RISC-V Assembly Language

RISC-V Function Call Example

Review: Six Basic Steps in Calling a Function

1. Put arguments in a place (registers) where function can access them
2. Transfer control to function (**`jal`**)
3. Acquire (local) storage resources needed for function
4. Perform desired task of the function
5. Put return value in a place where calling code can access it and restore any registers you used; release local storage
6. Return control to point of origin, since a function can be called from several points in a program (**`ret`**)

Function Call Example

```
int Leaf
   (int g, int h, int i, int j)
{
       int f;
       f = (g + h) - (i + j);
       return f;
}
```

- Parameter variables **`g`**, **`h`**, **`i`**, and **`j`** in argument registers **`a0`**, **`a1`**, **`a2`**, and **`a3`**, and **`f`** in **`s0`**
- Assume need one temporary register **`s1`**

Where Are Old Register Values Saved to Restore Them After Function Call?

- Need a place to save old values before calling function, restore them when return, and delete
- Ideal is *stack*: last-in-first-out (LIFO) queue (e.g., stack of plates)
  - Push: placing data onto stack
  - Pop: removing data from stack
- Stack in memory, so need register to point to it

  `sp` is the *stack pointer* in RISC-V (**`x2`**)
- Convention is grow stack down from high to low addresses
  - *Push* decrements **`sp`**, *Pop* increments **`sp`**

Stack

- Stack frame includes:
  - Return “instruction” address
  - Parameters (arguments)
  - Space for other local variables
- Stack frames contiguous blocks of memory; stack pointer tells where bottom of stack frame is
- When procedure ends, stack frame is tossed off the stack; frees memory for future stack frames

`0xFFFFFFF0`

frame

frame

frame

frame

`$sp`

Reminder: `Leaf`

```
int Leaf
   (int g, int h, int i, int j)
{
       int f;
       f = (g + h) - (i + j);
       return f;
}
```

- Parameter variables **`g`**, **`h`**, **`i`**, and **`j`** in argument registers **`a0`**, **`a1`**, **`a2`**, and **`a3`**, and **`f`** in **`s0`**
- Assume need one temporary register **`s1`**

RISC-V Code for Leaf()

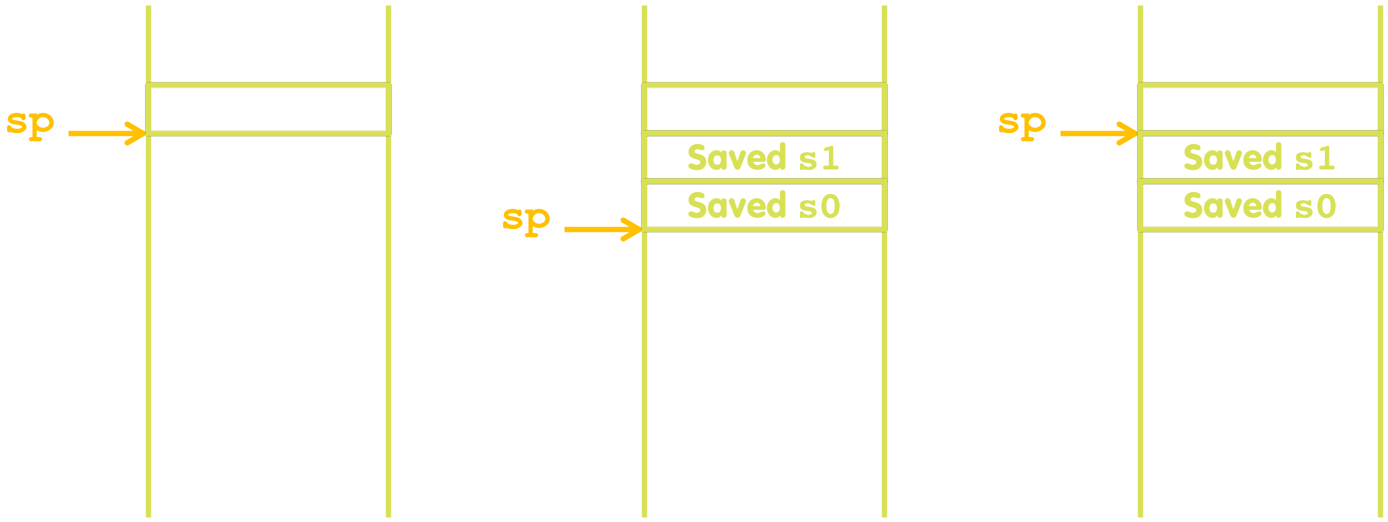
```
Leaf:       addi sp,sp,-8 # adjust stack for 2 items
            sw s1, 4(sp)  # save s1 for use afterwards
            sw s0, 0(sp)  # save s0 for use afterwards

            add s0,a0,a1 # f = g + h
            add s1,a2,a3 # s1 = i + j
            sub a0,s0,s1 # return value (g + h) – (i + j)

            lw s0, 0(sp) # restore register s0 for caller
            lw s1, 4(sp) # restore register s1 for caller
            addi sp,sp,8 # adjust stack to delete 2 items
            jr ra        # jump back to calling routine
```

