

# CS270 Computer Organization

## Factorial in C and LC3 Assembly

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# Factorial – C and Intel assembly

```
int main() {
    unsigned int n = 7;
    unsigned int f = 1;
    for ( ; n>0; n--)
        f = f * n;
    return f;
}
```

```
        ; optimized intel code
main:
    movl    $1, %eax
    movl    $7, %edx
.L2:
    imull  %edx, %eax
    subl   $1, %edx
    jne .L2
    rep ret
```

# Factorial w/o \* – C and Intel assembly

```
int main() {
    unsigned int n = 7;
    unsigned int f = 1;
    for ( ; n>0; n--) {
        unsigned int res = 0;
        unsigned int i = n;
        for ( ; i>0 ; i-- )
            res += f;
        f = res;
    }
    return f;
}
```

```
main:
    pushq %rbp
    movq %rsp, %rbp
    movl $7, -4(%rbp)
    movl $1, -8(%rbp)
    jmp .L2
.L5: movl $0, -12(%rbp)
    movl -4(%rbp), %eax
    movl %eax, -16(%rbp)
    jmp .L3
.L4: movl -8(%rbp), %eax
    addl %eax, -12(%rbp)
    subl $1, -16(%rbp)
.L3: cmpl $0, -16(%rbp)
    jne .L4
    movl -12(%rbp), %eax
    movl %eax, -8(%rbp)
    subl $1, -4(%rbp)
.L2: cmpl $0, -4(%rbp)
    jne .L5
    movl -8(%rbp), %eax
    popq %rbp
    ret
```

# Factorial w/o \* – C and LC3 assembly

```
int main() {
    unsigned int n = 7;
    unsigned int f = 1;
    for ( ; n>0; n-- ) {
        unsigned int r = 0;
        unsigned int i = n;
        for ( ; i>0; i-- )
            r += f;
        f = r;
    }
    return f;
}
```

```
.ORIG x3000
    AND R1,R1,#0      ; R1=0
    ADD R1,R1,#7      ; R1=7  n=7
    AND R2,R2,#0      ; R2=0
    ADD R2,R2,#1      ; R2=1  f=1
FACT
    AND R4,R4,#0      ; R4=0  r=0
    AND R3,R3,#0      ; R3=0
    ADD R3,R3,R1      ; R3=R1 i=n
MULT
    AND R4,R4,#0      ; R4=0
    ADD R4,R4,R2      ; R4+=R2 r+=f
    ADD R3,R3,#-1     ; R3--  i--
    BRp MULT         ; R3>0? i>0
    AND R2,R2,#0      ; R2=0
    ADD R2,R2,R4      ; R2=R4  f=r
    ADD R1,R1,#-1     ; R1--  n--
    BRp FACT         ; R1>0? n>0
    HALT              ; CATCH FIRE
.END
```

# Factorial w/o \* – C with LC3 assembly

```
;int main() {
.ORIG x3000
; unsigned int n = 7;
    AND R1,R1,#0          ; R1=0
    ADD R1,R1,#7          ; R1=7
; unsigned int f = 1;
    AND R2,R2,#0          ; R2=0
    ADD R2,R2,#1          ; R2=1

; for ( ; n>0; n-- )
FACT                      ; loop
; unsigned int r = 0;
    AND R4,R4,#0          ; R4=0
; unsigned int i = n;
    AND R3,R3,#0          ; R3=0
    ADD R3,R3,R1          ; R3=R

; for ( ; i>0; i-- )
MULT                      ; loop
; r += f;
    ADD R4,R4,R2          ; R4+=R2
; i-- for loop
    ADD R3,R3,#-1         ; R3--
; continue MULT loop while i>0
    BRp MULT              ; R3>0?

; f = r
    AND R2,R2,#0          ; R2=0
    ADD R2,R2,R4          ; R2=R4
; n-- for loop
    ADD R1,R1,#-1         ; R1--
; continue FACT loop while n>0
    BRp FACT              ; R1>0?

; return f;
    HALT                  ; CATCH FIRE
.END
```