

Homework 4

I. Flags

Indicate the status (0, 1 or unchanged) of the following flags after each instruction, please write "—" if the flag doesn't change. Assume 3 in `%rax` and -8 in `%rbx`.

NOTE: Each instruction works independently and would **NOT** affect each other.

Instruction	OF	CF	ZF	SF
<code>addq %rbx, %rax</code>				
<code>subq %rax, %rbx</code>				
<code>leaq (%rax, %rax, 2), %rax</code>				
<code>xorq %rax, %rax</code>				
<code>salq \$2, %rbx</code>				
<code>cmpq %rax, %rbx</code>				
<code>testq %rax, %rbx</code>				

II. Control Flow

1. Assembly

Translate the following assembly into C codes. You can name local variables represented by `-0x8(%rbp)`, `-0x10(%rbp)`... freely as you like (for example: long a, b, c...).

```
pushq %rbp
movq  %rsp, %rbp
movq  $1, -0x8(%rbp)
movq  $1, -0x10(%rbp)
movq  $2, -0x18(%rbp)
jmp   .L1
.L2
movq  -0x8(%rbp), %rax
movq  %eax, -0x20(%rbp)
movq  -0x10(%rbp), %rax
movq  %rax, -0x8(%rbp)
movq  -0x20(%rbp), %rax
addq  %rax, -0x10(%rbp)
addq  $1, -0x18(%rbp)
.L1
cmpq  $9, -0x18(%rbp)
jle   .L2
movq  -0x10(%rbp), %rax
popq  %rbp
ret
```

(1) Translate into C codes.

(2) Explain the function of this program.

2. Jump Table

Translate the following switch statements into assembly using jump table.

<pre>long x = <some value>; long result = 0; switch(x){ case 75: result = x + 1; break; case 76: result = x + x; // fall through case 77: case 79: result = result * 3; break; case 81: result = x; break; default: result = -1; } return result;</pre>	<pre>/* you can start with: movq [x], -16(%rsp) movq \$0, -8(%rsp) ...*/</pre>
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3. Conditional Move

The left program can be compiled into assembly on the right, please complete the assembly code. Note that x is at `%rdi` and y is at `%rsi`, and the return value should be put in `%rax`.

<pre>long cmov_complex(long x, long y){ return x>y?x+y:x*y; }</pre>	<pre>movq %rdi, %rax addq %rsi, %rax movq %rdi, %rcx imulq %rsi, %rcx _____ [1] _____ _____ [2] _____ ret</pre>
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