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1. Programming in Assembler Laboratory

1.1. Laboratory 4

Use of vector instructions.

1.2. The aim of the exercise

The aim of the exercise is to learn about vector instructions called SIMD (Single Instruction Multiple Data) and passing parameters to functions as references to common memory. As in previous laboratories we'll write the dll library with functions called from C++ program. Functions will calculate the sum, difference, multiplication and division of four single precision floating point values.



The configuration and solution creation process is identical to the one presented in exercise 2. The main program should be written in C++ and dynamically linked library in assembler.

1.3. The example code

In the first example, we'll write the function in assembler with an internal definition of variables to show how to define floating point vectors in the assembly program. The following code is divided into three parts. The C++ part calls the function in a dynamically linked library. The function, called Sum_of_vectors(), written in the assembler file, calculates the sum of two vectors of four single precision floating point data. They are defined as first_vector and second_vector. The resulting value is stored in the resulting_vector variable. Third file is def file which exports function from assembler source to C++ program.

C++ file

```
#include <iostream>
#include <windows.h>

typedef int(_stdcall* MyProc)();
HINSTANCE dllHandle = NULL;

int main()
{
    std::cout << "Hello World!\n";
    dllHandle = LoadLibrary(TEXT("JaAsm.dll"));
    std::cout << procedura();

    MyProc Sum_of_vectors = (MyProc)GetProcAddress(dllHandle,
```

```
"Sum_of_vectors");
}
```

Assembler dll file.

```
;*************************************************************************
*
;   Vectors definition
;*************************************************************************
*
.data
first_vector REAL4 2.2, 4.4, 6.6, 8.8
second_vector REAL4 1.1, 1.1, 1.1, 1.1
resulting_vector REAL4 0.0, 0.0, 0.0, 0.0

.code
;*************************************************************************
*
;   Function to calculate the sum of two vectors
;   No input parameters, no result returned
;*************************************************************************
*
FindChar_1 PROC
    PUSH RSI
    LEA RSI, DataString      ; load the address of variable 'DataString'
into reg. ESI
    MOV AL, 'J'              ; load the code of character 'J' into reg. AH
Check_End:
    CMP BYTE PTR [RSI], 0FFH ; is it the end of a string (special character
FF)?
    JE Not_Find              ; found end character (guard)
    CMP AL, [RSI]            ; compare a character with chosen char of
string 'DataString'
    JE Got_Equal             ; character found!
    ADD RSI, 1               ; increment an offset
    JMP Check_End            ; search loop
Got_Equal:
    MOV DL, [RSI]            ; load found char into DL
    JMP Done
Not_Find:
    MOV RAX,0                ; character not found
    POP RSI
    RET                      ; return from procedure
Done:
    MOV RAX,1                ; character found
    POP RSI
    RET                      ; return form procedure
FindChar_1 ENDP              ; end of FindChar_1

;*************************************************************************
*
```

```
;   Procedure to measure the time of other function execution
;   No input parameters, result is the time (number of processor ticks)
;-----------------------------------------------------------------------
*
ReadTime_1 PROC
    RDTSC                   ; read of time stamp counter
    MOV RCX,RAX

    CALL FindChar_1         ; call to the tested function

    RDTSC
    SUB RAX,RCX

    RET                     ; return form procedure
ReadTime_1 ENDP

END
;-----------------------------------------------------------------------
*
    End of the file
;-----------------------------------------------------------------------
*
```

1.4. Tasks to be done during laboratory

1. Compile the example code and observe its behaviour. Set the breakpoint at the beginning of the code and see how the contents of the registers change with every loop pass.
2. Make the function more universal: define the string in a C++ file and pass its address as the parameter to the function. Pass the character as the second parameter.
3. Rewrite the search algorithm with vector instructions (SSE, or AVX). Suggest what to do if the string length is not a multiple of register size.
4. Compare execution time for scalar (normal) instructions and vector instruction for the same string.

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Last update: **2024/12/05 12:05**