

ICS Homework 6

October 31, 2019

1 Arithmetic and Logical Operations

Suppose a 64-bit little endian machine has the following memory and register status:

Address	Value	Register	Value
0x100	0x0000000000002019	%rax	0x2121
0x108	0xffffffffaabb8922	%rbx	0x100
0x110	0x1212121212121212	%rcx	0x2
0x118	0x1300130013001300	%rdx	0x9

Each operation take effect on the status of memory and register, please fill in the blanks in the following table:

Operation	Destination	Value
subq (%rbx),%rax	%rax	0x108
incq -8(%rax)	0x100	0x000000000000201a
decq %rdx	%rdx	0x8
imulq \$4,0x100(%rdx,%rcx,4)	0x110	0x4848484848484848
shrq \$4,%rax	%rax	0x10
imulq 0x10	%rax, %rdx	0x100, 0x0
notw (%rax,%rdx)	0x100	0xdfe5
andq 0x10(%rax,%rcx,4),%rax	%rax	0x100
leaq 9(%rax,%rcx,8),%rdx	%rdx	0x119

2 Imple C codes from Assembly

You are given prototypes of three functions and assembly codes when they are compiled. Please write C code for the functions that will have equivalent effect as the assembly code shown. Function parameters a , b , c , and d are stored in registers %rdi, %rsi, %rdx, and %rcx, respectively.

Function prototypes:

```

1 long f1(long a, long b, long c, long d);
2 long f2(long a, long b, long c);
3 long f3(long a, long b);

```

Assembly codes:

```

1 f1:
2   leaq  (%rsi,%rsi,2), %rax
3   leaq  (%rax,%rdi,2), %rax
4   leaq  (%rdx,%rdx,2), %rdx
5   addq  %rdx, %rax
6   leaq  (%rcx,%rcx,2), %rdx
7   addq  %rdx, %rax
8   ret
9 f2:
10  leaq  -1(%rsi), %rcx
11  imulq %rcx, %rdx
12  leaq  (%rdx,%rdi,2), %rax
13  imulq %rsi, %rax
14  xorq  %rdx, %rdx
15  divq  $2
16  ret
17 f3:
18  movq  %rsi, %rax
19  cmpq  %rsi, %rdi
20  jg     .L5
21 .L4:
22  rep ret
23 .L5:
24  movq  %rdi, %rax
25  jmp   .L4

```

Please implement $f1$, $f2$, and $f3$:

```

1 long f1(long a, long b, long c, long d) {
2     long t = 2*a + 3*b + 3*c + 3*d;
3     return t;
4 }
5
6 long f2(long a, long b, long c) {
7     long s = (2*a + (b-1)*c) * b / 2;
8     return s;
9 }
10
11 long f3(long a, long b) {

```

```
12     long max;  
13     if (a > b)  
14         max = a;  
15     else  
16         max = b;  
17     return max;  
18 }
```