

DA RESTITUIRE INSIEME AGLI ELABORATI e A TUTTI I FOGLI
 → NON USARE FOGLI NON TIMBRATI
 → ANDARE IN BAGNO PRIMA DELL'INIZIO DELLA PROVA
 → NO FOGLI PERSONALI, NO TELEFONI, SMARTPHONE/WATCH, ETC

COGNOME _____

NOME _____

NOTA: dovrà essere consegnato l'elaborato dell'es.1 come file <COGNOME>.s e quelli dell'es. 4 come files <COGNOME>.v e <COGNOME>.png

1) [11/30] Trovare il codice assembly RISC-V corrispondente al seguente micro-benchmark (utilizzando solo e unicamente istruzioni dalla tabella sottostante), rispettando le convenzioni di uso dei registri dell'assembly (riportate qua sotto, per riferimento).

char stringa[20];

```
char *atox(char *s) {
    char h, *p = s;
    int a = 0;
```

```
    char *q = (char*)sbrk(20);
    q[19] = '\0';
    q = q + 18;
```

```
    while (*p != '\n' && *p != '\0') ++p;
```

```
    do {
        a += *s++ - 48;
        a *= 10;
    } while (s < p - 1);
```

Nota: 'int' è un intero a 64 bit.

```
do {
    h = (a & 15) + 48;
    if (h >= 58) h += 7;
    *q-- = h;
    a = a >> 4;
} while (a > 0);
*q-- = 'x'; *q = '0';
return (q);
```

```
int main() {
    char* ax;
    print_string("inserisci numero in base 10: ");
    read_string(&stringa,19);
    ax = atox(stringa);
    print_string("\n-->");
    print_string(ax);
    exit(0);
}
```

RISCV Instructions (RV64IMFD)

