

PB18000028 邱子悦 lab01

一、实验题目: Grade Sorting with Arrays

二、实验思路:

考虑到总共只有 101 种成绩, 却有 60 人, 桶排序必然比冒泡排序节约指令。

1.利用.STRINGZ 初始化标识符 BZ 后连续的 101 个地址, 为#48, 初始化具体为多少不重要, 只需是正数。PS: .STRINGZ 初始化尾端为 0, 很方便检验。

2.CHECK: 遍历 x3200 开始存的 60 个数, 若值为 x, 在 (BZ+x) 处存入-1。

3.SAVE: 遍历 BZ 后 101 个地址, 检验到负数 (-1) 的, 将相对 BZ 的距离倒着存入 x403B; 检验到正数就跳过; 检验到 0 结束。

4.COUNT (A/B/BB/C/CC/D): 从 x4000 开始遍历, 利用.FILL, 事先存好了

```
N85      .FILL #-85
N75      .FILL #-75
N60      .FILL #-60
```

, 由于本题特殊性, 30%、50%等条件可以不需要考虑 (85 及以上的成绩只能有 16 个, 必然都在前 30%, 即前 18 名; 75 及以上的成绩只能有 26 个, 必然都在前 50%, 即前 30 名)。

将结果保存在 x4100-x4103。

三、运行结果

【测试数据 1: 随机数】

用 python 程序生成的:

```

import random
l=[]
while(len(l)<60):
    x=int(100*random.random())
    for k in l:
        if(k==x):
            break
    else:
        l.append(x)

for x in l:
    y=hex(x)
    y=y[2:]
    y=y.zfill(4)
    print(y)

s=set(l)
for z in s:
    z=hex(z)
    z=z[2:]
    z=z.zfill(4)
    print(z)

```

写成的 num 文件内容为:

```

3200
0022
0011
0017
0039
0037
0061
004b
005c
0047
0006
001e
0010
003f
005e
000e
0034
0021
0051
0019
000a
002e
0044
0049
002d
0012
0054
003e

```

001a
0003
004c
0000
0030
002b
001f
0040
0020
0005
0018
0027
0033
0041
0062
004d
0029
0036
002f
0002
005b
0014
0007
001d
0032
0026
000d
0038
0043
0015
0025
0045
0028

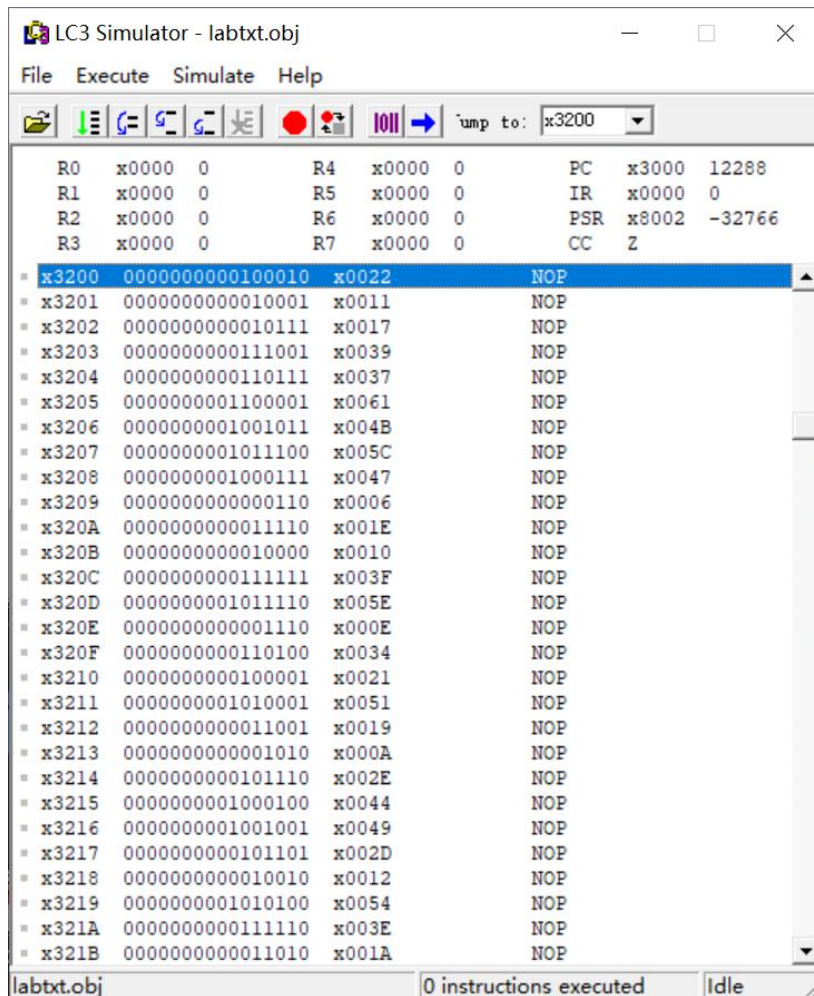
与源代码一起执行的情况如下:

执行前

x3000 处存了指令:

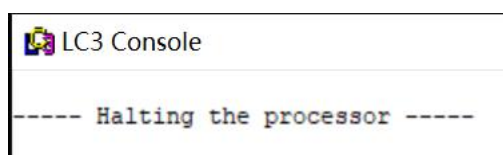
LC3 Simulator - labtxt.obj									
File Execute Simulate Help									
<div> </div> <div>Jump to: <input type="text" value="x3000"/></div>									
R0	x0000	0	R4	x0000	0	PC	x3000	12288	
R1	x0000	0	R5	x0000	0	IR	x0000	0	
R2	x0000	0	R6	x0000	0	PSR	x8002	-32766	
R3	x0000	0	R7	x0000	0	CC	Z		
<div> <div>→ x3000 0010001001001000 x2248 LD R1, ORI</div> <div> <div>▫ x3001 0010010001001000 x2448 LD R2, INPUT</div> <div>▫ x3002 0010011001001001 x2649 LD R3, OOVER</div> <div>▫ x3003 0101101101100000 x5B60 AND R5, R5, #0</div> <div>▫ x3004 0001101101111111 x1B7F ADD R5, R5, #-1</div> <div>▫ x3005 1110001001001100 xE24C LEA R1, SZ</div> <div>▫ x3006 0010110001000100 x2C44 LD R6, NUM</div> <div>▫ x3007 0110100010000000 x6880 CHECK LDR R4, R2, #0</div> <div>▫ x3008 0001100100000001 x1901 ADD R4, R4, R1</div> <div>▫ x3009 0111101100000000 x7B00 STR R5, R4, #0</div> <div>▫ x300A 0001010010100001 x14A1 ADD R2, R2, #1</div> <div>▫ x300B 0001110110111111 x1DBF ADD R6, R6, #-1</div> <div>▫ x300C 0000001111111010 x03FA BRP CHECK</div> <div>▫ x300D 0101010010100000 x54A0 AND R2, R2, #0</div> <div>▫ x300E 0001010010111111 x14BF ADD R2, R2, #-1</div> <div>▫ x300F 0101000000100000 x5020 AND R0, R0, #0</div> <div>▫ x3010 0001000000111111 x103F ADD R0, R0, #-1</div> <div>▫ x3011 0001010010000001 x1481 ADD R2, R2, R1</div> <div>▫ x3012 0000111000000000 x0E00 BRNZP SAVE</div> <div>▫ x3013 0001010010100001 x14A1 SAVE ADD R2, R2, #1</div> <div>▫ x3014 0001000000100001 x1021 ADD R0, R0, #1</div> <div>▫ x3015 0110100010000000 x6880 LDR R4, R2, #0</div> <div>▫ x3016 0000010000000100 x0404 BRZ COUNT</div> <div>▫ x3017 0000001111111011 x03FB BRP SAVE</div> <div>▫ x3018 0111000011000000 x70C0 STR R0, R3, #0</div> <div>▫ x3019 0001011011111111 x16FF ADD R3, R3, #-1</div> <div>▫ x301A 0000111111111000 x0FF8 BRNZP SAVE</div> <div>▫ x301B 0010001000110001 x2231 COUNT LD R1, OUTPUT</div> </div> </div>									
labtxt.obj					0 instructions executed			Idle	

