
ECE3700J Introduction to Computer Organization

Lab 1 RISC-V Assembly Instructions

Purpose

This lab is intended to help you have a better understanding of the RISC-V assembly instructions, and get familiarized with Ripes which is a visual computer architecture simulator and assembler built for the RISC-V instruction set architecture.

Tasks

1. Read Ripes Introduction at <https://github.com/mortbopet/Ripes/blob/master/docs/introduction.md> to learn about the software. Learn more information about Ripes at the wiki page. Everything else about the software can be found at <https://github.com/mortbopet/Ripes>.
2. Download and install Ripes simulator on your computer. You can find the latest release that suits your operating system on your computer at <https://github.com/mortbopet/Ripes/releases>. Play with the software and get familiarized with the software environment.
3. Learn RISC-V assembly syntax at <https://github.com/riscv-non-isa/riscv-asm-manual/blob/master/riscv-asm.md>. In the software, load example assembly files and learn from the example code.
4. Write a short assembly program. Create a string of characters of your choice in the `.data` segment of memory using `.string` directive. Then copy the string to a different memory section starting at address `0x10000100`. Click the Select Processor button on the upper left corner, and select 32-bit Single-cycle processor to debug your program.

Deliverables

This is a 1-week lab. This lab is not counted towards the lab grade.

- 1) Demonstrate your program to the TAs before your lab session ends. Go through the program step by step and show corresponding changes in the registers and memory.
- 2) Upload the source file(s) on Canvas by **22:00 pm, September 23, 2023**.

This is an individual assignment. Your work must be submitted electronically to Canvas before the specified due date. Late submission will result in 0 point for the corresponding deliverables. Source code must be submitted before a grade for this lab can be assigned.

Grading Policy

Demonstration: 80%

Source code: 20%