

Template Week 4 – Software

Student number: 547201

Assignment 4.1: ARM assembly

Screenshot of working assembly code of factorial calculation:

The screenshot shows the OakSim interface. On the left, there is a code editor window containing the following ARM assembly code:

```
1 Main:
2     mov r2, #5
3     mov r1, #1
4 Loop:
5     mul r1, r1, r2
6     sub r2, r2, #1
7     cmp r2, #1
8     beq End
9     b Loop
10 End:
```

On the right, there is a table showing the state of the registers:

Register	Value
R0	0
R1	78
R2	1
R3	0
R4	0
R5	0
R6	0
R7	0
R8	0
R9	0
R10	0
R11	0

Below the register table, memory dump values are shown:

0x00010000:	05 20 A0 E
0x00010010:	01 00 52 E
0x00010020:	00 00 00
0x00010030:	00 00 00
0x00010040:	00 00 00
0x00010050:	00 00 00
0x00010060:	00 00 00
0x00010070:	00 00 00

mov r2, #5 - Put the value 5 into register r2.

mov r1, #1 - Put the value 1 into register r1.

mul r1, r1, r2 - Multiply r1 by r2, store the result in r1.

sub r2, r2, #1 - r2 = r2 - 1

cmp r2, #1 - Compare r2 with 1.

beq End - If r2 equals 1, jump to End

b Loop - jump back to Loop

Assignment 4.2: Programming languages

Take screenshots that the following commands work:

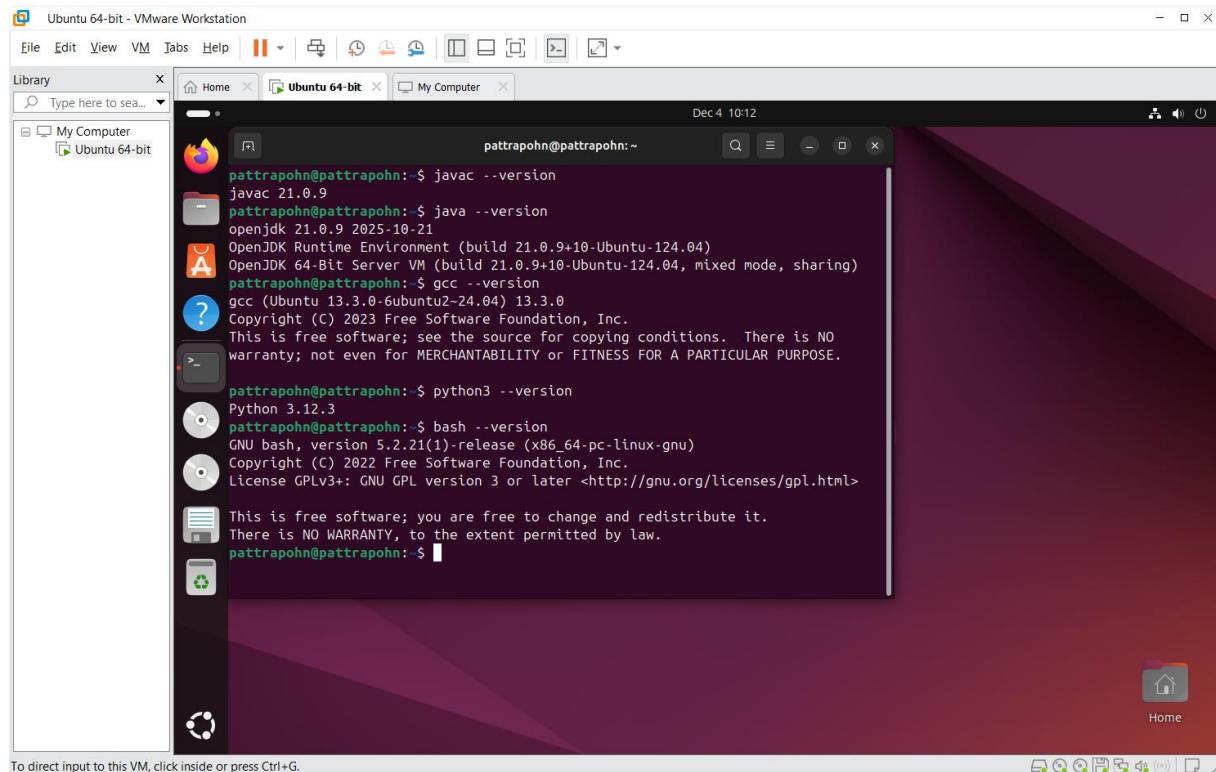
`javac --version`

`java --version`

`gcc --version`

`python3 --version`

`bash --version`



Assignment 4.3: Compile

Which of the above files need to be compiled before you can run them?

- fib.c
- Fibonacci.java

Which source code files are compiled into machine code and then directly executable by a processor?

- fib.c

Which source code files are compiled to byte code?

