IST-ASM Final Exam — Fall 2024

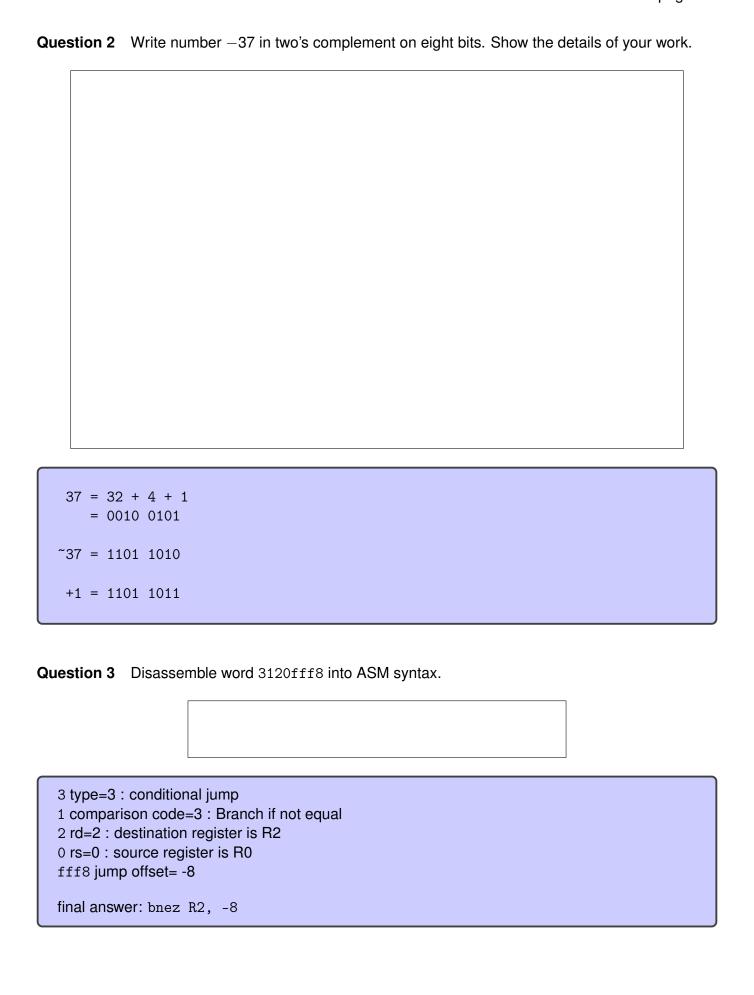
Name:

- First, write your name in the box above. Then, have a quick read through all 7 questions.
- In the end, you will write up your answers on this paper.
 - But please make a draft elsewhere first. Only hand in something readable. Really.
- This is an open-book open-laptop exam: you may work on scrap paper and/or on your screen.
- Each question is independent from others, except stated otherwise.

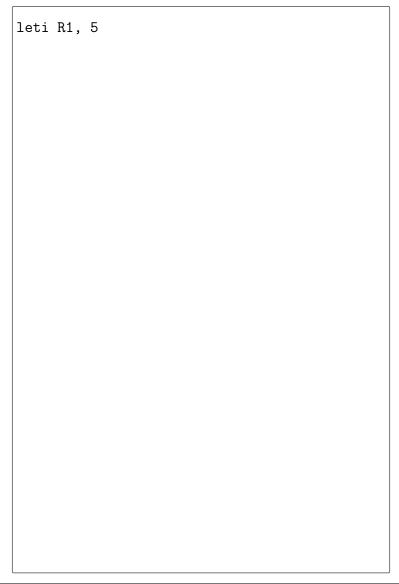
Question 1 Perform the addition 100 + 50 in binary notation: convert both numbers to binary, then compute the sum entirely in binary. Show the details of your work.

decimal 100 as binary:	decimal 50 as binary:	addition:

```
1100100
+ 110010
11
------
10010110 = 128 + 16 + 4 + 2 = 150
```



Question 4 Write a program which uses a loop to compute the sum of all positive integers up to N. For instance with N = 5 you should find 1 + 2 + 3 + 4 + 5 = 15. Initially N is stored in R1, and at the end the result should be in R2.



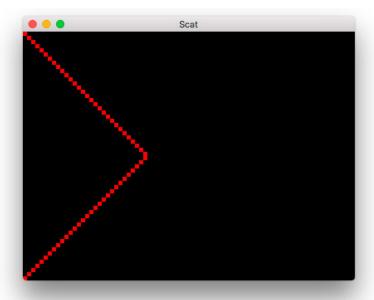
```
leti R1, 5
leti R2, 0
loop:
add R2, R2, R1
dec R1
bnez r1, loop
halt
```

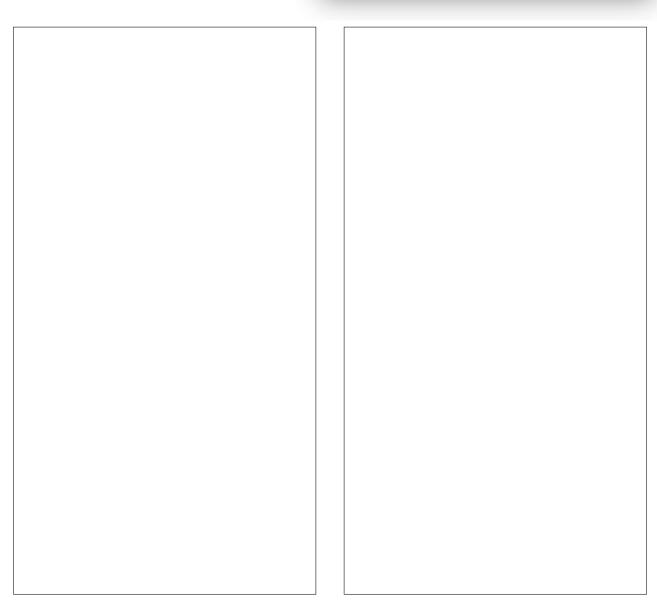
Question 5 Write a program which loops over an array of integers and computes their average value, rounded down to the nearest integer (e.g. the "average" of 9, 15, 10 and 17 is 12). The length of the array is also given in memory, as illustrated below. At the end the result should be in R1.

bra ma	in						
A: len:	.word	9, 4	15,	10,	17		
main:							

```
bra main
A:
        .word 9, 15, 10, 17
        .word 4
len:
        leti R1, 0    ; partial sum
leti R2, A    ; data ptr
main:
        load R3, [len] ; remaining values counter
loop:
        load R4, [R2]
        add R1, R1, R4; accumulate
        addi R2, R2, 4 ; advance ptr
        dec R3
        bnez R3, loop
        load R3, [len]
        div R1, R1, R3
        halt
```

Question 6 In 30 lines or less, write a program that draws two diagonal red lines like illustrated on the right. The lines should start from the top left and bottom left corners of the screen, respectively, and they should end at mid-height i.e. where they cross each other.





```
leti R2, 0xFF000000; color RED
       mov R3, R1
                         ; R1 is top-line ptr, R3 is bottom-line ptr
       leti R4, 320
       muli R5, r4, 59
                        ; advance R3 to bottom-left of screen
       add R3, R3, R5
loop:
       store [R1], R2 ; draw one top-line pixel
       store [R3], R2; draw one bottom-line pixel
       add R1, R1, R4 ; move 1px down
       addi R1, R1, 4 ; move 1px right
       sub R3, R3, R4 ; move 1px up
       addi R3, r3, 4 ; move 1px right
       blt R1, R3, loop; are we there yet?
       halt
```

Question 7 Exponentiation is defined as repeated multiplication. In other words, expression a^n denotes "a multiplied by itself n times" i.e. $a \times a \times ... \times a$. Obviously, we could compute all these multiplications iteratively. But to optimize execution time, we can leverage the fact $a^k \times a^k = a^{2k}$, which leads to this recursive formulation (with base case $a^0 = 1$):

$$a^n = \begin{cases} (a^2)^{n/2}, & \text{if } n \text{ is even} \\ a(a^2)^{(n-1)/2}, & \text{if } n \text{ is odd} \end{cases}$$

In other words, exponentiation can be implemented by the following algorithm:

Your task is to translate this pseudo-code to assembly language. Please add comments to help us understand your answer. You can test your implementation with obvious examples like $10^7 = 10000000$ or $2^{20} = 1048576$.

```
leti SP, 0x1000000
leti R1, 10; base A
leti R2, 7; exponent N
call fast_exp
; expected result: R1 == A**N
halt

fast_exp:
```

```
leti SP, 0x1000000
        leti R1, 10; base X
        leti R2, 7 ; exponent N
        ;; leti R1, 2 ; base X
        ;; leti R2, 20 ; exponent N
       call fast_exp
       halt
fast_exp:
       push LR
       push R4
       beqz R2, ret_one
       modi R3, R2, 2 ; parity of N?
       beqz R3, even ; note: R3 is scratch
       bra odd
even:
       mul R1, R1, R1; X squared
       divi R2, R2, 2 ; N/2
        call fast_exp
       bra end
odd:
       mov R4, R1; save X
       mul R1, R1, R1; X squared
       dec R2 ; N-1
       divi R2, R2, 2; (N-1)/2
        call fast_exp ; result comes back in R1
       mul R1, R1, R4
       bra end
ret_one:
       leti R1, 1; fall-through to epilogue for simplicity
end:
       pop R4
       pop LR
       ret
```