CS 4400 Fall 2016 Midterm Exam 1 – Practice

	Name:			
note exam. local storag	Electronic device	ces will be allowed on	plete the actual open-book, or ly to consult notes or books actual exam will be a little sh	fron
For the nex	t four questions,	assume the following re	egister and memory state:	
CPU		Memory		
registe	er value	address	value (8 bytes)	
rax	0x0200	0x0300	0x001	
rbx	0x0100	0x0308	0x002	
rcx	0x0080	0x0310	0x030	
rdx	0x0002	0x0318	0x400	
1. What is the value of (%rax, %rbx) as a source argument to subq?2. What is the value of 0x208(%rbx) as a source argument to movq?				
3. What is t	the value of 0x10)(%rax,%rcx,2) as a s	ource argument to movq?	
4. What is t	the value of 0x8((%rbx,%rdx,4) as a so	urce argument to leaq?	

The next three questions refer to compare defined as

```
int compare(TYPE a, TYPE b) {
  return (VAR1 >= VAR2);
}
```

where the macros VAR1 and VAR2 can be defined as a or b and the macro TYPE can be defined as int, long, or unsigned.

5. What definitions of TYPE, VAR1, and VAR2 are consistent with the following compiled form?

```
xorl %eax, %eax
cmpl %esi, %edi
setge %al
ret
```

6. What definitions of TYPE, VAR1, and VAR2 are consistent with the following compiled form?

```
xorl %eax, %eax
cmpq %rdi, %rsi
setge %al
ret
```

7. What definitions of TYPE, VAR1, and VAR2 are consistent with the following compiled form?

```
xorl %eax, %eax
cmpl %edi, %esi
setnb %al
ret
```

8. After running the assembly sequence

```
orl $0x8, %eax
movl $0x10, %ebx
cmpl %ebx, %eax
jb .L1
movl $0x8, %eax
.L1:
movb $3, %cl
shrl %cl, %eax
```

9. Given that the function go

```
int go(int n, ARGS) {
        int i;
        DECLS
        for (i = 0; i < n; i++)
          a += ((i \& 1) ? a : b);
        return a;
      }
compiles as
         testl
                 %edi, %edi
         movl
                 %esi, %eax
         jle
                 L2
                 %edx, %esi
         movl
                 %ecx, %ecx
         xorl
                 L3
         jmp
      L5:
                  $1, %cl
         testb
                  %eax, %esi
         movl
                  %edx, %esi
         cmove
      L3:
                  $1, %ecx
         addl
                  %esi, %eax
         addl
         cmpl
                  %edi, %ecx
                  L5
         jne
      L2:
         rep ret
```

pick a combination of ARGS and DECLS (not necessarily in the same row) that fits:

• ARGS is int a

• DECLS is *empty*

• ARGS is int b

- DECLS is int a = 0
- ARGS is int a, int b
- DECLS is int b = a

The next two questions both use a as defined by

```
int a[16][32];
```

- **10.** What is the array-access form (i.e., a[i][j] for specific i and j) that is equivalent to ((int *)a)[47]?
- 11. What is the pointer-access form (i.e., ((int *)a) [n] for a specific n) equivalent to a [2] [16]?
- 12. Given that

compiles as

```
movslq %edi, %rdi
movslq %edx, %rdx
leaq (%rdi,%rdi,2), %rax
leaq (%rsi,%rax,4), %rax
movl (%rax,%rdx,4), %eax
leaq (%rdx,%rdx,4), %rsi
leaq (%rcx,%rsi,4), %rcx
addl (%rcx,%rdi,4), %eax
ret
```

then what are the values of the constants M and N among the following possibilities?

- M = 10 and N = 6
- M = 12 and N = 2
- M = 3 and N = 5
- M = 4 and N = 5
- M = 5 and N = 12
- M = 8 and N = 17

The next two questions use fish defined as

```
typedef struct fish {
  char color[6];
  int variety;
} fish;
```

13. What is offsetof(fish, variety)?

14. Given the declaration

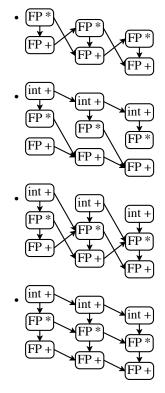
fish fa[100];

and if the array fa starts at address 0x10000, then what is the address of fa[32].variety?

The next two questions refer to the iterate function defined as

```
double iterate(double v, double u, int steps) {
  while (steps--) {
    u = u + v;
    v = 2 * steps;
  }
  return v+u;
}
```

15. Which of the following correctly represents the dependency graph of iterate over three iterations, where each column corresponds to a single iteration?



16. Based on the dependency graph, how many cycles will iterate take (expressed as a multiple of steps)?

Answers

- **1.** 0x1
- **2.** 0x2
- **3.** 0x30
- **4.** 0x110
- 5. TYPE = int, VAR1 = a, VAR2 = b
- 6. TYPE = long, VAR1 = b, VAR2 = a
- 7. TYPE = unsigned, VAR1 = b, VAR2 = a
- **8.** 1
- 9. ARGS is int a, int b and DECLS is empty
- **10.** a[1][15]
- 11. ((int*)a)[80]
- **12.** M = 3, N = 5
- **13.** 8
- **14.** 0x10188
- 15. The second one
- **16.** 3*steps