

# CS2323 : HOMEWORK-3

## CS2323: Home Work - 3

① a. addi x15, x22, -45.

Imm	rs1	funct3	rd	opcode
12	5	3	5	7

-45      22      0      15      0010011  
   ↓      ↘      ↓      ↘  
1111 1101 0011 10110 000 01111 0010011  
 1111 1101 0011 1011 0000 0111 1001 0011

0xFD3B0793

b. and x23, x8, x9.

funct7	rs2	rs1	funct3	rd	opcode
7	5	5	3	5	7

0      9      8      7      23      0110011  
   ↓      ↓      ↓      ↓      ↓      ↓  
0000000 01001 01000 111 10111 0110011  
 0000 0000 1001 0100 0111 1011 1011 0011

0x00947BB3

c. b14 x2, x11, 240

imm[12]	imm[10:5]	rs2	rs1	funct3	imm[4:1]	imm[1]
1	6	5	5	3	4	1
						Opcode
						7

$$\text{Opcode} = 1100011$$

$$\text{funct3} = (4)_{10} = (100)_2$$

$$\text{imm} = (240)_{10} = (00000\ 1111\ 0000)_2$$

$$\text{rs2} = (11)_{10} = (01011)_2$$

$$\text{rs1} = (2)_{10} = (00010)_2$$

So, finally

0 000111 01011 00010 100 1000 0 1100011  
 0000 1110 1011 0001 0100 1000 0110 0011

0x0EB14863

d. sd x19, -54(x1)

imm[11:5]	rs2	rs1	funct3	imm[4:0]	opcode
7	5	5	3	5	7

$$\text{Opcode} = 0100011$$

$$\text{funct3} = (3)_{10} = (011)_2$$

$$\text{rs2} = (19)_{10} = (10011)_2$$

$$\text{rs1} = (1)_{10} = (00001)_2$$

$$\text{imm} = (-54)_{10} = (1111\ 1100\ 1010)_2$$

So, finally.

1111 110 10011 00001 01 01010 0100011

1111 1101 0011 0000 1011 0101 0010 0011

0xFD30B523



1.e jal r3, -10116

Imm[20]	Imm[10:1]	imm[11]	imm[19:12]	rd	opcode
1	10	1	8	5	7

Opcode is #101111

rd = (3)<sub>10</sub> = (00011)<sub>2</sub>

imm = (111111101100001111100)<sub>2</sub>

[Found using  
2's complement  
and extending  
signed bit]

1 0000111110 11111101  
0001110111

1000 0111 1101 1111 1101 0001 1110 1111  
0x87DED1EF

2) a. `li x5, 0xFFFFFFFF`

The value `0xFFFFFFFF` represents  $-1$  in signed 32 bit representation. Since RISC-V uses 2's complement for negative numbers, the assembler can use `-1` as immediate value instead of the original unsigned representation.

The `addi` instruction with `x0` allows to effectively load `-1` into `x5` by performing the operation  $0 + (-1)$  as this is a more valid way to represent the value to be stored.

So, the assembler translates this into `'addi x5, x0, -1'` to effectively load signed value into the register.

b. `li x5, 132`.

The value 132 fits within the immediate value range of `addi` and thus can use this value directly.

The `addi` instruction adds the immediate value 132 to the `x0`. This effectively loads the value '132' to register `x5` as  $0 + 132$ , this is a more efficient way to ~~store~~ load values.

So, it translates to `'addi x5, x0, 132'`.



2) (c) `li x5, 2134`

As 2134 is outside the range of  $-2048$  to  $2047$ , it is actually translating this immediate value loading into storing the upper part<sup>(20 bits)</sup> of the immediate value first into `x5`, and then adding the remaining lower part<sup>(32 bit signed)</sup>, ultimately resulting to the desired value of 2134.

So, it translates into `lui x5, 0x1` and then `addiw x5, x5, -1962`.

(d) `li x5, 0x2345abcd`

The immediate value to be loaded into `x5` is very large, and larger than the immediate value allowable range  $[-2048$  to  $2047]$ . So, it is translating into multiple instructions.

The translation involves:

`lui x5, 0x23456` → loading the upper 20 bits into  
`addiw x5, x5, -1075` which is `0x23456000`<sup>x5</sup>  
this instruction then adds

`0xabcd` to `x5`, typically adding loading the lower 12 bits, `0xabcd` in signed decimal form is  $-1075$ .

3.a.  $0x0019F233$

$0 \quad 0 \quad 1 \quad 9 \quad F \quad 2 \quad 3 \quad 3$   
 $0000 \quad 0000 \quad 0001 \quad 1001 \quad 1111 \quad 0010 \quad 0011 \quad 0011$   
31 30 29 28    27 26 25 24    23 22 21 20    19 18 17 16    15 14 13 12    11 10 9 8    7 6 5 4    3 2 1 0

The last 7 bits  $[0110011]$  represents R format instruction and the funct3  $[14:12]$  is  $(111)_2 = (7)_{10}$  represents that this is AND instruction.

$$rs2 = (0000)_2 = (1)_{10}$$

$$rs1 = (10011)_2 = (19)_{10}$$

$$rd = (00100)_2 = (4)_{10}$$

So, the instruction is .

~~and x19,~~ and x4, x19, x1 #

(b)  $0x06B4D763$

$0 \quad 6 \quad B \quad 4 \quad D \quad 7 \quad 6 \quad 3$   
 $0000 \quad 0110 \quad 1011 \quad 0100 \quad 1101 \quad 0111 \quad 0110 \quad 0011$   
31 30 29 28    27 26 25 24    23 22 21 20    19 18 17 16    15 14 13 12    11 10 9 8    7 6 5 4    3 2 1 0

The last 7 bits  $[1100011]$  represents B format instruction and funct3  $[14:12]$  is  $(101)_2 = (5)_{10}$  represents that this is bge instruction.

$$rs2 = (01011)_2 = (11)_{10}$$

$$rs1 = (01001)_2 = (9)_{10}$$

$$imm = (0000001101110)_2 = (110)_{10}$$

So, the instruction is

bge x9, x11, 110



c.  $0x0169CF93$

0 1 6 9 C F 9 3

0000  
31 30 29 28

0001  
27 26 25 24

0110  
23 22 21 20

1001  
19 18 17 16

1100  
15 14 13 12

1111  
11 10 9 8

1001  
7 6 5 4

0011  
3 2 1 0

The last 7 bits [0010011] represents I format instruction and  $\text{funct3}[14:12]$  is  $(00)_2 = (4)_{10}$  which represents the xori instruction.

$$\text{imm} = (0000\ 0001\ 0110)_2 = (22)_{10}$$

$$\text{rs1} = (1001)_2 = (9)_{10}, \text{rd} = (1111)_2 = (31)_{10}$$

So, the instruction is

xori x31, x19, 22