

CS 31 Homework 5: IA32 loops functions – due Mar 7

Your Name(s)/Lab Section(s):

Question 1: Convert the following C code fragment to equivalent IA32 assembly code in two steps.

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

(2) Next, translate your C goto version to IA32, assuming that `dog` is at $-4(r[\%ebp])$, `cat` is at $-8(r[\%ebp])$, and `goat` is at $-12(r[\%ebp])$.

You must show both steps (1) and (2). To receive partial credit, annotate your IA32 code with comments describing which part of the C code you are implementing.

```
int dog, cat, goat;
dog = 12;
cat = 90;
goat = dog - cat;
while (dog < cat) {
    dog *= 2;
    goat += dog;
}
```

(You may do these on separate pages if space is a concern.)

(1) C goto version

(2) IA32 Translation

Question 2

Trace through the following IA32 code. Show the contents of the given memory and registers right before the instruction at point **A** is executed. Assume the **addl** instruction in **main** that is immediately after the **call** instruction is at memory address **0x1234**. Hints:

- remember to start execution in **main**.
- **%esp** points to the item on the top of the stack, so a push will grow the top of the stack and then move in the pushed value. A pop will move the value on top of the stack and then shrink the stack.
- The sequence of instructions **leave; ret** is equivalent to the sequence **movl %ebp, %esp; popl %ebp; popl %eip**.

```

func:
    pushl %ebp
    movl %esp, %ebp
    subl $16, %esp
    movl 8(%ebp), %eax
    addl %eax, %eax
    movl %eax, -4(%ebp)
    movl -4(%ebp), %eax
    leave # point "A"
    ret

```

```

main:
    pushl %ebp
    movl %esp, %ebp
    subl $16, %esp
    movl $6, -4(%ebp)
    pushl -4(%ebp)
    call func
    addl $4, %esp # at 0x1234
    movl %eax, -4(%ebp)
    movl $0, %eax
    leave
    ret

```

Register	initial value	value at point "A"
%eax	2	
%edx	3	
%esp	0x88b0	
%ebp	0x88c0	

Memory Address	value at "A"
0x8880	
0x8884	
0x8888	
0x888c	
0x8890	
0x8894	
0x8898	
0x889c	
0x88a0	
0x88a4	
0x88a8	
0x88ac	
0x88b0	
0x88b4	
0x88b8	
0x88bc	
0x88c0	