

중간고사 관련

- 가반

- 4월 28일 (수) 13:30 - 14:45

- 나반

- 4월 28일 (수) 15:00 - 16:15

- 다반

- 4월 28일 (수) 09:00 - 10:15

Computer Architecture

과제 #1: ARM Instructions 분석

2021년 1학기
Young Geun Kim (김영근)

Example

◆ E5820010

- Instruction을 Binary로 변환
 - 1110 0101 1000 0010 0000 0000 0001 0000₍₂₎
- 어떤 Instruction인지 Reference File을 통해 확인
 - STR \$0, [\$2, #0x010];
 - 25번째 bit인 I bit가 0이므로, #으로 표기 (= Immediate Offset)
- Instruction이 어떤 의미를 가지는지 서술
 - 2번 Register에 저장된 값에 #0x010값을 더해 주소 값 계산
 - 0번 Register에 저장되어 있던 값을 위에서 계산한 메모리 주소에 저장

General Execution Flow

```
#include <stdio.h>

int function(int a);

int main()
{
    int x=5;
    int y;

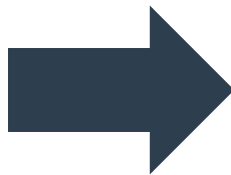
    y = function(x);

    printf("y=%i\n", y);

    return 0;
}

int function(int a)
{
    return 3*a+5;
}
```

C언어 프로그램
(example.c)



컴파일러

```
# Simple routine to demo functions
# USING a stack in this example to preserve
# values of calling function
# -----
        .text
        .globl main
main:
    # Register assignments
    # $s0 = x
    # $s1 = y

    # Initialize registers
    lw     $s0, x           # Reg $s0 = x
    lw     $s1, y           # Reg $s1 = y

    # Call function
    move   $a0, $s0         # Argument 1: x ($s0)
    jal    fun              # Save current PC in $ra, and jump to fun
    move   $s1, $v0         # Return value saved in $v0. This is y ($s1)

    # Print msg1
    li     $v0, 4           # print_string syscall code = 4
    la     $a0, msg1
    syscall

    # Print result (y)
    li     $v0, 1           # print_int syscall code = 1
    move   $a0, $s1         # Load integer to print in $a0
    syscall

    # Print newline
    li     $v0, 4           # print_string syscall code = 4
    la     $a0, lf
    syscall

    # Exit
    li     $v0, 10          # exit
    syscall

# -----
# FUNCTION: int fun(int a)
# Arguments are stored in $a0
# Return value is stored in $v0
# Return address is stored in $ra (put there by jal instruction)
# Typical function operation is:
fun:
    # This function overwrites $s0 and $s1
    # We should save those on the stack
    # This is PUSHing onto the stack
    addi   $sp, $sp, -4      # Adjust stack pointer
    sw     $s0, 0($sp)      # Save $s0
    addi   $sp, $sp, -4      # Adjust stack pointer
    sw     $s1, 0($sp)      # Save $s1

    # Do the function math
    li     $s0, 3
    mul    $s1, $s0, $a0     # s1 = 3*$a0 (i.e. 3*a)
    addi   $s1, $s1, 5       # 3*a+5

    # Save the return value in $v0
    move   $v0, $s1

    # Restore saved register values from stack in opposite order
    # This is POP'ing from the stack
    lw     $s1, 0($sp)      # Restore $s1
    addi   $sp, $sp, 4       # Adjust stack pointer
    lw     $s0, 0($sp)      # Restore $s0
    addi   $sp, $sp, 4       # Adjust stack pointer

    # Return from function
    jr     $ra              # Jump to addr stored in $ra
# -----
# Start .data segment (data)
.data
x:      .word 5
y:      .word 0
msg1:   .asciiz "y="
lf:     .asciiz "\n"
```



0 : 0010 0110 0010 0000
 0000 0010 1110 1010
 4: 0110 0100 1010 0010
 1000 0100 1010 0010
 8: 0110 0100 1010 0010
 1000 0100 1010 0010

