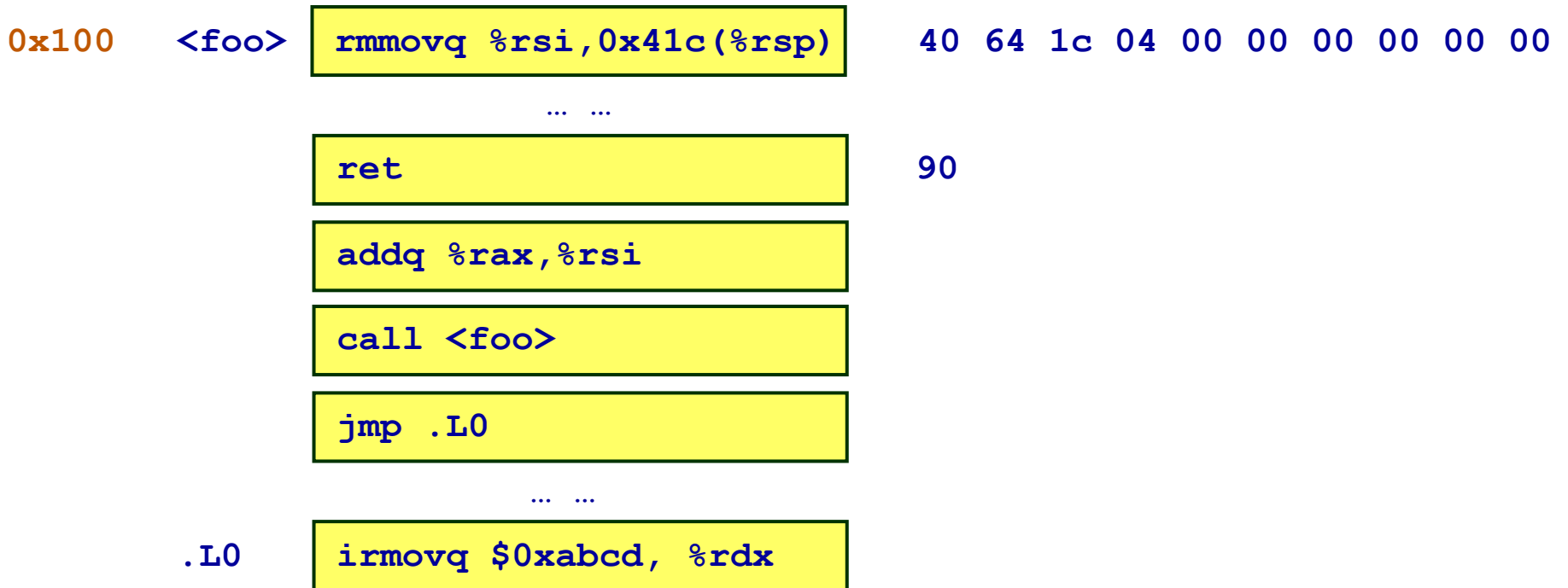
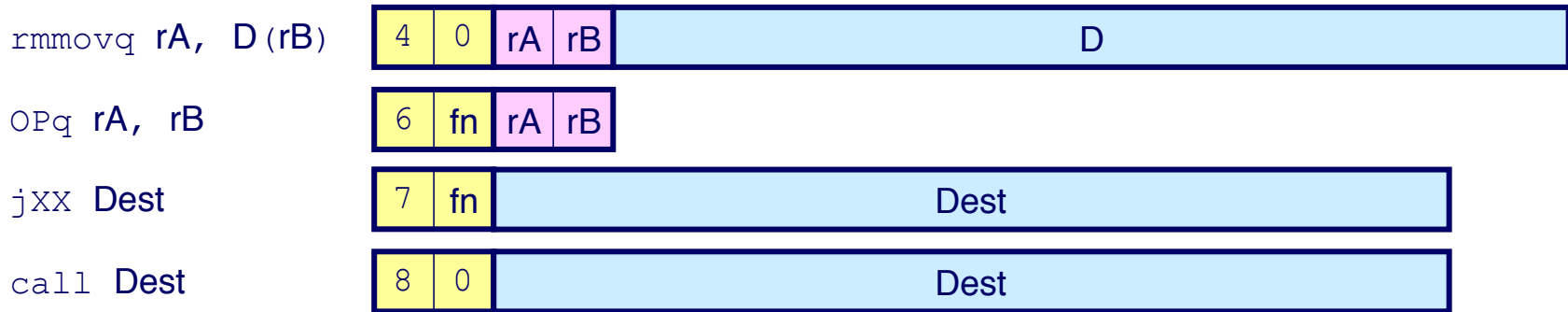
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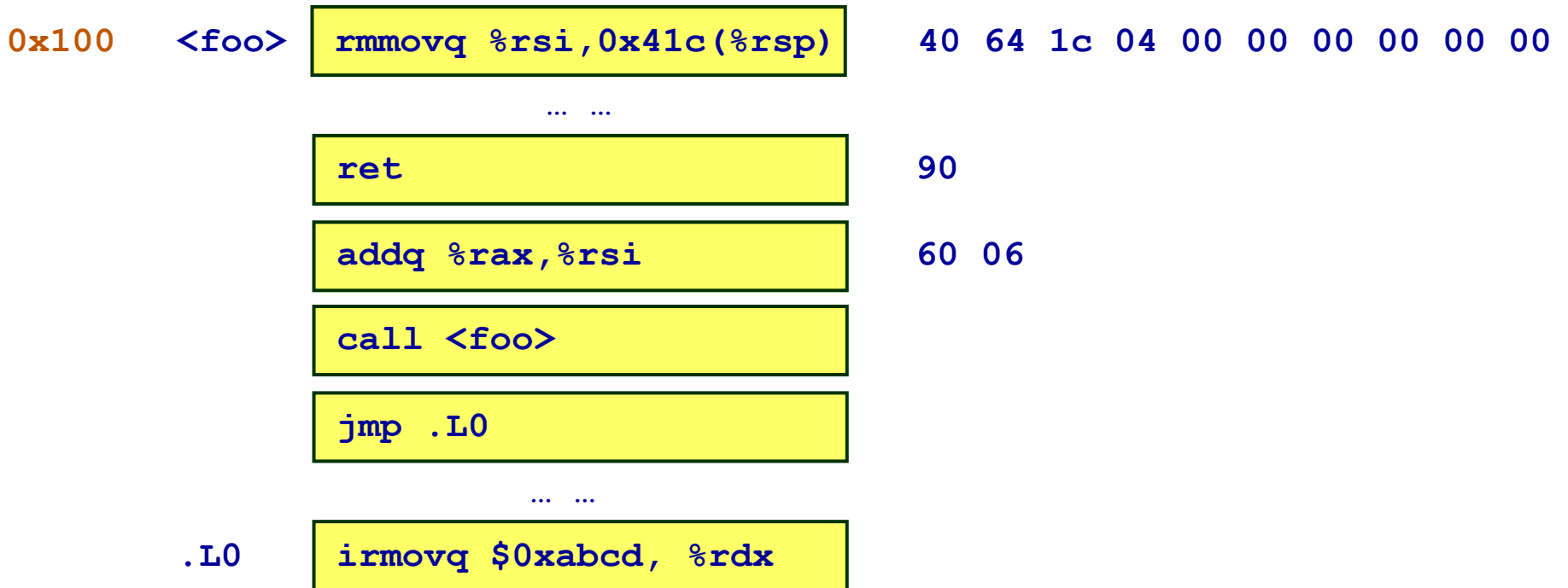
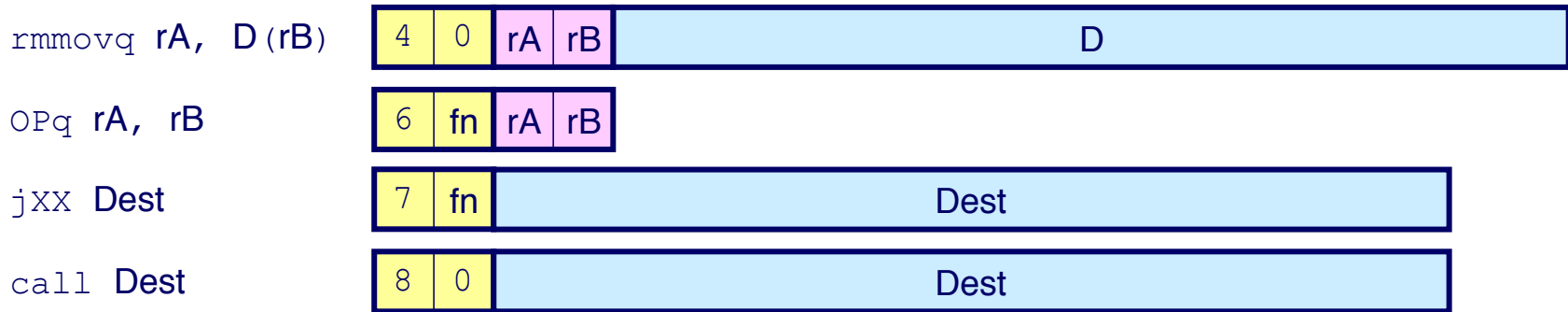
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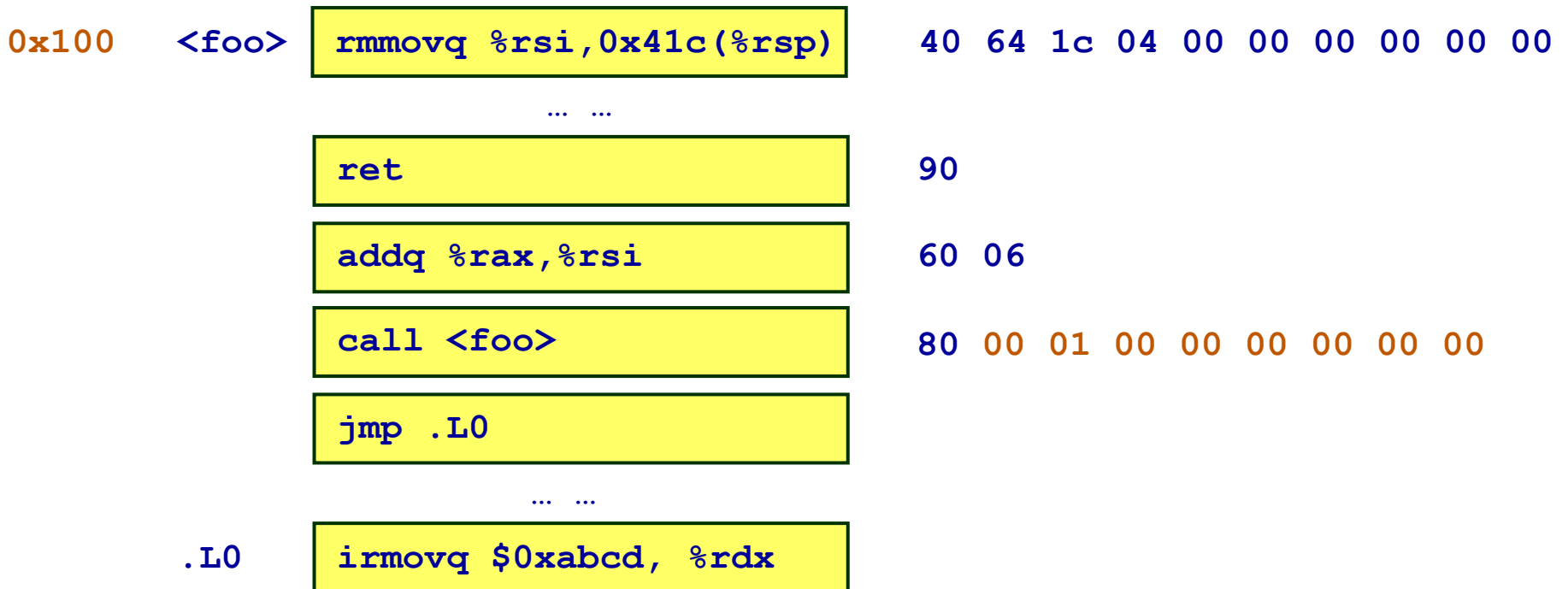
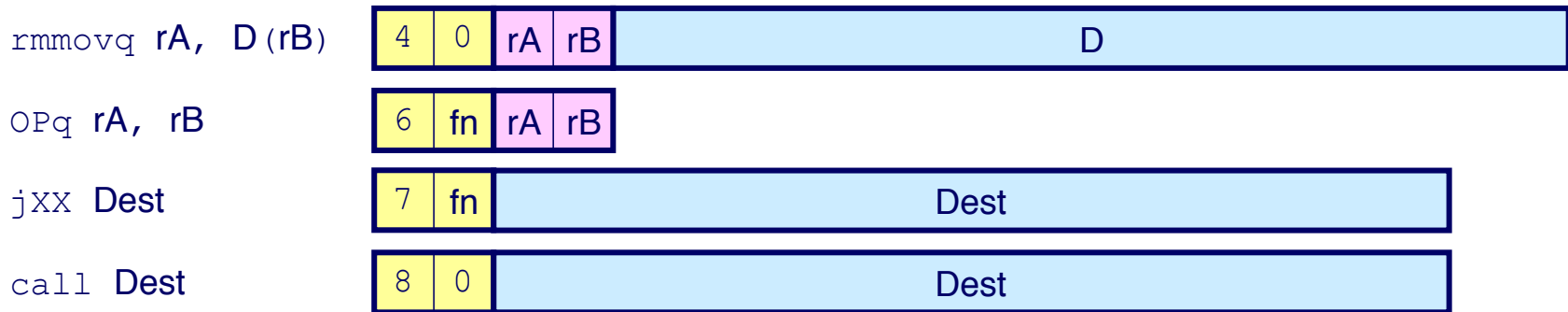


