

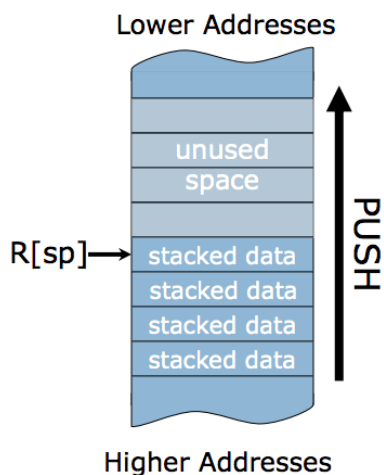
6.004 Tutorial Problems

L04A – Procedures and Stacks II

Symbolic name	Registers	Description	Saver
a0 to a7	x10 to x17	Function arguments	Caller
a0 and a1	x10 and x11	Function return values	Caller
ra	x1	Return address	Caller
t0 to t6	x5-7, x28-31	Temporaries	Caller
s0 to s11	x8-9, x18-27	Saved registers	Callee
sp	x2	Stack pointer	Callee
gp	x3	Global pointer	---
tp	x4	Thread pointer	---

RISC-V Calling Conventions:

- Caller places arguments in registers **a0–a7**
- Caller transfers control to callee using **jal** (jump-and-link) to capture the return address in register **ra**. The following three instructions are equivalent:
 - `jal ra, label: R[ra] <= pc + 4; pc <= label`
 - `jal label` (pseudoinstruction for the above)
 - `call label` (pseudoinstruction for the above)
- Callee runs, and places results in registers **a0** and **a1**
- Callee transfers control to caller using **jr** (jump-register) instruction. The following instructions are equivalent:
 - `jalr x0, 0(ra): pc <= R[ra]`
 - `jr ra` (pseudoinstruction for the above)
 - `ret` (pseudoinstruction for the above)



Push register **x_i** onto stack

```
addi sp, sp, -4
sw xi, 0(sp)
```

Pop value at top of stack into register **x_i**

```
lw xi, 0(sp)
addi sp, sp, 4
```

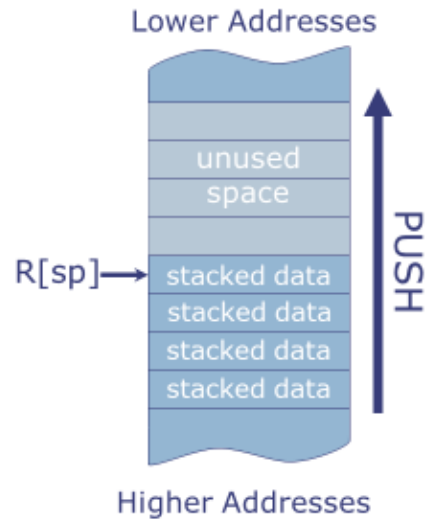
Assume `0(sp)` holds valid data.

Stack discipline: can put anything on the stack, but leave stack the way you found it

- Always save **s** registers before using them
- Save **a** and **t** registers if you will need their value after procedure call returns.
- Always save **ra** if making nested procedure calls.

RISC-V Stack

- Stack is in memory → need a register to point to it
 - In RISC-V, stack pointer `sp` is `x2`
- Stack grows down from higher to lower addresses
 - Push decreases `sp`
 - Pop increases `sp`
- `sp` points to top of stack (last pushed element)
- Discipline: Can use stack *at any time*, but leave it as you found it!



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L03-19

Using the stack

Sample entry sequence

```
addi sp, sp, -8
sw ra, 0(sp)
sw a0, 4(sp)
```

Corresponding Exit sequence

```
lw ra, 0(sp)
lw a0, 4(sp)
addi sp, sp, 8
```

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L03-20

Note: A small subset of essential problems are marked with a red star (★). We especially encourage you to try these out before recitation.

Problem 1.

