

# CS315-02 RISC-V Assembly 2

## Functions, Arrays, Control

Project01 explaining  
code quality

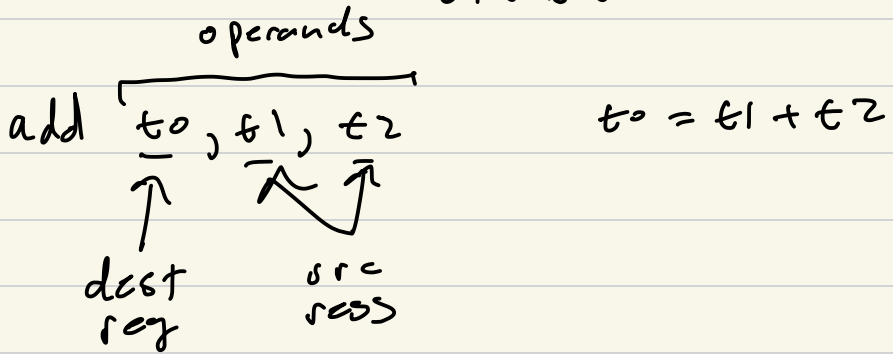
Lab 02 today due Tue 10th  
Exam problems due Wed 11th  
problems.pdf  
Project02

## RISC-V Assembly

- review concepts
- more instructions
- array access
- if/then/else
- loops
- gdb

# Instructions and Registers (32)

64 bits wide



addi a0, a0, 1

immediate

registers : x0, x1, ..., x31

arguments a0, a1, a2, a3, ...

return value a0

zero (x0) is always zero

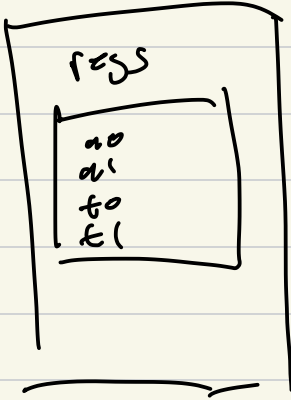
add t1, zero, t2  
add zero, t1, t2

3 categories of instructions ① data processing ② control ③ memory

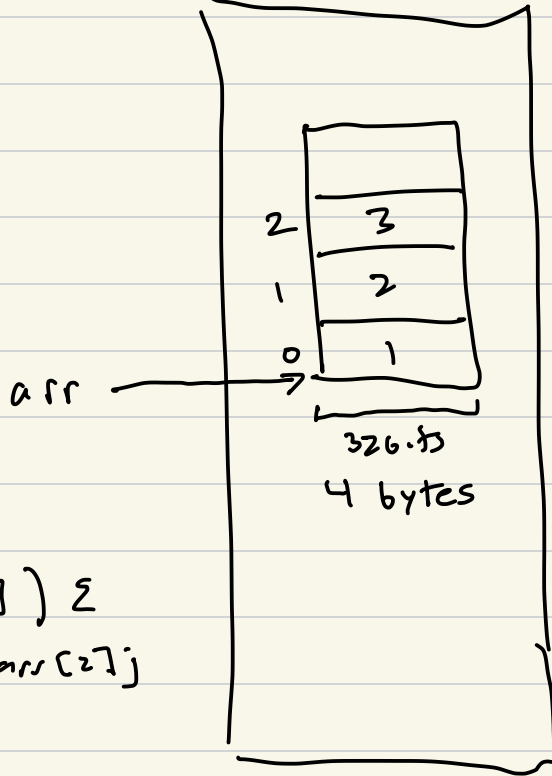
# Arrays

```
int arr[3] = {1, 2, 3};
```

Processor



Memory



```
add3arr_c(int arr[]) {
    return arr[0] + arr[1] + arr[2];
}
```

Memory instructions  
load/store

lw to, (ao)  
 /           ↑           ↑  
 load       dst       address  
 word       reg  
 (32-bit value)

# to = \*ao

# Control Statements

if / then / else

C

```
int val;
```

```
int r;
```

```
if (val > 0) {
```

```
    r = 1;
```

```
} else {
```

```
    r = 0;
```

```
}
```

ASM

```
# to - int r
```

```
ble a0, zero, else
```

```
li to, 1
```

```
j done
```

```
else:
```

```
li to, 0
```

```
done:
```

ble is a conditional branch  
j is an unconditional jump

# loops

C

```
loopsum (int n)
```

```
int i;
```

```
int sum = 0;
```

```
for (i=0; i < n; i++) {
```

```
    sum = sum + 1;
```

```
}
```

ASM

```
# %eax = int i
```

```
# %ecx = int sum
```

```
loopsum: ;
```

```
    li %eax, 0
```

```
    li %ecx, 0
```

```
loop:
```

```
    bge %eax, %eax, done
```

```
    add %ecx, %ecx, %eax
```

```
    addi %eax, %eax, 1
```

```
done: ; loop
```

```
    mv %eax, %ecx
```

```
    ret
```