6

Question 3. This Bytes (8pts)

For this question, either interpret the value as a bit pattern, or write down the corresponding value.

For floating point questions, use the following 8-bit floating point representation based on the IEEE floating point format:

- There is a sign bit in the most significant bit.
- The next 4 bits are the exponent. The exponent bias is: $2^{4-1}-1=7$
- The last 3 bits are the fraction.
- The representation encodes numbers of the form: $V = (-1)^s \times M \times 2^E$, where M is the significand and E is the biased exponent.

If something impossible Mark as Impossible

Bit Pattern	Value Description
(a) 10000...0	Negative of smallest possible signed integer (ie. -TMin)
(b) 0100000...0	Largest signed integer that is a power-of-2
(c) 1111...1	TMin + Tmax
~~(d)~~ 0 1100 000	Floating Point value: 32
00100001 = 33	(e) (interpret as "char"-sized integer) = 1 Byte
11011110 = 222	~~(f)~~ (interpret as "char"-sized integer)
00111000 = 1	(g) (interpret as "8-bit float")
10111111 = -1.875	(h) (interpret as "8-bit float")

0 0 1 1 1 0 0 0
S Exp Frac

$E = Exp - Bias$

$7 - 7 = 0$

$E = 0$

$(-1)^0 (1) \times 2^0 = 1$

32 =

$(-1)^0 1.0 \times 2^5$

$E = Exp - Bias$

$5 = Exp - 7$

$Exp = 12$

1 0 1 1 1 1 1 1
8 4 2 1

$E = Exp - Bias$

$E = 7 - 7$

$E = 0$

0 1 1 0 0 0 0 0
8 4 2 1

$(-1)^1 (1.875) \times 2^0$

Section C

MATH 31B : Midterm 1

Q+ 2018

Question 4. Be the compiler! (6 pts)

Suppose we have the following C code:

```
if(a>b) { a+=b;}
```

Also assume that a and b are "int", **a** is in %eax, **b** is in %ebx. You can use other registers as temporaries.

(a) Write an x86-64 assembly snippet that is equivalent to this statement in C, while making sure to use a jump (aka branch) instruction. Please use a label (.eg L1) as the target of the jump. **(4 pts)**

```
cmpl %eax, %ebx
jge  <L1>
addl %ebx, %eax
<L1> ret
```

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(b) Write an x86-64 assembly snippet that is equivalent to this statement in C, while making sure ***NOT*** to use a jump (aka branch) instruction. **(2 pts)**

```
movl %ebx, %edx  // temporarily stores b in edx
cmpl %ebx, %eax  // a <= b
setg %dl         // %edx => %dl sets
movzbl %dl, %edx   %dl to 1 if a > b
imull %ebx, %edx // multiplies edx by b
addl %edx, %eax  // sets eax to a + (edx)(b)
```

-1

1

a <= b ⇒ %edx = 1

Section C

MATH 31B

Question 5: Interpreting Assembly (6 pts)

For each of the functions in x86-64 assembly below, convert them into a plausible version of the C code.

rax = rdi
rax = first argument
rax = rax * 16
rax = (16 * x) + x
2(16·x+x)
left shift = 2^4

Assembly of function	Write a plausible C-code for the function

`movq %rdi,%rax`
`salq $4, %rax`
`addq %rdi,%rax`
`addq %rax,%rax`
`ret`
	`int fun( int x ) {`
	`return (16*x+x)*2` Simplify
	`}` (2)

`movl (%rdi),%edx`
`addl %edx,(%rsi)`
`movl %edx,%eax`
`ret`
	`int fun(int*p, int *h ) {`
	`int temp = *p;`
	`*h = temp + *h;` (3)
	`return temp;`
	`}`

edx = memory access of rdi
temp = *p
*h = *h + temp

Question 6: (6 pts)

The C code and assembly is given below for a function, but without values of M and N.

```
#define M __
#define N __

int array1[M][N];
int array2[N][M];
int copy(int i, int j) {
  array1[i][j] = array2[j][i];
}
```

```
movslq %edi,%rdi
movslq %esi,%rax
lea    (%rax,%rax,4),%rdx
add    %rdi,%rdx
mov    array2(,%rdx,4),%edx
lea    0x0(,%rdi,8),%rsi
sub    %rdi,%rsi
add    %rax,%rsi
mov    %edx,array1(,%rsi,4)
retq
```

