

# CS631-02 RISC-V Assembly

Project 1 Observations

SSH Beagle

tabs / spaces

ntlang.h  
#define SCAN-TOKEN-LEN 32 33

Redundancy

Scanning →

Parsing → parse-expression  
TK → op  
num num

parse-operand()

TK-INFLIT, TK-BNLIT, TK-MXLIT

# Overflow

1) use `vint64_t`

2) `vint32_t`

$$\text{value\_1} = \text{value}$$

$$\text{value} = (\text{value} * \text{base}) + \text{tmp} \quad \leftarrow$$

if ( $\text{value} < \text{value\_1}$ )  $\leq$

OF

>

3)

if ( $\text{value\_1} > (\text{INTMAX} \gg 1)$ )  $\leq$

OF

>

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if ( $\text{value\_1} > (\text{INTMAX} / \text{base})$ )  $\leq$

OF

3

if  $(\text{value}_1 > (\text{INTMAX} - \text{dig}) / \text{base})) \{$

$$\text{value} = (\text{value} * \text{base}) + \text{dig}$$

$$\frac{\text{value} - \text{dig}}{\text{base}}$$

$$(\text{val} * \text{base}) + \cancel{\text{dig}} > \text{MAX-dig}$$
$$\frac{\text{base}}{\text{base}}$$

$$\text{val} > (\text{MAX-dig}) / \text{base}$$

Check neg?

`uint32_t valuej`

`int32_t tmp`

`tmp = (int32_t) valuej`

`if (tmp < 0) {`

`value = (uint32_t) (-tmp);`

`}`

$$sh = 32 - width$$

$$value = ((int32\_t) value) \ll sh) >> sh;$$

ASR

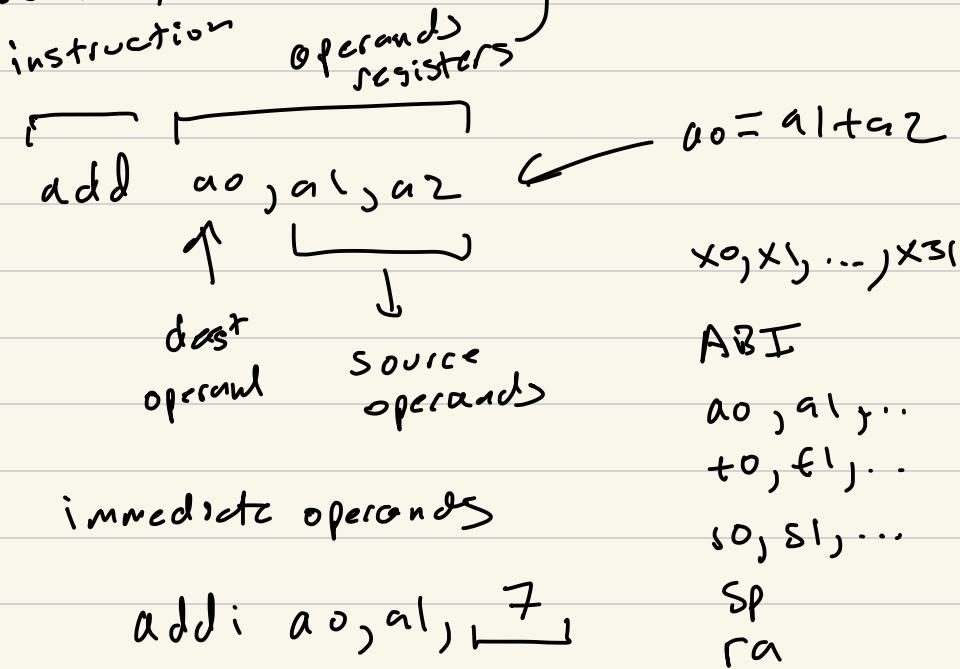
$$r = \underset{\uparrow}{(v1)} >> v2$$

$$r = \underline{((int32\_t) v1)} >> \underline{v2}$$

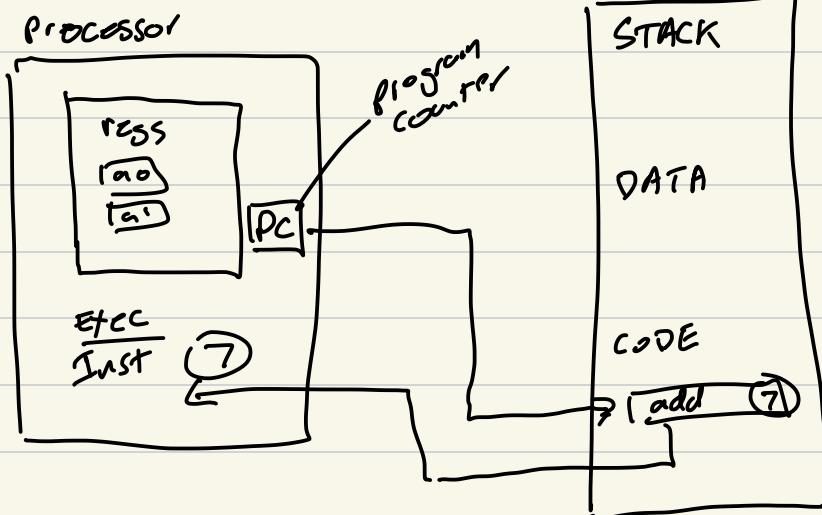
# RISC-V Assembly

→ 32 register  
64 bits wide

## Vocabulary



## Programming model



# Instruction Type

## Data Processing

add, sub, mul, div  
and, or

## Control

j, b      jumps / branches

## Memory

ld	sd	64
lw	sw	32
lb	sb	8

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## Assembly

directives

labels

instructions

real inst

pseudo inst