

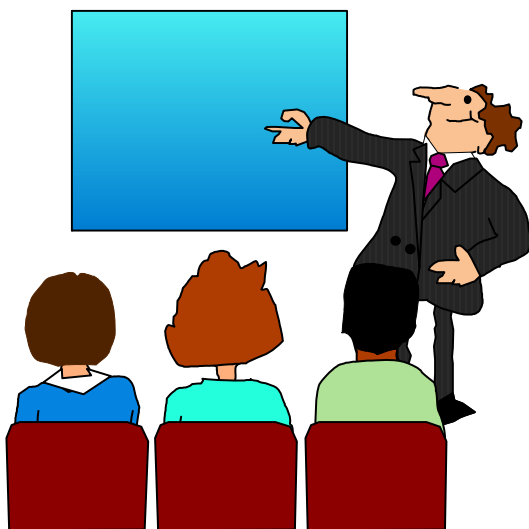
Assembler Language "Boot Camp"

Part 1 - Numbers and Basic Arithmetic

SHARE 118 in Atlanta

Session 10344

March 12 , 2012



Introduction

- Who are we?

- John Ehrman, IBM Software Group

- Dan Greiner, IBM Systems & Technology Group

Introduction

- Who are you?
 - An applications programmer who needs to write something in mainframe assembler?
 - An applications programmer who wants to understand z/Architecture so as to better understand how HLL programs work?
 - A manager who needs to have a general understanding of assembler?
- Our goal is to provide for professionals an introduction to the z/Architecture assembler language

Introduction

- These sessions are based on notes from a course in assembler language at Northern Illinois University
- The notes are in turn based on the textbook, Assembler Language with ASSIST and ASSIST/I by Ross A Overbeek and W E Singletary, Fourth Edition, published by Macmillan

Introduction

- The original ASSIST (Assembler System for Student Instruction and Systems Teaching) was written by John Mashey at Penn State University
- ASSIST/I, the PC version of ASSIST, was written by Bob Baker, Terry Disz and John McCharen at Northern Illinois University

Introduction

- Both ASSIST and ASSIST/I are in the public domain, and are compatible with the System/370 architecture of about 1975 (fine for beginners)
- Everything we discuss here works the same in z/Architecture
- Both ASSIST and ASSIST/I are available at <http://www.kcats.org/assist>

Introduction

- ASSIST-V is also available now, at <http://www.kcats.org/assist-v>
- Other materials described in these sessions can be found at the same site, at <http://www.kcats.org/share>
- Please keep in mind that ASSIST, ASSIST/I, and ASSIST-V are not supported by Penn State, NIU, NESI, or any of us

Introduction

- Other references used in the course at NIU:
 - Principles of Operation (PoO)
 - System/370 Reference Summary
 - High Level Assembler Language Reference
- Access to PoO and HLASM Ref is normally online at the IBM publications web site
- Students use the S/370 "green card" booklet all the time, including during examinations (SA22-7209)

Our Agenda for the Week

- Assembler Boot Camp (ABC) Part 1: Numbers and Basic Arithmetic (Monday - 9:30 a.m.)
- ABC Part 2: Instructions and Addressing (Monday - 1:30 p.m.)
- ABC Part 3: Assembly and Execution; Branching (Tuesday - 9:30 a.m.)
- ABC Lab 1: Hands-On Assembler Lab Using ASSIST/I (Tuesday - 6:00 p.m.)

Our Agenda for the Week

- ABC Part 4: Program Structures; Arithmetic (Wednesday - 9:30 a.m.)
- ABC Lab 2: Hands-On Assembler Lab Using ASSIST/I (Wednesday - 6:00 p.m.)
- ABC Part 5: Decimal and Logical Instructions (Thursday - 9:30 a.m.)

Agenda for this Session

- Decimal, Binary and Hexadecimal Numbers and Conversions
- Main Storage Organization and Signed Binary Numbers
- Integer Arithmetic and Overflow
- Getting Started with ASSIST/I

The Big Question: "Why Learn Assembler Language?"