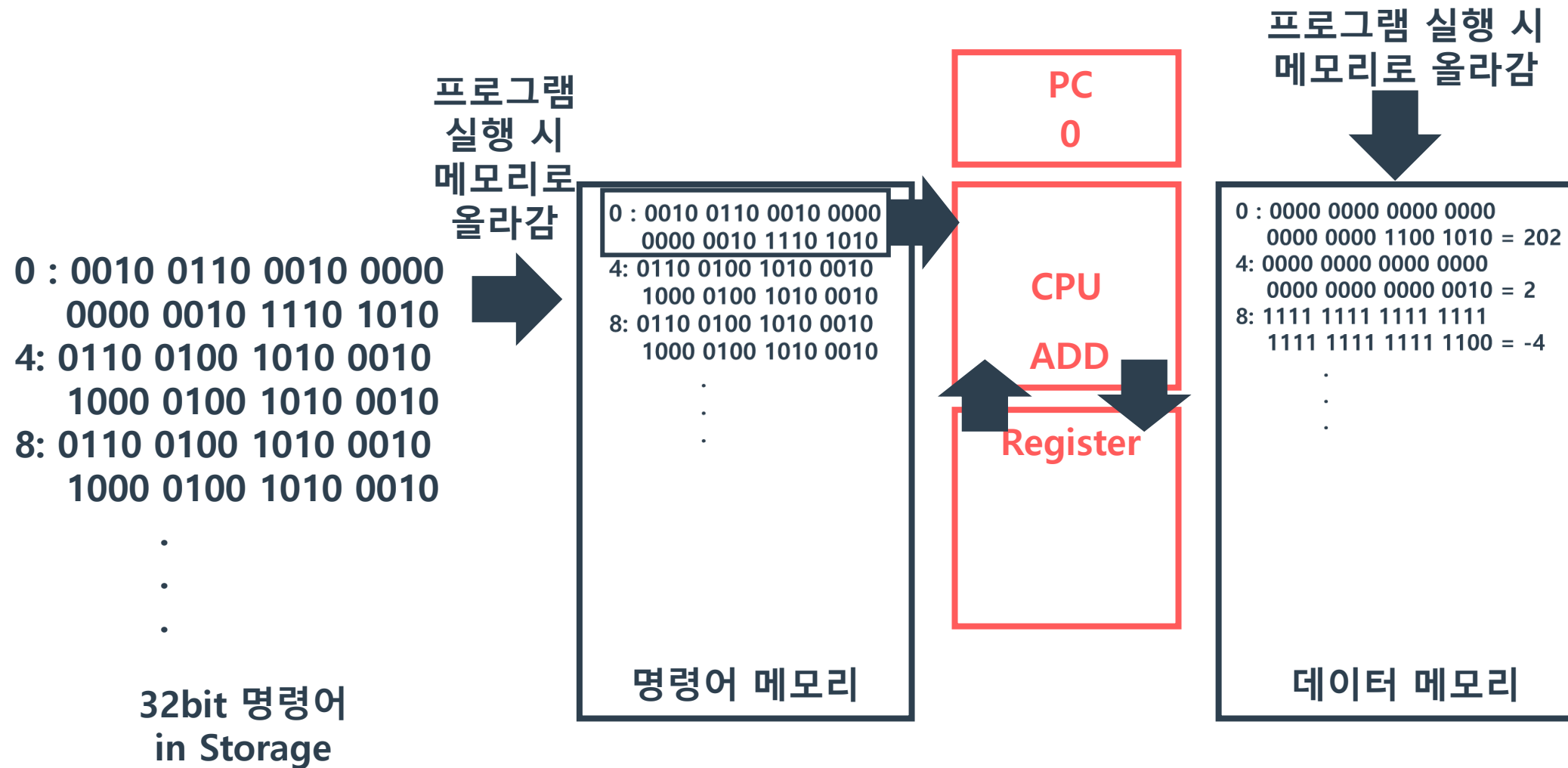
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MIPS
ISA

