| CS           | 3330   | Exam | 1 _ | Fall. | 201         | 6 |
|--------------|--|------|-----|-------|-------------|---|
| $\mathbf{C}$ | $\mathcal{I}\mathcal{I}\mathcal{I}\mathcal{I}\mathcal{I}\mathcal{I}\mathcal{I}\mathcal{I}\mathcal{I}\mathcal{I}$ | Lam  | 1 – | 1 all | <b>4</b> 01 | u |

D the heap grows toward larger addressesE executable code begins at address 0x40000000

| C5 5550 Exam 1 – Fan 2010  |                    |
|--|--------------------|
| Name: Computing l  | ID:                |
| Letters go in the boxes unless otherwise specified (e.g., for C 8 write "C" not "Write Letters clearly: if we are unsure of what you wrote you will get a zero of Bubble and Pledge the exam or you will lose points.  Assume unless otherwise specified:  Ittle-endian 64-bit architecture  "rsp points to the most recently pushed value, not to the next unused st questions are single-selection unless identified as select-all | n that problem.    |
| Variable Weight: point values per question are marked in square brackets.  |                    |
| Mark clarifications: If you need to clarify an answer, do so, and also add a corner of your answer box.  | * to the top right |
| Information for questions 1–2 Y86-64 has 12 icodes: halt, nop, rrmovq, irmovq, rmmovq, mrmovq, OPq, jXX, pus ret. The following questions should be answered with the number of those 12 property. Valid answers range from 0 to 12.   |                    |
| Question 1 [2 pt]: (see above) How many set the condition codes?   | Answer:            |
| <b>Question 2 [2 pt]:</b> (see above) How many perform math in the execute stage? (The textbook said some instructions always add 0 to something (e.g., valE = $0 + valC$ ); don't include that $0+$ addition as "math" for this question.)  | Answer:            |
| <b>Question 3 [2 pt]:</b> The following are true of memory layout in x86-64 Linux to the x86-64 ISA?   | . Which one is due |
| <ul> <li>A the stack grows towards smaller addresses</li> <li>B the top of the address space is used by the OS</li> <li>C the bottom of the address space is unused</li> </ul>   | Answer:            |

### Information for questions 4–5

Consider the following Y86-64 assembly program and its corresponding encoding. (On the left-most column is the memory address of each instruction, followed by its encoding, listed as a sequence of bytes in hexadecimal.)

Assume the program register r8 contains the value 0xA before the given assembly is run.

0x000: 30 f0 0a 00 00 00 00 00 00 00 | irmovq label, %rax 0x00a: 50 08 00 00 00 00 00 00 00 | label: mrmovq 0(%r8), %rax

**Question 4 [2 pt]:** (see above) What is the value of %rax after the first instruction (the irmovq) executes?

**A** the machine will stop with the invalid address (STAT\_ADR) status

 $\mathbf{B}$  0xC

**C** 0x5008000000000000 (ends with 12 zeroes)

 $\mathbf{D} = 0\mathbf{x}0$ 

 $\mathbf{E} = 0\mathbf{x}\mathbf{A}$ 

**F** 0x850

 $\mathbf{G}$  0x5

**Question 5 [2 pt]:** (see above) What is the value of %rax after the second instruction (the mrmovq) executes?

A the machine will stop with the invalid address (STAT\_ADR) status

**B** 0x8

**C** 0x30f00a000000000 (ends with 10 zeroes)

**D** 0x850

**E** 0x30

 $\mathbf{F} = 0\mathbf{x}\mathbf{A}$ 

 $\mathbf{G}$  0x0

**H** 0xaf030

I 0x5008000000000000 (ends with 12 zeroes)

Answer:

Answer:

Question 6 [2 pt]: Suppose that x is the signed char containing the value -33 (0b11011111) and unsigned char y = (unsigned char)x;. Which of the following are true? Select all that apply

A x == (int)x

**B** x == y

C (x >> 1) < x

D (y >> 1) < y

Answer:

#### Information for questions 7–8

The following ask about wiring of the SEQ processor.

**Question 7 [2 pt]:** (see above) The **instruction memory** has one input and one output. During a cycle in which we execute call instruction, the value of the input should be set to:

- **A** the address of the call instruction
- **B** the output of the data memory
- **C** the immediate value (target address) contained within the call instruction
- **D** the address of the instruction following the call instruction in memory
- **E** the output of the ALU
- **F** none of the above

Answer:

Answer:

**Question 8 [2 pt]:** (see above) The **program counter register** has one input and one output. During a cycle in which we execute call instruction, the value of the input should be set to:

- A the address of the call instruction
- **B** the output of the data memory
- **C** the immediate value (target address) contained within the call instruction
- **D** the output of the ALU
- **E** the address of the instruction following the call instruction in memory
- **F** none of the above

