

CENG 3420 Lab1 Report

Name: Wong Wai Chun SID:1155173231

Lab1.1

I define var1 and var2 with 15 and 19 respectively, and I print the MEMORY addresses of var1 and var2 using ecall by loading them in a0, value 1 for int, value 0 for char. Using addi to increase var1 by 1 and slli to multiply var2 by 4. I use sb for exchanging var1 and var2.

```
.data
var1: .byte 15
var2: .byte 19
msg: .asciz "\n"
```

print the MEMORY addresses:

```
li a7,1
la a0, var1          #address var1
ecall

li a7,4
la a0, msg
ecall

li a7,1
la a0, var2          #address var2
ecall
```

addi and slli(and print):

la a1, var1	li a7,1	
la a2, var2	lb a0, var1	#var1
lb t0, var1	ecall	
lb t1, var2		
	li a7,4	
addi t0, t0, 1	la a0, msg	
slli t1, t1, 2	ecall	
	li a7,1	
sb t0, (a1)	lb a0, var2	#var2
sb t1, (a2)	ecall	

Swap:

```
sb t0, (a2)
sb t1, (a1)

li a7,1
lb a0, var1
ecall

li a7,4
la a0, msg
ecall

li a7,1
lb a0, var2
ecall

li a7,4
la a0, msg
ecall
```

Result:

Messages	Run I/O
	268500992
	268500993
	16
	76
Clear	76
	16
	-- program is finished running (dropped off bottom) --

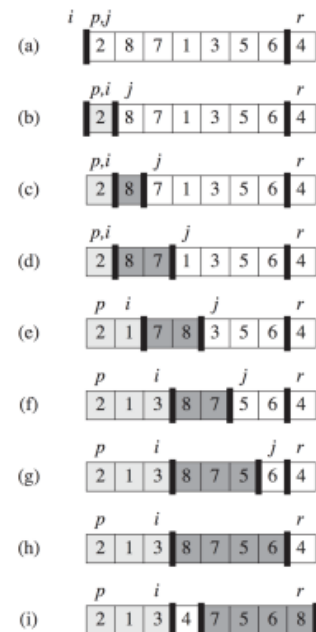
Lab1.2

Algo:

```

1: function PARTITION(A, lo, hi)
2:   pivot ← A[hi]
3:   i ← lo-1;
4:   for j = lo; j ≤ hi-1; j ← j+1 do
5:     if A[j] ≤ pivot then
6:       i ← i+1;
7:       swap A[i] with A[j];
8:     end if
9:   end for
10:  swap A[i+1] with A[hi];
11:  return i+1;
12: end function

```



To fit in our case, we choose 8 to be the r, so I have to swap 8 and 78 first. Then it follow the algo.

```

.text
start:

    la a0, array1
    li a1, 0          #start lo/j
    li a2, 9          #end hi

    #swap 8 and 78 > set 8 to be pivot
    lw t0, 8(a0)
    lw t1, 36(a0)
    sw t0, 36(a0)     #t0 = 8
    sw t1, 8(a0)

    addi t1, a1, -1    #i
    li t2, 8           #hi-1

    j loop

```

Before:

Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	-1	22	8	35	5	4	11	2
0x10010020	1	78	0	0	0	0	0	0
0x10010040	0	0	0	0	0	0	0	0

After:

Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	-1	5	4	2	1	8	11	35
0x10010020	22	78	0	0	0	0	0	0
0x10010040	0	0	0	0	0	0	0	0
0x10010060	0	0	0	0	0	0	0	0
0x10010080	0	0	0	0	0	0	0	0

Code(exclude start):

```
loop:
    bgt a1, t2, end    #end condition

    slli t6, a1, 2
    add t6, a0, t6
    lw t3, 0(t6)        #get -1    t6= adress of j

    jal ra, check
    addi a1, a1, 1      #j++
    j loop

check:
    ble t3, t0, lessthaneg
    jalr zero, 0(ra)

lessthaneg:
    addi t1, t1, 1      #i++
    slli t4, t1, 2
    add t4, t4, a0

    lw t5, 0(t4)        #a[i]
    sw t3, 0(t4)        #swap value
    sw t5, 0(t6)

    jalr zero, 0(ra)

end:
    addi t1, t1, 1      #i++
    slli t4, t1, 2
    add t4, t4, a0
    lw t5, 0(t4)        #a[i+1]
    sw t0, 0(t4)
    sw t5, 36(a0)
```

Lab1.3

Algo:

```
1: function QUICKSORT(A, lo, hi)
2:   if lo < hi then
3:     p ← partition(A, lo, hi);
4:     quicksort(A, lo, p - 1);
5:     quicksort(A, p + 1, hi);
6:   end if
7: end function
```

This is the extension of Lab1.2, it choose 1 point as pivot and separate two part each time, from $i=0$ to $i=p-1$ and $i=p+1$ to $i=hi$. I changed to use stack pointer to store ra and more element, because i don't have enough temporary registers.

```
.text
_start:

    #input args
    la a0, array1
    li a1, 0      #lo
    li a2, 9      #hi
    jal ra, quicksort
    j realend

quicksort:
    addi sp, sp, -4
    sw ra, 0(sp)

    jal ra, checkIsLessThan

    lw ra, 0(sp)    #target jump location
    addi sp, sp, 4
    jalr zero, 0(ra)

checkIsLessThan:
    bge a1, a2, Back    # hi greater or equal to lo

    #store original ra
    addi sp, sp, -4
    sw ra, 0(sp)

Back:
    jalr zero, 0(ra)

partition:
    addi sp, sp, -4
    sw ra, 0(sp)

    addi sp, sp, -16
    add a3, a1, zero    #lo / j
    add a4, a2, zero    #hi

    # pivot information
    slli t0, a4, 2
    add t0, t0, a0
    sw t0, 0(sp)    #address of pivot
    lw t0, 0(t0)
    sw t0, 4(sp)    #value of pivot

    addi t0, a3, -1    #t0 = i
    sw t0, 8(sp)    #value of i

    #jump to loop
    j loop
```

These two part is newly added to fit into the quicksort, and the other part is remain the same.

Result:

Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	-1	1	2	4	5	8	11	22
0x10010020	35	78	0	0	0	0	0	0
0x10010040	0	0	0	0	0	0	0	0
0x10010060	0	0	0	0	0	0	0	0
0x10010080	0	0	0	0	0	0	0	0
0x100100a0	0	0	0	0	0	0	0	0