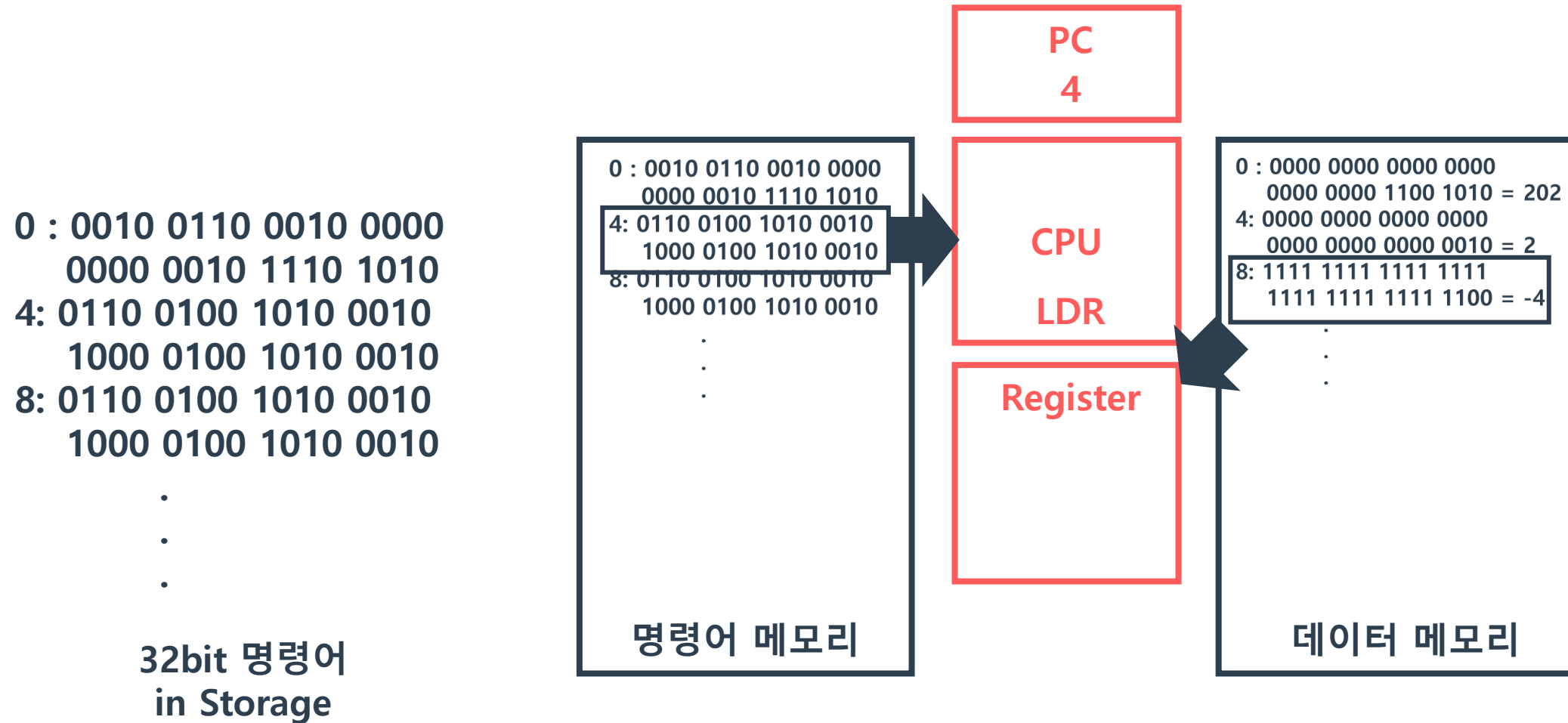
MIPS
Assembly
(example.asm)

