EE234

Microprocessor Systems

Final Exam

Dec. 15, 2021. (1:10pm – 4pm)

Instructor: Dae Hyun Kim (daehyun@eecs.wsu.edu)

Name:

WSU ID:

Problem	Points	
1	20	
2	20	
3	20	
4	30	
5	30	
6	20	
Total	140	

Problem #1 (1-D Array, 20 points)

All the registers are 32-bit registers. “int” is a 32-bit signed integer data type. Write an assembly code for the following C code and the given variables.

Variables (both x and y are static arrays.)

- int x[5];
- int y[7];
- &(x[0]) = SP + 4
- &(y[0]) = SP + 40

Code

```
for ( int k = 0 ; k < 5 ; k++ )
  y[k+2] = x[k];
```

(You can use any of R0~R12 for the variable k.)

&(x[k]) = &(x[0]) + 4*k = (SP + 4) + 4*k

&(y[k+2]) = &(y[0]) + 4*(k+2) = (SP + 40) + 4*(k+2)

Code	Comments
MOV R0, #0	k = 0
loop:	
CMP R0, #5	
BGE end	
MUL R1, R0, #4	R1 = k*4
ADD R2, SP, #4	R2 = SP + 4
ADD R2, R2, R1	R2 = (SP + 4) + 4*k
LDR R2, [R2]	R2 ← x[k]
ADD R1, R0, #2	R1 = k + 2
MUL R1, R1, #4	R1 = (k+2)*4
ADD R3, SP, #40	R3 = SP + 40
ADD R3, R3, R1	R3 = (SP + 40) + 4*(k+2)
STR R2, [R3]	R2 → y[k+2]
ADD R0, R0, #1	k++
B loop	
end:	

Problem #2 (1-D Array, 20 points)

All the registers are 32-bit registers. “int” is a 32-bit signed integer data type. Write an assembly code for the following C code and the given variables.

Variables (x is a static array and y is a dynamic array.)

- int x[5];
- int* y = new int[7];
- &(x[0]) = SP + 4
- &y = SP + 40

Code

```
for ( int k = 0 ; k < 5 ; k++ )
  y[k+2] = x[k];
```

(You can use any of R0~R12 for the variable k.)

&(x[k]) = &(x[0]) + 4*k = (SP + 4) + 4*k

&(y[0]) = *(SP+40)

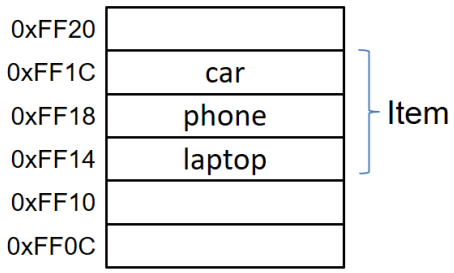
&(y[k+2]) = *(SP+40) + 4*(k+2)

Code	Comments
MOV R0, #0	k = 0
loop:	
CMP R0, #5	
BGE end	
MUL R1, R0, #4	R1 = k*4
ADD R2, SP, #4	R2 = SP + 4
ADD R2, R2, R1	R2 = (SP + 4) + 4*k
LDR R2, [R2]	R2 ← x[k]
LDR R1, [SP, #40]	R1 ← y (addr. of y[0])
ADD R3, R3, #2	R3 = k + 2
MUL R3, R3, #4	R3 = (k+2)*4
ADD R3, R3, R1	R3 = &(y[0]) + 4*(k+2)
STR R2, [R3]	R2 → y[k+2]
ADD R0, R0, #1	k++
B loop	
end:	

Problem #3 (1-D Array, 20 points)

All the registers are 32-bit registers. “int” is a 32-bit signed integer data type. The following shows a structure definition and how a C/C++ compiler stores the member variables of a structure variable of the data type “Item”. (Notice that the physical addresses shown in the figure don’t matter. I am just showing the relative locations of the member variables in the figure.)

```
struct Item {
  int  laptop;
  int  phone;
  int  car;
};
```



We declare a static array “x” of 10 Item variables as follows:

Item x[10];

Answer the questions below using the following information:

- &(x[3].phone) = 0x0460

(1) What is the address of x[5].car? (5 points)

&(x[5].car) = 0x0460 + 24 + 4 = 0x047C

(2) What is the value of &(x[6].laptop)? (5 points)

&(x[6].laptop) = 0x0460 + 36 – 4 = 0x0480

(3) Is it possible to find the value of x[0].phone from the given information? If yes, what is the value of x[0].phone? If not, just say “not possible”. (5 points)

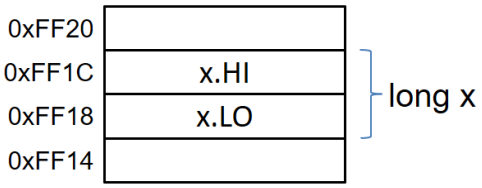
Not possible

(4) Is it possible to find the value of the stack pointer register (SP) from the given information? If yes, what is the value of SP? If no, just say “not possible”. (5 points)

Not possible

Problem #4 (Pointer, 30 points)

All the registers are 32-bit registers. “unsigned int” is a 32-bit unsigned integer data type and “unsigned long” is a 64-bit unsigned integer data type. The following shows how an “unsigned long” variable x is stored in the main memory. The “LO” is the lower 32 bits and the “HI” is the upper 32 bits. The following figure shows how the LO and HI parts of an unsigned long variable are stored in the main memory. (Notice that the physical addresses shown in the figure don’t matter. I am just showing the relative locations of the LO and HI parts.)



