

## Exercise 1

### 1.1

Expression	Binary representation	Value (decimal)
x1	00 0000 0000 0000	0
x2	11 1111 1111 1111	$2^{14} - 1 = 16383$
y1	10 0000 0000 0000	$-2^{13} = -8192$
y2	01 1111 1111 1111	$2^{13} - 1 = 8191$

### 1.2

Nr.	Expression	Result	Explanation
5	$y2 + y3$	-8192	We have a carry bit all the way to the most significant bit resulting in positive overflow.
6	$y1 - y3$	8191	Here we have the opposite we subtract one from the lowest possible value for an integer, thus resulting in negative overflow.
7	$y1 + x1$	8192	Assuming these are C expressions we have that in an expression containing both unsigned and signed values we will do unsigned arithmetic.
8	$x2 + y3$	0	Again we will do unsigned arithmetic, however we also have overflow.
9	$(y1 + y2 == 0)$	0	The expression can be simplified to $(-1 == 0)$ which we can quickly see is false.
10	$(-y1 == y1)$	0	In two complement values have a unique representation, thus $-y1$ cannot equal $y1$

Ten is wrong.

## Exercise 2

### 2.1

Nr.	Expression	Answer
1	$x \setminus   y$	0xEA
2	$x \wedge \sim y$	0x9D
3	$y \ll 4$	0xA0
4	$x \gg 3$ (logisk)	0x19
5	$x \gg 3$ (aritmetisk)	0xF9

## Exercise 3

### 3.1

	Udsagn	Sandt	Falsk
1	Instruktionen <code>movl</code> flytter 4 bytes.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2	Lad $x$ være et heltal. Udtrykket $3*x$ kan i assembler beregnes som $x \ll 3$ (vha. instruktionen <code>shl</code> )	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3	<code>RET</code> instruktionen skubber retur adressen på stakken.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
4	<code>%rdi</code> skal gemmes af den kaldende procedure (Caller saved).	<input checked="" type="checkbox"/>	<input type="checkbox"/>
5	<code>%rsi</code> skal gemmes af den kaldte procedure (Callee saved).	<input type="checkbox"/>	<input checked="" type="checkbox"/>

## Exercise 4

### 4.1

From the use of the registers `rsi` and `rdi` we can see that there are two arguments and they are used as integers. We also store results in `rax` which is the return value. Thus we get.

```
int f(int, int)
```

We selectively choose if the value in `rax` should be negated which would suggest the use of an if statement.

### 4.2

PC	Instruction	<code>%rdi</code>	<code>%rsi</code>	<code>%rdx</code>	<code>%rax</code>	SF
401617	<code>movq</code>	601040	601030			

PC	Instruction	%rdi	%rsi	%rdx	%rax	SF
40161b	imul				5	
40161f	movq				40	0
401622	imul			6		
401627	subq			42		
40162a	js				-2	1
40162e	neq					
401631	jmp				2	0
40162c	retq					

## Exercise 5

### 5.1

<i>A</i>	<i>B</i>	<i>S</i>	<i>R</i>
1	1	1	
1	1	0	
1	0	1	o
1	0	0	
0	1	1	
0	1	0	o
0	0	1	o
0	0	0	o

## Exercise 6

### 6.1

Fetch

```

icode:ifun <- M1[0x77774402] = A:0
rA:rB <- M1[0x77774403] = 6:F
valP <- 0x77774404

```

Decode

```

valA <- R[%rsi] = 0x3
valB <- R[%rsp] = 0x348

```

Execute

```

valE <- valB + (-8) = 0x340

```

Memory

```

M8[0x340] <- 0x3

```

Write back

```

R[%rsp] <- 0x340

```

PC update

```

PC <- 0x77774404

```

## Exercise 7

### 7.1

```

typedef struct vec {
    long x;
    long y;
} vec_t;

#define N 10000
vec_t v[N];

void calc(vec_t *v, const int Length, long* calcResult) {
    int i;
    long res1 = 0,
         res2 = 0,
         res3 = 0;

    // There may be edge case in the loop exit condition
    for (i = 0; i < Length - 2; i += 3) {
        res1 += v[i].x * v[i].x + v[i].y * v[i].y;
        res2 += v[i + 1].x * v[i + 1].x + v[i + 1].y * v[i + 1].y;
        res3 += v[i + 2].x * v[i + 2].x + v[i + 2].y * v[i + 2].y;
    }
}

