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# Computer architecture HW1

— Due: 14:20 on Oct 22, 2024 —

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# Outline

- Jupiter: RISC-V Simulator
- HW1\_1: The extended Euclidean algorithm
- HW1\_2: Longest Substring without Repeating Characters
- HW1\_3: Linked List Cycle
- Submission
- Rules

# Jupiter: RISC-V Simulator

- An open source RISC-V assembler and runtime simulator.
- Download here: <https://github.com/andrescv/jupiter>

## Installation

Download the app image for your operating system and unzip the file:

- [Jupiter v3.1 - Linux \(Ubuntu\)](#)
- [Jupiter v3.1 - macOS](#)
- [Jupiter v3.1 - Windows](#)

## Running Jupiter on Linux or macOS

```
./image/bin/jupiter # for GUI mode  
./image/bin/jupiter [options] <files> # for CLI mode
```



## Running Jupiter on Windows

```
image\bin\jupiter # for GUI mode  
image\bin\jupiter [options] <files> # for CLI mode
```



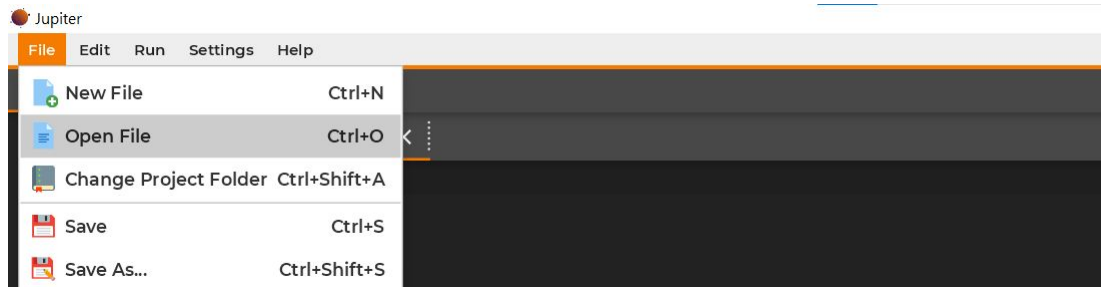
# Jupiter: RISC-V Simulator

- Unzip the folder: Jupiter 3.1 win.zip
- Click jupiter.bat to lunch

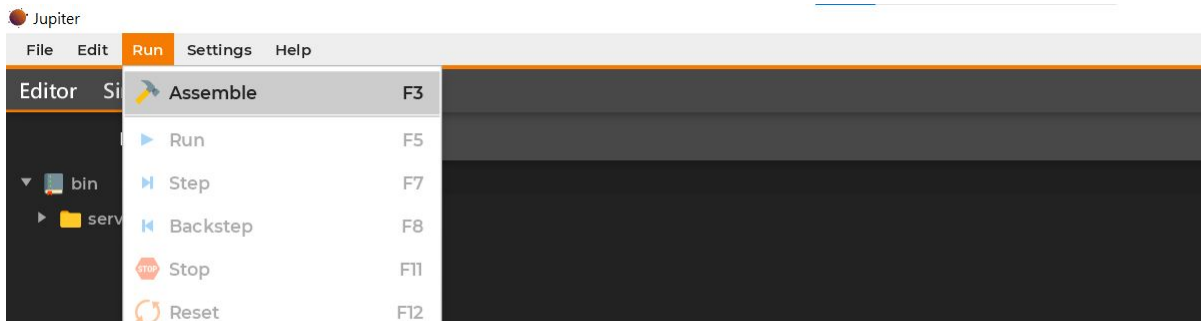


# Gui for Jupiter

- Open the file



- Run the code
  - Click Run -> assemble



# Gui for Jupiter (Cont.)

Select to see the  
content of register or  
memory

The screenshot displays the Jupiter GUI with the 'Simulator' tab selected. A red box highlights the control buttons: Run (green play), Step (orange right arrow), Backstep (blue left arrow), Stop (red circle with slash), and Reset (yellow circular arrow). Another red box highlights the 'Registers' tab in the right-hand panel. The main area is labeled 'Your code' and contains a list of breakpoints on the left and a code editor in the center. The bottom console shows a prompt to enter a string for a programming problem.