X3200 处存了数据

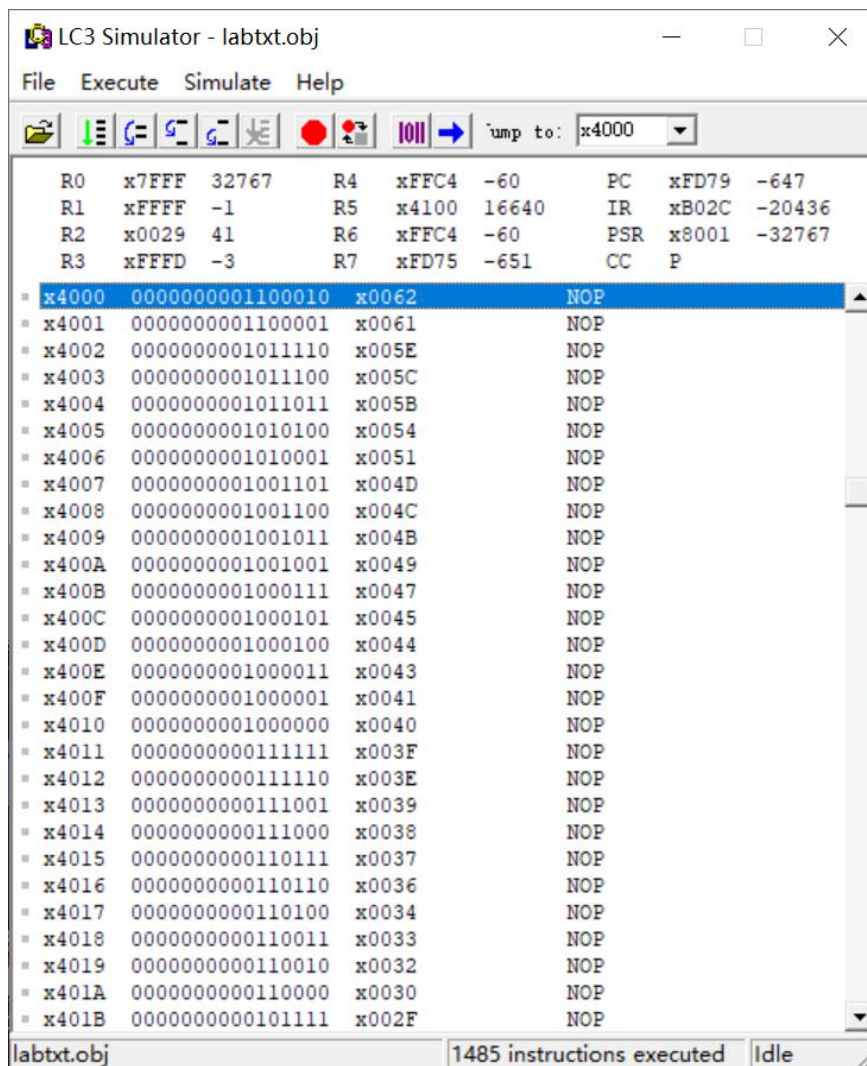


运行后: 1485instructions executed

HALT 正常



X4000 开始有降序排列的数字, 与 python 排序后的结果完全一致。



x4100-x4103 处

x4100	0000000000000101	x0005	NOP
x4101	0000000000000101	x0005	NOP
x4102	0000000000001001	x0009	NOP
x4103	0000000000101001	x0029	NOP

即 A 有 5 个，B 有 5 个，C 有 9 个，D 有 41 个，符合数据情况。

【测试数据 2：严格升序的数列 41~100】

执行后指令数为 **1617 instructions executed**，说明本程序采用桶排序相比冒泡排序的综合效率较高，基本不受极端测试数据影响。

LC3 Simulator - num3.obj

File Execute Simulate Help

Jump to: xFD79

R0	x7FFF	32767	R4	xFFC4	-60	PC	xFD79	-647
R1	xFFFF	-1	R5	x4100	16640	IR	xB02C	-20436
R2	x0013	19	R6	xFFC4	-60	PSR	x8001	-32767
R3	xFFFF	-1	R7	xFD75	-651	CC	P	