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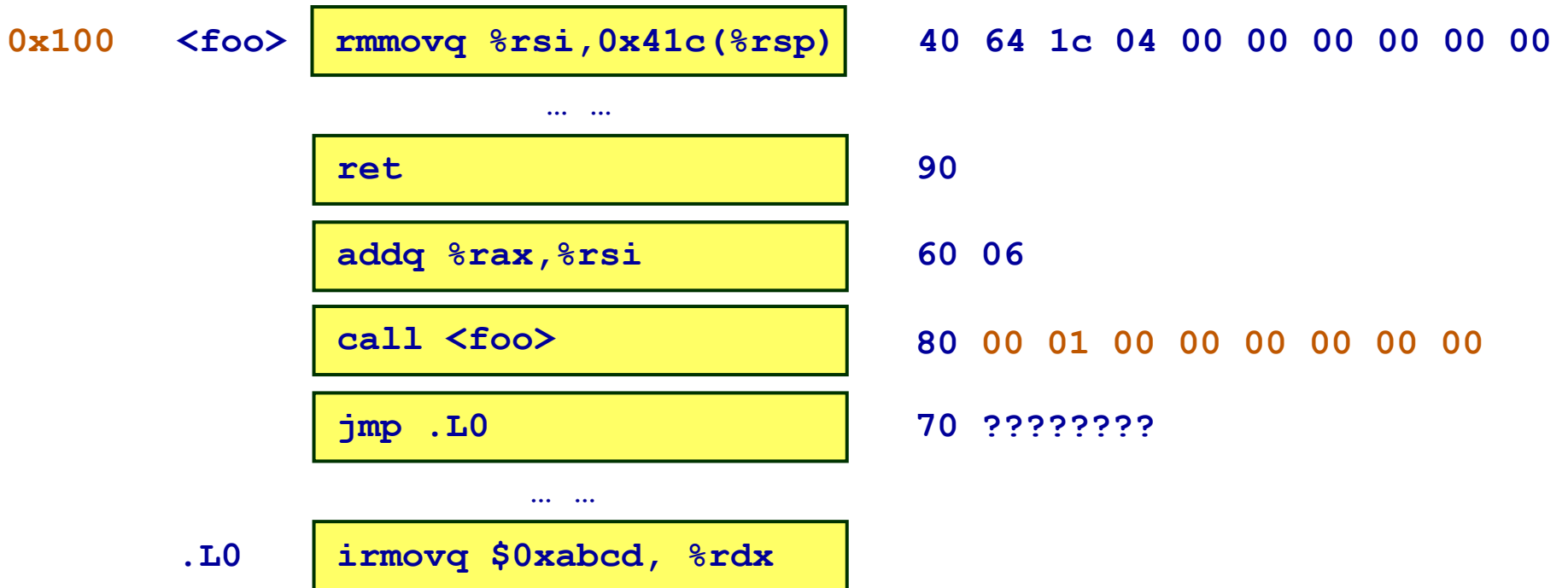
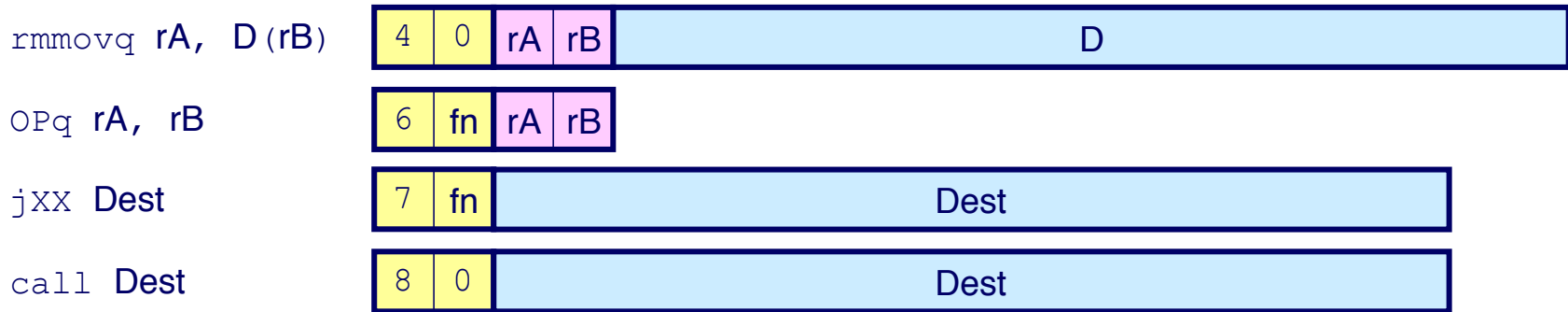




