

Programming Assignment #1: Human Compiler

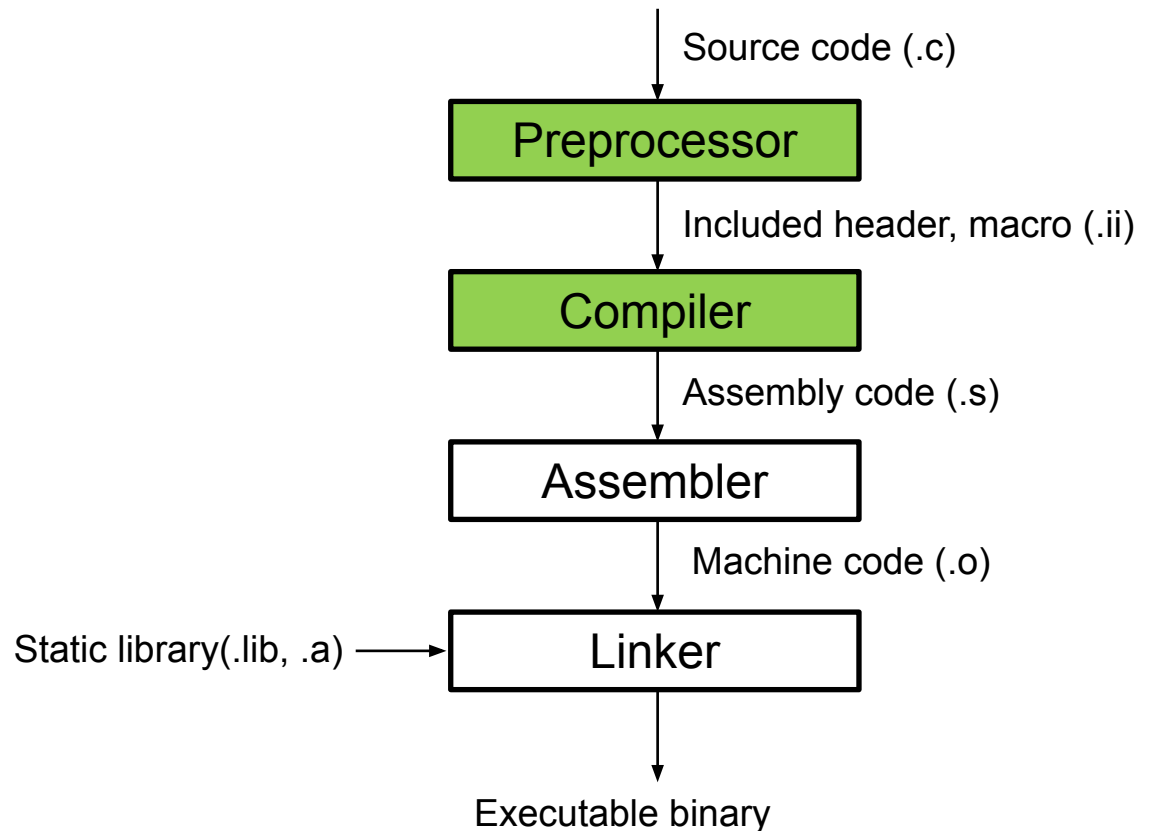
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Goal of this project

- You will compile C source code into **32-bit** RISC-V assembly.



Experimental setup

■ You will use RISC-V ISA simulator on Linux: Two options

- Refer to experimental setup slide
- Option 1: Use VirtualBox (recommend)
 - download & install Virtual Box from <https://www.virtualbox.org/wiki/Downloads>
 - download container Image from <https://drive.google.com/file/d/1a1CTfbEbIOAFyXwykXw3OZtrGs8b-Gjr/view?usp=sharing> and import
- Option 2: Use your own Linux box
 - CAVEAT: Grading will be done on our VM
 - download file from <https://drive.google.com/file/d/1IGsdbDlsnaInFaK0oQDt8iiedYJw3zY/view?usp=sharing>
- Option 3 : (hidden) Use Docker
- Please refer to 'experimental setup' slides

Experimental setup

- github link

https://github.com/SNU-ARC/2023_fall_comarch_PA1

- code download

git clone https://github.com/SNU-ARC/2023_fall_comarch_PA1.git

- feel free to ask question about PA1 at git issue

https://github.com/SNU-ARC/2023_fall_comarch_PA1/issues

- keep your repository private if you're going to fork it

Experimental setup

- How to execute your code (for both Option 1 and 2):

In directory

```
$> Make
```


```
$> sh run.sh
```

```
root@00150ad65406:/# cd /home/digitsum/  
root@00150ad65406:/home/digitsum# make  
riscv32-unknown-elf-gcc -Wall -Werror -std=c99 -c main.c -o main.o  
riscv32-unknown-elf-gcc -c digitsum_asm.s -o digitsum_asm.o  
riscv32-unknown-elf-gcc main.o digitsum_asm.o -o digitsum  
root@00150ad65406:/home/digitsum# sh run.sh  
bbl loader  
digitsum of 123, 456 = 21
```

References

Instructions of RV32I , RV32M is allowed

<https://msyksphinz-self.github.io/riscv-isadoc/html/rvi.html#ecall>



CONTENTS:

- RV32I, RV64I Instructions
- RV64I Instructions

RV32M, RV64M Instructions

- mul
- mulh
- mulhsu
- mulhu
- div
- divu
- rem
- remu

RV32M, RV64M Instructions

RV32M, RV64M Instructions

mul

31-27	26-25	24-20	19-15	14-12	11-8
00000	01	rs2	rs1	000	rd

Format mul rd,rs1,rs2

Description performs an XLEN-bit × XLEN-bit multiplication and places the lower XLEN bits in the destination register.

