CS33: Introduction to Computer Organization
Fall 2020 Midterm

Name:	
UID:	

Rules/Instructions:

- All of your answers go into red tables like this:

What's the answer	*Your answer here*

- When complete, save the exam as a PDF. (if there is a technical problem, just save as docx)
- Turn the exam in on CCLE, before 2:30pm PST (normal time), 9:30pm PST (makeup time). The exam is designed for 2 hours, but we are giving you an extra 30 minutes in case you have any technical difficulties.
- This is an open notes exam. By the honor system, you may not discuss exam questions/solutions/experiences/thoughts/etc. with any person for 12 hours after the exam start time.
- Please do not alter which page each question is on, or you will be penalized. This is for compatibility with gradescope.

Notes:

- There are 60 points total, but the exam is graded out of 50. (ie. the exam is pre-curved so that there are 10 extra credit points possible)
- You may ask for questions on the Piazza (private posts only). We will make public the questions which are relevant to the whole class. TAs and I will post any clarifications to the Piazza live Q&A, so it may be a good idea to check for clarifications before the exam is over.
- If the architecture of the machine is not specified, assume that the question is being asked in the context of a 64-bit little endian x86 machine.

Finally, please follow the university guidelines in reporting academic misconduct.

You may begin once you have read the rules above.

Question 1. Multiple Choice (12 pts)

For the following multiple choice questions, select all that apply. If none of the answers are correct, simply leave the question blank. (2pts each, no partial credit)

1. Why do machines store information with binary (ie. base 2) instead of another base?
    a. Binary is more compact (eg. than decimal), so it saves memory space.
    b. Many circuit components are bistable, making it convenient for circuit design.
    c. Computer arithmetic is more efficient with a binary representation at the circuit level.
    d. Using higher bases makes it difficult to store numbers defined in lower bases.

2. What kind of data isn't stored within the address space of a program?
    a. Register Values
    b. Stack
    c. Heap
    d. Global Variables
    e. Program Binary

3. Suppose the variable "x" was defined as an "unsigned int" in C, and is stored in the "a" register (rax/eax/ax, etc.).
   Which of the following instructions correctly implements "x * 2"?
    a. `leal (%eax, %eax, 1), %eax`
    b. `movl (%eax, %eax), %eax`
    c. `addl (%eax), %eax`
    d. `addl (,%eax, 1), %eax`
    e. `addl %eax, %eax`
    f. `sall 2, %eax`
    g. `mulw 2, %ax`

4. Suppose the variable "x" was defined as an "unsigned int" in C, and is stored in the "a" register (rax/eax/ax, etc.).
   Which of the following instructions correctly implements "x / 2"?
    a. `sall 2, %eax`
    b. `sarl 2, %eax`
    c. `sall 2, %eax` (typo, yes it's the same as a)
    d. `sarl 1, %eax`
    e. `divq 2, %rax`

5. Which of the following registers are guaranteed to have a different value before and after a call instruction in x86-64?
    a. rax
    b. rbx
    c. rdi
    d. rbp
    e. rsp

6. Which of the following C statements are true?
    a. (8/5) == (8.0/5.0)
    b. (8/5) == (long) (8.0/5.0)
    c. (float) (8/5) == (8.0/5.0)
    d. (float) (8/5) == (long) (8.0/5.0)

Multiple Choice Question Number	Write your answers here: (eg: a,b,d)
1.	b (c is okay)
2.	a
3.	ae
4.	[blank] or e (since Tony formatted the instruction wrong)
5.	[blank]
6.	bd

Question 2. A Bit of Manipulation (8 Pts)

Your friend gave you the solution to two of the datalab questions (nice friend!), but forgot to tell you which they were. Try to decipher them!

1. **func1 (4 Pts)**

Hint: 1<=b<=31

```
func1(int a, int b) {
  int P = a << b;
  int Q = a >> (33 + ~b);
  int mask = ~0 << b;
  Q &= ~mask;
  return P|Q;
}
```

	Your answer in the cell below:
What does this function do? Please use only one or at most two sentences.	Rotate a left by b

2. **func2 (4 Pts)**

```
func2(int x) {
  int m = x>>31;
  return (x ^ m) + ~m + 1;
}
```

	Your answer in the cell below:
What does this function do? Please use only one or at most two sentences.	abs(x)

Question 3. Novel Numbers (7 pts)

Suppose we have a new machine where bytes are only 7 bits long, and there are no other datatypes. Luckily, we can still represent integer and floating point numbers easily.