"People who are more than casually interested in computers should have at least some idea of what the underlying hardware is like. Otherwise the programs they write will be pretty weird."

Donald E Knuth,

The Art of Computer Programming,

Preface to Fascicle Number One (MMIX)

Decimal, Binary and Hexadecimal Numbers and Conversions

In Which We Learn to Count All Over Again



Why Bother with Binary?

- Nearly all computers today use binary as the internal "language"
 - We need to understand this language to fully understand instructions and data
 - Even decimal numbers are represented internally in binary!
- Binary numbers can get very long, so we use hexadecimal ("hex") as a shorthand
 - A hex digit is simply a group of four binary digits (bits)

Counting in Bases 10, 2, and 16

<u>Dec</u>	<u>Bin</u>	<u>Hex</u>	<u>Dec</u>	<u>Bin</u>	<u>Hex</u>
0	0000	0	8	1000	8
1	0001	1	9	1001	9
2	0010	2	10	1010	A
3	0011	3	11	1011	B
4	0100	4	12	1100	C
5	0101	5	13	1101	D
6	0110	6	14	1110	E
7	0111	7	15	1111	F
			16	10000	10

Numbers in Different Bases

- Consider how we write numbers in base 10, using the digits 0 - 9:
 - $832_{10} = 800_{10} + 30_{10} + 2_{10}$
 - $= 8 \times 10^2 + 3 \times 10^1 + 2 \times 10^0$
- For numbers in base 2 we need only 0 and 1:
 - $1101_2 = 1000_2 + 100_2 + 00 + 1$
 - $= 1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0$
- But because it requires less writing, we usually prefer base 16 to base 2

Caution!

- The value of a number may be ambiguous when the base isn't indicated

$$1011 = ?_{10}$$

$$1011_2 = 11_{10}$$

$$1011_{16} = 4113_{10}$$

- The base will usually be clear from the context, but will otherwise be provided

Converting Binary & Hexadecimal to Decimal

$$\begin{array}{r} 1011_2 = 1 \times 2^3 = 1 \times 8 = 8 \\ + 0 \times 2^2 = 0 \times 4 = 0 \\ + 1 \times 2^1 = 1 \times 2 = 2 \\ + 1 \times 2^0 = 1 \times 1 = \underline{1} \\ \hline 11 \end{array}$$

$$\begin{array}{r} A61_{16} = 10 \times 16^2 = 10 \times 256 = 2560 \\ + 6 \times 16^1 = 6 \times 16 = 96 \\ + 1 \times 16^0 = 1 \times 1 = \underline{1} \\ \hline 2657 \end{array}$$

Note: numbers without subscript are base 10

Converting Decimal to Binary & Hexadecimal

- To convert a decimal number n to base b
 1. Divide n by b , giving quotient q and remainder r
 2. Write r as the rightmost digit, or as the digit to the left of the last one written
 3. If q is zero, stop; otherwise set $n = q$ and go back to Step 1.
- Note that each digit will be in the range 0 to $b-1$

Example: Convert 123_{10} to Base 16

- $123 / 16 = 7$ with remainder 11, so the rightmost digit is B (*why?*)
- $7 / 16 = 0$ with remainder 7, so the next digit to the left is 7
- Since quotient is 0, stop
- Result is $123_{10} = 7B_{16}$
- A similar process shows $123_{10} = 1111011_2$

Conversions Between Bin and Hex

- These are the easiest of the conversions, since $16 = 2^4$ and we can convert by groups of digits
- To convert from binary to hexadecimal
 1. Starting at the right, separate the digits into groups of four, adding any needed zeros to the left of the leftmost digit so that all groups have four digits
 2. Convert each group of four binary digits to a hexadecimal digit