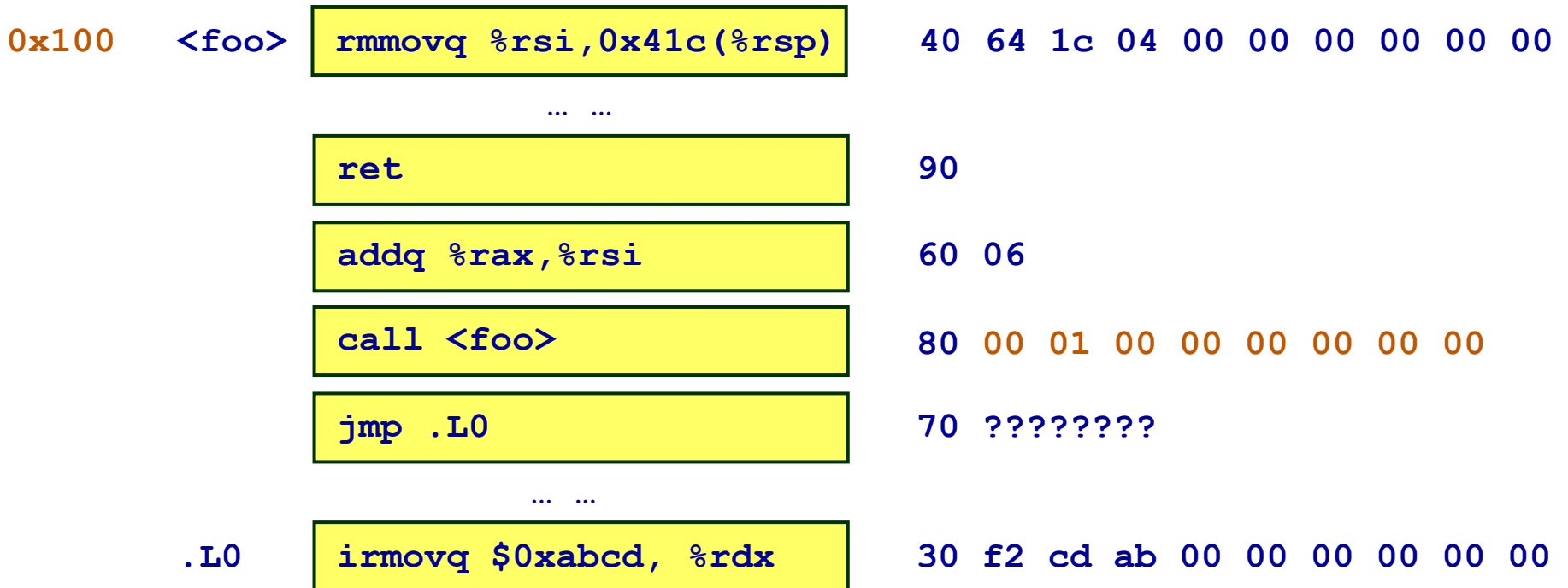
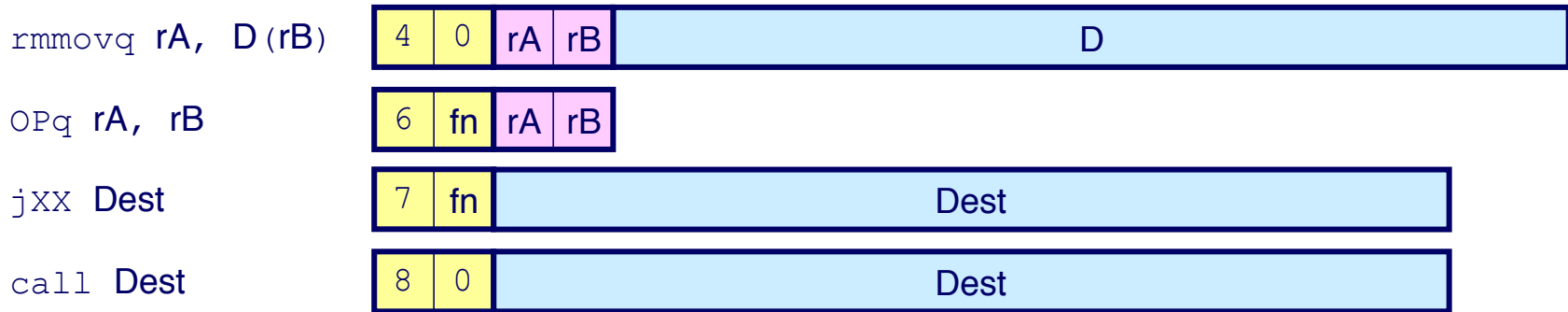
# How Does An Assembler Work?



