



**iFYP**

## **Lab Manual # 3 RISK V Procedures**

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**DATE: 15 June 2025**

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### **Revision History**

<b>Revision Number</b>	<b>Revision Date</b>	<b>Revision By</b>	<b>Nature of Revision</b>	<b>Approved By</b>
1.0	04/03/2024	Hira Sohail, Muhammad Bilal	Complete manual	Dr. Waqar
1.1	21/05/2024	Ali Aqdas	Additional Tasks	Dr. Waqar

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## Objectives

The objectives of this lab are to:

- Understand basic programs in assembly language covering following
  - Loops
  - Recursion
  - Branches
- Find the greatest common divisor in assembly language
- Perform sorting using assembly language

## Tools

- Venus

## A Quick Summary

### Example 1 – If-ElseIf-Else Statement

```
_start:

andi t0, t0, 0          # clear register t0
andi t1, t1, 0          # clear register t1
andi t2, t2, 0          # clear register t2
andi t3, t3, 0          # clear register t3
andi t4, t4, 0          # clear register t4
andi t5, t5, 0          # clear register t5
li t0, 2                # t0 = 2

li t3, -2               # t3 = -2
zero    # t1 = t0 < 0 ? 1 : 0
beq t1, zero, ElseIf # go to ElseIf if t1 = 0
j EndIf                 # end If statement
```

```

ElseIf:
    sgt t4, t3, zero    # t4 = t3 > 0 ? 1 : 0
    beq t4, zero, Else  # go to Else if t4 = 0 j
EndIf      # end Else statement

Else:
    seqz t5, t4, zero   # t5 = t4 == 0 ? 1 : 0

EndIf:
j EndIf      # end If-ElseIf-Else statement

```

### **Example 2 – While Loop I**

```

_start:
andi t0, t0, 0          clear register t0
andi t1, t1, 0          clear register t1
andi t2, t2, 0          clear register t2
li t1, 100             t1 = 100

loop:

add t2, t2, t0    # t2 = t2 + t0
addi t0, t0, 1      # ++t0
blt t0, t1, loop     # iterate if t0 < t1

end:
j end      # end of While loop

```

### **Example 3 – For Loop I**

```

_start:

andi t0, t0, 0          # clear register t0
andi t1, t1, 0          # clear register t1

loop:

andi t2, t2, 0    # clear t2 before starting the loop
add t1, t1, t0        # t1 = t1 + t0
addi t0, t0, 1        # ++t0
slti t2, t0, 100       # t2 = t0 < 100 ? 1 : 0
bne t2, zero, loop     # go to loop if t2 != 0

end:
j end      # end of For loop

```

## Lab Task 1: Find The Greatest Common Divisor

**Code:**

```

        .data
msg:    .asciiiz "GCD is: "
newline: .asciiiz "\n"

a_val:   .word 24    # First number
b_val:   .word 18    # Second number

        .text
.globl _start

_start:
# Load a into t1
la t0, a_val
lw t1, 0(t0)

# Load b into t2
la t0, b_val
lw t2, 0(t0)

gcd_loop:
beqz t2, done      # if b == 0, done
rem t3, t1, t2      # t3 = a % b
mv t1, t2          # a = b
mv t2, t3          # b = a % b
j gcd_loop

done:
# t1 now holds the GCD
la a0, msg
jal print_str

mv a0, t1
jal print_digit

la a0, newline
jal print_str

j stop
stop:
j stop

# ===== Utility: Print null-terminated string at address a0 =====
print_str:
mv t4, a0      # t4 = pointer to string
str_loop:
lb t5, 0(t4)    # Load byte
beqz t5, str_ret # If byte is 0 (null), end
li a0, 11      # syscall: print char
mv a1, t5
ecall
addi t4, t4, 1  # move to next char
j str_loop

```

```

        str_ret:
        jr ra

# ===== Utility: Print single digit in a0 =====
    print_digit:
        li t6, '0'
    add t5, a0, t6  # Convert number to ASCII
        li a0, 11
        mv a1, t5
        ecall
        jr ra

```

**Output:**

<b>0x0</b>	<b>0x10000297</b>	<b>auipc x5 65536</b>	1
<b>0x4</b>	<b>0x00B28293</b>	<b>addi x5 x5 11</b>	1
<b>0x8</b>	<b>0x0002A303</b>	<b>lw x6 0(x5)</b>	1
<b>0xc</b>	<b>0x10000297</b>	<b>auipc x5 65536</b>	1
<b>0x10</b>	<b>0x00328293</b>	<b>addi x5 x5 3</b>	1
<b>0x14</b>	<b>0x0002A383</b>	<b>lw x7 0(x5)</b>	1
<b>0x18</b>	<b>0x00038A63</b>	<b>beq x7 x0 20</b>	b
<b>0x1c</b>	<b>0x02736E33</b>	<b>rem x28 x6 x7</b>	r
<b>0x20</b>	<b>0x00038313</b>	<b>addi x6 x7 0</b>	m
<b>0x24</b>	<b>0x000E0393</b>	<b>addi x7 x28 0</b>	m

