

Full Name: Zachary Wilcox
A-number: A02080016

ECE 5720, Fall 2020

Take Home 2

Due: October 1, 2020 (3:00 PM)

Instructions:

- Write your A-number on top of every sheet.
- Make sure that your exam is not missing any sheets, then write your full name on the front.
- The exam has a maximum score of 20 points. You must show your steps clearly to get any credit.
Good luck!

| |
|-------------|
| 1 (10): |
| 2 (10): |
| TOTAL (20): |

Problem 1. (10 points):

Consider the source code below, where M and N are constants declared with #define.

```
int mat1[M][N];
int mat2[N][M];

void copy_element(int i, int j)
{
    mat2[i][j] = mat1[j][i];
}
```

i *j* *Rdx* *rax*

A. Suppose the above code generates the following assembly code:

```
copy_element:
    movslq %esi, %rsi
    movslq %edi, %rdi
1   leaq   (%rsi,%rsi,2), %rdx
2   movq   %rdi, %rax
3   salq   $4, %rax
4   leaq   (%rsi,%rdx,4), %rdx
5   addq   %rdi, %rax
6   addq   %rsi, %rax
7   leaq   (%rdx,%rdi), %rdi
8   movl   mat1(,%rdi,4), %edx
9   movl   %edx, mat2(,%rax,4)
    ret
```

Handwritten notes:

- $3i$ (above line 1)
- $j * 16$ (above line 3)
- $12i + i = 13i$ (above line 5)
- $j + 16j = 17j + i$ (above line 6)
- $j = j + 13i$ (above line 7)
- $rax = 17j + i$ (below line 9)

What are the values of M and N?

M = **13**

N = **17**

Problem 2. Structs and Arrays (10 points)

You are given the following C program run on a 64-bit x86-64 (little endian) processor:

```
struct diddle {
    int x;
    struct diddle *y;
    int z;
    char c[3];
};

int main(void) {
    struct diddle d;
    d.x = 0xdeadbeef;
    d.y = &d;
    d.z = d.x >> 16;
    d.c[0] = 0x12;
    d.c[1] = 0x34;
    d.c[2] = 0x56;
    return 0;
}
```

a. Below is a view of the stack. Suppose we have just reached the return statement and assume `d` is placed at address `0x7fffffffac0`. Please fill in the bytes on the stack in hex (you may omit the `0x` prefix).

| Address | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 |
|---------------|----|----|----|----|----|----|----|----|
| 0x7fffffffac0 | ef | be | ad | de | / | / | / | / |
| 0x7fffffffac8 | cd | fa | ff | ff | ff | 07 | 00 | 00 |
| 0x7fffffffad0 | ad | de | ff | ff | / | / | / | / |
| 0x7fffffffad8 | 56 | 34 | 12 | / | | | | |

c. What is the total size of this struct in bytes?

19 bytes used, 28 total

d. Is there a reordering of the fields in `diddle` that would reduce its total size? If so, what is it?

```
int x;
int z;
struct diddle *y;
char c[3];
```