photo: Intel CPU Wafers

COMP201

Computer Systems & Programming

Lecture #15 – Arithmetic and Logic Operations

KOÇ UNIVERSITY

Aykut Erdem // Koç University // Fall 2025

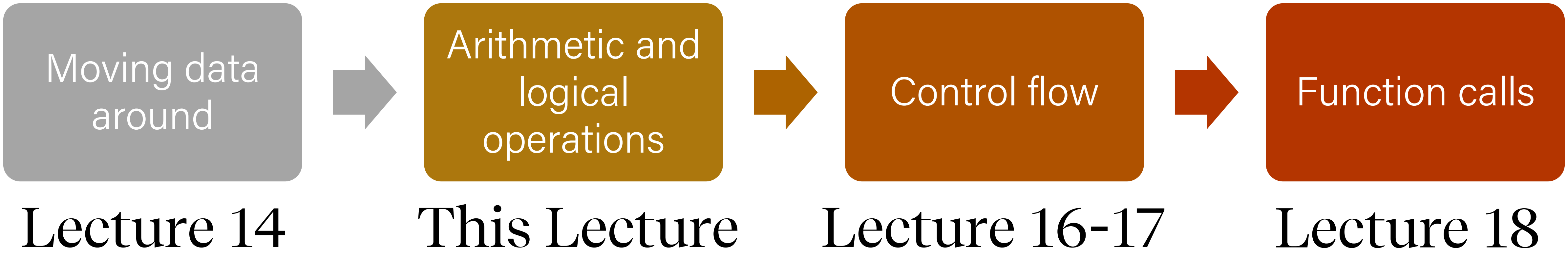
Good news, everyone!

Image: Professor Farnsworth (Futurama)

- No lab this week!

COMP201 Topic 6: How does a computer interpret and execute C programs?

Learning Assembly



Learning Goals

- Learn how to perform arithmetic and logical operations in assembly
- Begin to learn how to read assembly and understand the C code that generated it

Plan for Today

- **Recap:** `mov` so far
- Data and Register Sizes
- The `lea` Instruction
- Logical and Arithmetic Operations
- Practice: Reverse Engineering

Disclaimer: Slides for this lecture were borrowed from

—Nick Troccoli's Stanford CS107 class

Helpful Assembly Resources

- **Course textbook**
  Reminder: see relevant readings for each lecture on the Schedule section:
  https://aykuterdem.github.io/classes/comp201/index.html#div_schedule

- **Other resources**
  See the guides on the resources section of the course website:
  https://aykuterdem.github.io/classes/comp201/index.html#div_resources
  - **Stanford CS107 Assembly Reference Sheet**
  - **Stanford CS107 Guide to x86-64**
  - **CMU 15-213 x86-64 Machine-Level Programming**

Lecture Plan

- **Recap:** `mov` so far
- Data and Register Sizes
- The `lea` Instruction
- Logical and Arithmetic Operations
- Practice: Reverse Engineering

Recap: `mov`

The **`mov`** instruction <u>copies</u> bytes from one place to another;
it is similar to the assignment operator (=) in C.

```
mov     src,dst
```

The **`src`** and **`dst`** can each be one of:

- Immediate (constant value, like a number) (*only src)*
- Register
- Memory Location
  (*at most one of src, dst)*

Recap: Memory Location Syntax

Syntax	Meaning
`0x104`	Address `0x104` (no $)
`(%rax)`	What's in `%rax`
`4(%rax)`	What's in `%rax`, plus 4
`(%rax, %rdx)`	Sum of what's in `%rax` and `%rdx`
`4(%rax, %rdx)`	Sum of values in `%rax` and `%rdx`, plus 4
`(, %rcx, 4)`	What's in `%rcx`, times 4 (multiplier can be 1, 2, 4, 8)
`(%rax, %rcx, 2)`	What's in `%rax`, plus 2 times what's in `%rcx`
`8(%rax, %rcx, 2)`	What's in `%rax`, plus 2 times what's in `%rcx`, plus 8

