CS 31 Homework 4: x86_64 Arithmetic

Due at 11:59pm, Thursday, October 9, 2025

Full Names:

1. Assume the CPU is executing a program and the state of some of its registers is given in the table below. Show how the registers would be updated by the sequence of x86_64 instructions also listed below, i.e. fill in the Final Value column. Show your work by listing the intermediate values of the registers.

Register	Initial Value	Final Value
%rax	0	
%rbx	1	
%rcx	2	
%rdx	3	

Here are the x86_64 instructions:

```
$20, %rax
add
add
       %rax, %rbx
sub
       %rcx, %rbx
       $3, %rcx
add
sub
       %rdx, %rcx
       %rdx, %rdx
add
       %rdx
dec
       $4, %rbx
shr
       $0xfffffffe, %rdx # this is tricky
and
       %rax, %rax
                          # this is tricky
xor
       $0x0, %rcx
or
# think about these next two before answering
not
       %rbx
       $1, %rbx
add
```

2. Assume the CPU is executing a function that has local variables x, y, and z allocated on the stack, and that x is allocated at the memory address that is -24 bytes from the address value stored in register %rbp, or -24(%rbp). Assume y is stored at -16(%rbp), and z is at -8(%rbp).

For the assembly code listed below and the starting register state listed on the next page:

- (a) In the CPU register and memory figures on the next page, show the values that will be stored in the registers and in memory when execution of these instructions is complete. If the value is unknown, write "?".
- (b) Write a C code translation of the assembly code sequence. You may assume that x, y, and z have already been declared as int variables in the C code. You do not need to write the entire function, just the lines of C that might have generated the x86_64 instructions. Hint: our solution is 5 lines of C code.

\$2, -8(%rbp)movq \$3, -16(%rbp) movq -8(%rbp), %rdx movq -16(%rbp), %raxmovq %rdx, %rax addq $\frac{1}{24}(\frac{1}{2})$ movq -8(%rbp) incq \$1, -16(%rbp) salq

C Code Translation

Memory Address	 Final Value
	Tinai varac
0xffffff38	
0xfffffff40	
0xfffffff48	
0xffffff50	
0xffffff58	
0xffffff60	
0xffffff68	

	1	
Register	Initial Value	Final Value
%rax	4	
%rdx	7	
%rbp	0xffffff58	