Stack Before, During, After Function

- Need to save old values of **`s0`** and **`s1`**



Nested Calls and Register Conventions

What If a Function Calls a Function? Recursive Function Calls?

- Would clobber values in **`a0`**-**`a7`** and **`ra`**
- What is the solution?

Nested Procedures

```
int sumSquare(int x, int y) {
    return mult(x,x)+ y;
}
```

- Something called `sumSquare`, now `sumSquare` is calling `mult`
- So there's a value in `ra` that `sumSquare` wants to jump back to, but this will be overwritten by the call to `mult`

Need to save sumSquare return address before call to `mult` – again, use stack

Register Conventions (1/2)

- CalleR: the calling function
- CalleE: the function being called
- When callee returns from executing, the caller needs to know which registers may have changed and which are guaranteed to be unchanged.
- Register Conventions: A set of generally accepted rules as to which registers will be unchanged after a procedure call (`jal`) and which may be changed.

Register Conventions (2/2)

To reduce expensive loads and stores from spilling and restoring registers, RISC-V function-calling convention divides registers into two categories:

1. Preserved across function call
   - Caller can rely on values being unchanged
   - **`sp`**, **`gp`**, **`tp`**,
     "saved registers" **`s0`**- **`s11`** (**`s0`** is also **`fp`**)
2. Not preserved across function call
   - Caller *cannot* rely on values being unchanged
   - Argument/return registers **`a0`**-**`a7`**,**`ra`**,
     "temporary registers" **`t0`**-**`t6`**

RISC-V Symbolic Register Names

Numbers hardware understands

Register	ABI Name	Description	Saver
`x0`	`zero`	Hard-wired zero	-
`x1`	`ra`	Return address	Caller
`x2`	`sp`	Stack pointer	Callee
`x3`	`gp`	Global pointer	-
`x4`	`tp`	Thread pointer	-
`x5`	`t0`	Temporary/Alternate link register	Caller
`x6-7`	`t1-2`	Temporaries	Caller
`x8`	`s0/fp`	Saved register/Frame pointer	Callee
`x9`	`s1`	Saved register	Callee
`x10-11`	`a0-1`	Function arguments/Return values	Caller
`x12-17`	`a2-7`	Function arguments	Caller
`x18-27`	`s2-11`	Saved registers	Callee
`x28-31`	`t3-6`	Temporaries	Caller

