

MPCA Theory Assignment

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1) Binary Search

```
.DATA
ARRAY: .WORD 1,2,3,4,5,6,7,8,9,10
SUCCESS: .ASCIZ "Successful search"
UNSUCCESS: .ASCIZ "Unsuccessful search"

.TEXT
;LDR R1,=ARRAY
MOV R2,#0 ;LOW
MOV R3,#10 ;HIGH
;R4 IM KEEPING FOR FINDING MID POSITION EACH TIME
MOV R5,#9 ;ELEMENT TO BE SEARCHED
MOV R8,#4 ;INCREMENTING THE ADDRESS LOCATION BY 4

LOOP:
LDR R1,=ARRAY
;FIRST FIND THE MID
ADD R4,R2,R3 ;LOW + HIGH
MOV R4,R4,LSR #1 ;DIVIDING BY 2
;NOW I FOUND THE MID POSITION AND I HAVE TO GET THAT ELEMENT

MUL R6,R4,R8
ADD R1,R6,R1 ;NOW I FOUND THE EXACT ADDRESS OF THE MID ELEMENT MAY BE

LDR R9,[R1] ;LOADING THE MID ELEMENT
CMP R5,R9
BEQ SUCC
SUBLT R3,R4,#1 ;IF THE ELEMENT IS LESSER THAN THE MID, THEN HIGH = MID - 1
ADDGT R2,R4,#1 ;IF ITS GREATER THAN THE MID , THEN LOW = MID + 1

;AS LONG AS LOW IS LESSER THAN HIGH LOOP SHUD RUN IG
CMP R2,R3
BGT UNSUCC
B LOOP

SUCC:
LDR R0,=SUCCESS
SWI 0X02
B EXIT

UNSUCC:
LDR R0,=UNSUCCESS
SWI 0X02
B EXIT

EXIT:
SWI 0X011
```

Output:

The screenshot displays the ARMSim ARM Simulator interface. The main window is titled "binarySearch.s" and shows the assembly code for a binary search algorithm. The code is organized into sections: .DATA, .TEXT, and .LOOP. The .DATA section defines an array of 10 words (1, 2, 3, 4, 5, 6, 7, 8, 9, 10) and success/failure messages. The .TEXT section contains the main logic, including loading the array, setting up pointers, and the search loop. The .LOOP section contains the core logic for finding the mid element and updating the search range. The output window at the bottom shows the result of the search: "Successful search".

Registers View:

Register	Value
R0	00001094
R1	00001080
R2	00000006
R3	0000000a
R4	00000008
R5	00000009
R6	00000020
R7	00000000
R8	00000004
R9	00000009
R10 (s1)	00000000
R11 (fp)	00000000
R12 (ip)	00000000
R13 (sp)	00005400
R14 (lr)	00000000
R15 (pc)	00001050

CPSR Register:

Field	Value
Negative (N)	0
Zero (Z)	1
Carry (C)	1
Overflow (V)	0
IRQ Disable	1
FIQ Disable	1
Thumb (T)	0
CPU Mode	System

Assembly Code:

```
.DATA
0000104C: ARRAY: .WORD 1,2,3,4,5,6,7,8,9,10
00001094: SUCCESS: .ASCII "Successful search"
000010A6: UNSUCCESS: .ASCII "Unsuccessful search"

.TEXT
;LDR R1,=ARRAY
MOV R2,#0 ;LOW
MOV R3,#10 ;HIGH
;R4 IM KEEFING FOR FINDING MID POSITION EACH TIME
MOV R5,#9 ;ELEMENT TO BE SEARCHED
MOV R6,#4 ;INCREMENTING THE ADDRESS LOCATION BY 4

00001010: LOOP:
LDR R1,=ARRAY
;FIRST FIND THE MID
ADD R4,R2,R3 ;LOW + HIGH
MOV R4,R4,LSR #1 ;DIVIDING BY 2
;NOW I FOUND THE MID POSITION AND I HAVE TO GET THAT ELEMENT

0000101C: MUL R6,R4,R8
ADD R1,R6,R1 ;NOW I FOUND THE EXACT ADDRESS OF THE MID ELEMENT MAY BE

00001024: LDR R9,[R1] ;LOADING THE MID ELEMENT
CMP R5,R9
BEQ SUCC
SUBLT R3,R4,#1 ;IF THE ELEMENT IS LESSER THAN THE MID, THEN HIGH = MID - 1
ADDDOT R2,R4,#1 ;IF ITS GREATER THAN THE MID , THEN LOW = MID + 1

;AS LONG AS LOW IS LESSER THAN HIGH LOOP SHUD RUN IG
00001038: CMP R2,R3
0000103C: BGT UNSUCC
00001040: B LOOP
```

