Architecture Lab

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Part A

参照Sample object code file, y86-code/asum.yo。将 examples.c 中的 int sum_list(list_ptr ls), [int rsum_list(list_ptr ls), [int copy_block(int *src, int *dest, int len) 改写成Y86程序。

根据结构体 ELE 的声明,一个 ELE 实例在内存中的分布是4字节的 val 以及4字节的 ELE*。

sum.ys

Iteratively sum linked list elements 实现链表元素顺序累加

```
1  # Xiao Jinsong 2020010563
   # Execution begins at address 0
3
      .pos 0
4
5
  init:
 6
      irmovl Stack, %esp # Set up Stack pointer
7
      irmovl Stack, %ebp # Set up base pointer
      call Main # Execute main program
8
9
      halt
                         # Terminate program
10
11
   # Sample linked list
12
       .align 4
13 ele1:
14
       .long 0x00a
15
      .long ele2
16 ele2:
17
       .long 0x0b0
18
       .long ele3
19 ele3:
20
       .long 0xc00
21
       .long 0
   # END
22
23
24
   Main:
25
      irmovl ele1,%edi # ele1 is in %edi
      call sum_list
26
27
      ret
28
    /* $begin sum-ys 0 */
29
30
       # int sum_list(list_ptr ls)
    sum_list:
31
32
      pushl %ebx
33
       xorl %eax,%eax
                        \# %eax = sum = 0
       jmp end
34
35 loop:
36
       mrmovl (%edi),%ebx
                          # %ebx = 1s->val
       addl %ebx,%eax
                             # sum += ls->val
37
```

```
mrmovl 4(%edi),%edi # %edi = ls->next
38
39
    end:
40
        andl %edi,%edi
41
        jne loop
                      # while (ls)
42
        popl %ebx
43
        ret
44
    /* $end sum-ys 0 */
45
46
47
    # The stack starts here and grows to lower addresses
48
       .pos 0x200
49
    Stack:
50
```

在 sim/misc 中运行 ./yas sum.ys 得到 sum.yo ,再运行 ./yis sum.yo 得到运行结果。可以看到 %eax 中存着计算结果 0xcba ,结果正确。

```
thu@ubuntu:~/Desktop/archlab-handout/sim/misc$ ./yas sum.ys
thu@ubuntu:~/Desktop/archlab-handout/sim/misc$ ./yis sum.yo
Stopped in 29 steps at PC = 0x11. Status 'HLT', CC Z=1 S=0 O=0
Changes to registers:
%eax:
       0x00000000
                        0x00000cba
       0x00000000
                       0x00000200
%esp:
%ebp: 0x00000000
                        0x00000200
Changes to memory:
0x01f8: 0x00000000
                        0x00000037
0x01fc: 0x00000000
                        0x00000011
```

rsum.ys

Recursively sum linked list elements 实现链表元素递归累加

```
1 # Xiao Jinsong 2020010563
 2
    # Execution begins at address 0
 3
        .pos 0
 4
 5
    init:
 6
        irmovl Stack, %esp # Set up Stack pointer
        irmovl Stack, %ebp # Set up base pointer
 8
        call main
                           # Execute main program
9
        halt
                            # Terminate program
10
11
    # Sample linked list
12
        .align 4
13
    ele1:
        .long 0x00a
14
15
        .long ele2
16
    ele2:
        .long 0x0b0
17
18
        .long ele3
19
    ele3:
20
        .long 0xc00
21
        .long 0
22
    # END
23
24
    main:
25
        irmovl ele1,%edi # ele1 is in %edi
```

```
26
      call rsum_list
27
        ret
28
    /* $begin rsum-ys 0 */
29
30
        # int rsum_list(list_ptr ls)
31
    rsum_list:
32
        push1 %ebx
33
        xorl %eax, %eax
                                \# %eax = sum = 0
34
        andl %edi,%edi
35
        je end
                                # if (!ls) return 0
                                # %ebx = 1s->val
36
        mrmovl (%edi),%ebx
        mrmovl 4(%edi),%edi
37
                                # %edi = ls->next
38
        call rsum_list
39
        addl %ebx, %eax
                                # val + rest;
40
41
    end:
42
        popl %ebx
43
        ret
44
45
    /* $end rsum-ys 0 */
46
47
    # The stack starts here and grows to lower addresses
        .pos 0x200
48
49
    Stack:
50
```

