#### 计算机组成原理

#### 实验三 汇编程序设计

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# 实验大纲

- > 实验目标
- 〉实验环境
- > 准备知识
  - ✓RISC-V汇编指令
  - ✓Ripes软件简介
  - ✓RARS软件简介
- > 实验内容
- > 实验步骤

#### 实验目标

- > 熟悉RISC-V汇编指令的格式
- ➤ 熟悉CPU仿真软件Ripes,理解汇编指令执行的基本原理( 数据通路和控制器的协调工作过程)
- > 熟悉汇编程序的基本结构,掌握简单汇编程序的设计
- ➤ 掌握汇编仿真软件RARS(RISC-V Assembler & Runtime Simulator)的使用方法,会用该软件进行汇编程序的仿真、调试以及生成CPU测试需要的指令和数据文件(COE)
- ➤ 理解CPU调试模块PDU的使用方法

# 实验环境

- ➤PC 一台
- ➤ Ripes: RISC-V graphical processor simulator
- ➤ Rars: RISC-V Assembler and Runtime Simulator

#### 1. RISC-V 32个通用寄存器

Register	ABI Name	Description
x0	zero	Hard-wired zero 硬编码 0
x1	ra	Return address 返回地址
x2	sp	Stack pointer 栈指针
x3	gp	Global pointer 全局指针
x4	tp	Thread pointer 线程指针
x5	t0	Temporary/alternate link register
x6-7	t1-2	Temporaries 临时寄存器
x8	s0/fp	Saved register/frame pointer
x9	s1	Saved register 保存寄存器
x10-11	a0-1	Function arguments/return values
x12-17	a2-7	Function arguments 函数参数
x18-27	s2-11	Saved registers 保存寄存器
x28-31	t3-6	Temporaries 临时寄存器

RISC-V整数寄存器的汇编助记符

#### 2. RV32I指令类型(RISC-V基本32位整数指令集)

#### 1)运算类

- 算术: add, addi, sub, lui, auipc
- 逻辑: and, or, xor
- 移位(shift): sll, srl, sra
- 比较(set if less than): slt, sltu

Category Name	Fmt	F	RV32I Base
Shifts Shift Left Logica	R	SLL	rd,rs1,rs2
Shift Left Log. Imm.	I	SLLI	rd,rs1,shamt
Shift Right Logical	R	SRL	rd,rs1,rs2
Shift Right Log. Imm.	I	SRLI	rd,rs1,shamt
Shift Right Arithmetic	R	SRA	rd,rs1,rs2
Shift Right Arith. Imm.	I	SRAI	rd,rs1,shamt
Arithmetic ADD	R	ADD	rd,rs1,rs2
ADD Immediate	I	ADDI	rd,rs1,imm
SUBtract	R	SUB	rd,rs1,rs2
Load Upper Imm	U	LUI	rd,imm
Add Upper Imm to PC	U	AUIPC	rd,imm
<b>Logical</b> XOR	R	XOR	rd,rs1,rs2
XOR Immediate	I	XORI	rd,rs1,imm
OR	R	OR	rd,rs1,rs2
OR Immediate	I	ORI	rd,rs1,imm
AND	R	AND	rd,rs1,rs2
AND Immediate	I	ANDI	rd,rs1,imm
Compare Set <	R	SLT	rd,rs1,rs2
Set < Immediate	I	SLTI	rd,rs1,imm
Set < Unsigned	R	SLTU	rd,rs1,rs2
Set < Imm Unsigned	I	SLTIU	rd,rs1,imm

#### 2)访存类

- 加载(load): lw, lb, lh, lbu, lhu
- 存储(store): sw, sb, sh

#### 3)转移类

- 一分支(branch):beq, bne, blt, bge,bltu, bgeu
- 跳转(jump): jal, jalr

Catego	ry ^	lame	Fmt		RV32I Base
<b>Branch</b>	<b>es</b> Bran	ich =	В	BEQ	rs1,rs2,imm
	Bran	ich ≠	В	BNE	rs1,rs2,imm
	Brar	ich <	В	BLT	rs1,rs2,imm
	Bran	ich ≥	В	BGE	rs1,rs2,imm
Bra	nch < Unsi	gned	В	BLTU	rs1,rs2,imm
Bra	nch ≥ Unsi	gned	В	BGEU	rs1,rs2,imm
Jump 8	k Link	J&L	J	JAL	rd,imm
Jump	& Link Reg	gister	I	JALR	rd,rs1,imm
Loads	Load	Byte	I	LB	rd,rs1,imm
	Load Half	word	I	LH	rd,rs1,imm
Load	Byte Unsi	gned	I	LBU	rd,rs1,imm
Loa	d Half Unsi	gned	I	LHU	rd, rs1, imm
	Load	Word	I	LW	rd, rs1, imm
Stores	Store	Byte	S	SB	rs1,rs2,imm
	Store Half	word	S	SH	rs1,rs2,imm
	Store	Word	S	SW	rs1,rs2,imm

