

# CS 31 Homework 4: x86\_64 Arithmetic

Due at 11:59pm, Thursday, October 10, 2024

Full Names:

1. Assume the CPU is executing a program and the state of some of its registers is given in the table below. Show how the registers would be updated by the sequence of x86\_64 instructions also listed below, i.e. fill in the **Final Value** column. Show your work by listing the intermediate values of the registers.

Register	Initial Value	Final Value
%rax	0	
%rbx	1	
%rcx	2	
%rdx	3	

Here are the x86\_64 instructions:

```
add    $20, %rax
add    %rax, %rbx
sub    %rcx, %rbx
add    $3, %rcx
sub    %rdx, %rcx
add    %rdx, %rdx
dec    %rdx
shr    $4, %rbx
and    $0xfffffffffe, %rdx # this is tricky
xor    %rax, %rax          # this is tricky
or     $0x0, %rcx
# think about these next two before answering
not    %rbx
add    $1, %rbx
```

2. Assume the CPU is executing a function that has local variables **x**, **y**, and **z** allocated on the stack, and that **x** is allocated at the memory address that is -24 bytes from the address value stored in register **%rbp**, or **-24(%rbp)**. Assume **y** is stored at **-16(%rbp)**, and **z** is at **-8(%rbp)**.

For the assembly code and register values listed below:

(1) Show the values that will be stored in the registers and in memory when execution of these instructions is complete. If the value is unknown, write “?”.

(2) Write a C code translation of the assembly code sequence. You may assume that **x**, **y**, and **z** have already been declared as **int** variables in the C code. You do not need to write the entire function, just the lines of C that might have generated the x86\_64 instructions. Hint: our solution is 5 lines of C code.

	C Code Translation
<code>movl \$2, -8(%rbp)</code>	-----
<code>movl \$3, -16(%rbp)</code>	
<code>movl -8(%rbp), %rdx</code>	
<code>movl -16(%rbp), %rax</code>	
<code>addl %rdx, %rax</code>	
<code>movl %rax, -24(%rbp)</code>	
<code>incl -8(%rbp)</code>	
<code>sall \$1, -16(%rbp)</code>	

Memory Address	Final Value
0xffffffff38	
0xffffffff40	
0xffffffff48	
0xffffffff50	
0xffffffff58	
0xffffffff60	
0xffffffff68	

Register	Initial Value	Final Value
%rax	4	
%rdx	7	
%rbp	0xffffffff58	