v210622

Instruction coding (hexadecimal)	Instruction	Example	Register operation	Meaning (** instructions available only in RV64, i.e. 64-bit case)
33+0+00/3b+0+00	add	add/addw x5,x6,x7	x5 ← x6 + x7	Add two operands; exception possible (addw**)
33+0+20/3b+0+20	subtract	sub/subw x5,x6,x7	x5 ← x6 - x7	Subtracts two operands; exception possible (subw**)
13+0+imm/1b+0+imm	add immediate	addi/addiw x5,x6,100	x5 ← x6 + 100	Add a constant; exception possible (addiw**)
33+0+01/3b+0+01	multiply	mul/mulw x5,x6,x7	x5 ← x6 * x7	(signed/word) Lower 64 bits of 128-bits product (mulw**)
33+0+101/3b+0+101	multiply high	mulh x5,x6,x7	x5 ← x6 * x7	Higher 64bits of 128-bits product
33+4+01/3b+4+01	division	div/divw x5,x6,x7	x5 ← x6/x7	(signed/word) division (divw**)
33+6+01/3b+6+01	remainder	rem/remw x5,x6,x7	x5 ← x6 % x7	Remainder of the division (remw**)
33+2+0/33+3+0	set on less than	slt/sltu x5,x6,x7	if (x6 < x7) x5 ← 1; else x5 ← 0	(signed/unsigned) compare x6 and x7 (less than)
13+2+imm/13+3+imm	set on less than immediate	slti/sltiu x5,x6,100	if (x6 < 100) x5 ← 1; else x5 ← 0	(signed/unsigned) compare x6 and 100 (less than)
33+7+0/33+6+0/33+4+0	and / or	and/or/xor x5,x6,x7	x5 ← x6&x7 / x6 x7 / x6^ x7	Logical AND/OR/XOR
13+7+imm/13+6+imm/13+4+imm	and / or / xor immediate	andi/ori/xori x5,x6,100	x5 ← x6&100 / x6 100 / x6^100	Logical AND/OR/XOR register, constant
33+1+0/3b+1+0	shift left logical	sll/sllw x5,x6,x7	x5 ← x6 << x7	Shift left by register (sllw**)
13+1+imm/1b+1+imm	shift left logical immediate	slli/slliw x5,x6,10	x5 ← x6 << 10	Shift left by the immediate value (slliw**)
33+5+0/3b+5+0	shift right logical	srl/srlw x5,x6,x7	x5 ← x6 >> x7	Shift right by register (srlw**)
13+5+imm/1b+5+imm	shift right logical immediate	srli/srliw x5,x6,10	x5 ← x6 >> 10	Shift left by immediate value (srliw**)
33+5+20/3b+5+20	shift right arithmetic	sra/sraw x5,x6,x7	x5 ← x6 >> x7 (arith.)	Shift right by register (sign is preserved) (sraw**)
13+5+imm/1b+5+imm	shift right arithmetic immediate	srai/sraiw x5,x6,10	x5 ← x6 >> 10 (arith.)	Shift right by immediate value (sraiw**)
03+3+imm/03+2+imm/03+0+imm	load dword / word / byte	ld/lw/lb x5,100(x6)	x5 ← MEM[x6+100]	Data from memory to register
03+6+imm/03+4+imm	load word / byte unsigned	lwu/lbu x5,100(x6)	x5 ← MEM[x6+100]	Data from mem. To reg.; no sign extension (lwu**)
23+3+imm/23+2+imm/23+0+imm	store dword / word / byte	sd/sw/sb x5,100(x6)	MEM[x6+100] ← x5	Data from register to memory (sw**)
37+imm(31:12) (no funct3)	load upper immediate	lui x5,0x12345	x5 ← 0x1234^5000	Load most significant 20 bits
PSEUDOINSTRUCTION	load address	la x5,var	x5 ← &var (PSEUDO INST.) load address of 'var' in x5	REAL INST.: lui x5,H20(&var);ori x5,L12(&var) INST. (H20=high 20 bit of &var; L12=low 12 bits of &var)
66+imm(31:12)(rd=0) 63+0+imm(11:0)(rs1=rs2=0)	jump/branch	j/b label	PC←off (off=PC-&label) (PS.INST.)	REAL INST.: jal x0,offset/beq x0,x0,offset
66+0+imm(31:12)(rd=0,no funct3)	jump and link (offset)	jal label	x1←(PC+4);PC←offset (PS. INST.)	REAL INST.: jal x1,offset (offset=PC-&label)
67+0+imm (rd=0,rs1=1)	return from procedure	ret	PC←x1 (PSEUDO INST.)	REAL INST.: jalr x0,0(x1)
67+0+imm (rd=0,rs1=1)	jump and link register	jalr x1,100(x5)	x1 ← (PC + 4);PC=x5+100	Procedure return; indirect call
63+0+(imm=2)/63+1+(imm=2)	branch on equal / not-equal	beq/bne x5,x6,100	if (x5 ==/!= x6) PC=PC+100	Equal / Not-equal test; PC relative branch
73+0+0 (rs1=0,rs2=0,rd=0)	ecall	ecall	SEPC←PC;PC←STVEC;save PL/IE;PL=I;IE=0	Call OS (service number in a7); PL= privilege lev; IE=int.en.
73+0+8 (rs1=0,rs2=2,rd=0)	sret	sret	PC←SEPC; restore PL/IE	Exit supervisor mode; PL= privilege lev; IE=int.en.
PSEUDOINSTRUCTION	move	mv x5,x6	x5 ← x6 (PSEUDO INST.)	REAL INST.: add x5,x0,x6
PSEUDOINSTRUCTION	load immediate	li x5,100	x5 ← 100 (PSEUDO INST.)	REAL INST.: addi x5,x0,100
PSEUDOINSTRUCTION	no operation (nop)	nop	do nothing (PSEUDO INST.)	REAL INST.: addi x0,x0,0
53+0+(0,1)/53+0+(4,5)	floating point add/sub	fadd/fsub.{s,d}	f0 ← f1 + f2 / f0 ← f1 - f2	Single or double precision add / subtract
53+0+(8,9)/53+0+(c,d)	floating point multiplication/division	fmul/fdiv.{s,d}	f0 ← f1 * f2 / f0 ← f1 / f2	Single or double precision multiplication / division
PSEUDOINSTRUCTION	floating point move between f-regs	fmv.{s,d}	f0 ← f1 (PSEUDO INST.)	REAL INST.: fsgnj.{s,d} f0,f1,f1
PSEUDOINSTRUCTION	floating point negate	fneg.{s,d}	f0 ← -(f1) (PSEUDO INST.)	REAL INST.: fsgnjn.{s,d} f0,f1,f1
PSEUDOINSTRUCTION	floating point absolute value	fabs.{s,d}	f0 ← f1 (PSEUDO INST.)	REAL INST.: fsgnjx.{s,d} f0,f1,f1
53+0/1/2+(50,51)	floating point compare	fle/flt/feq.{s,d}	x5 ← (f0 <= f1)	Single and double: compare f0 and f1 <=, <, =
53+0+(70,71) (rs2=0)	move between x (integer) and f regs	fmv.x.{s,d}	x5 ← f0 (no conversion)	Copy (no conversion)
53+0+(78,79) (rs2=0)	move between f and x regs	fmv.{s,d}.x	f0 ← x5 (no conversion)	Copy (no conversion)
7+2+imm/27+2+imm	load/store floating point (32bit)	flw/fsw	f0 ← MEM[x5] / MEM[x5] ← f0	Data from FP register to memory
7+3+imm/27+3+imm	load/store floating point (64bit)	fld/fsd	f0,0(x5) / MEM[x5] ← f0	Data from FP register to memory
53+7+21(rs2=0)/53+7+20(rs2=0)	convert to/from double from/to single	fcvt.d.s/fcvt.s.d	f0 ← (double)f1 / f0 ← (single)f1	Type conversion
53+7+(60,61) (rs2=0)	convert to integer from [single,double]	fcvt.w.{s,d}	x5 ← (int)f0	Type conversion
53+7+(68,69) (rs2=0)	convert to [single,double] from integer	fcvt.{s,d}.w	f0 ← ({single,double})x5	Type conversion
53+0+(2c,2d) (rs2=0)	square root	fsqrt.{s,d}	f0 ← square root of f1	Single or double square root
53+0/1/2+(10,11)	sign injection	fsgnj/jn/jx.{s,d}	f0 ← sgn(f2) f1 /-sgn(f2) f1 /sgn(f2) f1	Extract the mantissa and exp. from f1 and sign from f2

