

16.317: Microprocessor Systems Design I

Fall 2012

Homework 3

Due Wednesday, 10/31/12, by the end of class (8:50 AM)

1. (60 points) Write a subroutine for each of the operations listed below. Note that:
 - Subroutine arguments are passed on the stack, and can be accessed within the body of the subroutine starting at address EBP+8.
 - At the start of each subroutine:
 - Save EBP on the stack
 - Copy the current value of the stack pointer (ESP) to EBP
 - Create space within the stack for each local variable by subtracting the appropriate value from ESP. For example, if your function uses four integer local variables, each of which contains four bytes, subtract 16 from ESP.
 - Local variables can then be accessed starting at the address EBP-4.
 - A subroutine's return value is typically stored in EAX.

See Lecture 18 for more details on subroutines, the x86 architecture, and the conversion from high-level concepts to low-level assembly.

a. `int fact(int n)`

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

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

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

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.

2. (40 points) Assume the 80386 is running in protected mode with the state given below. Note that each memory location shown contains a single segment descriptor.

GDTR = 001631A00037
LDTR = 0010
DS = 000E
ES = 001B
SS = 0015

EDI = 0000444A
EBX = 0000F000
EBP = 0000F010

Memory	Address
Base = 030010F0 Limit = 020F	00163170
Base = 12300020 Limit = 0007	00163178
Base = A0331010 Limit = 0027	00163180
Base = FE002200 Limit = FFFF	00163188
Base = 12340000 Limit = 00FF	00163190

Memory	Address
Base = AC000000 Limit = 0317	00163198
Base = 01610200 Limit = 03F7	001631A0
Base = 00163170 Limit = 0027	001631A8
Base = 00163180 Limit = 001F	001631B0
Base = 05000120 Limit = C00F	001631B8

What address does each of the following instructions access?

- a. MOV DX, [40H]
- b. XOR ES:[DI], CX
- c. BSF AX, WORD PTR [BX+100H]
- d. ADD SS:[BP-16], AX