ICS Lab Report - lab6

SCGY Cao Gaoxiang PB20000061

December 30, 2021

### Lab Name

Learn from the past

# Lab Purpose

Implement all the code that has been written before using a high-level programming language.

#### Lab Content

The last lab might be the simplest one. Use a high-level programming language (e.g. C, Python, C++) to implement all the code that has been written before. The algorithm needs to be consistent with what was used before, e.g. a replication of the first experiment cannot be implemented with just one line of multiplication.

Program list:

- lab0l (lab1 L version).
- lab0p (lab1 P version).
- fib (lab2 fibonacci).
- fib-opt (lab3 fibonacci).
- rec (lab4 task1 rec).
- mod (lab4 task2 mod).
- prime (lab5 prime).

For this experiment, you should think about the following questions:

- 1. How to evaluate the performance of your own high-level language programs?
- 2. Why is a high-level language easier to write than LC3 assembly?
- 3. What instructions do you think need to be added to LC3? (You can think about the previous experiments and what instructions could be added to greatly simplify the previous programming)
- 4. Is there anything you need to learn from LC3 for the high-level language you use?

## Lab Environment

macOS Monterey 12.1, Visual Studio Code, LC3Tools v2.0.1.

## Lab Procedure

In most cases, we just rewrite those programs using C++, as code under directory "program/" shows. For the four questions, answers as follows are given.

- 1. Since they implement the same algorithm, they should have the same time complexity. However, due to the packaging of the high-level language, the two should differ in the constants.
- 2. Because high-level languages are closer to natural languages, they are more easily understood by humans.
- 3. The main one is the right shift instruction, which can greatly simplify the implementation of division and mode-taking. The next is the multiply instruction, which can accelerate basic operations from the hardware level.

#### Correctness Verification

Use llvm to compile the C++ code, comparing the result with LC3Tools.