Output View:

Console | StdIn/StdOut/StdErr

Successful search

2) String Matching

```
.DATA
TEXT: .ASCIZ "Adithya M"
PATTERN: .ASCIZ "hya"
SUCCESS: .ASCIZ "SUCCESSFUL"
UNSUCCESS: .ASCIZ "UNSUCCESSFUL"

.TEXT
LDR R0,=TEXT
LDR R1,=PATTERN
MOV R3,#17
MOV R4,#5
SUB R8,R3,R4
ADD R8,R8,#1

OUTERLOOP:
MOV R6,R0
MOV R7,R1

LDRB R4,[R0],#1
LDRB R5,[R1]

CMP R4,R5
BEQ INNERLOOP

ANOTHERHALF:
SUB R8,R8,#1
CMP R8,#0
BEQ UNSUC
B OUTERLOOP

INNERLOOP:
ADD R6,R6,#1
ADD R7,R7,#1

LDRB R4,[R6]
LDRB R5,[R7]

CMP R5,#0
BEQ SUC

CMP R4,R5
BEQ INNERLOOP
BNE ANOTHERHALF

SUC:
LDR R0,=SUCCESS
SWI 0X02
B EXIT

UNSUC:
LDR R0,=UNSUCCESS
SWI 0X02
B EXIT

EXIT:
SWI 0X011
```

Output

The screenshot displays the ARMSim ARM Simulator interface, titled "ARMSim - The ARM Simulator Dept. of Computer Science". The interface is divided into three main sections:

- RegistersView:** Located on the left, it shows the state of 16 general-purpose registers (R0-R15) and the CPSR register. The registers are listed with their current values in hexadecimal. R0-R15 are shown in red text. The CPSR register is shown in black text.
- StringMatching.s:** The central pane displays the assembly code for a program named "StringMatching.s". The code includes labels like "INNERLOOP:", "SUC:", "UNSU:", and "EXIT:", along with instructions such as "ADD", "LDRB", "CMP", "BEQ", "BNE", "LDR", "SWI", and "B".
- OutputView:** Located at the bottom, it shows the output of the program. The output is "SUCCESSFUL", indicating that the program executed successfully.

The ARMSim interface also includes a menu bar (File, View, Cache, Debug, Watch, Help) and a toolbar with icons for various simulation functions.

3) `LDR R1, [R2, #40]`
`ADD R2, R3, R3`
`ADD R1, R1, R2`
`STR R1, [R2, #20]`

i) IF ID EXE MEM WB
 IF ID EXE MEM WB
 IF ID EXE MEM WB
 IF ID EXE MEM WB

4 dependencies

ii) Hazards without data forwarding → 2
 Instruction 1 Ep 4 in Ep IF stage,
 ID Ep WB stage,

With data forwarding → 1 (structural)

IF ID EXE MEM WB
 IF ID EXE MEM WB
 IF ID EXE MEM WB
 IF ID EXE MEM WB

iii) NO NOPs

DATE

4a) LDR R1, [R6, #40]

BEQ R2, R3, L2

ADD R1, R6, R4

22: BEQ R1, R2, L1

STR R2, [R4, #20]

AND R1, R1, R4

IF ID EX MEM WB

IF ID EX MEM WB

IF ID EX MEM WB

IF ID EX MEM WB

IF ID EX MEM WB

IF ID EX MEM WB

4b) With delay

BEQ R2, R3, L2

LDR R1, [R6, #40]

ADD R1, R6, R4

BEQ R1, R2, L1

AND R1, R1, R4

STR R2, [R4, #20]

IF ID EX MEM WB

IF ID EX MEM WB

IF ID EX MEM WB (not Executed)

IF ID EX MEM WB

IF ID EX MEM WB

IF ID EX MEM WB