

Review Problem 5

- ❖ In assembly, replace the value in X0 with its absolute value.

```
CMP X0, X31
```

```
B.GE WAS_NON_NEGATIVE
```

```
//B.GE
```

```
SUB X0, X31, X0
```

```
//X0 = -X0
```

```
WAS_NON_NEGATIVE:
```

Loop Example

Compute the sum of the values 0...N-1

```
int sum = 0;
for (int I = 0; I != N; I++) {
    sum += I;
}
```

// X0 = N, X1 = sum, X2 = I

① ADD X1, X31, X31 // sum = 0

② ADD X2, X31, X31 // I = 0

TOP:

CMP X2, X0 // check I vs N

B.EQ END

// end when ~~I~~ I == N

// sum += I

// I++

// Next iteration

③1 ADD X1, X1, X2

③2 ADDI X2, X2, #1

B TOP

END:

① ADD X1, X31, X31

② ADD X2, X31, X31

B TEST

TOP:

③1 ADD X1, X1, X2

③2 ADDI X2, X2, #1

TEST:

CMP X2, X0

B.NE TOP

String toUpper

Memory

Mem [80]

String

Y | 0 | 0 | F

Convert a string to all upper case

```
char *index = string;
while (*index != 0) { /* C strings end in 0 */
    if (*index >= 'a' && *index <= 'z')
        *index = *index + ('A' - 'a');
    index++;
}
```

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// string is a pointer held at Memory[80].
// X0=index, 'A' = 65, 'a' = 97, 'z' = 122

LDUR X0, [X31, #80]

// index = string

Loop:

LDURB X1, [X0, #0]

// load byte *index

CBZ X1, END

// exit loop if *index == 0

CMPI X1, #97

// is *index < 'a'?

B.LT NEXT

// don't update if < 'a'

CMPI X1, #122

// is *index > 'z'?

B.GT NEXT

// don't update if > 'z'

SUBI X1, X1, #32

// compute *index + ('A' - 'a');

STURB X1, [X0, #0]

// *index = new value

NEXT:

ADDI X0, X0, #1

// index++

END:

B Loop

// continue the loop

Machine Language vs. Assembly Language

Assembly Language

mnemonics for easy reading
labels instead of fixed addresses
Easier for programmers
Almost 1-to-1 with machine language

Machine language

Completely numeric representation
format CPU actually uses

SWAP:

LSL	X9, X1, #3		11010011011 00000 000011 00001 01001
ADD	X9, X0, X9	// Compute address of v[k]	10001011000 01001 000000 00000 01001
LDUR	X10, [X9, #0]	// get v[k]	11111000010 000000000 00 01001 01010
LDUR	X11, [X9, #8]	// get v[k+1]	11111000010 000001000 00 01001 01011
STUR	X11, [X9, #0]	// save new value to v[k]	11111000000 000000000 00 01001 01011
STUR	X10, [X9, #8]	// save new value to v[k+1]	11111000000 000001000 00 01001 01010
BR	X30	// return from subroutine	11010110000 00000 000000 00000 11110