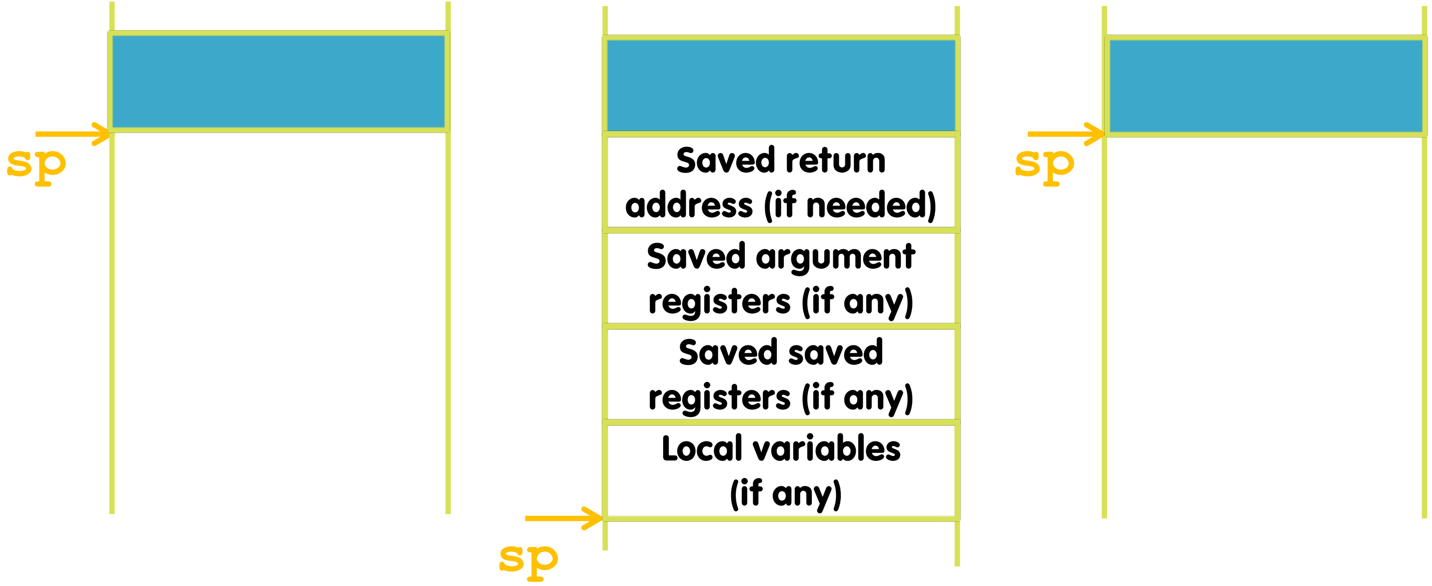
Human-friendly symbolic names in assembly code

Memory Allocation

Allocating Space on Stack

- C has two storage classes: automatic and static
  - *Automatic* variables are local to function and discarded when function exits
  - *Static* variables exist across exits from and entries to procedures
- Use stack for automatic (local) variables that don't fit in registers
- *Procedure frame* or *activation record*: segment of stack with saved registers and local variables

Stack Before, During, After Function



Using the Stack (1/2)

- Recall - **`sp`** always points to the last used space in the stack
- To use stack, we decrement this pointer by the amount of space we need and then fill it with info
- So, how do we compile this?

```
int sumSquare(int x, int y) {
    return mult(x,x)+ y;
}
```

Using the Stack (2/2)

```
int sumSquare(int x, int y) {
    return mult(x,x)+ y; }
```

```
sumSquare:
"push"  addi sp,sp,-8      # space on stack
        sw ra, 4(sp)       # save ret addr
        sw a1, 0(sp)       # save y
        mv a1,a0
        jal mult           # call mult
        lw a1, 0(sp)       # restore y
        add a0,a0,a1       # mult()+y
        lw ra, 4(sp)       # get ret addr
"pop"   addi sp,sp,8       # restore stack
        jr ra
```

