## Homework 3

CS270 Fall 2020

Brennen Green

## 1 Practice Problems, 3.1, 3.5, 3.6, 3.8, 3.9, 3.10, 3.18,3.21

```
Operand
                          Value
            \%rax
                         0x100
            0x104
                         0xAB
           \$0x108
                         0x108
           (\%rax)
                          0xFF
(3.1)
           4(\%rax)
                         0xAB
       9(\%rax, \%rdx)
                          0x11
       260(\%rcx, \%rdx)
                          0x13
       0xFC(,\%rcx,4)
                          0xFF
       (\%rax, \%rdx, 4)
                          0x11
```

```
(3.5) void decode1(long *xp, long *yp, long *zp) {
    long regEight = *xp;
    long regRCX = *yp;
    long regRAX = *zp;
    *yp = regEight;
    *zp = regRCX;
    *xp = regRAX;
}
```

	Instruction	Result
(3.6)	leaq 9 (%rdx), %rax	9 + q
	leaq(%rdx,%rbx),%rax	q + p
	leaq(%rdx,%rbx,3),%rax	q + 3p
	leaq2(%rbx,%rbx,7),%rax	2 + q + 7p
	leaq0xE(,%rdx,3),%rax	0xE + 3q
	leaq6(%rbx,%rdx,7),%rax	6 + p + 7q

	Instruction	Destination	Value
(3.8)	addq%rex, (%rax)	0x100	0x100
	subq%rdx, 8(%rax)	0x108	0xA8
	imulq\$16, (%rax, %rdx, 8)	0x118	0x110
	incq16 (% rax)	0x110	0x14
	decq%rcx	%rcx	0
	subq%rdx,%rax	%rax	0xFD

```
(3.9) shift_left4_rightn:
    movq %rdi, %rax
    shl 4, %rax
    movl %rsi, %rcx
    shr %rcx, %rax
```

```
(3.18) short test(short x, short y, short z) {
        short val = z + y - x;
        if (z <= 5) {
            if (z >= 3)
                val = z / y;
        else
                val = x / y;
        } else if (y <= 2)
            val = x / z;
        return val;
    }</pre>
```

```
(3.21) short test(short x, short y) {
        short val = x ^ y;
        if (val < -3) {
            if (y < x)
                 val = x*y;
        else
                 val = x+y;
        } else if (x > 2)
            val = x-y;
        return val;
    }
```

## 2 Homework Problems, 3.58

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