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Computer Architecture

Assignment -2 - CS2323

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1 Section 1

The instruction format along with the binary and then the Hexadecimal is being reported

1. Instruction Format - I type
Immediate(7 + 4) - Binary for -4 (2's complement) = 1111 1111 1100
rs1 - x22 - 22 - 10110
funct3 - 0x0 - 000
Opcode - 0010011
Net Instruction = **0xffcb0793**
 2. Instruction format R - type funct7 - rs2 - rs1 - funct3 - rd - opcode
rs2 - 9 - 01001
rs1 - 01000
funct3 - 0x4
rd - 10111
- opcode - 011011
Net Instruction - **0x00944b3**
 3. Instruction Format - B type - imm - rs2 - rs1 - funct3 - imm - opcode
Immediate - 240 = 0 0000 1111 0000
rs2 - 00111
rs1 - 1 - 00001
funct3 - 0x0
opcode - 1100011
Net Instruction - **0x0e138863**
 4. Instruction Format S - type - imm - rs2 - rs1 - funct3 - imm - opcode
Immediate - 24 - 0 000 000 11000
rs1 - 9 - 01001 - rs1 is the one to which the immediate is added (source of data)
rs2 - 00110
funct3 - 0x3
opcode - 0100011
Net Instruction - **0x0064bc23**
 5. Instruction type - J - type - imm - rd - opcode
Immediate = -1080 - 2's complement - 0000 0000 1011 1100 1000
rd - 8 - 01000
opcode - 1101111
Net Instruction - **0x83dfd46f**
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2 Section 2

The load immediate instruction can be considered as a "pseudo instruction".

1. `li t0 -1 = addi x5 x0 -1`

Clearly these both have the same meaning, we load into the register `t0 = x5` after adding a '-1' to `x0 = 0`

2. `li t0 0xFFFFFFFF`

Note that the hexadecimal `0xFFFF FFFF` is equivalent to -1 (it is the 2's complement of 1, so both the instructions are the same)

3. `li t0 223`

223 is only 8 bits long, so it within the 12 bit immediate that `addi` can handle, so the instruction `addi x5 x0 223`, remains valid

4. `li t0 1234`

Note that 1234 is 11 bits long which is still within the valid length of 12 bits for immediates , so `addi x5 x0 1234` will still be correct ($1234 < 2^{11}-1$)

5. `li t0 0x123456000`

Now there has been a change, there are 9 hexadecimal digits which equals 36 normal bits, **too large** for an immediate, so it needs to be added by breaking it into pieces. The first step done by the simulator is to load `0x00092` into bits 31 : 12 using `lui`, then it adds the number -1493 = `0xffffffa2b`

on addition , the number becomes `0x0000000091a2b`, this number on shifting left by 13 will then become `0x123456000`.

3 Section 3

The first instruction will load bits 12 through 31 inside the register x3, using the value that is stored, the next instruction will load half-word (in an unsigned manner)

Half word = 16 bits = 4 hexadecimal digits. The lower 4 Hexadecimal digits from byte 0 and byte 1 will be used for storage within the least significant bits of the register x3.

x3 = 0x000000000000a5a5

Now if instead we load in a signed manner, the CPU will first check the MSB of the 16 bit number being loaded. This a5a5 has the sign bit of **0xa = 1010**. Therefore there is an **extension** of 1's while loading (which is equivalent to the

x3 = 0xffffffffffffa5a5

Now loading from an offset of 2 will load **Byte 3 and Byte 4** into the register along with the usual sign extension

x3 = 0xffffffffffffa5_{byte-4}a5_{byte-3}

Now we load the entire double from Byte-0 onwards, we will get the first double word inside the register.

x3 = 0x39933939a55aa5a5

Now we load from **Byte 5 onwards**. Since the memory is contiguous, it will start reading into the **next double word**. The number stored is then a mix of the higher bytes from the first double word and the lower of the second one.

x3 = 0x39933939_{second}39933939_{first}

Next instruction will just load the eight'th byte (7 have been offset)

x3 = 0x0000000000000039

Now even if I use **lb**, it won't make a difference because **0x3 = 0011** and the sign extension will be just of 0's.

x3 = 0x0000000000000039

Now, 7'th Byte actually is **0x93 = 1001 0011**, this would imply a sign extension when loaded

x3 = 0xfffffffffff93

For code please see [\[Sri13\]](#)

References

- [Sri13] Kartik Srinivas. Cs2323 - computer architecture. <https://github.com/kartiksrinivas007/CS2323-CArch.git>, 2013.