- Fibonacci.java

Which source code files are interpreted by an interpreter?

- fib.py
- fib.sh

These source code files will perform the same calculation after compilation/interpretation. Which one is expected to do the calculation the fastest?

- Fib/ C program

How do I run a Java program?

- java Fibonacci

How do I run a Python program?

- python3 fib.py

How do I run a C program?

- ./fib

How do I run a Bash script?

- ./fib.sh

If I compile the above source code, will a new file be created? If so, which file?

- Fibonacci.class from java compilation and fib from C compilation

Take relevant screenshots of the following commands:

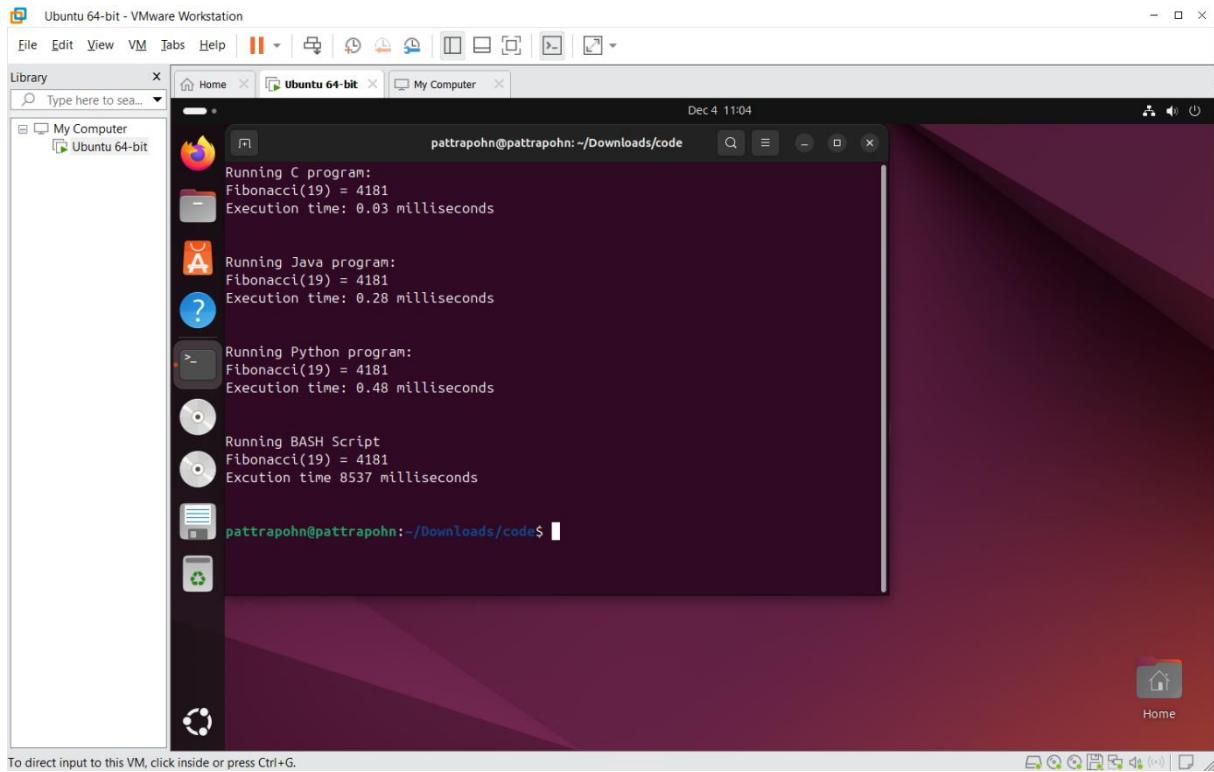
- Compile the source files where necessary
- Make them executable
- Run them
- Which (compiled) source code file performs the calculation the fastest?

To direct input to this VM, click inside or press Ctrl+G.

```
pattrapohn@pattrapohn:~/Downloads/code$ cd ~/Downloads
pattrapohn@pattrapohn:~/Downloads$ cd ~/Downloads/code
pattrapohn@pattrapohn:~/Downloads/code$ javac Fibonacci.java
pattrapohn@pattrapohn:~/Downloads/code$ gcc fib.c -o fib
pattrapohn@pattrapohn:~/Downloads/code$ chmod +x fib.sh
pattrapohn@pattrapohn:~/Downloads/code$ chmod +x fib
pattrapohn@pattrapohn:~/Downloads/code$ chmod +x runall.sh
pattrapohn@pattrapohn:~/Downloads/code$ ./runall.sh
```