在 sim/misc 中运行 ./yas rsum.ys 得到 rsum.yo ,再运行 ./yis rsum.yo 得到运行结果。可以看到 %eax 中存着计算结果 0xcba ,结果正确。

```
thu@ubuntu:~/Desktop/archlab-handout/sim/misc$ ./yas rsum.ys
thu@ubuntu:~/Desktop/archlab-handout/sim/misc$ ./yis rsum.yo
Stopped in 43 steps at PC = 0x11. Status 'HLT', CC Z=0 S=0 O=0
Changes to registers:
%eax: 0x00000000
                       0x00000cba
%esp: 0x00000000
                     0x00000200
%ebp: 0x00000000
                      0x00000200
Changes to memory:
0x01dc: 0x00000000
                       0x00000c00
0x01e0: 0x00000000
                       0x00000054
0x01e4: 0x00000000
                       0x000000b0
0x01e8: 0x00000000
                       0x00000054
0x01ec: 0x00000000
                       0x0000000a
0x01f0: 0x000000000
                       0x00000054
0x01f8: 0x00000000
                       0x00000037
0x01fc: 0x00000000
                      0x00000011
```

copy.ys

Copy a source block to a destination block 将长度为len的单元从src复制到dest,并且将所有元素进行xor运算作为返回值

```
# Xiao Jinsong 2020010563
# Execution begins at address 0
.pos 0

init:
    irmovl Stack, %esp # Set up Stack pointer
```

```
irmovl Stack, %ebp # Set up base pointer
8
        call main
                           # Execute main program
9
        halt
                            # Terminate program
10
11
    # Sample
      .align 4
12
13
    # Source block
14
    src:
15
       .long 0x00a
16
        .long 0x0b0
        .long 0xc00
17
18
   # Destination block
19
    dest:
20
       .long 0x111
21
        .long 0x222
       .long 0x333
22
23
    # END
24
25
   main:
                          # src is in %edi
26
       irmovl src,%edi
       irmovl dest,%esi # dest is in %edi
27
28
       irmovl $3,%edx
                         # len is in %edx
29
       call copy_block
30
        ret
31
    /* $begin copy-ys 0 */
32
33
        # int copy_block(int *src, int *dest, int len)
34
    copy_block:
        push1 %ebx
35
36
        push1 %ecx
37
        xorl \%eax,\%eax # \%eax = result = 0
38
39
   loop:
       andl %edx,%edx
                           # while (len > 0)
40
41
        jle end
42
       mrmovl (%edi),%ebx
43
        rmmovl %ebx,(%esi)
       xorl %ebx, %eax
44
                        # result ^= val;
45
46
       irmovl $4,%ecx
47
       addl %ecx,%edi
                            # src++
48
        addl %ecx,%esi
                            # dest++
49
        irmovl $1,%ecx
                           # len--
50
        subl %ecx,%edx
51
        jmp loop
                           # while (len > 0)
52
53
    end:
54
        popl %ecx
55
        popl %ebx
56
        ret
57
58
    /* $end copy-ys 0 */
59
    # The stack starts here and grows to lower addresses
60
       .pos 0x200
61
62
    Stack:
63
```

需要注意的是Y86程序中,运算操作不能直接对立即数,需要先把立即数存入寄存器中。

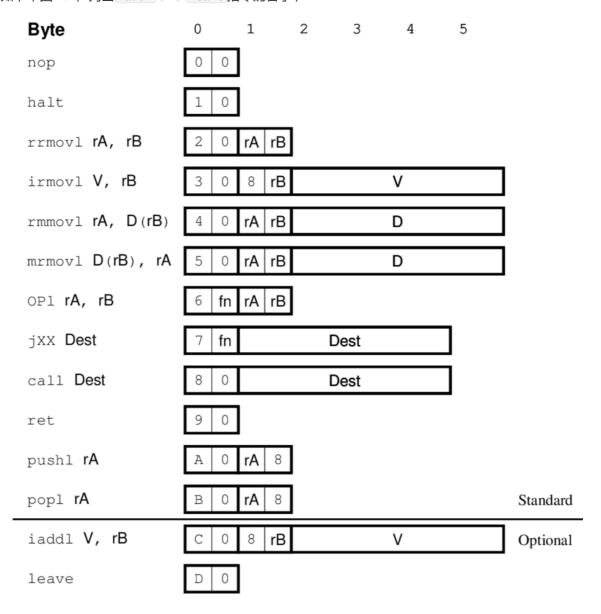
在 sim/misc 中运行 ./yas copy.ys 得到 copy.yo ,再运行 ./yis copy.yo 得到运行结果。可以看到 %eax 中存着计算结果 0xcba ,结果正确。

```
thu@ubuntu:~/Desktop/archlab-handout/sim/misc$ ./yas copy.ys
thu@ubuntu:~/Desktop/archlab-handout/sim/misc$ ./yis copy.yo
Stopped in 50 steps at PC = 0x11. Status 'HLT', CC Z=1 S=0 O=0
Changes to registers:
        0x00000000
%eax:
                        0x00000cba
        0x00000000
                        0x00000200
%esp:
%ebp:
        0x00000000
                        0x00000200
%esi:
        0x00000000
                        0x0000002c
%edi:
       0x00000000
                        0x00000020
Changes to memory:
0x0020: 0x00000111
                        0x0000000a
0x0024: 0x00000222
                        0x000000b0
0x0028: 0x00000333
                        0x00000c00
0x01f8: 0x00000000
                        0x00000043
0x01fc: 0x00000000
                        0x00000011
```

Part B

Modify the file seq-full.hcl and pipe-full.hcl to extend the SEQ and PIPE processor to support two new instructions: iaddl and leave.