Conversions Between Bin and Hex

- So to convert 101101 to hex,
 1. Group the digits and add zeros: 0010 1101
 2. Convert to hex digits: 2 D
- To convert from hexadecimal to binary, simply reverse the algorithm
- So $2C5_{16} = 0010\ 1100\ 0101 = 1011000101_2$
2 C 5

Arithmetic with Unsigned Numbers

- Addition and subtraction of unsigned numbers is performed in hexadecimal and binary just the same as it is in decimal, with carries and borrows
- We normally use signed numbers, so we won't dwell on unsigned numbers

Arithmetic with Unsigned Numbers

Addition Table - Base 2

+	0	1
0	0	1
1	1	0+c

Addition Table - Base 10

+	0	1	2	3	4	5	6	7	8	9
0	0	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9	0+c
2	2	3	4	5	6	7	8	9	0+c	1+c
3	3	4	5	6	7	8	9	0+c	1+c	2+c
4	4	5	6	7	8	9	0+c	1+c	2+c	3+c
5	5	6	7	8	9	0+c	1+c	2+c	3+c	4+c
6	6	7	8	9	0+c	1+c	2+c	3+c	4+c	5+c
7	7	8	9	0+c	1+c	2+c	3+c	4+c	5+c	6+c
8	8	9	0+c	1+c	2+c	3+c	4+c	5+c	6+c	7+c
9	9	0+c	1+c	2+c	3+c	4+c	5+c	6+c	7+c	8+c

Arithmetic with Unsigned Numbers

Addition Tables — Base 16

+	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
1	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	0+c
2	2	3	4	5	6	7	8	9	A	B	C	D	E	F	0+c	1+c
3	3	4	5	6	7	8	9	A	B	C	D	E	F	0+c	1+c	2+c
4	4	5	6	7	8	9	A	B	C	D	E	F	0+c	1+c	2+c	3+c
5	5	6	7	8	9	A	B	C	D	E	F	0+c	1+c	2+c	3+c	4+c
6	6	7	8	9	A	B	C	D	E	F	0+c	1+c	2+c	3+c	4+c	5+c
7	7	8	9	A	B	C	D	E	F	0+c	1+c	2+c	3+c	4+c	5+c	6+c
8	8	9	A	B	C	D	E	F	0+c	1+c	2+c	3+c	4+c	5+c	6+c	7+c
9	9	A	B	C	D	E	F	0+c	1+c	2+c	3+c	4+c	5+c	6+c	7+c	8+c
A	A	B	C	D	E	F	0+c	1+c	2+c	3+c	4+c	5+c	6+c	7+c	8+c	9+c
B	B	C	D	E	F	0+c	1+c	2+c	3+c	4+c	5+c	6+c	7+c	8+c	9+c	A+c
C	C	D	E	F	0+c	1+c	2+c	3+c	4+c	5+c	6+c	7+c	8+c	9+c	A+c	B+c
D	D	E	F	0+c	1+c	2+c	3+c	4+c	5+c	6+c	7+c	8+c	9+c	A+c	B+c	C+c
E	E	F	0+c	1+c	2+c	3+c	4+c	5+c	6+c	7+c	8+c	9+c	A+c	B+c	C+c	D+c
F	F	0+c	1+c	2+c	3+c	4+c	5+c	6+c	7+c	8+c	9+c	A+c	B+c	C+c	D+c	E+c

