

x86_64 (amd64) Reference Sheet

Instructions

mov S, D	D = S
add S, D	D = D + S
sub S, D	D = D - S
neg D	D = -D
imul S, D	D = D * S
idiv S	%rax = %rax / S %rdx = remainder
sal c, D	D = D << c
shr c, D	D = D >> c (logical)
sar c, D	D = D >> c (arithmetic)
and S, D	D = D & S
or S, D	D = D S
xor S, D	D = D ^ S
not D	D = ~D
inc D	D = D + 1
dec	D = D - 1
lea S, D	D = address of S
cmp O1, O2	Sets CCs: O2 - O1
test O1, O2	Sets CCs: O2 & O1
br address	PC = address
cbz R, label	If R == 0, PC = addr of label
cbnz R, label	If R != 0, PC = addr of label
jmp label	jump to label (PC = address of label)
je label	jump if equal
jne label	jump if not equal
js label	jump if negative
jns label	jump if non-negative
jg label	jump if greater than
jge label	jump if greater or equal
jl label	jump if less than
jle label	jump if less or equal
ja label	jump above (unsigned jg)
jb label	jump below (unsigned jl)
push S	%rsp = %rsp - 8 mem[%rsp] = S
pop D	D = mem[%rsp] %rsp = %rsp + 8
callq label	push address of next instr jmp label
leaveq	mov %rbp, %rsp pop %rbp
retq	pop address of next instr

Addressing Modes

Immediate (constant)

A number prefixed with \$. Can be decimal or hex:

Examples: \$8 \$0x1F \$-32

Register

A register name prefixed with %:

Examples: %rax %rbp %r15

Memory (normal)

Access memory at the address stored in a register:
(%reg)

Examples: (%rax) (%rbp)

Memory (Displacement)

Access memory at the address stored in a register plus a constant, C:

C(%reg)

Examples: 8(%rbp) -0x10(%rsp)

Memory (Indexed)

Access memory at the address stored in a register (base) plus a constant, C, plus a scale * a register (index):

C(%base, %index, scale)

Examples:
(%rax, %rcx)
0x8(%rbp, %rax, 8)

Instruction Suffixes

b byte
w word (2 bytes)
l long (4 bytes)
q quad (8 bytes)

Condition Codes

ZF: Zero Flag
SF: Sign Flag (negative)
CF: Carry Flag (unsigned overflow)
OF: Overflow Flag (signed overflow)

32-bit Registers

Registers prefixed with **e** rather than **r** represent the lower 32-bits of a register. (e.g., %eax vs. %rax)