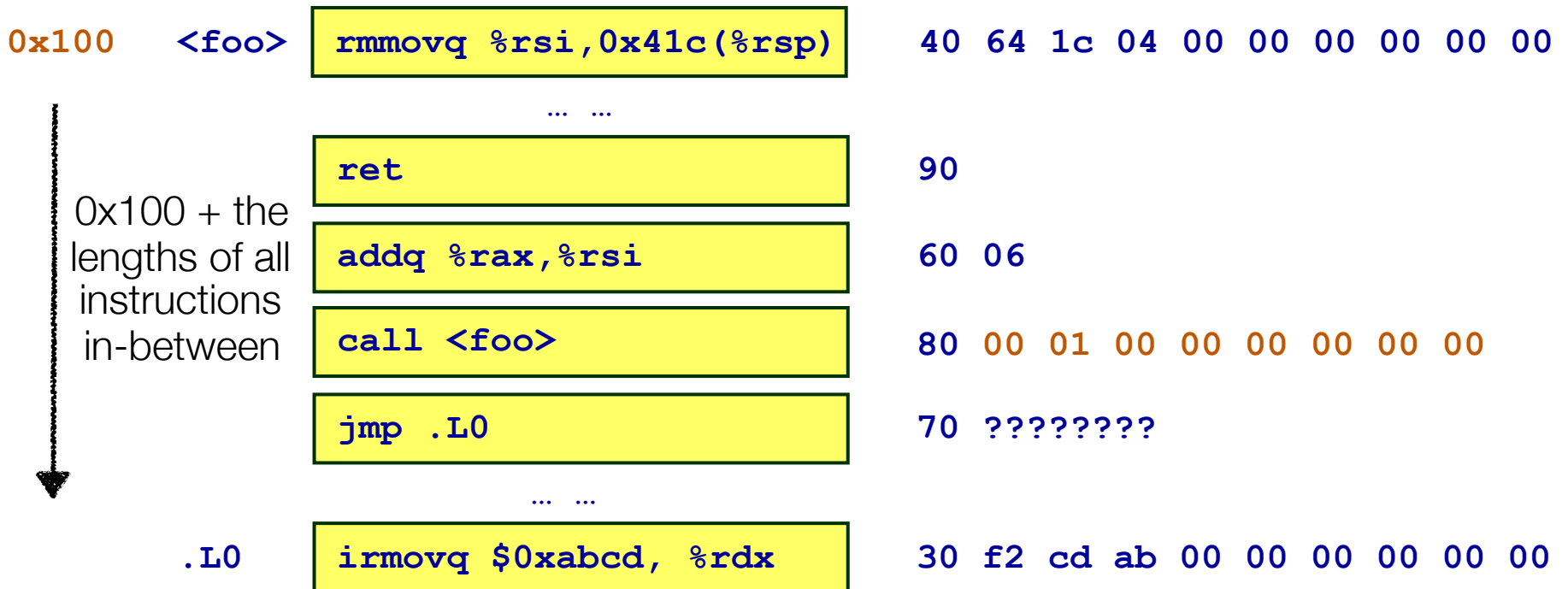
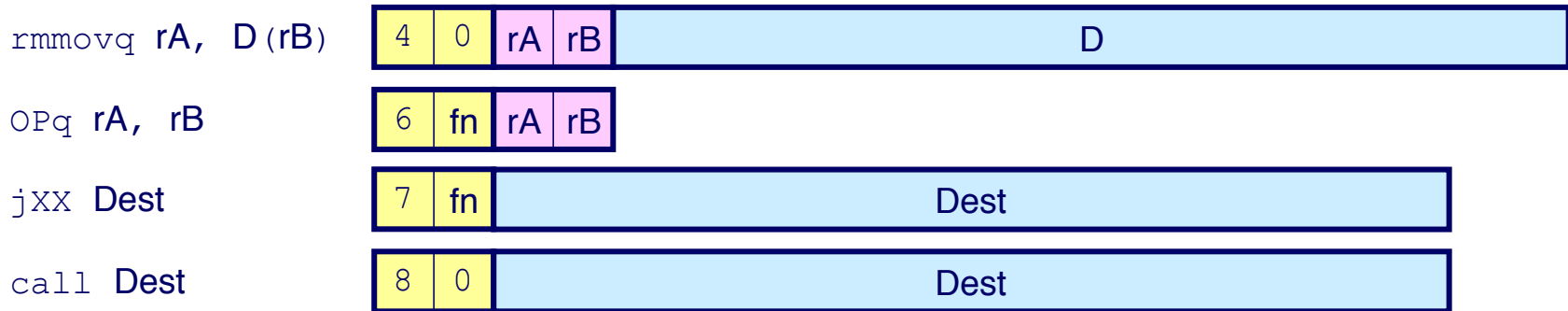
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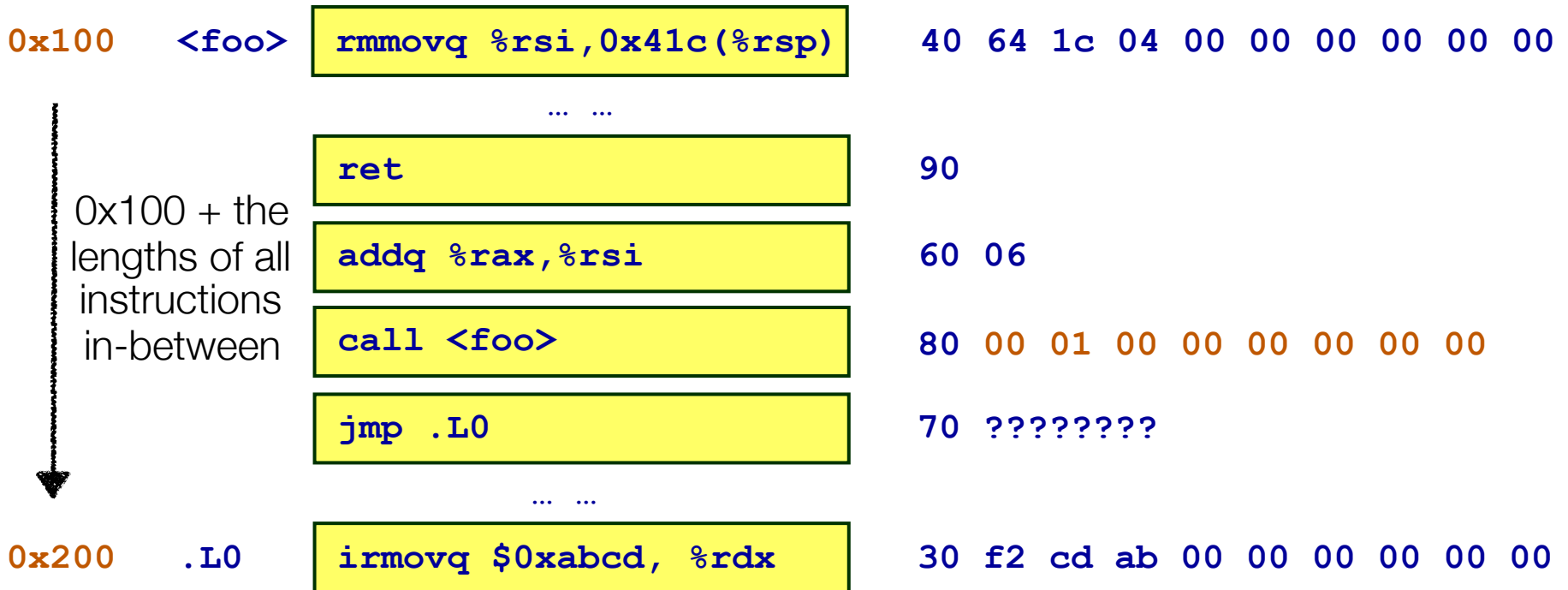
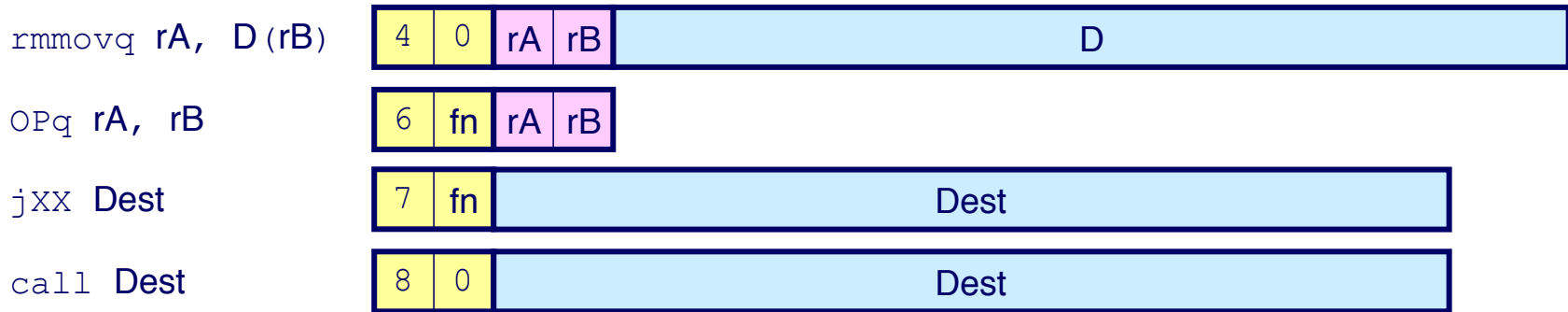
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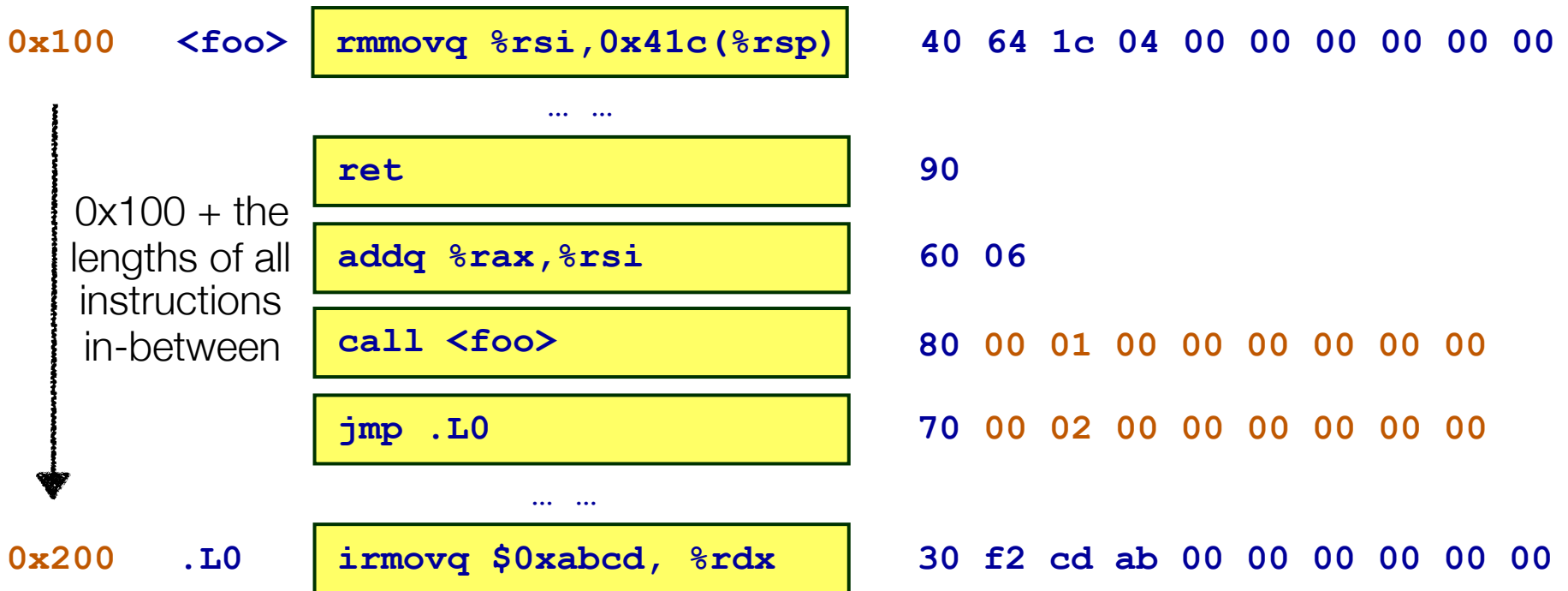
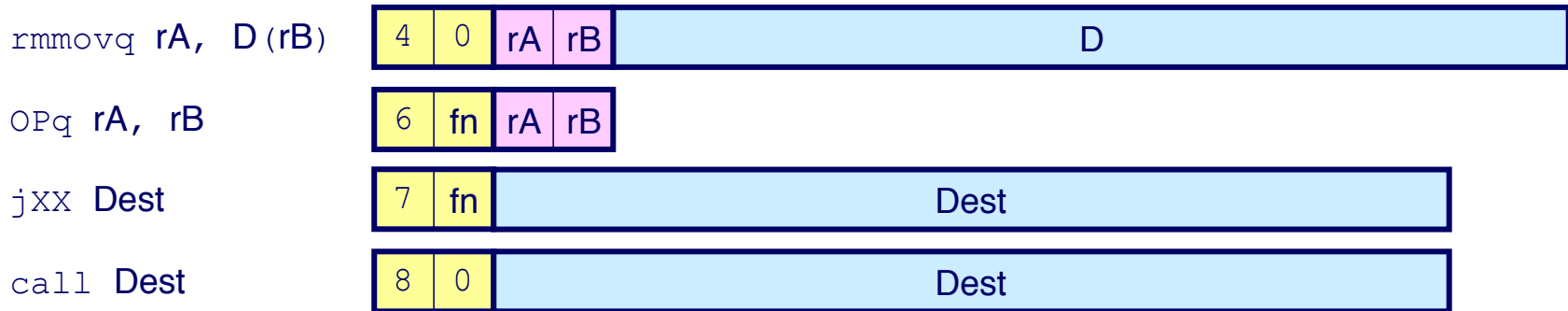
# How Does An Assembler Work?



