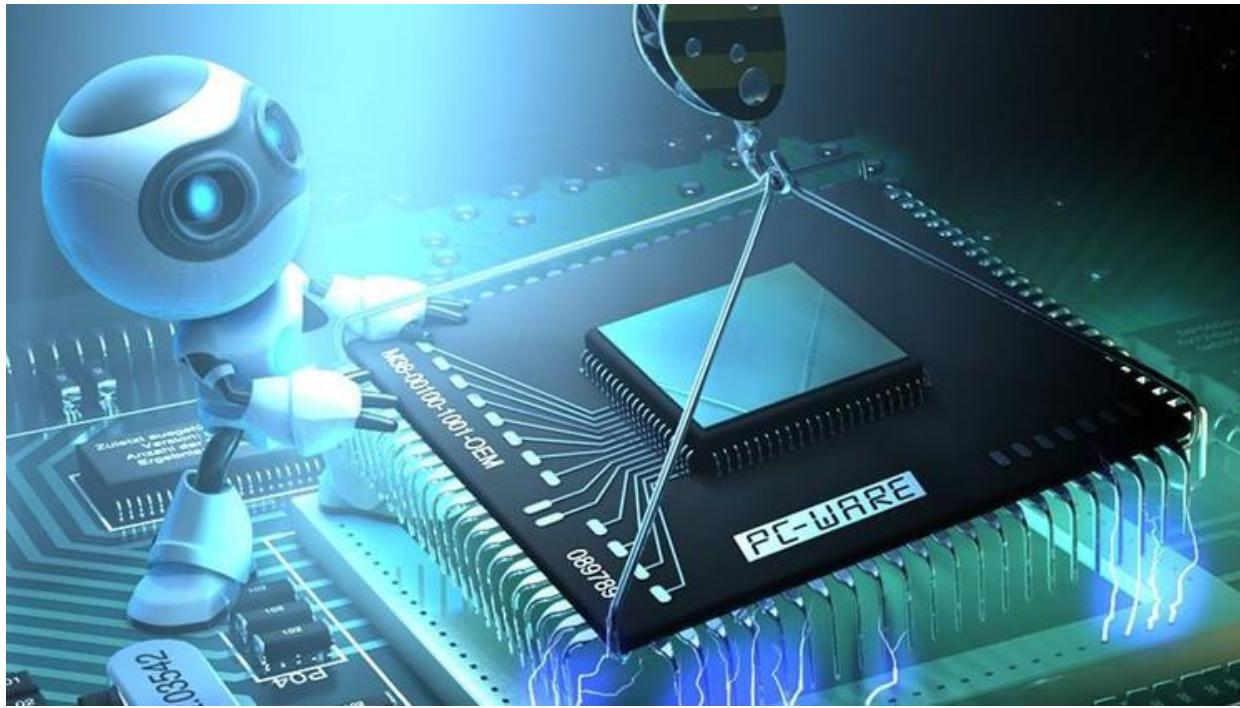
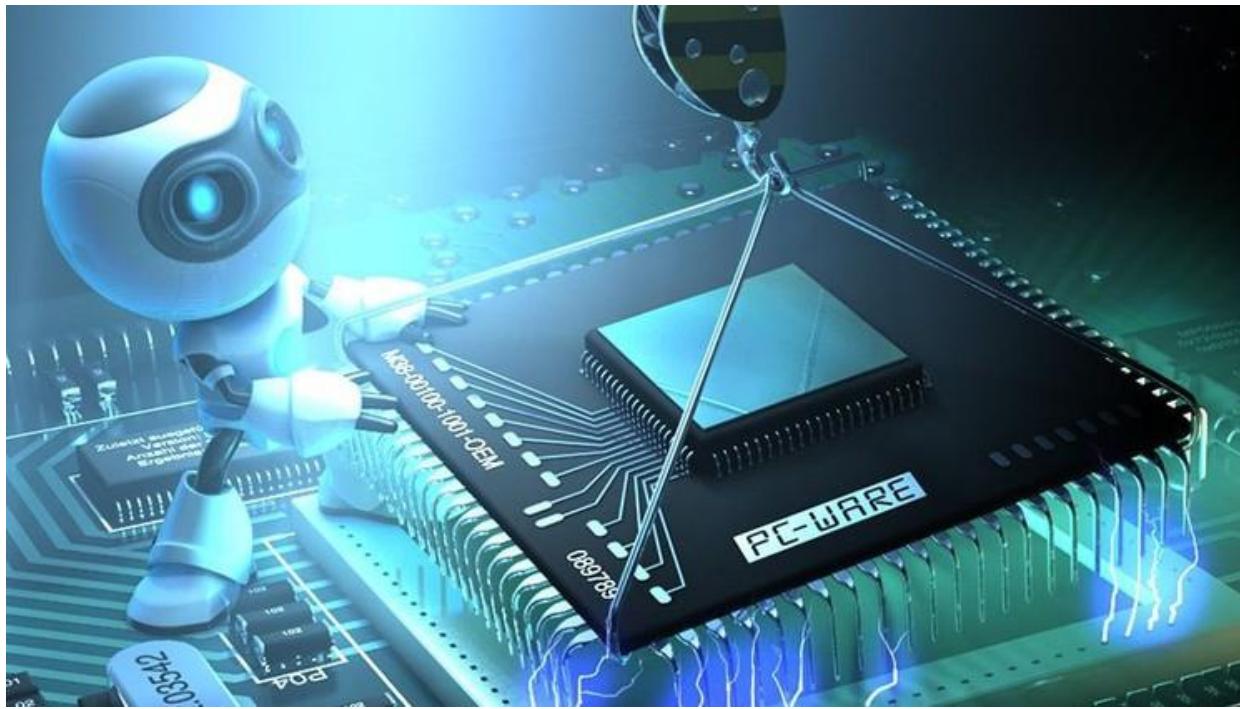


