

Andrew ID (print clearly!):

Full Name:

15-213/18-213, Fall 2011

Exam 1

Tuesday, October 18, 2011

Instructions:

- Make sure that your exam is not missing any sheets, then write your Andrew ID and full name on the front.
- This exam is closed book, closed notes (except for 1 double-sided note sheet). You may not use any electronic devices.
- Write your answers in the space provided below the problem. If you make a mess, clearly indicate your final answer.
- The exam has a main part and a bonus part.
- The problems are of varying difficulty. The point value of each problem is indicated in parentheses.

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1 (08):
2 (08):
3 (08):
4 (04):
5 (10):
6 (08):
7 (10):
8 (04):
9 (06):
TOTAL (66):

Problem 1. (8 points):

Multiple choice. Write your answer for each question in the following table:

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

1. What is the minimum (most negative) value of a 32-bit two's complement integer?

- (a) -2^{32}
- (b) $-2^{32} + 1$
- (c) -2^{31}
- (d) $-2^{31} + 1$

2. What is the difference between the `mov` and `lea` instructions?

- (a) `lea` dereferences an address, while `mov` doesn't.
- (b) `mov` dereferences an address, while `lea` doesn't.
- (c) `lea` can be used to copy a register into another register, while `mov` cannot.
- (d) `mov` can be used to copy a register into another register, while `lea` cannot.

3. After executing the f

```
unsigned int a = 0x  
unsigned int b = 1;  
unsigned int c = a + b;  
unsigned long d = a + b;  
unsigned long e = (unsigned long)a + b;
```

(Assume `ints` are 32 bits wide and `longs` are 64 bits wide.)

- (a) None of them
- (b) `c`
- (c) `c` and `d`
- (d) `c`, `d`, and `e`

4. Assume a function `foo` takes two arguments. When calling `foo(arg1, arg2)`, which is the correct order of operations assuming x86 calling conventions and that `foo` must allocate stack space (implies that we must save the `%ebp`)?
- (a) `push arg1, push arg2, call foo, push %ebp`
 - (b) `push arg1, push arg2, push %ebp, call foo`
 - (c) `push arg2, push arg1, call foo, push %ebp`
 - (d) `push arg2, push arg1, push %ebp, call foo`
5. Which one of the following statements is NOT true?
- (a) x86-64 provides a larger virtual address space than x86.
 - (b) The stack disciplines for x86 and x86-64 are different.
 - (c) x86 uses `%ebp` as the base pointer for the stack frame.
 - (d) x86-64 uses `%rbp` as the base pointer for the stack frame.
6. Consider a 4-way set associative cache ($E = 4$). Which one of the following statements is true?
- (a) The cache has 4 blocks per line.
 - (b) The cache has 4 sets per line.
 - (c) The cache has 4 lines per set.
 - (d) The cache has 4 s
 - (e) None of the above
7. Which one of the following statements about cache memories is
- (a) Fully associative caches offer better latency, while direct mapped caches offer better miss rates.
 - (b) Fully associative caches offer lower miss rates, while direct mapped caches offer better latency.
 - (c) Direct-mapped caches have both better miss rates and better latency.
 - (d) Both generally have similar latency and miss rates.
8. Consider an SRAM-based cache for a DRAM-based main memory. Neglect the possibility of other caches or levels of the memory hierarchy below main memory. If a cache is improved, increasing the typical hit rate from 98% to 99%, which one of the following would best characterize the likely decrease in typical access time?
- (a) 0%
 - (b) 1%
 - (c) 10%
 - (d) 100%

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Problem 2. (8 points):

Integer encoding. Fill in the blanks in the table below with the number described in the first column of each row. You can give your answers as unexpanded simple arithmetic expressions (such as $15^{213} + 42$); you should not have trouble fitting your answers into the space provided.

For this problem, assume a **6-bit word size**.

Description	Number
U_{max}	
T_{min}	
(unsigned) ((int) 4)	
(unsigned) ((int) -7)	
((unsigned) 0x21) << 1 & 0x3F)	
(int) (20 + 12)	
12 && 4	
(! 0x15) > 16	

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Problem 3. (8 points):

Floating point encoding. Consider the following 5-bit floating point representation based on the IEEE floating point format. This format does not have a sign bit – it can only represent nonnegative numbers.

- There are $k = 3$ exponent bits. The exponent bias is 3.
- There are $n = 2$ fraction bits.

Recall that numeric values are encoded as a value of the form $V = M \times 2^E$, where E is the exponent after biasing, and M is the significand value. The fraction bits encode the significand value M using either a denormalized (exponent field 0) or a normalized representation (exponent field nonzero). The exponent E is given by $E = 1 - \text{Bias}$ for denormalized values and $E = e - \text{Bias}$ for normalized values, where e is the value of the exponent field `exp` interpreted as an unsigned number.

Below, you are given some decimal values, and your task is to encode them in floating point format. In addition, you should give the rounded value of the encoded floating point number. To get credit, you must give these as whole numbers (e.g., 17) or as fractions in reduced form (e.g., $3/4$). Any rounding of the significand is based on **round-to-even**, which rounds an unrepresentable value that lies halfway between two representable values to the nearest even representable value.

