|  |  |
| --- | --- |
| **Architetture dei Sistemi di Elaborazione** | Delivery date:  20thNovember 2024 |
| **Laboratory**  **7**  **REVALOR RICCARDO**  **s339423** | Expected delivery of lab\_07.zipmust include:   * zipped project folder of the exercises 1 and 2 * this document compiled possibly in pdf format. |



**Exercise 1)**

A videogame speedrunner is tracking their daily attempts at speedrunning a game, recording both their best times and their total attempts per day. Write a program in **ARM assembly** language that analyzes their **speedrunning performance data**.

Days DCB 0x01, 0x02, 0x03, 0x04, 0x05, 0x06, 0x07

Best\_times DCD 0x06, 1300, 0x03, 1700, 0x02, 1200, 0x04, 1900

DCD 0x05, 1110, 0x01, 1670, 0x07, 1000

Failed\_runs DCD 0x02, 50, 0x05, 30, 0x06, 100, 0x01, 58

DCD 0x03, 40, 0x04, 90, 0x07, 25

Num\_days DCB 7

Daysis a table where each entry consists of a day of the week (e.g., 0x01 is Monday, 0x02 Tuesday, ..)

Best\_timesis a table where each entry consists of two integer values: the ID of the day (4 bytes) and thebest time (in seconds) achieved that day by the speedrunner(4 bytes).

Failed\_runsis a table where each entry consists of two integer values: the ID of the day (4 bytes) and the number of times the player had to reset the game (4 bytes). Notice that not all days he plays videogames.

Num\_daysis a 1-byte constant and indicates the number of days in a week.

Compute the **total number of days**the speedrunner best time was better or equal to 1300 and store it in register R11. Then for each day this time was better or equal to 1300 sum the number of Failed\_runs and store it in register R10.

**Note:**The constant data section must be defined in the code section, with a 2byte alignment and 4096 boundary zero bytes.

Example:

…

// ALIGNMENT

// BOUNDARY (SPACE ….)

MY DATA

// BOUNDARY (SPACE ….)

..

**Exercise 2)**

Save in two separate vectors Best\_times\_orderedand Failed\_runs\_ordered, the ID of the days in descending order by best times and failed runs, respectively.

The output will be, for example:

Best\_times\_ordered DCD 0x04,0x03,0x01,0x06,0x02,0x05, 0x07

Failed\_runs\_ordered DCD 0x06,0x04,0x01, 0x02, 0x03, 0x05, 0x07

Then, save in R11 the ID of the worst“best\_time”day. R11 = 0x07

Compute the needed bytes for the above vectors.

|  |  |
| --- | --- |
| Vector | Size [bytes] |
| Best\_times\_ordered | 28 |
| Failed\_runs\_ordered | 28 |

Report the following program characteristics (Hint: See the build output window in Keil).

|  |  |
| --- | --- |
|  | Size [bytes] |
| Program Size | 9224 |
| Read Only data | 204 |
| Read Write data | 224 |
| Zero Initialized data | 512 |

And provide a brief explanation about which directives can influence the previous program characteristics.

|  |
| --- |
| The directive SPACE … (ex SPACE 4096) increases the Program Size. If I removed the two SPACE 4096 directives, overall Program Size would decrease to 9224 – 2\*4096 = 564 bytes.  If I add “SPACE x” to a an Area with the attribute “READWRITE”, it would increase the RW Data to 224 + x bytes.  The READWRITE directive puts the custom defined “MyData” Area into the RW Data. Changing this directive to READONLY would decrease RW Data to 0 bytes, increase RO Data to 756 bytes and decrease Program Size to 8672 bytes.  DCD in Areas with the attribute “READWRITE” increase the RW Data by 4 bytes every time these directives are used. If they are put in “READONLY” Areas they increase the RO Data instead. |