COSC 208, Introduction to Computer Systems, 2021-10-22

Mapping assembly code to C source code

```
1 int interest_due(int outstanding, int rate) {
       int annual = outstanding * rate;
 3
       int divisor = 12 * 100;
        int monthly = annual / divisor;
 5
       return monthly;
 6 }
 7
8 int make payment(int outstanding, int payment, int rate) {
       int interest = interest_due(outstanding, rate);
10
       int principal = payment - interest;
       if (principal > outstanding) {
11
12
           outstanding = 0;
13
14
       else {
15
            outstanding -= principal;
16
17
       return outstanding;
18 }
19
20 int months_remain(int outstanding, int payment, int rate) {
int months = 0;
22
       while (outstanding > 0) {
23
           months++;
           outstanding = make_payment(outstanding, payment, rate);
24
25
       }
26
       return months;
27 }
```

Assembly for the C code above

```
000000000000088c <interest_due>:
88c: sub sp, sp, #0x20
       str w0, [sp, #12]
890:
       str w1, [sp, #8]
894:
       ldr w1, [sp, #12]
898:
89c:
       ldr w0, [sp, #8]
8a0:
     mul w0, w1, w0
8a4:
      str w0, [sp, #20]
8a8:
       mov w0, #0x4b0
       str w0, [sp, #24]
8ac:
       ldr w1, [sp, #20]
8b0:
8b4:
       ldr w0, [sp, #24]
8b8:
             w0, w1, w0
       sdiv
8bc: str w0, [sp, #28]
8c0: ldr w0, [sp, #28]
8c4:
       add sp, sp, #0x20
8c8:
       ret
```

Q1 and Q2 solution

Q1: For each line of **interest_due** in the assembly code, indicate which line of C code was used to generate that line of assembly code.

```
000000000000088c <interest_due>:
       sub sp, sp, \#0x20 // 1
                           // 1
890:
       str w0, [sp, #12]
       str w1, [sp, #8]
                           // 1
894:
       ldr w1, [sp, #12]
898:
                           // 2
89c:
       ldr w0, [sp, #8]
                           // 2
                           // 2
8a0:
       mul w0, w1, w0
                          // 2
8a4:
       str w0, [sp, #20]
       mov w0, #0x4b0
                           // 3
8a8:
       str w0, [sp, #24]
                           // 3
8ac:
       ldr w1, [sp, #20]
                           // 4
8b0:
       ldr w0, [sp, #24]
8b4:
                           // 4
8b8:
       sdiv
             w0, w1, w0
                           // 4
       str w0, [sp, #28]
                          // 4
8bc:
8c0:
                           // 5
       ldr w0, [sp, #28]
8c4:
       add sp, sp, #0x20
                          // 5
8c8:
       ret
                           // 5
```

