

BÀI TẬP TUẦN 11

Assignment 1:

- Chương trình:

```
#-----
#           col 0x1 col 0x2 col 0x4 col 0x8
#
# row 0x1      0      1      2      3
#           0x11  0x21  0x41  0x81
#
# row 0x2      4      5      6      7
#           0x12  0x22  0x42  0x82
#
# row 0x4      8      9      a      b
#           0x14  0x24  0x44  0x84
#
# row 0x8      c      d      e      f
#           0x18  0x28  0x48  0x88
#
#-----
# command row number of hexadecimal keyboard (bit 0 to 3)
# Eg. assign 0x1, to get key button 0,1,2,3
# assign 0x2, to get key button 4,5,6,7
# NOTE must reassign value for this address before reading,
# eventhough you only want to scan 1 row

.equv IN_ADDRESS_HEX_A_KEYBOARD 0xFFFF0012

# receive row and column of the key pressed, 0 if not key pressed
# Eg. equal 0x11, means that key button 0 pressed.
# Eg. equal 0x28, means that key button D pressed.

.equv OUT_ADDRESS_HEX_A_KEYBOARD 0xFFFF0014
.text

main:    li $t1, IN_ADDRESS_HEX_A_KEYBOARD

         li $t2, OUT_ADDRESS_HEX_A_KEYBOARD

polling_1:
    li $t3, 0x1      # row 1
    sb $t3, 0($t1)   # must reassign expected row
    lb $a0, 0($t2)   # read scan code of key button
    beq $a0, 0x0, polling_2
    j print

polling_2:
    li $t3, 0x2      # row 2
    sb $t3, 0($t1)   # must reassign expected row
    lb $a0, 0($t2)   # read scan code of key button
    beq $a0, 0x0, polling_3
    j print

polling_3:
    li $t3, 0x4      # row 3
    sb $t3, 0($t1)   # must reassign expected row
    lb $a0, 0($t2)   # read scan code of key button
    beq $a0, 0x0, polling_4
    j print

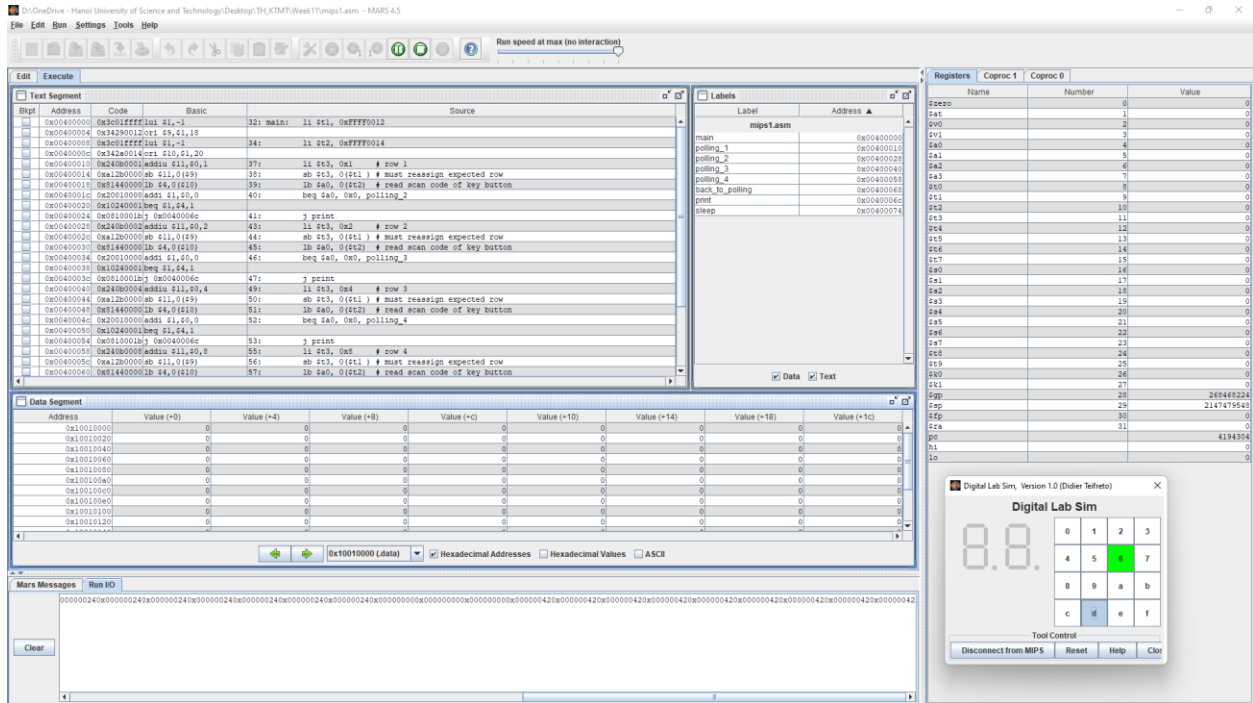
polling_4:
    li $t3, 0x8      # row 4
    sb $t3, 0($t1)   # must reassign expected row
    lb $a0, 0($t2)   # read scan code of key button
    j print

back_to_polling:
    j polling_1      # continue polling

print:
    li $v0, 34       # print integer (hexa)
    syscall

sleep:
    li $a0, 1000     # sleep 1000ms
    li $v0, 32
    syscall
    j back_to_polling
```