#### 1)运算指令

>add rd, rs1, rs2

$$\# x[rd] = x[rs1] + x[rs2]$$

31	25 2	4 20	19	15 14 1	2 11	7 6	0
funct7		rs2	rs1	funct3	rd	opcode	
7		5	5	3	5	7	
0000000		src2	$\operatorname{src}1$	ADD/SLT/SLT	'U dest	OP	
0000000		src2	$\operatorname{src}1$	AND/OR/XOF	R dest	OP	
0000000		src2	$\operatorname{src}1$	SLL/SRL	$\operatorname{dest}$	OP	
0100000		${ m src}2$	$\operatorname{src}1$	SUB/SRA	$\operatorname{dest}$	OP	

≥addi rd, rs1, imm

$$\# x[rd] = x[rs1] + sext(imm)$$

31	!	20 19	$15 \ 14$	12	11	7 6	0
	imm[11:0]	rs1		funct3	$\operatorname{rd}$	opcode	
	12	5		3	5	7	
	I-immediate [11:0]	$\operatorname{src}$	ADI	OI/SLTI[U]	dest	OP-IMM	
	I-immediate [11:0]	$\operatorname{src}$	AND	I/ORI/XO	RI dest	OP-IMM	

- $\triangleright$  lui rd, imm # x[rd] = sext(imm[31:12] << 12)
- $\triangleright$  auipc rd, imm # x[rd] = pc + sext(imm[31:12] << 12)

31	12 11	7 6 0
imm[31:12]	rd	opcode
20	5	7
U-immediate[31:12]	$\operatorname{dest}$	LUI
U-immediate[31:12]	$\operatorname{dest}$	AUIPC

#### 2) 访存指令

 $\triangleright$ lw rd, offset(rs1) # x[rd] = M[x[rs1] + sext(offset)]

31 20	19 15	14 12	11 7	6 0
imm[11:0]	rs1	funct3	$\operatorname{rd}$	opcode
12	5	3	5	7
offset[11:0]	base	width	$\operatorname{dest}$	LOAD

 $\gt$ sw rs2, offset(rs1) # M[x[rs1]+sext(offset)=x[rs2]

31	25 24	20	19	15 14       12	11	7 6	0
imm[11:5]	r	s2	rs1	funct3	imm[4:0]	opcode	
7		5	5	3	5	7	
offset[11:5]	S	$\operatorname{rc}$	base	$\operatorname{width}$	offset[4:0]	STORE	

#### 3) 分支指令

- > beq rs1, rs2, offset # if (rs1 == rs2) pc += sext(offset)
- $\triangleright$  blt rs1, rs2, offset # if (rs1 < rs2) pc += sext(offset)

31	30 25	24 20	19 15	14 12	11	8 7	6	0
imm[12]	imm[10:5]	rs2	rs1	funct3	imm[4:1]	imm[11]	opcode	
1	6	5	5	3	4	1	7	
offset	[12,10:5]	src2	$\operatorname{src}1$	BEQ/BNE	offset[1	1,4:1]	BRANCH	
offset	[12,10:5]	src2	$\operatorname{src}1$	BLT[U]	offset[1	1,4:1]	BRANCH	
offset	[12,10:5]	src2	$\operatorname{src}1$	BGE[U]	offset[1	1,4:1]	BRANCH	

#### 4) 跳转指令

 $\rightarrow$  jal rd, offset # x[rd] = pc+4; pc += sext(offset)

31	30		21	20	19 1	2 11	7 6 0
imm[20]		imm[10:1]		imm[11]	imm[19:12]	rd	opcode
1		10		1	8	5	7
		offset[	20:1	.]		$\operatorname{dest}$	$_{ m JAL}$

 $\triangleright$  jalr rd, offset(rs1) # t =pc+4; pc=(x[rs1]+sext(offset))&~1; x[rd]=t

31	20 19	15 14 12	11 7	6 0
imm[11:0]	rs1	funct3	$_{ m rd}$	opcode
12	5	3	5	7
offset[11:0]	base	0	$\operatorname{dest}$	JALR

