

## Assembly Programming

Naeem Hossain

November 6, 2016

### Computer Architecture

*This assignment is designed to give you additional practice in reading and writing Assembly Language programs. As discussed in lecture, unless you are working in increasingly rare areas such as low-level OS development, you are unlikely to be reading and/or writing Assembly Language programs in the remainder of your career. However, we are still requiring you to read and write some here to make sure you understand the computing model underlying your C and Java programs. In addition, being able to read Assembly Language is particularly important because there are times when you need to understand what the compiler is doing to your code.*

*There are two parts. In the first part, you will write two small functions in Assembly. In the second part, you will be deciphering (that is, write equivalent C code) an Assembly Language program. You will also be asked to compare unoptimized and optimized versions of the code and explained what the compiler did when it optimized the code.*

*Important: On most of the iLab machines that we checked, e.g., several of the Design Pattern machines, including [adapter.cs.rutgers.edu](http://adapter.cs.rutgers.edu), [command.cs.rutgers.edu](http://command.cs.rutgers.edu), and [factory.cs.rutgers.edu](http://factory.cs.rutgers.edu), gcc by default will generate x86 Assembly, which is what we want. Do be careful and check the generated assembly, though, in case some of the machines are 64-bit processors, with gcc configured to generate x86-64 code. If you see Assembly code with registers beginning with %r (e.g., %rbx or %r9), then it is x86-64 and not what you want. Move to another iLab machine.*

### **Part 2: Reading x86 Assembly**

*In this part, you are asked to decipher the Assembly Language program in the attached `mystery.s` file. Specifically, you need to provide a concise description of what the program does and how it does it. You should also implement a C program `mystery` that performs the same task in the same manner that the code in the attached file `mystery.s` does. The provided program takes a single integer as input.*

```
$ gcc -m32 -o mystery mystery.s $ ./mystery 41 Value: 165580141
```

*Hint: This program performs a well known and easily recognizable computation. However, it includes an optimization to speedup the computation. You need to figure out both the basic functionality as well as the optimization, describe them, and replicate them in your C code.*

*Another Hint: You are not strictly required to go backward from the mystery.s file that we give you. That is, when you start writing your mystery.c program, you can compile it to Assembly (gcc -S), and compare the generated code against our mystery.s. Our mystery.s was generated on factory.cs.rutgers.edu so you should be able to generate the exact same code. Once you have implemented your C program, you should compile it with and without the -O option (optimization). You should then compare the two versions and explain the differences inside the mystery function.*

### **Analysis:**

I figured out that this program implemented the Fibonacci Sequence on numbers. Two things gave this away. First, the double call to "dothething" gave away a recursive call, so recursive algorithms immediately came to mind. Second, the constant comparisons between elements %ebp and %eax, especially the mathematical operations called in the "add" and "leal" functions made me think it was the Fibonacci Sequence. Finally, my suspicions were confirmed when I tested the mystery value and found that the Fibonacci Sequence's 41st element is 165580141.

I ran

```
gcc -O2 -S -c mystery.c
```

And found that my C code had been optimized by shaving the amount of operations in certain registers, like %eax and %ebp. I think the compiler made these changes to make the time/space of the program more efficient.

Assembly is actually far easier to read than it is to write, since each minute possible action must be manually performed. However, the comparative level of freedom that Assembly gives is pretty unmatched by higher-level languages.

### **USAGE:**

```
./mystery <(positive int < 46)>
```

Comparison:

```
bash-4.2$ diff --side-by-side mystery.unoptimized.s mystery.s
```

.file	"mystery.c"		.file	"mystery.c"
.comm	num,796,32	<		
.text			.text	
.globl	add		.globl	add
.type	add, @function		.type	add,
@function				
add:			add:	

