## CS31 Homework 5: x86\_64 Loops and Functions Due at 11:59pm Monday, March 24, 2025

Full names of all students who worked on this:

## Question 1

Convert the following C code fragment to equivalent x86\_64 assembly code in two steps:

- (1) First, translate the loop to its equivalent C goto version
- (2) Next, translate your C goto version to x86\_64, assuming that fox is at %rbp 8, emu is at %rbp 16, and owl is at %rbp 24.

You must show both steps (1) and (2), and to receive partial credit annotate your x86\_64 code with comments describing which part of the C code you are implementing.

```
long fox, emu, owl;
fox = 12;
emu = 90;
owl = fox - emu;
while (fox < emu) {
    fox *= 2;
    owl += fox;
}</pre>
(1) C goto version
```

(1) C goto version

## Question 2

Trace through the following x86\_64 code. Show the contents of the given memory and registers just before the instruction at point A is executed. Assume the addq instruction in main that is immediately after the callq instruction is at memory address 0x1234. Hints:

- remember to start execution in main.
- %rsp points to the item on the top of the stack: a push grows the top of the stack and inserts the pushed value. A pop copies the value on top of the stack, then shrinks the stack.
- The sequence of instructions leaveq; retq is equivalent to the sequence: movq %rbp, %rsp; popq %rbp; popq %rip.

func	:		, <b></b>			memory address	value at point A
	pushq	%rbp					1
_		%rsp, %rl	gp			0x8880	
	-	\$16, %rsj	-				
	-	%rdi, %r	•			0x8888	
;	addq	%rax, %rax					
1	movq	%rax, -8	(%rbp)			0x8890	
1	movq	-8(%rbp)	, %rax				
	leaveq			# point A		0x8898	
1	retq						
main:						0x88a0	
]	pushq	%rbp					
	movq	%rsp, %1	-			0x88a8	
	subq	\$16, %rs	-				
	movq	\$6, -8(	-			0x88b0	
	movq	-8(%rbp)					
	callq				0.4	0x88b8	
	addq	\$8, %rsp # at addr 0x1234 %rax, -8(%rbp) \$0, %rax			34		
	movq					0x88c0	
	movq leaveq	ΦU, %I α.					
	retq					0x88c8	
-	rerd					0.0010	
	register	initial				0x88d0	
]		value	value at point A			0x88d8	
_						υχοσασ	
	%rax	2				0x88e0	
						0x00e0	
	%rdi	3				0x88e8	
						0x0060	
	%rsp	0x88d8				0x88f0	
						0.0010	
_	%rbp	0x88f8				0x88f8	