Value	Floating Point Bits	Rounded value
3		
$15/2$		

Problem 4. (4 points):

Functions. I never learned to properly comment my code, and now I've forgotten what this function does. Help me out by looking at the assembly code and reconstructing the C code for this recursive function. Fill in the blanks:

```
unsigned mystery1(unsigned n) {  
    if(_____)  
        return 1;  
    else  
        return 1 + mystery1(_____);  
}
```

```
mystery1:  
    pushl %ebp  
    movl %esp, %ebp  
    subl $8, %esp  
    cmpl $0, 8(%ebp)  
    jne .L2  
    movl $1, -4(%ebp)  
    jmp .L3  
.L2:  
    movl 8(%ebp), %eax  
    shrl %eax  
    movl %eax, (%esp)  
    call mystery1  
    addl $1, %eax  
    movl %eax, -4(%ebp)  
.L3:  
    movl -4(%ebp), %eax  
    leave  
    ret
```

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Problem 5. (10 points):

Stack discipline. Consider the following C code and assembly code for a recursive function:

```
int gcd(int a, int b)          0x08048394 <+0>:    push    %ebp
{                               0x08048395 <+1>:    mov     %esp,%ebp
    if(!b)                     0x08048397 <+3>:    sub     $0x10,%esp
    {                           0x0804839a <+6>:    mov     0x8(%ebp),%eax
        return a;              0x0804839d <+9>:    mov     0xc(%ebp),%ecx
    }                           0x080483a0 <+12>:   test    %ecx,%ecx
                               0x080483a2 <+14>:   je      0x80483b7 <gcd+35>
    return gcd(b, a % b);       0x080483a4 <+16>:   mov     %eax,%edx
}                               0x080483a6 <+18>:   sar     $0x1f,%edx
                               0x080483a9 <+21>:   idiv    %ecx
                               0x080483ab <+23>:   mov     %edx,0x4(%esp)
                               0x080483af <+27>:   mov     %ecx, (%esp)
                               0x080483b2 <+30>:   call    0x8048394 <gcd>
                               0x080483b7 <+35>:   leave
                               0x080483b8 <+36>:   ret
```

Imagine that a program makes the procedure call `gcd(213, 18)`. Also imagine that prior to the invocation, the value of `%esp` is `0xffff1000`—that is, `0xffff1000` is the value of `%esp` immediately before the execution of the `call` instruction.

- A. Note that the call `gcd(213, 18)`, `gcd(18, 15)`, `gcd(15, 3)`, and `gcd(3, 1)` are recursive calls to `gcd`. Using your knowledge of IA32 stack discipline, determine the value of `%esp` immediately before the execution of the `leave` instruction for `gcd(15, 3)`. Supply numerical values wherever possible, and cross out each blank for which there is insufficient information. Add WeChat `edu_assist_pro`

Hints: The following set of C style statements describes an approximation of the `leave` instruction `idiv %ecx`, where `'/'` is the division operator and `'%'` is the modulo operator:

```
%eax = %eax / %ecx
%edx = %eax % %ecx
```

Also, recall that `leave` is equivalent to `movl %ebp, %esp; popl %ebp`

+-----+		0xffff1008
+-----+		0xffff1004
+-----+		0xffff1000
+-----+		0xffff0ffc
+-----+		0xffff0ff8
+-----+		0xffff0ff4
+-----+		0xffff0ff0
+-----+		0xffff0fec
+-----+		0xffff0fe8
+-----+		0xffff0fe4
+-----+		0xffff0fe0
+-----+		0xffff0fd8
+-----+		0xffff0fd4
+-----+		0xffff0fd0
+-----+		0xffff0fc8
+-----+		0xffff0fc4
+-----+		0xffff0fc0
+-----+		0xffff0fbc
+-----+		0xffff0fb8
+-----+		0xffff0fb4
+-----+		0xffff0fb0
+-----+		

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- B. What are the values of `%esp` and `%ebp` immediately before the execution of the `ret` instruction for `gcd(15, 3)`?

Problem 6. (8 points):

Structs. Consider the following struct on an x86-64 Linux machine:

```
struct my_struct {  
    char a;  
    long long b;  
    short c;  
    float *d[2];  
    unsigned char e[3];  
    float f;  
};
```

A. (4 points)

Please lay out the struct in memory below. Shade in any bytes used for padding and **clearly indicate the end of the struct**.

