

Rechnerarchitektur Serie 1

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1 Theorieteil

1.1 Aufgabe 1

5 Bytes, 4 Bytes für die Zeichen (T,e,s,t) und 1 Byte für \0.

1.2 Aufgabe 2

Listing 1: int-Array

```
1 int a[10];
2
3 int getAt(int i) {
4     return a[i];
5 }
6
7 int getAtWithPointer(int *a, int i) {
8     return *(a+i);
9 }
```

Listing 2: short-Array

```
1 short a[10];
2
3 short getAt(int i) {
4     return a[i];
5 }
6
7 short getAtWithPointer(short *a, int i) {
8     return *(a+i);
9 }
```

Bei Pointern beziehen sich die Rechenoperationen immer auf die Breite des Variablentyps (short 2 Byte, int 4 Byte). Somit zeigt auch `*(a+i)` auf die *i*-te Stelle im Array, egal ob es sich um ein short- oder int-array handelt.

1.3 Aufgabe 3

Listing 3: Ausgabe

```
1 bffff844
2 3ade68b1
3 68
4 de
5 bffff847
```

1. Der Wert von p: Die erste Speicheradresse von b.
2. p wird als long (4 Bytes) dereferenziert und danach inkrementiert. Da p vom Typ void ist, wird er nur um 1 erhöht.
3. p wird als char (1 Byte) dereferenziert und danach inkrementiert.
4. p wird als unsigned char (1 Byte) dereferenziert und danach inkrementiert.
5. Der Wert von p: Die 4. Speicheradresse von b.

1.4 Aufgabe 4

Preincrement: $i = 1338, j = 1338$

Postincrement: $i = 1338, j = 1337$

1.5 Aufgabe 5

1. Codestück

- 3. Zeile: x und px werden dereferenziert, es zeigen beide auf die 0. Stelle im Array. Ausgabe: "1 1"
- 5. Zeile: px wurde inkrementiert, zeigt jetzt auf die 1. Stelle. Ausgabe: "1 2"

2. Codestück

```
* (py--) = 10;
```

setzt zuerst y auf 10, danach wird py dekrementiert und auf 11 gesetzt. Die Ausgabe ist also "10 11"

1.6 Aufgabe 6

Grösse des structs: $4 * 1 \text{ Byte} + 2 * 1 \text{ Byte} + 2 \text{ Byte} = 8 \text{ Bytes}$

Grösse des union: $\max(8 * 1 \text{ Byte}, 4 \text{ Byte}, 2 \text{ Byte}) = 8 \text{ Bytes}$

Speicheraufteilung struct

d	d	c	b	a[3]	a[2]	a[1]	a[0]
---	---	---	---	------	------	------	------

Speicheraufteilung union

a[7]/d[3]	a[6]/d[3]	a[5]/d[2]	a[4]/d[2]	a[3]/d[1]/b	a[2]/d[1]/b	a[1]/d[0]/b	a[0]/d[0]/b
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1.7 Aufgabe 7

Define ist eine Art Search-Replace Mechanismus und findet vor dem Compilieren statt.
(praktisch für Konstanten)// Das Programmierstück gibt 3 aus.

