Discussion 04

RISC-V

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Announcements <

Agenda

- RISC-V Calling Convention
- Instruction Encoding

RISC-V Calling Convention

Calling Convention (CC)

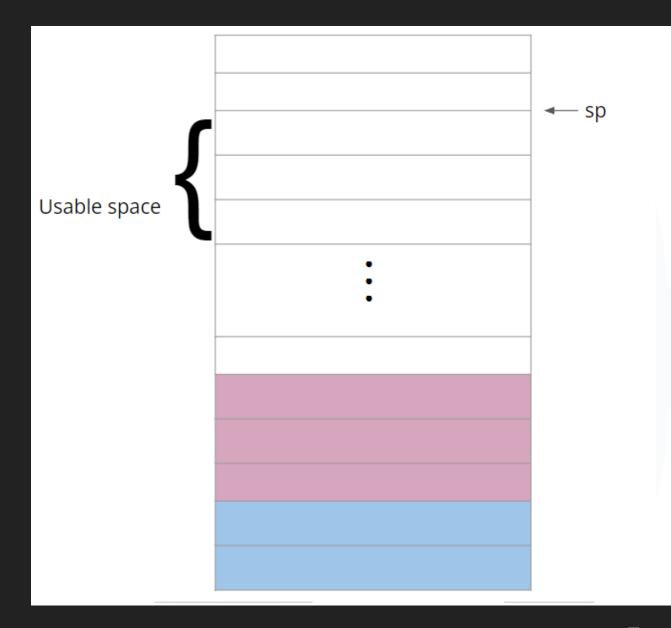
- What is it?
 - CC is the set of universal rules that all assembly of a single family is understood to follow, regardless of where the code comes from (excluding malicious usage)
- So why can't I use whatever registers I want?
 - In short: well... technically you can and no one is stopping you...
 - In reality: well... unexpected things might happen...

CC Terms

- A set of rules on registers of WHAT TO EXPECT across function calls
- Callee saved registers
 - Can assume it stays the same after function call
 - o s registers, sp
- Caller saved registers
 - Might be edited after function call
 - o a registers, t registers, ra

Using sp (Stack Pointer)

- Right below the stack pointer is usable stack space
- As long as stack pointer is restored correctly, we can recover values stored on the stack
- After storing values on the stack, we have to decrement the stack to "reserve space"



Prologue (Before you call a function)

- 1. Determine which registers whose values we want remain unchanged
- 2. Shift the stack pointer down by the number of bytes you need
 - o Eq: 4 * # registers
- 3. Save (sw) register values onto stack

RISC-V Translations

Tips for Translation

- 1. Rewrite the instruction using register numbers: x_
- 2. Determine instruction type
- 3. Order instruction components with required/expected number of bits
- 4. Write opcode
- 5. Translate register values to binary, and 0-pad if necessary
- 6. Translate immediates if necessary, and 0-pad OR sign-extend if necessary
- 7. Encode offsets as two's complement signed representation (sign extension)
- 8. Concatenate required bits
- 9. Convert to hex if necessary in 4 bit increments

10

Thank you!

Feedback