

Introduction to 8086 Assembly

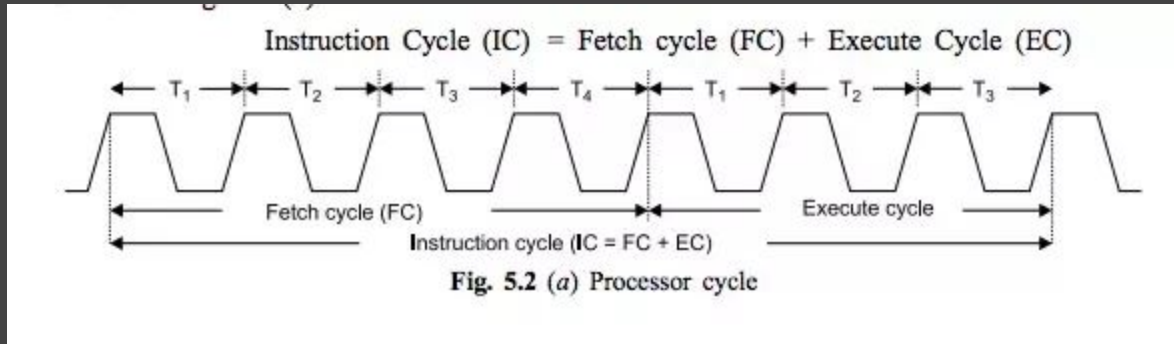
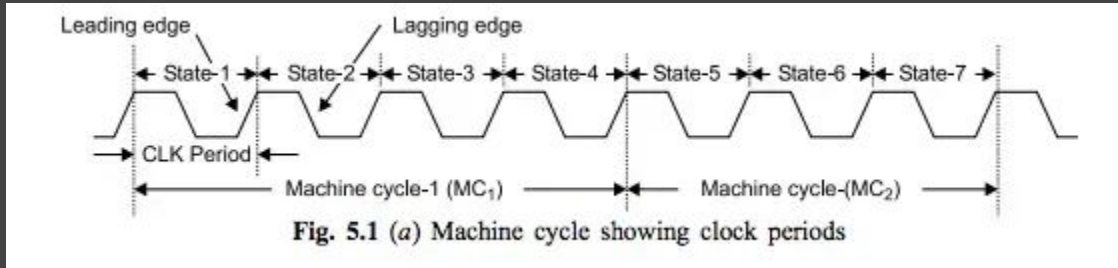
Lecture 8

Bit Operations

Clock cycle & instruction timing



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Clock cycle & instruction timing



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See

- 8086 Instruction Timing (http://www.oocities.org/mc_introtocomputers/)
 - http://www.oocities.org/mc_introtocomputers/Instruction_Timing.PDF
- Agner Fog's Software optimization resources - Instruction tables
 - https://www.agner.org/optimize/instruction_tables.pdf
- Instruction latencies and throughput for AMD and Intel x86 processors (Torbjorn Granlund)
 - <https://gmlib.org/~tege/x86-timing.pdf>
- Intel® 64 and IA-32 Architectures Optimization Reference Manual
 - <https://software.intel.com/sites/default/files/managed/9e/bc/64-ia-32-arcitectures-optimization-manual.pdf>



Logical shift (unsigned shift)

SHL *reg/mem*, *immed8/CL* (shift left, MSB → CF)

SHR *reg/mem*, *immed8/CL* (shift right, LSB → CF)

```
mov ax, 0A74Ch
```

```
shl ax, 1
```

```
shr ax, 3
```

```
mov cl, 10
```

```
shl eax, cl
```



Logical shift (unsigned shift)

SHL: shift left

SHR: shift right

original number	mov al, 11011001b	1	1	0	1	1	0	0	1	
shift 1 bit left	SHL al, 1	1	0	1	1	0	0	1	0	al <<= 1

original number	mov al, 11011001b	1	1	0	1	1	0	0	1	
shift 1 bit right	SHR al, 1	0	1	1	0	1	1	0	0	al >>= 1



Logical shift (unsigned shift)

SHL: shift left

SHR: shift right

original number	mov al, 11011001b	1	1	0	1	1	0	0	1	
shift 1 bit left	SHL al, 3	1	1	0	0	1	0	0	0	al <<= 3

original number	mov al, 11011001b	1	1	0	1	1	0	0	1	
shift 1 bit right	SHR al, 3	0	0	0	1	1	0	1	1	al >>= 3

