

CSCI 305 Participation Event 2

Due Date: February 5, 2018 @ End of Class

Group Members: _____

Exercise

Suppose the target assembly language for a compiler has these five instructions for integers:

```
load address, reg
add reg, reg, reg
sub reg, reg, reg
mul reg, reg, reg
store reg, address
```

In these instructions, and *address* is the name of a static variable (whose actual address will be filled in by the loader). A *reg* is the name of an integer register, a special extra-fast memory location inside the processor. The target assembly language has three integer registers: *r1*, *r2*, and *r3*. The `load` instruction loads the integer from the given memory address into the given register. The `add` instruction adds the second register to the first register and places the result in the third register. The `sub` instruction subtracts the second register from the first register and places the result in the third register. The `mul` instruction multiplies the first register by the second register and places the result in the third register. The `store` instruction stores the integer from the given register at the given memory address. So, for example the compiler might translate the assignment `result := offset + (width * n)` into this:

```
load width, r1
load n, r2
mul r1, r2, r1
load offset, r2
add r2, r1, r1
store r1, result
```

Create a machine language to match the provided assembly language. That is, give a binary encoding of the instruction set, so that each possible instruction has a unique encoding as a string of bits. Assume that addresses require 16 bits. Choose an encoding that is simple (so it could be implemented in hardware efficiently) but not unnecessarily wasteful of space. Different instructions need not be the same length, as long as the machine-language programs are unambiguous. Show the format you use for each instruction. Show the translation of this assembly-language program into your machine language:

```
load width, r1
load n, r2
mul r1, r2, r1
load offset, r2
add r2, r1, r1
store r1, result
```