ECE 220

Lecture x0003 - 01/27

Slides based on material by: Yuting Chen, Yih-Chun Hu & Ujjal Bhowmik

Recap

- Last week, we talked about
  - Keyboard/Display polling and handshaking
  - Subroutines & TRAP mechanism
    - *Callee* and *caller* save conventions
    - TRAP's RTI uses a different mechanism than RET / JMP R7
    - The mechanism is called ***stack*** - an Abstract Data Type
- Reminders:
  - MP1 is due Thursday. Make use of office hours!
  - Can sign up to take mock quiz at CBTF now!

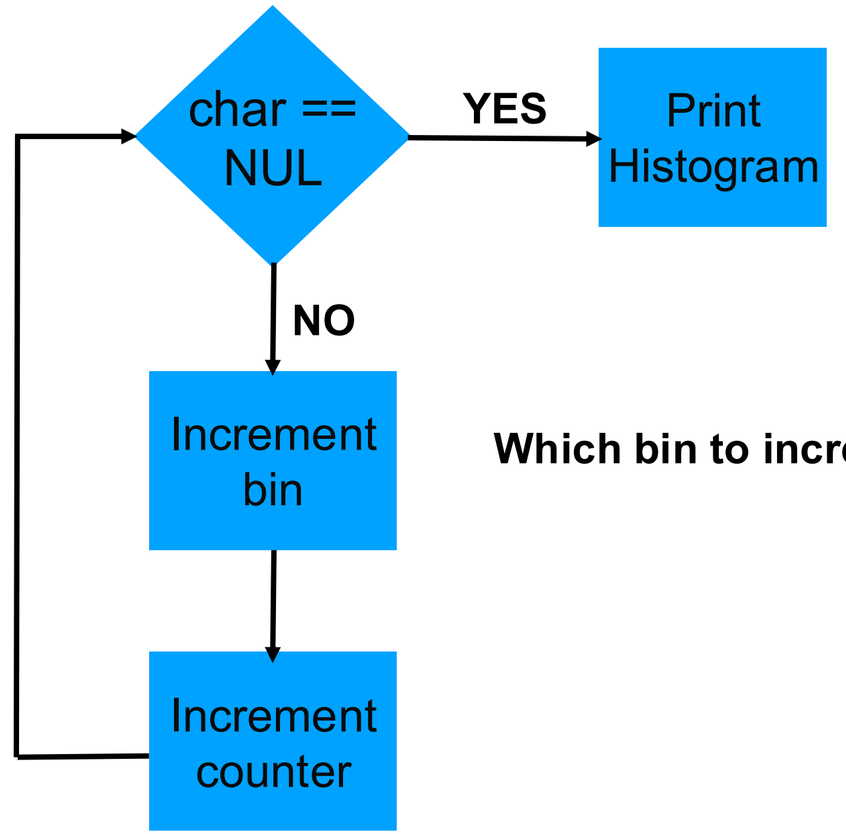
MP 1- Letter frequency decomposition

- Common practice in programming to decompose a task into smaller subtasks
  - What did we learn that can help us do this?
- The task:
  - Given an ASCII string (terminated by `NUL`)
  - Count the occurrences of each letter (regardless of case), and
  - The number of non-alphabetic characters, and
  - Print out a histogram

MP 1- Decomposition

- Divide into two tasks
  - Counting a character
  - Printing histogram

Can only do this after checking entire string.
When is string done? -> NUL

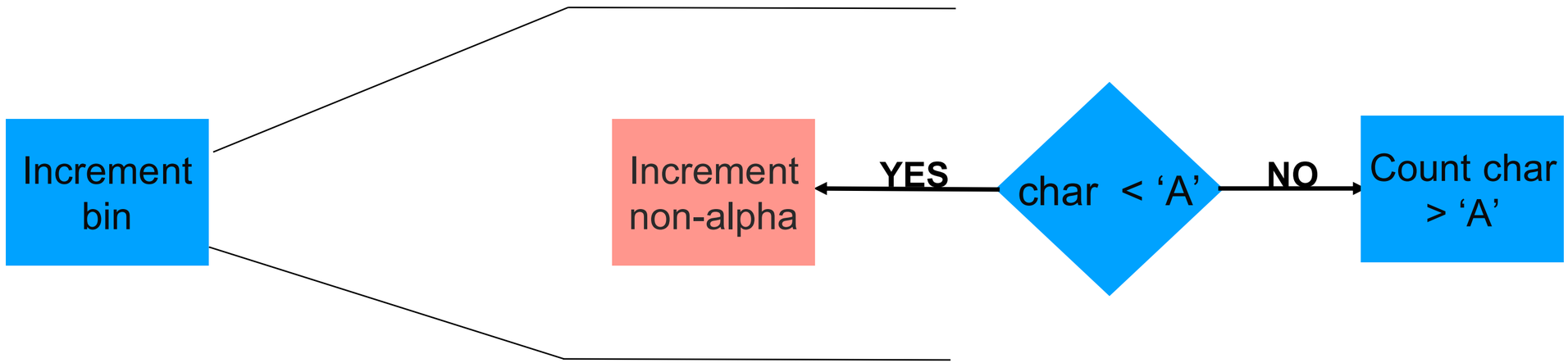


Which bin to increment?

MP 1-Bin incrementation

- Which bin to increment?
  - Need to determine if character is alphabetic or non-alphabetic.