Example: Shift left



```
segment .data                                     simple_shl.asm
msg:  db "shift must be <= 32", 10, 0

segment .text
:
call read_int
mov ebx, eax

call read_int
cmp eax, 32
ja err_lbl
```

```
simple_shl.asm (cont.)

mov cl, al

shl ebx, cl
mov eax, ebx

call print_int
call print_nl

jmp endl

err_lbl:
mov eax, msg
call print_string

endl:
```

Example: Shift left



```
segment .data
```

```
simple_shl.asm
```

```
msg: db "shift must be <= 32", 10, 0
```

```
segment .text
```

```
:
```

```
call read_int
```

```
mov ebx, eax
```

```
call read_int
```

```
cmp eax, 32
```

```
ja err_lbl
```

```
simple_shl.asm (cont.)
```

```
mov cl, al
```

```
shl ebx, cl
```

```
mov eax, ebx
```

```
call print_int
```

```
call print_nl
```

```
jmp endl
```

```
CS@kntu:lecture8$ ./run.sh simple_shl
```

```
12
```

```
1
```

```
24
```

```
CS@kntu:lecture8$ ./run.sh simple_shl
```

```
7
```

```
3
```

```
56
```


Example: Shift right



```
segment .data
```

```
simple_shr.asm
```

```
msg: db "shift must be <= 32", 10, 0
```

```
segment .text
```

```
:
```

```
call read_int
```

```
mov ebx, eax
```

```
call read_int
```

```
cmp eax, 32
```

```
ja err_lbl
```

```
simple_shr.asm (cont.)
```

```
mov cl, al
```

```
shr ebx, cl
```

```
mov eax, ebx
```

```
call print_int
```

```
call print_nl
```

```
jmp endl
```

```
err_lbl:
```

```
mov eax, msg
```

```
call print_string
```

```
endl:
```

Example: Shift right



```
segment .data                                     simple_shr.asm
msg:  db "shift must be <= 32", 10, 0

segment .text
:
call read_int
mov ebx, eax

call read_int
cmp eax, 32
ja err_lbl
```

```
mov cl, al
```

```
simple_shr.asm (cont.)
```

```
CS@kntu:lecture8$ ./run.sh simple_shr
32
1
16
CS@kntu:lecture8$ ./run.sh simple_shr
32
3
4
CS@kntu:lecture8$ ./run.sh simple_shr
31
3
3
CS@kntu:lecture8$ ./run.sh simple_shr
37
3
4
```

Fast multiplication/division by powers of 2



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<code>SHL eax, 3</code>	<code>eax *= 2³</code>
<code>SHR eax, 10</code>	<code>eax /= 2¹⁰</code>

What about signed numbers? (SHL)



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SHL

- **Positive**
 - 00111101
 - 01111010
 - As long as it remains positive
- **Negative**
 - 11111111 (-1)

What about signed numbers? (SHL)



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SHL

- **Positive**
 - 00111101
 - 01111010
 - As long as it remains positive
- **Negative**
 - 11111111 (-1)
 - 11111110 (-2)

What about signed numbers? (SHL)



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SHL

- **Positive**
 - 00111101
 - 01111010
 - As long as it remains positive
- **Negative**
 - 11111111 (-1)
 - 11111110 (-2)
 - 11111000 (-8)

What about signed numbers? (SHL)



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SHL

- **Positive**
 - 00111101
 - 01111010
 - As long as it remains positive
- **Negative**
 - 11111111 (-1)
 - 11111110 (-2)
 - 11111000 (-8)
 - As long as it remains negative

What about signed numbers? (SHR)



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SHR

- Positive
 - 00111101
 - 00011110

What about signed numbers? (SHR)



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SHR

- **Positive**
 - 00111101
 - 00011110
- **Negative**
 - 11111100 (-4)
 - 01111110

What about signed numbers? (SHR)



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SHR

- **Positive**
 - 00111101
 - 00011110
- **Negative**
 - 11111100 (-4)
 - 01111110 (126)

What about signed numbers? (SHR)



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SHR

- **Positive**
 - 00111101
 - 00011110
- **Negative**
 - 11111100 (-4)
 - 01111110 (126)
 - if filled with 1's from left
 - 11111110 (-2)

What about signed numbers? (SHR)



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SHR

- Positive
 - 00111101
 - 00011110
- Negative
 - 11111100 (-4)
 - 01111110 (126)
 - if filled with 1's from left
 - 11111110 (-2)
- fill with signed bit from left!

