

Machine-Level Programming I: Basics

15-213/18-213: Introduction to Computer Systems
5th Lecture, May 30, 2018

Instructor:

Brian Railing

Today: Machine Programming I: Basics

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

Intel x86 Processors

- **Dominate laptop/desktop/server market**

- **Evolutionary design**
 - Backwards compatible up until 8086, introduced in 1978
 - Added more features as time goes on
 - Now 3 volumes, about 5,000 pages of documentation

- **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!
 - In terms of speed. Less so for low power.

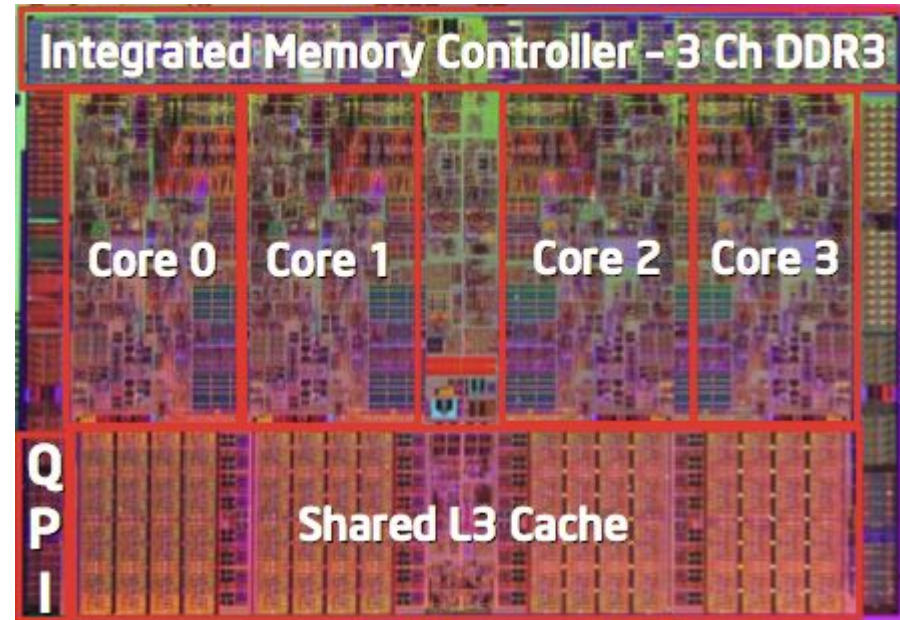
Intel x86 Evolution: Milestones

- | <i>Name</i> | <i>Date</i> | <i>Transistors</i> | <i>MHz</i> |
|--|-------------|--------------------|------------------|
| ■ 8086 | 1978 | 29K | 5-10 |
| <ul style="list-style-type: none"> ▪ First 16-bit Intel processor. Basis for IBM PC & DOS ▪ 1MB address space | | | |
| ■ 386 | 1985 | 275K | 16-33 |
| <ul style="list-style-type: none"> ▪ First 32 bit Intel processor , referred to as IA32 ▪ Added “flat addressing”, capable of running Unix | | | |
| ■ Pentium 4E | 2004 | 125M | 2800-3800 |
| <ul style="list-style-type: none"> ▪ First 64-bit Intel x86 processor, referred to as x86-64 | | | |
| ■ Core 2 | 2006 | 291M | 1060-3333 |
| <ul style="list-style-type: none"> ▪ First multi-core Intel processor | | | |
| ■ Core i7 | 2008 | 731M | 1600-4400 |
| <ul style="list-style-type: none"> ▪ Four cores (our shark machines) | | | |

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 2000 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

Intel x86 Processors, cont.

■ Past Generations

Process technology

- 1st Pentium Pro 1995 600 nm
- 1st Pentium III 1999 250 nm
- 1st Pentium 4 2000 180 nm
- 1st Core 2 Duo 2006 65 nm

■ Recent Generations

1. Nehalem 2008 45 nm
2. Sandy Bridge 2011 32 nm
3. Ivy Bridge 2012 22 nm
4. Haswell 2013 22 nm
5. Broadwell 2014 14 nm
6. Skylake 2015 14 nm
7. Kaby Lake 2016 14 nm

