

Ben Paine
Homework 4

1. 3.58

```
long decode2(long x, long y, long z) {  
    long result;  
  
    y -= z;  
    x *= y;  
    result = x;  
    result <<= 63;  
    result >>= 63;  
    result ^= x;  
  
    return result;  
}
```

2. 3.60

- a. `x = %rdi, n = %esi, result = %rax, mask = %rdx`
- b. `Result = 0, mask = 1`
- c. If mask is not equal to zero
- d. `%rdx` holds the value of mask, mask gets updated each time `%rdx` is left shifted
- e. Result is updated when `= andq %rdx, %r8 ; x = mask & x, orq %r8, %rax ; result = x | result`
- f.

```
long loop(long x, long n) {  
    long result = 0;  
    long mask;  
    for (mask = 1; mask != 0; mask <<= n) {  
        result |= mask & x;  
    }  
    return result;  
}
```

3. 3.65

- a. `%rcx`
- b. `%rsi`
- c. 1

4. 3.66

- a. `NR = (3 * (v))`
- b. `NC = (4 * (v) + 1)`

5. 3.67

a. Stack diagram:

`%rsp + 32 -> z`

`%rsp + 24 -> &z`

`%rsp + 16 -> y`

`%rsp + 8 -> x`

b. `%rsp` pointer

c. Process uses the `%rsp` pointer and its offsets to access the values in `strA` s

d. `s.a` is stored in `%rcx` and the values stored in `%rdx` are moved into the `%rdi` registers

e. `%rsp + 88 -> z`

`%rsp + 80 -> x`

`%rsp + 72 -> y`

f. Passing in a structure as an argument copies all of its members which ends up taking more space into the stack

6. 3.68

a. `A = 9`

b. `B = 5`