→ xFD79

0010000000000011

x2003

LD

R0, xFD7D

• xFD7A

0010001000000011

x2203

LD

R1, xFD7E

• xFD7B

0010111000000011

x2E03

LD

R7, xFD7F

• xFD7C

1100000111000000

xC1C0

RET

• xFD7D

0000000001100101

x0065

NOP

• xFD7E

0100000000101001

x4029

JSRR

R0

• xFD7F

0011000001001001

x3049

ST

R0, xFDC9

• xFD80

0000000000001010

x000A

NOP

• xFD81

00000000000101101

x002D

NOP

• xFD82

00000000000101101

x002D

NOP

• xFD83

00000000000101101

x002D

NOP

• xFD84

00000000000101101

x002D

NOP

• xFD85

00000000000101101

x002D

NOP

• xFD86

00000000000100000

x0020

NOP

• xFD87

0000000001001000

x0048

NOP

• xFD88

0000000001100001

x0061

NOP

• xFD89

0000000001101100

x006C

NOP

• xFD8A

0000000001110100

x0074

NOP

• xFD8B

0000000001101001

x0069

NOP

• xFD8C

0000000001101110

x006E

NOP

• xFD8D

0000000001100111

x0067

NOP

• xFD8E

0000000000100000

x0020

NOP

• xFD8F

0000000001110100

x0074

NOP

• xFD90

0000000001101000

x0068

NOP

• xFD91

0000000001100101

x0065

NOP

• xFD92

0000000000100000

x0020

NOP

• xFD93

0000000001110000

x0070

NOP

• xFD94

0000000001110010

x0072

NOP

num3.obj

1617 instructions executed

Idle

四、源代码

```
.ORIG x3000
```

```
LD R2,INPUT ;x3200 as a pointer
```

```
LD R3,OOVER
```

```
AND R5,R5,#0 ;
```

```
ADD R5,R5,#-1 ;R5<-#-1 as a set
```

```
LEA R1,SZ ;R1<-address of SZ
```

```
LD R6,NUM
```

```
CHECK LDR R4,R2,#0
```

```
ADD R4,R4,R1
```

```
STR R5,R4,#0 ;set -1
```

```
ADD R2,R2,#1 ;pointer++
```

```
ADD R6,R6,#-1 ;counter--
```

```
BRp CHECK
```

```
AND R2,R2,#0 ;?
```

```
ADD R2,R2,#-1
```

```
AND R0,R0,#0
```

```
ADD R0,R0,#-1
```

```
ADD R2,R2,R1 ;point to SZ-1
```

BR SAVE

```
SAVE    ADD R2,R2,#1 ;R2 as a pointer
        ADD R0,R0,#1 ;R0~number
        LDR R4,R2,#0
        BRz COUNT
        BRp SAVE
        ;BRn
        STR R0,R3,#0 ;number is stored in output backwards
        ADD R3,R3,#-1
        BR SAVE
;85-100 A
;84-75  B
;60-74  C
;0-59   D
```

```
COUNT   LD R1,OUTPUT ;pointer
        AND R2,R2,#0 ;R2 as a counter
        LD R4,N85
        BR A
```

```
A    LDR R3,R1,#0
      ADD R3,R3,R4
      BRn B
      ADD R2,R2,#1
      ADD R1,R1,#1
      BR A
```

```
B    LD R5,SCORES
      STR R2,R5,#0
      AND R2,R2,#0
      ADD R5,R5,#1
      LD R4,N75
      BR BB
```

```
BB   LDR R3,R1,#0
      ADD R3,R3,R4
      BRn C
      ADD R2,R2,#1
      ADD R1,R1,#1
      BR BB
```

```
C    STR R2,R5,#0
      AND R2,R2,#0
```


[illegible]