```

```

    for (; i < Length; i++) {
        res1 += v[i].x * v[i].x + v[i].y * v[i].y;
    }

    *calcResult = res1 + res2 + res3
}

int main() {
    long res;
    calc(v, N, &res);
}

```

## Exercise 8

### 8.1

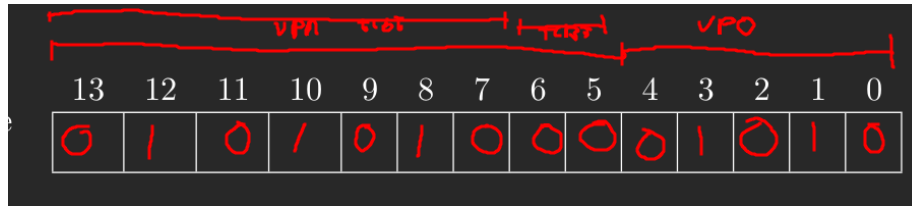
1. ☒ processor afvikler flere programmer tilsyneladende samtidigt
2. ☐ muliggør at operativ systemet kan programmeres af flere udviklere
3. ☐ muliggør større udnyttelsesgrad af ydre enheder
4. ☒ muliggør større udnyttelsesgrad af processoren
5. ☐ er kun en fordel når processoren har flere kerner (til parallel beregning)
6. ☐ tillader multiple brugere

### 8.2

- b
- c
- c
- c
- c

## Exercise 9

## 9.1



- VPN: 0 1010 1000, 0A8
- TLB indeks: 00, 0
- TLB tag: 010 1010, 2A
- TLB: N
- Page fault: N
- PPN: 06

0000 1100 1010

## 9.2

010101111.01010

- VPN: 1010 1111, AF
- TLB index: 11, 3
- TLB tag: 0101011, 2B
- TLB hit: N
- Page fault: Y

## 9.3

000000110.01111

- VPN: 0000 0110, 06
- TLB index: 10, 2
- TLB tag: 000 0001, 01
- TLB hit: Y
- PPN: 19

0011001.01111

## Exercise 10

```
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>
#include "common.h"
#include "common_threads.h"
```

```

const int N=3;
long arr[9]={1,2,3, 4,5,6, 7,8,9};
long sum[3]={0,0,0};

pthread_mutex_t lock = PTHREAD_MUTEX_INITIALIZER;
pthread_cond_t cond = PTHREAD_COND_INITIALIZER;
int reached = 0;

void *mythread(void *arg) {
    long id=(long)arg;
    printf("Traad %ld: start\n", id);

    long total=0;
    for(int i=0;i<N;i++) {
        total+= arr[id*N+i];
    }
    sum[id]=total;

    printf("Traad %ld: foer: %ld\n", id, total);

    pthread_mutex_lock(&lock);
    reached++;
    while (reached < 3) pthread_cond_wait(&cond, &lock);
    pthread_cond_signal(&cond);
    pthread_mutex_unlock(&lock);

    total=0;
    for(int i=0;i<N;i++) total+=sum[i];
    printf("Traad %ld: efter: %ld\n", id, total);

    //fortsat beregning; ikke en del af opgaven.
    return NULL;
}

int main(int argc, char *argv[]) {
    pthread_t t1, t2,t3,t4;
    Pthread_create(&t1, NULL, mythread, (void*)0);
    Pthread_create(&t2, NULL, mythread, (void*)1);
    Pthread_create(&t3, NULL, mythread, (void*)2);
    Pthread_join(t1, NULL);
    Pthread_join(t2, NULL);
    Pthread_join(t3, NULL);
    return 0;
}

```

Should have used broadcast, but should still work.