What are the values of M and N?

edi = argument 1
rdi = i;
rax = j;
(1)

rdx = 4(j) + i j
rdx = rdx + i
rdx = (4(j) + i) + i

M = 32 X

N = 18 X

32(4(j+i)+i) - i
rsi = 32(4(j+i)+i) - i
array

edx = array2 + 4(
4(4(j+i+i)
rsi = 32(4(j+i)+i)

rsi = rsi - rdi

Oct, 2018

Name : Ryan Tran

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Question 7. ISA Design (4 pts)

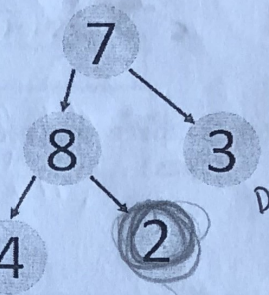
In one or two sentences only, why have 32-bit ISAs become less popular for personal computers (laptops/desktops/cell-phones) over the last two decades?

32 bit ISA's have become less popular because 64 bit ISA's tend to be little endian, no and are backwards working, n meaning we can run previous versions on today's current ISA. Also 32 bits is less than 64 bits. true!

Question 8: Stack Structures (12pts)
Considered an *unordered* tree represented with this struct. The function "smallest" will retrieve the smallest element from the tree.

```
struct node {
  int value;
  struct node* left, *right;
} node;

int smallest(node * n) {
  int temp, ret = n->value;
  if(n->left) {
     temp=smallest(n->left);
     if(temp<ret) ret = temp;
  }
  if(n->right) {
     temp=smallest(n->right);
     if(temp<ret) ret = temp;
  }
  return ret;
}
```

Assume this is the input data-structure stored using node structs:



Draw All information you know

```
smallest:
0x4004ed <+0>:  push   %rbp
0x4004ee <+1>:  push   %rbx
0x4004ef <+2>:  sub    $0x8,%rsp
0x4004f3 <+6>:  mov    %rdi,%rbp
0x4004f6 <+9>:  mov    (%rdi),%ebx
0x4004f8 <+11>: mov    0x8(%rdi),%rdi
0x4004fc <+15>: test   %rdi,%rdi
0x4004ff <+18>: je     0x40050b <smallest+30>
0x400501 <+20>: callq  0x4004ed <smallest>
0x400506 <+25>: cmp    %eax,%ebx
0x400508 <+27>: cmovg  %eax,%ebx
0x40050b <+30>: mov    0x10(%rbp),%rdi
0x40050f <+34>: test   %rdi,%rdi
0x400512 <+37>: je     0x40051e <smallest+49>
0x400514 <+39>: callq  0x4004ed <smallest>
0x400519 <+44>: cmp    %eax,%ebx
0x40051b <+46>: cmovg  %eax,%ebx
0x40051e <+49>: mov    %ebx,%eax
0x400520 <+51>: add    $0x8,%rsp
0x400524 <+55>: pop    %rbx
0x400525 <+56>: pop    %rbp
0x400526 <+57>: retq
```

Caller Return Address
old rbp
old rbx
0x400506 smallest (0)

(assume 8 bytes wide!!)

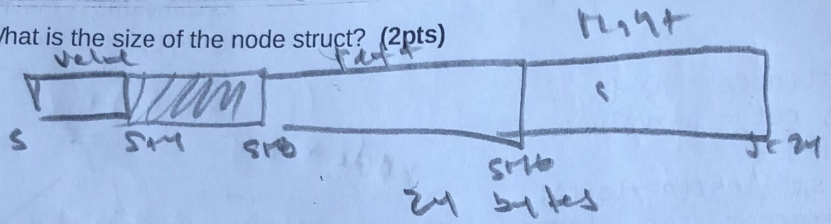
(note, cmov is conditional move)