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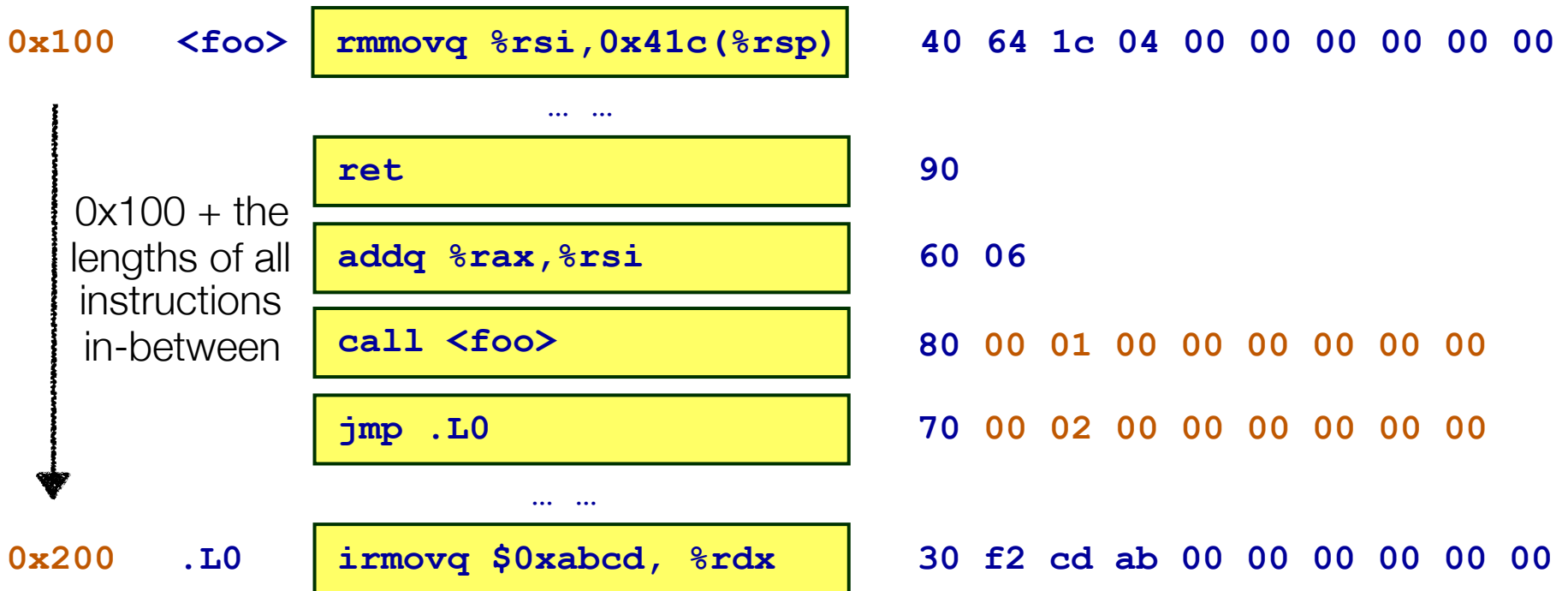


# How Does An Assembler Work?



# How Does An Assembler Work?

- The assembler is a program that translates assembly code to binary code
- The OS tells the assembler the start address of the code (sort of...)
- Translate the assembly program line by line
- Need to build a “label map” that maps each label to its address



# Jump Instructions

## Jump Unconditionally



## Jump When Less or Equal



## Jump When Less



## Jump When Equal



## Jump When Not Equal



## Jump When Greater or Equal



## Jump When Greater





# Subroutine Call and Return

**call Dest**

8 0

Dest

- Push address of next instruction onto stack
- Start executing instructions at Dest
- Like x86-64