Run/Step/Backstep/Stop/Reset

Your code

Monitor register and memory here

Type your input here

# HW1\_1 The extended Euclidean algorithm

- The Euclidean algorithm takes two integers  $x, y$  as input and outputs their **greatest common divisor**.
- The extended Euclidean algorithm further finds a pair of integers  $a, b$  such that  $ax + by = \gcd(x, y)$ .

- For inputs = (527, 341)

$$527 = 341 * 1 + 186$$

$$341 = 186 * 1 + 155$$

$$186 = 155 * 1 + 31$$

$$155 = \mathbf{31} * 5 + 0$$

$$\gcd(527, 341) = 31$$

$$31 = 527 * \mathbf{2} + 341 * \mathbf{(-3)}$$

# HW1\_1 The extended Euclidean algorithm

- If  $\gcd(x,y) = 1$ , there exists a multiplicative inverse of  $x$  modulo  $y$ .
- $z$  is said to be a multiplicative inverse of  $x$  modulo  $y$  if  $xz \bmod y = 1$ , that is  $(x*z) \% y = 1$ .
- We also need to find  $z \in \{0,1, \dots, y-1\}$  if it exists.

$$\gcd(45,23) = 1$$

So there exists an inverse of  $[45 \bmod 23] \equiv 22$

Because  $(45*22)/23 = 43...1$



# I/O method

- Functions in “\_\_start” will store your input from the command line into register
- Input
  - Positive integer x and y
  - **x** would be stored into **a0**, **y** would be stored into **a1**
- Output
  - gcd(x,y), a, b, z(inv(x modulo y))
  - Outputs should be stored into the specified registers
  - **If inv(x modulo y) doesn't exist, please store 0 to s3**
  - See the example in the next page
- When your code is finished, jump to “result” part in script, it will print out your result in the command window.

output	register
gcd(x,y)	s0
a	s1
b	s2
z (inv (x mod y))	s3

# Examples (public patterns)

```
This is HW1-1: Extended Euclidean Algorithm
Enter a number for input x: 527
Enter a number for input y: 341
The result is:
  GCD: 31
  a: 2
  b: -3
  inv(x modulo y): 0
```

```
This is HW1-1: Extended Euclidean Algorithm
Enter a number for input x: 45
Enter a number for input y: 23
The result is:
  GCD: 1
  a: -1
  b: 2
  inv(x modulo y): 22
```

# Hint

- Both (a,b) can be derived by using iterative method, so how can we implement iterative method? (stack...?)
- The DIV(x,y) instruction in RISC-V can only get the quotient of x/y, so how can we get the remainder of the DIV operation? ( $x=y*q + r$ )
- Remember to keep  $\text{inv}(x \text{ modulo } y)$  in  $\{0,1, \dots, y-1\}$  before submitting (check it's not negative and is in the range  $[0,1, \dots, y-1]$ )

$$ax + by = \gcd(x, y)$$

$$a'y + b'(x\%y) = \gcd(y, x\%y) = \gcd(x, y)$$

$$ax + by = a'y + b'(x - \text{floor}(x/y) * y) = b'x + (a' - b' * \text{floor}(x/y)) y$$

Iterative  
equation

$$\begin{cases} a=b' \\ b=a' - \text{floor}(x/y) * b' \end{cases}$$

$$a'=1, b'=0, \text{ when } x\%y = 0$$

# HW1\_2: Longest Substring without Repeating Characters

- Given a string `s` as an array of characters, print the longest substring without repeating characters and its length. For example,
  - If `s = "ababc"`, the output should be `"abc"`.
  - If `s = "aaa"`, the output should be `"a"`.