Section C

MATH 31B : Midterm 1

(a) Draw what is on the stack, provided in the space above, when smallest(2) is entered (ie. when it is called, and just before the instruction at 0x4004ed is executed) . Assume the root of the pictured tree is the input.
Note: If you don't know what a register value is, just mark it as "old rbp" etc. If you know what a register value is, write the corresponding value. **(6pts)**

(b) What is the size of the node struct? **(2pts)**



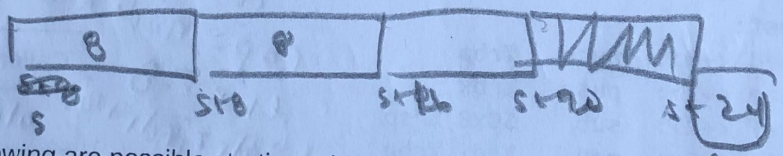
24 bytes

(c) Is there any padding in the struct "node" due to alignment rules? **(1pts)**

Yes, after our val, we have padding of 4 to make s+8, so 8 is a multiple of pointer byte size

(d) Can you rearrange the elements of "node" to reduce its size? **(1pts)**

No



multiple of 8

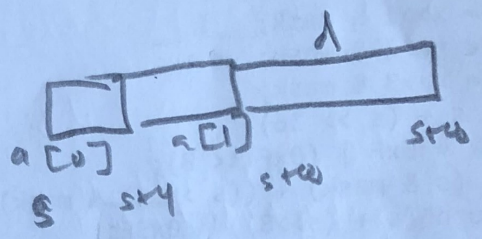
(e) Which of the following are possible starting addresses for a node: **(2pts)**

(i) `0x7ffe4d3be87c`
(ii) `0x7ffe4d3be874`
(iii) `0x000444444440`
(iv) `0xfffff1234568`

Question 9 (Bonus): Your points overfloweth! (5pts)

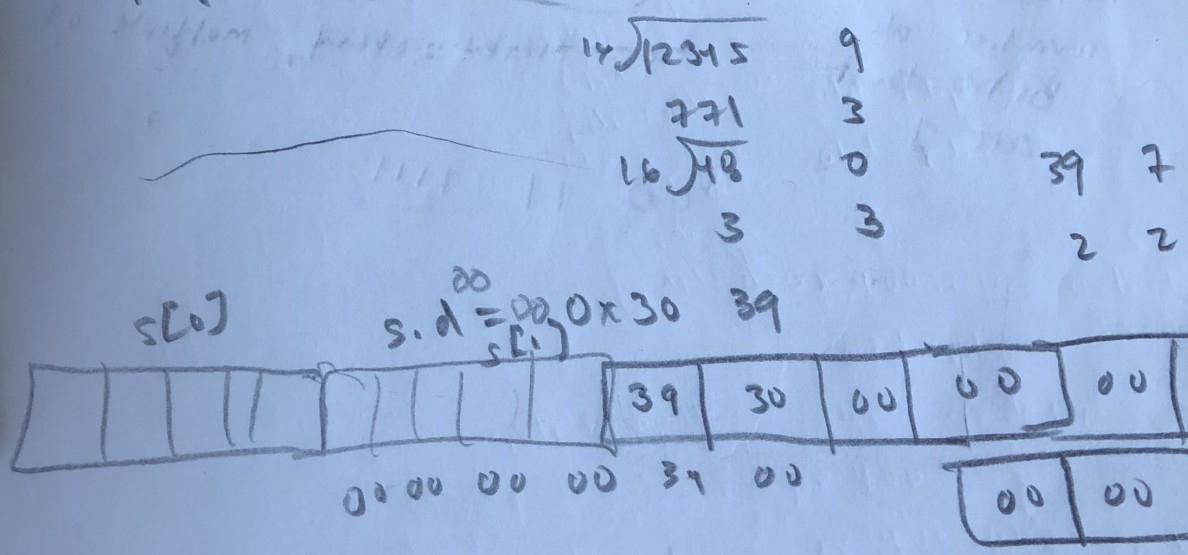
Consider the following code (a variation on a hopefully-familiar example).

```
#include <stdio.h>
#include <stdlib.h>

typedef struct {
  int a[2];
  double d;
} struct_t;

double fun(int i, int j) {
  volatile struct_t s;
  s.d = 12345.0;
  s.a[i] = j;
  return s.d;
}
```