Arithmetic Shift (signed shift)



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SAL (Shift Arithmetic Left)

SAR (Shift Arithmetic Right)



Arithmetic Shift (signed shift)

SAL: an alias for SHL

SAR: fills with sign bit from left (copies sign bit)

original number	mov al, 11011001b	1	1	0	1	1	0	0	1	
shift 1 bit left	SAL al, 1	1	0	1	1	0	0	1	0	al <<= 1

original number	mov al, 11011001b	1	1	0	1	1	0	0	1	
shift 1 bit right	SAR al, 1	1	1	1	0	1	1	0	0	al >>= 1

original number	mov al, 01011001b	0	1	0	1	1	0	0	1	
shift 1 bit right	SAR al, 1	0	0	1	0	1	1	0	0	al >>= 1



Arithmetic Shift (signed shift)

SAL: an alias for SHL

SAR: fills with sign bit from left (copies sign bit)

```
mov eax, -10
```

```
sar eax, 1
```

```
sar eax, 1
```

```
sar eax, 1
```

```
sar eax, 1
```

```
sar eax, 1
```



Arithmetic Shift (signed shift)

SAL: an alias for SHL

SAR: fills with sign bit from left (copies sign bit)

```
mov eax, -10      EAX=111111111111111111111111111111110110 = -10
sar eax, 1
sar eax, 1
sar eax, 1
sar eax, 1
sar eax, 1
```




Arithmetic Shift (signed shift)

SAL: an alias for SHL

SAR: fills with sign bit from left (copies sign bit)

```
mov eax, -10      EAX=111111111111111111111111111111110110 = -10
```

```
sar eax, 1        EAX=111111111111111111111111111111111011 = -5
```

```
sar eax, 1
```

```
sar eax, 1
```

```
sar eax, 1
```

```
sar eax, 1
```



Arithmetic Shift (signed shift)

SAL: an alias for SHL

SAR: fills with sign bit from left (copies sign bit)

```
mov eax, -10      EAX=111111111111111111111111111111110110 = -10
```

```
sar eax, 1        EAX=111111111111111111111111111111111011 = -5
```

```
sar eax, 1        EAX=11111111111111111111111111111111101 = -3
```

```
sar eax, 1
```

```
sar eax, 1
```

```
sar eax, 1
```




Arithmetic Shift (signed shift)

SAL: an alias for SHL

SAR: fills with sign bit from left (copies sign bit)

```
mov eax, -10      EAX=111111111111111111111111111111110110 = -10
sar eax, 1        EAX=111111111111111111111111111111111011 = -5
sar eax, 1        EAX=111111111111111111111111111111111101 = -3
sar eax, 1        EAX=111111111111111111111111111111111110 = -2
sar eax, 1        EAX=111111111111111111111111111111111111 = -1
sar eax, 1
```



Arithmetic Shift (signed shift)

SAL: an alias for SHL

SAR: fills with sign bit from left (copies sign bit)

```
mov eax, -10    EAX=111111111111111111111111111111110110 = -10
sar eax, 1      EAX=111111111111111111111111111111111011 = -5
sar eax, 1      EAX=111111111111111111111111111111111101 = -3
sar eax, 1      EAX=111111111111111111111111111111111110 = -2
sar eax, 1      EAX=111111111111111111111111111111111111 = -1
sar eax, 1      EAX=111111111111111111111111111111111111 = -1
```

Example: Shift arithmetic right



```
segment .data simple_sar.asm
msg:  db "shift must be <= 32", 10, 0

segment .text
:
call read_int
mov ebx, eax

call read_int
cmp eax, 32
ja err_lbl
```

```
simple_sar.asm (cont.)

mov cl, al

sar ebx, cl
mov eax, ebx

call print_int
call print_nl

jmp endl

err_lbl:
mov eax, msg
call print_string

endl:
```