0x0									
0x8									
0x10									
0x18									
0x20									
0x28									
0x30									
0x38									

B. (3 points)

Consider the following C function:

```
void foo(struct my_struct *st) {
    st->a = 'e';
    st->d[0] = NULL;
    st->c = 0x213;

    printf("%lld %p %hu\n", st->b, &st->f, st->e[1]);
}
```

Fill in the missing pieces of the disassembled version of foo.

```
(gdb) disassemble foo
Dump of assembler code for function foo:
0x00000000004004e4 <+0>:    sub     $0x8,%rsp
0x00000000004004e8 <+4>:    movb    $0x65,_____(%rdi)
0x00000000004004eb <+7>:    movq    $0x0,_____(%rdi)
0x00000000004004f3 <+15>:   movw    $0x213,_____(%rdi)
0x00000000004004f7 <+19>:   movzbl  _____(%rdi),%eax
0x00000000004004fd <+25>:   lea     _____(%rdi),%rdx
0x000000000000
0x000000000000
0x000000000000
0x000000000000
0x0000000000400514 <+48>:   add     $0x8,%rsp
0x0000000000400518 <+52>:   retq
End of assembler dump.
```

C. (1 point)

How many bytes is the smallest possible struct containing the same elements as my_struct?

- (a) 48
- (b) 36
- (c) 40
- (d) None of the above

Problem 7. (10 points):

Switch statements. The problem concerns code generated by GCC for a function involving a switch statement. The code uses a jump to index into the jump table:

```
0x4004b7:      jmpq    *0x400600(,%rax,8)
```

Using GDB, we extract the 8-entry jump table:

```
0x400600: 0x00000000004004d1 0x00000000004004c8
0x400610: 0x00000000004004c8 0x00000000004004be
0x400620: 0x00000000004004c1 0x00000000004004d7
0x400630: 0x00000000004004c8 0x00000000004004be
```

Here is the block of disassembled code implementing the switch statement:

```
# on entry: %rdi = x, %rsi = y, %rdx = z
0x4004b0:      cmp     $0x7,%edx
0x4004b3:      ja      0x4004c8
0x4004b5:      mov     %edx,%eax
0x4004b7:      jmpq    *0x400600(,%rax,8)
0x4004be:      mov     %edi,%eax
0x4004c0:      retq
0x4004c1:      mov     $0x3,%eax
0x4004c6:      jmp     0x4004ca
0x4004c8:      mov     %esi,%eax
0x4004ca:      nopw    0x(%rax,%rax,1)
0x4004d0:      retq
0x4004d1:      mov     %edi,%eax
0x4004d3:      and     $0x19,%eax
0x4004d6:      retq
0x4004d7:      lea     (%rdi,%rdi,1),%eax
0x4004da:      add     %esi,%eax
0x4004dc:      retq
```

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Fill in the blank portions of the C code below to reproduce the function corresponding to this object code.

```
int test(int x, int y, int z)
{
    int result = 3;
    switch(z)
    {
        case ____:

            _____;

        case ____:

        case ____:

            result = _____;

            break;

        case ____:

            result = _____;

        case ____:

            result = _____;

            break;

        default:

            result = _____;
    }
    return result;
}
```

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Problem 8. (4 points):

Cache operation. Assume a cache memory with the following properties:

- The cache size (C) is 512 bytes (contains 512 data bytes)
- The cache uses an LRU (least-recently used) policy for eviction.
- The cache is initially empty.

Suppose that for the following sequence of addresses sent to the cache, **0, 2, 4, 8, 16, 32**, the hit rate is **0.33**. Then what is the block size (B) of the cache?

- A. $B = 4$ bytes
- B. $B = 8$ bytes
- C. $B = 16$ bytes
- D. None of the above.

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Problem 9. (6 points):

Miss rate analysis. Listed below are two matrix multiply functions. The first, `matrix_multiply` computes $C = AB$, a standard matrix multiply. The second, `matrix_multiply_t`, computes $C = AB^T$, A times the transpose of B .

```
void matrix_multiply(float A[N][N], float B[N][N], float C[N][N])
{
    /* Computes C = A*B. Assumes C starts as all zeros. */
    int i, j, k;
    for (i=0; i<N; i++) {
        for (j=0; j<N; j++) {
            for (k=0; k<N; k++) {
                C[i][j] += A[i][k] * B[k][j];
            }
        }
    }
}
```

```
void matrix_multiply_t(float A[N][N], float B[N][N], float C[N][N])
{
    /* Computes C = A*transpose(B). Assumes C starts as all zeros. */
    int i, j, k;
    for (i=0; i<N; i++)
        for (j=0; j<N; j++)
            for (k=0; k<N; k++)
                C[i][j] += A[i][k] * B[k][j];
    }
}
```

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Assumptions:

- 8 MB 16-way cache with a block size of 64 bytes.
- N is very large, so that a single row or column cannot fit in the cache.
- `sizeof(float) == 4`.
- `C[i][j]` is stored in a register.

A. Approximately what miss rate do you expect the function `matrix_multiply` to have for large values of N?

- (a) $\frac{1}{16}$
- (b) $\frac{1}{8}$
- (c) $\frac{1}{4}$
- (d) $\frac{1}{2}$
- (e) 1

B. Approximately what miss rate do you expect the function `matrix_multiply_t` to have for large values of N?

- (a) $\frac{1}{16}$
- (b) $\frac{1}{8}$
- (c) $\frac{1}{4}$
- (d) $\frac{1}{2}$
- (e) 1

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