

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