

## 1 RISC-V Instructions

1.1 Assume we have an array in memory that contains `int *arr = {1,2,3,4,5,6,0}`. Let register `s0` hold the address of the element at index 0 in `arr`. You may assume integers are four bytes and our values are word-aligned. What do the following snippets of RISC-V code do? Assume that all the instructions are run one after the other in the same context.

(a) `lw t0, 12(s0)`

(b) `sw t0 16(s0)`

(c) `slli t1, t0, 2`  
`add t2, s0, t1`  
`lw t3, 0(t2)`  
`addi t3, t3, 1`  
`sw t3, 0(t2)`

(d) `lw t0, 0(s0)`  
`xori t0, t0, 0xFFF`  
`addi t0, t0, 1`

## 2 Lost in Translation

- 2.1 Translate the code verbatim between C and RISC-V. The comments above the code indicate which registers to store the variables.

| C                                                                                                                     | RISC-V |
|-----------------------------------------------------------------------------------------------------------------------|--------|
| <pre>// s0 -&gt; a // s1 -&gt; b // s2 -&gt; c // s3 -&gt; z int a = 4, b = 5, c = 6; int z = a + b + c + 10;</pre>   |        |
| <pre>// int *p = intArr; // s0 -&gt; p; // s1 -&gt; a; *p = 0; int a = 2; p[1] = p[a] = a;</pre>                      |        |
| <pre>// s0 -&gt; a, // s1 -&gt; b int a = 5; int b = 10; if (a + a == b) {     a = 0; } else {     b = a - 1; }</pre> |        |
| <pre>// Compute s1 = 2^30 int s0 = 0; int s1 = 1; for (; s0 != 30; s0 += 1) {     s1 *= 2; }</pre>                    |        |
| <pre>// s0 -&gt; n // s1 -&gt; sum for (int sum = 0; n &gt; 0; n--) {     sum += n; }</pre>                           |        |

### 3 RISC-V Memory Access

For Q3.1 – Q3.2, use the instructions and memory to figure out what the code does. Recall that RISC-V is little-endian and byte addressable. For any unknown instructions, use the [CS 61C reference card!](#)

- 3.1 Fill in the registers with the values they contain after the code finishes executing.

```
li t0 0x00FF0000
lw t1 0(t0)
addi t0 t0 4
lh t2 2(t0)
lw s0 0(t1)
lb s1 3(t2)
```

|    |                      |            |                      |
|----|----------------------|------------|----------------------|
| t0 | <input type="text"/> | 0xFFFFFFFF | <input type="text"/> |
|    |                      |            | ...                  |
| t1 | <input type="text"/> | 0x00FF0004 | 0x000C561C           |
| t2 | <input type="text"/> | 0x00FF0000 | 36                   |
|    |                      |            | ...                  |
| s0 | <input type="text"/> | 0x00000036 | 0xFDFDFDFD           |
|    |                      |            | ...                  |
| s1 | <input type="text"/> | 0x00000024 | 0xDEADB33F           |
|    |                      |            | ...                  |
|    |                      | 0x0000000C | 0xC5161C00           |
|    |                      |            | ...                  |
|    |                      | 0x00000000 | <input type="text"/> |

- 3.2 Fill in the memory diagram and `t3` register with the values contained in them after the code finishes executing. The values in the `t0`, `t1`, and `t2` registers at the start of program execution have been provided to you. Assume that all memory starts out initialized to zeros.

```
sw t0 0(t1)
addi t0 t0 4
sh t1 2(t0)
sh t2 0(t0)
lw t3 0(t1)
sb t1 1(t3)
sb t2 3(t3)
```

|    |            |            |            |
|----|------------|------------|------------|
| t0 | 0xABADCAF8 | 0xFFFFFFFF | 0x00000000 |
|    |            |            | ...        |
| t1 | 0xF0120504 | 0xF0120504 |            |
|    |            |            | ...        |
| t2 | 0xBEEFDAB0 | 0xBEEFDAB0 |            |
|    |            |            | ...        |
| t3 |            | 0xABADCAFC |            |
|    |            | 0xABADCAF8 |            |
|    |            |            | ...        |
|    |            | 0x00000000 | 0x00000000 |