Laboratory Session 1



Practise - Problem 1



Practise - Problem 1



1. Translate this subroutine that has the following high-level code:

```
int OperationVec(int Vector[], int elements) {  
    // The @ of Vector is in @ 8[ebp] and the  
    // value of the variable elements in @ 12[ebp]  
    int i;      // i is in @ -8[ebp]  
    int res;    // res is in @ -4[ebp]  
    res=Vector[0];  
  
    for (i=1;i<elements;i++)  
        if (Vector[i]<res)  
            res=Vector[i];  
  
    return res;  
}
```



Practise - Problem 1



1.

Part 1/3

```
.text
    .align 4
    .globl OperationVec
    .type OperationVec, @function
OperationVec:
    pushl    %ebp
    movl %esp, %ebp
    subl $16, %esp
    pushl    %ebx
    pushl    %esi
    pushl    %edi
    movl 8(%ebp), %eax      # %eax ← @Vector ≡ @Vector[0]
    movl (%eax), %eax       # %eax ← Vector[0]
    movl %eax, -4(%ebp)     # res ← Vector[0]
```

x86



Practise - Problem 1

1.

Part 2/3

```
movl $1, %ecx
```

ecx = 1 (= i)

for:

```
cmpl 12(%ebp), %ecx  
jge      endfor
```

```
movl 8(%ebp, %ecx, 4), %edx
```

#Vector[i]

```
cmpl -4(%ebp), %edx  
jge endif
```

```
movl %edx, -4(%ebp)
```

#res = Vector[i];

x86

Practise - Problem 1



1.

Part 3/3

```
endif:  
    incl %ecx  
    jmp for  
endfor:  
    movl %ecx, -8(%ebp)      # i = ecx  
    movl -4(%ebp), %eax     # %eax ← res  
    popl %edi  
    popl %esi  
    popl %ebx  
    movl %ebp,%esp  
    popl %ebp  
    ret
```