<pre> .LFB2:     .cfi_startproc     pushq %rbp     .cfi_def_cfa_offset 16     .cfi_offset 6, -16     movq %rsp, %rbp     .cfi_def_cfa_register 6     movl %edi, -4(%rbp)     movl %esi, -8(%rbp)     movl -8(%rbp), %eax     movl -4(%rbp), %edx     addl %edx, %eax     popq %rbp     .cfi_def_cfa 7, 8     ret     .cfi_endproc </pre>	<pre>   </pre>	<pre> .LFB37:     .cfi_startproc     leal (%rdi,%rsi), %eax     &lt;     &lt;     &lt;     &lt;     &lt;     &lt;     &lt;     &lt;     &lt;     &lt;     &lt;     ret     .cfi_endproc </pre>
<pre> .LFE2:     .size add,.-add     .globl dothething     .type dothething,@function @function dothething: .LFB3:     .cfi_startproc     pushq %rbp     .cfi_def_cfa_offset 16 16     .cfi_offset 6, -16     movq %rsp, %rbp     .cfi_def_cfa_register 6     pushq %rbx     subq \$24, %rsp </pre>	<pre>   </pre>	<pre> .LFE37:     .size add,.-add     .globl dothething     .type dothething, dothething: .LFB38:     .cfi_startproc     pushq %rbp     .cfi_def_cfa_offset     .cfi_offset 6, -16     &lt;     &lt;     pushq %rbx     .cfi_def_cfa_offset 24 </pre>

.cfi_offset 3, -24		.cfi_offset 3, -24
movl %edi, -20(%rbp)		subq \$8, %rsp
cmpl \$0, -20(%rbp)		.cfi_def_cfa_offset 32
jg .L4		movl %edi, %ebx
	>	testl %edi, %edi
	>	jle .L4
	>	cmpl \$1, %edi
	>	je .L5
movl \$0, %eax		movl \$0, %eax
jmp .L5		cmpl \$1, %edi
.L4:		jle .L3
cmpl \$1, -20(%rbp)		leal -2(%rdi), %edi
jne .L6	<	
movl \$1, %eax	<	
jmp .L5	<	
.L6:	<	
cmpl \$1, -20(%rbp)	<	
jle .L7	<	
movl -20(%rbp), %eax	<	
subl \$2, %eax	<	
movl %eax, %edi	<	
call dothething		call dothething
movl %eax, %ebx		movl %eax, %ebp
movl -20(%rbp), %eax		leal -1(%rbx),
%edi		
subl \$1, %eax	<	
movl %eax, %edi	<	
call dothething		call dothething
movl %ebx, %esi		addl %ebp, %eax
movl %eax, %edi		jmp .L3
call add		.L4:
jmp .L5	<	

.L7:	<	
movl  \$0, %eax		movl  \$0, %eax
	>	jmp   .L3
.L5:	.L5:	
addq  \$24, %rsp		movl  \$1, %eax
	>	.L3:
	>	addq  \$8, %rsp
popq  %rbx	>	.cfi_def_cfa_offset 24
		popq  %rbx
popq  %rbp	>	.cfi_def_cfa_offset 16
.cfi_def_cfa 7, 8		popq  %rbp
ret		ret
.cfi_endproc		.cfi_endproc
.LFE3:		.LFE38:
.size  dothething, .-dothething		.size  dothething,
.-dothething		
.section      .rodata		
.section.rodata.str1.1,"aMS",@progbits,1		
.LC0:	.LC0:	
.string "Incorrect number of arguments"		.string "Incorrect
number of arguments"		
	>	
.section.rodata.str1.8,"aMS",@progbits,1		
.align 8		.align 8
.LC1:	.LC1:	
.string "Integer size is too small. Range is 1 -> 46"		.string "Integer size is too
small. Range is 1 -> 46"		
.align 8		.align 8
.LC2:	.LC2:	
.string "Integer size is too large. Range is 1 -> 46"		.string "Integer size is too
large. Range is 1 -> 46"		
	>	.section.rodata.str1.1

```

.LC3:
    .string "Value: "
.LC4:
    .string "%s"
.LC5:
    .string "%d\n"
    .text
    .globl main
    .type main, @function
main:
.LFB4:
    .cfi_startproc
    pushq %rbp
    .cfi_def_cfa_offset 16
    .cfi_offset 6, -16
    movq %rsp, %rbp
    .cfi_def_cfa_register 6
    subq $32, %rsp
    movl %edi, -20(%rbp)
    movq %rsi, -32(%rbp)
    movl $0, -4(%rbp)
    movq -32(%rbp), %rax
    addq $8, %rax
    movq (%rax), %rax
    movq %rax, %rdi
    call atoi
    movl %eax, -8(%rbp)
    cmpl $2, -20(%rbp)
    jle .L9