■ Upcoming Generations

- Cannonlake 2017? 10 nm

**Process technology dimension
= width of narrowest wires
(10 nm \approx 100 atoms wide)**

2017 State of the Art: Skylake

■ Mobile Model: Core i7

- 2.6-2.9 GHz
- 45 W

■ Desktop Model: Core i7

- Integrated graphics
- 2.8-4.0 GHz
- 35-91 W

■ Server Model: Xeon

- Integrated graphics
- Multi-socket enabled
- 2-3.7 GHz
- 25-80 W

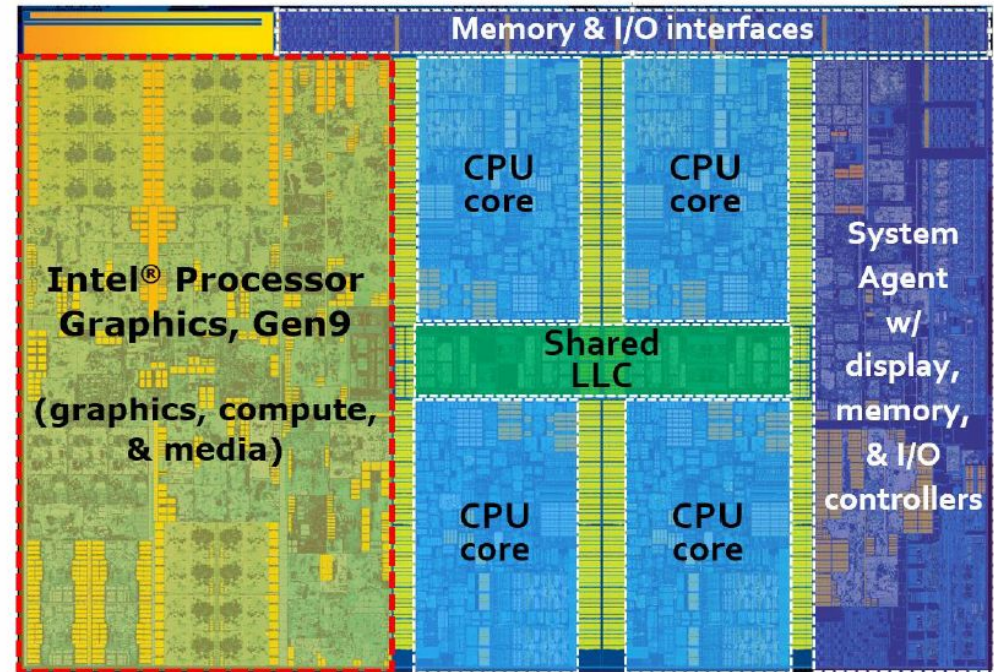


Figure 1: Architecture components layout for an Intel® Core™ i7 processor 6700K for desktop systems. This SoC contains 4 CPU cores, outlined in blue dashed boxes. Outlined in the red dashed box, is an Intel® HD Graphics 530. It is a one-slice instantiation of Intel processor graphics gen9 architecture.

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

Our Coverage

■ IA32

- The traditional x86
- For 15/18-213: RIP, Summer 2015

■ x86-64

- The standard
- `shark> gcc hello.c`
- `shark> gcc -m64 hello.c`

■ Presentation

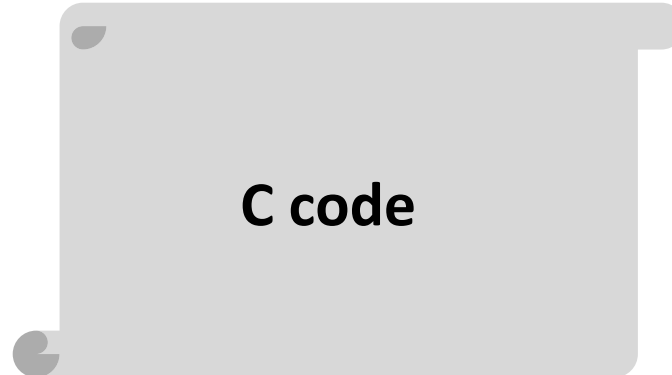
- Book covers x86-64
- Web aside on IA32
- We will only cover x86-64

Today: Machine Programming I: Basics

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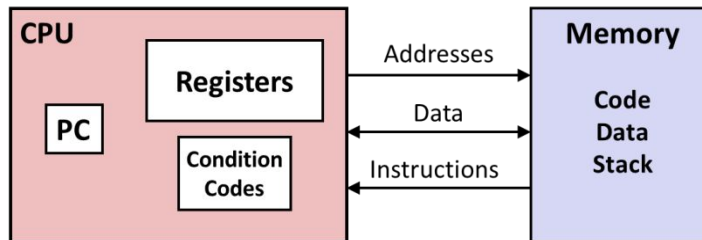
Levels of Abstraction

C programmer



Nice clean layers,
but beware...