Recap: Operand Forms

Type	Form	Operand Value	Name
Immediate	$\$Imm$	Imm	Immediate
Register	r_a	$R[r_a]$	Register
Memory	Imm	$M[Imm]$	Absolute
Memory	(r_a)	$M[R[r_a]]$	Indirect
Memory	$Imm(r_b)$	$M[Imm + R[r_b]]$	Base + displacement
Memory	(r_b, r_i)	$M[R[r_b] + R[r_i]]$	Indexed
Memory	$Imm(r_b, r_i)$	$M[Imm + R[r_b] + R[r_i]]$	Indexed
Memory	$(, r_i, s)$	$M[R[r_i] \cdot s]$	Scaled indexed
Memory	$Imm(, r_i, s)$	$M[Imm + R[r_i] \cdot s]$	Scaled indexed
Memory	(r_b, r_i, s)	$M[R[r_b] + R[r_i] \cdot s]$	Scaled indexed
Memory	$Imm(r_b, r_i, s)$	$M[Imm + R[r_b] + R[r_i] \cdot s]$	Scaled indexed

Figure 3.3 from the book: "Operand forms. Operands can denote immediate (constant) values, register values, or values from memory. The scaling factor s must be either. 1, 2, 4, or 8."

Recap: Our First Assembly

```c
int sum_array(int arr[], int nelems) {
    int sum = 0;
    for (int i = 0; i < nelems; i++) {
        sum += arr[i];
    }
    return sum;
}
```

We're 1/4th of the way to understanding assembly!
What looks understandable right now?

Some notes:

- Registers store addresses and values
- `mov src, dst` ***copies*** value into dst
- `sizeof(int)` is 4
- Instructions executed sequentially

```
00000000004005b6 <sum_array>:
  4005b6:    ba 00 00 00 00        mov    $0x0,%edx
  4005bb:    b8 00 00 00 00        mov    $0x0,%eax
  4005c0:    eb 09                 jmp    4005cb <sum_array+0x15>
  4005c2:    48 63 ca              movslq %edx,%rcx
  4005c5:    03 04 8f              add    (%rdi,%rcx,4),%eax
  4005c8:    83 c2 01              add    $0x1,%edx
  4005cb:    39 f2                 cmp    %esi,%edx
  4005cd:    7c f3                 jl     4005c2 <sum_array+0xc>
  4005cf:    f3 c3                 repz retq
```

Practice 1

Fill in the blank to complete the code that generated the assembly below.

```
long arr[5];
...
long num = ____???___;
```

```
// %rdi stores arr, %rcx stores 3, and %rax stores num
mov (%rdi, %rcx, 8),%rax
```

Practice 1

Fill in the blank to complete the code that generated the assembly below.

```
long arr[5];
...
long num = arr[3];
```

```
// %rdi stores arr, %rcx stores 3, and %rax stores num
mov (%rdi, %rcx, 8),%rax
```

Practice 2

Fill in the blank to complete the code that generated the assembly below.

```
int x = ...
int *ptr = malloc(…);
___???___ = x;
```

```
// %ecx stores x, %rax stores ptr
mov %ecx,(%rax)
```

Practice 2

Fill in the blank to complete the code that generated the assembly below.

```
int x = ...
int *ptr = malloc(…);
*ptr = x;
```

```
// %ecx stores x, %rax stores ptr
mov %ecx,(%rax)
```

Practice 3

Fill in the blank to complete the code that generated the assembly below.

```
char str[5];
...
___???___ = 'c';
```

```
// %rcx stores str, %rdx stores 2
mov $0x63,(%rcx,%rdx,1)
```

Practice 3

Fill in the blank to complete the code that generated the assembly below.

```
char str[5];
...
str[2] = 'c';
```

```
// %rcx stores str, %rdx stores 2
mov $0x63,(%rcx,%rdx,1)
```

Lecture Plan

- Recap: `mov` so far
- Data and Register Sizes
- The `lea` Instruction
- Logical and Arithmetic Operations
- Practice: Reverse Engineering

Data Sizes

Data sizes in assembly have slightly different terminology to get used to:

- A **byte** is 1 byte.
- A **word** is 2 bytes.
- A **double word** is 4 bytes.
- A **quad word** is 8 bytes.

Assembly instructions can have suffixes to refer to these sizes:

- `b` means **byte**
- `w` means **word**
- `l` means **double word**
- `q` means **quad word**

Data Sizes

Data sizes in assembly have slightly different terminology to get used to:

- A **byte** is 1 byte.
- A **word** is 2 bytes.
- A **double word** is 4 bytes.
- A **quad word** is 8 bytes.

