

CS33 Homework Assignment 4

Due 11:59pm, October 8, 2020

1. C currently does not support a 128-bit integer data type. In this problem, you're going to do some of the work to implement such a type. We'll stick with unsigned integers for now.
 - a. We need an appropriate *typedef*. Define a type, *ulong128_t*, that allows us to easily access the low-order 64 bits and the high-order 64 bits. Keep in mind that x86-64 is a little-endian architecture.
 - b. If we're going to make use of this type, we need, among many other things, an implementation of multiplication. Produce an implementation, in x86-64 assembler, of `Mult128`:

```
void Mult128(ulong128_t *op1, ulong128_t *op2, ulong128_t *res);
```

On return, *res* should point to a *ulong128_t* containing the product of **op1* and **op2*. You should expect your answer to use around 12 instructions, including the *ret* at the end. Some hints:

- i. You might first write an approximate version of `Mult128` in C, compile it with the `-S` (which tells `gcc` to produce assembler code) and `-O1` flags, and work with the `gcc`-produced assembler code (which will be in a `.s` file)
- ii. The product of $(a + b)$ and $(c + d)$ is $ac + ad + bc + bd$. (You probably knew this!)
- iii. The portion of the result that's greater than or equal to 2^{128} can be ignored, since we're concerned only with the low-order 128 bits of the product.
- iv. The unsigned multiply instruction, *mulq*, produces a 128-bit result from two 64-bit operands. The multiplicand is in `%rax` (and thus isn't mentioned explicitly as an operand). The multiplier is given as the only operand to the instruction. The high-order 64 bits of the result will be put in `%rdx` (caution, this register also holds the third argument to the function!); the low-order 64 bits of the result will be put in `%rax`.