

COMPUTER SYSTEMS

RISC V ASSEMBLY

Goals

Analyze the assembly language and the instruction set
architecture of RISC V

Summary

1.



Conditional
Statements

2.



Loops

3.



Arrays

4.



Conclusions

Summary

Motivation: Programs at high-level languages can be executed in modern processor systems.

Problem: We need to understand the machine code and define its relationship with programming languages constructs.

Overview:

- Overview of conditional statements, loops, arrays and function calls.
- ARM Assembly programming for high-level constructs.
- Code and execute with an ARM emulator.

Conclusion: We can create complex programs using assembly language by defining correct machine code instructions.



1.



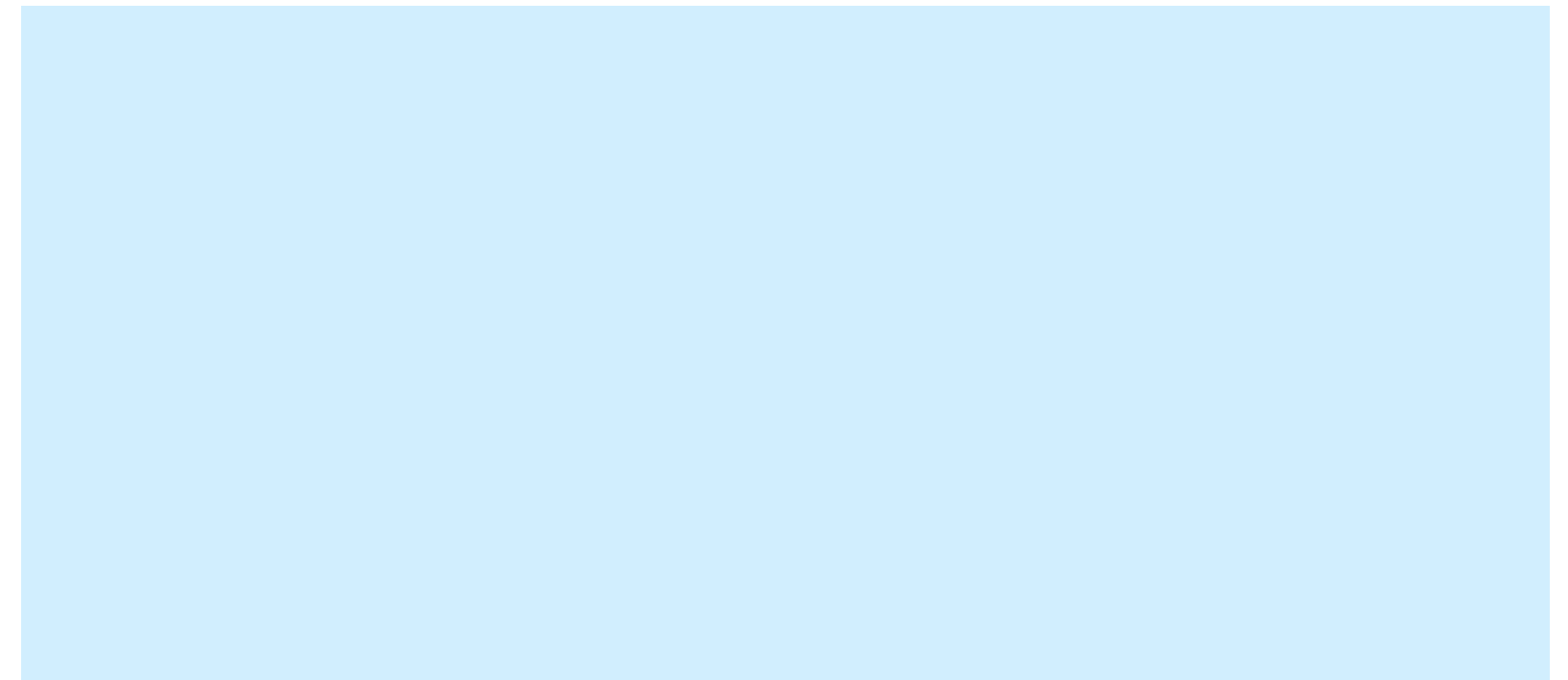
Conditional Statements

If Statement

High level Code

```
if (a == m)  
    f = g+h;  
a = m - h;
```

RISC V Assembly Code



If Statement

High level Code

```
if (a == m)
    f = g + h;
a = m - h;
```

RISC V Assembly Code

```
#s0 = a, s1 = m
#s2 = f, s3 = g, s4 = h

BNE s0, s1, L1
ADD s2, s3, s4
L1:
SUB s0, s1, s4
```

