

# CS 315-02 RISC-V Assembly 3

Lab 02 due tonight Tue Sep 10th 11:59pm

Lab 02 exam problems due tomorrow  
Wed Sep 11 11:59pm problems.pdf

Project 02 due Mon Sep 16th 11:59pm  
W, IG

Today:

Arrays

Functions

## Arrays

### Pointers

do - int ~~arr~~

lw t0, (a0)

add t1, t1, t0

addi a0, a0, 4 ← pointer arith

# Array indexing

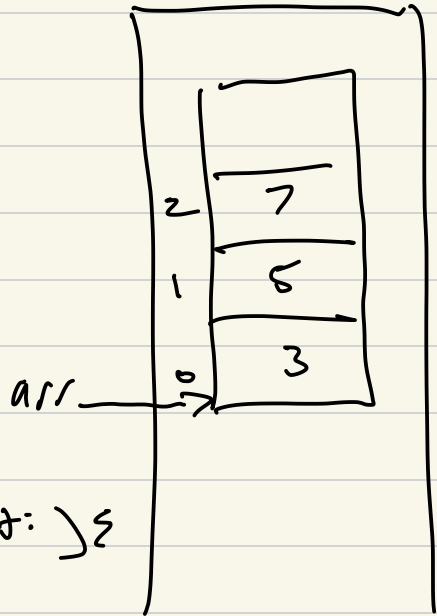
```
int arr[3] = {3, 5, 7}
```

Question:

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

```
int arr_get_c (int arr[], int i) {  
    return *(arr + i);  
}
```

Memory



# a0 - int arr[]

# a1 - int i

arr\_get\_c:

li t0, 4

mul t1, t0, a1

add t2, a0, t1

lw t3, (t2)

mv a0, t3

ret

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

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

arr\_get\_s:

li t0, 4

mul t0, t0, a1

add t0, a0, t0

lw t0, (t0) ] → lw a0, (t0)

mv a0, t0

ret

x = arr(s);

arr(s) = x;

# RISC-V Assembly Functions

## Simple functions

arguments in  $a0, a1, a2, \dots$   
return value in  $a0$

func-s:



only use 'a' and 't'  
registers

no calls to other  
functions

ret

"leaf" function

# Complex functions

caller

foo:

⋮

\* PC → call bar

↑ PC+4 →

⋮

ret

Program counter  
64 bit  
value  
addr of  
next inst

RA return address

call:

1) update RA to be PC+4

2) update PC to addr of first instruction in callee

ret: 1) set PC to RA

callee

bar:

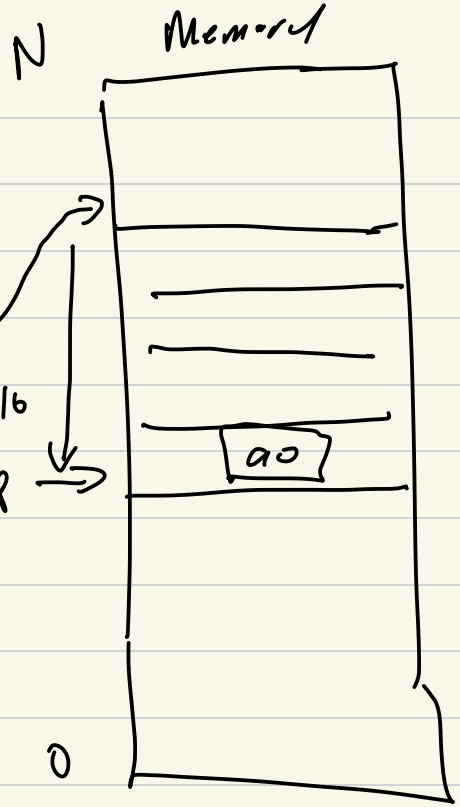
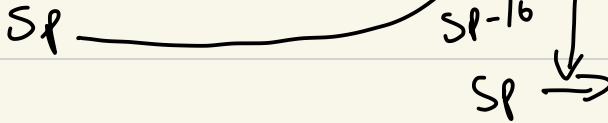
PC → ; add a0, a0, a1

⋮

ret

# Stack

SP  
Stack pointer  
top of the stack



## Stack allocation

```
addi sp, sp, -16  
sw ra, (sp) - 32
```

## Stack deallocation

```
addi sp, sp, 16      sp →
```

SP-16

