

X86 64, Patents

CS 2130: Computer Systems and Organization 1

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Announcements

- Homework 5 due tonight at 11:59pm on Gradescope
- Homework 6 available tomorrow with lab 7

MIVERSITY VIRGINIA

Most Common Instructions

- mov =
- · lea load effective address
- call push PC and jump to address
- · add +=
- cmp set flags as if performing subtract
- · jmp unconditional jump
- test set flags as if performing &
- je jump iff flags indicate == 0
- pop pop value from stack
- push push value onto stack
- ret pop PC from the stack



Debugger

Debugger - step through code!

- Helpful for Homework 5
- You will be using this for lab 7
- Experience seeing results of these instructions step-by-step
- Please read the x86-64 summary reading!



The Stack

pushq %rax
popq %rdx



Patents and Copyright

Remember our Toy ISA. Can we patent our ISA? Should we?

icode	b	meaning
0		rA = rB
1		rA &= rB
2		rA += rB
3	0	rA = ~rA
	1	rA = !rA
	2	rA = -rA
	3	rA = pc
4	1	rA = read from memory at address rB
5		write rA to memory at address rB
6	0	rA = read from memory at pc + 1
	1	rA &= read from memory at pc + 1
	2	rA += read from memory at pc + 1
	3	rA = read from memory at the address stored at pc + 1
		For icode 6, increase pc by 2 at end of instruction
7		Compare rA as 8-bit 2's-complement to 0
		if rA <= 0 set pc = rB
		else increment pc as normal



Patents and Copyright

Copyright

- "Everyone is a copyright owner. Once you create an original work and fix it, like taking a photograph, writing a poem or blog, or recording a new song, you are the author and the owner."
- from https://www.copyright.gov/what-is-copyright/



Patents and Copyright

Patent

- "Whoever invents or discovers any new and useful process, machine, manufacture, or composition of matter, or any new and useful improvement thereof, may obtain a patent therefor, subject to the conditions and requirements of this title."
- from 35 U.S.C. 101



Patents

In software and hardware, patents become messy

- Code is a description of a process we want the computer to do
- Do not have to implement the process to patent it

Question: Should we patent something like our ISA?



Patents

In software and hardware, patents become messy

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- Do not have to implement the process to patent it

Question: Should we patent something like our ISA? What is the current state of the art?



Common Approaches to Software

How can we get value from what we create?

- Copyright distribute closed source software
- License Agreements (in contract law)
- Always innovate