C Type	Suffix	Byte	Intel Data Type
`char`	`b`	1	Byte
`short`	`w`	2	Word
`int`	`l`	4	Double word
`long`	`q`	8	Quad word
`char *`	`q`	8	Quad word
`float`	`s`	4	Single precision
`double`	`l`	8	Double precision

Register Sizes

Bit: 63 31 15 7 0

%rax	%eax	%ax	%al
%rbx	%ebx	%bx	%bl
%rcx	%ecx	%cx	%cl
%rdx	%edx	%dx	%dl
%rsi	%esi	%si	%sil
%rdi	%edi	%di	%dil

Register Sizes

Bit: 63	31	15	7	0
%rbp	%ebp	%bp	%bpl	
%rsp	%esp	%sp	%spl	
%r8	%r8d	%r8w	%r8b	
%r9	%r9d	%r9w	%r9b	
%r10	%r10d	%r10w	%r10b	
%r11	%r11d	%r11w	%r11b	

Register Sizes

Bit: 63	31	15	7 – 0
%r12	%r12d	%r12w	%r12b
%r13	%r13d	%r13w	%r13b
%r14	%r14d	%r14w	%r14b
%r15	%r15d	%r15w	%r15b

Register Responsibilities

Some registers take on special responsibilities during program execution.

- **`%rax`** stores the return value
- **`%rdi`** stores the first parameter to a function
- **`%rsi`** stores the second parameter to a function
- **`%rdx`** stores the third parameter to a function
- **`%rip`** stores the address of the next instruction to execute
- **`%rsp`** stores the address of the current top of the stack

See **Stanford CS107 x86-64 Reference Sheet** on Resources page of the course website!
https://aykuterdem.github.io/classes/comp201/index.html#div_resources

`mov` Variants

- **`mov`** can take an optional suffix (`b`,`w`,`l`,`q`) that specifies the size of data to move: `movb`, `movw`, `movl`, `movq`
- **`mov`** only updates the specific register bytes or memory locations indicated.
  - **Exception: `movl`** writing to a register will also set high order 4 bytes to 0.

Practice #1: `mov` And Data Sizes

For each of the following `mov` instructions, determine the appropriate suffix based on the operands (e.g. `movb`, `movw`, `movl` or `movq`).

```
1. mov__ %eax, (%rsp)
2. mov__ (%rax), %dx
3. mov__ $0xff, %bl
4. mov__ (%rsp,%rdx,4),%dl
5. mov__ (%rdx), %rax
6. mov__ %dx, (%rax)
```

```
movl %eax, (%rsp)
movw (%rax), %dx
movb $0xff, %bl
movb (%rsp,%rdx,4),%dl
movq (%rdx), %rax
movw %dx, (%rax)
```

mov

- The **movabsq** instruction is used to write a 64-bit Immediate (constant) value.
- The regular **movq** instruction can only take 32-bit immediates.
- 64-bit immediate as source, only register as destination.

```
movabsq $0x0011223344556677, %rax
```

Practice #2: `mov` And Data Sizes

For each of the following `mov` instructions, determine how data movement instructions modify the upper bytes of a destination register.

1. `movabs $0x0011223344556677, %rax` `%rax = 0011223344556677`
2. `movb $-1, %al` `%rax = 00112233445566FF`
3. `movw $-1, %ax` `%rax = 001122334455FFFF`
4. `movl $-1, %eax` `%rax = 00000000FFFFFFFF`
5. `movq $-1, %rax` `%rax = FFFFFFFFFFFFFFFF`

`movz` and `movs`

- There are two `mov` instructions that can be used to copy a smaller source to a larger destination: **`movz`** and **`movs`**.
- **`movz`** fills the remaining bytes with zeros
- **`movs`** fills the remaining bytes by sign-extending the most significant bit in the source.
- The source must be from memory or a register, and the destination is a register.