Practice:



```
    call read_int

    mov ebx, 0
    mov ecx, 32
startloop:
    shl eax, 1
    jnc l1
    inc ebx
l1:
    loop startloop

    mov eax, ebx
    call print_int
    call print_nl
```

Practice: counting 1 bits



```
call read_int count_bits1.asm
```

```
mov ebx, 0
```

```
mov ecx, 32
```

```
startloop:
```

```
shl eax, 1
```

```
jnc l1
```

```
inc ebx
```

```
l1:
```

```
loop startloop
```

```
mov eax, ebx
```

```
call print_int
```

```
call print_nl
```

```
call read_int count_bits2.asm
```

```
mov ebx, 0
```

```
mov ecx, 32
```

```
startloop:
```

```
rol eax, 1
```

```
jnc l1
```

```
inc ebx
```

```
l1:
```

```
loop startloop
```

```
mov eax, ebx
```

```
call print_int
```

```
call print_nl
```


Practice: counting 1 bits



```
call read_int count_bits1.asm
```

```
mov ebx, 0
```

```
mov ecx, 32
```

```
startloop:
```

```
shl eax, 1
```

```
jnc l1
```

```
inc ebx
```

```
l1:
```

```
loop startloop
```

```
mov eax, ebx
```

```
call print_int
```

```
call print_nl
```

```
call read_int count_bits2.asm
```

```
mov ebx, 0
```

```
mov ecx, 32
```

```
startloop:
```

```
rol eax, 1
```

```
jnc l1
```

```
inc ebx
```

```
l1:
```

```
loop startloop
```

```
mov eax, ebx
```

```
call print_int
```

```
call print_nl
```

Practice: counting 1 bits



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call read_int count_bits1.asm

```
mov ebx, 0
mov ecx, 32
```

startloop:

```
shl eax, 1
jnc l1
inc ebx
```

l1:

```
loop startloop
```

```
mov eax, ebx
call print_int
call print_nl
```

call read_int count_bits2.asm

```
mov ebx, 0
mov ecx, 32
```

startloop:

```
rol eax, 1
jnc l1
inc ebx
```

l1:

```
loop startloop
```

```
mov eax, ebx
call print_int
call print_nl
```

call read_int count_bits3.asm

```
mov ebx, 0
mov ecx, 32
```

startloop:

```
rol eax, 1
adc ebx, 0
loop startloop
```

```
mov eax, ebx
call print_int
call print_nl
```

Rotate instructions

- ROL `reg/mem, immed8/CL`
- ROR `reg/mem, immed8/CL`
- RCL `reg/mem, immed8/CL`
- RCR `reg/mem, immed8/CL`



Bitwise operations

- `AND dst, src`
- `OR dst, src`
- `XOR dst, src`
- `NOT dst`



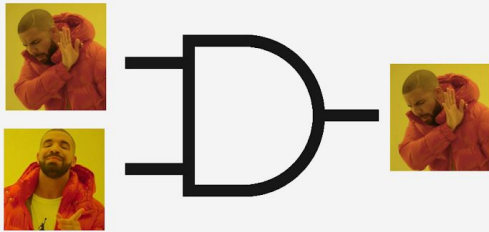
Bitwise operations



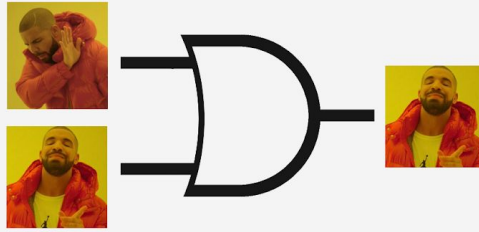
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Drake's Logic Gates

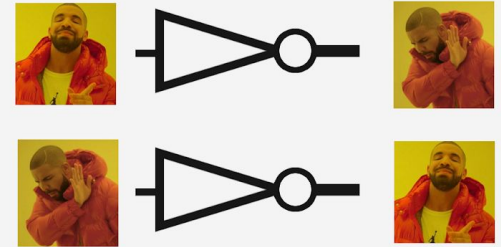
'And' gate
&

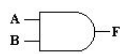


'Or' Gate
|



'Not' Operator
~

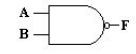




AND



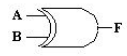
OR



NAND



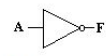
NOR



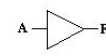
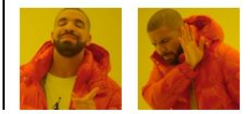
XOR