2 Programmierteil

```
1  /* TODO: Task (b) Please fill in the following lines, then remove this line.
2  *
3  * author(s):   Dominik Bodenmann   08-103-053
4  *              Orlando Signer      12-119-715
5  *
6  * Please follow the instructions given in comments below.
7  * The file output.c1 shows what the output of this program
8  * should look like.
9  *
10 * /
11
12 #include <stdlib.h>
13 #include <stdio.h>
14 #include <string.h>
15
16 /* Define abbreviations for the indices of the registers */
17 #define I_ZERO 0
18 #define I_AT 1
19 #define I_V0 2
20 #define I_V1 3
21 #define I_A0 4
22 #define I_A1 5
23 #define I_A2 6
24 #define I_A3 7
25 #define I_T0 8
26 #define I_T1 9
27 #define I_T2 10
28 #define I_T3 11
29 #define I_T4 12
30 #define I_T5 13
31 #define I_T6 14
32 #define I_T7 15
33 #define I_S0 16
34 #define I_S1 17
35 #define I_S2 18
36 #define I_S3 19
37 #define I_S4 20
38 #define I_S5 21
39 #define I_S6 22
40 #define I_S7 23
41 #define I_T8 24
42 #define I_T9 25
43 #define I_K0 26
44 #define I_K1 27
45 #define I_GP 28
```

```

46 #define I_SP 29
47 #define I_FP 30
48 #define I_RA 31
49
50 /* Define abbreviations for the operation codes (OC) and function codes (FC)
   */
51 #define OC_ADD      0x00
52 #define FC_ADD      0x20
53 #define OC_ADDI     0x08
54 #define OC_ADDIU    0x09
55 #define OC_ADDU     0x00
56 #define FC_ADDU     0x21
57 #define OC_AND      0x00
58 #define FC_AND      0x24
59 #define OC_ANDI     0x0C
60 #define OC_BEQ      0x04
61 #define OC_BNE      0x05
62 #define OC_DIV      0x00
63 #define FC_DIV      0x1A
64 #define OC_J         0x02
65 #define OC_JAL      0x03
66 #define OC_JR        0x00
67 #define FC_JR        0x08
68 #define OC_LBU       0x00
69 #define FC_LBU       0x24
70 #define OC_LHU       0x00
71 #define FC_LHU       0x25
72 #define OC_LUI       0x0F
73 #define OC_LW        0x23
74 #define OC_MULT      0x00
75 #define FC_MULT      0x18
76 #define OC_NOR       0x00
77 #define FC_NOR       0x27
78 #define OC_OR        0x00
79 #define FC_OR        0x25
80 #define OC_ORI       0x0D
81 #define OC_SLT       0x00
82 #define FC_SLT       0x2A
83 #define OC_SLTI      0x0A
84 #define OC_SLTIU     0x0B
85 #define OC_SLTU      0x00
86 #define FC_SLTU      0x2B
87 #define OC_SLL       0x00
88 #define FC_SLL       0x00
89 #define OC_SRL       0x00
90 #define FC_SRL       0x02
91 #define OC_SB        0x28
92 #define OC_SH        0x29
93 #define OC_SW        0x2B
94 #define OC_SUB       0x00
95 #define FC_SUB       0x22
96 #define OC_SUBU      0x00
97 #define FC_SUBU      0x23
98 /* Just a handy abbreviation */

```

```

99  #define OC_ZERO 0x00
100 /* Stop Operation --- not actual MIPS */
101 #define OC_STOP 0x3F
102
103 /* Number of operations, functions and registers */
104 #define OPERATION_COUNT 64
105 #define FUNCTION_COUNT 64
106 #define REGISTER_COUNT 32
107
108 /* Maximal length of operation and function names */
109 #define OP_NAME_LENGTH 4
110 #define FUNC_NAME_LENGTH 4
111
112 /* Define some types */
113 typedef unsigned long word;
114 typedef unsigned short halfword;
115 typedef unsigned char byte;
116
117 /* TODO Task (c) add bitfields InstructionTypeI, InstructionTypeJ and
    InstructionTypeR here */
118 typedef struct {
119     unsigned immediate:16;
120     unsigned rt:5;
121     unsigned rs:5;
122     unsigned opcode:6;
123 } InstructionTypeI;
124
125 typedef struct {
126     unsigned address:26;
127     unsigned opcode:6;
128 } InstructionTypeJ;
129
130 typedef struct {
131     unsigned funct:6;
132     unsigned shamt:5;
133     unsigned rd:5;
134     unsigned rt:5;
135     unsigned rs:5;
136     unsigned opcode:6;
137 } InstructionTypeR;
138
139 /* TODO Task (d) add union Instruction here */
140 typedef union {
141     InstructionTypeI i;
142     InstructionTypeJ j;
143     InstructionTypeR r;
144 } Instruction;
145
146 /* TODO Task (e) add enumeration InstructionType here */
147 typedef enum {
148     iType,
149     jType,
150     rType,
151     specialType