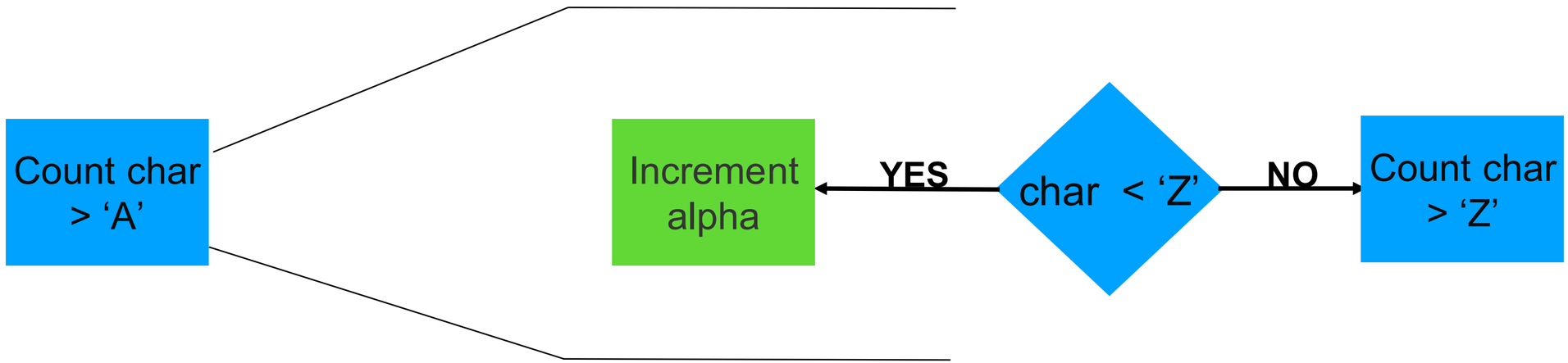
x00		x40	x41		x5A	x5B		x60	x61		x7A	x7B		x7F
NUL		@	A		Z	[		`	a		z	{		DEL



MP 1- Alpha vs non-alpha 1

- Which bin to increment?
  - Need to determine if character is alphabetic or non-alphabetic.

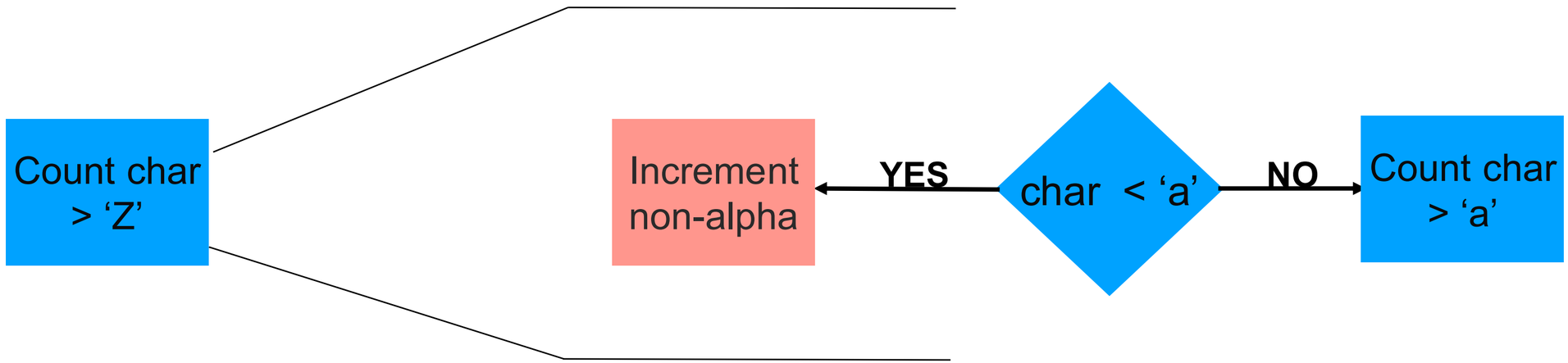
x00		x40	x41		x5A	x5B		x60	x61		x7A	x7B		x7F
NUL		@	A		Z	[		`	a		z	{		DEL



MP 1- Alpha vs non-alpha 2

- Which bin to increment?
  - Need to determine if character is alphabetic or non-alphabetic.

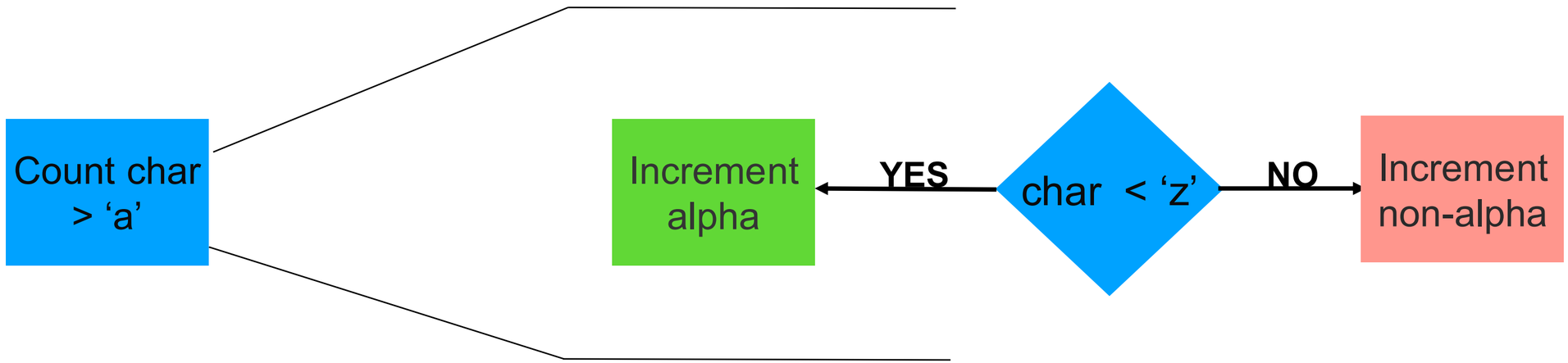
x00		x40	x41		x5A	x5B		x60	x61		x7A	x7B		x7F
NUL		@	A		Z	[		`	a		z	{		DEL



MP 1- Alpha vs non-alpha 3

- Which bin to increment?
  - Need to determine if character is alphabetic or non-alphabetic.

