

CS 2208 Assignment 5 report3

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This program will recursively calculate the value of x^n with given x and n from the user. The program will use a full descending stack to do the calculations in the program.

A flow chart has been attached in the next page to demonstrate the thinking used in creating the program.

A stack frame diagram and a copy of the power.s file is provided in the document.

Table: Stack frames needed to calculate x^n for size exponent n .

Stack Frames Needed to Calculate X^n	N
0	0
1	1
3	2
5	3
6	4
8	5
10	6
11	7
13	8
14	9
15	10
17	11
19	12

Assembly Code:

; CS 2208b Assignment 5

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; This program will recursively calculate the value of x^n with given x and n .

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;-----
    AREA power, CODE, READONLY
    ENTRY
main   ADR sp, stack                ; Define the stack
        STR r0, [sp, #-4]!          ; push the parameter on the stack

        SUB sp, sp, #4              ; reserve a place in the stack for the return
value

        BL pow                      ; call the pow subroutine

        LDR r0, [sp], #4            ; Load the result into r0 and pop the stack
        ADD sp, sp, #4              ; remove the parameter from the
stack

        ADR r1, result              ; get the address of the stack
        STR r0, [r1]                ; store the final result in the result variable.

Loop   B Loop
;-----
    AREA power, CODE, READONLY

pow    STMFD sp!, {r0, r1, r2, fp, lr} ; push general registers, as well as fp and lr

        MOV fp, sp                  ; set up fp for the call.
        SUB sp, sp, #4              ; Create space for the x variable.

        LDR r0, [fp, #0x18]         ; get the parameter from the stack

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<i>CMP r1, #0</i>	<i>; Check if n is 0</i>
<i>MOVEQ r1, #1</i>	<i>; prepare return to 1</i>
<i>STREQ r1, [fp, #0x14]</i>	<i>; store the returned value in the stack</i>
<i>BEQ ret</i>	<i>; branch to the return section</i>
<i>SUB r1, r0, #1</i>	<i>; prepare the new parameter value</i>
<i>STR r1, [sp, #-4]!</i>	<i>; push the parameter on the stack.</i>
<i>SUB sp, sp, #4</i>	<i>; Prepare a spot for the return value</i>
<i>BL pow</i>	<i>; Call the subroutine recursively.</i>
<i>LDR r1, [sp], #4</i>	<i>; Load the result and pop it from the stack</i>
<i>ADD sp, sp, #4</i>	<i>; remove the parameter from the stack</i>
<i>LSR r1, #1</i>	<i>; logical shift of r1 by 1</i>
<i>CMP r0, r1</i>	<i>; Compare the value of the function</i>
<i>MULEQ r1, r0, r1</i>	<i>; Get the return value for the stack</i>
<i>MOVEQ r1, r1</i>	<i>; Prepare the return value for the stack.</i>
<i>STREQ r1, [FP, #0x14]</i>	<i>; Store the value onto the stack</i>
<i>BEQ ret</i>	<i>; prepare the return value</i>
<i>LSREQ r1, #2</i>	<i>; Prepare a bitwise shift of two.</i>
<i>MULNE r0, r1, r1</i>	<i>; Multiply for y * y</i>
<i>STRNE r1, [fp, #0x14]</i>	<i>; get the return value ready for the stack</i>
<i>BEQ ret</i>	<i>; branch to the return section</i>
<i>ret MOV sp, fp</i>	<i>; collapse all working spaces for this function call</i>

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        LDMFD sp!, {r0, r1, r2, fp, pc}      ; load all registers and return to the caller.
;-----
        AREA power, DATA, READWRITE

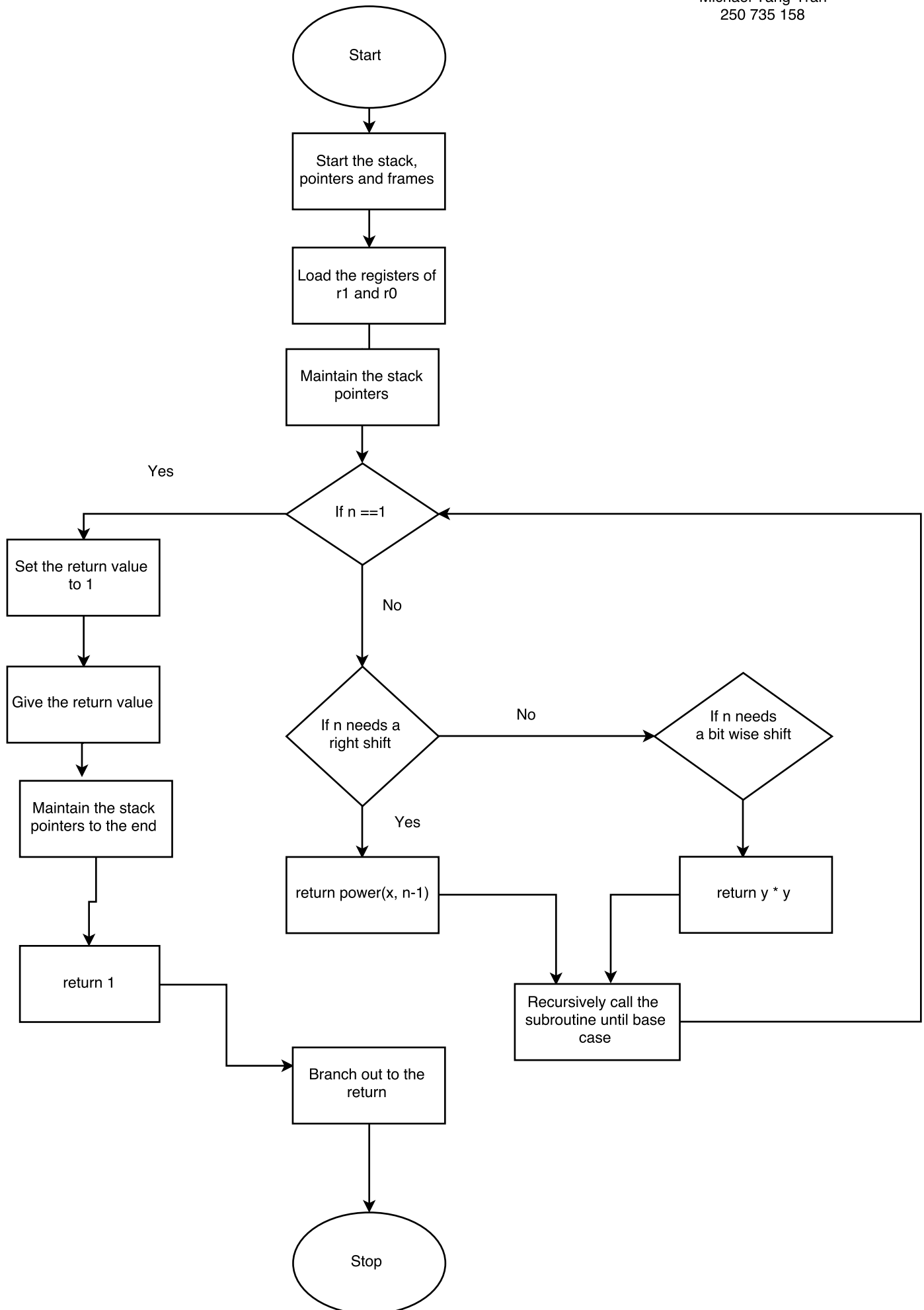
result  DCD 0x00                             ; the final result

        SPACE 0x84                           ; declare space for the stack

stack   DCD 0x00                             ; initial stack position (FD)

        END

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Stack Frame

FD Stack