Assembly programmer



Computer Designer

Caches, clock freq, layout,

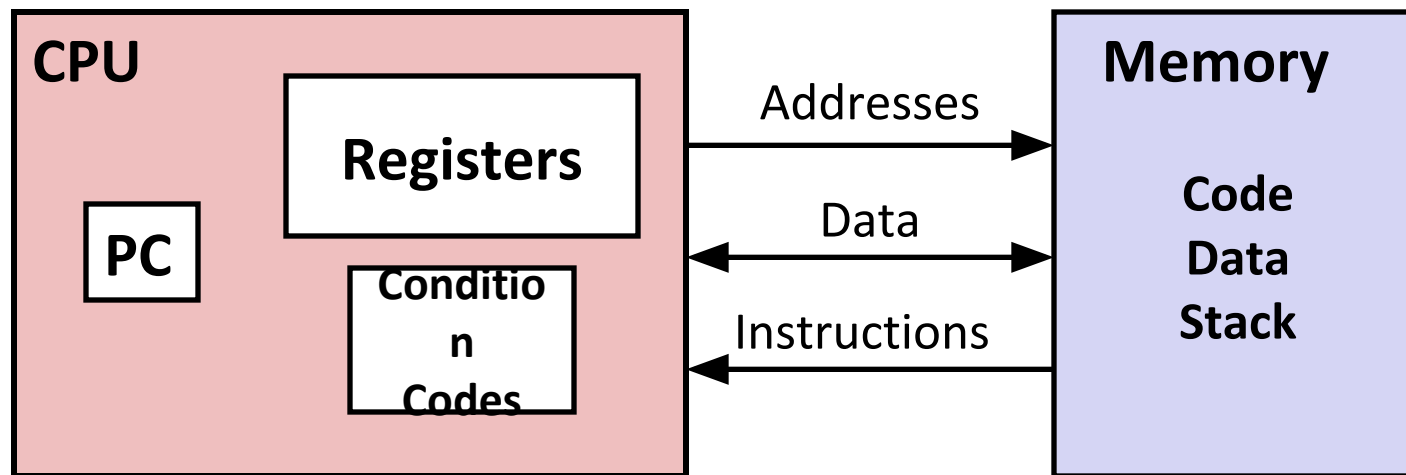
Of course, you know that: It's why you are taking this

course

Definitions

- **Architecture:** (also ISA: instruction set architecture) The parts of a processor design that one needs to understand for writing 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
 - RISC V: New open-source ISA

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

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**
- **(SIMD vector data types of 8, 16, 32 or 64 bytes)**
- **Code: Byte sequences encoding series of instructions**
- **No aggregate types such as arrays or structures**
 - Just contiguously allocated bytes in memory

