

# CS 301 Midterm Exam answer key

0.) NAME:           answer key            
 2015-10-21. Closed book, closed laptop, closed notes.

1.) Fill in the blanks to make true statements, for a 64-bit Linux machine (like NetRun's default).

- A function's return value is stored   in register rax  .
- A function's first parameter is stored           in register rdi          .
- A class with one long uses   8   bytes of memory.
- You would write a C++ prototype for an assembly function named “bar” with no parameters or return value as:

          extern “C” void bar(void);          

(Score: 10 points.)

2.) Convert each piece of C++ code to assembly, and vice versa:

C++	<i>Assembly</i>
<pre>long grabit() {     return 5; }</pre>	<pre><b>grabit:</b>     mov rax, 5     ret</pre>
<pre>// The functions phase1 and phase2 // both take and return one long. long pipeline(long x) {     return phase2(phase1(x)+3); }</pre>	<pre><b>pipeline:</b>     ; x stored in rdi     call phase1     mov rdi, rax     add rdi, 3     call phase2     ; return value in rax     ret</pre>

(Score: 30 points. Each piece of code is separate.)

3.) There are several memory allocation styles. Fill in the remaining table entries.

What?	Why?	How? (allocate one long)	Static or Dynamic?
section .data	<span style="color: red;">Named static variables</span>	<span style="color: red;">dq 3</span>	<span style="color: red;">static</span>
the stack	<span style="color: red;">Fast function-local allocation</span>	<span style="color: red;">sub rsp, 8</span>	<span style="color: red;">dynamic</span>
malloc	<span style="color: red;">Long-lived allocations</span>	<span style="color: red;">mov rdi, 8     call malloc</span>	<span style="color: red;">dynamic</span>

(Score: 10 points. “Static” allocation happens once per program; “Dynamic” can happen again and again.)

4.) Fix the errors in this assembly translation of this C++: `for (int i=0;i<n;i++) arr[i]=3;`

```
; input: rsi == arr, rdi == n
```

```
mov rcx,0 ; i
```

```
jmp check ; need to verify i<n before starting loop
```

start:

```
mov DWORD[rsi + rcx *4], 3 ; need to scale for array access
```

(DWORD is 4 bytes each)

```
add rcx,1
```

check:

```
cmp rcx,rdi
```

```
jle start ; just jl, jle is like i<=n
```

(Score: 15 points.)

5.) You see the compiler uses “push rbx” at the start of your function, and “pop rbx” at the end. Why?

rbx is a preserved register, and the compiler wants to store something in it.

(Score: 10 points.)

6.) If each piece of code returns a value, write the value. If it'll crash or hang, write that, and why.

<code>push rax push 3 pop rax ret</code>	<code>push 2 push 7 pop rax pop rcx ret</code>	<code>mov rax, 9 push rax sub rsp, 8 ret</code>	<code>push 6 mov rax,QWORD[rsp] pop rcx ret</code>	<code>mov rax,0x3F and rax,0x55 ret</code>
Crash (not enough pops)	7	Crash (moved stack pointer wrong way; add rsp,8 would work)	6	0x15

(Score: 15 points. Several of these are ... subtle. Be careful.)

7.) You had asked your newest employee to measure the speed of an empty function on Intel's new server chip, and his entire email in response was “503,148.7 per second”. What's wrong with his response?

1.) No units—should be “xxx function calls per second, as measured from C++.”

2.) No error bars—should be “xxx +/- yy”, or even give a standard deviation or histogram of measurement variance.

(Score: 10 points.)