1. Assuming standard two's complement representation, what are the following values: (assume 7-bit numbers)

	Binary	Decimal
Tmin	1000000	-64
Tmax	0111111	63
-1	1111111	
-0	0000000 (or impossible, etc.)	
+0	0000000	

2. Assume we have a 7-bit floating point representation with 3 bits for the exponent, and otherwise we follow the normal floating point representation. (please remember that E=111 and E=000 is reserved for infinity/nan/denorm) What are the following values:

	Binary	Decimal
Largest Normalized Number	0 110 111	15
Smallest Positive Normalized Number	0 001 000	0.25
-1	1 011 000	
-0	1 000 000	
+0	0 000 000	

Question 4. How pointy is your rax? (7 pts)

Based on each instruction individually, determine whether you think `%rax` is a pointer *before* the instruction is executed.

You have three options:
Yes -- There is evidence that `%rax` is a pointer.
No -- There is evidence that `%rax` is not a pointer.
Maybe -- There isn't evidence that `%rax` is a pointer or not a pointer.

	Is rax a pointer? (Options: Yes, No, Maybe)
`addq %rax, %rax`	No
`addq %rbx, %rax`	Maybe
`leaq (%rbx, %rax, 4), %rcx`	No
`leaq (%rax, %rbx, 4), %rcx`	Maybe
`movq (%rbx, %rax, 4), %rcx`	No
`movq (%rax, %rbx, 4), %rcx`	Yes
`cmpq $5, %rax`	No

Question 5. Structures and Unions (10 pts)

Use the following structure definitions to answer the questions in this section.

```
struct overwatch {
    long* tracer;
    int mercy;
    union {
        char winston;
        short mei;
    } slot3;
    char brigite;
};

struct talon {
    int moira;
    short reaper;
    char sombra;
    char widowmaker;
};
```

1. Each cell in the following tables represents a byte. Each byte that is part of the struct can be part of a field (F) or padding (P). You need to fill out the table with letters (F or P) categorizing each byte. If a cell represents a byte that is not part of the data structure, leave it blank. (4pts)

`struct overwatch`

F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	P

`struct talon`

F	F	F	F	F	F	F	F								

2. Given the following output from gdb, what will be printed out by the last gdb command? (2pts)

```
(gdb) p buf
$1 = (unsigned char *) 0x8402260
(gdb) x/40xb buf
0x8402260:      0x67   0xc6   0x69   0x73   0x51   0xff   0x4a    0xec
0x8402268:      0x29   0xcd   0xba   0xab   0xf2   0xfb   0xe3    0x46
0x8402270:      0x7c   0xc2   0x54   0xf8   0x1b   0xe8   0xe7    0x8d
0x8402278:      0x76   0x5a   0x2e   0x63   0x33   0x9f   0xc9    0x9a
0x8402280:      0x66   0x32   0x0d   0xb7   0x31   0x58   0xa3    0x5a
(gdb) p/x ((struct overwatch*)buf)->slot3.mei
$2 = ……
```