# HW1\_2: Longest Substring without Repeating Characters

- Characters are stored as ascii code
- A character is 8 bits (1 byte)

Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	`
1	1	[START OF HEADING]	33	21	!	65	41	A	97	61	a
2	2	[START OF TEXT]	34	22	"	66	42	B	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	C	99	63	c
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	e
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	'	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	H	104	68	h
9	9	[HORIZONTAL TAB]	41	29	)	73	49	I	105	69	i
10	A	[LINE FEED]	42	2A	*	74	4A	J	106	6A	j
11	B	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	C	[FORM FEED]	44	2C	,	76	4C	L	108	6C	l
13	D	[CARRIAGE RETURN]	45	2D	-	77	4D	M	109	6D	m
14	E	[SHIFT OUT]	46	2E	.	78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	/	79	4F	O	111	6F	o
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	P	112	70	p
17	11	[DEVICE CONTROL 1]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICE CONTROL 2]	50	32	2	82	52	R	114	72	r
19	13	[DEVICE CONTROL 3]	51	33	3	83	53	S	115	73	s
20	14	[DEVICE CONTROL 4]	52	34	4	84	54	T	116	74	t
21	15	[NEGATIVE ACKNOWLEDGE]	53	35	5	85	55	U	117	75	u
22	16	[SYNCHRONOUS IDLE]	54	36	6	86	56	V	118	76	v
23	17	[ENG OF TRANS. BLOCK]	55	37	7	87	57	W	119	77	w
24	18	[CANCEL]	56	38	8	88	58	X	120	78	x
25	19	[END OF MEDIUM]	57	39	9	89	59	Y	121	79	y
26	1A	[SUBSTITUTE]	58	3A	:	90	5A	Z	122	7A	z
27	1B	[ESCAPE]	59	3B	;	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	]	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F	_	127	7F	[DEL]

# I/O method

- Functions in “\_\_start” will store your input from the command line into memory, and the starting address of the string would be in a0 (i.e. x10)
- Input
  - Inputs are lowercase and uppercase alphabets (A~Z and a~z).
  - Maximum input length is 100.
  - “Enter” is the last character, but should not be taken into account.
- Output
  - Output is the longest substring from the input without repeating characters.
  - Store the beginning address of the answer in the register t4.
  - You can decide the address in the register t4, just make sure that the answer can be printed correctly.
- Jump to the provided “result” when your code is finished.

# Examples

```
This is HW1-2: Longest Substring without Repeating Characters  
Enter a string: ababc  
Answer: abc
```

```
This is HW1-2: Longest Substring without Repeating Characters  
Enter a string: aaa  
Answer: a
```

# Public patterns

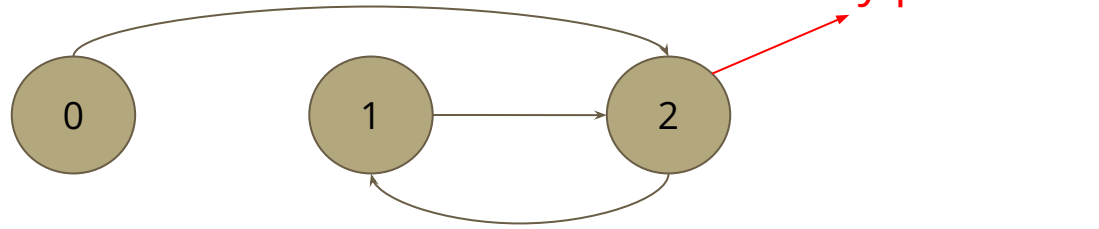
1. ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyzaaa
  2. pneumonoultramicroscopicsilicovolcanoconiosis
  3. ababcbcbcbcbcb
- We will make sure that each pattern only has 1 answer.



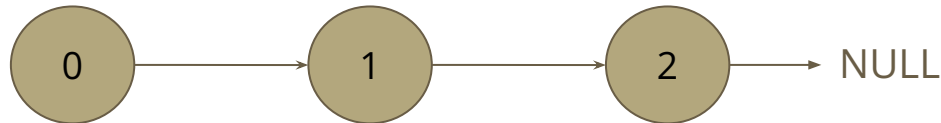
# HW1\_3: Linked List Cycle

In this question you need to judge whether a linked list contains a cycle, if there is a cycle you should determine where is the entry point. There will be at most 94 nodes.