`movz` and `movs`

```
MOVZ S,R          R ← ZeroExtend(S)
```

Instruction	Description
`movzbw`	Move zero-extended byte to word
`movzbl`	Move zero-extended byte to double word
`movzwl`	Move zero-extended word to double word
`movzbq`	Move zero-extended byte to quad word
`movzwq`	Move zero-extended word to quad word

`movz` and `movs`

`MOVS S,R`　　　　`R ← SignExtend(S)`

Instruction	Description
`movsbw`	Move sign-extended byte to word
`movsbl`	Move sign-extended byte to double word
`movswl`	Move sign-extended word to double word
`movsbq`	Move sign-extended byte to quad word
`movswq`	Move sign-extended word to quad word
`movslq`	Move sign-extended double word to quad word
`cltq`	Sign-extend `%eax` to `%rax` `%rax ← SignExtend(%eax)`

Lecture Plan

- **Recap:** `mov` so far
- Data and Register Sizes
- The `lea` Instruction
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`lea`

The `lea` instruction <u>copies</u> an “effective address” from one place to another.

```
lea        src,dst
```

Unlike **`mov`**, which copies data <u>at</u> the address src to the destination, **`lea`** copies the value of src *itself* to the destination.

> The syntax for the destinations is the same as **`mov`**. The difference is how it handles the `src`.

`lea` vs. `mov`

Operands	mov Interpretation	lea Interpretation
`6(%rax), %rdx`	Go to the address (6 + what's in `%rax`), and copy data there into `%rdx`	Copy 6 + what's in `%rax` into `%rdx`.

`lea` vs. `mov`

Operands	mov Interpretation	lea Interpretation
`6(%rax), %rdx`	Go to the address (6 + what's in `%rax`), and copy data there into `%rdx`	Copy 6 + what's in `%rax` into `%rdx`.
`(%rax, %rcx), %rdx`	Go to the address (what's in `%rax` + what's in `%rcx`) and copy data there into `%rdx`	Copy (what's in `%rax` + what's in `%rcx`) into `%rdx`.

`lea` vs. `mov`

Operands	`mov` Interpretation	`lea` Interpretation
`6(%rax), %rdx`	Go to the address (6 + what's in `%rax`), and copy data there into `%rdx`	Copy 6 + what's in `%rax` into `%rdx`.
`(%rax, %rcx), %rdx`	Go to the address (what's in `%rax` + what's in `%rcx`) and copy data there into `%rdx`	Copy (what's in `%rax` + what's in `%rcx`) into `%rdx`.
`(%rax, %rcx, 4), %rdx`	Go to the address (`%rax` + 4 * `%rcx`) and copy data there into `%rdx`.	Copy (`%rax` + 4 * `%rcx`) into `%rdx`.

`lea` vs. `mov`

Operands	mov Interpretation	lea Interpretation
`6(%rax), %rdx`	Go to the address (6 + what's in `%rax`), and copy data there into `%rdx`	Copy 6 + what's in `%rax` into `%rdx`.
`(%rax, %rcx), %rdx`	Go to the address (what's in `%rax` + what's in `%rcx`) and copy data there into `%rdx`	Copy (what's in `%rax` + what's in `%rcx`) into `%rdx`.
`(%rax, %rcx, 4), %rdx`	Go to the address (`%rax` + 4 * `%rcx`) and copy data there into `%rdx`.	Copy (`%rax` + 4 * `%rcx`) into `%rdx`.
`7(%rax, %rax, 8), %rdx`	Go to the address (7 + `%rax` + 8 * `%rax`) and copy data there into `%rdx`.	Copy (7 + `%rax` + 8 * `%rax`) into `%rdx`.

Unlike **`mov`**, which copies data at the address src to the destination, **`lea`** copies the value of src itself to the destination.

Lecture Plan

- **Recap:** `mov` so far
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Unary Instructions

The following instructions operate on a single operand (register or memory):

Instruction	Effect	Description
`inc D`	`D ← D + 1`	Increment
`dec D`	`D ← D - 1`	Decrement
`neg D`	`D ← -D`	Negate
`not D`	`D ← ~D`	Complement

Examples:

```
incq 16(%rax)
dec %rdx
not %rcx
```

Binary Instructions

The following instructions operate on two operands (both can be register or memory, source can also be immediate). Both cannot be memory locations. Read it as, e.g. "Subtract S from D":

Instruction	Effect	Description
`add S, D`	`D ← D + S`	Add
`sub S, D`	`D ← D - S`	Subtract
`imul S, D`	`D ← D * S`	Multiply
`xor S, D`	`D ← D ^ S`	Exclusive-or
`or S, D`	`D ← D | S`	Or
`and S, D`	`D ← D & S`	And

Examples:

```
addq %rcx,(%rax)
xorq $16,(%rax, %rdx, 8)
subq %rdx,8(%rax)
```

Large Multiplication

- Multiplying 64-bit numbers can produce a 128-bit result. How does x86-64 support this with only 64-bit registers?
- If you specify two operands to **imul**, it multiplies them together and truncates until it fits in a 64-bit register.

```
imul S, D      D ← D * S
```

- If you specify one operand, it multiplies that by **%rax**, and splits the product across **2** registers. It puts the high-order 64 bits in **%rdx** and the low-order 64 bits in **%rax**.