Arithmetic with Unsigned Numbers

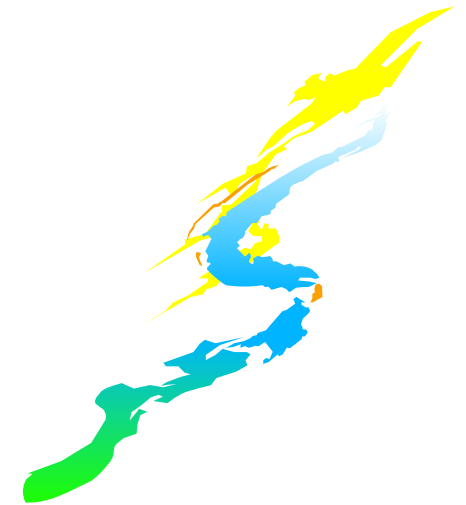
1101 <--- carries
FCDE
+ 9A05
196E3

11110 <--- carries
10110
+ 1011
100001

BD+c <--- borrows
FCDE
- 9AE5
61F9

0110+c <--- borrows
111000
- 10011
100101

Main Storage Organization and Signed Binary Numbers



Main Storage Organization

- In order to understand how signed numbers are represented in a binary computer, we need to understand memory organization
- Abstractly, a binary digit (or bit) can be represented by any 2-state system: on-off, true-false, etc.
- A computer's memory is simply a collection of billions of such systems implemented using electronic switches

Main Storage Organization

- Memory is organized by grouping eight bits into a byte, then assigning each byte its own identifying number, or address, starting with zero
- Bytes are then aggregated into words (4 bytes), halfwords (2 bytes) and doublewords (8 bytes)
 - One byte = eight bits
 - One word = four bytes = 32 bits

Main Storage Organization

- Typically, each of these aggregates is aligned on an address boundary which is evenly divisible by its size in bytes
- So, a word (32 bits) is aligned on a 4-byte boundary (addresses 0, 4, 8, 12, 16, 20, etc.)
- Remember, memory addresses refer to bytes, not bits or words

Representation of Signed Binary Integers

- Representing unsigned binary integers was fairly simple, but how can we include a sign?
- There are three ways we might represent signed integers, using a single bit as the sign (customarily the leftmost bit)
 - Signed-magnitude
 - Ones' complement
 - Two's complement

Representation of Signed Binary Integers

- Signed-magnitude is the most familiar (+17, -391) and we will see later how this is used in z/Architecture
- Allocating an extra bit for the sign, since $9_{10} = 1001_2$, we would write
 - +9 as $0\ 1001_2$ and
 - 9 as $1\ 1001_2$

Representation of Signed Binary Integers

- The ones' complement of a number is found by replacing each 1 with 0 and each 0 with 1
- If we use one bit for the sign, then since 9_{10} is 1001_2 , we would write

+9 as $0\ 1001_2$ and

-9 as $1\ 0110_2$

Representation of Signed Binary Integers

- The two's complement representation is formed by taking the ones' complement and adding 1
- In this notation, again using one bit for the sign, we write

+9 as $0\ 1001_2$ and

-9 as $1\ 0111_2$

Representation of Signed Binary Integers

- In z/Architecture, a negative binary integer is represented by the two's complement of its positive value
- Note that zero is its own complement in this representation (no +0 or -0), since:

Zero	=	00000000	00000000	00000000	00000000
1s Comp.	=	11111111	11111111	11111111	11111111
Plus 1	=				1
Result	=	00000000	00000000	00000000	00000000

Representation of Signed Binary Integers

- In a 32-bit word, signed integers are represented by using the first bit as a sign, followed by 31 bits of significance

sbbbbbbb bbbbbbbb bbbbbbbb bbbbbbbb

- It is also possible to have signed integers represented as 8-bit bytes and 16-bit halfwords as well as 64-bit doublewords

Representation of Signed Binary Integers

- A word can contain *non-negative* integers (with sign bit = 0) in the range

$$0 \quad \leftrightarrow \quad +2^{31}-1$$

Negative integers (with sign bit = 1) in the range

$$-2^{31}+1 \quad \leftrightarrow \quad -1$$

are formed by taking the two's complement of the number's absolute value

- *Negative* integer -2^{31} is represented by 1000...0000 or, in hex, 80000000

Representation of Signed Binary Integers: Examples

- N.B. -2^{31} is not the two's complement of any positive integer
- In two's complement representation
 - $+1 = 00000000\ 00000000\ 00000000\ 00000001$
 - $-1 = 11111111\ 11111111\ 11111111\ 11111111$
- Or, in the more commonly used hexadecimal
 - $+1 = 00000001$
 - $-1 = \mathbf{FFFFFFFF}$

Integer Arithmetic and Overflow



Arithmetic with Signed Numbers

- Let's look at examples of addition and subtraction using signed numbers in two's complement. These examples use only 4 bits, not 32, with the leftmost bit as sign.

$$+3 = 0\ 011$$

$$\underline{+2} = \underline{0\ 010}$$

$$+5 = 0\ 101$$

$$+3 = 0\ 011$$

$$\underline{-2} = \underline{1\ 110} \quad (\text{Two's complement of } 0\ 010)$$

$$+1 = 0\ 001 \quad (\text{The carry out is ignored})$$

Arithmetic with Signed Numbers

- Now, how about -3 plus $+2$

$$-3 = 1\ 101$$

$$\underline{+2} = \underline{0\ 010}$$

$$-1\quad\quad 1\ 111$$

- Notice that the sign is correct each time, and the result is in two's complement notation

Arithmetic with Signed Numbers

- Subtraction is performed by adding the two's complement of the subtrahend to the minuend. So $+3 - +2 = +3 + (-2)$.

$$\begin{array}{r} +3 \\ - +2 \\ \hline \end{array}$$

becomes

$$\begin{array}{r} +3 \leftarrow \text{minuend} \\ + -2 \leftarrow \text{subtrahend} \\ \hline \end{array}$$

Arithmetic with Signed Numbers

- Computer arithmetic using 32-bit words is a bit more complex, and is always shown in hex. Also, we will no longer display a separate sign bit (it will be part of the leftmost hex digit):

$$\begin{array}{r} 00000011 \\ +0000010B \\ \hline 0000011C \end{array}$$
$$\begin{array}{r} AE223464 \text{ (what sign?)} \\ +5FCA5243 \\ \hline 0DEC86A7 \end{array}$$

Arithmetic with Signed Numbers

- Subtraction is performed by adding the two's complement
- Carries out of the sign position are ignored (results are correct anyway)

$$\begin{array}{r} \text{F89ABCDE} \\ - \underline{\text{6D4AFBC0}} \\ \hline \end{array} = \begin{array}{r} \text{F89ABCDE} \\ + \underline{\text{92B50440}} \\ \hline \text{8B4FC11E} \end{array} \text{ (is this correct?)}$$

Overflow - Why Worry?

- Internal data is limited in size
 - Adding two big numbers can produce a number that is "too big" - then what?
- The machine records an overflow condition
 - Either the Condition Code (CC) is set (more on this later) or a Program Interrupt occurs
 - The result often has the wrong sign
- Your programs will probably have to take steps to avoid or handle overflow

Overflow

- What if two large numbers are added and the result is greater than $2^{31} - 1$ (or less than -2^{31})?
- And how can we tell if this happened?
- In order to understand this, we will again demonstrate with our very small "words" of four bits, the first of which is the sign
- These "4-bit words" can handle integers in the range from -8 to $+7$ (1 000 to 0 111)

Overflow

- Now let's see what happens when we try to add +5 to +4 (we'll do this in binary, using our four-bit words).
- Overflow will occur since the result is greater than +7.

Overflow

- Overflow is detected by checking the carry into the sign position and the carry out of the sign position
- If they are not equal, overflow occurred and the result is invalid.

