

Operating systems Assignment 1 Report

Question 1.

The question is asking you to calculate a simple expression derived from the last 7 digits of the UCD student number

My student number is 22203536. Therefore, my expression is $2*0/5/6 = 0$.

I loaded the numbers

2 into t0

0 into t1

5 into t2

6 into s1

I then multiplied what was in t0 and t1 using mul and stored it in s0. I then divided by the value in t2 and stored in s2. I then divided by the value in s1 which was 6 and entered the answer into s3.

I moved the value from s3 into a0 and then printed the value by loading 1 into a7 and performing the ecall.

The value that printed was 0 which was correct.

My code may be viewed in the relevant asm file. I enclose a screenshot of my code and output below.

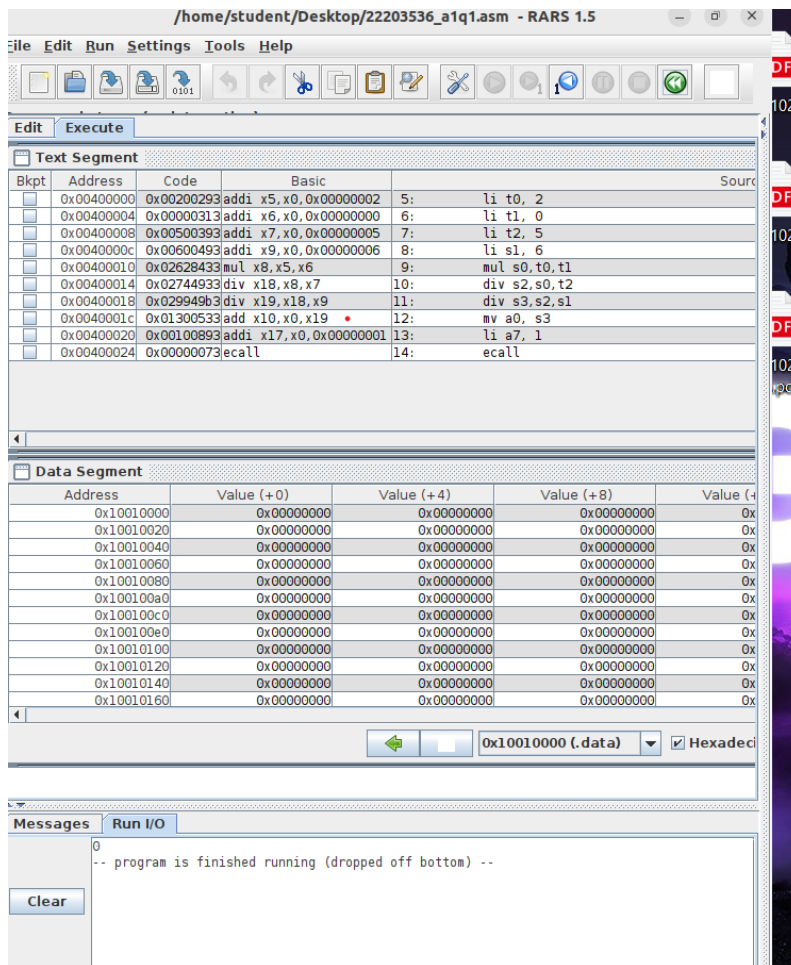
File Edit Run Settings Tools Help

0101

Edit Execute

22203536_a1q1.asm*

```
1 .text
2 # student number 22203536
3 # expression is 2*0/5/6=0
4     li t0, 2
5     li t1, 0
6     li t2, 5
7     li s1, 6
8     mul s0,t0,t1
9     div s2,s0,t2
10    div s3,s2,s1
11    mv a0, s3
12    li a7, 1
13    ecall
14
```



Question 2

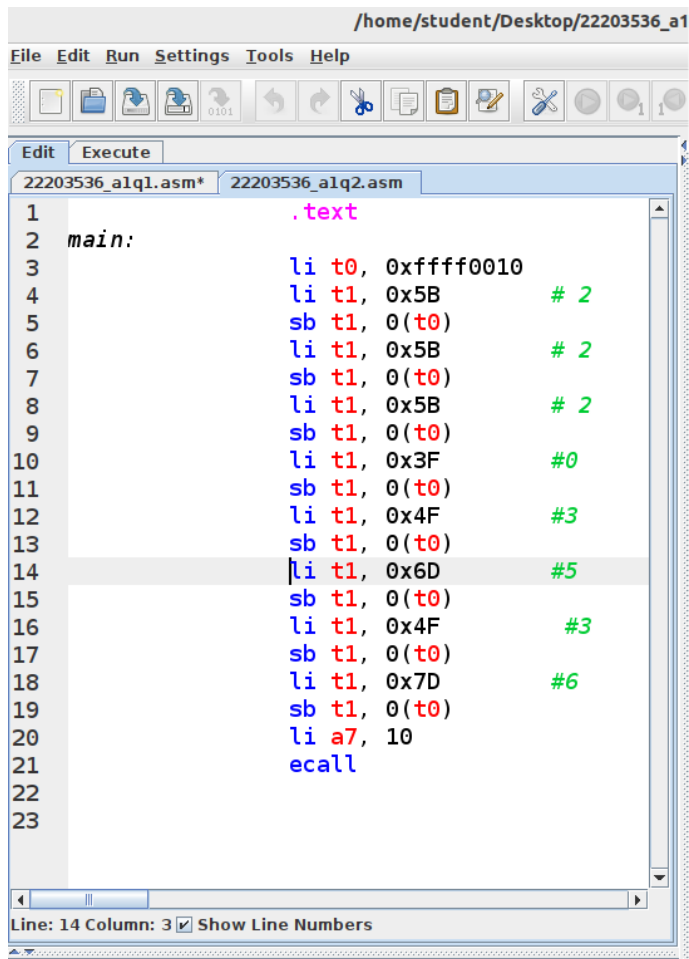
For this question I had to look up the binary number corresponding to what would cause a number to appear in the digital sim lab from the lecture notes. I had to do this for each of the digits in my student number. I then converted those binary numbers into hexadecimal numbers.