32bit 명령어

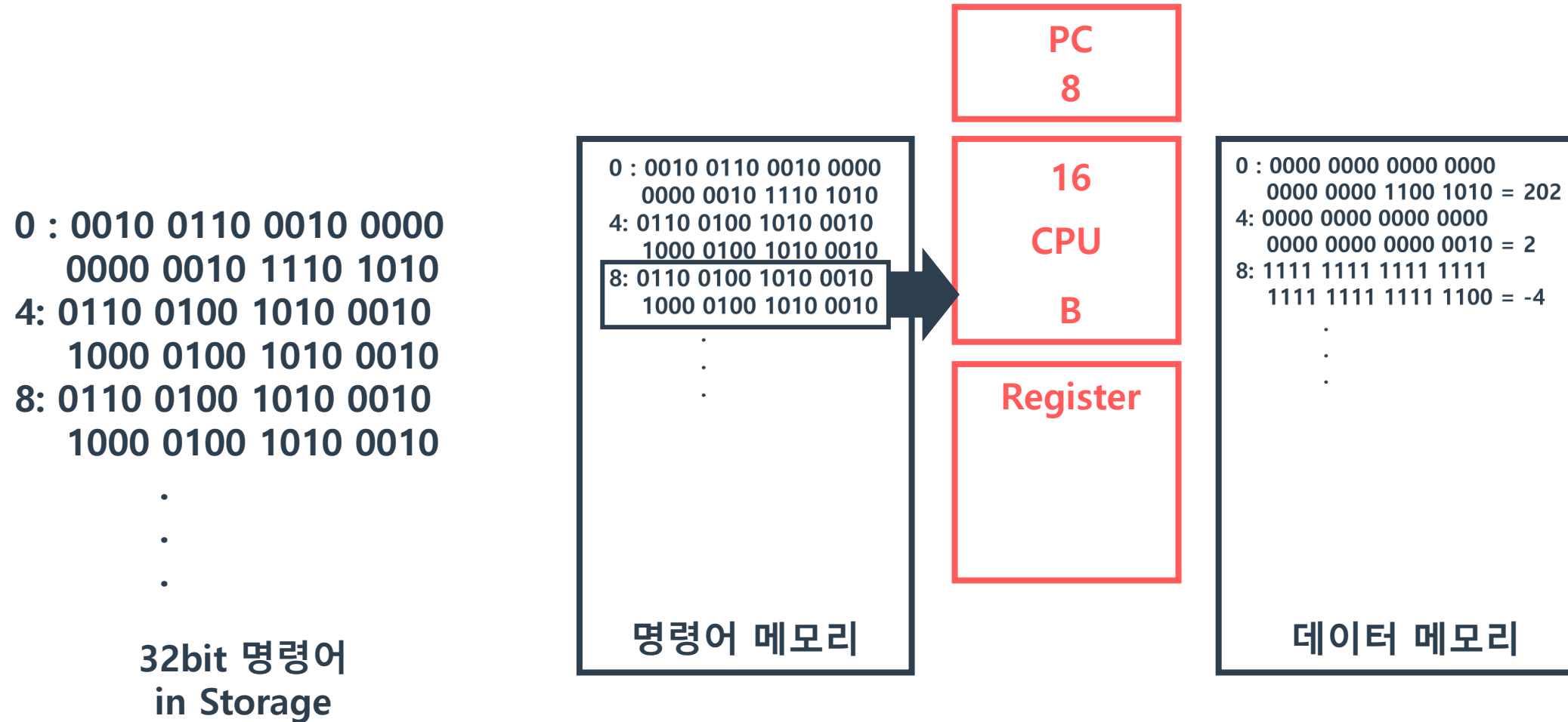
General Execution Flow (Cont'd)



