



김현수 (hscornelia) 수정

팔로우 중인 프로필 전체 프로필 보기

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개인정보 처리방침

[2015-2] 에거 교수님 - 중간고사(수정 완료) 족보

5년 전



김두영

첨부파일 (5)

~~아직 복기가 안 끝나간 했는데 요청하시는 분들이 있어서 미리 올립니다.~~

~~남아있는 9~11번 복기랑 답은 내일 수정해서 올리겠습니다.~~

~~원본 사진파일을 첨부하니 급하신 분들은 참고하세요.~~

~~(답은 원본 사진 파일에서 굵은 글씨로 표시되어 있습니다.)~~

복기 과정에서 오타나 틀린 내용이 있을 수 있습니다. (이에 대해 책임지지 않습니다.)

사진제공: 이인용

답.

1.

(a)

(d)

(c)

(g)

(a)

(b)

(a)

- (d)
- (e)
- (c)

2. `return (24*a+4) >> b;`

3. ? 00 00 00 00 16 51 04 08 00 00 00 00 ?

4.

funC,
funA,
funB

5. N = 25, M = 37, LOW = 5

6.

(unsigned) int * buffer,
[signed] short index,
unsigned char a,
[signed] short b

7.

- A. Not valid. ebx is a callee-saved register and must not be modified.
- B. Not valid. cmov evaluates both parts: pointer p dereferenced even if p==NULL

8.

A.

`sizeof(Record) = 36`

filed offsets:

name: 0

age: 12

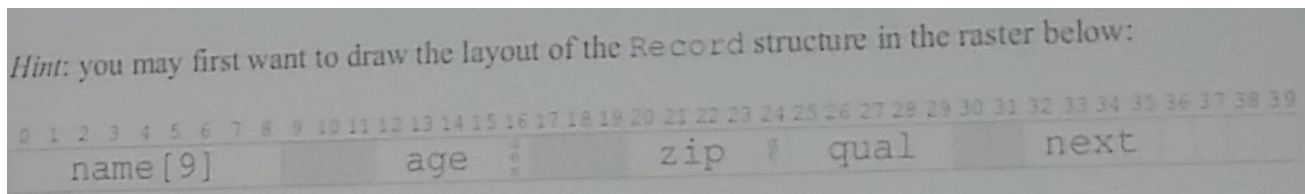
sex: 16

zip: 20

qualtype: 24

qual: 25

next: 32



B.

```
typedef struct _record_opt {
    struct _record_opt *next;
    int age;
```

```

int zip;
char name[9];
Qual qual;
char sex;
char qualtype;
} Record_Optimized;

```

C. 28 bytes

D. Unaligned memory access may require an extra data read request from the memory and result composition if the memory system only allows 4 byte addresses.

9.

A.

```
break;
```

```
break;
```

```
//fall through
```

```
//fall through
```

```
break
```

```
break
```

B.

```
0x08048448 //case 10
```

```
0x08048430 //case 11
```

```
0x08048428 //case 12
```

```
0x08048436 //case 13
```

```
0x08048428 //case 14
```

```
0x0804842d* //case 15
```

```
0x0804842d* //case 16
```

```
0x0804843e //case 17
```

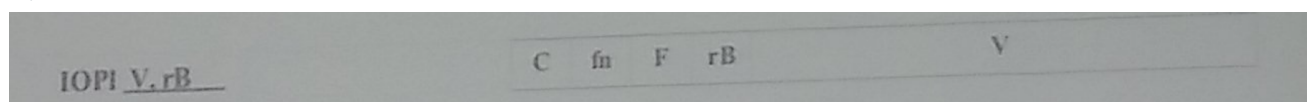
```
or 0x08048441 / 0x0804844b
```

C. 0x0804842f, 0x08048443, 0x08048444, 0x0804844d, 0x0804844f

D. Dead code is inserted to align code for improved performance.

10.

A.