Write assembly program that computes square of the sum of two numbers (i.e. $\text{squareSum}(x,y) = (x + y)^2$) and follows RISC-V calling convention. Note that in your assembly code you have to call assembly procedures for **mult** and **sum**. They are not provided to you, but they are fully functional and obey the calling convention.

Python code for square of the sum of two numbers

```
def squareSum(x, y):  
    return mult(sum(x, y), sum(x, y))
```

```
# start of the assembly code  
squareSum:
```

Problem 2. ★

The following C program computes the log base 2 of its argument. The assembly code for the procedure is shown on the right, along with a stack trace showing the execution of `ilog2(10)`. The execution has been halted just as it's about to execute the instruction labeled "rtn." The SP label on the stack shows where the SP is pointing to when execution halted.

```
/* compute log base 2 of arg */
int ilog2(unsigned x) {
    unsigned y;
    if (x == 0) return 0;
    else {
        /* shift x right by 1 bit */
        y = x >> 1;
        return ilog2(y) + 1;
    }
}
```

```
ilog2: beqz a0, rtn
       addi sp, sp, -8
       sw s0, 4(sp)
       sw ra, 0(sp)
       srli s0, a0, 1
       mv a0, s0
       jal ra, ilog2
       addi a0, a0, 1
       lw ra, 0(sp)
       lw s0, 4(sp)
       addi sp, sp, 8

rtn:   jr ra
```

- (A) Please fill in the values for the two blank locations in the stack trace shown on the right. Please express the values in hex.

Fill in values (in hex!) for 2 blank locations

- (B) What are the values in `a0`, `s0`, `sp`, and `pc` at the time execution was halted? Please express the values in hex or write "CAN'T TELL".

Value in `a0`: 0x_____ **in `s0`:** 0x_____

Value in `sp`: 0x_____ **in `pc`:** 0x_____

- (C) What was the address of the original `ilog2(10)` function call?

Original `ilog2(10)` address: 0x_____

0x93
0x240
0x1
SP→ 0x240
0x5
0x1108
0x37

Problem 3. ★

You are given an incomplete listing of a C program (shown below) and its translation to RISC-V assembly code (shown on the right):

```
int fn(int x) {  
    int lowbit = x & 1;  
    int rest = x >> 1;  
    if (x == 0) return 0;  
    else return ???;  
}
```

(A) What is the missing C source corresponding to ??? in the above program?

C source code: _____

```
fn: addi sp, sp, -12  
    sw s0, 0(sp)  
    sw s1, 4(sp)  
    sw ra, 8(sp)  
    andi s0, a0, 1  
    srai s1, a0, 1  
yy: beqz a0, rtn  
    mv a0, s1  
    jal ra, fn  
    add a0, a0, s0  
  
rtn: lw s0, 0(sp)  
    lw s1, 4(sp)  
    lw ra, 8(sp)  
    addi sp, sp, 12  
    jr ra
```

The procedure **fn** is called from an external procedure and its execution is interrupted just prior to the execution of the instruction tagged '**yy:**'. The contents of a region of memory during one of the **recursive calls** to **fn** are shown on the left below. If the answer to any of the below problems cannot be deduced from the provided information, write "CAN'T TELL".

(B) What was the argument to the most recent call to **fn**?

Most recent argument (HEX): x=_____

(C) What is the missing value marked ??? for the contents of location 1D0?

Contents of 1D0 (HEX): _____

(B) What is the hex address of the instruction tagged **rtn:?**

Address of rtn (HEX): _____

(C) What was the argument to the *first recursive* call to **fn**?

First recursive call argument (HEX): x=_____

(D) What is the hex address of the *jal* instruction that called **fn** *originally*?

Address of original call (HEX): _____

(E) What were the contents of s1 at the time of the *original* call?

Original s1 contents (HEX): _____

(F) What value will be returned to the *original* caller if the value of a0 at the time of the original call was 0x47?

Return value for original call (HEX): _____

	0x1
0x1D0	???
	0x4C
SP→	0x1
	0x11
	0x4C
	0x1
	0x23
	0x4C
	0x3
	0x22
	0xC4