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Determining string length

• C-Implementation:

```
int strlen(const char *str) {
   int i;
   for (i = 0;str[i] != '\0';i++);
   return i;
}
```

Determining string length (RISC-V).

.section .text .global strlen

strlen:

```
# a0 = const char *str
         add t0, zero, zero
                                      \# i = 0
                                      # Start of for loop
start:
                                      # Add the byte offset for str[i]
         add t1, t0, a0
                                      # Dereference str[i]
         lb t1, 0(t1)
         beq t1, zero, stop
                                      \# if str[i] == 0, break for loop
                                      # Add 1 to our iterator
         addi t0, t0, 1
         jal zero, start
                                      # Jump back to condition start
                                      # End of for loop
stop:
                                      # Move t0 into a0 to return
         addi a0, t0, 0
         jalr zero, ra
                                      # Return back via the return address register
```

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String Copy Example: C-code

• Remember: in C, strings are null-terminated

```
void strcpy (char x[], char y[])
{ size_t i=0;
while ((x[i]=y[i])!='\0')
    i += 1;
}
```

- Base addresses for arrays x and y are in x10 and x11
- i is in x19.

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String Copy Example:RISC-V

```
strcpy:
    addi sp,sp,-8
                           # adjust stack for 1 doubleword
    x19,0(sp)
                           # push x19
    add x19, x0, x0 # i=0
L1: add x5, x19, x11 # x5 = addr of y[i]
                           \# x6 = y[i]
    1bu x6,0(x5)
    add x7, x19, x10 # x7 = addr of x[i]
    sb x6,0(x7)
                            \# x[i] = y[i]
                            # if y[i] == 0 then exit
    beq x6, x0, L2
    addi x19, x19, 1 # i = i + 1
    jal x0,L1
              # next iteration of loop
L2: 1d \times 19,0(sp) # restore saved x19
    addi sp,sp,8 # pop 1 doubleword from stack
    jalr x0,0(x1)
                           # and return
```

Reverse a string (C-Implementation).

```
void strrev(char *str) {
  int i;
  int sz = strlen(str);
  for (i = 0; i < sz / 2; i++)
     char c = str[i];
     str[i] = str[sz - i - 1];
     str[sz - i - 1] = c;
```

Reverse a string (RISC-V)

```
# for loop
         .section .text
                                                         start:
         .global strrev
                                                            bge t1, t0, stop
                                                                 t2, s1, t1
                                                            add
                                                                                      # str + i
                                                            sub t3, a0, t1
                                                                                     # sz - i
strrev:
                           #s1 = str
                                                            addi t3, t3, -1
                                                                                     # sz - i - 1
                                                            add t3, t3, s1
                           # a0 = sz
                                                                                     # str + sz - i - 1
                                                                 t4, 0(t2)
                           # t0 = s7 / 2
                                                                                     # str[i]
                                                            lb
                           # t1 = i
                                                                 t5, 0(t3)
                                                                                     # str[sz - i - 1]
                                                            lb
                                                                 t4, 0(t3)
                                                                                     # swap
                                                            sb
                           # Enter stack frame
                                                                  t5, 0(t2)
                                                            sb
                                                            addi t1, t1, 1
  addi
         sp, sp, -16
  sd
        ra, 0(sp)
                                                                 start
        s1, 8(sp)
  sd
                                                         stop:
                                                                                     # Leave stack frame
                           # Get the size of the string
                                                                 s1, 8(sp)
                                                                  ra, 0(sp)
         s1, a0
                                                            ld
  mv
                                                            addi
  call
        strlen
                                                                  sp, sp, 16
  srai t0, a0, 1
                           # Divide sz by 2
                                                            ret
  li
       t1, 0
                           \# i = 0
```