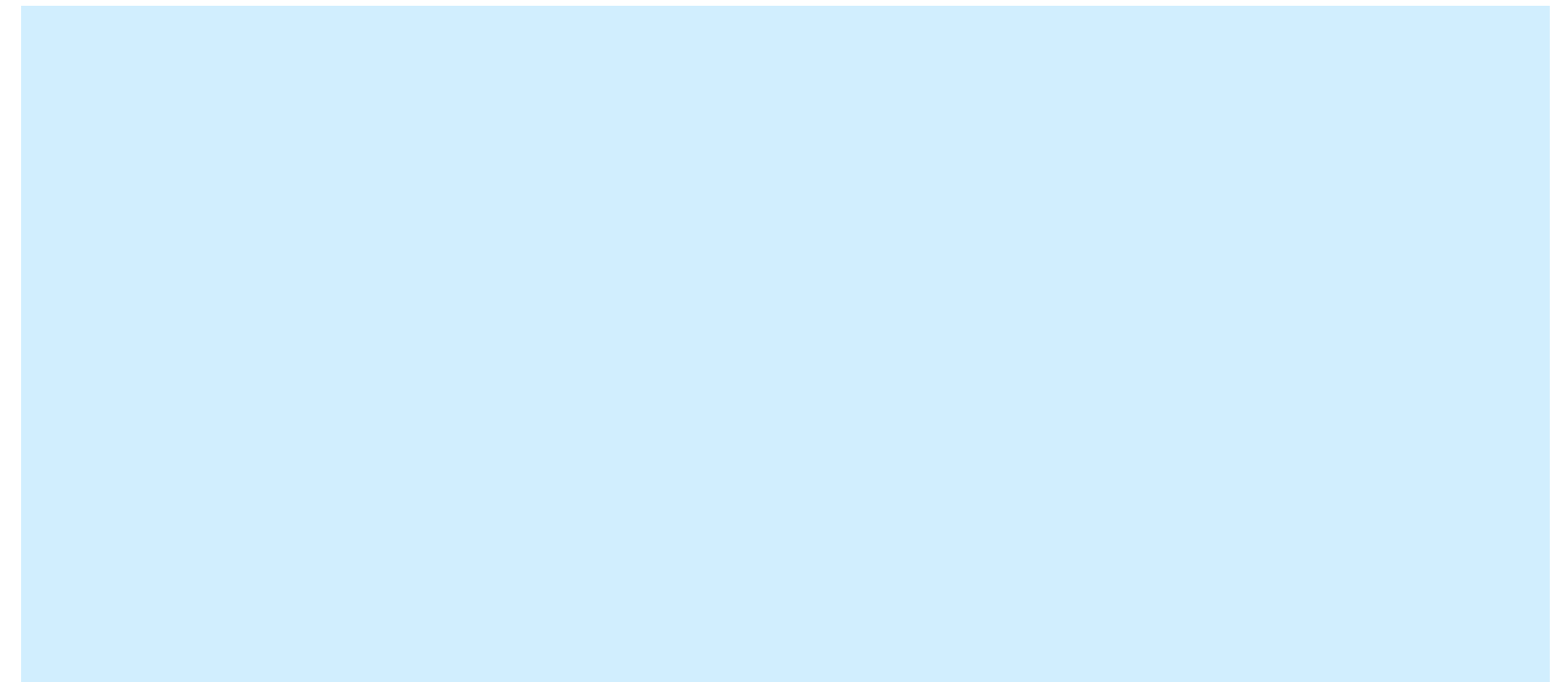
Assembly tests **opposite case (i != j)** of high-level code (i == j)

If/Else Statement

High level Code

```
if (a == m)
    f = g+h;
else
    a = m - h;
```

RISC V Assembly Code



If/Else Statement

High level Code

```

if (a == m)
    f = g + h;
else
    a = m - h;

```

RISC V Assembly Code

```

#s0 = a, s1 = m
#s2 = f, s3 = g, s4 = h

    BNE s0, s1, L1
    ADD s2, s3, s4
    j L2
L1:
    SUB s0, s1, s4
L2:

```

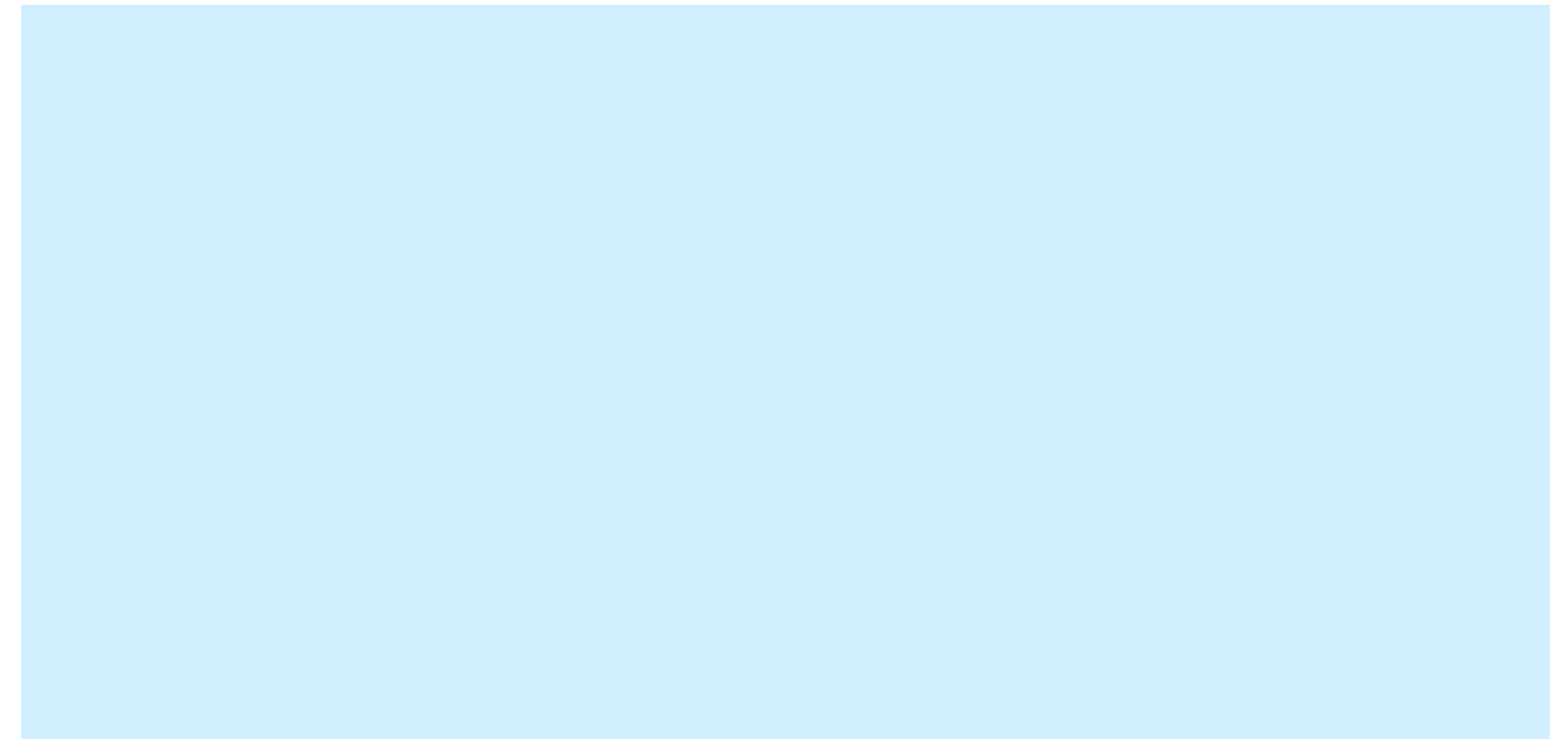


Switch/Case Statement

High level Code

```
switch(button) {  
    case 1: am = 20; break;  
    case 2: am = 50; break;  
    case 3: am = 100; break;  
    default: am = 0;  
}
```

