

```

1          #
2          # asm_sample.s : divide subroutine
3          #      2003 November    MIZUNO Y.
4          #
5          # calling sequence
6          # void divide( long long dividend, int divisor, int *quotient, int *remainder );
7          #
8
9          /** define constant(s) **/
10
11         .equ    INT_MIN, 0x80000000    # minimum negative value (= -2147483648)
12
13
14         /** unsigned divide routine      ***/
15         /**   edx:eax / ebx -> eax & edx   ***/
16         /**   if overflow then set CF     ***/
17         .text
18         .align 4
19         ui_divide:
20 0000 55          pushl   %ebp          # save ebp
21 0001 89E5        movl    %esp, %ebp      # & make a new frame
22 0003 53          pushl   %ebx          # save registers
23 0004 56          pushl   %esi
24 0005 57          pushl   %edi
25
26         /** check overflow **/
27 0006 39DA        cmpl   %ebx, %edx
28 0008 7331        jae    ui_div_ovf     # quotient takes more than 32 bit
29
30         /** division loop **/
31 000a B9000000    movl   $0, %ecx       # ebx:ecx = a divisor << 32
31      00
32 000f BF000000    movl   $0x80000000,%edi # edi: bit pattern to set quotient
32      80
33 0014 BE000000    movl   $0, %esi       # esi: quotient
33      00
34
35 0019 D1EB        shrl   $1, %ebx       # shift a divisor 1 bit right
36 001b D1D9        rcrll  $1, %ecx
37 001d 39DA        cmpl   %ebx, %edx     # divisor < dividend ?
38 001f 720C        jb     30f
39 0021 7704        ja     20f
40 0023 39C8        cmpl   %ecx, %eax     # compare lower word
41 0025 7206        jb     30f
42
43 0027 29C8        subl   %ecx, %eax     # Here, dividend (edx:eax) >= shifted divisor (ebx:ecx)
44 0029 19DA        sbbll %ebx, %edx     # subtract divisor (ebx:ecx) from dividend (edx:eax)
45 002b 09FE        orll  %edi, %esi     # set 1 bit of a quotient
46
47 002d D1EF        shrl   $1, %edi       # to the next bit
48 002f 75E8        jnz   10b            # repeat from bit-31 to bit-0
49
50         /** end **/
51 0031 89C2        movl   %eax, %edx     # edx <- remainder
52 0033 89F0        movl   %esi, %eax     # eax <- quotient
53 0035 F8          clc
53      F8          # normal return
54
55         ui_div_ret:

```

行番号

生成された機械語

アセンブリ言語

相対アドレス

/\*と\*/の間、および#以下は、コメント

```

55 0036 5F          popl   %edi          # restore registers
56 0037 5E          popl   %esi
57 0038 5B          popl   %ebx
58 0039 5D          popl   %ebp
59 003a C3          ret
60
61                ui_div_ovf:
62 003b F9          stc          # error return
63 003c EBF8        jmp     ui_div_ret
64
65                /*****/
66                /** main routine **/
67                /*****/
68 003e 6690        .align 4
69                .globl _divide
70                _divide:
71 0040 55          pushl  %ebp          # save ebp
72 0041 89E5        movl   %esp, %ebp   # & make a new frame
73 0043 53          pushl  %ebx          # save registers
74 0044 56          pushl  %esi
75
76                /** check signs of a dividend and a divisor **/
77 0045 BE000000    movl   $0, %esi     # esi: sign flag
78                00
79 004a 8B4508        movl   8(%ebp), %eax # low word of a dividend
80 004d 8B550C        movl   12(%ebp), %edx # high word " "
81 0050 83FA00        cmpl  $0, %edx
82 0053 790F        jns   10f
83 0055 BE030000    movl   $3, %esi     # dividend is negative
84                00
85 005a F7D0          notl   %eax          # change a dividend edx:eax to positive
86 005c F7D2          notl   %edx
87 005e 83C001        addl  $1, %eax       # (make 1's complement and add 1)
88 0061 83D200        adcl  $0, %edx
89                10:
90 0064 8B5D10        movl   16(%ebp), %ebx # get a divisor
91 0067 83FB00        cmpl  $0, %ebx      # is negative ?
92 006a 7905          jns   20f
93 006c 83F602        xorl  $2, %esi      # bit 2: dividend & divisor have different signs
94 006f F7DB          negl  %ebx          # change a divisor to positive
95
96                /** divide as unsigned integers **/
97                20:
98 0071 E88AFFFF        call  ui_divide     # edx:eax / ebx
99                FF
100 0076 722E         jc    div_overflow  # overflow
101
102                /** negate results according to signs **/
103 0078 F7C60100     testl $1, %esi      # dividend is negative ?
104                0000
105 007e 7402          jz    30f
106 0080 F7DA          negl  %edx          # negate a remainder
107                30:
108 0082 F7C60200     testl $2, %esi      # dividend & divisor have different signs ?
109                0000
110 0088 7409          jz    40f
111 008a F7D8          negl  %eax          # negate a quotient

```

```

107 008c 83F800      cmpl    $0, %eax
108 008f 7F15        jg      div_overflow # if not negative value then overflow
109 0091 EB05        jmp     div_ret
110                40:
111 0093 83F800      cmpl    $0, %eax
112 0096 780E        js      div_overflow # if negative value then overflow
113
114                /** store the results **/
115                div_ret:
116 0098 8B5D14      movl    20(%ebp), %ebx
117 009b 8903        movl    %eax, (%ebx) # store the quotient
118 009d 8B5D18      movl    24(%ebp), %ebx
119 00a0 8913        movl    %edx, (%ebx) # store the remainder
120
121                /** end **/
122 00a2 5E        popl    %esi        # restore registers
123 00a3 5B        popl    %ebx
124 00a4 5D        popl    %ebp
125 00a5 C3        ret
126
127                /** overflow **/
128                div_overflow:
129 00a6 B8000000      movl    $INT_MIN, %eax # quotient <- INT_MIN
129      80
130 00ab BA000000      movl    $INT_MIN, %edx # remainder <- INT_MIN
130      80
131 00b0 EBE69090      jmp     div_ret
131      90909090
131      90909090
131      90909090

```

## DEFINED SYMBOLS

```

*ABS*:00000000 fake
asm_sample.s:19      .text:00000000 ui_divide
asm_sample.s:61      .text:0000003b ui_div_ovf
asm_sample.s:54      .text:00000036 ui_div_ret
asm_sample.s:70      .text:00000040 _divide
asm_sample.s:128     .text:000000a6 div_overflow
asm_sample.s:115     .text:00000098 div_ret

```

## NO UNDEFINED SYMBOLS