x00		x40	x41		x5A	x5B		x60	x61		x7A	x7B		x7F
NUL		@	A		Z	[		`	a		z	{		DEL

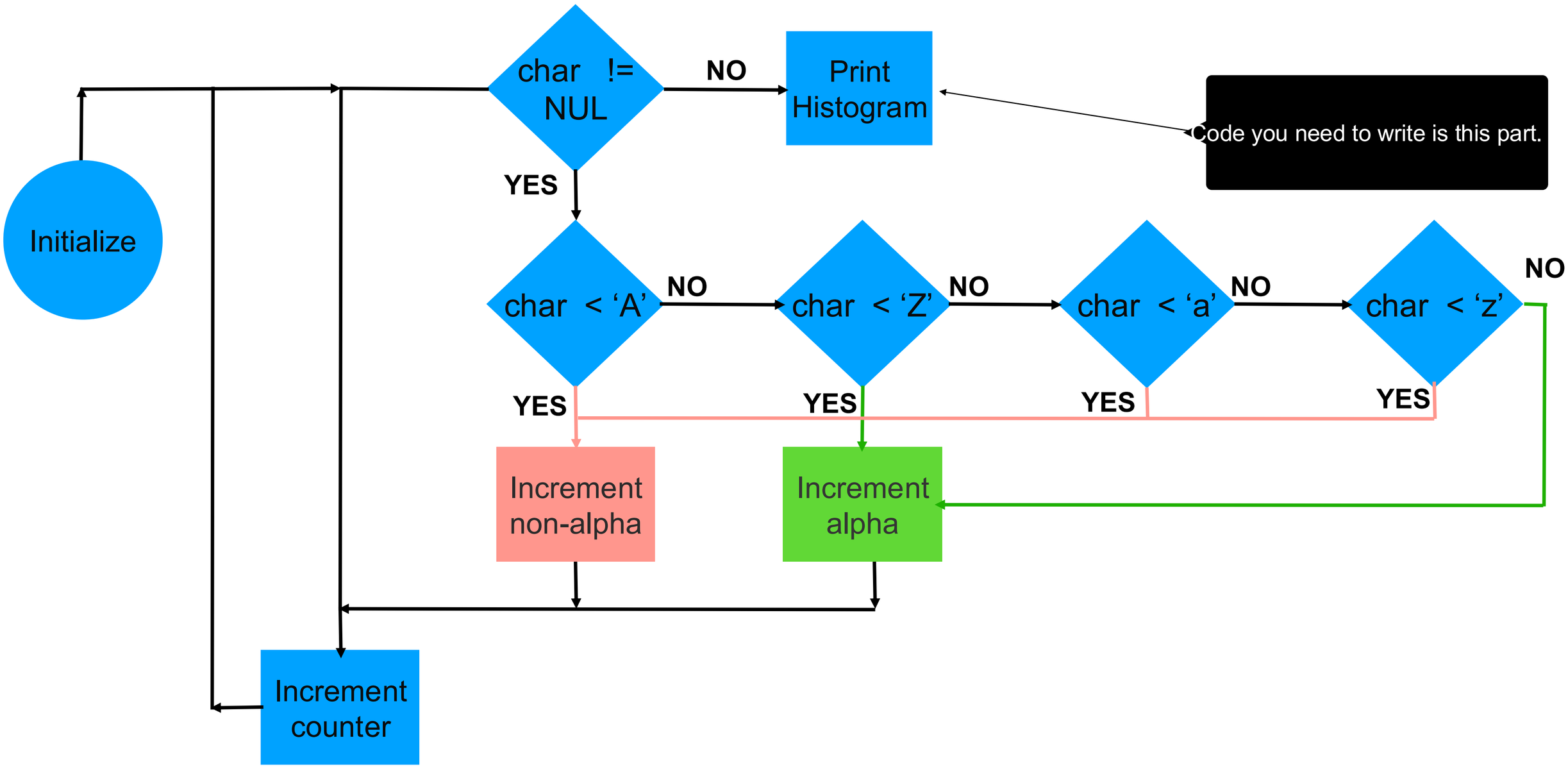


MP 1- Other items, initialization, etc.

- What about initialization etc? We need to do three things:
  - fill the histogram with 0s,
  - load any useful values (such as ASCII characters to check the region boundaries)
  - and point to the start of the string

- How to increment alpha → see MP (code already provided)

MP 1- Flow chart



Lesson Objectives

- Understand and explain the concept of an “Abstract Data Type” with examples.
- Understand the Stack ADT conceptually as LIFO/FILO
- Understand the stack protocol & TOS conventions
- Implement the stack protocol in LC3 using subroutines
- Understand and explain simple uses of Stack ADT with examples

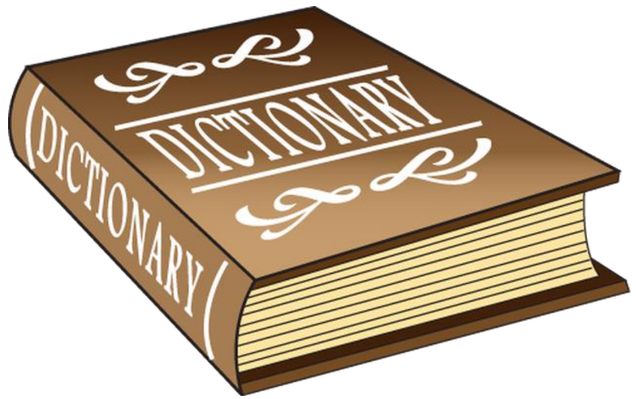
Abstract Data Types

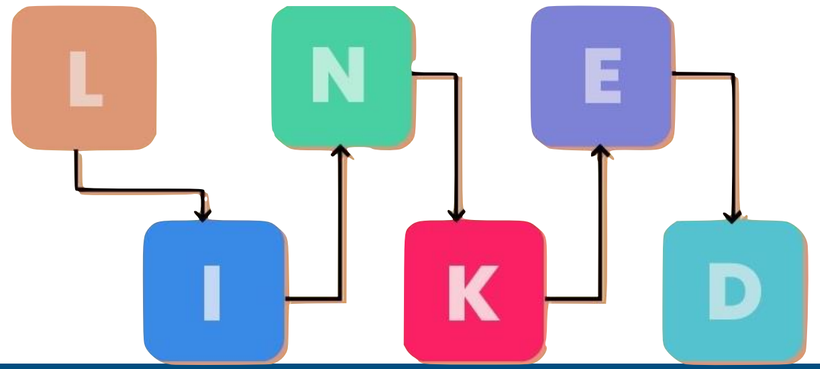
- Abstract Data Type (ADT) refers to a model for a data type that combines the logical description of how data is viewed and the operations that are allowed on it *without* regard to how they will be implemented.