**ret**

9 0

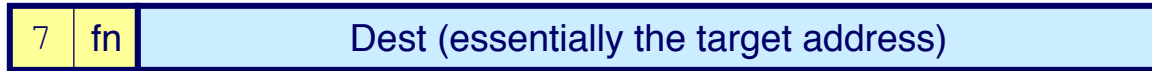
- Pop value from stack
- Use as address for next instruction
- Like x86-64

# One More Complication...

Byte

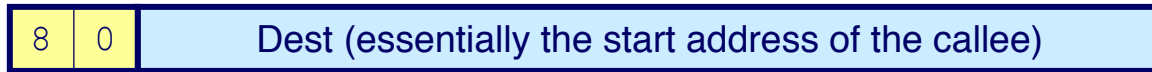
0 1 2 3 4 5 6 7 8 9

`jXX Dest`



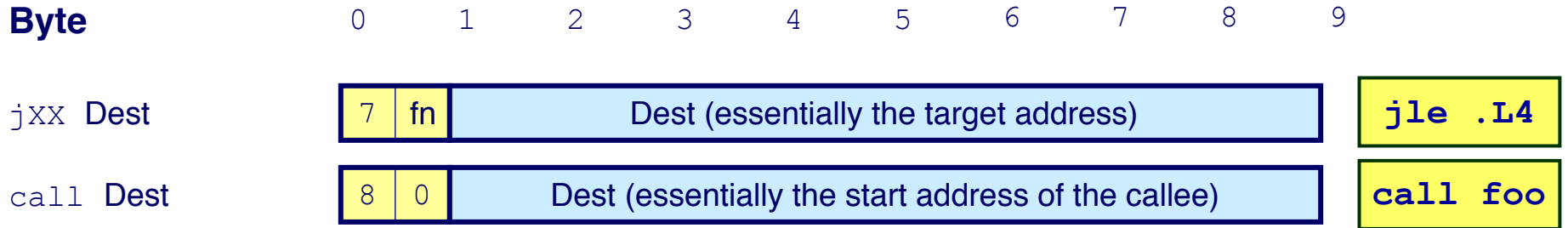
`jle .L4`

`call Dest`



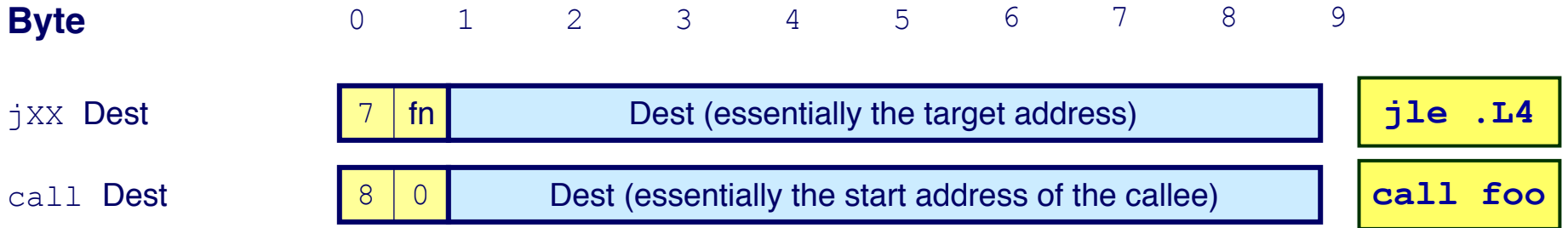
`call foo`

# One More Complication...



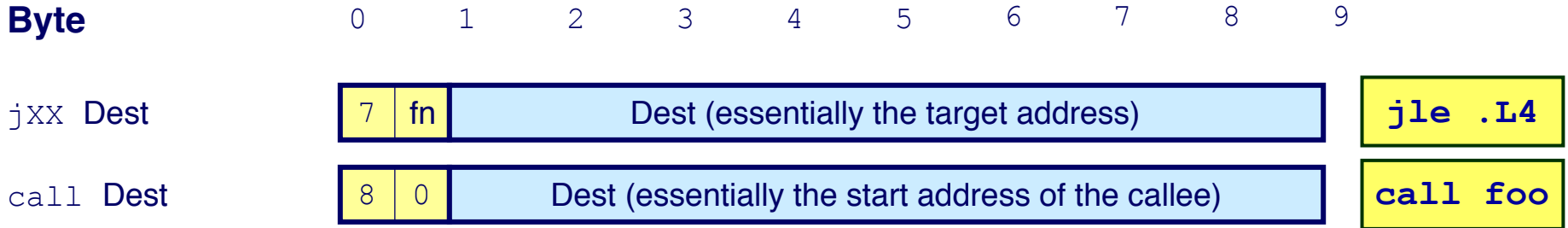
- The instruction length limits how far you can jump/call functions. What if the jump target has a very long address that can't fit in 8 bytes?

# One More Complication...



- The instruction length limits how far you can jump/call functions. What if the jump target has a very long address that can't fit in 8 bytes?
- One alternative: use a super long instruction encoding format.
  - Simple to encode, but space inefficient (waste bits for jumps to short addr.)

# One More Complication...



- The instruction length limits how far you can jump/call functions. What if the jump target has a very long address that can't fit in 8 bytes?
- One alternative: use a super long instruction encoding format.
  - Simple to encode, but space inefficient (waste bits for jumps to short addr.)
- Another alternative: encode the relative address, not the absolute address
  - E.g., encode (`.L4` - current address) in Dest

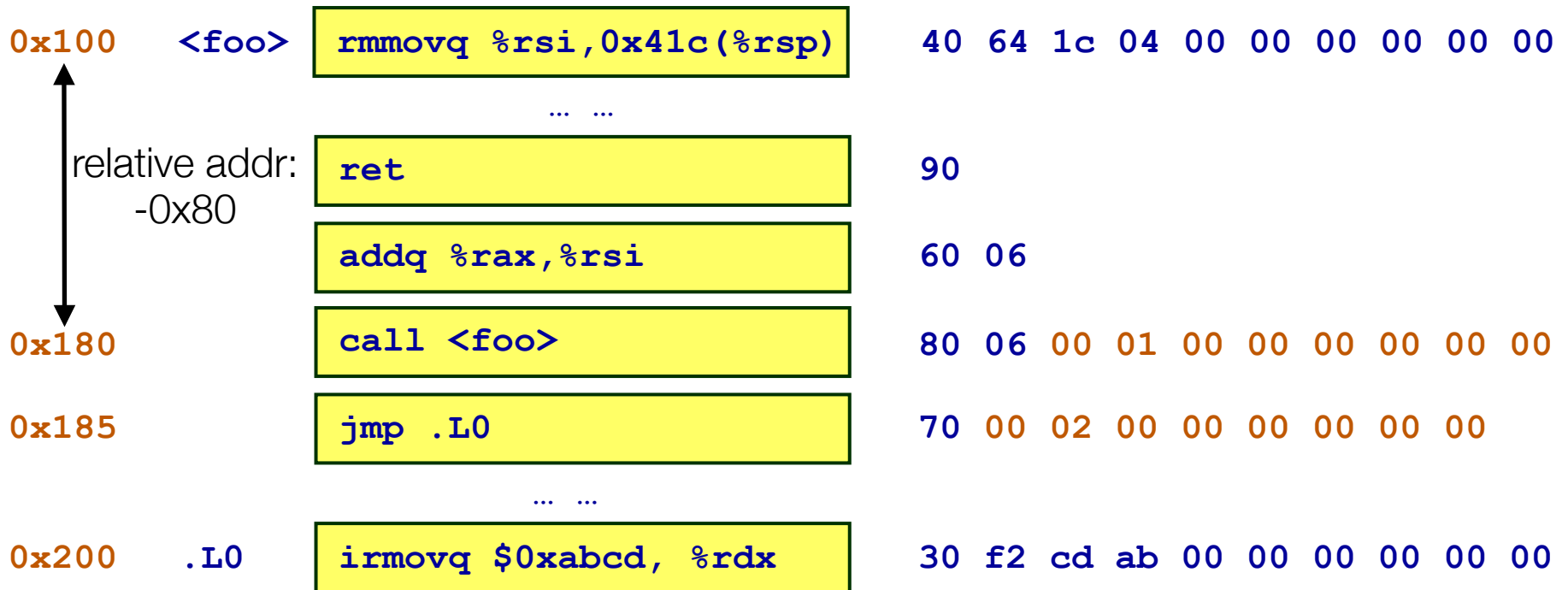
# Using Relative Addresses for Jumps

- What if the ISA encoding uses relative address for jump and call?