B.1

```
bool instr_valid++ =
```

```
icode in { INOP, IHALT, IRRMOVL, IIRMOVL, IRMMOVL, IMRMOVL, IOPL, IJXX, ICALL, IRET, IPUSHL, IPOPL, IIOPL
```

```
};
```

B.2

```
bool need_regids++ =
```

```

icode in { IRRMOVL, IIRMOVL, IRMMOVL, IMRMOVL, IOPL, IPUSHL, IPOPL, IIOPL
};

```

B.3

```

bool need_valC++ =

```

```

icode in { IIRMOVL, IRMMOVL, IMRMOVL, IJXX, ICALL, IIOPL
};

```

B.4

```

bool srcA++ = [

```

```

icode in { IRRMOVL, IRMMOVL, IOPL, IPUSHL } : rA;

```

```

icode in { IPOPL, IRET } : RESP;

```

```

1 : RNONE;

```

```

];

```

```

bool srcB++ = [

```

```

icode in { IRMMOVL, IMRMOVL, IOPL, IIOPL } : rB;

```

```

icode in { IPUSHL, IPOPL, ICALL, IRET } : RESP;

```

```

1 : RNONE;

```

```

];

```

B.5

```

bool aluA++ = [

```

```

icode in { IRRMOVL, IOPL } : valA;

```

```

icode in { IIRMOVL, IRMMOVL, IMRMOVL, IIOPL } : valC;

```

```

icode in { ICALL, IPUSHL } : -4;

```

```

icode in { IRET, IPOPL } : 4;

```

```

];

```

```

bol aluB++ = [

```

```

icode in { IRMMOL, IMRMOVL, IOPL, ICALL, IRET, IPUSHL, IPOPL, IIOPL } : valB;

```

```

icode in { IRRMOVL, IIRMOVL } : 0

```

```

];

```

B.6

```

bool alufun = [

```

```

icode in { IOPL, IIOPL } : ifun;

```

```

1 : ALUADD;

```

```

];

```

B.7

```

bool valP++ = [

```

```

need_regids++ && need_valC++: PC + 6;

```

```

need_valC++: PC+5? 4?//<-0|거 뭐지....

```

```

need_regids++: PC+2;

```

```

1: PC+1;

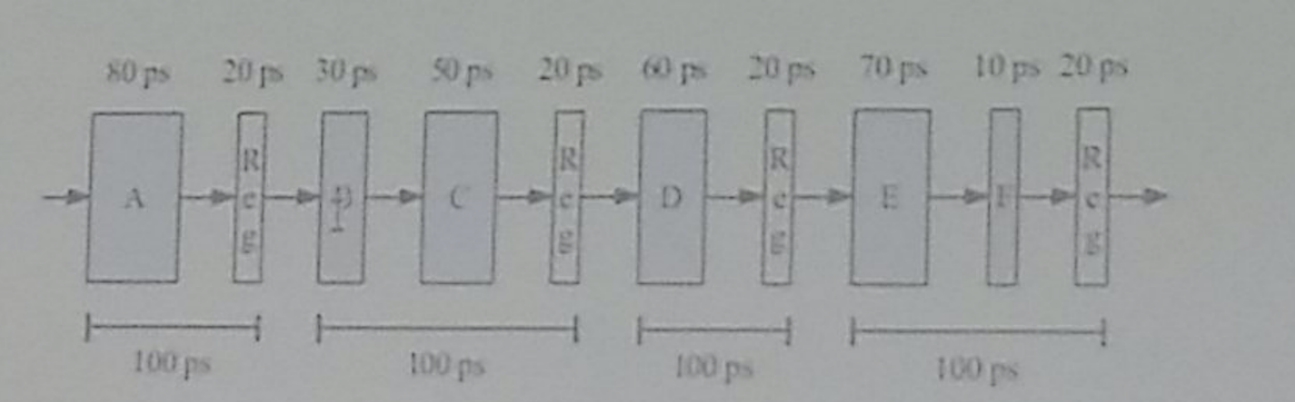
```

```

];

```

11.
- A. The minimum number of stage required to achieve maximum output is four.
- B.



Latency: $4 \times 100\text{ps} = 400\text{ps}$
Throughput: $1 \text{ instr} / (100\text{ps}) \times 1000\text{ps} / 1\text{ns} = 10 \text{ GIPS}$

추천(9)

▶ 컴퓨터구조 × 2016년 5월 베스트 × I EGGER U × [태그추가](#)

└ 7개 더 보기

 유가온
와와

5년 전

추천(0)

답글

확인