Instruction	Effect	Description
imulq S	R[%rdx]:R[%rax] ← S x R[%rax]	Signed full multiply
mulq S	R[%rdx]:R[%rax] ← S x R[%rax]	Unsigned full multiply

Division and Remainder

Instruction	Effect	Description
`idivq S`	`R[%rdx] ← R[%rdx]:R[%rax] mod S;` `R[%rax] ← R[%rdx]:R[%rax] ÷ S`	Signed divide
`divq S`	`R[%rdx] ← R[%rdx]:R[%rax] mod S;` `R[%rax] ← R[%rdx]:R[%rax] ÷ S`	Unsigned divide

- <u>Terminology:</u> **dividend / divisor = quotient + remainder**
- **x86-64** supports dividing up to a 128-bit value by a 64-bit value.
- The high-order 64 bits of the dividend are in **`%rdx`**, and the low-order 64 bits are in **`%rax`**. The divisor is the operand to the instruction.
- The quotient is stored in **`%rax`**, and the remainder in **`%rdx`**.

Division and Remainder

Instruction	Effect	Description
`idivq S`	`R[%rdx] ← R[%rdx]:R[%rax] mod S;` `R[%rax] ← R[%rdx]:R[%rax] ÷ S`	Signed divide
`divq S`	`R[%rdx] ← R[%rdx]:R[%rax] mod S;` `R[%rax] ← R[%rdx]:R[%rax] ÷ S`	Unsigned divide
`cqto`	`R[%rdx]:R[%rax] ← SignExtend(R[%rax])`	Convert to oct word

- Terminology: **dividend / divisor = quotient + remainder**
- The high-order 64 bits of the dividend are in **`%rdx`**, and the low-order 64 bits are in **`%rax`**. The divisor is the operand to the instruction.
- Most division uses only 64-bit dividends. The **`cqto`** instruction sign-extends the 64-bit value in **`%rax`** into **`%rdx`** to fill both registers with the dividend, as the division instruction expects.

Shift Instructions

The following instructions have two operands: the shift amount **k** and the destination to shift, **`D`**. **k** can be either an immediate value, or the byte register **`%cl`** (and only that register!)

Instruction	Effect	Description
`sal k, D`	$D \leftarrow D \ll k$	Left shift
`shl k, D`	$D \leftarrow D \ll k$	Left shift (same as `sal`)
`sar k, D`	$D \leftarrow D \gg_A k$	Arithmetic right shift
`shr k, D`	$D \leftarrow D \gg_L k$	Logical right shift

Examples:

```
shll $3,(%rax)
shrl %cl,(%rax,%rdx,8)
sarl $4,8(%rax)
```

Shift Amount

Instruction	Effect	Description
`sal k, D`	$D \leftarrow D \ll k$	Left shift
`shl k, D`	$D \leftarrow D \ll k$	Left shift (same as `sal`)
`sar k, D`	$D \leftarrow D \gg_A k$	Arithmetic right shift
`shr k, D`	$D \leftarrow D \gg_L k$	Logical right shift

- When using **`%cl`**, the width of what you are shifting determines what portion of **`%cl`** is used.
- For **`w`** bits of data, it looks at the low-order **`log2(w)`** bits of **`%cl`** to know how much to shift.
  - If **`%cl`** = 0xff (0b11111111), then: **`shlb`** shifts by 7 because it considers only the low-order log2(8) = 3 bits, which represent 7. **`shlw`** shifts by 15 because it considers only the low-order log2(16) = 4 bits, which represent 15.