0x100	<foo>	rmmovq %rsi,0x41c(%rsp)	40 64 1c 04 00 00 00 00 00 00
		...	...
		ret	90
		addq %rax,%rsi	60 06
0x180		call <foo>	80 06 00 01 00 00 00 00 00 00
0x185		jmp .L0	70 00 02 00 00 00 00 00 00 00
		...	...
0x200	.L0	irmovq \$0xabcd, %rdx	30 f2 cd ab 00 00 00 00 00 00

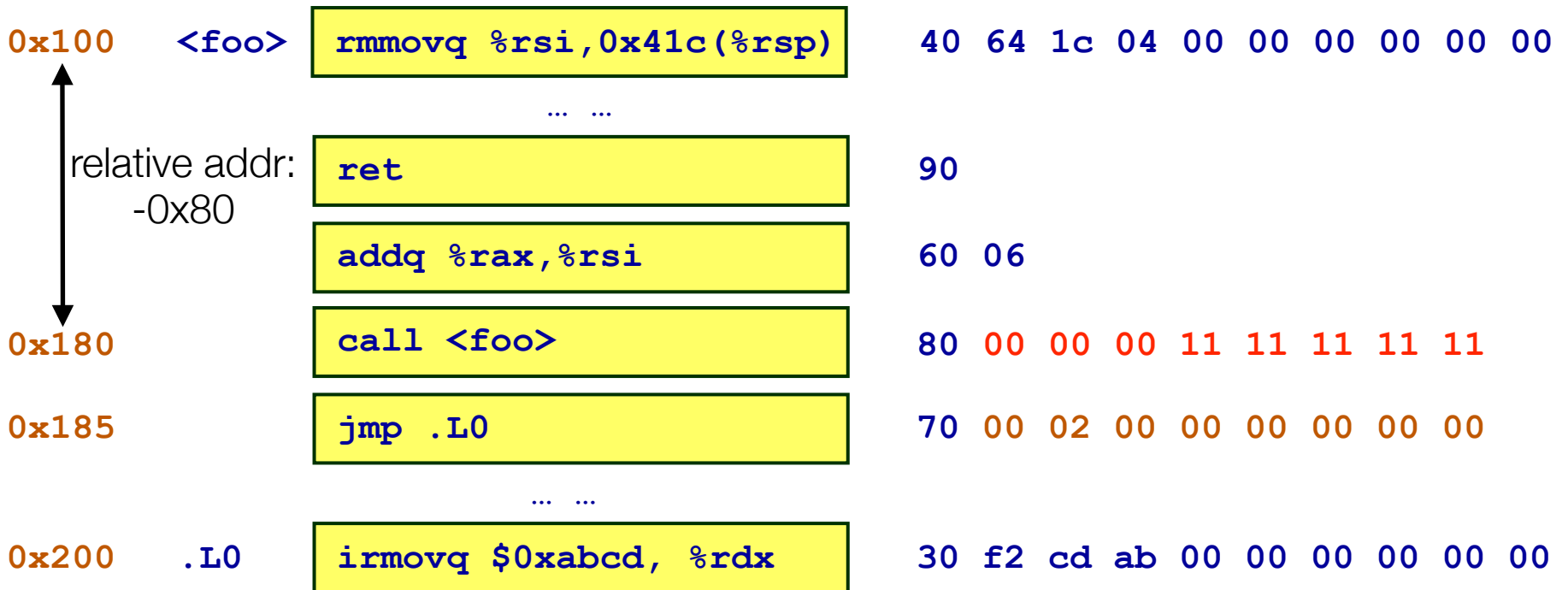
# Using Relative Addresses for Jumps

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# Using Relative Addresses for Jumps