Register Usage

Register	ABI Name	Usage
x10-x17	a0-a1	arguments and results
x9, x18-x27	s1, s2-s11	Saved
x5-7, x28-x31	t0-t2, t3-t6	Temporaries
x12-x17	a2-a7	Arguments

Register	ABI Name	Usage
x0	zero	The constant value 0
x8, x2	s0/ra, sp	frame pointer, stack pointer
x1, x3	ra, gp	return address, global pointer
x4	tp	thread pointer

Register	ABI Name	Usage
f10-f11	fa0-fa1	Argument and Return values
f8-f9, f18-f27	fs0-fs1, fs2-fs11	Saved registers
f0 - f7, f28-f31	ft0-ft7, ft8-ft11	Temporaries registers
f12-17	fa2-fa7	Function arguments

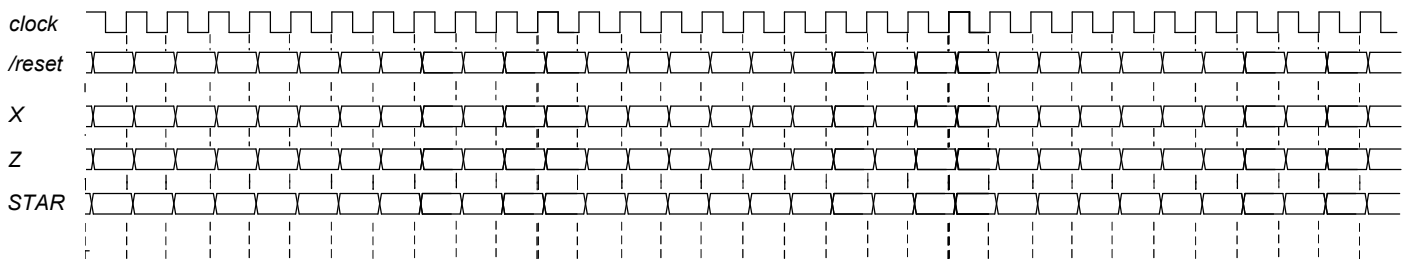
System calls

Service Name	Serv.No.(a7)	INPUT Arguments	OUTPUT Args
print int	1	a0=integer to print	---
print float	2	fa0=float to print	---
print double	3	fa0=double to print	---
print string	4	a0=address of ASCIIZ string to print	---
read int	5	---	a0=integer