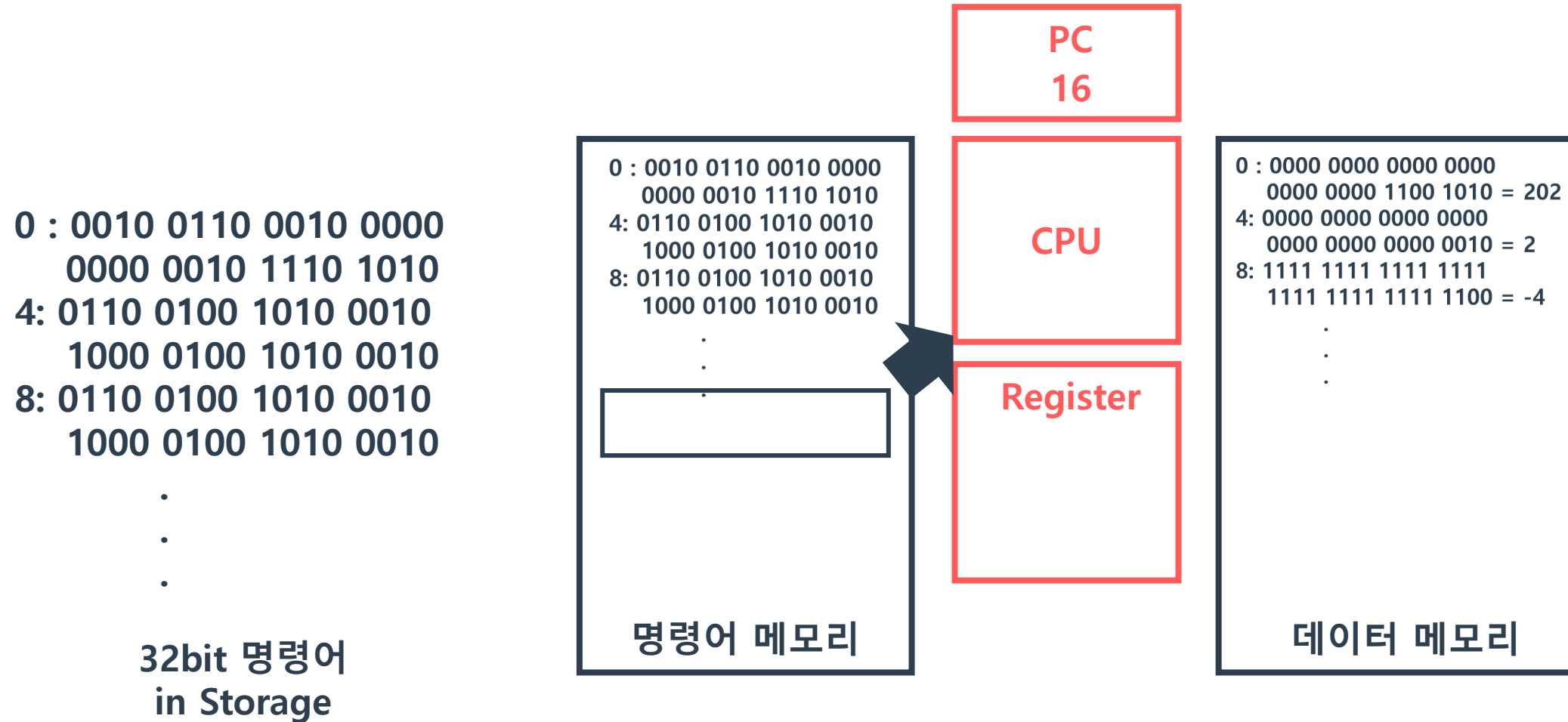
General Execution Flow (Cont'd)



General Execution Flow (Cont'd)



General Execution Flow (Cont'd)



Example

◆ EA000006

- Instruction을 Binary로 변환
 - 1110 **1010** 0000 0000 0000 0000 0000 0110₍₂₎
- 어떤 Instruction인지 Reference File을 통해 확인
 - B #6;
- Instruction이 어떤 의미를 가지는지 서술
 - PC+8+6x4 주소로 이동 (MIPS의 경우 +4이므로 주의)
 - PC는 현재 실행 중인 명령어의 주소를 의미함
 - 주소 단위가 4 Byte (= 1 Word)이기 때문임
 - 따라서, $(0 + 8 + 24) / 4 = 008$ 번 주소로 이동
 - 다음 Instruction은 008번 주소에 있는 E59F2EC8이 됨

A4.1.5 B, BL