Question 9 [2 pt]: Choose the correct compilation of rax = (rbx ? rcx : rdx)

```
andq %rbx, %rbx;
        jne p2;
Α
        rrmovq %rdx, %rax;
    p2: rrmovq %rcx, %rax
        andq %rbx, %rbx;
        rrmovq %rdx, %rax;
В
        je p2;
        rrmovq %rcx, %rax
    p2:
        andq %rbx, %rbx;
        je p2;
C
        rrmovq %rdx, %rax;
    p2: rrmovq %rcx, %rax
        andq %rbx, %rbx;
        rrmovq %rdx, %rax;
D
        jne p2;
        rrmovq %rcx, %rax
    p2:
```

Answer:

**Question 10 [2 pt]:** If we extend Y86-64 to include a new instruction mr*OP*q which is like *OP*q except that it allows for a memory source (e.g., mrxorq 33(%r11), %r12), how long would its encoding be?

**A** 1 byte

B 2 bytes

C 10 bytes

**D** 9 bytes

**E** none of the above

**Question 11 [2 pt]:** What is  $log_2(32G)$ ? Answer as a normal base-10 number.

"Memorizing powers of two became so important later in the semester. (I neglected to memorize them until I needed them later and I regret it.)" —a TA

Answer:

Answer:

Information for questions 12–13

Recall that we use two condition code flags: SF (the sign flag) is 1 for a negative number and ZF (the zero flag) is 1 for the value zero.

**Question 12 [2 pt]:** (see above) After executing the Y86-64 assembly instruction xorq %rax, %rax, what are possible values for the condition code bits SF and ZF? **Select all that apply.** 

**A** ZF = 1, SF = 0

**B** ZF = 0, SF = 1

**C** ZF = 1, SF = 1

**D** ZF = 0, SF = 0

Answer:

**Question 13 [2 pt]:** (see above) After executing the Y86-64 assembly instruction and  $\gamma$  wax, what are possible values for the condition code bits SF and ZF? **Select all that apply.** 

**A** ZF = 1, SF = 0

**B** ZF = 0, SF = 1

**C** ZF = 0, SF = 0

**D** ZF = 1, SF = 1

Answer:

Information for questions 14–15

In lab you coded with three kinds of lists: sentinel-terminated arrays; length arrays (also called vectors or ranges); and linked lists.

**Question 14 [2 pt]:** (see above) Which requires the **least** new memory to be allocated to extend a 64-element list to have a 65th element? Assume we use malloc to allocate any new memory needed.

A sentinel-terminated arrays

**B** linked lists

**C** length arrays (also called vectors or ranges)

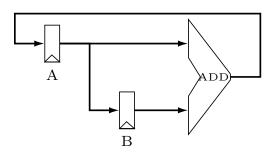
Answer:

**Question 15 [2 pt]:** (see above) Assume we have 8-byte pointers and list elements are 1-byte values. Which type of list uses the **most** memory?

- A length arrays (also called vectors or ranges)
- **B** sentinel-terminated arrays
- C linked lists

# Answer:

#### Question 16 [2 pt]:



Answer:

Consider the above circuit, which contains two registers and a ALU that only adds its operands. If register A and register B initially output 1, what value will register A output after 3 rising clock edges happen?

**Question 17 [3 pt]:** What are the possible return values of the following C function?

```
int foo(int x) {
  int y;
  do {
    y = x;
    x = x >> 1;
  } while (x != y);
  return x;
}
```

#### Select all that apply.

- **A** MAX\_INT (the most positive possible int)
- **B** a value not listed above
- **C** MIN\_INT (the most negative possible int)
- **D** 0
- **E** -1
- **F** 1

Answer:

Question 18 [2 pt]: What does the following C code return?

Answer:

Answer as either a normal base-10 number or with one of the words "error" (if it contains an error) or "loops" (if it runs forever).

Question 19 [2 pt]: Which of the following is more typical of RISC than CISC?

**A** addressing is simplified so that memory operands may appear in any instruction

**B** common tasks like pushing onto the stack are reduced to a single instruction

**C** all instructions are simplified to have the same encoded length

**D** all of the above

**E** none of the above

Answer:

## Information for questions 20-20

Assume that x and y are 32-bit int-type variables in C. Assume that their initial values are positive (strictly greater than 0).

Question 20 [8 pt]: (see above) Which of the following are guaranteed to be true?

Note: this will be graded like 8 true/false questions; answer by putting a **check-mark** in the true boxes and leaving the false ones **blank**.

Select all that apply

| Question 2<br>Select all the | 1 [2 pt]: Which of the following only occur on a rising clock edge?  |         |
|------------------------------|--|---------|
| B data m                     | r file read emory write emory read r file write                      | Answer: |
| Pledge: On my hor            | or as a student, I have neither given nor received aid on this exam. |         |

Your signature here