RISC V Assembly Code



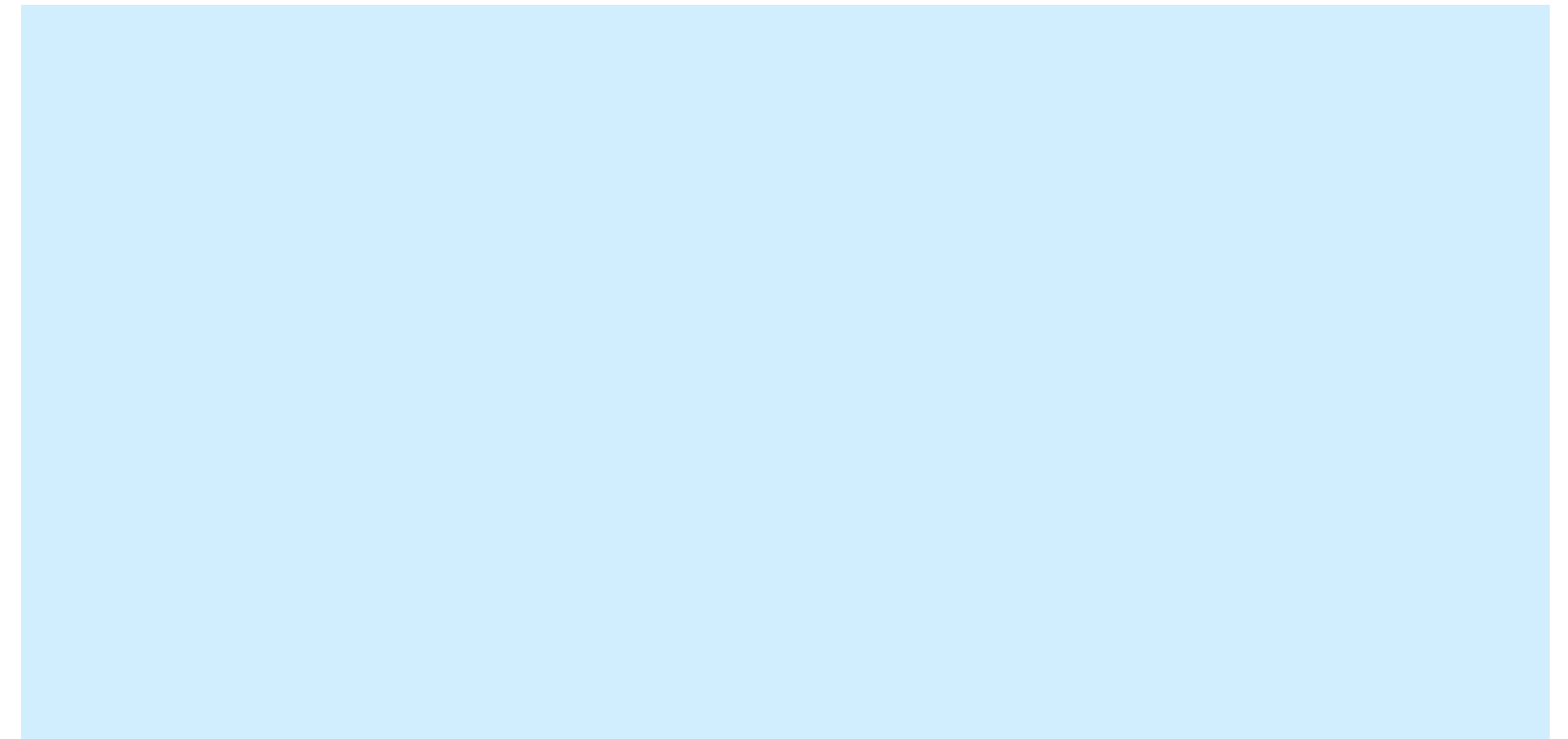
Switch/Case Statement

High level Code

Equivalent with if/else

```
if      (button == 1)  am = 20;  
else if (button == 2)  am = 50;  
else if (button == 3)  am = 100;  
else                    am = 0;
```

RISC V Assembly Code



Switch/Case Statement

High level Code

```
switch(sim) {
    case 1: am = 20; break;
    case 2: am = 40; break;
    case 3: am = 60; break;
    default: am = 0;
}
```

RISC V Assembly Code

```
#s0 = sim, s1 = am

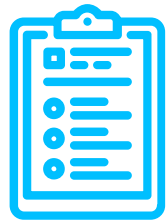
case1:
    ADDI t0,zero, 1
    BNE s0, t0, case2
    ADDI s1,zero,20
    j done

case2:
    ADDI t0,zero, 2
    BNE s0, t0, case3
    ADDI s1,zero,40
    j done

case3:
    ADDI t0,zero, 3
    BNE s0, t0, def
    ADDI s1,zero,60
    j done

def:
    ADD s1,zero,zero
done:
```


2.