  - *Example: Integers as an ADT are zero, the natural numbers and their additive inverses with the usual operations of addition, multiplication, subtraction, etc.* ***However****, on a computer they may be implemented as 2's complements, IEEE 754, etc.*

Other ADTs

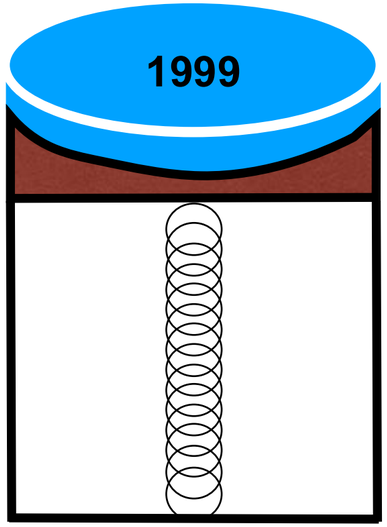
- Some other Abstract Data Types
  - Queues (example of FIFO: First-In-First-Out)
  - Linked lists
  - Trees
  - Dictionaries



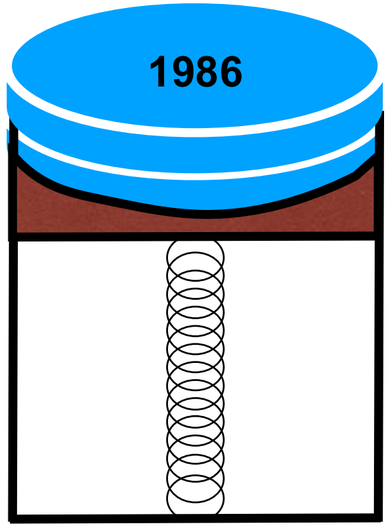


Stack ADT

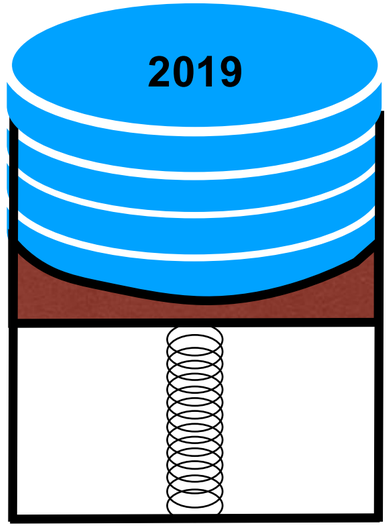
- Two main operations
  - **PUSH:** add an item to the stack
  - **POP:** remove an item from the stack



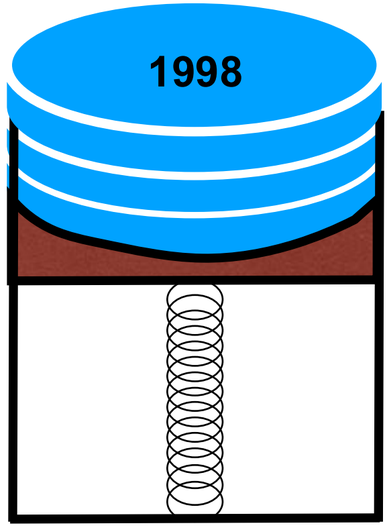
A single element



After a PUSH



After two more PUSHes



After a POP

Stack

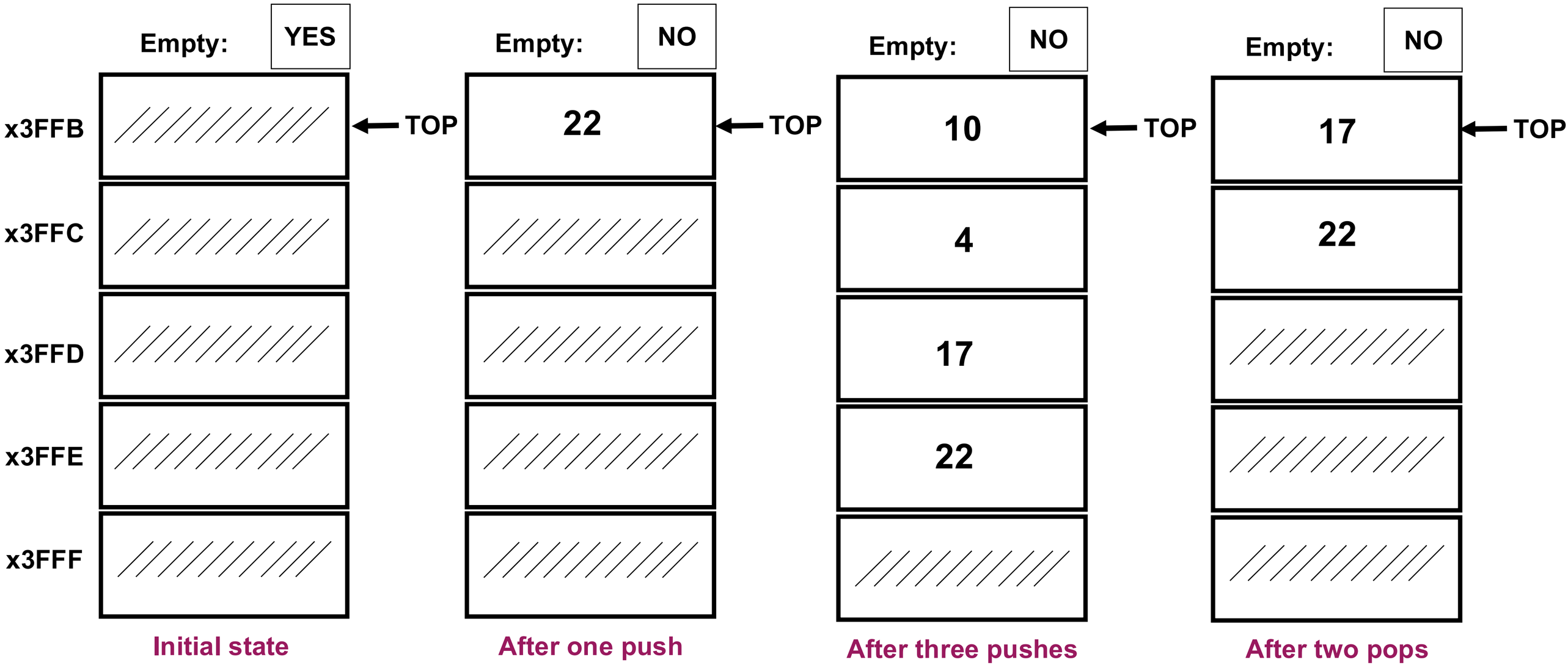
- It is a **LIFO** (Last-In-First-Out) storage structure
  - The (L)ast thing you put (I)n is the (F)irst thing you take (O)ut
  - The first thing you put in is the last thing you take out