To direct input to this VM, click inside or press Ctrl+G.

```
pattrapohn@pattrapohn:~/Downloads/code$ cd ~/Downloads
pattrapohn@pattrapohn:~/Downloads$ cd ~/Downloads/code
pattrapohn@pattrapohn:~/Downloads/code$ javac Fibonacci.java
pattrapohn@pattrapohn:~/Downloads/code$ gcc fib.c -o fib
pattrapohn@pattrapohn:~/Downloads/code$ chmod +x fib.sh
pattrapohn@pattrapohn:~/Downloads/code$ chmod +x fib
pattrapohn@pattrapohn:~/Downloads/code$ chmod +x runall.sh
pattrapohn@pattrapohn:~/Downloads/code$ ls
fib fib.c Fibonacci.class Fibonacci.java fib.py fib.sh runall.sh
pattrapohn@pattrapohn:~/Downloads/code$ ./runall.sh
```



- ./fib or C program run the fastest

Assignment 4.4: Optimize

Take relevant screenshots of the following commands:

- Figure out which parameters you need to pass to **the gcc** compiler so that the compiler performs a number of optimizations that will ensure that the compiled source code will run faster. **Tip!** The parameters are usually a letter followed by a number. Also read **page 191** of your book, but find a better optimization in the man pages. Please note that Linux is case sensitive.
- Compile **fib.c** again with the optimization parameters

```
pattrapohn@pattrapohn:~/Downloads/code
pattrapohn@pattrapohn:~$ cd ~/Downloads/code
pattrapohn@pattrapohn:~/Downloads/code$ gcc -O2 -o fib fib.c
pattrapohn@pattrapohn:~/Downloads/code$ ./fib
Fibonacci(18) = 2584
Execution time: 0.00 milliseconds
pattrapohn@pattrapohn:~/Downloads/code$
```

- c) Run the newly compiled program. Is it true that it now performs the calculation faster?

```
pattrapohn@pattrapohn:~/Downloads/code$ gcc -O1 -o fib fib.c
pattrapohn@pattrapohn:~/Downloads/code$ ./fib
Fibonacci(18) = 2584
Execution time: 0.01 milliseconds
pattrapohn@pattrapohn:~/Downloads/code$ gcc -O3 -o fib fib.c
pattrapohn@pattrapohn:~/Downloads/code$ ./fib
Fibonacci(18) = 2584
Execution time: 0.00 milliseconds
pattrapohn@pattrapohn:~/Downloads/code$
```

- d) Edit the file `runall.sh`, so you can perform all four calculations in a row using this Bash script. So the (compiled/interpreted) C, Java, Python and Bash versions of Fibonacci one after the other.

```
Running C program:
Fibonacci(19) = 4181
Execution time: 0.01 milliseconds

Running Java program:
Fibonacci(19) = 4181
Execution time: 0.33 milliseconds

Running Python program:
Fibonacci(19) = 4181
Execution time: 0.49 milliseconds

Running BASH Script
Fibonacci(19) = 4181
Execution time 8436 milliseconds

pattrapohn@pattrapohn:~/Downloads/code$
```

Assignment 4.5: More ARM Assembly

Like the factorial example, you can also implement the calculation of a power of 2 in assembly. For example you want to calculate $2^4 = 16$. Use iteration to calculate the result. Store the result in r0.

Main:

```
mov r1, #2  
mov r2, #4  
mov r0, #1
```

Loop:

```
cmp r2, #0      if it's 0 it means it has mul 4 times  
beq End  
mul r0, r0, r1  mul 1 with 2 = 2, mul 2 with 2 = 4 . . .  
sub r2, r2, #1  4 - 1 = 3, 3-1 = 2 . . .  
b Loop
```

End:

Complete the code. See the PowerPoint slides of week 4.

Screenshot of the completed code here.

The screenshot shows the OakSim assembly debugger interface. On the left, the assembly code is displayed:

```
1 Main:  
2     mov r1, #2  
3     mov r2, #4  
4     mov r0, #1  
5 Loop:  
6     cmp r2, #0  
7     beq End  
8     mul r0, r0, r1  
9     sub r2, r2, #1  
10    b Loop  
11 End:
```

On the right, the register values are listed:

Register	Value
R0	10
R1	2
R2	0
R3	0
R4	0
R5	0
R6	0
R7	0
R8	0
R9	0
R10	0
R11	0

Below the registers, a memory dump is shown in hex format:

0x00010000:	02 10 A0 E3 04 20 A0 E3 01 00
0x00010010:	02 00 00 0A 90 01 00 E0 01 20
0x00010020:	00 00 00 00 00 00 00 00 00 00
0x00010030:	00 00 00 00 00 00 00 00 00 00
0x00010040:	00 00 00 00 00 00 00 00 00 00
0x00010050:	00 00 00 00 00 00 00 00 00 00
0x00010060:	00 00 00 00 00 00 00 00 00 00
0x00010070:	00 00 00 00 00 00 00 00 00 00
0x00010080:	00 00 00 00 00 00 00 00 00 00
0x00010090:	00 00 00 00 00 00 00 00 00 00
0x000100A0:	00 00 00 00 00 00 00 00 00 00