Lecture Plan

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Assembly Exploration

- Let’s pull these commands together and see how some C code might be translated to assembly.
- Compiler Explorer is a handy website that lets you quickly write C code and see its assembly translation. Let’s check it out!
- https://godbolt.org/z/NLYhVf

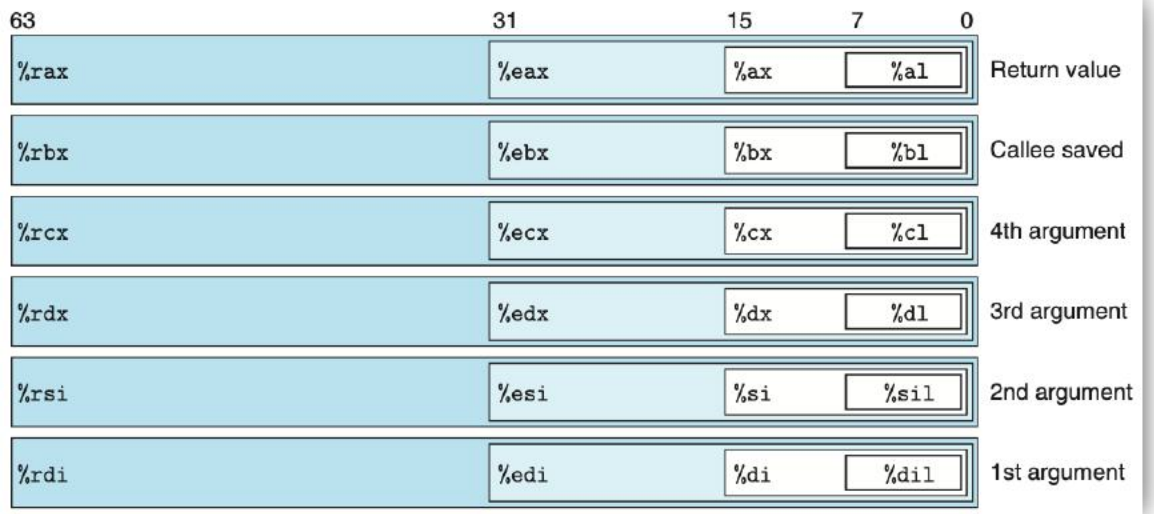
Code Reference: `add_to_first`

```
// Returns the sum of x and the first
// element in arr
int add_to_first(int x, int arr[]) {
    int sum = x;
    sum += arr[0];
    return sum;
}


----------

add_to_first:
  movl %edi, %eax
  addl (%rsi), %eax
  ret
```

Code Reference: `full_divide`

```
// Returns x/y, stores remainder in location stored in remainder_ptr
long full_divide(long x, long y, long *remainder_ptr) {
    long quotient = x / y;
    long remainder = x % y;
    *remainder_ptr = remainder;
    return quotient;
}
```

```
full_divide:
  movq %rdx, %rcx
  movq %rdi, %rax
  cqto
  idivq %rsi
  movq %rdx, (%rcx)
  ret
```



Instruction	Effect	Description
`idivq S`	`R[%rdx] ← R[%rdx]:R[%rax] mod S;` `R[%rax] ← R[%rdx]:R[%rax] ÷ S`	Signed divide
`divq S`	`R[%rdx] ← R[%rdx]:R[%rax] mod S;` `R[%rax] ← R[%rdx]:R[%rax] ÷ S`	Unsigned divide
`cqto`	`R[%rdx]:R[%rax] ← SignExtend(R[%rax])`	Convert to oct word

Assembly Exercise 1

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```
00000000004005ac <sum_example1>:
      4005bd:   8b 45 e8        mov  %esi,%eax
      4005c3:   01 d0           add  %edi,%eax
      4005cc:   c3              retq
```

Which of the following is most likely to have generated the above assembly?

```
// A)
void sum_example1() {
    int x;
    int y;
    int sum = x + y;
}
```

```
// B)
int sum_example1(int x, int y) {
    return x + y;
}
```

```
// C)
void sum_example1(int x, int y) {
    int sum = x + y;
}
```

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Which of the following is most likely to have generated the above assembly?

ⓘ Start presenting to display the poll results on this slide.

Assembly Exercise 1

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```
00000000004005ac <sum_example1>:
    4005bd:   8b 45 e8        mov  %esi,%eax
    4005c3:   01 d0           add  %edi,%eax
    4005cc:   c3              retq
```

Which of the following is most likely to have generated the above assembly?

```
// A)
void sum_example1() {
    int x;
    int y;
    int sum = x + y;
}
```

```
// B)
int sum_example1(int x, int y) {
    return x + y;
}
```

```
// C)
void sum_example1(int x, int y) {
    int sum = x + y;
}
```

Assembly Exercise 2

slido

```
0000000000400578 <sum_example2>:
      400578:   8b 47 0c          mov  0xc(%rdi),%eax
      40057b:   03 07             add  (%rdi),%eax
      40057d:   2b 47 18          sub  0x18(%rdi),%eax
      400580:   c3                retq
```

```
int sum_example2(int arr[]) {
    int sum = 0;
    sum += arr[0];
    sum += arr[3];
    sum -= arr[6];
    return sum;
}
```

What location or value in the assembly above represents the C code's **sum** variable?

