

91.305 Computer Architecture

Homework #3 Due Wednesday, February 22, 2012

February 8, 2012

- This assignment is due on Wednesday, February 22.
- **All** of your submissions must include a minimum of **four** separate files:
 - **File 1:** A short **write-up** that **first** specifies what you think your **degree of success** with a project is (**from 0% to 100%**), followed by a brief discussion of your approach to the project along with a **detailed description** of any problems that you were **not** able to resolve for this project. **Failure to specifically provide this information will result in a 0 grade** on your assignment. If you do **not disclose** problems in your write-up and problems are detected when your program is tested, you will receive a grade of 0. **Make sure that you include your email address in your write-up so that the corrector can email you your grade.**
 - **File(s) 2(a, b, c, ...):** For this assignment you need only one file which will include your **complete source code**, in the form of an **.asm** file as discussed in class.
 - **File 3:** A simple text file that includes the **commands necessary** to build and run your code (the **masm** command, and the appropriate **mic1** command).
 - **File 4:** A file that includes your **resulting output** run(s) from your project. This is a simple text file that shows your output, but make sure that you **annotate it** so that it is self descriptive and that all detailed output is well identified. For mic1 executions, use the **script** command from the shell to capture all screen output to a file.
- The files described above should be the only files placed in one of your subdirectories, and this subdirectory should be the target of your submit command.
- The submit syntax issued from a shell prompt is:
`submit skurunji 305a3 <your_directory>`

where `<your_directory>` is the name of the directory with exactly your required submission files in it. **Swathi Kurunj** (Swathi_Kurunji@student.uml.edu) is the TA and assignment corrector for this course, and she will email you your grade and any details about points you may have lost on each assignment. **It is very important to make sure that you include your email address in the write-up portion of your submission, so Swathi can return your grade to you.** Swathi will be available for assignment

consultation and help in her office in Olsen 212A on **Wednesdays and Fridays from 11:00 – 12:00.**

- This assignment will require you to write a program in Mic1 macro-assembly language to calculate **Fibonacci numbers**. The first attempt at this program will require that you build a subroutine (or function) to calculate the Fibonacci value of the argument N using the following definition of Fibonacci numbers:

Fibonacci(0) = 0

Fibonacci(1) = 1

Fibonacci(N) = Fibonacci(N-1) + Fibonacci(N-2)

The sequence of numbers looks like:

N	0	1	2	3	4	5	6	7
Fib(N)	0	1	1	2	3	5	8	13

- The subroutine you will build must compute the required Fibonacci number using a **recursive implementation**, and should present a signature of:

int Fib (int argument)

- Your program should set up **data locations** for the following values to be used as **arguments to Fib**:

3

9

18

23

25

- Your program must also set up five **corresponding locations** for the Fibonacci numbers of the argument values shown above.
- Your main routine should iteratively call your Fib function, passing each argument value (on the stack) and storing each return value (in the AC) into the location reserved for it. You can use the **halt** command between each call to your subroutine and from the debugger interface, print out the return value that you've stored from the previous call during debugging, but you probably will want only a single halt at the end of the program to show your results once you have the program running correctly.
- Remember, you must indicate **clearly** on your short write-up, how much of this assignment you feel you were able to do correctly, and what, if anything, you were not able to do. **Failure to specifically provide this information will result in a 0 grade** on your assignment. If you do not disclose problems in your write-up and problems are detected when your program is tested, you will receive a grade of 0.

EXPECTED OUTPUT SHOWN BELOW FROM A FINAL HALT

```
-bash-3.00$ ./masm < rfib.asm >rfib.obj  
-bash-3.00$ ./mic1 prom.dat rfib.obj 0 2048
```

Read in 81 micro instructions

Read in 116 machine instructions

```
Starting PC is : 0000000000000000 base 10:      0  
Starting SP is : 0000100000000000 base 10:    2048
```

```
ProgramCounter : 0000000000100100 base 10:      36  
Accumulator    : 0000000000000000 base 10:      0  
InstructionReg : 1111111100000000 base 10:    65280  
TempInstr      : 1000000000000000 base 10:    32768  
StackPointer   : 0000100000000000 base 10:    2048  
ARegister      : 0000000000000001 base 10:       1  
BRegister      : 0000000000000000 base 10:       0  
CRegister      : 0000000000000000 base 10:       0  
DRegister      : 0000000000000000 base 10:       0  
ERegister      : 0000000000000000 base 10:       0  
FRegister      : 0000000000000000 base 10:       0
```

Total cycles : 35109454

```
Type decimal address to view memory, q to quit or c to continue: 99  
the location 99 has value 1111111111111111 , or 65535 or signed -1
```

Type <Enter> to continue debugging

Type q to quit

Type f for forward range

Type b for backward range: f

Type the number of forward locations to dump: 10

```
the location 100 has value 0000000000000011 , or 3 or signed 3  
the location 101 has value 0000000000001001 , or 9 or signed 9  
the location 102 has value 0000000000010010 , or 18 or signed 18  
the location 103 has value 0000000000010111 , or 23 or signed 23  
the location 104 has value 0000000000011001 , or 25 or signed 25  
the location 105 has value 0000000000000010 , or 2 or signed 2  
the location 106 has value 0000000000100010 , or 34 or signed 34  
the location 107 has value 0000101000011000 , or 2584 or signed 2584  
the location 108 has value 0110111111110001 , or 28657 or signed 28657  
the location 109 has value 0010010100010001 , or 9489 or signed 9489
```