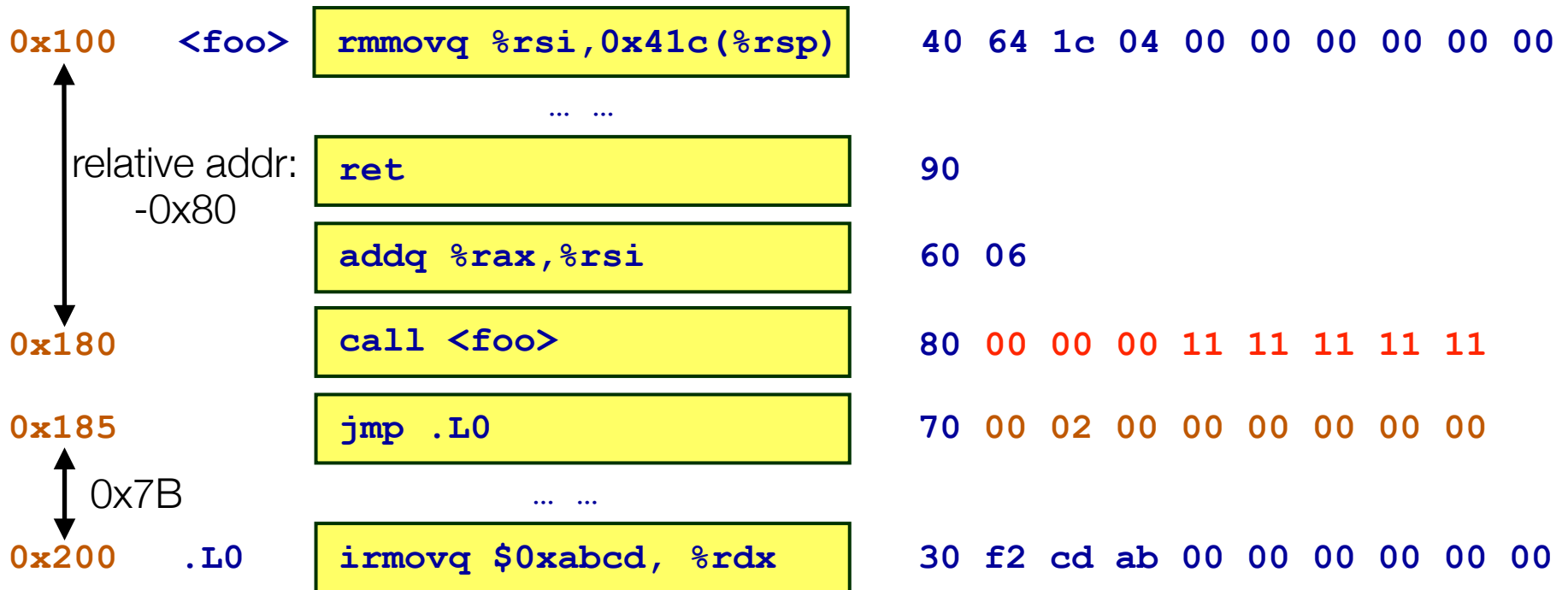
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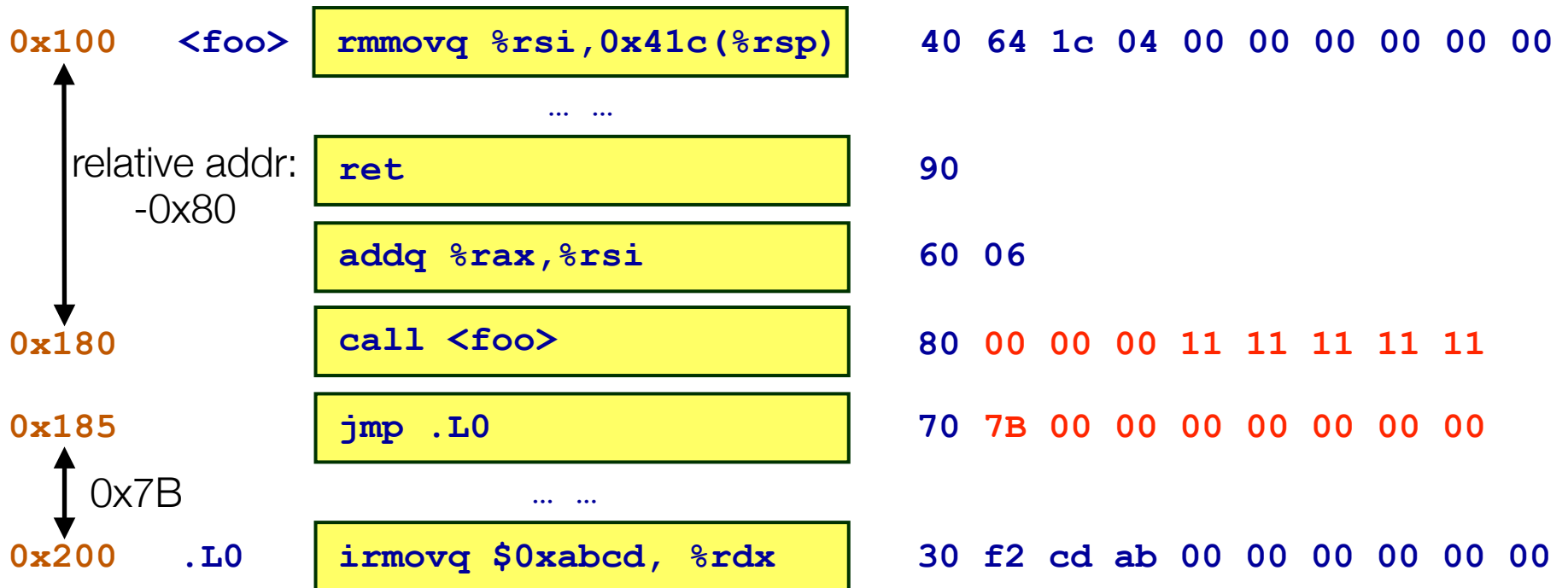
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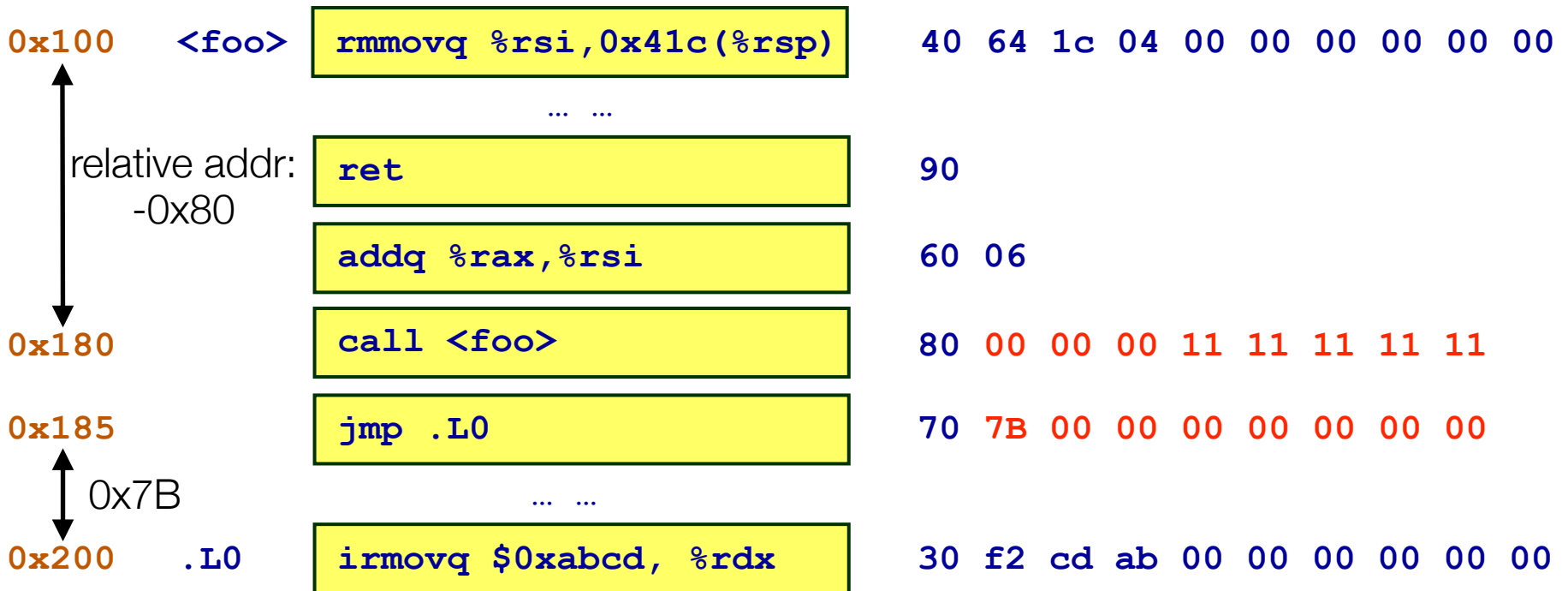
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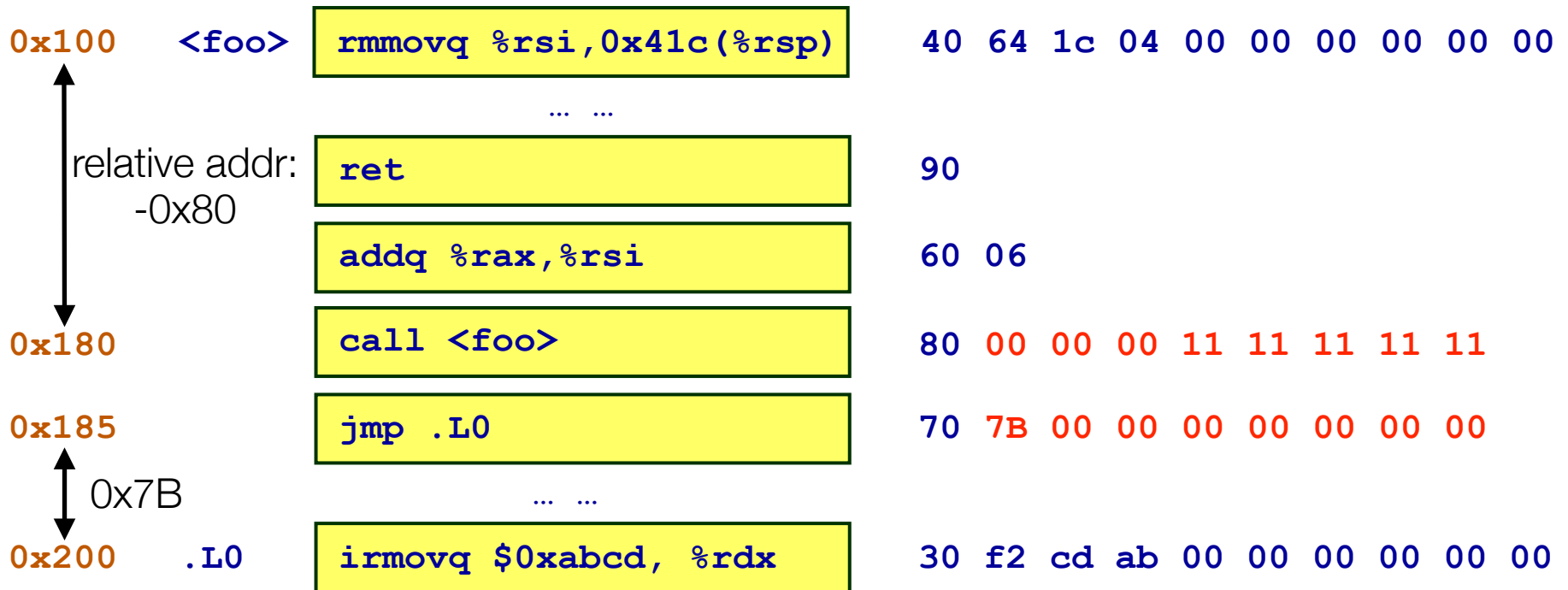
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- This code is called Position-Independent Code (PIC)



# Miscellaneous Instructions



- Don't do anything



- Stop executing instructions
- Usually can't be executed in the user mode, only by the OS
- Encoding ensures that program hitting memory initialized to zero will halt

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- A good writeup showing some of the complexity involved:  
<http://www.c-jump.com/CIS77/CPU/x86/lecture.html>