Answer the questions below using the following information and the given memory map:

- unsigned int x;
- unsigned long* y;
- SP: 0x7FF0
- &x: SP + 0x0010
- &y: SP + 0x0018

Address	Data
0x8008	0x4020
0x8004	0x4010
0x8000	0x4000
...	
0x402C	0x8000
0x4028	0x402C
0x4024	0x4028
0x4020	0x4024
0x401C	0x4020
0x4018	0x401C
0x4014	0x4018
0x4010	0x4014
0x400C	0x4010
0x4008	0x400C
0x4004	0x4008
0x4000	0x4004

(1) What is the value of x? 0x4000

(2) What is the value of y? 0x4020

(3) What is the address of x? 0x8000

(4) What is the address of y? 0x8008

(5) What is the value of *((unsigned int*) x)? 0x4004

(6) What is the value of *y? 0x0000 4028 0000 4024

(7) What is the value of *((unsigned int*) y)? 0x4024

unsigned int* k = (unsigned int*) x;

(8) What is the value of k[0]? 0x4004

(9) What is the value of k[4]? 0x4014

(10) What is the value of k+5? 0x4000 + 0x0014 = 0x4014

unsigned long* p = (unsigned long*) x;

(11) What is the value of p? 0x4000

(12) What is the value of p+2? 0x4000 + 0x0010 = 0x4010

(13) What is the value of p[3]? 0x0000 4020 0000 401C

x = x + 16;

unsigned int* w = (unsigned int*) x;

(14) What is the value of *w? 0x4010

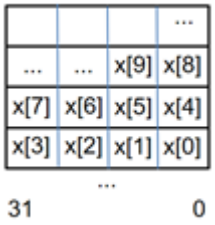
(15) What is the value of w[1]? *(0x4014) = 0x4018

Problem #5 (1-D Array, 30 points)

All the registers are 32-bit registers. “unsigned long” is a 64-bit unsigned integer data type and “unsigned char” is an 8-bit unsigned character data type. Write an assembly code for the following C code and the given variables.

Variables (both x and y are static arrays.)

- unsigned char x[8];
- unsigned long y[8];
- &(x[0]) = SP + 8
- &(y[0]) = SP + 80
- The memory map shows how “unsigned char” variables are stored in the main memory.



C code

```
for ( int k = 0 ; k < 8 ; k++ )
  y[k] = x[k];
```

(You can use any of R0~R12 for the variable k. You don’t need to optimize the code.)

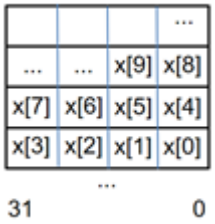
Code	Comments
MOV R0, #0	k = 0
loop:	
CMP R0, #8	
BGE end	
ADD R1, SP, #8	R1 = SP + 8
ADD R1, R1, R0	R1 = (SP + 8) + k
LDR R5, =0xFFFFFFFC	
AND R1, R1, R5	R1 = {(SP + 8) + k} / 4 * 4
LDR R1, [R1]	R1 ← The word in which x[k] is.
AND R2, R0, #0x3	R2 = k % 4
MUL R2, R2, #8	R2 = (k % 4) * 8
MOV R1, R1, LSR R2	R1 = x[k] aligned with LSB.
LDR R2, =0x000000FF	
AND R1, R1, R2	Clear the upper 24 bits.
ADD R2, SP, #80	R2 = SP + 80
MUL R3, R0, #8	R3 = 8*k
ADD R2, R2, R3	R2 = (SP + 80) + 8*k = &(y[k])
STR R1, [R2]	R1 → y[k].LO
LDR R1, =0x0	
STR R1, [R2, #4]	0 → y[k].HI
ADD R0, R0, #1	k++
B loop	
end:	

Problem #6 (Pointer, 20 points)

All the registers are 32-bit registers. “bool” is a 1-bit data type storing either 0 or 1. Write an assembly code for the following C code and the given variables.

Variables (both x and y are static arrays.)

- bool x[8];
- unsigned int y[8];
- &(x[0]) = SP + 8
- &(y[0]) = SP + 80
- The memory map shows how a “bool” array is stored in the main memory. x[i] is either 0x00 or 0x01.



C code

```
for ( int k = 0 ; k < 8 ; k++ ) {
  if ( y[k] > 10 )
    x[k] = 0;
  else
    x[k] = 1;
}
```

(You can use any of R0~R12 for the variable k. You don’t need to optimize the code.)

Code	Comments
MOV R0, #0	k = 0
loop:	
CMP R0, #8	
BGE end	
ADD R1, SP, #80	R1 = SP + 80
MUL R2, R0, #4	R2 = k*4
ADD R1, R1, R2	R1 = (SP + 80) + 4*k = &(y[k])
LDR R1, [R1]	R1 ← y[k]
CMP R1, #10	
BGT if_1	
MOV R2, #1	
B if_end	
if_1:	
MOV R2, #0	
if_end:	
MOV R1, R0, LSR #2	k/4
MOV R1, R1, LSL #2	(k/4)*4
ADD R1, R1, SP	R1 = SP + (k/4)*4
ADD R1, R1, #8	R1 = (SP + 8) + (k/4)*4
LDR R5, [R1]	R1 ← The word in which x[k] is.
LDR R3, #0x000000FF	
MUL R4, R0, #8	R4 = 8*k
MOV R3, R3, LSL R4	
MVN R3, R3	
AND R5, R5, R3	Clear x[k] in the word.
MOV R3, R2, LSL R4	
ORR R5, R5, R3	Load 0 or 1 into the word.
STR R5, [R1]	
ADD R0, R0, #1	k++
B loop	
end:	