Loops



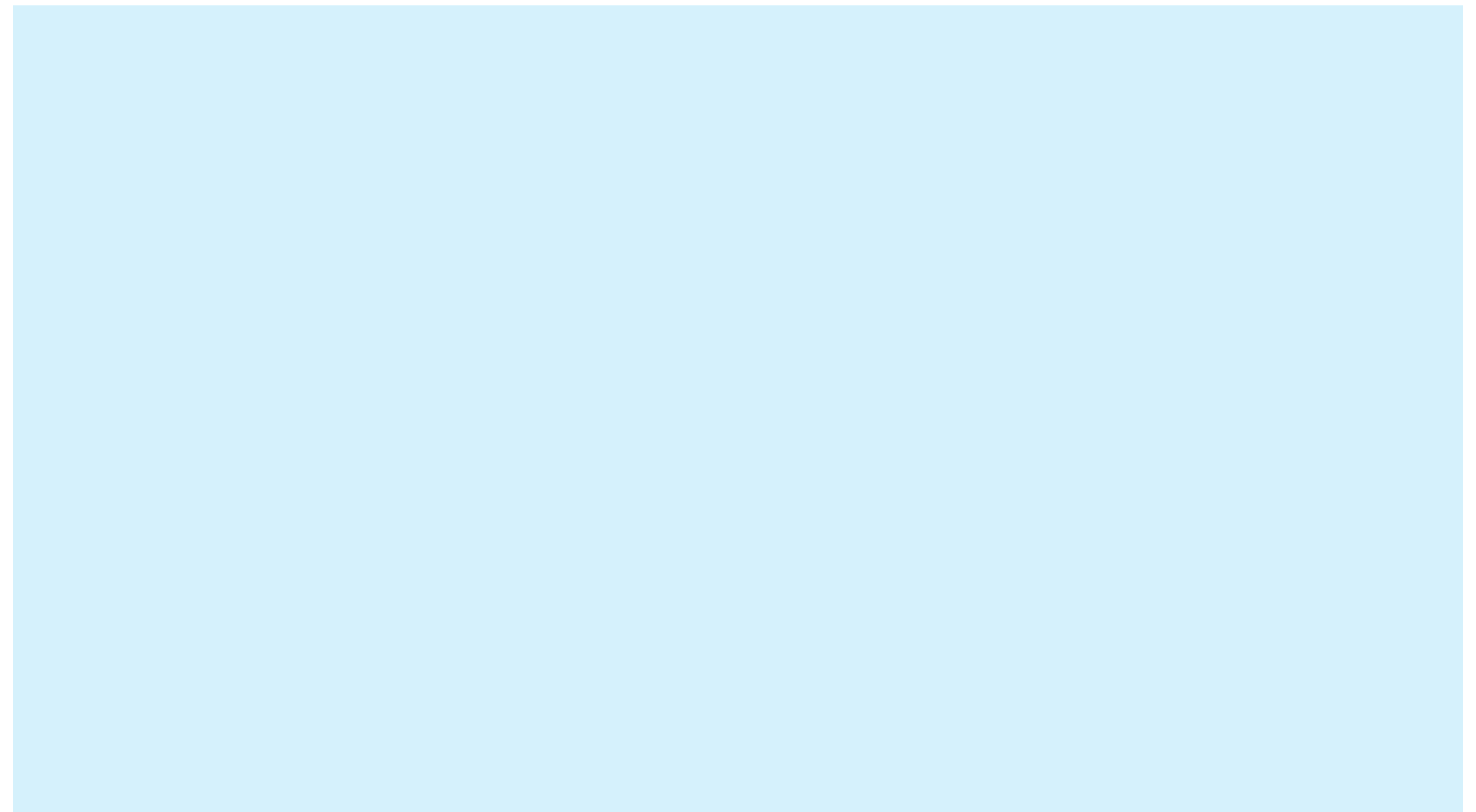
While Loop

High level Code

```
int pow = 1  
int x = 0;  
  
while(pow != 128) {  
    pow = pow*2;  
    x = x + 1;  
}
```

What does the code do?

RISC V Assembly Code



While Loop

High level Code

```

int pow = 1
int x = 0;

while(pow != 128) {
    pow = pow*2;
    x = x + 1;
}

```

What does the code do?

RISC V Assembly Code

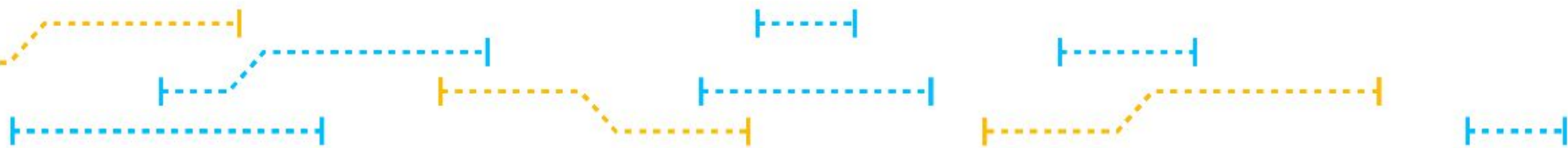
```

#s0 = pow, s1 = x

    ADDI s0,zero,1
    ADDI s1,zero,zero
    ADDI t0,zero,128
while:
    BEQ s0,t0,done
    SLLI s0,s0,1
    ADDI s1,s1,1
    J while
done:

```

Assembly tests for the opposite case (pow == 128) of the C code (pow != 128).



For Loop

For (initialization; condition; loop operation) statement

- **Initialization:** executes before the loop begins.
- **Condition:** is tested at the beginning of each iteration.
- **Loop operation:** executes at the end of each iteration.
- **Statement:** executes each time the condition is met.

