1. Table

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Type** | **%rdi/edi/di** | **%rsi/esi/si** | **Instruction** | **CF** | **SF** | **ZF** | **OF** |
| (a) | Unsigned | 0xFFFE | 0x4 | addw %di, %si | 1 | 0 | 0 | 0 |
| (b) | Unsigned | 0xFFFE | 0x4 | addl %edi, %esi | 0 | 0 | 0 | 0 |
| (c) | Signed two's complement | 0xFFFE | 0x2 | addw %di, %si | 1 | 0 | 1 | 0 |
| (d) | Signed two's complement | 0xFFFE | 0x2 | addl %edi, %esi | 0 | 0 | 0 | 0 |
| (e) | Signed two's complement | 0xFFFFFFFF | 0x80000000 | addl %edi, %esi | 1 | 0 | 0 | 1 |
| (f) | Signed two's complement | 0xFFFF | -0xFFFF | subl %si, %di | 1 | 1 | 0 | 0 |
| (g) | Signed two's complement | 0xFFFFFFFE | 0x7FFFFFFE | subl %esi, %edi | 0 | 1 | 0 | 0 |
| (h) | Unsigned | 0xF | 0xFF | shlq 64, %rdi | 1 | 0 | 1 | 0 |

1. Table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Address** | **Instructions in Hexa** | | **---** | **Assembly Instructions** |
| (a) | ab1234: | | 74 08 |  | je **ab123e** | |
| ab1236: | | 48 89 d0 |  | mov %rdx,%rax | |
| (b) | abcdef: | | 7c 07 |  | jl **abcdf8** | |
| abcdf1: | | 48 39 f7 |  | cmp %rsi,%rdi | |
| (c) | **0x123443**: | | 7d 11 |  | jge 0x123456 | |
| **0x123445**: | | 48 85 ab |  | test %rdi,%rdi | |
| (d) | ab01f0: | | 7f 2f ff ff |  | jg **ab0123** | |
| ab01f4: | | 48 39 d6 |  | mov %rdx,%rsi | |

1. Assembly Code

long reverse\_logic(long x, long y, long z)

{

long result;

if (x < y){

if (x > z){

result = z - x;

} else {

result = x + z;

}

} else {

if (y > z){

result = z - y;

} else {

result = y + z;

}

}

return result;

}

1. Problem 3.60

A. Which registers hold program values x, n, result, and mask?

* x - %rdx
* n - %ecx
* result - %rax
* mask - %rdx

B. What are the initial values of result and mask?

* result – 0
* mask - 1

C. What is the test condition for mask?

* If mask equals non-zero

D. How does mask get updated?

* masks gets shifted left by least significant byte of n

E. How does result get updated?

* By setting it equal doing bitwise OR with itself and the bitwise AND of x and mask

F. Fill in all the missing parts of the C code.

long loop(long x, long n)

{

long result = 0;

long mask;

for (mask = 1; mask != 0; mask = mask << (n & 0xFF)) {

result |= (x & mask);

}

return result;

}

1. C Code

long loop\_while\_hw5(long a, long b)

{

long result = 1;

while (!(b >= a)) {

result = result + (a - b);

b = b + 1;

}

return result;

}

1. C Code

void switch\_hw5(long a, long b, long c, long \*dest)

{

long val;

switch(a) {

case 0:

val = c - a;

break;

case 1:

// c = (b << 4) + b -> b\*2^4 + b -> 16 \* b + b -> 17 \* b

c = 17 \* b;

/\* Fall through \*/

case 3:

val = c ^ 0xFF;

break;

case 5:

case 7:

val = (b + c) >> 4;

break;

default:

val = a + b;

}

return val;

}