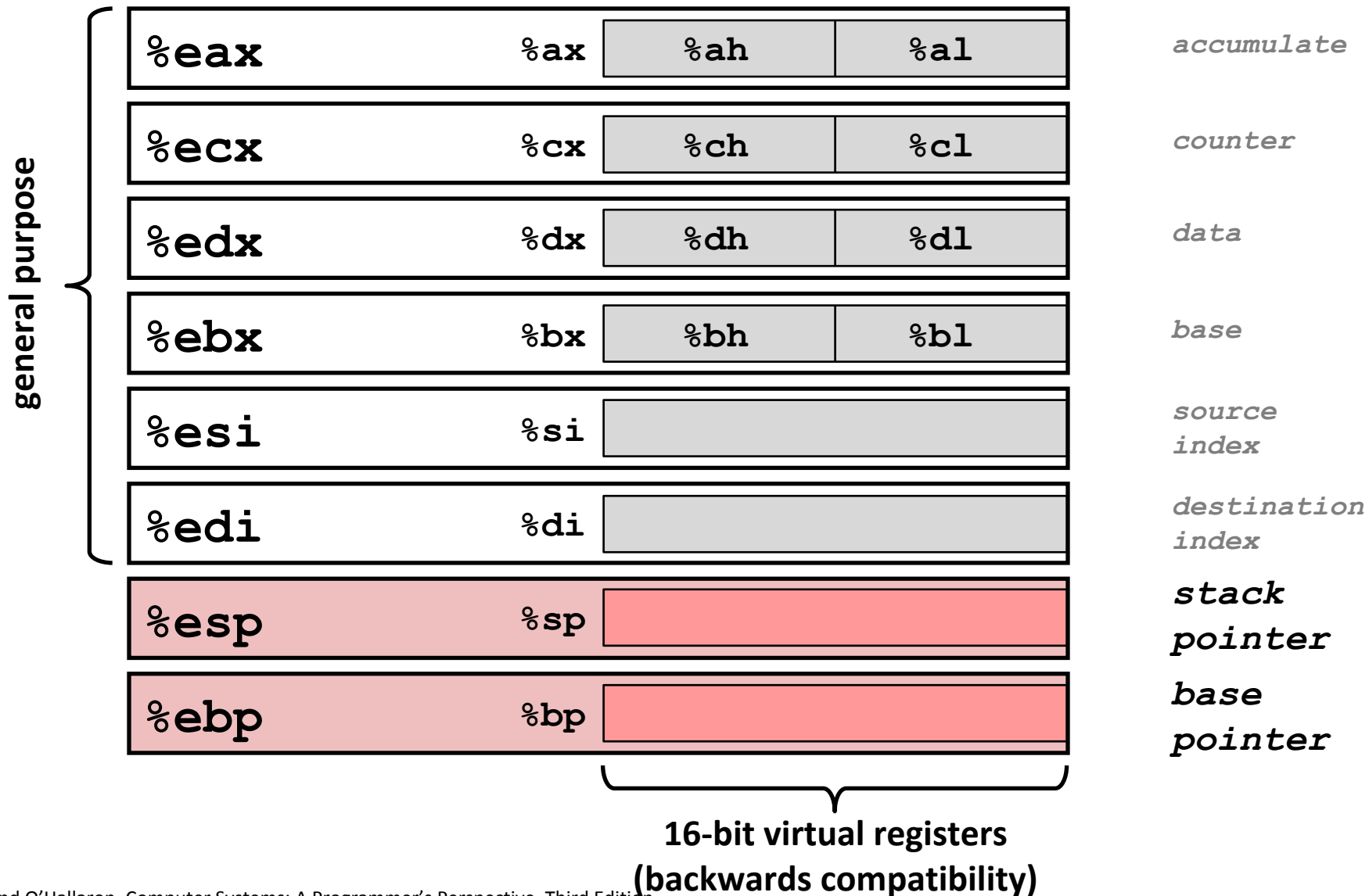
x86-64 Integer Registers

<code>%rax</code>	<code>%eax</code>
<code>%rbx</code>	<code>%ebx</code>
<code>%rcx</code>	<code>%ecx</code>
<code>%rdx</code>	<code>%edx</code>
<code>%rsi</code>	<code>%esi</code>
<code>%rdi</code>	<code>%edi</code>
<code>%rsp</code>	<code>%esp</code>
<code>%rbp</code>	<code>%ebp</code>

<code>%r8</code>	<code>%r8d</code>
<code>%r9</code>	<code>%r9d</code>
<code>%r10</code>	<code>%r10d</code>
<code>%r11</code>	<code>%r11d</code>
<code>%r12</code>	<code>%r12d</code>
<code>%r13</code>	<code>%r13d</code>
<code>%r14</code>	<code>%r14d</code>
<code>%r15</code>	<code>%r15d</code>

- Can reference low-order 4 bytes (also low-order 1 & 2 bytes)
- Not part of memory (or cache)

Some History: IA32 Registers



Assembly Characteristics: Operations

- **Transfer data between memory and register**
 - Load data from memory into register
 - Store register data into memory

- **Perform arithmetic function on register or memory data**

- **Transfer control**
 - Unconditional jumps to/from procedures
 - Conditional branches
 - Indirect branches

Moving Data

■ Moving Data

`movq Source, Dest`

■ 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
 - Simplest example: `(%rax)`
 - Various other “addressing modes”

`%rax`

`%rcx`

`%rdx`

`%rbx`

`%rsi`

`%rdi`

`%rsp`

`%rbp`

`%rN`

**Warning: Intel docs use
`mov Dest, Source`**

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  
whatAmI (<type> a, <type> b)  
{  
    ???  
}
```

`%rdi`

`%rsi`

`whatAmI:`

```
    movq    (%rdi), %rax  
    movq    (%rsi), %rdx  
    movq    %rdx, (%rdi)  
    movq    %rax, (%rsi)  
    ret
```

Example of Simple Addressing Modes

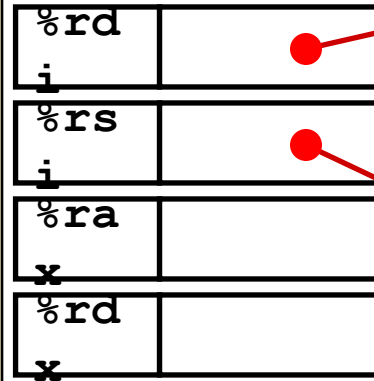
```
void swap
(long *xp, long *yp)
{
    long t0 = *xp;
    long t1 = *yp;
    *xp = t1;
    *yp = t0;
}
```