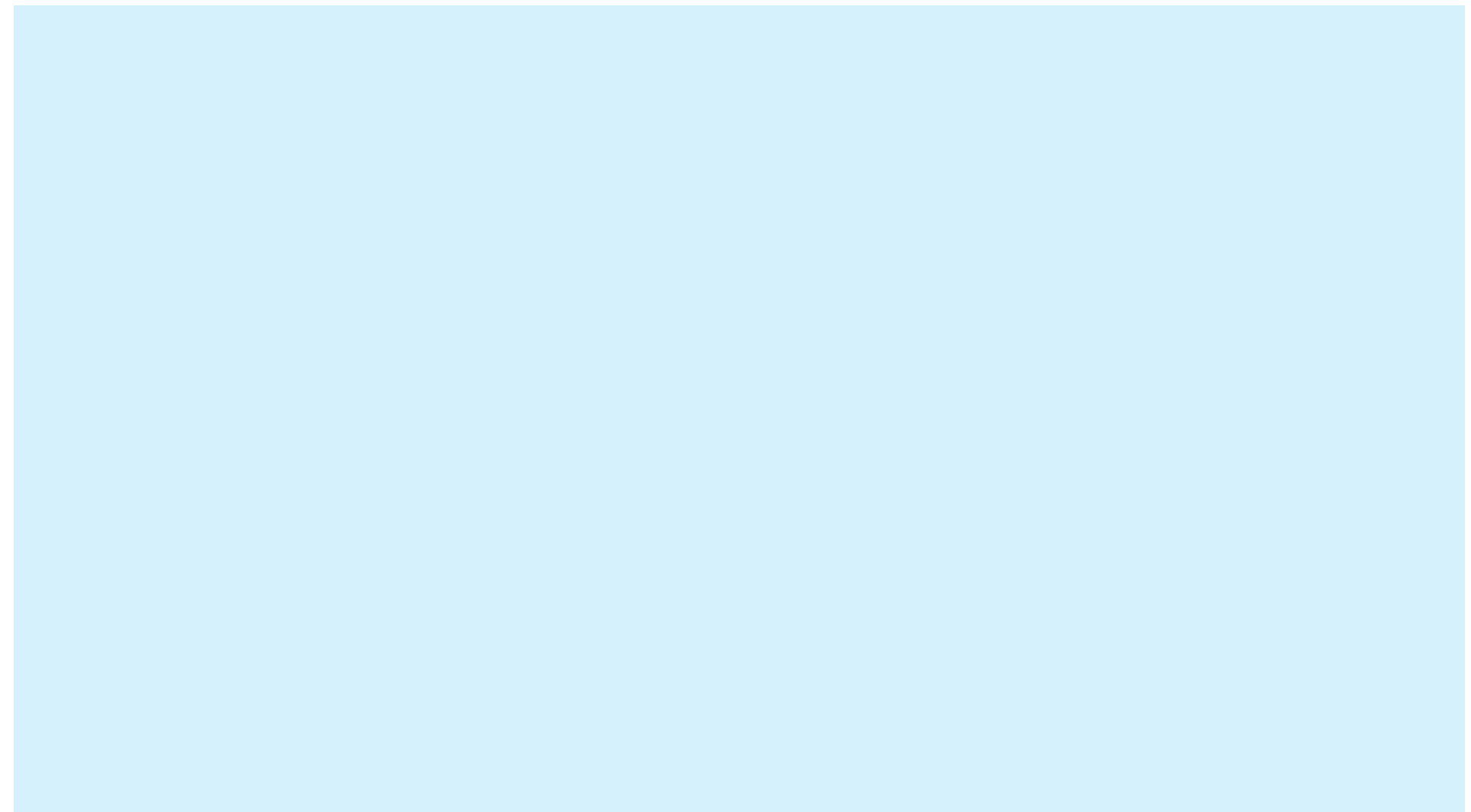


Do/While Loop

High level Code

```
int pow = 1  
int x = 0;  
  
do{  
    pow = pow*2;  
    x = x + 1;  
} while(pow != 128);
```

RISC V Assembly Code



Do/While Loop

High level Code

```
int pow = 1
int x = 0;

do{
    pow = pow*2;
    x = x + 1;
} while(pow != 128);
```

RISC V Assembly Code

```
#s0 = pow, s1 = x

    ADDI s0,zero,1
    ADD s1,zero,zero
    ADDI t0,zero,128

while:
    SLLI s0,s0,1
    ADDI s1,s1,1
    BNE s0,t0,while
done:
```