```

```

152 } InstructionType;
153
154 /* TODO Task (f) add structure Operation here */
155 typedef struct {
156     char name[OP_NAME_LENGTH];
157     InstructionType type;
158     void (*operation)(Instruction *instruction);
159 } Operation;
160
161 /* TODO Task (g) add structure Function here */
162 typedef struct {
163     char name[FUNC_NAME_LENGTH];
164     void (*function)(Instruction *instruction);
165 } Function;
166
167 /* Operation and function dispatcher */
168 Operation operations[OPERATION_COUNT];
169 Function functions[FUNCTION_COUNT];
170
171 /* Assembles the given parts of an I-type instruction into a single word*/
172 word create_itype_hex(unsigned short immediate, unsigned short rt, unsigned
    short rs, unsigned short opcode) {
173     return immediate + (rt << 16) + (rs << 21) + (opcode << 26);
174 }
175
176 /* Assembles the given parts of an J-type instruction into a single word*/
177 word create_jtype_hex(unsigned long address, unsigned short opcode) {
178     return address + (opcode << 26);
179 }
180
181 /* Assembles the given parts of an R-type instruction into a single word*/
182 word create_rtype_hex(unsigned short funct, unsigned short shamt, unsigned
    short rd, unsigned short rt, unsigned short rs, unsigned short opcode) {
183     return funct + (shamt << 6) + (rd << 11) + (rt << 16) + (rs << 21) + (
        opcode << 26);
184 }
185
186 /* Assembles the given parts of an special-type instruction into a single
    word*/
187 word create_specialtype_hex(unsigned short opcode) {
188     return create_jtype_hex(0x0000, opcode);
189 }
190
191 /* Copies operation into the operation dispatcher */
192 void assignOperation(unsigned short opCode, const char name[OP_NAME_LENGTH
    +1], InstructionType type, void (*operation)(Instruction*)) {
193     strcpy(operations[opCode].name, name);
194     operations[opCode].type=type;
195     operations[opCode].operation = operation;
196 }
197
198 /* Copies functions into the function dispatcher */
199 void assignFunction(unsigned short funct, const char name[FUNC_NAME_LENGTH
    +1], void (*function)(Instruction*)) {

```

```

200     strcpy(functions[funct].name, name);
201     functions[funct].function = function;
202 }
203
204 /* Initialize the "hardware" and operation and function dispatcher */
205 void initialize() {
206     int i;
207     /* Initialize operations with default values */
208     for (i=0; i<OPERATION_COUNT; ++i) {
209         assignOperation(i, "ndef", specialType, 0);
210     }
211
212     /* to deal with operations with OpCode = 0, i.e. R-Type */
213     assignOperation(OC_ZERO, "zero", rType, 0);
214
215     /* assign some actual operations */
216     assignOperation(OC_ADDI, "addi", iType, 0);
217     assignOperation(OC_J, "j", jType, 0);
218     assignOperation(OC_LUI, "lui", iType, 0);
219     assignOperation(OC_LW, "lw", iType, 0);
220     assignOperation(OC_ORI, "ori", iType, 0);
221     assignOperation(OC_SW, "sw", iType, 0);
222     assignOperation(OC_STOP, "stop", specialType, 0);
223
224     /* Initialize operations with OpCode = 0 and corresponding functions with
225        default values*/
226     for (i=0; i<FUNCTION_COUNT; ++i) {
227         assignFunction(i, "ndef", 0);
228     }
229
230     /* assign some actual functions */
231     assignFunction(FC_ADD, "add", 0);
232     assignFunction(FC_SUB, "sub", 0);
233 }
234
235 void printInstruction(Instruction *i) {
236     /* TODO Task (h) complete printInstruction here */
237     Operation o = operations[i->i.opcode];
238     switch (o.type) {
239         case iType:
240             printf("%-4s %.2i %.2i 0x%.4x\n", o.name, i->i.rt, i->i.rs, i->i.
241                 immediate);
242             break;
243         case jType:
244             printf("%-4s %.8x\n", o.name, i->j.address);
245             break;
246         case rType: {
247             Function f = functions[i->r.funct];
248             printf("%-4s %.2i %.2i %.2i 0x%.4x\n", f.name, i->r.rd, i->r.rs, i->r.
249                 rt, i->r.shamt);
250             break;
251         }
252         case specialType:

```

```

251         printf("%s\n", o.name );
252         break;
253     }
254 }
255
256 void testPrint(word w) {
257     Instruction * instruction = (Instruction *) &w;
258     printInstruction(instruction);
259 }
260
261 int main(int argc, const char * argv[]) {
262     initialize();
263     testPrint(create_rtype_hex(FC_ADD, 0x0000, I_T0, I_T1, I_T2, OC_ADD));
264     testPrint(create_itype_hex(0x0001, I_T0, I_ZERO, OC_ADDI));
265     testPrint(create_jtype_hex(0xCD1234, OC_J));
266     testPrint(create_itype_hex(0xB BBB, I_T0, I_ZERO, OC_LUI));
267     testPrint(create_itype_hex(0xA03B, I_T0, I_T1, OC_LW));
268     testPrint(create_itype_hex(0x0101, I_T0, I_T0, OC_ORI));
269     testPrint(create_rtype_hex(FC_SUB, 0x0002, I_T0, I_T1, I_T2, OC_SUB));
270     testPrint(create_itype_hex(0xD070, I_T0, I_T1, OC_SW));
271     testPrint(create_specialtype_hex(OC_STOP));
272     return 0;
273 }

```