- Kết quả:



Assignment 2:

- Chương trình:

```
.eqv IN_ADDRESS_HEX4_KEYBOARD 0xffff0012
.data
Message: .asciiz "Oh my god. Someone's pressed a button.\n"
#-----
# MAIN Procedure
#-----
.text
main:
#-----
# Enable interrupts you expect
#-----
# Enable the interrupt of Keyboard matrix 4x4 of Digital Lab Sim
li $t1, IN_ADDRESS_HEX4_KEYBOARD
li $t3, 0x80 # bit 7 of = 1 to enable interrupt
sb $t3, 0($t1)
#-----
# No-end loop, main program, to demo the effective of interrupt
#-----
Loop: nop
nop
nop
nop
b Loop # Wait for interrupt
end_main:
#-----
# GENERAL INTERRUPT SERVED ROUTINE for all interrupts
#-----
.ktext 0x80000180
#-----
# Processing
#-----
IntSR: addi $v0, $zero, 4 # show message
la $a0, Message
syscall
#-----
# Evaluate the return address of main routine
# epc <= epc + 4
#-----
next_pc:mfc0 $at, $14 # $at <= Coproc0.$14 = Coproc0.epc
addi $at, $at, 4 # $at = $at + 4 (next instruction)
mtc0 $at, $14 # Coproc0.$14 = Coproc0.epc <= $at
return: eret # Return from exception
```

- Kết quả:

The screenshot displays the MIPS2.asm assembly simulator interface. The main window is divided into several panes:

- Text Segment:** Shows the assembly code with addresses, instructions, and comments. The code includes a loop that prints a sequence of numbers and a sleep function.
- Labels:** Lists the labels used in the code, such as `main`, `end_main`, `Message`, `next_pc`, and `return`.
- Registers:** Displays the state of the MIPS registers, including `$zero`, `$at`, `$v0`, `$a0`, `$a1`, `$a2`, `$a3`, `$t0`, `$t1`, `$t2`, `$t3`, `$t4`, `$t5`, `$t6`, `$t7`, `$s0`, `$s1`, `$s2`, `$s3`, `$s4`, `$s5`, `$s6`, `$s7`, `$s8`, `$s9`, `$s10`, `$s11`, `$ra`, `$pc`, and `$dp`.
- Data Segment:** Shows the memory layout, including the `Message` string and the `sleep` function.
- MIPS Messages:** Displays the output of the program, showing the sequence of numbers printed and the end of the program.

Assignment 3:

- Chương trình:

```
.eqv IN_ADDRESS_HEX4_KEYBOARD 0xFFFF0012
.eqv OUT_ADDRESS_HEX4_KEYBOARD 0xFFFF0014
.data
Message: .asciiz "Key scan code "
.text
main:
    li $t1, IN_ADDRESS_HEX4_KEYBOARD
    li $t3, 0x80          # bit 7 = 1 to enable
    sb $t3, 0($t1)
    xor $s0, $s0, $s0     # count = $s0 = 0
Loop: addi $s0, $s0, 1     # count = count + 1
    prn_seq: addi $v0, $zero, 1
        add $a0, $s0, $zero # print auto sequence number
        syscall
    prn_eol: addi $v0, $zero, 11
        li $a0, '\n'       # print endofline
        syscall
    sleep: addi $v0, $zero, 32
        li $a0, 300        # sleep 300 ms
        syscall
        nop                # WARNING: nop is mandatory here.
        b Loop
end_main:

.ktext 0x80000180
IntSR: addi $sp, $sp, 4     # Save $ra because we may change it later
    sw $ra, 0($sp)
    addi $sp, $sp, 4       # Save $at because we may change it later
    sw $at, 0($sp)
    addi $sp, $sp, 4       # Save $sp because we may change it later
    sw $v0, 0($sp)
    addi $sp, $sp, 4       # Save $a0 because we may change it later
    sw $a0, 0($sp)
    addi $sp, $sp, 4       # Save $t1 because we may change it later
    sw $t1, 0($sp)
    addi $sp, $sp, 4       # Save $t3 because we may change it later
    sw $t3, 0($sp)
```

```

prn_msg: addi $v0, $zero, 4
         la $a0, Message
         syscall
get_cod: li $t2, IN_ADDRESS_HEXKEYBOARD
         li $t3, 0x81          # check row 4 and re-enable bit 7
         sb $t3, 0($t2)        # must reassign expected row
         li $t1, OUT_ADDRESS_HEXKEYBOARD
         lb $a0, 0($t1)
         bne $a0, $0, prn_cod
         li $t3, 0x82          # check row 4 and re-enable bit 7
         sb $t3, 0($t2)        # must reassign expected row
         lb $a0, 0($t1)
         bne $a0, $0, prn_cod
         li $t3, 0x84          # check row 4 and re-enable bit 7
         sb $t3, 0($t2)        # must reassign expected row
         lb $a0, 0($t1)
         bne $a0, $0, prn_cod
         li $t3, 0x88          # check row 4 and re-enable bit 7
         sb $t3, 0($t2)        # must reassign expected row
         lb $a0, 0($t1)
prn_cod: li $v0, 34
         syscall
         li $v0, 11
         li $a0, '\n'         # print endofline
         syscall
next_pc: mfc0 $at, $14         # $at <= Coproc0.$14 = Coproc0.epc
         addi $at, $at, 4       # $at = $at + 4 (next instruction)
         mtc0 $at, $14         # Coproc0.$14 = Coproc0.epc <= $at
restore: lw $t3, 0($sp)
         addi $sp, $sp, -4
         lw $t1, 0($sp)
         addi $sp, $sp, -4
         lw $a0, 0($sp)
         addi $sp, $sp, -4
         lw $v0, 0($sp)
         addi $sp, $sp, -4
         lw $ra, 0($sp)
         addi $sp, $sp, -4
         lw $ra, 0($sp)
         addi $sp, $sp, -4
         lw $ra, 0($sp)
         addi $sp, $sp, -4
return: eret                  # Return from exception

```

- Kết quả:

DownloadMips3 (7).asm - MIPS 4.5

File Edit Run Settings Tools Help

Run speed at max (no interaction)

Labels

Label	Address
mips3 (7).asm	0x00400000
main	0x00400000
Loop	0x00400014
prn_msg	0x00400019
prn_end	0x00400024
end_main	0x00400030
Message	0x00400044
in\$R	0x00000100
out\$R	0x00000100
prn_msg	0x00000100
get_cod	0x00000100
prn_cod	0x00000200
next_pc	0x00000220
restore	0x00000230
return	0x00000250

Registers

Register	Value
\$zero	0
\$at	0
\$v0	0
\$v1	0
\$a0	0
\$a1	0
\$a2	0
\$a3	0
\$a4	0
\$a5	0
\$a6	0
\$a7	0
\$a8	0
\$a9	0
\$a10	0
\$a11	0
\$a12	0
\$a13	0
\$a14	0
\$a15	0
\$a16	0
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\$a460	

Assignment 4:

- Chương trình:

```
.eqv IN_ADDRESS_HEXa_KEYBOARD 0xFFFF0012
.eqv COUNTER 0xFFFF0013          # Time Counter
.eqv MASK_CAUSE_COUNTER 0x00000400 # Bit 10: Counter interrupt
.eqv MASK_CAUSE_KEYMATRIX 0x00000800 # Bit 11: Key matrix interrupt
.data
msg_keypress: .ascii "Someone has pressed a key!\n"
msg_counter: .ascii "Time interval!\n"
#-----
# MAIN Procedure
#-----
.text
main:
#-----
# Enable interrupts you expect
#-----
# Enable the interrupt of Keyboard matrix 4x4 of Digital Lab Sim
li $t1, IN_ADDRESS_HEXa_KEYBOARD
li $t3, 0x80          # bit 7 = 1 to enable
sb $t3, 0($t1)
# Enable the interrupt of TimeCounter of Digital Lab Sim
li $t1, COUNTER
sb $t1, 0($t1)
#-----
# Loop a print sequence numbers
#-----
Loop: nop
nop
nop
sleep: addi $v0,$zero,32          # BUG: must sleep to wait for Time Counter
li $a0,200                      # sleep 300 ms
syscall
nop                             # WARNING: nop is mandatory here.
b Loop
end_main:
#-----
# GENERAL INTERRUPT SERVED ROUTINE for all interrupts
#-----
.ktext 0x80000180
IntSR: #-----

# Temporary disable interrupt
#-----
dis_int:li $t1, COUNTER          # BUG: must disable with Time Counter
sb $zero, 0($t1)
# no need to disable keyboard matrix interrupt
#-----
# Processing
#-----
get_caus:mfc0 $t1, $13           # $t1 = Coproc0.cause
IsCount:li $t2, MASK_CAUSE_COUNTER # if Cause value confirm Counter..
and $at, $t1,$t2
beq $at,$t2, Counter_Intr
IsKeyMa:li $t2, MASK_CAUSE_KEYMATRIX # if Cause value confirm Key..
and $at, $t1,$t2
beq $at,$t2, Keymatrix_Intr
others: j end_process           # other cases
Keymatrix_Intr: li $v0, 4        # Processing Key Matrix Interrupt
la $a0, msg_keypress
syscall
j end_process
Counter_Intr: li $v0, 4          # Processing Counter Interrupt
la $a0, msg_counter
syscall
j end_process
end_process:
mtc0 $zero, $13                # Must clear cause reg
en_int: #-----
# Re-enable interrupt
#-----
li $t1, COUNTER
sb $t1, 0($t1)
#-----
# Evaluate the return address of main routine
# epc <= epc + 4
#-----
next_pc:mfc0 $at, $14           # $at <= Coproc0.$14 = Coproc0.epc
addi $at, $at, 4               # $at = $at + 4 (next instruction)
mtc0 $at, $14                  # Coproc0.$14 = Coproc0.epc <= $at
return: eret                   # Return from exception
```

- Kết quả:

The screenshot displays the Mars ARM simulator interface. The main window shows assembly code with columns for instruction, address, code, basic, and source. The registers window on the right shows the state of various registers, including Coproc 1 and Coproc 0. A digital lab simulation window is open in the bottom right corner, showing a 7-segment display and a keypad.

Assignment 5:

- Chương trình:

```
.eqv KEY_CODE 0xFFFF0004           # ASCII code from keyboard, 1 byte
.eqv KEY_READY 0xFFFF0000         # =1 if has a new keycode ?
# Auto clear after lw
.eqv DISPLAY_CODE 0xFFFF000C      # ASCII code to show, 1 byte
.eqv DISPLAY_READY 0xFFFF0008     # =1 if the display has already to do
# Auto clear after sw
.eqv MASK_CAUSE_KEYBOARD 0x0000034 # Keyboard Cause
.text
li $k0, KEY_CODE
li $k1, KEY_READY
li $m0, DISPLAY_CODE
li $s1, DISPLAY_READY
loop: nop
WaitForKey: lw $t1, 0($k1)          # $t1 = [$k1] = KEY_READY
beq $t1, $zero, WaitForKey        # if $t1 = 0 then Polling
MakeIntR: teqi $t1, 1              # if $t1 = 1 then raise an Interrupt
j loop
#-----
# Interrupt subroutine
#-----
.ktext 0x80000180
get_caus: mfc0 $t1, $13            # $t1 = Coproc0.cause
IsCount: li $t2, MASK_CAUSE_KEYBOARD # if Cause value confirm
Keyboard..
and $at, $t1,$t2
beq $at,$t2, Counter_Keyboard
j end_process
Counter_Keyboard:
ReadKey: lw $t0, 0($k0)           # $t0 = [$k0] = KEY_CODE
WaitForDis: lw $t2, 0($s1)        # $t2 = [$s1] = DISPLAY_READY
beq $t2, $zero, WaitForDis       # if $t2 == 0 then Polling
Encrypt: addi $t0, $t0, 1         # change input key
ShowKey: sw $t0, 0($s0)           # show key
nop
end_process:
next_pc: mfc0 $at, $14             # $at <= Coproc0.$14 = Coproc0.epc
addi $at, $at, 4                  # $at = $at + 4 (next instruction)
mtc0 $at, $14                    # Coproc0.$14 = Coproc0.epc <= $at
return: ret                       # Return from exception
```

- Kết quả:

