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I02-handout.txt

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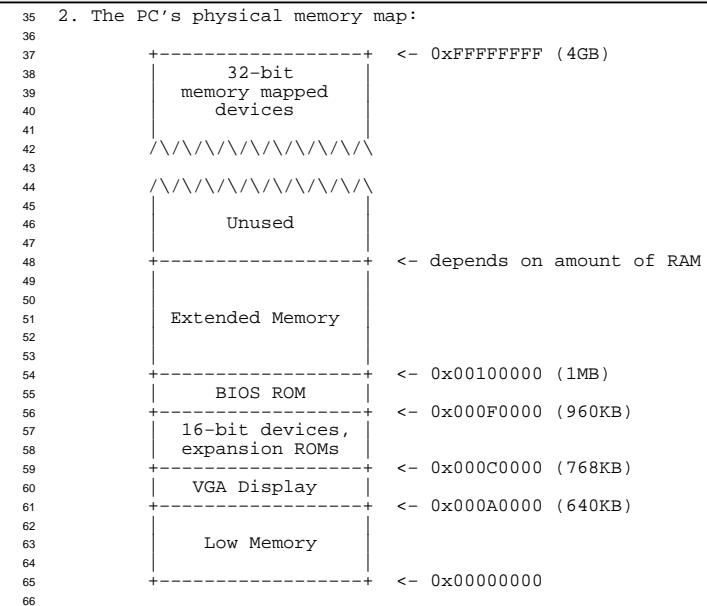
1 Handout for CS 372H
2 Lecture 2
3 20 January 2011
4
5 Some stuff to accompany lecture: pseudocode, memory layout, gcc calling
6 convention example.....
7
8 [Credit to Frans Kaashoek, Robert Morris, and Nickolai Zeldovich.]
9
10 1. using the IN and OUT instructions
11
12     writing a byte to the parallel port (e.g., a line printer):
13
14 #define DATA_PORT    0x378
15 #define STATUS_PORT   0x379
16 #define BUSY 0x80
17 #define CONTROL_PORT 0x37A
18 #define STROBE 0x01
19
20 void
21 lpt_putc(int c)
22 {
23     /* wait for printer to consume previous byte */
24     while((inb(STATUS_PORT) & BUSY) == 0)
25         ;
26
27     /* put the byte on the parallel lines */
28     outb(DATA_PORT, c);
29
30     /* tell the printer to look at the data */
31     outb(CONTROL_PORT, STROBE);
32     outb(CONTROL_PORT, 0);
33 }
34

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67 3. Example
68
69      Here is the C code:
70      int main(void) { return f(8)+1; }
71      int f(int x) { return g(x); }
72      int g(int x) { return x+3; }
73
74      The assembly code:
75
76      _main:
77          prologue
78
79          pushl %ebp
80          movl %esp, %ebp
81
82          body
83          pushl $8
84          call _f
85          addl $1, %eax
86
87          epilogue
88          movl %ebp, %esp
89          popl %ebp
90          ret
91
92      _f:
93          prologue
94
95          pushl %ebp
96          movl %esp, %ebp
97
98          body
99          pushl 8(%esp)
100         call _g
101
102         epilogue
103         movl %ebp, %esp
104         popl %ebp
105         ret
106
107     <small version of _g>:
108     movl 4(%esp), %eax
109     addl $3, %eax
110     ret
111
112     <longer version of _g>:
113         prologue
114         pushl %ebp
115         movl %esp, %ebp
116
117         save %ebx
118         pushl %ebx
119
120         body
121         movl 8(%ebp), %ebx
122         addl $3, %ebx
123         movl %ebx, %eax
124
125         restore %ebx
126         popl %ebx
127
128         epilogue
129         movl %ebp, %esp
130         popl %ebp
131         ret
132

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133 4. Emulation of CPU in software
134
135     for (;;) {
136         read_instruction();
137         switch (decode_instruction_opcode()) {
138             case OPCODE_ADD:
139                 int src = decode_src_reg();
140                 int dst = decode_dst_reg();
141                 regs[dst] = regs[dst] + regs[src];
142                 break;
143             case OPCODE_SUB:
144                 int src = decode_src_reg();
145                 int dst = decode_dst_reg();
146                 regs[dst] = regs[dst] - regs[src];
147                 break;
148             ...
149         }
150         eip += instruction_length;
151     }
152
153
154
155 5. Emulate PC's physical memory map
156
157 #define KB 1024
158 #define MB 1024*1024
159
160 #define LOW_MEMORY 640*KB
161 #define EXT_MEMORY 10*MB
162
163 uint8_t low_mem[LOW_MEMORY];
164 uint8_t ext_mem[EXT_MEMORY];
165 uint8_t bios_rom[64*KB];
166
167 uint8_t read_byte(uint32_t phys_addr) {
168     if (phys_addr < LOW_MEMORY)
169         return low_mem[phys_addr];
170     else if (phys_addr >= 960*KB && phys_addr < 1*MB)
171         return bios_rom[phys_addr - 960*KB];
172     else if (phys_addr >= 1*MB && phys_addr < 1*MB+EXT_MEMORY) {
173         return ext_mem[phys_addr-1*MB];
174     }
175     else ...
176 }
177
178 void write_byte(uint32_t phys_addr, uint8_t val) {
179     if (phys_addr < LOW_MEMORY)
180         low_mem[phys_addr] = val;
181     else if (phys_addr >= 960*KB && phys_addr < 1*MB)
182         /* ignore attempted write to ROM! */
183     else if (phys_addr >= 1*MB && phys_addr < 1*MB+EXT_MEMORY) {
184         ext_mem[phys_addr-1*MB] = val;
185     }
186     else ...
187 }
188

```