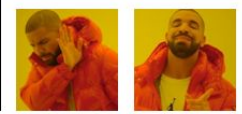
XNOR



NOT



BUFFER



Practice:

- `OR eax, 100b`
- `AND bx, 0FFDFh`
- `XOR cx, 100b`
- `OR ax, 0F0h`
- `XOR bx, 0FFFFh`



Practice:



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test_and.asm

```
call read_int
```

```
and eax, 01111b
```

```
call print_int
```

```
call print_nl
```


Practice: change the n-th bit



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- read a , n from input
- change the n -th bit of a
 - **set** (turn on, set to 1)
 - **unset** (turn off, clear, set to 0)
 - **flip** (switch, complement, invert)

Practice: change the n-th bit



- read a, n from input
- change the n-th bit of a
 - **set** (turn on, set to 1)
 - **unset** (turn off, clear, set to 0)
 - **flip** (switch, complement, invert)

setbit0.asm

```
call read_int  
mov ebx, eax
```

```
call read_int
```

```
; write code here
```

Practice: set the n-th bit



- read a, n from input
- change the n-th bit of a
 - **set** (turn on, set to 1)

setbit.asm

```
call read_int  
mov ebx, eax
```

```
call read_int  
mov cl, al
```

```
mov eax, 1  
shl eax, cl  
or ebx, eax
```

Practice: unset the n-th bit



- read a, n from input
- change the n-th bit of a
 - **unset** (turn off, clear, set to 0)

setbit.asm

```
call read_int  
mov ebx, eax
```

```
call read_int  
mov cl, al
```

```
mov eax, 1  
shl eax, cl  
not eax
```

```
and ebx, eax
```

Practice: flip the n-th bit

- read a, n from input
- change the n-th bit of a
 - **flip** (switch, complement, invert)



setbit.asm

```
call read_int  
mov ebx, eax
```

```
call read_int  
mov cl, al
```

```
mov eax, 1  
shl eax, cl  
xor ebx, eax
```

Check the n-th bit



```
segment .data                                     checkbit1.asm
msg1:  db "bit 7 is on", 10, 0
msg2:  db "bit 7 is off", 10, 0

segment .text
:
    call read_int
    and ax, 10000000b
    jnz onlbl

    mov eax, msg2
    jmp endl

onlbl:
    mov eax, msg1
endl:
    call print_string
```

Check the n-th bit



```
segment .data                                     checkbit1.asm
msg1:  db "bit 7 is on", 10, 0
msg2:  db "bit 7 is off", 10, 0

segment .text
:
  call read_int
  and ax, 10000000b
  jnz onlbl

  mov eax, msg2
  jmp endl

onlbl:
  mov eax, msg1
endl:
  call print_string
```

but AX gets changed here!

Check the n-th bit



```
segment .data                                     checkbit1.asm
msg1:  db "bit 7 is on", 10, 0
msg2:  db "bit 7 is off", 10, 0

segment .text
:
call read_int
and ax, 10000000b
jnz onlbl

mov eax, msg2
jmp endl
onlbl:
mov eax, msg1
endl:
call print_string
```

```
segment .data                                     checkbit2.asm
msg1:  db "bit 7 is on", 10, 0
msg2:  db "bit 7 is off", 10, 0

segment .text
:
call read_int
test ax, 10000000b
jnz onlbl

mov eax, msg2
jmp endl
onlbl:
mov eax, msg1
endl:
call print_string
```


Practice:

- `XOR eax, eax`



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Practice:



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- `XOR eax, eax`

- `XOR eax, ebx`
- `XOR ebx, eax`
- `XOR eax, ebx`

Practice:



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- `XOR eax, eax`

- `XOR eax, ebx`
- `XOR ebx, eax`
- `XOR eax, ebx`
- `≡ XCHG eax, ebx`

Parity FLAG



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After a math/bit operation

- PF = 0 odd number of set (=1) bits in first byte (LSB)
- PF = 1 even number of set (=1) bits in first byte (LSB)

Appendix A of the book



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- instructions
- which flags affected

(-> Carter, Paul A. *PC Assembly Language*. Lulu. com, 2007.)