Q2: For each line of **make_payment** in the assembly code, indicate which line of C code was used to generate that line of assembly code.

```
00000000000008cc <make_payment>:
       stp x29, x30, [sp, #-48]! // 8
8cc:
       mov x29, sp
                                 // 8
8d0:
                                 // 8
8d4:
       str w0, [sp, #28]
8d8:
       str w1, [sp, #24]
                                 // 8
       str w2, [sp, #20]
                                 // 8
8dc:
       ldr w1, [sp, #20]
                                 // 9
8e0:
       ldr w0, [sp, #28]
                                 // 9
8e4:
                                // 9
8e8:
       bl 88c <interest_due>
                                // 9
8ec:
       str w0, [sp, #40]
8f0:
                                // 10
       ldr w1, [sp, #24]
8f4:
       ldr w0, [sp, #40]
                                // 10
                                 // 10
8f8:
       sub w0, w1, w0
       str w0, [sp, #44]
                                 // 10
8fc:
       ldr w1, [sp, #44]
                                 // 11
900:
       ldr w0, [sp, #28]
                                 // 11
904:
908:
       cmp w1, w0
                                 // 11
90c:
       b.le
               918 <make_payment+0x4c> // 11
910:
       str wzr, [sp, #28]
                             // 12
914:
           928 <make_payment+0x5c> // 13
                             // 15
918:
       ldr w1, [sp, #28]
       ldr w0, [sp, #44]
                                 // 15
91c:
                                // 15
920:
       sub w0, w1, w0
924:
       str w0, [sp, #28]
                                // 15
928:
       ldr w0, [sp, #28]
                                 // 17
92c:
       ldp x29, x30, [sp], #48
                                // 17
930:
       ret
                                 // 17
```

```
000000000000008cc <make_payment>:
8cc: stp x29, x30, [sp, #-48]!
8d0: mov x29, sp
8d4: str w0, [sp, #28]
8d8: str w1, [sp, #24]
       str w2, [sp, #20]
8dc:
       ldr w1, [sp, #20]
8e0:
8e4:
       ldr w0, [sp, #28]
8e8: bl 88c <interest_due>
8ec:
       str w0, [sp, #40]
8f0: ldr w1, [sp, #24]
8f4: ldr w0, [sp, #40]
       sub w0, w1, w0
8f8:
       str w0, [sp, #44]
8fc:
900:
       ldr w1, [sp, #44]
       ldr w0, [sp, #28]
904:
908:
       cmp w1, w0
90c: b.le
             918 <make_payment+0x4c>
910: str wzr, [sp, #28]
914: b 928 <make payment+0x5c>
       ldr w1, [sp, #28]
918:
91c:
       ldr w0, [sp, #44]
920: sub w0, w1, w0
924: str w0, [sp, #28]
928: ldr w0, [sp, #28]
92c:
       ldp x29, x30, [sp], #48
930:
       ret
0000000000000934 <months_remain>:
934: stp x29, x30, [sp, #-48]!
938: mov x29, sp
93c: str w0, [sp, #28]
940: str w1, [sp, #24]
944: str w2, [sp, #20]
       str wzr, [sp, #44]
948:
       b 970 <months_remain+0x3c>
94c:
950:
      ldr w0, [sp, #44]
954:
      add w0, w0, #0x1
958:
       str w0, [sp, #44]
95c:
       ldr w2, [sp, #20]
       ldr w1, [sp, #24]
960:
       ldr w0, [sp, #28]
964:
       bl 8cc <make_payment>
968:
       str w0, [sp, #28]
96c:
       ldr w0, [sp, #28]
970:
974:
       cmp w0, #0x0
             950 <months_remain+0x1c>
978:
       b.gt
97c:
       ldr w0, [sp, #44]
       ldp x29, x30, [sp], #48
980:
 984:
```

Q1: For each line of **interest_due** in the assembly code, indicate which line of C code was used to generate that line of assembly code.

Q2: For each line of **make_payment** in the assembly code, indicate which line of C code was used to generate that line of assembly code.

Translating assembly into low-level C code

Q3: For each of the following lines of assembly, write one or more lines of low-level C code that express the semantics (i.e., meaning) of the assembly code. Your C code should use register names as variable names.

```
000000000000008cc <make_payment>:
8cc: stp x29, x30, [sp, #-48]!
8d0: mov x29, sp
8d4: str w0, [sp, #28]
8d8:
      str w1, [sp, #24]
8dc: str w2, [sp, #20]
8e0: ldr w1, [sp, #20]
8e4: ldr w0, [sp, #28]
8e8: bl 88c <interest_due>
8ec: str w0, [sp, #40]
      ldr w1, [sp, #24]
8f0:
      ldr w0, [sp, #40]
8f4:
8f8: sub w0, w1, w0
8fc: str w0, [sp, #44]
900: ldr w1, [sp, #44]
904: ldr w0, [sp, #28]
908: cmp w1, w0
90c: b.le
             918 <make_payment+0x4c>
      str wzr, [sp, #28]
910:
       b 928 <make_payment+0x5c>
914:
918: ldr w1, [sp, #28]
91c: ldr w0, [sp, #44]
920: sub w0, w1, w0
924: str w0, [sp, #28]
928: ldr w0, [sp, #28]
      ldp x29, x30, [sp], #48
92c:
930:
       ret
```

Converting C code to use goto

Q4: Create a make_payment_goto function that behaves the same as the make_payment function but uses goto statements, just as a compiler would do when generating assembly code.

```
void make_payment_goto(int outstanding, int payment, int rate) {
  int interest = interest_due(outstanding, rate);
  int principal = payment - interest);
```

Q5: Complete a months_remain_goto function that behaves the same as the months_remain function but uses goto statements, just as a compiler would do when generating assembly code.

Drawing the stack and registers after executing assembly

Q6: Assume the code starts executing at the beginning of the make_payment function (i.e., pc = 0x8cc). Draw a digram that shows the contents of the stack and registers immediately before executing the last two instructions in the interest_due function (i.e., before executing the assembly instruction at address 0x8c4). Your stack and registers should contain values (e.g., 0x8cc) not variable or register names.

Assume the initial values of the registers are as follows:

```
pc = 0x8cc
sp = 0xf80
w0 = 0x186a0
w1 = 0x1f4
w2 = 0x3
```

x29 = 0xf80x30 = 0x96c