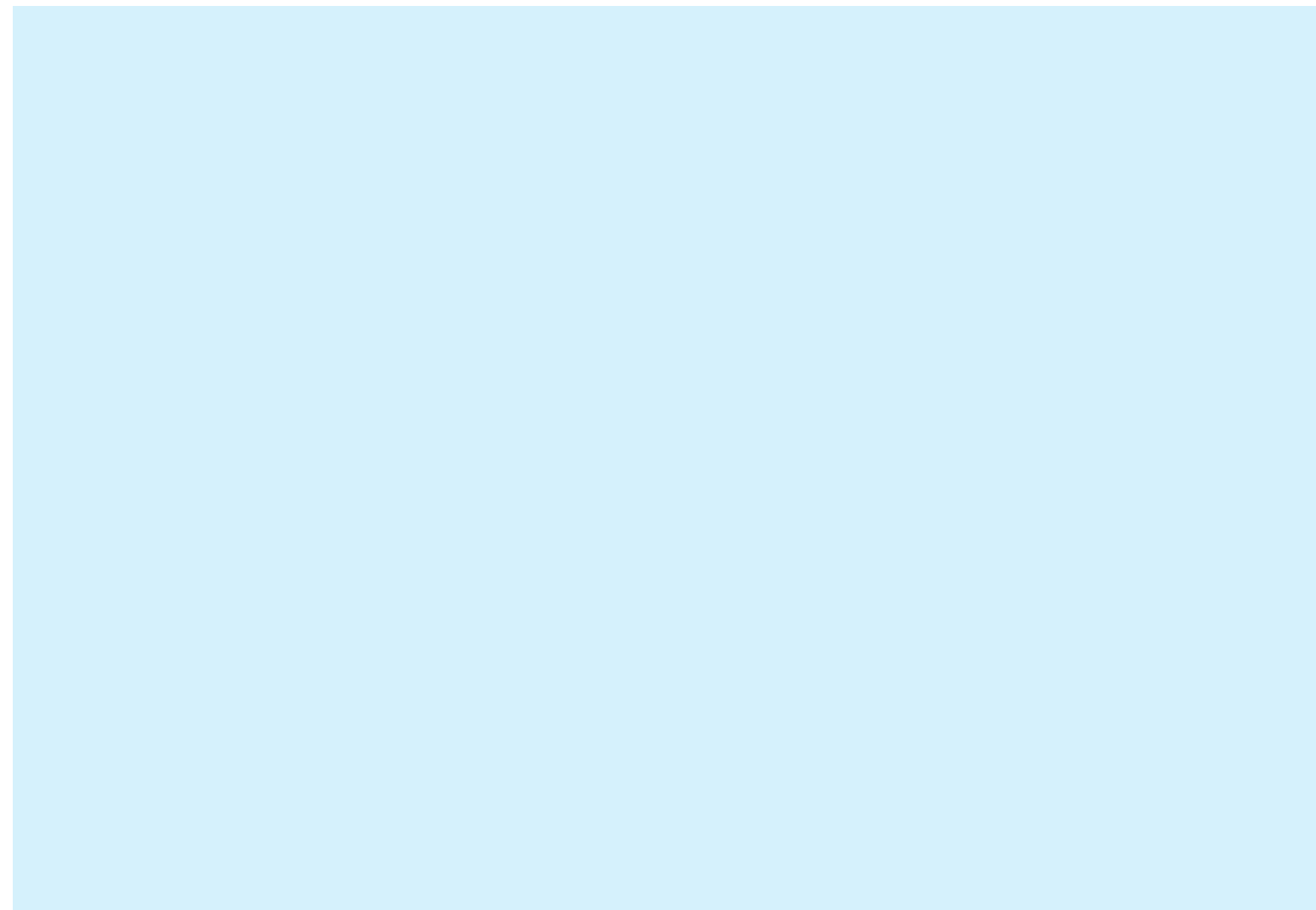


For Loop

High level Code

```
int sum = 0;  
int i;  
  
for(i = 0; i < 10; i = i + 1) {  
    sum = sum + i;  
}
```

RISC V Assembly Code



For Loop

High level Code

```
int sum = 0;
int i;

for(i = 0; i < 10; i = i + 1){
    sum = sum + i;
}
```

RISC V Assembly Code

```
#s0 = i, s1 = sum
```

```
ADDI s1,zero,0
```

```
ADDI s0,zero,0
```

```
ADDI t0,zero,10
```

```
for:
```

```
BGE s0,t0,done
```

```
ADD s1,s1,s0
```

```
ADDI s0,t0,1
```

```
J for
```

```
done:
```



For Loop

High level Code

```
int sum = 0;
int i;

for(i = 0; i < 10; i = i + 1){
    sum = sum + i;
}
```

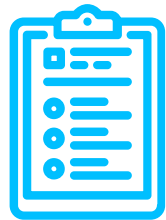
RISC V Assembly Code

```
#s0 = i, s1 = sum

    ADDI s1,zero,0
    ADDI s0,zero,0
    ADDI t0,zero,10
for:
    BGE s0,t0,done
    ADD s1,s1,s0
    ADDI s0,t0,1
    J for
done:
```

How to do a decremental loop?

3.



Arrays

Arrays

Access large amounts of similar data:

- Index: access to each element
- Size: number of elements

Example: 5-element array

Base address = 0x140000000
 (address of first element, scores[0])

Array elements accessed relative to base address.



For Loop to access an array

High level Code

```

int i;
int scores[200];

for(i = 0; i < 200; i = i + 1)

    scores[i] = scores[i] + 10
    
```

RISC V Assembly Code

```

#s0 = scores base address, s1 = i

ADDI s1,zero,0
ADDI t2,zero,200

for:
BGE s1,t2,done
SLLI t0,s1,2
ADD t0,t0,s0
LW t1, 0(t0)
ADDI t1,t1,10
SW t1, 0(t0)
ADDI s1,s1,1
J fo
done:
    
```

ASCII Code and Cast of Characters

- American Standard Code for Information Interchange (ASCII)
- Each text character has unique byte value
 - For example, S = 0x53, a = 0x61, A = 0x41
 - Lower-case and upper-case differ by 0x20 (32)

#	Char	#	Char	#	Char	#	Char	#	Char	#	Char
20	space	30	0	40	@	50	P	60	`	70	p
21	!	31	1	41	A	51	Q	61	a	71	q
22	"	32	2	42	B	52	R	62	b	72	r
23	#	33	3	43	C	53	S	63	c	73	s
24	\$	34	4	44	D	54	T	64	d	74	t
25	%	35	5	45	E	55	U	65	e	75	u
26	&	36	6	46	F	56	V	66	f	76	v
27	'	37	7	47	G	57	W	67	g	77	w
28	(38	8	48	H	58	X	68	h	78	x
29)	39	9	49	I	59	Y	69	i	79	y
2A	*	3A	:	4A	J	5A	Z	6A	j	7A	z
2B	+	3B	;	4B	K	5B	[6B	k	7B	{
2C	,	3C	<	4C	L	5C	\	6C	l	7C	
2D	-	3D	=	4D	M	5D]	6D	m	7D	}
2E	.	3E	>	4E	N	5E	^	6E	n	7E	~
2F	/	3F	?	4F	O	5F	_	6F	o		

Load & Store in an array

- RISC-V also defines lh, lhu, and sh half-word loads and stores that operate on 16-bit data.
- Memory addresses for these instructions must be half-word aligned

Memory	
Byte Address	D3 D2 D1 D0
Data	F7 8C 42 03

Registers	
s1	00 00 00 8C lbu s1, 2(s4)
s2	FF FF FF F7 lb s2, 3(s4)
s3	xx xx xx 9B sb s3, 1(s4)

“Hello!”

