

Lab Exercise #12 -- SPARC Floating Point Operations

A. The files named "lab12.A.main.c" and "lab12.A.sub.s" contain the source code modules for a program which performs some floating point calculations.

1. Examine the contents of "lab12.A.main.c", then answer the questions below.

a) How many bytes are allocated for array "vec"? _____

b) How many bytes are allocated for one element in array "vec"? _____

c) What is the value of "N" when the program executes? _____

2. Examine the contents of "lab12.A.sub.s", then answer the questions below.

a) Describe the general purpose of function "sum_vector".

b) Describe the information which is passed into function "sum_vector".

c) Describe the information which is returned by function "sum_vector".

d) For each of the indicated assembly language instructions in the listing of function "sum_vector" on the next page, provide a meaningful comment.

3. Translate and execute the program using the commands:

```
<prompt> gcc ~cse320/Labs/lab12.A.main.c ~cse320/Labs/lab12.A.sub.s  
<prompt> a.out
```

Revise any of your responses above that are incorrect.

B. The files "lab12.B.main.c" and "lab12.B.sub.s" contain the outline of an incomplete program which uses floating point operations. Copy the assembly language source file into your account and complete the program, using the comments as a guide to your modifications.

Test your program using the following input values:

1, -5, 6	(roots are 3.000000 and 2.000000)
1, 0, -4	(roots are 2.000000 and -2.000000)
3.7, 16.5, 1.7	(roots are -0.105527 and -4.353932)

! Function sum_vector

```
        .global  sum_vector

        .section ".text"
        .align   4
sum_vector:
        save     %sp, -96, %sp      ! _____
        set      zero, %l7          ! _____
        ldd      [%l7], %f0         ! _____
        ldd      [%l7], %f30        ! _____
        clr      %l1                ! _____
        clr      %l2                ! _____
        clr      %l3                ! _____
loop:    cmp      %l1, %i1           ! _____
        bge      endloop            ! _____
        nop
        smul     %l1, 8, %l0         ! _____
        ldd      [%i0+%l0], %f4     ! _____
        fadd     %f0, %f4, %f0      ! _____
if:      fcmpd    %f4, %f30          ! _____
        nop
        fbge     else               ! _____
        nop
then:    inc      %l2                ! _____
        ba       endif              ! _____
        nop
else:    inc      %l3                ! _____
endif:   inc      %l1                ! _____
        ba       loop               ! _____
        nop
endloop: st       %l2, [%i2]         ! _____
        st       %l3, [%i3]         ! _____
        ret
        restore                       ! _____
        .align   8                   ! _____
zero:    .double  0r0.0              ! _____
```