Model 1 Low-Level Languages

The following program, shown in three different languages, calculates the sum of numbers from 1 to 10. In other words, it adds $1 + 2 + \ldots + 10 = 55$.

Machine Code
(1st Generation)

```
0x000:
0x000: 700001000000000000

0x100:
0x100:
0x100: 30f00b00000000000000
0x10a: 30f30100000000000000
0x114: 30f10200000000000000
0x11e: 30f20100000000000000

0x128: 2017
0x12a: 6107
0x12c: 734601000000000000

0x135:
0x135: 6013
0x137: 6021

0x139: 2017
0x13b: 6107
0x13d: 743501000000000000

0x146:
0x146: 00
```

Y86-64 Assembly
(2nd Generation)

```
.pos 0 code
    jmp _start

.pos 0x100 code
_start:
    irmovq  $0xb,  %rax
    irmovq  $0x1,  %rbx
    irmovq  $0x2,  %rcx
    irmovq  $0x1,  %rdx

    rrmovq  %rcx,  %rdi
    subq    %rax,  %rdi
    je      done

loop:
    addq    %rcx,  %rbx
    addq    %rdx,  %rcx

    rrmovq  %rcx,  %rdi
    subq    %rax,  %rdi
    jne     loop

done:
    halt
```

Standard C
(3rd Generation)

```
int main()
{
    int upper = 11;
    int sum = 1;
    int val = 2;

    while (val < upper)
    {
        sum = sum + val;
        val++;
    }
}
```

Questions (15 min)

Start time: _____

1. Compare the length of each program. Do not count labels (e.g, `0x000:`, `.pos 0 code`) or punctuation (e.g., `{`, `}`).

a) How many instructions of machine code? 14

b) How many instructions of assembly code? 14

c) How many non-blank, non-brace lines of C code? 7

2. All data values for this program are stored in registers named `%rax`, `%rbx`, etc.

a) In which register is the sum stored? `%rbx`

b) In which register is the next value to add stored? `%rcx`

3. The instruction `irmovq` means "move immediate value to register". Immediate values begin with a dollar sign (`$`), and registers begin with a percent sign (`%`).

a) What is the value 11 in assembly code? `$0xb`

b) Does assembly use decimal or hexadecimal? hexadecimal

c) Does Standard C use decimal or hexadecimal? decimal

4. In terms of the machine, what does an assignment statement do? As part of your answer, name the instructions in Model 1 that perform assignment.

Assignment updates the register (or memory location) that corresponds to the variable being assigned. In this program, the `irmovq` and `addq` perform assignment.

5. Consider the line "`rrmovq %rcx, %rdi`". The instruction `rrmovq` means "move (copy) register to register".

a) What is stored in register `%rcx`? The next value to be added

b) Where is this value copied to? Register `%rdi`

6. The instruction `subq` means "subtract". Given two registers R and T, `subq` performs $R - T$ and stores the result in T.

a) What is stored in register `%rax`? The value 11, which is the upper limit.

b) In what case would `%rax` − `%rdi` be zero? When their values are equal.

7. The instruction `je` means "jump if the last operation's result equals 0", and the instruction `jne` means "jump if the last operation's result does not equal 0". Circle the portion of assembly code that corresponds to the `while` loop in C.

Eight instructions should be circled, starting from the first `rrmovq` and ending with `jne`.