

16.317: Microprocessor Systems Design I

Fall 2014

Lecture 16: Solution to Key Questions

October 15, 2014

This document provides a solution to the key questions for Wednesday's lecture—the design of functions in assembly, given a general description and C-style function prototype.

a. `int fact(int n)`

Given a single integer argument, n , return $n! = n \times (n - 1) \times (n - 2) \times \dots \times 1$

Solution: Here's a C version of the function, followed by the assembly code that implements it:

```
int fact(int n) {
    int i;
    int fact = 1;

    for (i = n; i > 1; i--)
        fact *= i;

    return fact;
}
```

Assembly code for factorial function:

```
fact      PROC                                ; Start of subroutine
    push   ebp                                ; Save ebp
    mov     ebp, esp                          ; Copy ebp to esp
    sub     esp, 8                            ; Create space for i, fact

; CODE FOR: int fact = 1;
    mov     DWORD PTR -8[ebp], 1              ; fact = 1

; CODE FOR: i = n;
    mov     eax, DWORD PTR 8[ebp]             ; eax = n
    mov     DWORD PTR -4[ebp], eax            ; i = n

; CODE FOR i > 1
L1:
    cmp     DWORD PTR -4[ebp], 1              ; Compare i to 1
    jle     L2                                ; If i <= 1, exit loop

; CODE FOR: fact *= i;
    mov     eax, DWORD PTR -8[ebp]            ; eax = fact
    imul    eax, DWORD PTR -4[ebp]            ; eax = fact * i
    mov     DWORD PTR -8[ebp], eax            ; fact = eax = fact * i

; CODE FOR: i--;
    mov     eax, DWORD PTR -4[ebp]            ; eax = i
    sub     eax, 1                            ; eax--
    mov     DWORD PTR -4[ebp], eax            ; i = eax = i - 1
    jmp     L1                                ; Return to loop start

; CODE FOR: return fact;
L2:
    mov     eax, DWORD PTR -8[ebp]            ; Copy fact to eax, which
                                           ; holds return value

; CLEANUP
    mov     esp, ebp                          ; Clear space for i, fact
    pop     ebp                              ; Restore ebp
    ret                                         ; Return from subroutine
fact      ENDP
```

b. `int max(int v1, int v2)`

Given two integer arguments, return the largest of the two values.

Solution: Here's a C version of the function, followed by the assembly code that implements it:

```
int max(int v1, int v2) {
    if (v1 > v2)
        return v1;
    else
        return v2;
}
```

```
max          PROC                                ; Start of subroutine
    push     ebp                                ; Save ebp
    mov      ebp, esp                            ; Copy ebp to esp
                                                    ; No local variables

; CODE FOR: if (v1 > v2)
    mov      eax, DWORD PTR 8[ebp]              ; eax = v1
    cmp      eax, DWORD PTR 12[ebp]             ; Compare v1 to v2
    jle      L1                                  ; Jump to L1 if v1 <= v2
                                                    ; ((v1 > v2) is false)

; CODE FOR: return v1;
    jmp      L2                                  ; Jump to L2
                                                    ; Return value (v1) is
                                                    ; already in eax
                                                    ; L2 is start of
                                                    ; "cleanup" code

; CODE FOR: else
;           return v2;
L1:
    mov      eax, DWORD PTR 12[ebp]             ; Copy v2 into eax
                                                    ; eax always holds
                                                    ; function return value

; CLEANUP
L2:
    pop      ebp                                ; Restore ebp
    ret                                             ; Return from subroutine
max          ENDP
```

c. `void swap(int *a, int *b)`

Given two memory addresses, *a* and *b*, swap the contents of those addresses. You may assume *a* and *b* are offsets into the data segment.

Solution: Here's a C version of the function, followed by the assembly code that implements it:

```

void swap(int *a, int *b) {
    int temp;
    temp = *a;
    *a = *b;
    *b = temp;
}

swap      PROC                                ; Start of subroutine
    push   ebp                                ; Save ebp
    mov    ebp, esp                            ; Copy ebp to esp
    sub    esp, 4                              ; Create space for temp

; CODE FOR: temp = *a
    mov    eax, DWORD PTR 8[ebp]                ; eax = address that "a"
                                                ; points to
    mov    ecx, DWORD PTR [eax]                ; ecx = value that "a"
                                                ; points to = *a
    mov    DWORD PTR -4[ebp], ecx              ; temp = *a

; CODE FOR: *a = *b
    mov    ecx, DWORD PTR 12[ebp]              ; ecx = address that "b"
                                                ; points to
    mov    edx, DWORD PTR [ecx]                ; edx = value that "b"
                                                ; points to = *b
    mov    DWORD PTR [eax], edx                ; *a = *b
                                                ; eax still holds address
                                                ; "a" points to

; CODE FOR: *b = temp;
    mov    eax, DWORD PTR -4[ebp]              ; eax = temp
    mov    DWORD PTR [ecx], eax                ; *b = temp
                                                ; ecx still holds address
                                                ; "b" points to

; CLEANUP
    mov    esp, ebp                            ; Clear space for temp
    pop    ebp                                ; Restore ebp
    ret                                         ; Return from subroutine
swap      ENDP

```