```
swap:
    movq    (%rdi), %rax
    movq    (%rsi), %rdx
    movq    %rdx, (%rdi)
    movq    %rax, (%rsi)
    ret
```

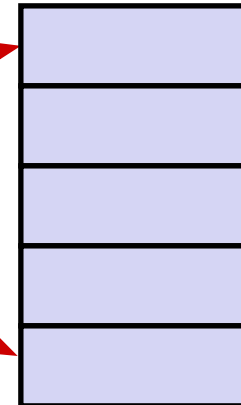
Understanding Swap()

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

Registers



Memory



Register Value

%rdi	xp
%rsi	yp
%rax	t0
%rdx	t1

swap:

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


Understanding Swap()

Registers

<code>%rdi</code>	<code>0x120</code>
<code>%rsi</code>	<code>0x100</code>
<code>%rax</code>	
<code>%rdx</code>	

Memory

	Address
123	<code>0x120</code>
	<code>0x118</code>
	<code>0x110</code>
	<code>0x108</code>
456	<code>0x100</code>

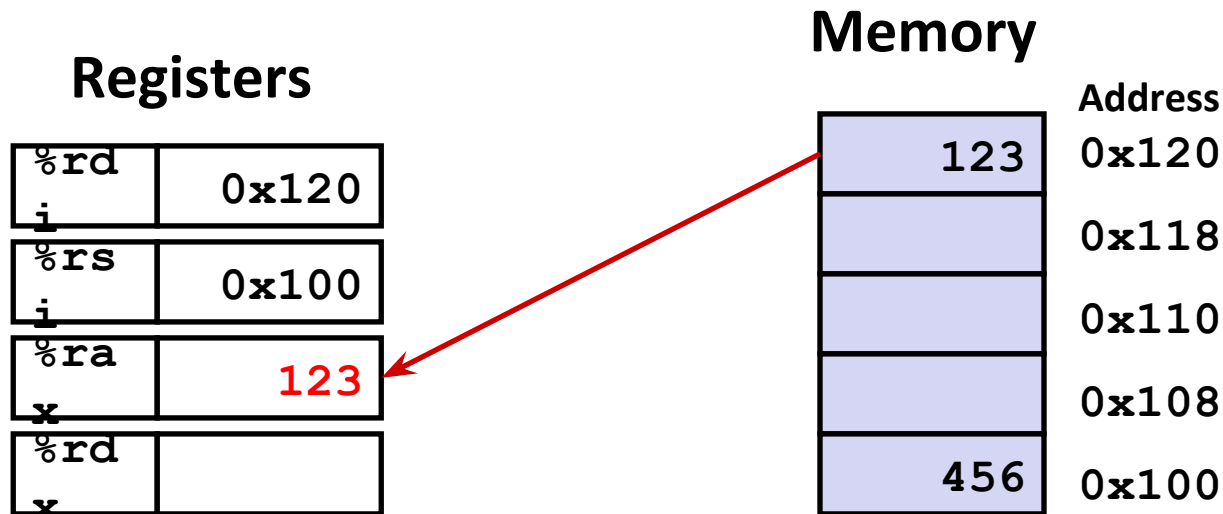
`swap:`

```

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

```

Understanding Swap()



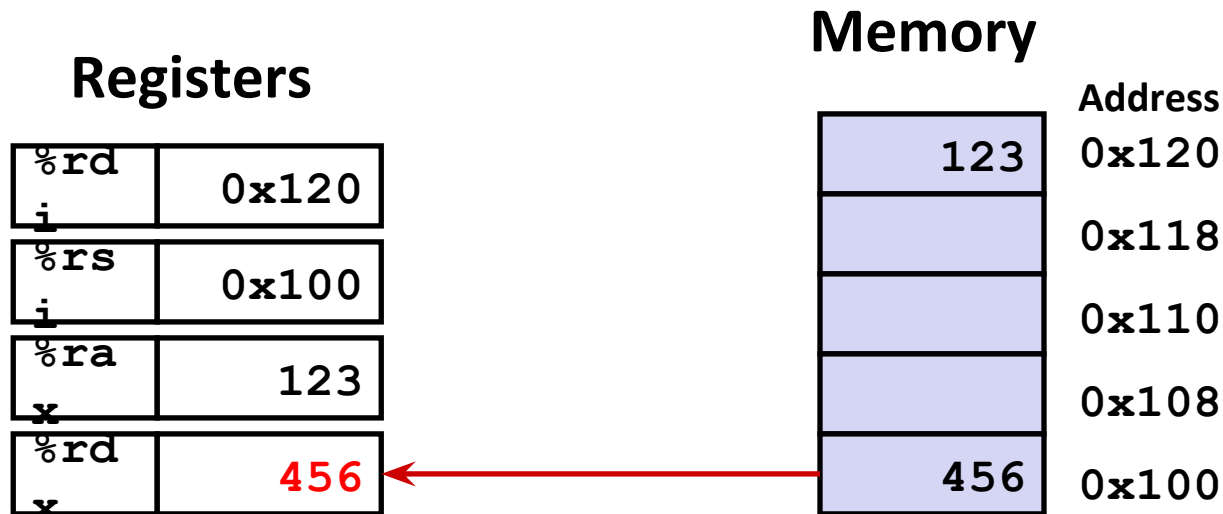
swap:

```

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

```

Understanding Swap()



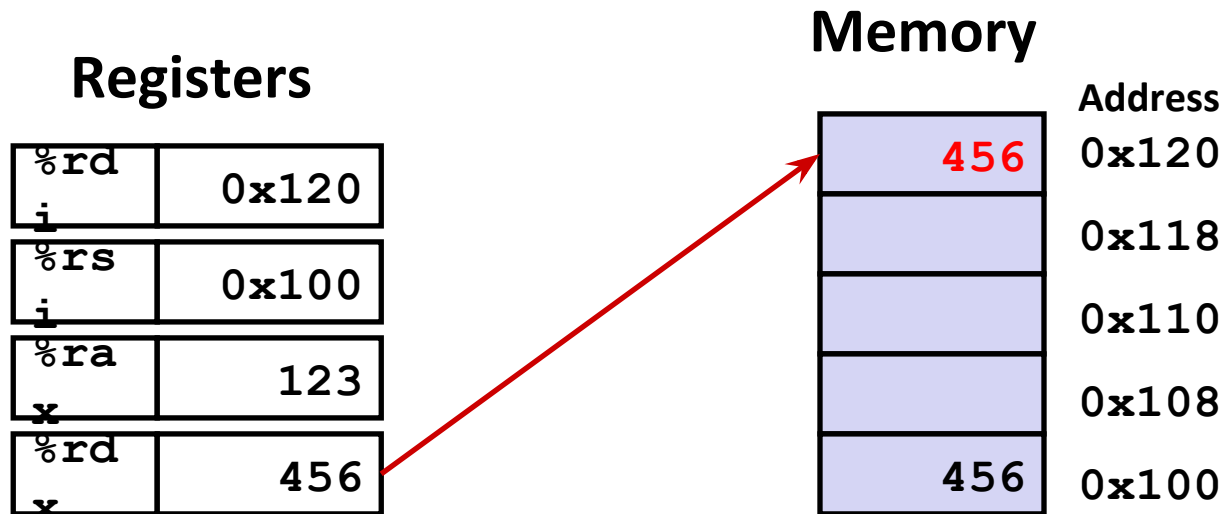
swap:

```

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

```

Understanding Swap()



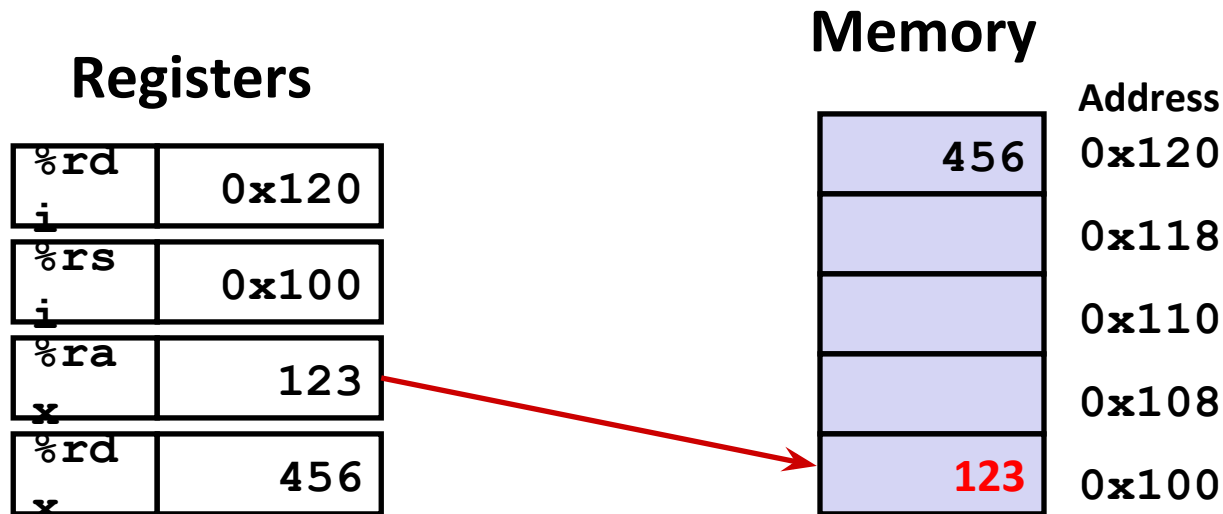
swap:

```

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

```

Understanding Swap()



swap:

```

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

```

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
```