Implementation $x[rd] = x[rs1] \times x[rs2]$

Problem 1: Digit sum

■ Calculate the sum of digits of two integers.

- Digit sum of 15, 234 is $1+5+2+3+4 = 15$
- Write your code on `digitsum_asm.s`
- Refer to `digitsum.c` (reference code) for algorithm.
- Operands are stored at register `a0`, `a1`.
- Store the answer to register `a0` and return.
- Execution:

```
$> sh run.sh
```

or

```
$> spike --isa=RV32IM /opt/riscv/bin/pk ./digitsum [lhs] [rhs]
```

Problem 2: Fibonacci sequence

■ Return value of the given number of Fibonacci sequence.

- Write your code on `fibonacci_asm.s`
- Refer to `fibonacci.c` (reference code) for algorithm.
- You should make your code with **recursion**.
- The length of the sequence (n) is stored in register a0.
- Store the answer to register a0 and return.
- Execution:

```
$> sh run.sh
```

or

```
$> spike --isa=RV32IM /opt/riscv/bin/pk ./fibonacci [count]
```

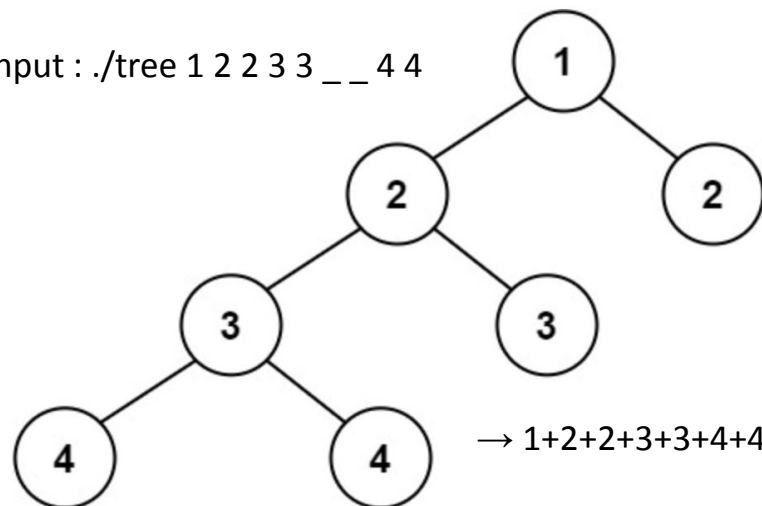

Problem 3: Tree sum

■ Calculate sum of Tree that is given.

- Input sequence will be made to binary tree. You can skip nodes with character '_'
- Struct of tree node is inside of tree.h
- Refer to main.c how tree is made.
- Refer to tree.c for algorithm.
- Number of tree node is maximum 15.
- traverse all of the tree nodes once and calculate sum of all.

\$> sh run.sh

input : ./tree 1 2 2 3 3 __ 4 4



$$\rightarrow 1+2+2+3+3+4+4 = 19$$

Problem 3: Tree sum

■ How to make tree from inputs

- Binary tree for 15 entries
- If input : ./tree 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 then figure 1

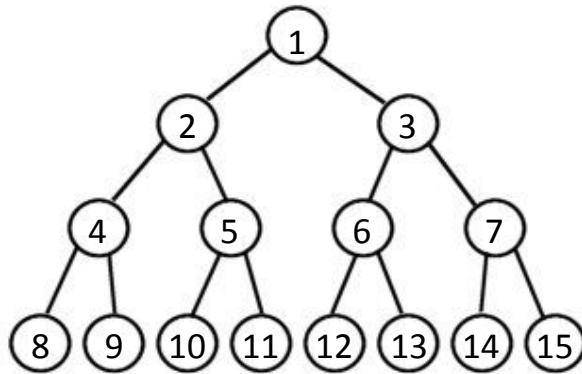


figure 1

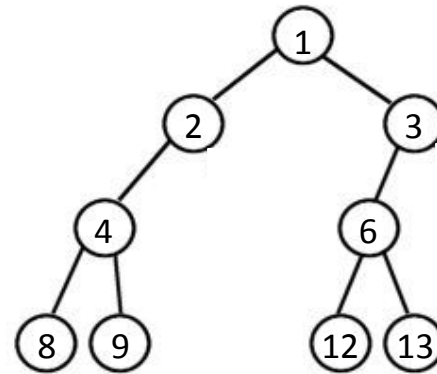


figure 2

- Put '_' to skip nodes
- If you want to erase '5 and childs, '7 and childs' like figure 2 then, input will be ./tree 1 2 3 4 _ 6 _ 8 9 _ _ 12 13

Submission

■ Write-up

- Briefly describe your implementation (≤ 5 pages)
- Filename: [student_id].pdf (example: 2023-12345.pdf)
- **Please** submit it in **PDF** format. Other formats are not accepted.

■ Compress your source code and write-up into a single zip file

- Compress digitsum_asm.s, fibonacci_asm.s, tree_asm.s and your write-up
- Filename should be [student_id].zip (example: 2023-12345.zip).
- **Please** submit it in **ZIP** format. Other formats are not accepted.

■ Submission deadline: 2023. 9. 27 (Wed) 23:59

- Submit via ETL

■ For late submission

- 10% deduction every 24 hours
- After next 120 hours: Submission not accepted