如书本图-4.2,列出 iadd1 and leave 指令的各字节



iadd1: 计算V值和寄存器rB中的值的相加结果, 存入寄存器rB

Teave: Leave 指令则需要取出esp, ebp的值, 读取ebp位置的内存, 使得new_ebp=(ebp), new_esp = ebp+4

A description of the computations required for the iaddl instruction. Use the descriptions of irmovl and OPI in Figure 4.18 in the CS:APP2e text as a guide.

A description of the computations required for the leave instruction. Use the description of popl in Figure 4.20 in the CS:APP2e text as a guide.

SEQ

以下,写出 iaddl and leave 在顺序实现中的计算。

阶段	iaddl V, rB	leave
取指F	$icode: ifun \leftarrow M_1[PC] \ rA: rB \leftarrow M_1[PC+1] \ valC = M_4[PC+2] \ valP \leftarrow PC+6$	$icode: ifun \leftarrow M_1[PC] \ rA: rB \leftarrow M_1[PC+1] \ valP \leftarrow PC+1$
译码D	$valB \leftarrow R[rB]$	$egin{aligned} valA \leftarrow R [\% esp] \ valB \leftarrow R [\% ebp] \end{aligned}$
执行E	$valE \leftarrow valC + valB \ SetCC$	$valE \leftarrow 4 + valB$
访存M		$valM \leftarrow M_4[valB]$
写回W	$R[rB] \leftarrow valE$	$R[\%esp] \leftarrow valE \ R[\%ebp] \leftarrow valM$
更新PC	$PC \leftarrow valP$	$PC \leftarrow valP$

根据上表,在各个阶段进行修改,参考书本278页以及代码注释对各信号的解释。

因此:

Fetch stage

将 IIADDL 加入到 instr_valid , need_regids , need_valC 将 ILEAVE 加入到 instr_valid

Decode Stage

将 IIADDL 的 srcB 和 dstE 设为 rB 将 ILEAVE 的 srcA 和 dstE 设为 RESP, srcB 和 dstM 设为 REBP

• Execute Stage

将 IIADDL 的 alua 设为valC, aluB 设为valB,由于仍采用加法, alufun 不变,加入 set_cc 中将 ILEAVE 的 aluA 设为4, aluB 设为valB

Memory Stage

IIADDL 无行为

将 ILEAVE 加入 mem_read , mem_addr 设为valB

• Program Counter Update

IIADDL 和 ILEAVE 的PC更新均为默认情况valP,无需更改

PIPE

引入流水线后,存在数据冒险和控制冒险。指令阶段依次为F o D o E o M o W

IADDL,存在数据冒险,因为其修改了R[rB]。但在M、E、D阶段设置后,代码完成了数据转发,这和课件上的 addq 十分类似。

ILEAVE,除了数据转发可以解决的数据冒险,由于在M阶段有内存读取,因此可能产生加载/使用冒险,必须利用暂停加转发来解决。另外,还得处理ret,预测错误的分支等等。参照课件的解决方案,以及代码注释的提示,对各个阶段插入暂停、气泡。

Detection

Condition	Trigger
Processing ret	IRET in { D_icode, E_icode, M_icode }
Load/Use Hazard	E_icode in { IMRMOVL, IPOPL } && E_dstM in { d_srcA, d_srcB }
Mispredicted Branch	E_icode = IJXX & !e_Cnd

Action (on next cycle)

Condition	F	D	E	M	W
Processing ret	stall	bubble	normal	normal	normal
Load/Use Hazard	stall	stall	bubble	normal	normal
Mispredicted Branch	normal	bubble	bubble	normal	normal

因此:

Fetch stage

同SEQ

Decode Stage

IIADDL 同SEQ, 只是此时为 D_rB

稍作修改,将 ILEAVE 的 d_srcB 和 d_dstE 设为 RESP , d_srcA 和 d_dstM 设为 REBP ,这样才能让ebp的值留到访存阶段

• Execute Stage

同SEQ,只是此时为 E_valC, E_valB

Memory Stage

同SEQ,此时根据上面修改,ILEAVE 的 mem_addr 设为M_valA

• Program Counter Update

IIADDL 同SEQ

ILEAVE 需要加入Conditions for a load/use hazard: F_stall, D_stall, D_bubble, E_bubble。

Part C

鉴于期末阶段压力巨大,选择略过该选做部分,希望寒假有时间可以好好探究。

Summary

这次的Archlab由易到难,Part A让我熟悉了一些Y86的指令,由于我对汇编语言还不是特别熟悉,所以在Part A部分也花了不少时间去琢磨,主要是参考示例代码。对我来说比较难的部分在Part B,SEQ部分相对来说还比较好理解,因此做起来也比较快,只需要知道各个阶段需要做什么事情,传什么数据就可以。PIPE部分我花的时间比较久,但这主要源于我对于课上的Pipeline内容本身就没有太理解,为此,我反复看了几遍CSAPP这一节的内容,终于是小有收获。我曾经在本专业的数字电路课程中学习过Pipeline,但主要都是在做计算,如吞吐率、最佳划分等等。这次Lab让我对处理器的流水线流程更加熟悉,也为期末复习啃下了一块硬骨头!