Complete Memory Addressing Modes

■ Most General Form

$D(Rb, Ri, S) \text{ Mem}[\text{Reg}[Rb] + S * \text{Reg}[Ri] + D]$

- 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

$(Rb, Ri) \text{ Mem}[\text{Reg}[Rb] + \text{Reg}[Ri]]$

$D(Rb, Ri) \text{ Mem}[\text{Reg}[Rb] + \text{Reg}[Ri] + D]$

$(Rb, Ri, S) \text{ Mem}[\text{Reg}[Rb] + S * \text{Reg}[Ri]]$

Address Computation Examples

<code>%rdx</code>	<code>0xf000</code>
<code>%rcx</code>	<code>0x0100</code>

 $D(Rb, Ri, S)$
 $Mem[Reg[Rb]+S*Reg[Ri]+ D]$

- 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?*)

Expression	Address Computation	Address
<code>0x8(%rdx)</code>		
<code>(%rdx,%rcx)</code>		
<code>(%rdx,%rcx,4)</code>		
<code>0x80(,%rdx,2)</code>		

Address Computation Examples

<code>%rdx</code>	<code>0xf000</code>
<code>%rcx</code>	<code>0x0100</code>

Expression	Address Computation	Address
<code>0x8 (%rdx)</code>	<code>0xf000 + 0x8</code>	<code>0xf008</code>
<code>(%rdx, %rcx)</code>	<code>0xf000 + 0x100</code>	<code>0xf100</code>
<code>(%rdx, %rcx, 4)</code>	<code>0xf000 + 4*0x100</code>	<code>0xf400</code>
<code>0x80 (, %rdx, 2)</code>	<code>2*0xf000 + 0x80</code>	<code>0x1e080</code>

Today: Machine Programming I: Basics

- History of Intel processors and architectures
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- **Arithmetic & logical operations**
- C, assembly, machine code

Address Computation Instruction

■ `leaq Src, Dst`

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

■ Uses

- Computing addresses without a memory reference
 - E.g., translation of `p = &x[i];`
- Computing arithmetic expressions of the form $x + k*y$
 - $k = 1, 2, 4, \text{ or } 8$

■ Example

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

Converted to ASM by

compiler:

```
leaq (%rdi,%rdi,2), %rax # t = x+2*x
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` $Dest = Dest \ll Src$ ***Also called shlq***

`sarq Src, Dest` $Dest = Dest \gg Src$ ***Arithmetic***

`shrq Src, Dest` $Dest = Dest \gg Src$ ***Logical***

`xorq Src, Dest` $Dest = Dest \wedge Src$

`andq Src, Dest` $Dest = Dest \& Src$

`orq Src, Dest` $Dest = Dest | Src$

- **Watch out for argument order! *Src, Dest***
(Warning: Intel docs use “op *Dest, Src*”)

- **No distinction between signed and unsigned int (why?)**

Some Arithmetic Operations

■ One Operand Instructions

`incqDest` $Dest = Dest + 1$

`decqDest` $Dest = Dest - 1$

`negqDest` $Dest = -Dest$

`notqDest` $Dest = \sim Dest$

■ See book for more instructions

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