My student number is 22203536. So, I needed the numbers 2 0 3 5 and 6 to appear on the display. When I converted to hexadecimal, I got the following values for 2,0,3,5,6.

5B, 3F, 4F ,6D ,7D.

I then loaded each of these numbers using li and stored using store byte (sb) in t0. I then loaded 10 in a7 and then performed the ecall. I then ran the code and noticed all of the digits from my student

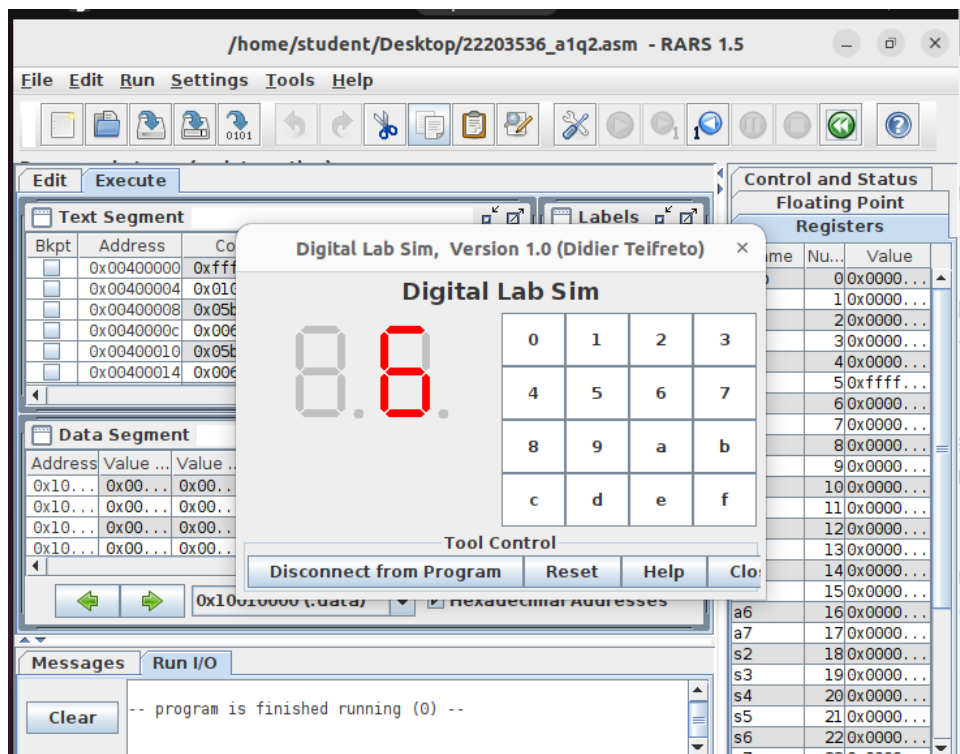
number were working in the digital sim lab. Below I have included my screenshot of the final state of the program in addition to a screenshot of my code. My code may also be viewed in the asm file. It displays the last digit of my student number.



The screenshot shows a window titled `/home/student/Desktop/22203536_a1` with a menu bar (File, Edit, Run, Settings, Tools, Help) and a toolbar. The editor displays two files: `22203536_alq1.asm*` and `22203536_alq2.asm`. The code in `22203536_alq2.asm` is as follows:

```
1      .text
2  main:
3      li t0, 0xffff0010
4      li t1, 0x5B      # 2
5      sb t1, 0(t0)
6      li t1, 0x5B      # 2
7      sb t1, 0(t0)
8      li t1, 0x5B      # 2
9      sb t1, 0(t0)
10     li t1, 0x3F      #0
11     sb t1, 0(t0)
12     li t1, 0x4F      #3
13     sb t1, 0(t0)
14     li t1, 0x6D      #5
15     sb t1, 0(t0)
16     li t1, 0x4F      #3
17     sb t1, 0(t0)
18     li t1, 0x7D      #6
19     sb t1, 0(t0)
20     li a7, 10
21     ecall
22
23
```

The status bar at the bottom indicates "Line: 14 Column: 3" and "Show Line Numbers" is checked.