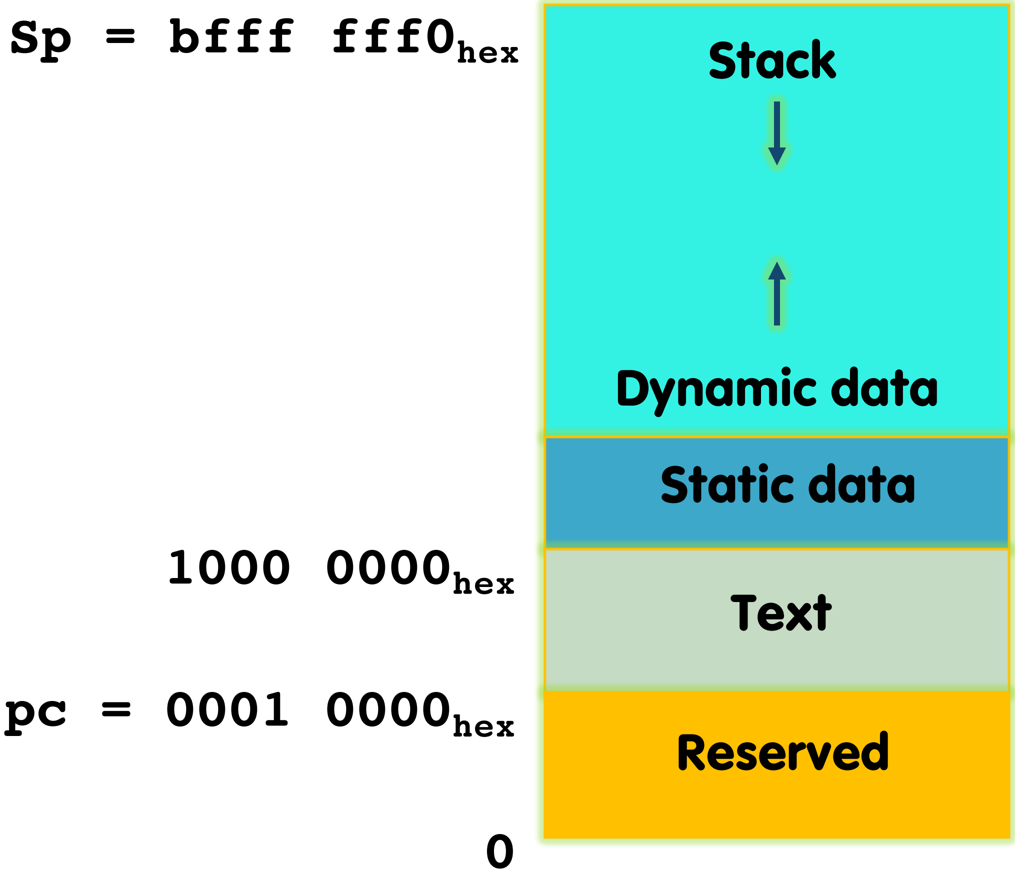
Memory Allocation

- When a C program is run, there are three important memory areas allocated:
  - Static: Variables declared once per program, cease to exist only after execution completes - e.g., C globals
  - Heap: Variables declared dynamically via `malloc`
  - Stack: Space to be used by procedure during execution; this is where we can save register values

Where is the Stack in Memory?

- RV32 convention (RV64/RV128 have different memory layouts)
- Stack starts in high memory and grows down
  - Hexadecimal: **`bfff_fff0`**$_{hex}$
  - Stack must be aligned on 16-byte boundary
    (not true in previous examples)
- RV32 programs (*text segment*) in low end
  - **`0001_0000`**$_{hex}$
- *static data segment (*constants and other static variables) above text for static variables
  - RISC-V convention *global pointer* (**`gp`**) points to static
  - RV32 **`gp`** = **`1000_0000`**$_{hex}$
- *Heap* above static for data structures that grow and shrink ; grows up to high addresses

RV32 Memory Allocation



“And In Conclusion…”

RV32 So Far...

- Arithmetic/logic

```
add rd, rs1, rs2
sub rd, rs1, rs2
and rd, rs1, rs2
or  rd, rs1, rs2
xor rd, rs1, rs2
sll rd, rs1, rs2
srl rd, rs1, rs2
sra rd, rs1, rs2
```

- Immediate

```
addi rd, rs1, imm
subi rd, rs1, imm
andi rd, rs1, imm
ori  rd, rs1, imm
xori rd, rs1, imm
slli rd, rs1, imm
srli rd, rs1, imm
srai rd, rs1, imm
```

- Load/store

```
lw  rd,  rs1, imm
lb  rd,  rs1, imm
lbu rd,  rs1, imm
sw  rs1, rs2, imm
sb  rs1, rs2, imm
```

- Branching/jumps

```
beq  rs1, rs2, Label
bne  rs1, rs2, Label
bge  rs1, rs2, Label
blt  rs1, rs2, Label
bgeu rs1, rs2, Label
bltu rs1, rs2, Label
jal  rd, Label
jalr rd, rs, imm
```

Great Idea #1: Abstraction
(Levels of Representation/Interpretation)

High Level Language Program (e.g., C)

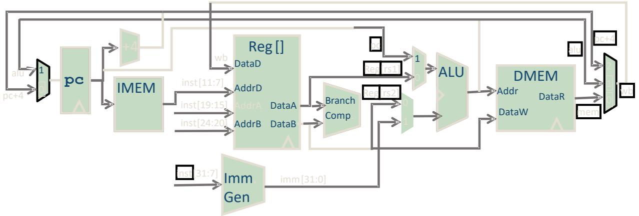
Assembly Language Program (e.g., RISC-V)

```
lw      x3, 0(x10)
lw      x4, 4(x10)
sw      x4, 0(x10)
sw      x3, 4(x10)
```

Anything can be represented as a number, i.e., data or instructions

Machine Language Program (RISC-V)

Hardware Architecture Description (e.g., block diagrams)



Logic Circuit Description (Circuit Schematic Diagrams)