HW1: Human compiler

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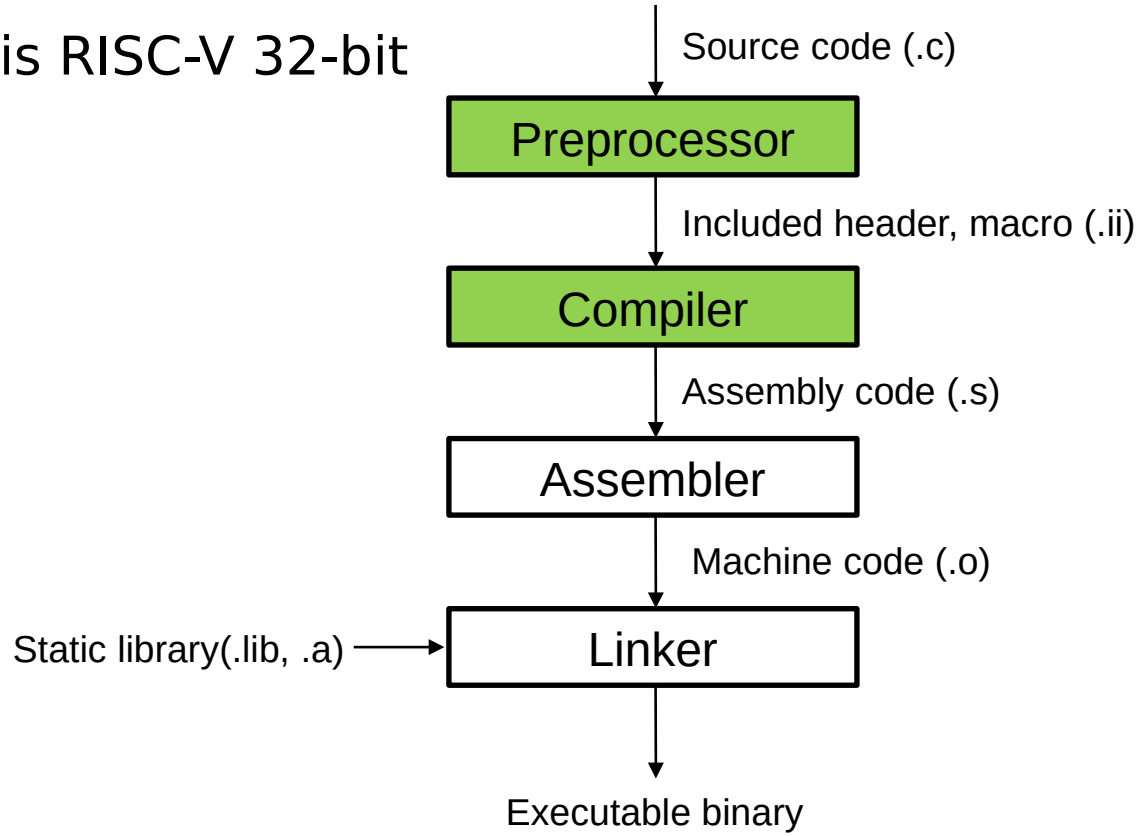
Goal of this project

- **You will compile given C source code into assembly code.**

  Target architecture is RISC-V 32-bit



Experimental setup

- **You will use RISC-V ISA simulator on linux.**

  https://github.com/riscv/riscv-isa-sim

  It is already installed on Hardware lab computers.

  Just add these two lines on your `~/.bashrc` before first use.

```
124 export RISCV=/opt/riscv
125 PATH=$PATH:$RISCV/bin
```

  Then, type "`source ~/.bashrc`" on your command line.

  Now, you're good to go with your code!

Experimental setup

- **Self setup (On Ubuntu (Debian) linux)**

  Before start, add these two lines on your `~/.bashrc`

  You can use other ‘RISCV’ installation path if you want.

```
124 export RISCV=/opt/riscv
125 PATH=$PATH:$RISCV/bin
```

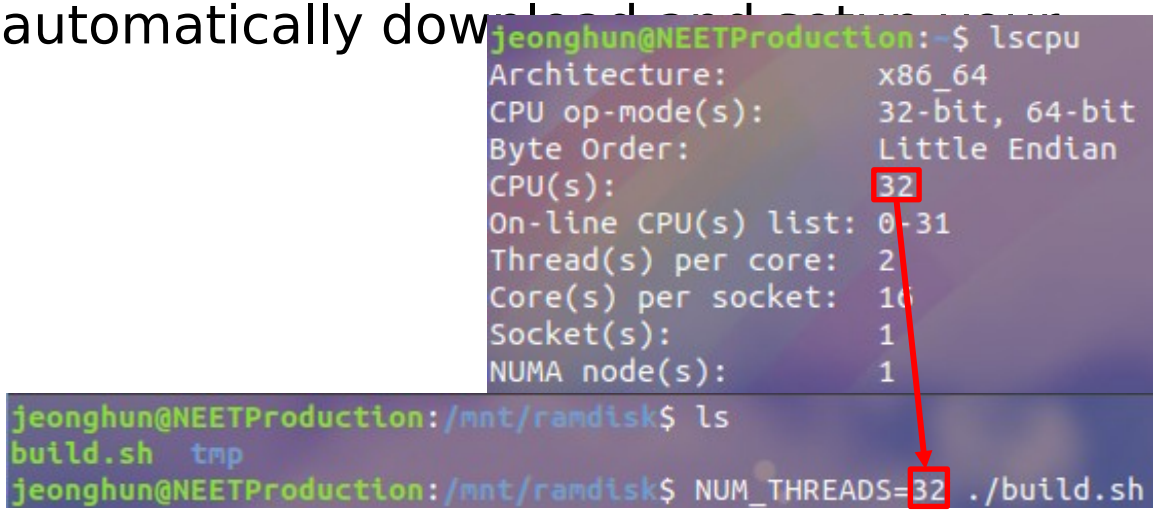
  Then, type “`source ~/.bashrc`” on your command line