```

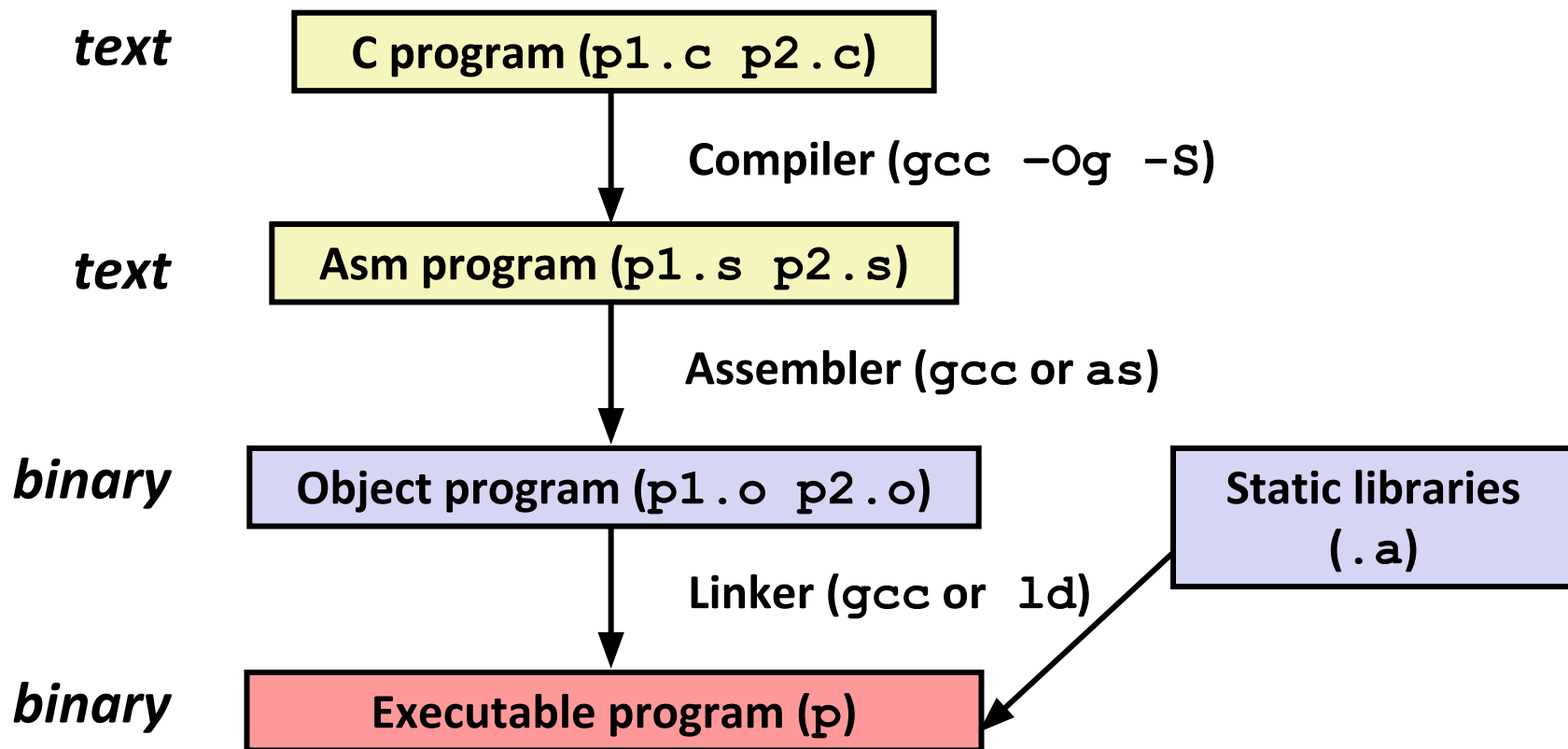
Register	Use(s)
<code>%rdi</code>	Argument <code>x</code>
<code>%rsi</code>	Argument <code>y</code>
<code>%rdx</code>	Argument <code>z</code> , <code>t4</code>
<code>%rax</code>	<code>t1</code> , <code>t2</code> , <code>rval</code>
<code>%rcx</code>	<code>t5</code>

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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 shark machine) with command

```
gcc -Og -S sum.c
```

Produces file `sum.s`

Warning: Will get very different results on non-Shark machines (Andrew Linux, Mac OS-X, ...) due to different versions of gcc and different compiler settings.

What it really looks like

```
.globl sumstore
.type sumstore, @function
sumstore:
.LFB35:
.cfi_startproc
pushq %rbx
.cfi_def_cfa_offset 16
.cfi_offset 3, -16
movq %rdx, %rbx
call plus
movq %rax, (%rbx)
popq %rbx
.cfi_def_cfa_offset 8
ret
.cfi_endproc
.LFE35:
.size sumstore, .-sumstore
```

What it really looks like

Things that look weird and are preceded by a '.' are generally directives.

```
.globl sumstore
.type sumstore, @function
sumstore:
.LFB35:
.cfi_startproc
pushq %rbx
.cfi_def_cfa_offset 16
.cfi_offset 3, -16
movq %rdx, %rbx
call plus
movq %rax, (%rbx)
popq %rbx
.cfi_def_cfa_offset 8
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.size sumstore, .-sumstore
```

```
sumstore:
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    popq     %rbx
    ret
```

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Assembly Characteristics: Operations

- **Transfer data between memory and register**
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- **Perform arithmetic function on register or memory data**

- **Transfer control**
 - Unconditional jumps to/from procedures
 - Conditional branches
 - Indirect branch

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;
```

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

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

■ C Code

- Store value `t` where designated by `dest`

■ Assembly

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

■ 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

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**
 - Disassemble procedure
`gdb sum`
`disassemble sumstore`

Alternate Disassembly

Object
Code

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

Disassembled

```
Dump of assembler code for function sumstore:
0x000000000400595 <+0>: push    %rbx
0x000000000400596 <+1>: mov     %rdx,%rbx
0x000000000400599 <+4>: callq  0x400590 <plus>
0x00000000040059e <+9>: mov     %rax, (%rbx)
0x0000000004005a1 <+12>: pop    %rbx
0x0000000004005a2 <+13>: retq
```

■ Within gdb Debugger

- Disassemble procedure

```
gdb sum
```

```
disassemble sumstore
```

- Examine the 14 bytes starting at `sumstore`

```
x/14xb 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
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- Anything that can be interpreted as executable code
- Disassembler examines bytes and reconstructs assembly source

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