Together called stack protocol

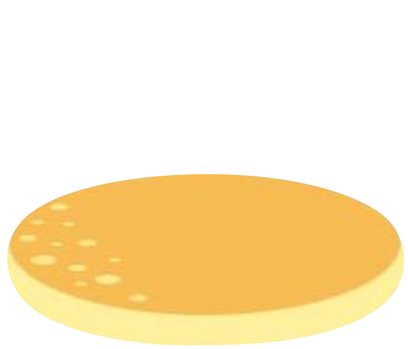
- Main operations are: PUSH/POP

- Most implementations also offer:
  - **PEEK:** view top of the stack without popping an element
  - Methods to check if stack is **ISFULL** or **ISEMPTY**

Naive implementation

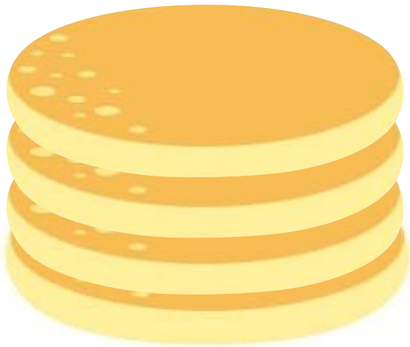


Another look at a stack



First pancake

After one push (Second pancake)

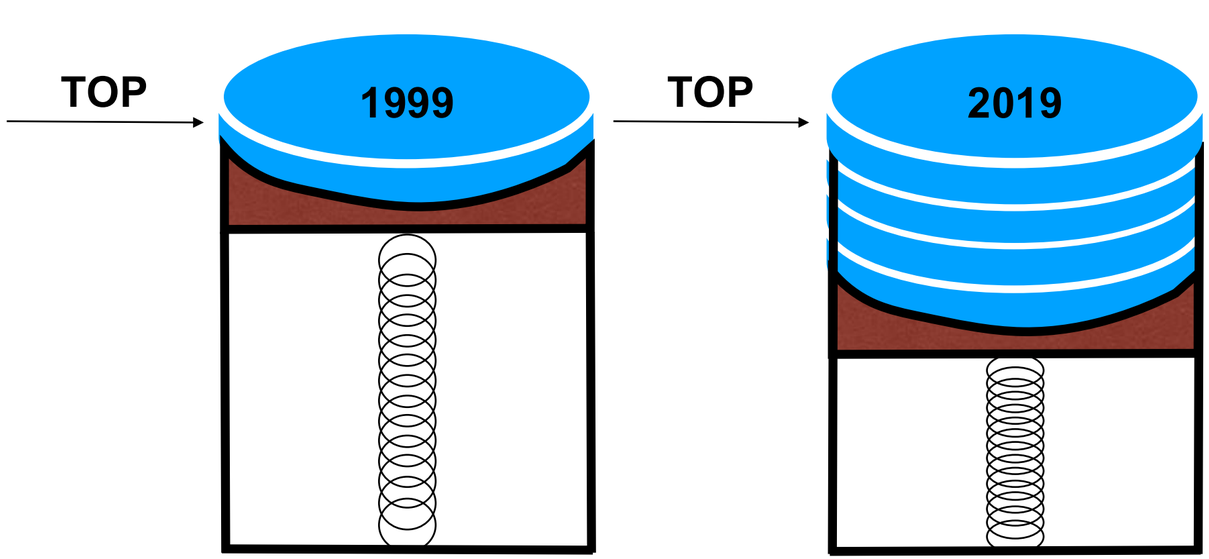


After two more pushes

After two pops

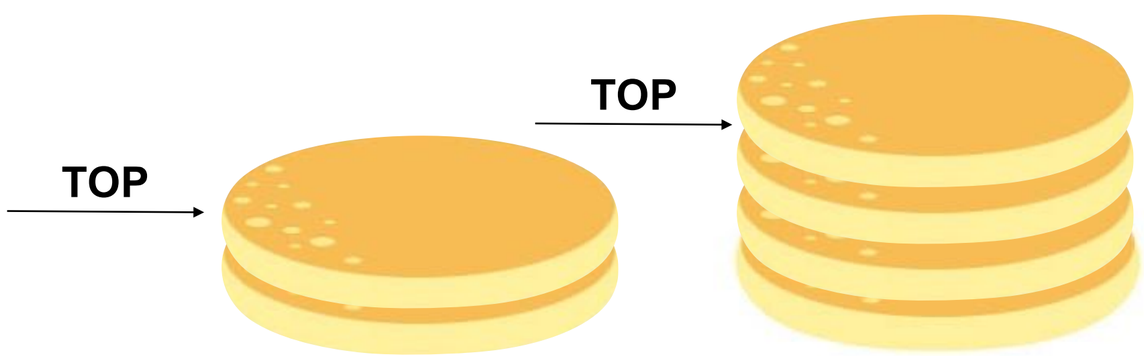
Stack - implementation type

- What was the difference between the quarter version and the pancake version?