What input arguments to function "fun" would return the value 33.0?

i = 1



Section C

32 bits

64 / 8 / 2

Question 10 (bonus): (5pts)

The following is a student's submission from a previous year's question on the datalab.

```
int function(int x) {
    int m1 = 0x11 | (0x11 << 8);
    int mask = m1 | (m1 << 16);
    int s = x & mask;
    s += x>>1 & mask;
    s += x>>2 & mask;
    s += x>>3 & mask;
    s = s + (s >> 16);
    mask = 0xF | (0xF << 8);
    s = (s & mask) + ((s >> 4) & mask);
    return (s + (s>>8)) & 0x3F;
}
```

What does this function do?

Returns the number of bits that are 1

Check. Mask.

s= Masks every multiple of 4 bytes

5

Question 1. C Puzzles (8pts)
You are running the following program on the cs33.seas.ucla.edu machine (ISA is x86-64).

```
// Create some random values
int x = random();
int y = random();
int z = random();
/* convert to other forms */
unsigned ux = (unsigned) x;
unsigned uy = (unsigned) y;
double dx = (double) x;
double dy = (double) y;
double dz = (double) z;
```

For each of the following C-puzzles, in the column marked answer, either mark true if the expression always holds (ie. always yields 1), or give a counterexample (eg. TMIN) which breaks the rule.

Expression	Answer ("True" or describe a counterexample)
(x<y) == (-x>-y)	(example) x=Tmin, y=0
ux-uy == -(y-x)	(a) False x = 1000..0 y = 0000 1
(x >= 0) || (x < ux)	(b) False x = 1111...1 ⇒ Umax
ux & (~(1 << 31)) < 0	(c) False ux = 0
~x + ~y + 1 == ~(x+y)	(d) True
dx*dy == x*y	(e) True
dx*y == x*dy	(f) True
dx+dy+dz == dz+dy+dx	(g) False dx = 3.14 dy = 1e10 dz = -1e10
((x >> 31) << 31) <= x	(h) True

Question 2. Multiple Choice (10pts)

For the following multiple choice questions, select all that apply.

1. Which of the following registers are guaranteed to have the same value before and after a call instruction in x86-64?

(a) rax
(b) rbx
(c) rdi
(d) rbp
(e) rsp

2. Which of the following instructions read memory?

(a) movq %rbx, %rbp
(b) cvtsi2ssl %rdi,%xmm0
(c) leaq 4(%rax,%rbx,2), %rcx
(d) cmov %rbx, %rcx
(e) subq %rax, (%rbx)

3. Assuming our ISA is x86-64, which of the following operations could we identify as modifying the ***values on*** the program stack?

(a) call <func>
(b) addq $8, %rsp
(c) movq %rax, (%rbp)
(d) movq 20(%rsp), %rax
(e) pushq %rbp
(f) addq %rax, 8(%rsp)

4. What hexadecimal bit pattern would be found in memory in an x86-64 machine, for the number negative 33, when the corresponding datatype is an "int" in C?

(a) 0x80 0x00 0x00 0x33
(b) 0x80 0x00 0x00 0x21
(c) 0x21 0x00 0x00 0x80
(d) 0x33 0x00 0x00 0x80
(e) 0xFF 0xFF 0xFF 0x21
(f) 0xDF 0xFF 0xFF 0xFF
(g) 0xFF 0x21
(h) 0xDF 0xFF

MATH 31B : Midterm 1

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Name: Dylan Tran

5. If a,b,c are n-bit signed integers, and c is the result of a+b, under what conditions can we be *guaranteed* that c **is not** the true result under full precision arithmetic?

(a) a >= 2^{n-2} && b >= $2^{\wedge n-2}$

(b) a <= -2^{n-2} && b <= $-2^{\wedge n-2}$

(c) a - b > 0

(d) a + b > 0

(e) a > 0 && b > 0 && c < 0

(f) a < 0 && b < 0 && c > 0

a > 0 && b > 0

1 0

0 1 0

4 2 1

1 1 0

1 1 0

1 1 0

4 2 1

n=3 = -2

1 1 0