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What location or value in the assembly above represents the C code’s sum variable?

ⓘ Start presenting to display the poll results on this slide.

Assembly Exercise 2

slido

```
0000000000400578 <sum_example2>:
    400578:   8b 47 0c        mov  0xc(%rdi),%eax
    40057b:   03 07           add  (%rdi),%eax
    40057d:   2b 47 18        sub  0x18(%rdi),%eax
    400580:   c3              retq
```

```
int sum_example2(int arr[]) {
    int sum = 0;
    sum += arr[0];
    sum += arr[3];
    sum -= arr[6];
    return sum;
}
```

What location or value in the assembly above represents the C code's **sum** variable?

%eax

Assembly Exercise 3

slido

```
0000000000400578 <sum_example2>:
    400578:   8b 47 0c        mov  0xc(%rdi),%eax
    40057b:   03 07           add  (%rdi),%eax
    40057d:   2b 47 18        sub  0x18(%rdi),%eax
    400580:   c3              retq
```

```
int sum_example2(int arr[]) {
    int sum = 0;
    sum += arr[0];
    sum += arr[3];
    sum -= arr[6];
    return sum;
}
```

What location or value in the assembly code above represents the C code's **6** (as in **`arr[6]`**)?

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What location or value in the assembly code above represents the C code's 6 (as in arr[6])?

ⓘ Start presenting to display the poll results on this slide.

Assembly Exercise 3

```
0000000000400578 <sum_example2>:
    400578:   8b 47 0c        mov  0xc(%rdi),%eax
    40057b:   03 07           add  (%rdi),%eax
    40057d:   2b 47 18        sub  0x18(%rdi),%eax
    400580:   c3              retq
```

```
int sum_example2(int arr[]) {
    int sum = 0;
    sum += arr[0];
    sum += arr[3];
    sum -= arr[6];
    return sum;
}
```

What location or value in the assembly code above represents the C code's **6** (as in **`arr[6]`**)?

0x18

Our First Assembly

```c
int sum_array(int arr[], int nelems) {
    int sum = 0;
    for (int i = 0; i < nelems; i++) {
        sum += arr[i];
    }
    return sum;
}
```

We're 1/2 of the way to understanding assembly!
What looks understandable right now?

```
00000000004005b6 <sum_array>:
  4005b6:     ba 00 00 00 00          mov    $0x0,%edx
  4005bb:     b8 00 00 00 00          mov    $0x0,%eax
  4005c0:     eb 09                   jmp    4005cb <sum_array+0x15>
  4005c2:     48 63 ca                movslq %edx,%rcx
  4005c5:     03 04 8f                add    (%rdi,%rcx,4),%eax
  4005c8:     83 c2 01                add    $0x1,%edx
  4005cb:     39 f2                   cmp    %esi,%edx
  4005cd:     7c f3                   jl     4005c2 <sum_array+0xc>
  4005cf:     f3 c3                   repz retq
```

A Note About Operand Forms

- Many instructions share the same address operand forms that **`mov`** uses.
  - E.g. `7(%rax, %rcx, 2)`.
- These forms work the same way for other instructions, e.g. `sub`:
  - `sub 8(%rax,%rdx),%rcx` -> Go to 8 + `%rax` + `%rdx`, subtract what's there from `%rcx`
- The exception is **`lea`**:
  - It interprets this form as just the calculation, *not the dereferencing*
  - `lea 8(%rax,%rdx),%rcx` -> Calculate 8 + `%rax` + `%rdx`, put it in `%rcx`

Recap

- **Recap:** `mov` so far
- Data and Register Sizes
- The `lea` Instruction
- Logical and Arithmetic Operations
- Practice: Reverse Engineering

Next Time: *control flow in assembly (while loops, if statements, and more)*