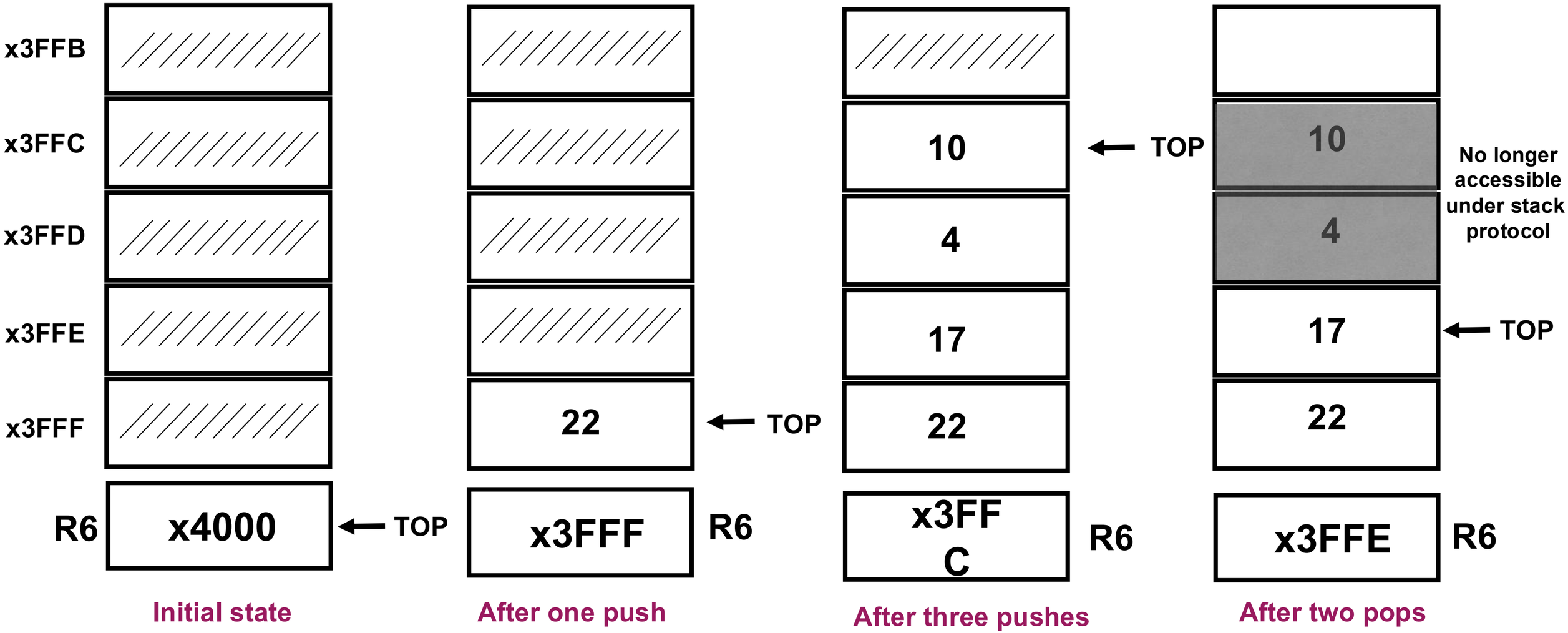


Data moved

Pointer moved



Software implementation



In this implementation, data **do not** move in memory.
By convention, **R6** holds the **top of stack** (TOS) pointer.

Stacks in LC3

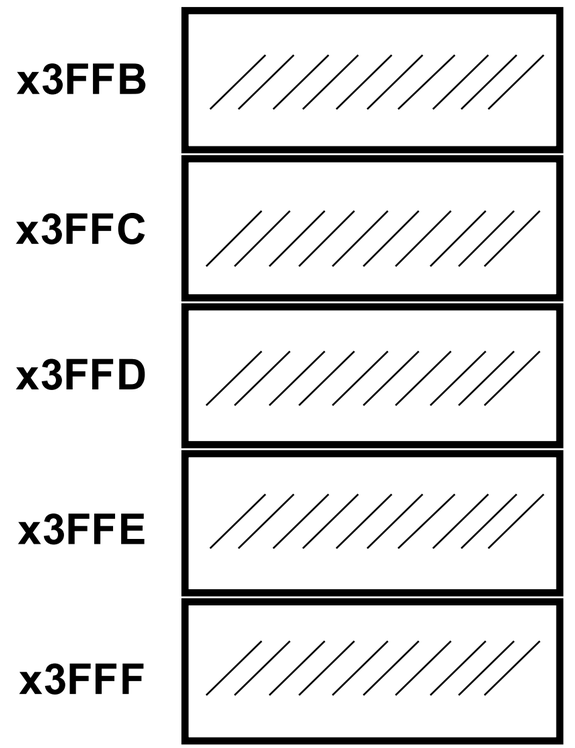
- By *convention* in LC3, we will use `R6` for TOS and `R0` for priming pushes and completing pops.

- Basic PUSH code:

```
ADD R6, R6, #-1 ;decrement TOP
STR R0, R6, #0  ;store data
```

- Basic POP code:

```
LDR R0, R6, #0 ;load data
ADD R6, R6, #1 ;increment TOP
```

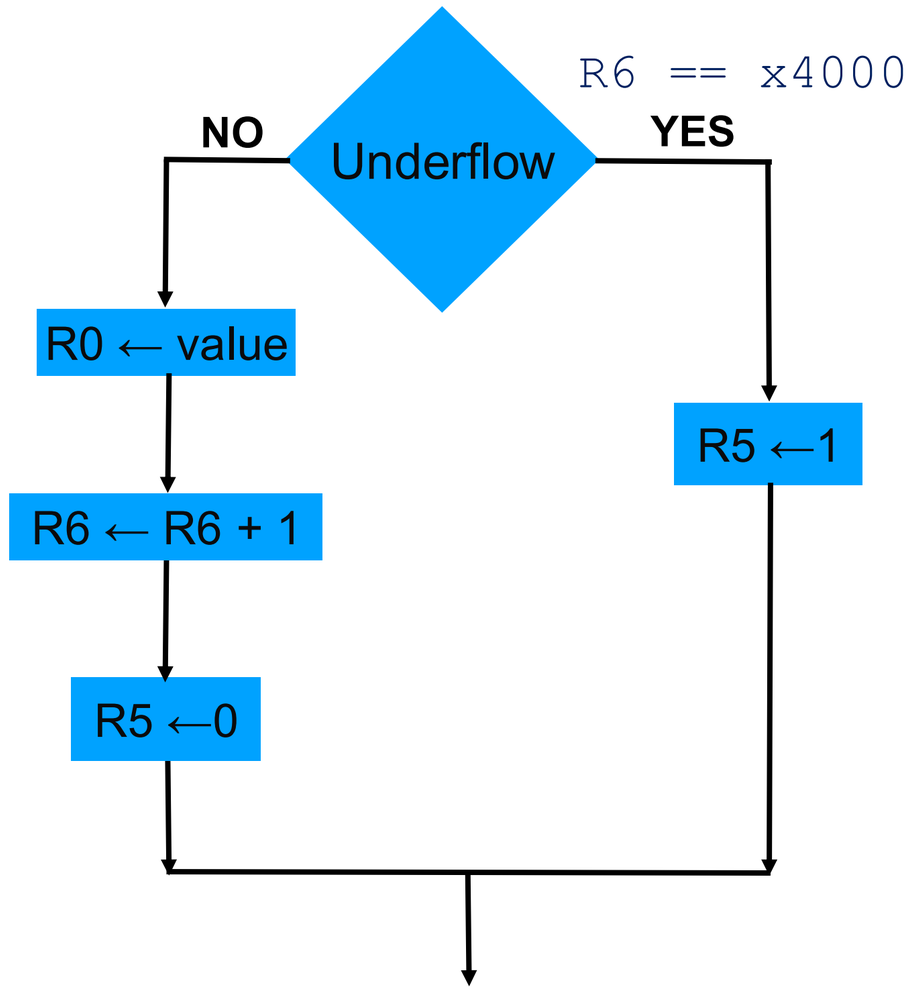


Also by convention the stack “grows towards zero”.