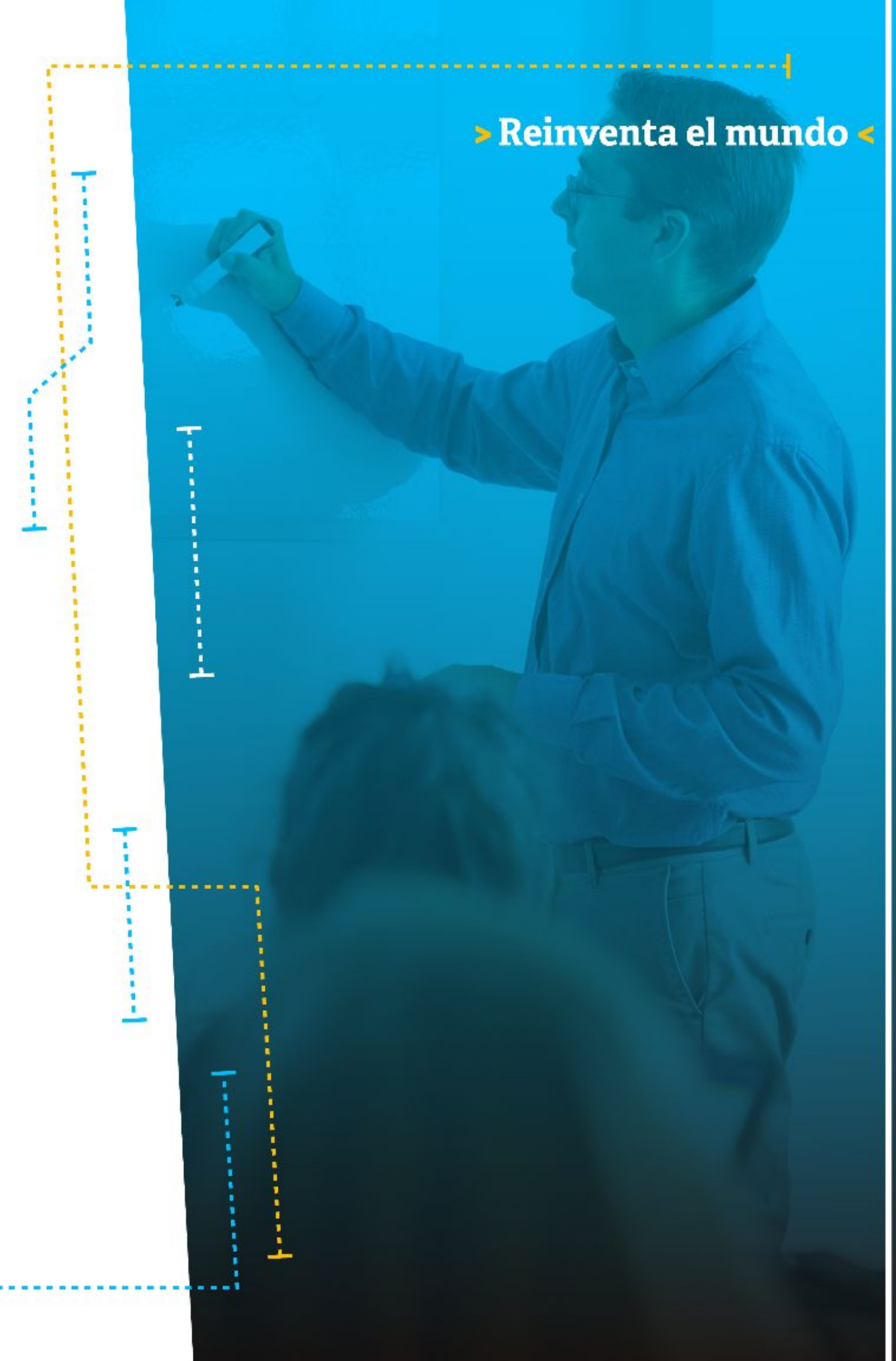
H = 0x48
e = 65
l = 6C
l = 6C
o = 6F
! = 21
Null = 00

Word Address	Data			
⋮	⋮			
1522FFF4		00	21	6F
1522FFF0	6C	6C	65	48
⋮	⋮			
⋮	⋮			
	MSB			LSB

Memory

Conclusions

- ➔ We reviewed fundamentals concepts in programming languages constructs.
- ➔ We reviewed assembly implementation for conditional statements, loops, arrays.
- ➔ We coded and executed high-level constructs using ARM syntax and instructions.
- ➔ We conclude that complex programs have a direct implementation in machine code that allows to execute them in the processor.



Reference Books

- ➔ Patterson, D. A., & Hennessy, J. L. (2020). Computer Organization and Design RISC-V Edition: The Hardware Software Interface. Morgan Kaufmann
- ➔ "The elements of computing systems: building a modern computer from first principles" Nisan, N., & Schocken, S. (2021). MIT press
- ➔ Silberschatz, A., Gagne, G., & Galvin, P. B. (2015). Operating system concepts (9th edition, international student version). John Wiley & Sons Inc.
- ➔ "Digital Design and Computer Architecture, RISC-V Edition". Morgan Kaufmann. Harris, S., & Harris, D. (2021).

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Questions?