Contain cycle



No cycle



# Files

- The files should be organized as the right figure
- Change the path below to test different pattern
- There will be 3 hidden patterns

```
CA_hw1/  
├── b13901001_hw1  
│   └── p3  
│       ├── hw1_p3.s  
│       ├── pattern0.txt  
│       ├── pattern1.txt  
│       └── pattern2.txt  
└── image
```

```
47     .rodata  
48     | | pattern: .string "../../{student_id}_hw1/p3/pattern0.txt"  
49     .text
```

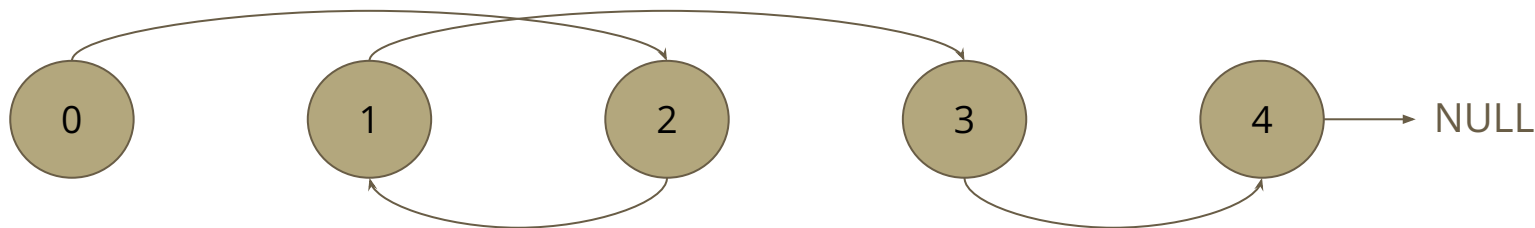
# Example

Dec	Hx	Oct	Html	Chr
32	20	040	&#32;	Space
33	21	041	&#33;	!
34	22	042	&#34;	"
35	23	043	&#35;	#
36	24	044	&#36;	\$
37	25	045	&#37;	%

Pattern: "#!\$~

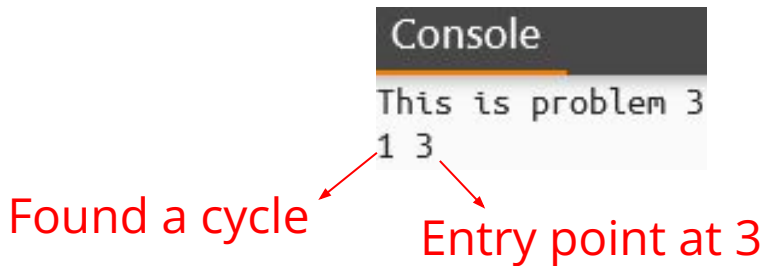
0x00010204	-32	-32	-32	94
0x00010200	4	1	3	2

- The linked list is stored at 0x10200
- The head is always at 0(0x10200)
- Each byte stores one pointer, which points to the next node
- We use 94 to represent null
- The pointer is ASCII encoded in pattern.txt and will be shifted 32 before being stored in the memory (Consider this only if you want to generate your own pattern)



# Output

- Store whether you found a cycle in t0 (i.e. x5)
- Store the entry point in t1 (i.e. x6)



# Grading

- HW1 takes up 5 points of your final score (100 points).
- You will get 1 point by passing all public patterns in each question
- You will get 1 point by passing all private patterns in each question.
- You will get at most 6 points if you pass all patterns in all three questions.

Number of patterns	p1	p2	p3
public	2	3	3
private	4	3	3

# Submission

- Deadline:
  - 14:20 on Oct 22, 2024
  - Late submission will not be accepted
- Hand in a zip file on NTU COOL
- Your homework should be copied into a folder and packed into a zip file

```
b13901001_hw1.zip
├── b13901001_hw1
│   ├── p1
│   │   └── hw1_p1.s
│   ├── p2
│   │   └── hw1_p2.s
│   └── p3
│       └── hw1_p3.s
```

# Rules

- If you have any problems, ask your question through NTU COOL “Discussions”.
- No plagiarism.
- Do **NOT** modify any provided instructions.