

Figure 3.4: Register Usage

Register	Usage	Preserved across function calls
%rax	temporary register; with variable arguments passes information about the number of vector registers used; 1 st return register	No
%rbx	callee-saved register; optionally used as base pointer	Yes
%rcx	used to pass 4 th integer argument to functions	No
%rdx	used to pass 3 rd argument to functions; 2 nd return register	No
%rsp	stack pointer	Yes
%rbp	callee-saved register; optionally used as frame pointer	Yes
%rsi	used to pass 2 nd argument to functions	No
%rdi	used to pass 1 st argument to functions	No
%r8	used to pass 5 th argument to functions	No
%r9	used to pass 6 th argument to functions	No
%r10	temporary register, used for passing a function's static chain pointer	No
%r11	temporary register	No
%r12-r15	callee-saved registers	Yes
%xmm0-%xmm1	used to pass and return floating point arguments	No
%xmm2-%xmm7	used to pass floating point arguments	No
%xmm8-%xmm15	temporary registers	No
%mmx0-%mmx7	temporary registers	No
%st0,%st1	temporary registers; used to return long double arguments	No
%st2-%st7	temporary registers	No
%fs	Reserved for system (as thread specific data register)	No
mxcsr	SSE2 control and status word	partial
x87 SW	x87 status word	No
x87 CW	x87 control word	Yes