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Computer Organization

Assembler Practice Tasks 2

1 Usage of Subroutines 1 – strlen_register

Create a file strlen_register.txt with the code below. Use the code of strlen.txt from last session to create a subroutine at label strlen, which uses a0 as input register for a string address and put the length of the string in a0 into a0. Use the correct call convention and save all registers according to the lecture. Simulate the Program with RARS. Then extend the main routine to print length of string B.

```
.data
Α:
    .asciz
              "ABCDEF"
В:
    .asciz
              "The quick brown fox jumps over the lazy dog"
LF: .asciz
              "\n"
.text
main:
addi
         sp, sp, -4
SW
          ra, 0(sp)
la
          s0, LF
          a0, A
                       # Load A
la
jal
          ra, strlen
                       # ecall 1 = print_int
li
          a7, 1
ecall
mν
          a0, s0
                       # line feed string into input register
          a7, 4
                       # ecall 4 = print_string
lί
ecall
lw
          ra, 0(sp)
addi
          sp, sp, 4
lί
          a7,10
                       # terminate ecall
ecall
strlen:
```

2 Usage of Subroutines 2 – strlen_stack

Use the Code of strlen_register.txt and create a file strlen_stack.txt. Modify the code to use the stack as source for input strings instead of the a0 register. Simulate your code with RARS and check the results.

3 Recursion – Fibonacci

Calculate the corresponding Fibonacci number (f(n) = f(n-1) + f(n-2)) with $n_1 = 1$; $n_2 = 1$; $n_3 = 2$) of the global variable N with a recursive subroutine. Use a0 as input value and a0 for the return value. Create a main routine, that calculates fibonacci(10), and print the result to the console. Store the resulting program in file Fibonacci_recursive.txt and simulate it with RARS.

4 Additional Task – quicksort

Edit the file quicksort.txt, which should implement the quicksort algorithm for an array of 32bit integers. The template defines the main program, with a routine to dynamically fill the array with random numbers. As a starting point for quicksort you could use the c-code below. Be aware of the byte addressed memory but word aligned memory access. Simulate your file with the given main function in RARS and check the results.

```
void quick_sort (int *a, int n) {
    if (n < 2)
        return;
    int p = a[n / 2];
                         // get pivot at half of range
    int *l = a;
    int *r = a + n - 1;
    while (l \le r) {
        if (*l < p) {
                       //search element bigger than pivot
            1++;
            continue;
        }
        if (*r > p) {
                        //search element smaller than pivot
            r--;
            continue;
            /* we need to check the condition (1 <= r)
             * every time we change the value of 1 or r
             */
        }
                        //swap
        int t = *1;
        *1 = *r;
        *r = t;
        ++1;
    }
    quick_sort(a, r - a);
    quick_sort(1, a + n - 1);
}
```