What is printed:	$2 = 0Xfbf2

3. Based on the following assembly code and incomplete C code. Please fill out the table with the missing C code that corresponds to the blanks in the C code. (4 pts)

```
00000000000005fa <capture_the_flag>:
5fa:   89 fe                   mov    %edi,%esi
5fc:   8b 05 36 0a 20 00       mov    0x200a36(%rip),%eax        # 201038 <overwatch+0x8>
602:   39 05 18 0a 20 00       cmp    %eax,0x200a18(%rip)        # 201020 <talon>
608:   0f 9f c1                setg   %cl
60b:   48 8d 05 12 0a 20 00    lea    0x200a12(%rip),%rax        # 201024 <talon+0x4>
612:   48 39 05 17 0a 20 00    cmp    %rax,0x200a17(%rip)        # 201030 <overwatch>
619:   76 36                   jbe    651 <capture_the_flag+0x57>
61b:   83 c9 80                or     $0xffffff80,%ecx
61e:   0f be 05 19 0a 20 00    movsbl 0x200a19(%rip),%eax        # 20103e <overwatch+0xe>
625:   0f bf 15 10 0a 20 00    movswl 0x200a10(%rip),%edx        # 20103c <overwatch+0xc>
62c:   01 d0                   add    %edx,%eax
62e:   0f be 15 f2 09 20 00    movsbl 0x2009f2(%rip),%edx        # 201027 <talon+0x7>
635:   0f be 3d ea 09 20 00    movsbl 0x2009ea(%rip),%edi        # 201026 <talon+0x6>
63c:   01 fa                   add    %edi,%edx
63e:   29 d0                   sub    %edx,%eax
640:   85 c0                   test   %eax,%eax
642:   7e 12                   jle    656 <capture_the_flag+0x5c>
644:   83 e6 7f                and    $0x7f,%esi
647:   40 38 ce                cmp    %cl,%sil
64a:   0f 9f c0                setg   %al
64d:   0f b6 c0                movzbl %al,%eax
650:   c3                      retq
651:   83 ce 80                or     $0xffffff80,%esi
654:   eb c8                   jmp    61e <capture_the_flag+0x24>
656:   83 e1 7f                and    $0x7f,%ecx
659:   eb ec                   jmp    647 <capture_the_flag+0x4d>
000000000000065b <main>:
65b:   bf 00 00 00 00          mov    $0x0,%edi
660:   e8 95 ff ff ff          callq  5fa <capture_the_flag>
665:   f3 c3                   repz retq
667:   66 0f 1f 84 00 00 00    nopw   0x0(%rax,%rax,1)
66e:   00 00
```

```
struct overwatch overwatch;
struct talon talon;
int capture_the_flag(char bias) {
   char winner = 0;
   if (talon.____1____ > overwatch.____2____) { winner = 0x1; }
   if (overwatch.____3____ > &talon.____4____) { winner |= 0x80; }
   else { bias |= 0x80; }
   int overwatch_team = overwatch.____5____ + overwatch.____6____;
   int talon_team = talon.____7____ + talon.____8____;
   if (overwatch_team - talon_team > 0) { bias &= 0x7f; } else { winner &= 0x7f; }
   return bias > winner;
}
int main() {
   return capture_the_flag(0x00);
```

```
}
```

Fill in your answers here:

Blank Number	Missing C Code
1	`moira`
2	`mercy`
3	`tracer`
4	`reaper`
5	`brigite`
6	`slot3.mei`
7	`widowmaker or sombra`
8	`sombra or widowmaker`

Question 6. Stack of Facts (8 pts)

Here is a recursive function: func(int x):

```
0000000000400b5d <func>:
  400b5d:       83 ff 01                cmp    $0x1,%edi
  400b60:       7f 06                   jg     400b68 <func+0xb>
  400b62:       b8 01 00 00 00          mov    $0x1,%eax
  400b67:       c3                      retq
  400b68:       53                      push   %rbx
  400b69:       89 fb                   mov    %edi,%ebx
  400b6b:       8d 7f ff                lea    -0x1(%rdi),%edi
  400b6e:       e8 ea ff ff ff          callq  400b5d <func>
  400b73:       0f af c3                imul   %ebx,%eax
  400b76:       5b                      pop    %rbx
  400b77:       c3                      retq
```

1. Suppose you call the recursive function func(3). Draw the stack when func(1) is entered. If you don't know a value, write "old" and then the value name. (eg. old %rax). (5pts)

[Return Address for Calling Function]
old rbx
0x400b73
3
0x400b73

(Assume each entry is 8 bytes, and don't use spaces you don't need!)

2. Figure out what this function is doing. (3pts)

What does this function do? (no more than one sentence)	Factorial (x!)

