

Full names of all students who worked on this:

Question 1

Convert the following C code fragment to equivalent x86_64 assembly code in two steps:

(1) First, translate the loop to its equivalent C goto version

(2) Next, translate your C goto version to x86_64, assuming that `fox` is at `%rbp - 8`, `emu` is at `%rbp - 16`, and `owl` is at `%rbp - 24`.

You must show both steps (1) and (2), and to receive partial credit annotate your x86_64 code with comments describing which part of the C code you are implementing.

```
long fox, emu, owl;
fox = 12;
emu = 90;
owl = fox - emu;
while (fox < emu) {
    fox *= 2;
    owl += fox;
}
```

(2) x86_64 Translation

(1) C goto version

Question 2

Trace through the following x86_64 code. Show the contents of the given memory and registers **just before the instruction at point A is executed**. Assume the `addq` instruction in `main` that is immediately after the `callq` instruction is at memory address `0x1234`. Hints:

- remember to start execution in `main`.
- `%rsp` points to the item on the top of the stack: a `push` grows the top of the stack and inserts the pushed value. A `pop` copies the value on top of the stack, then shrinks the stack.
- The sequence of instructions `leaveq; retq` is equivalent to the sequence:
`movq %rbp, %rsp; popq %rbp; popq %rip.`

			memory address	value at point A
func:				
pushq	%rbp			
movq	%rsp, %rbp		0x8880	
subq	\$16, %rsp			
movq	%rdi, %rax		0x8888	
addq	%rax, %rax			
movq	%rax, -8(%rbp)		0x8890	
movq	-8(%rbp), %rax			
leaveq	# point A		0x8898	
retq				
main:			0x88a0	
pushq	%rbp			
movq	%rsp, %rbp		0x88a8	
subq	\$16, %rsp			
movq	\$6, -8(%rbp)		0x88b0	
movq	-8(%rbp), %rdi			
callq	func		0x88b8	
addq	\$8, %rsp	# at addr 0x1234		
movq	%rax, -8(%rbp)		0x88c0	
movq	\$0, %rax			
leaveq			0x88c8	
retq				
			0x88d0	
register	initial value	value at point A	0x88d8	
%rax	2		0x88e0	
%rdi	3		0x88e8	
%rsp	0x88d8		0x88f0	
%rbp	0x88f8		0x88f8	