Service Name	Serv.No.(a7)	INPUT Arguments	OUTPUT Arguments
read float	6	---	fa0=float
read double	7	---	fa0=double
read string	8	a0=address of input buffer, a1=max chars to read	---
sbrk	9	a0=Number of bytes to be allocated	a0=pointer to allocated memory
exit	10	---	---

- 2) [5/30] Si consideri una cache di dimensione 32B e a 2 vie di tipo write-back/write-non-allocate. La dimensione del blocco e' 4 byte, il tempo di accesso alla cache e' 4 ns e la penalita' in caso di miss e' pari a 40 ns, la politica di rimpiazzamento e' LRU. Il processore effettua i seguenti accessi in cache, ad indirizzi al byte: 123, 639, 327, 679, 878, 639, 133, 654, 125, 454, 122, 654, 939, 626, 954, 724, 254, 829, 154, 828, 194. Tali accessi sono alternativamente letture e scritture. Per la sequenza data, ricavare il tempo medio di accesso alla cache, riportare i tag contenuti in cache al termine, i bit di modifica (se presenti) e la lista dei blocchi (ovvero il loro indirizzo) via via eliminati durante il rimpiazzamento ed inoltre in corrispondenza di quale riferimento il blocco e' eliminato.
- 3) [6/30] Disegnare l'organizzazione fisica di una memoria DRAM da 16Mbit indicando i collegamenti fra i blocchi CTRL, ROW_LATCHES, COL_LATCHES, ROW_DECODER, COL_DECODER, ROW_BUFFERS, PRECHARGE, TRISTATE e spiegare lo svolgimento delle operazioni di accesso ad un singolo bit.
- 4) [8/30] Descrivere e sintetizzare in Verilog una rete sequenziale utilizzando il modello di Mealy Ritardato con un ingresso X su un bit e una uscita Z su un bit che funziona nel seguente modo: devono essere riconosciute le sequenze non-interallacciate 1,1,0 e 1,0,1; l'uscita Z va a 1 (per 1 ciclo di clock) se è presente una delle due sequenze. Gli stimoli di ingresso sono dati dal seguente modulo Verilog Testbench.

Tracciare il diagramma di temporizzazione [4/8 punti] come verifica della correttezza dell'unità. Nota: si può svolgere l'esercizio su carta oppure con ausilio del simulatore salvando una copia dell'output (diagramma temporale) e del programma Verilog su USB-drive del docente. Modello del diagramma temporale da tracciare:



```

module TopLevel;
reg reset_;initial begin reset_=0; #22 reset_=1; #300; $stop; end
reg clock ;initial clock=0; always #5 clock <=!clock);
reg X;
wire Z;
wire [2:0] STAR=XXX.STAR;
initial begin X=0;
wait(reset_==1); #5
@(posedge clock); X<=0; @(posedge clock); X<=0; @(posedge clock); X<=1; @(posedge clock); X<=1;
@(posedge clock); X<=0; @(posedge clock); X<=1; @(posedge clock); X<=0; @(posedge clock); X<=1;
@(posedge clock); X<=0; @(posedge clock); X<=0; @(posedge clock); X<=1; @(posedge clock); X<=0;
@(posedge clock); X<=1; @(posedge clock); X<=1; @(posedge clock); X<=1; @(posedge clock); X<=0;
@(posedge clock); X<=0; @(posedge clock); X<=0; @(posedge clock); X<=0; @(posedge clock); X<=0;
$finish;
end
XXX Xxx(X,Z,clock,reset_);
endmodule
    
```