Assume stack as in the previous slide: x3FFB (inclusive) - x4000 (exclusive) are the memory locations.

Stacks in LC3 - Pop

- What happens if stack is empty? Or full?
  - Need to detect *overflow* and *underflow.*
- Use concept of *exit code.*
  - Use `R5` to indicate success (0) or failure (1) of operations.



Assume stack as in the previous slide: x3FFB (inclusive) - x4000 (exclusive) are the memory locations.

Stacks in LC3 - Push

- What happens if stack is empty? Or full?
  - Need to detect *overflow* and *underflow.*
- Use concept of *exit code.*
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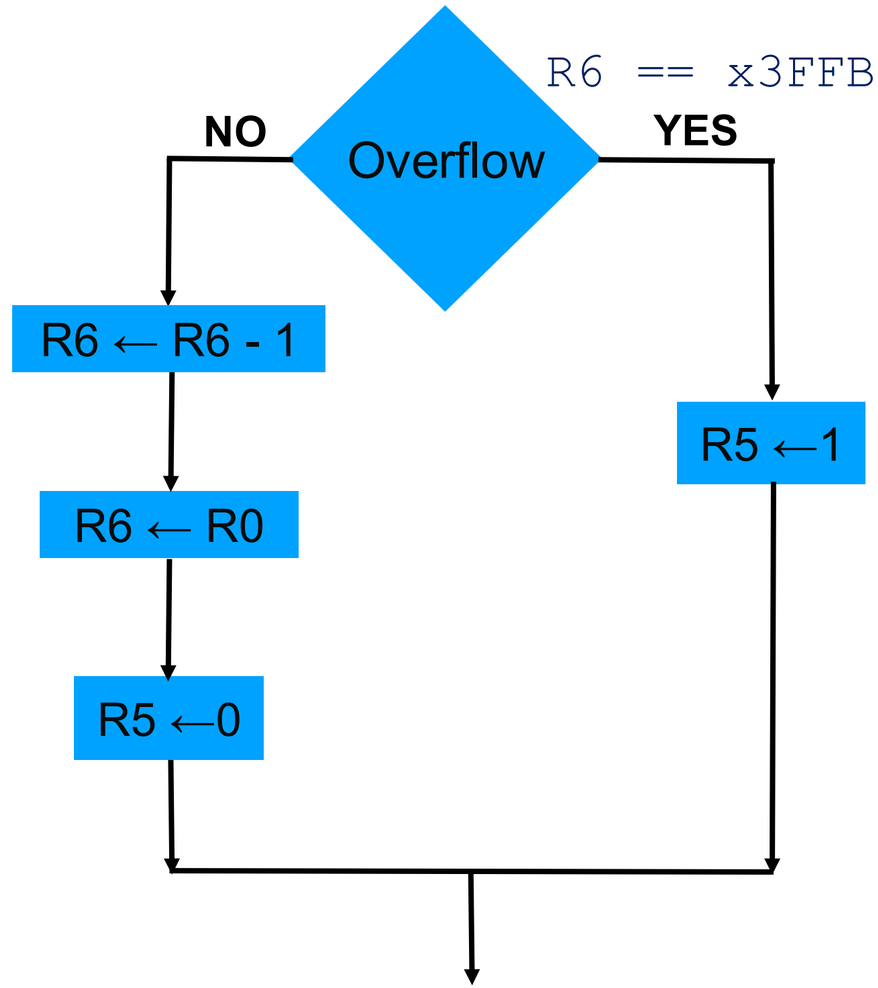


Stacks in LC3 – pseudo code

POP Routine

```
POP       AND R5, R5, #0
          LD R1, EMPTY
          ADD R2, R6, R1
          BRz Failure
          LDR R0, R6, #0
          ADD R6, R6, #1
          RET
Failure   ADD R5, R5, #1
          RET
EMPTY     .FILL   xC000
;EMPTY <– -x4000
```

PUSH Routine

```
PUSH      AND R5, R5, #0
          LD R1, MAX
          ADD R2, R6, R1
          BRz Failure
          ADD R6, R6, #-1
          STR R0, R6, #0
          RET
Failure   ADD R5, R5, #1
          RET
MAX       .FILL   xC005
; MAX <-- -x3FFB
```

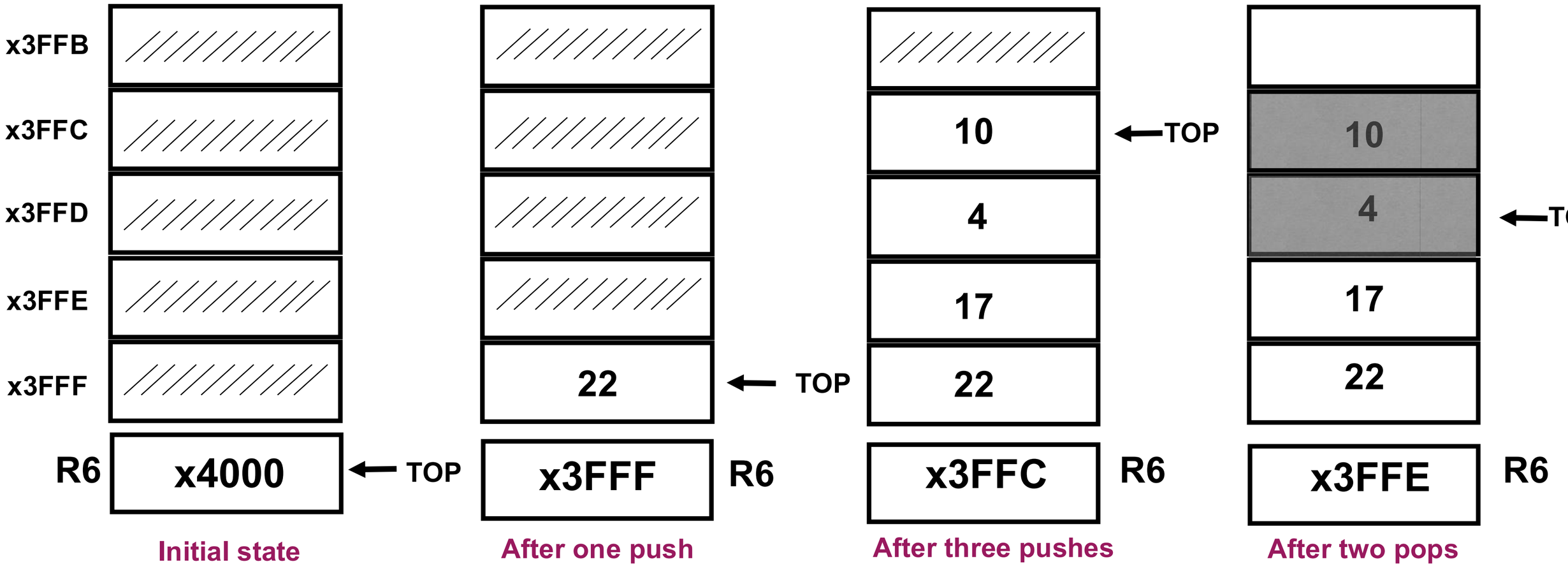
Exercise: Modify the above routines to *callee* save registers we will need.