Overflow

Out In [not equal, so overflow occurred]

\ /

01 00 <-- carries

0 101 = +5

0 100 = +4

1 001 = -7 (invalid due to overflow)

The program may optionally take action on overflow, but it normally should since the result is invalid

Overflow

- But be very careful! The mainframe is a binary computer, not hexadecimal, so the check for overflow must be done using the binary representation - that is, we must look at bits, not hex digits
- So, if we add as follows...

$$\begin{array}{r} \text{D13BCF24} \\ +\text{F3C12B97} \\ \hline \end{array}$$
$$\begin{array}{r} \text{D} = \text{1101...} \\ \text{F} = \text{1111...} \\ \text{1100...} \end{array}$$

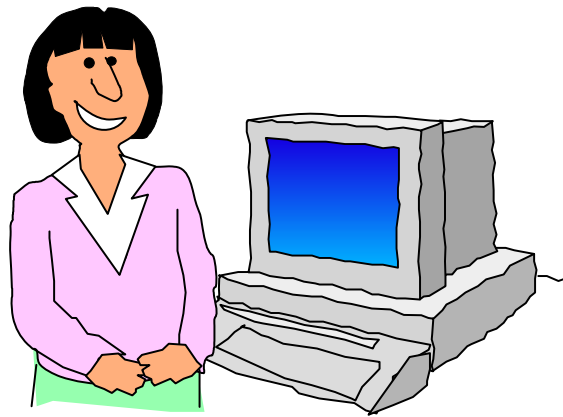
1111...

Overflow

- ... we can see that overflow does not occur (1 in and 1 out)
- But if we make the mistake of checking the hex digits, we see what looks like overflow

10
D1 . . .
+F3 . . .

Getting Started With ASSIST/I



ASSIST/I Features

- ASSIST/I is an integrated assembler and instruction interpreter, plus a text editor and interactive debugger
- There are built-in functions (X-instructions) for I/O and data conversion
- Program tracing lets you watch "everything" happen

ASSIST/ Features

- It is a useful tool for getting started and "tinkering" on a PC without needing any host-system access
- A User Guide is included in the "Starter Kit" handout
- And it's free!

ASSIST/I Limitations

- ASSIST/I supports only an older, less-rich instruction set
- Modern assembler features are missing
- Programming style may be less robust than desired

ASSIST/ Limitations

- Text editor functions are rather awkward
 - Use a simple PC editor such as Notepad
 - Save your program as XXX.ASM
- System macros aren't available
 - The X-instructions provide useful functions for simple programs

Getting Started with ASSIST/

- Easiest: run everything from the CD or hard drive
 - Change your disk drive to D: (or other appropriate drive letter) and your working directory to \BootAsst\
 - Enter CAS, and follow the prompts to run program DEMOA.ASM
 - Later, we'll step through its execution and show how to create a .PRT file
- Try some of the other DEMO programs

ASSIST/I Starting Screen

```
C:\jre\SH42DC~1\SHARE1~1\BootAsst\cas.exe
                                     I I I I I I I I
                                     I I
                                     I I
                                     I I
                                     I I
                                     I I I I I I I I

A S S I S T /

E ==> Edit a program
R ==> Run a program
F ==> Execute a program Final Run
P ==> Print a program or listing
A ==> Alter ASSIST/I options
Q ==> Quit

Enter desired function:

ASSIST/I  Version 2.03                Serial #: AIM000000
Copyright (C) 1984                    BDM Software
```

To run a program, type R (don't press Enter!)
The next screen asks for the name of the program

The screenshot shows a DOS window titled "C:\jre\SH42DC~1\SHARE1~1\BootAsst\cas.exe". The main display area is black with white text. At the top right, there is a decorative graphic consisting of a row of eight 'I' characters, followed by three rows of two 'I' characters each, and another row of eight 'I' characters. In the center, the text "A S S I S T /" is displayed. Below this, the instruction "R ==> Run a program" is shown. Further down, the prompt "Enter the name of the file to run: _" is visible. At the bottom left, the text "ASSIST/I Version 2.03 Copyright (C) 1984" is displayed. At the bottom right, the text "Serial #: AIM000000 BDM Software" is shown.

Type your program name (e.g. XXX.ASM), press Enter

We'll show how everything works in Part 3 -- Stay tuned!