- 3. 汇编指示和伪指令
- ▶汇编指示符 (Assembler directives)
  - .data, .text
  - word, .half, .byte, .string
  - eqv
  - align
  - **–** .....
- > 伪指令
  - li, la, mv
  - nop, not, neg
  - j, jr, call, ret
  - **.....**

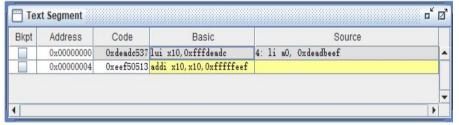
#### Example:

.eqv CONSTANT, 0xdeadbeef

li a0, CONSTANT

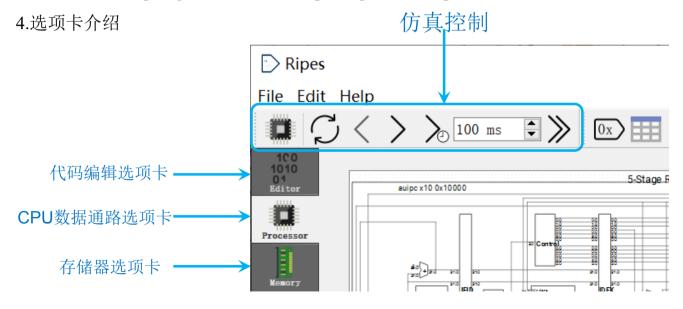
# lui a0,0xdeadc

# addi a0,a0,0xfffffeef

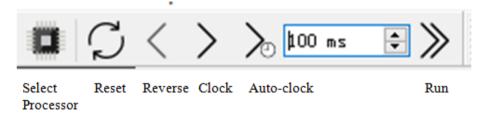


Registers Floating	Point   Control and Status		Registers	Floating Point	Control and Status	
Name	Number	Value	Nan	ne	Number	Value
zero	0	0x00000000	zero		0	0x00000000
ra	1	0x00000000	ra		1	0x00000000
sp	2	0x00003ffc	sp		2	0x00003ff
gp	3	0x00001800	gp		3	0x00001800
tp	4	0x00000000	tp		4	0x00000000
t0	5	0x00000000	t0		5	0x00000000
t1	6	0x00000000	t1		6	0x00000000
t2	7	0x00000000	t2		7	0x00000000
s0	8	0x00000000	s0		8	0x00000000
s1	9	0x00000000	s1		9	0x00000000
a0	10	0xdeadc000	a0		10	Oxdeadbeet
al	11	0x00000000	al		11	0x00000000
a2	12	0x00000000	a2		12	0x00000000

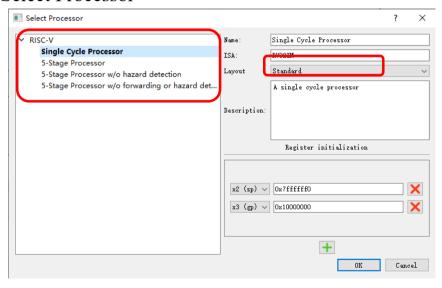
- 1. Ripes is a graphical processor simulator and assembly code editor built for the RISC-V instruction set architecture, suitable for teaching how assembly level code is executed on various microarchitectures.
  - 2. 软件下载链接: https://github.com/mortbopet/Ripes/releases
  - 3. 软件简介: https://github.com/mortbopet/Ripes/wiki/Ripes-Introduction



#### ▶ 仿真控制

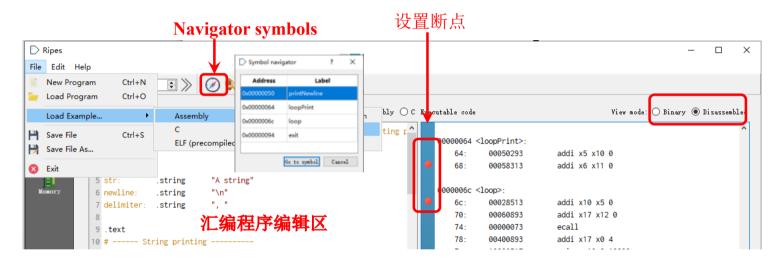


#### ✓ Select Processor

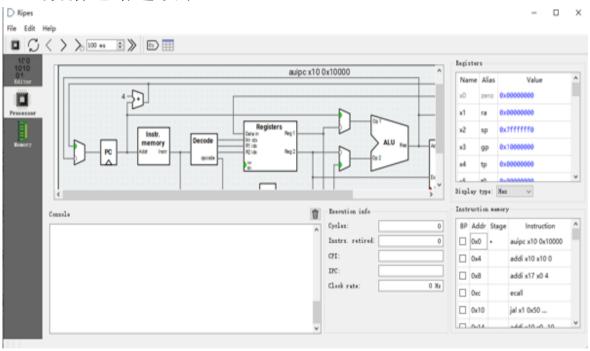


- •Standard: Control components and signals are omitted.
- •Extended: Control components and signals are visible as well as wire bit-widths.