```

```

.LC3:
    .string"Value: "
.LC4:
    .string"%s"
.LC5:
    .string"%d\n"
    .text
    .globl main
    .type main,
main:
.LFB39:
    .cfi_startproc
    pushq %rbp
    .cfi_def_cfa_offset
    .cfi_offset 6, -16
    pushq %rbx
    .cfi_def_cfa_offset
    .cfi_offset 3, -24
    subq $8, %rsp
    .cfi_def_cfa_offset
    movl %edi, %ebp
    movq 8(%rsi), %rdi
    movl $10, %edx
    movl $0, %esi
    call strtol
    cmpl $2, %ebp
    <
    jle .L9

```

movl \$LC0, %edi		movl \$LC0, %edi
call puts		call puts
movl \$-1, %eax		movl \$-1, %eax
jmp .L10		jmp .L10
.L9:		.L9:
cmpl \$0, -20(%rbp)		movq %rax, %rbx
	>	testl %ebp, %ebp
jg .L11		jg .L11
movl \$LC0, %edi		movl \$LC0, %edi
call puts		call puts
movl \$-1, %eax		movl \$-1, %eax
jmp .L10		jmp .L10
.L11:		.L11:
cmpl \$0, -8(%rbp)		testl %eax, %eax
jns .L12		jns .L12
movl \$LC1, %edi		movl \$LC1, %edi
call puts		call puts
movl \$-1, %eax		movl \$-1, %eax
jmp .L10		jmp .L10
.L12:		.L12:
cmpl \$46, -8(%rbp)		cmpl \$46, %eax
jle .L13		jle .L13
movl \$LC2, %edi		movl \$LC2, %edi
call puts		call puts
movl \$-1, %eax		movl \$-1, %eax
jmp .L10		jmp .L10
.L13:		.L13:
jmp .L14		movl \$num, %edx
	>	movl \$num+796, %ecx
.L15:		.L15:
movl -4(%rbp), %eax		movl \$-1, (%rdx)
cltq		addq \$4, %rdx

movl \$-1, num(,%rax,4)		cmpq %rcx, %rdx
addl \$1, -4(%rbp)		jne .L15
.L14:	<	
cmpl \$198, -4(%rbp)		<
jle .L15	<	
movl \$.LC3, %esi		movl \$.LC3, %esi
movl \$.LC4, %edi		movl \$.LC4, %edi
movl \$0, %eax		movl \$0, %eax
call printf		call printf
movl -8(%rbp), %eax		movl %ebx, %edi
movl %eax, %edi	<	
call dothething		call dothething
movl %eax, %esi		movl %eax, %esi
movl \$.LC5, %edi		movl \$.LC5, %edi
movl \$0, %eax		movl \$0, %eax
call printf		call printf
movl \$0, %eax		movl \$0, %eax
.L10:	.L10:	
leave		addq \$8, %rsp
.cfi_def_cfa 7, 8		.cfi_def_cfa_offset 24
	>	popq %rbx
	>	.cfi_def_cfa_offset 16
	>	popq %rbp
	>	.cfi_def_cfa_offset 8
ret		ret
.cfi_endproc		.cfi_endproc
.LFE4:		.LFE39:
.size main, .-main		.size main, .-main
	>	.comm num, 796, 32
.ident "GCC: (GNU) 4.8.5 20150623 (Red Hat 4.8.5-4)"		.ident "GCC: (GNU)
4.8.5 20150623 (Red Hat 4.8.5-4)"		
.section .note.GNU-stack,"",@progbits		



.section.note.GNU-stack,"",@progbits