

CS 315-01 RISC-V Assembly 3

Lab 02 due tonight Sep 10th 11:59

Lab 02 exam problems due tomorrow

Wed Sep 11th 11:59

Arrays

Functions

Arrays

Pointers

ao - int ~~arr~~;

lw t0, (ao)

add t1, t1, t0

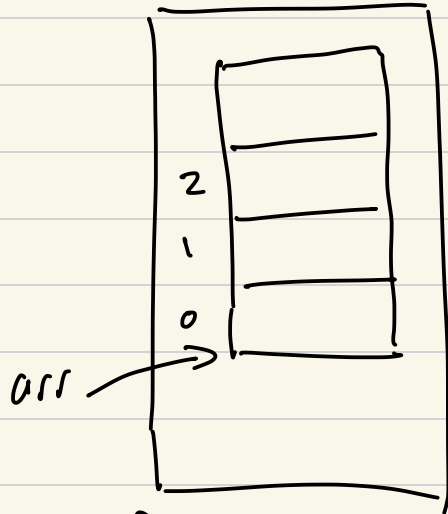
addi ao, ao, 4 ←

Array indexing

```
int arr[3]
```

Question?

```
x = arr[i];
```



```
int arr_get_c (int arr[], int i) {
```

```
    return *(arr + i);
```

3

```
# a0 = int arr[0]
```

```
# a1 = int i
```

```
arr_get_s:
```

```
li t0, 4
```

```
mul t1, t0, a1
```

```
add t2, a0, t1
```

```
lw t3, (t2)
```

```
mv a0, t3
```

```
ret
```

byte offset



```
# t1 = t0(4) * a1(i)
```

```
# t2 = a0(arr) + offset  
          ↑          ↑  
          base      t1
```

arr-get-s:

li t0, 4

mul t0, t0, a1

add t0, a0, t0

lw t0, (t0)

mv a0, t0

ret

RISC-V Assembly Functions

Simple functions

func-s:

arguments in a0, a1, a2, ..

return value in a0

8 args or less

Only use a or t
registers

no calls to other
functions

ret

"leaf" function

Complex functions

caller

foo:

PC → ⋮
→ ⋮
→ ⋮
→ ⋮

* PC → call bar

↑ PC+4 →

Program
counter
64 bit
addr
of next
inst

callee

bar:

PC → ⋮ → add a0, a0, c1
⋮
⋮
⋮
⋮

ret

call:

1) updates RA to PC+4

2) updates PC to addr of first instruction in callee

ret:

1) Set PC to RA

Stack

SP

stack pointer

top of stack

SP

Stack allocation

$SP - 16$

`addi SP, SP, -16`

Stack deallocation

`addi SP, SP, 16`

Memory

