

CMPT 295 Assignment 2 (2%)

Submit your solutions by Friday, January 25, 2019 10am.

Remember, when appropriate, to justify your answers.

1. [6 marks] *Binary Conversions*

- [1 mark] Write the decimal numbers 106, 128 and 150 as 8-bit unsigned binary quantities and then as 2-digit hexadecimal quantities. Show all your work.
- [2 marks] Write the decimal numbers -1 , -106 and -128 as 8-bit two's complement binary quantities. Again, be sure to show your work.
- [1 mark] Express the bit string 10101110_2 as a decimal quantity, first interpreted as an unsigned quantity, and second interpreted as a two's complement quantity.
- [2 marks] Convert the bit strings 11001110_2 and 00110111_2 to hexadecimal, and then add them in hexadecimal. Repeat for 11111010_2 and 10101110_2 .

2. [5 marks] *leal*

Let the value of the register `%edi` be x , and let k be a positive integer constant. To multiply `%edi` by k can be accomplished by `imul $k, %edi`, but there may be faster alternatives. Both add and shift are much faster operations, and the instruction `leal (%r, %r, s), %r` does both at once.

The goal for both parts is to implement $\text{edi} \leftarrow k \cdot x$, but by using one or two `leal` instructions. For each k , write the instruction or pair of instructions that yields $\text{edi} \leftarrow k \cdot x$. You may use the scratch register `%eax` if you wish.

- [2 marks] Using a single `leal` instruction, what values of k are possible?
Note: The scaling factor s may only be 1, 2, 4, or 8.
- [3 marks] Find a pair of `leal` instructions, to be executed one after the other, that has the effect of $\text{edi} \leftarrow k \cdot x$, for
 - $k = 13$;
 - $k = 20$;
 - $k = 37$;

3. [9 marks] *The Root of the Problem*

In this question, you will implement a subroutine, `sqrt`, that computes the integer square root of a number. You will write `sqrt` within the file `sqrt.s` (part of the `care` package).

The Specification:

- The register `%edi` will contain the argument `x`. It is an unsigned 32-bit quantity.
- The subroutine `sqrt` will compute the integer square root of the parameter `x`. Mathematically, $\text{sqrt}(x) = \lfloor \sqrt{x} \rfloor$, where the *floor function* $\lfloor y \rfloor$ computes the largest integer that is less than or equal to y . For example, $\text{sqrt}(5) = 2$, $\text{sqrt}(16) = 4$ and $\text{sqrt}(24) = 4$.
- The register `%eax` will carry the return value, a 32-bit unsigned quantity.
- You may only use registers `%rax`, `%rcx`, `%rdx`, `%rsi`, `%rdi`, `%r8`, `%r9`, `%r10` and `%r11` as scratch registers. No other memory is allowed, including any of the other registers, or any external memory.

- Your code may not use any of the x86-64 division instructions.
- Your code may not use any of the x86-64 square root instructions, or any of the other floating point arithmetic.

The Algorithm:

Your program will build the result, one bit at a time, from the most significant bit to the least significant.

```

result <- 0
for k from 15 downto 0 do:
    change the kth bit of result to 1
    if result * result > x then:
        change the kth bit of result back to 0
return result

```

For example, say x was 2025. Then in the last 8 loops, the result becomes:

	result	result
k	before test	after test
7	1000 0000	0000 0000
6	0100 0000	0000 0000
5	0010 0000	0010 0000
4	0011 0000	0010 0000
3	0010 1000	0010 1000
2	0010 1100	0010 1100
1	0010 1110	0010 1100
0	0010 1101	0010 1101

You will submit:

- [7 marks] an electronic copy of your `sqrt.s` assembly source. This code will be tested for correctness using the same mainline routine, but possibly with different inputs.
- [2 marks] a hard copy of your `sqrt.s` assembly source. Your source should be well documented with high-level comments, so that any other programmer could read and understand your code. This algorithm is well known. Include the common name of this algorithm among your high-level comments.
- [2 BONUS marks] an enhanced version of your work in part (a), except that `sqrtrd(x)` returns \sqrt{x} , rounded to the nearest integer. Place your source in the file `sqrtrd.s`.

Some Hints:

- You may need to use some of the bitwise operators presented on Monday, January 21.
- The debugger `gdb` has been enabled for `sqrt.s`. (Yes, it works for assembly source too.)
 - You can do `list`, `break`, `continue` and `print`, as before.
 - After a breakpoint, use `step` to run one instruction at a time.
 - To print the value of a register, name the register with a dollar sign prefix. E.g., to print the value of `rcx`, use `print $rcx`.
 - Because of the bitwise operations you will be performing, hex format may be more useful than decimal in some circumstances. E.g., `print /x $rcx`.
 - If you want the state of all registers in one shot, type `info registers`.