  Make directory using `mkdir` command.

```
$> sudo mkdir $RISCV
$> sudo chown –R [your_username] $RISCV
```

Experimental setup

- **Self setup (On Ubuntu (Debian) linux)**
  - Download setup.sh from eTL.
  - Before get started, check the number of CPU cores of your PC
  - with `lscpu` command.
  - Run build.sh with argument `NUM_THREADS=[core count]`
  - This script will automatically download and setup ramdisk environment.



Experimental setup

- **Execution of your code.**

```
$> Make
$> spike --isa=RV32IMAFDC $RISCV/bin/pk ./bi-
nary [arg1] [arg2] …
```

```
jeonghun@NEETProduction:~/gcd$ ls
gcd_asm.s  gcd.c  gcd.h  main.c  Makefile
jeonghun@NEETProduction:~/gcd$ make
riscv32-unknown-elf-gcc -Wall -Werror -std=c99 -c main.c -o main.o
riscv32-unknown-elf-gcc -c gcd_asm.s -o gcd_asm.o
riscv32-unknown-elf-gcc main.o gcd_asm.o -o gcd
jeonghun@NEETProduction:~/gcd$ spike --isa=RV32IMAFDC $RISCV/bin/pk ./gcd 7 42
bbl loader
GCD of 7, 42 = 7
```

Problem 1. Greatest common divisor

- **Calculate the Greatest common divisor (GCD) of two integers.**

  Write your code on `gcd_asm.s`

  Refer to `gcd.c` for algorithm.

  Operands are stored at register a0, a1.

  Store the answer to register a0 and return.

  Execution:

```
$> spike --isa=RV32IMAFDC $RISCV/bin/pk ./gcd [lhs]
[rhs]
```

Problem 2. Fibonacci sequence

- **Store the given count of Fibonacci sequence on specified memory location.**

  Write your code on `fibonacci_asm.s`

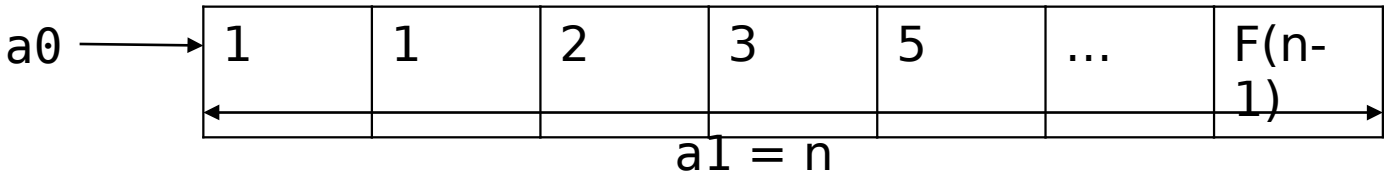
  Memory address is stored on register a0

  Count (number to calculate) is stored on register a1.

  Return value is the memory address having answer.

  Execution:

```
$> spike --isa=RV32IMAFDC $RISCV/bin/pk ./fibonacci
[count]
```



Problem 3. Maze solving

- **Find out the length of the shortest path to solve given maze.**

  Maze is stored in array (reg a0).

  Width (reg a1) and height (reg a2) of array are given.

  Each entry of array represents the state of pixel.

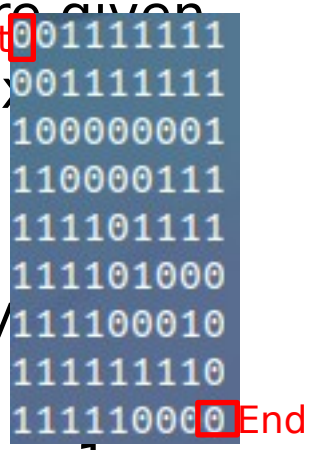
  (1: Blocked, 0: Opened)

  Starting point is (0,0) of array.

  Ending point is (width – 1, height – 1) of array.

  Refer to `maze.c` for algorithm.

  If this maze can't be solved in 20 steps, return -1.



  Execution:

```
$> spike --isa=RV32IMAFDC $RISCV/bin/pk ./maze [file-name]
```

Submission

- **Report**

  Briefly describe your implementation within 5 pages.

  Filename: [student_id].pdf (example: 2019-12345.pdf)

  Please submit it in **PDF** format. Other formats are not accepted.

- **Compress your source code and report into single zip file.**

  Compress gcd_asm.s, fibonacci_asm.s, maze_asm.s and your report.

  Filename should be [student_id].zip (example: 2019-12345.zip).

  Please submit it in **ZIP** format. Other formats are not accepted.

- **Submission deadline: Before 2019. 9. ?? 23:59**