Question 7. The Phantom 33 (8 pts)
Dear CS33: Attached is the final phase, removed from the bomblab because I couldn't solve it.

```
0000000000400b9c <get_magic_value>:
  400b9c:       48 8b 04 24             mov    (%rsp),%rax
  400ba0:       c3                      retq

0000000000400ba1 <phase_8>:
  400ba1:       53                      push   %rbx
  400ba2:       ba 10 00 00 00          mov    $0x10,%edx
  400ba7:       be 00 00 00 00          mov    $0x0,%esi
  400bac:       e8 7f e2 00 00          callq  40ee30 <__strtoul>
  400bb1:       48 89 c3                mov    %rax,%rbx
  400bb4:       b8 00 00 00 00          mov    $0x0,%eax
  400bb9:       e8 de ff ff ff          callq  400b9c <get_magic_value>
  400bbe:       48 39 d8                cmp    %rbx,%rax
  400bc1:       74 12                   je     400bd5 <phase_8+0x34>
  400bc3:       80 3c 18 21             cmpb   $0x21,(%rax,%rbx,1)
  400bc7:       74 18                   je     400be1 <phase_8+0x40>
  400bc9:       b8 00 00 00 00          mov    $0x0,%eax
  400bce:       e8 b4 ff ff ff          callq  400b87 <explode_bomb>
  400bd3:       5b                      pop    %rbx
  400bd4:       c3                      retq
  400bd5:       b8 00 00 00 00          mov    $0x0,%eax
  400bda:       e8 7e ff ff ff          callq  400b5d <phase_defused>
  400bdf:       eb f2                   jmp    400bd3 <phase_8+0x32>
  400be1:       b8 00 00 00 00          mov    $0x0,%eax
  400be6:       e8 87 ff ff ff          callq  400b72 <s3cr3t_phase>
  400beb:       eb e6                   jmp    400bd3 <phase_8+0x32>
```

Also, I doubt this will be useful, but %rsp is 0x00676f7479610d0a when you enter phase_8.

Please let me know which input string will defuse this phase, and also how to find the secret phase. Return this table to me at your earliest convenience:

String to defuse:	400bbe
String for s3cr3t:	8

Sincerely,
Prof. Tony

PS: I found this online, this actually might be useful.

```
unsigned long int strtoul (const char* str, char** endptr, int base);
```

Convert string to unsigned long int

Parses the C-string *str*, interpreting its content as an integral number of the specified *base*, which is returned as an value of type unsigned long int.

ASCII TABLE

Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	`
1	1	[START OF HEADING]	33	21	!	65	41	A	97	61	a
2	2	[START OF TEXT]	34	22	"	66	42	B	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	C	99	63	c
4	4	[END OF TRANSMISSION]	36	24	$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	e
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	'	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	H	104	68	h
9	9	[HORIZONTAL TAB]	41	29	)	73	49	I	105	69	i
10	A	[LINE FEED]	42	2A	*	74	4A	J	106	6A	j
11	B	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	C	[FORM FEED]	44	2C	,	76	4C	L	108	6C	l
13	D	[CARRIAGE RETURN]	45	2D	-	77	4D	M	109	6D	m
14	E	[SHIFT OUT]	46	2E	.	78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	/	79	4F	O	111	6F	o
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	P	112	70	p
17	11	[DEVICE CONTROL 1]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICE CONTROL 2]	50	32	2	82	52	R	114	72	r
19	13	[DEVICE CONTROL 3]	51	33	3	83	53	S	115	73	s
20	14	[DEVICE CONTROL 4]	52	34	4	84	54	T	116	74	t
21	15	[NEGATIVE ACKNOWLEDGE]	53	35	5	85	55	U	117	75	u
22	16	[SYNCHRONOUS IDLE]	54	36	6	86	56	V	118	76	v
23	17	[ENG OF TRANS. BLOCK]	55	37	7	87	57	W	119	77	w
24	18	[CANCEL]	56	38	8	88	58	X	120	78	x
25	19	[END OF MEDIUM]	57	39	9	89	59	Y	121	79	y
26	1A	[SUBSTITUTE]	58	3A	:	90	5A	Z	122	7A	z
27	1B	[ESCAPE]	59	3B	;	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	|
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	]	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F	_	127	7F	[DEL]