

CS2323 - Computer Architecture

Homework - 2

Q1

Ans) addi x15, x22, -45

According to I-type format -

imm[11:0] rs1 funct3 rd opcode

Opcode - $(0010011)_2$
 rd - x15 - $(15)_{10}$ - $(01111)_2$
 funct3 - 0×0 - $(000)_2$
 rs1 - x22 - $(22)_{10}$ - $(10110)_2$
 imm - $(-45)_{10}$ - $(1111\ 1101\ 0011)_2$

Machine code -

1111 1101 0011	10110	000	01111	0010011
imm[11:0]	rs1	f3	rd	opcode

= 0xf d 3 b 0 7 9 3

b) and x23, x8, x9

According to R format -

funct7 rs2 rs1 funct3 rd opcode

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\therefore opcode - $(0110011)_2$
 $rd - x23 - (23)_{10} - (10111)_2$
 $func3 - 0x7 - (111)_2$
 $rs1 - x8 - (8)_{10} - (01000)_2$
 $rs2 - x9 - (9)_{10} - (01001)_2$
 $func7 - 0x00 - (00000000)_2$

\therefore Machine code -

00000000	01001	01000	111	10111	0110011
f7	rs2	rs1	f3	rd	opcode

= $0x009947663$

c) blt x2, x11, 240

According to B format -

imm[12:10:5]	rs2	rs1	func3	imm[4:1:1:1]
				opcode

\therefore opcode - $(1100011)_2$
 $imm - (240)_{10} - (0000011110000)_2$
 $func3 - 0x4 - (100)_2$
 $rs1 - x2 - (2)_{10} - (00001)_2$
 $rs2 - x11 - (11)_{10} - (01011)_2$

\therefore Machine code +

0	000111	01011	00001	100	1000	0
imm[12]	imm[10:5]	rs2	rs1	f3	imm[4:1]	imm[12]

1100011
opcode

= 0x0eb14863

d) sd x19, -54(x1)

According to S format-

imm[11:5] rs2 rs1 funct3 imm[4:0] opcode

∴ opcode = $(0100011)_2$
 funct3 = $0 \times 3 = (011)_2$
 rs1 = x1 = $(1)_{10} = (00001)_2$
 rs2 = x19 = $(19)_{10} = (10011)_2$
 imm = $(-54)_{10} = 1111110 \ 01010$

∴ Machine code -

1111110	10011	00001	011	01010
imm[11:5]	rs2	rs1	f3	imm[4:0]

0100011
opcode

= 0xfdb523

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e) jal x3, -10116

According to J format -

imm [20 | 10:11 | 11 | 19:12] rd opcode

 \therefore opcode - $(1101111)_2$ rd - x3 $=(3)_{10} = (00011)_2$ imm - $(-10116)_{10} = 1 \quad 1111 \quad 1101 \quad 1$

0000 111110 0

 \therefore Machine code

1 0000111110 1 11111101 00011

imm[20] imm[10:11] imm[11] imm[19:12] rd

(10000) - (1) - 1 x 11101111

Opcode

 $= 0x37d1d1ef$

Q2

Ans a) `li x5, -1`→ `addi x5, x0, -1`

$(-1)_{10}$ is ^{within} in the range of the 12-bit immediate. ∴ It translates to a single `addi` instruction.

b) `li x5, 0xffffffff`→ `addi x5, x0, -1`

Immediate is signed → `0xffffffff` is same as $(-1)_{10}$. Same as above (a).

c) `li x5, 132`→ `addi x5, x0, 132`

$(132)_{10}$ is within range of the 12-bit immediate. ∴ It translates to a single `addi` instruction.

d) `li x5, 2134`→ ~~`li`~~→ `lui x5, 0x1`→ `addiw x5, x5, -1962`

$(2134)_{10}$ is not within the range of the 12 bit immediate. ∴ We use

lui to set the upper 20 bits of a register (last 12 are set to 0)

" After loading 1 in x5
 $x5 = 0x00001000$ i.e. $(4096)_{10}$

Now, we subtract the excess i.e. 1962 from x5.

c) li x5, 0x2345abcd

→ lui x5, 0x2345b

→ addi x5, x5, -1075

As $0x2345abcd$ is not within the range of the 12bit immediate, we use lui to load $0x2345b$ (a greater value than the immediate) and subtract off the excess (i.e. +1075)

Q3

Ans.

.data

.dword 0xa55aa5c5 9393 3939

.dword 0x3993 3939 a55a a5c5

.text

lui x1, 0x10000

.main

lhu x3, 0(x1)

loading half word from the first dword with no offset. As it's unsigned the extension is all 0's

x3 - 0000 x3 - 0x0000000000003939

lh x3, 0(x1)

As the first digit is 3 i.e. $(0011)_2$, the signed extension of the loaded half word is same as above.

x3 - 0x0000000000003939

lh x3, 2(x1)

loading halfword from the first dword with 2-byte offset. As it's signed we check the leading digit i.e. 9

$(9)_{16} = (1001)_2 \rightarrow$ sign extension will have 1's

x3 - 0xffffffffffff9393

ld x3, 0(x1)

- # loading double word from first dword with no offset. As it's signed we check the leading digit i.e. 3
No need to bother with extension as dword completely occupies the register.

x3 - a55a a5a5 9393 3939

lw x3, 12(x1)

- # loading word from second dword with 4 byte offset. As it's signed we check the leading digit i.e. 3
 $(3)_{16} = (0011)_2 \rightarrow$ Sign extension will be 0's

x3 - 0x00000000 3993 3939

lbu x3, 7(x1)

- # loading byte from first dword with 7-byte offset. As it's unsigned the extension is all 0's

0x0000000000000000a5

lb x3, 7(x1)

- # Same as above. As it's signed we check leading digit i.e. a
 $(a)_{16} = (1010)_2 \rightarrow$ Sign extension will have 1's

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x3 - 0x ffffffff ffffffff a5

lb x3, 6(x1)

loading byte from the first dword with 6-byte offset. As it signed we check the leading digit i.e 5
 $(5)_{10} = (0101)_2 \rightarrow$ sign extension is all 0's

x3 - 0x 00000000 000000 5a

Q4-

Ans. No, it's not fixed (base address) and can be configured by going to Riper > Edit > Settings > Compiler.
 In the assembler section it allows you to set the base address for .text, .data and .bss sections of the assembly code.