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GCD is: 6

**Lab Task 2: Bubble Sort**

**CODE:**

```

        .data
array:  .word 12, 5, 8, 1, 19, 7, 3, 15, 2, 10, 6, 4
n:      .word 12

        .text
.globl main

main:
    la t0, n
    lw t1, 0(t0)          # t1 = n

    la t2, array           # t2 = base address of array

    li t3, 0                # t3 = i

    outer_loop:
        blt t3, t1, outer_continue
        j print_array          # done sorting

    outer_continue:
        li t4, 0                # t4 = j

        sub t5, t1, t3          # t5 = n - i
        addi t5, t5, -1         # t5 = n - i - 1

        inner_loop:
            blt t4, t5, inner_continue
            addi t3, t3, 1          # i++
            j outer_loop

        inner_continue:
            slli t6, t4, 2          # t6 = j * 4
            add a0, t2, t6          # a0 = &array[j]
            lw a1, 0(a0)           # a1 = array[j]

            addi t6, t6, 4
            add a2, t2, t6          # a2 = &array[j+1]
            lw a3, 0(a2)           # a3 = array[j+1]

            ble a1, a3, no_swap

    # Swap array[j] and array[j+1]
        sw a3, 0(a0)
        sw a1, 0(a2)

    no_swap:
        addi t4, t4, 1
        j inner_loop

    print_array:
        li t3, 0                # i = 0

    print_loop:
        blt t3, t1, print_continue
        j done

    print_continue:

```

```

        slli t4, t3, 2
        add t5, t2, t4
        lw a1, 0(t5)

        li a0, 1      # syscall print int
        ecall

        li a0, 11     # syscall print char
        li a1, 32     # space
        ecall

        addi t3, t3, 1
        j print_loop

        done:
        li a0, 10      # syscall exit
        ecall
    
```

**OUTPUT:**

1 2 3 4 5 6 7 8 10 12 15 19

**Lab Task 3: Quick Sort****CODE:**

```

        .data
array:   .word -1, 22, 8, 35, 5, 4, 11, 2, 1, 78
        array_size: .word 10

        .text
        .globl main

        main:
la s0, array      # s0 = base address of array (never changed)
        li a0, 0          # a0 = low index
        li a1, 9          # a1 = high index (n - 1)
        jal quicksort     # sort array from 0 to 9

        jal print_array    # print sorted array

        li a0, 10          # syscall: exit
        li a1, 0
        ecall

        # -----
        # void quicksort(int low, int high)
        #     a0 = low, a1 = high
        # -----
        quicksort:
addi sp, sp, -16    # allocate stack space (4 bytes * 4)
        sw ra, 12(sp)      # save ra at sp+12
        sw s1, 8(sp)       # save s1 at sp+8
        sw s2, 4(sp)       # save s2 at sp+4

        bge a0, a1, qs_return
    
```

```

        mv s1, a0
        mv s2, a1
        jal partition

        mv a0, s1
        mv a1, a2
        addi a1, a1, -1
        jal quicksort

        mv a0, a2
        addi a0, a0, 1
        mv a1, s2
        jal quicksort

        qs_return:
        lw ra, 12(sp)      # restore ra
        lw s1, 8(sp)       # restore s1
        lw s2, 4(sp)       # restore s2
        addi sp, sp, 16    # restore stack pointer
        ret

        # -----
# int partition(int low, int high)
        # returns pivot index in a2
# -----
        partition:
        slli t0, a1, 2
        add t0, s0, t0
lw t1, 0(t0)           # t1 = pivot = array[high]

addi t2, a0, -1        # t2 = i = low - 1
mv t3, a0              # t3 = j = low

partition_loop:
bge t3, a1, partition_done

        slli t4, t3, 2
        add t5, s0, t4
lw t6, 0(t5)           # t6 = array[j]

ble t6, t1, do_swap

skip_swap:
addi t3, t3, 1
j partition_loop

do_swap:
addi t2, t2, 1
slli t4, t2, 2
add t4, s0, t4

lw t6, 0(t5)           # t6 = array[j]
lw t5, 0(t4)           # t5 = array[i]
sw t6, 0(t4)

slli t6, t3, 2
add t6, s0, t6
sw t5, 0(t6)

```

```

        j skip_swap

partition_done:
    addi t2, t2, 1
    slli t4, t2, 2
    add t4, s0, t4

    slli t5, a1, 2
    add t5, s0, t5
    lw t6, 0(t5)
    lw t5, 0(t4)
    sw t6, 0(t4)

    slli t6, a1, 2
    add t6, s0, t6
    sw t5, 0(t6)

mv a2, t2          # return pivot index
ret

# -----
# void print_array()
# -----
print_array:
li t0, 0           # index = 0

print_loop:
li t2, 10          # array size
bge t0, t2, done_print

    slli t3, t0, 2
    add t4, s0, t3
    lw a1, 0(t4)      # a1 = array[i]
    li a0, 1           # syscall: print_int
    ecall

    li a0, 11          # syscall: print_char
    li a1, 32          # space
    ecall

    addi t0, t0, 1
    j print_loop

done_print:
li a0, 11          # syscall: print_char
li a1, 10          # newline
ecall
ret

```

## OUTPUT:

0x0	0x10000417	auipc x8 65536	la s0, array # s0 = base address of array (never changed)
0x4	0x00040413	addi x8 x8 0	la s0, array # s0 = base address of array (never changed)
0x8	0x00000513	addi x10 x0 0	li a0, 0 # a0 = low index
0xc	0x00900593	addi x11 x0 9	li a1, 9 # a1 = high index (n - 1)
0x10	0x014000EF	jal x1 20	jal quicksort # sort array from 0 to 9
0x14	0x0F0000EF	jal x1 240	jal print_array # print sorted array
0x18	0x00A00513	addi x10 x0 10	li a0, 10 # syscall: exit
0x1c	0x00000593	addi x11 x0 0	li a1, 0
0x20	0x00000073	ecall	ecall

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-1 1 2 4 5 8 11 22 35 78