A note about convention(s)

- In the examples, the TOS (top-of-stack pointer) was pointing to the ***current*** top-of-stack.
  - This is the convention followed in the textbook.
- Another convention is to have TOS point to the ***next available*** spot.
  - You should be able to handle either convention!

`STACK_TOP` is at current top of stack

Textbook version

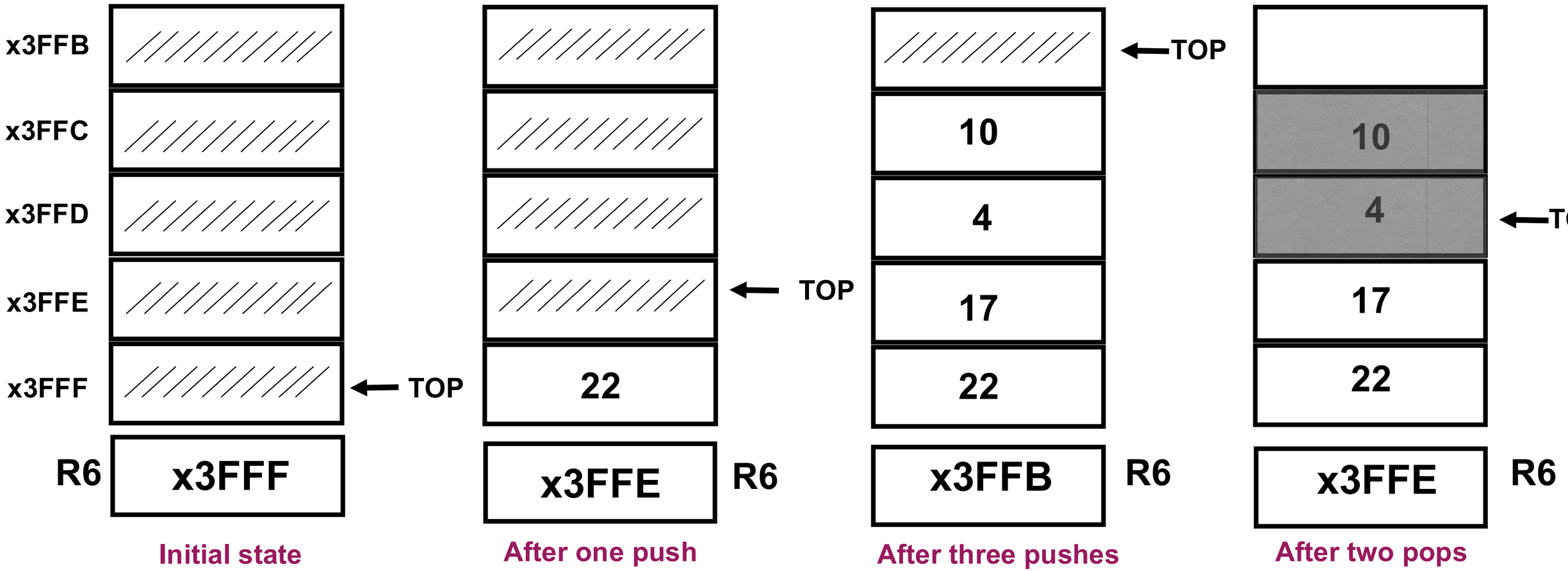


`PUSH: R6 ← R6 - 1` then `R6 ← R0`

`POP: R0 ← R6` then `R6 ← R6 + 1`

`STACK_TOP` is at next available spot

Alternate version



`PUSH: R6 ← R0` then `R6 ← R6 - 1`

`POP: R6 ← R6 + 1` then `R0 ← R6`

Example: palindrome check

- Palindromes are numbers or strings that read the same forward as well as backward.
  - madam, refer, racecar, kayak
  - 12/21/33 - 12:21
  - Was it a car or a cat I saw?
  - $12321 = 111^3$
- How to check if a string is a palindrome?

LC3 Exercise/Demo: Palindrome check

An implementation of the stack `PUSH` & `POP` protocols is provided on Git. Use it to fill in the code to check if the 7-letter string starting at `STRSTART` is a palindrome or not.

Example: balanced parentheses

- Consider a string parsing algorithm protocol where
  - Encounter a $(, [, \{ \mapsto$push on stack
  - Encounter a $),], \} \mapsto$pop from stack and compare with popped item
- When are the parenthesis matched?
  - No underflow AND
  - All comparisons ✓ AND
  - Stack empty when finished parsing

Example: RPN arithmetic

- Traditional arithmetic notation is called *infix* notation. Operations are inserted between operands. E.g. $5 + 3$ or 3×4
  - Requires use of parenthesis to indicate order of operations
- An alternative notation is called postfix notation a.k.a Reverse Polish notation (RPN). E.g. $53 +$ or $34 \times$
  - Implemented properly, does not require parenthesis/brackets

Practice RPN - MP2 material

- Note: $53 \mapsto 5 - 3$
- Consider: $34 * 72 - 3 * +$
- What does it evaluate to?
- What is the *infix* version of the above?