

CS 4400 - Problem Set 4

Rob Johansen

u0531837

1. Problem 3.56:

- A. `%esi` holds `x`
`%ebx` holds `n`
`%edi` holds `result`
`%edx` holds `mask`
- B. The initial value of `result` is `-1`
The initial value of `mask` is `1`
- C. The test condition for `mask` is: `mask != 0`
- D. This is how `mask` gets updated: `mask = mask << n`
- E. This is how `result` gets updated: `result ^= mask & x`
- F. Here is the entire function, with all code filled in:

```
int loop(int x, int n)
{
    int result = -1;
    int mask;
    for (mask = 1; mask != 0; mask = mask << n) {
        result ^= mask & x;
    }
    return result;
}
```

2. Problem 3.58. Here's the function with the missing code. Note that I removed the default case because it did nothing anyway:

```
int switch3(int *p1, int *p2, mode_t action)
{
    int result = 0;
    switch (action) {
        case MODE_A:
            result = *p1;
            *p1 = *p2;
            break;
    }
```

```

case MODE_B:
    result = *p2;
    result += *p1;
    *p2 = result;
    break;
case MODE_C:
    *p2 = 15;
    result = *p1;
    break;
case MODE_D:
    *p2 = *p1;
case MODE_E:
    result = 17;
}
return result;

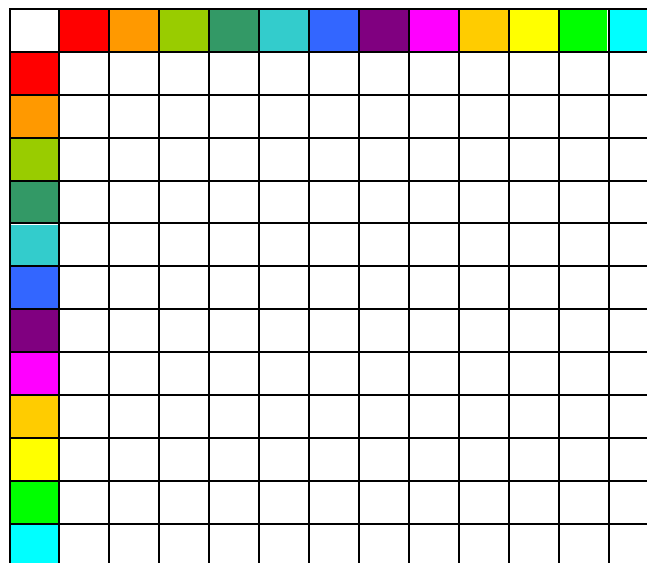
```

3. Problem 3.62:

A. The value of M is 13

B. Value j is held in `%ecx`. Value i is unnecessary after the optimizations.

C. The compiler recognizes that only two elements will be transposed during each iteration of the loop: The topmost "column" element and its corresponding leftmost "row" element. The following diagram illustrates the elements of array A that will be transposed (those with matching colors):



Here is a C code version of the transpose() function that makes use of these optimizations:

```
#define M 13
typedef int Marray_t[M][M];

void transpose(Marray_t A)
{
    int j;
    int *col = &A[0][0];
    int *row = &A[1][0];
    for (j = 1; j < M; j++) {
        int t = *row;
        *row = col[j];
        col[j] = t;
        row += M;
    }
}
```