Question 3

This question required you to change branch if less than to branch if greater than. No other changes were necessary in order to get the code to find the maximum number instead of the minimum number in the list. I ran the code and the output was indeed the maximum number in the list. My code may be viewed in the relevant asm file. Below I have included a screenshot of the code and output.

/home/student/Desktop/22203536_a1q3.asm - RARS 1.5

File Edit Run Settings Tools Help

Run speed at max (no interaction)

Edit Execute

22203536_a1q1.asm* 22203536_a1q2.asm 22203536_a1q3.asm

```

1  .data
2  list: .word 10,3,2,4,6,10,6,5,-5,10
3  .text
4  main: la t0, list #t0 points to start of above list
5        lw t1, 0(t0) #load first number and guess its maximum
6        li t2, 9 # 9 items remain in list
7
8  loop: addi t0,t0,4 #advancing to the next number in list
9        lw t3,0(t0) # load next listed number
10       bgt t1,t3,skip #if number in T1 is still maximum continue
11       mv t1,t3 #guess that t3 is the max number
12  skip: addi t2,t2,-1 #reduce numbers in list by 1
13       bne t2,zero,loop #keep looping while numbers remain
14
15       li a7,1 #print last chosen maximum number
16       mv a0,t1
17       ecall
18
19       li a7,10 # terminate program
20       ecall
21
22

```

Line: 1 Column: 1 ☒ Show Line Numbers

/home/student/Desktop/22203536_a1q3.asm - RARS 1.5

File Edit Run Settings Tools Help

Edit Execute

Text Segment

Bkpt	Address	Code	Basic	Source
<input type="checkbox"/>	0x00400000	0x0fc10297	auipc x5,0x0000fc10	4: main: la t0, list #t0 points to start of above list
<input type="checkbox"/>	0x00400004	0x00028293	addi x5,x5,0x00000000	
<input type="checkbox"/>	0x00400008	0x0002a303	lw x6,0x00000000(x5)	5: lw t1, 0(t0) #load first number and guess its maximum
<input type="checkbox"/>	0x0040000c	0x00900393	addi x7,x0,0x00000009	6: li t2, 9 # 9 items remain in list
<input type="checkbox"/>	0x00400010	0x00428293	addi x5,x5,0x00000004	8: loop: addi t0,t0,4 #advancing to the next number in list
<input type="checkbox"/>	0x00400014	0x0002ae03	lw x28,0x00000000(x5)	9: lw t3,0(t0) # load next listed number
<input type="checkbox"/>	0x00400018	0x006e4463	blt x28,x6,0x00000004	10: bgt t1,t3,skip #if number in T1 is still maximum continue
<input type="checkbox"/>	0x0040001c	0x01c00333	add x6,x0,x28	11: mv t1,t3 #guess that t3 is the max number
<input type="checkbox"/>	0x00400020	0xffff3839	addi x7,x7,0xffffffff	12: skip: addi t2,t2,-1 #reduce numbers in list by 1
<input type="checkbox"/>	0x00400024	0xf0396e3	bne x7,x0,0xffffffff	13: bne t2,zero,loop #keep looping while numbers remain
<input type="checkbox"/>	0x00400028	0x00100893	addi x17,x0,0x00000001	15: li a7,1 #print last chosen maximum number
<input type="checkbox"/>	0x0040002c	0x00600533	add x10,x0,x6	16: mv a0,t1
<input type="checkbox"/>	0x00400030	0x00000073	ecall	17: ecall
<input type="checkbox"/>	0x00400034	0x00a00893	addi x17,x0,0x0000000a	19: li a7,10 # terminate program

Data Segment

Address	Value (+0)	Value (+4)	Value (+8)	Value (+12)
0x10010000	0x0000000a	0x00000003	0x00000002	0x00000000
0x10010020	0xffffffffb	0x0000000a	0x00000000	0x00000000
0x10010040	0x00000000	0x00000000	0x00000000	0x00000000
0x10010060	0x00000000	0x00000000	0x00000000	0x00000000
0x10010080	0x00000000	0x00000000	0x00000000	0x00000000
0x100100a0	0x00000000	0x00000000	0x00000000	0x00000000
0x100100c0	0x00000000	0x00000000	0x00000000	0x00000000
0x100100e0	0x00000000	0x00000000	0x00000000	0x00000000
0x10010100	0x00000000	0x00000000	0x00000000	0x00000000
0x10010120	0x00000000	0x00000000	0x00000000	0x00000000
0x10010140	0x00000000	0x00000000	0x00000000	0x00000000
0x10010160	0x00000000	0x00000000	0x00000000	0x00000000

0x10010000 (.data) ☒ Hexadecimal

Messages Run I/O

-- program is finished running (0) --

10

-- program is finished running (0) --

Clear