▶ 代码编辑选项卡

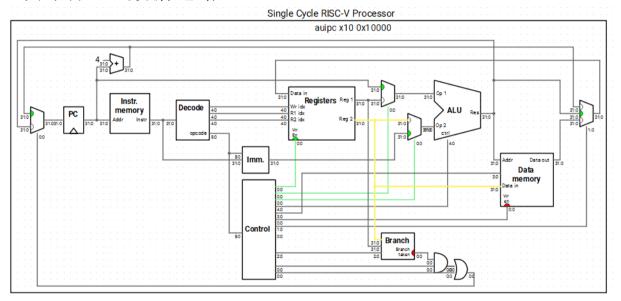


➤ CPU数据通路选项卡



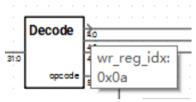
✓ Registers(can modify), Instruction memory(BP, PC, stage, instruction), execution info, console

✓ 单周期CPU数据通路

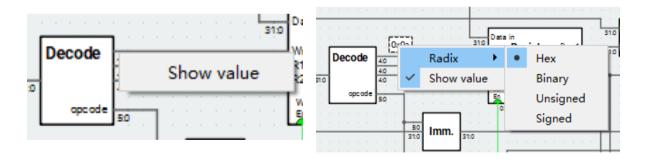


- Green dot in Multiplexers input: signal selected
- Boolean (1-bit signals: high (1) when a wire is green, low (0) when a wire is grey.
- Other signals: when modified, will briefly flash green
- processor view zoom: ctrl+scroll
- Clicking a wire highlights the entirety of the wire: yellow

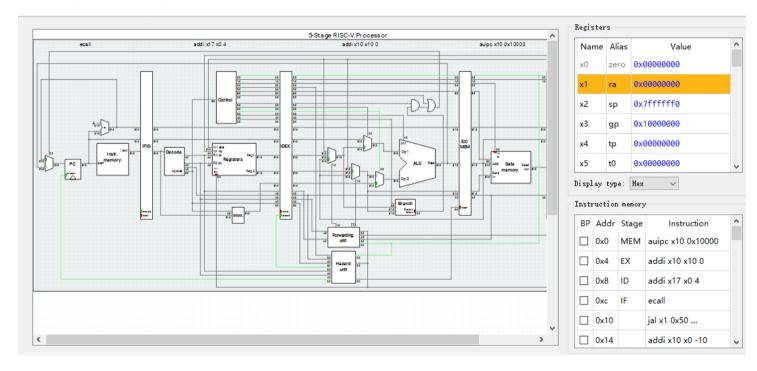
• Hover over any port in the processor view: display the name and value of the port



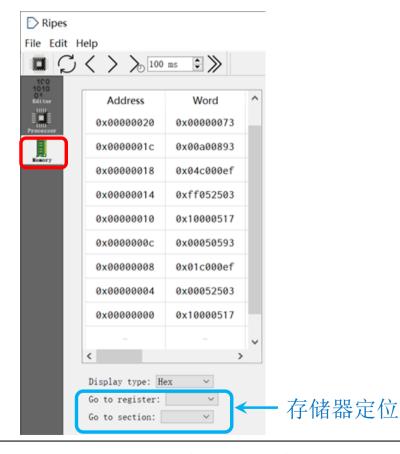
- right click on any port and press "show value" to display its label.
- If a port's value label has been made visible, it is possible to change the radix of the displayed value through right-clicking the port label.



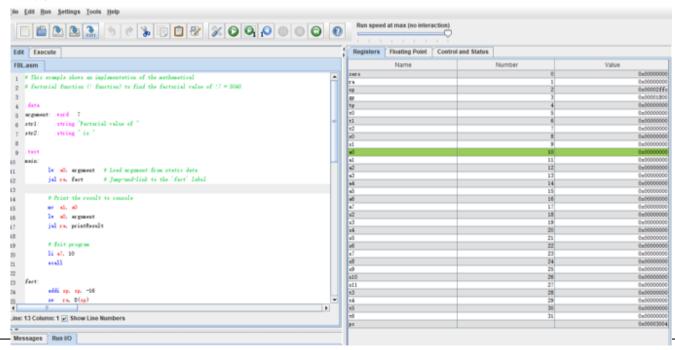
✓ 流水线CPU数据通路



▶ 存储器选项卡

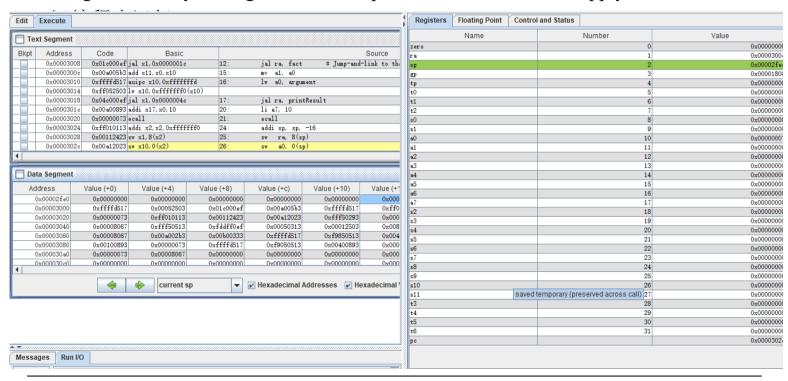


- 1. RARS is written in Java and requires at least Release 1.8 of the Java SE Java Runtime Environment (JRE) to work. It is distributed as an executable JAR file.
  - 2. 软件简介: https://github.com/TheThirdOne/rars/issues
  - 3.界面介绍



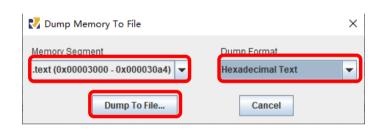
#### 4.存储器设置

Settings>>Memory Configuration>>compact, data at Address0>>Apply and Close



6.代码段段机器码(16进制)导出

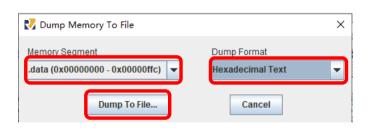
File>>Dump Memory To File,按下图设置完毕后,选择文件保存路径,命名为ins.coe。

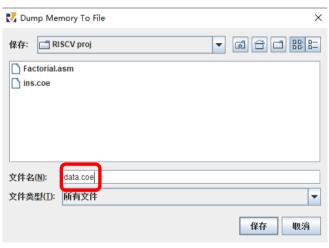




7.数据段机器码(16进制)导出

File>>Dump Memory To File,按下图设置完毕后,选择文件保存路径,命名为data.coe。





8. 采用记事本分别打开生成的ins.coe和data.coe,在文档的最开始加上以下语句后保存: memory\_initialization\_radix = 16;

memory\_initialization\_vector =

# 实验内容

#### 1.理解并仿真RIPES示例汇编程序

加载Ripes示例汇编程序 (Console Printing)→选择单周期CPU数据通路→单步执行程序→观察数据通路控制信号和寄存器内容的变化

#### 2.设计汇编程序,验证6条指令功能

Rars软件设计汇编程序→单步运行程序→人工检查→生成COE文件

- ✓sw, lw
- ✓add, addi
- ✓beq, jal

备注: 通过查看数据存储器和32个通用寄存器来实现人工检查

# 实验内容

```
示例:
.data
out: .word 0xff #led, 初始全亮
in: .word 0
                          #switch
.text
                          #仿真需要
la a0, out
                          #test sw: 全灭led
sw x0, 0(a0)
addi t0, x0, 0xff #test addi: 全亮led
sw t0, 0(a0)
                          #test lw: 由switch设置led
lw t0, 4(a0)
sw t0, 0(a0)
```

#### 3. 设计汇编程序, 计算斐波那契—卢卡斯数列

- ▶数列前两项: 1, 2
- ▶数据输出方式:数据存储器

### 实验步骤

1. 理解并仿真RIPES示例汇编程序 (Console Printing)



- 2. Rars软件设计汇编程序,实现人工检查6条指令功能,并生成COE文件
  - ✓ sw, lw
  - ✓ add, addi
  - ✓ beq, jal
- 3. Rars软件设计汇编程序,实现计算斐波那契—卢卡斯数列(数列前两项为1,2),并生成COE文件

### The End