

ICS Lab Report - lab4

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Lab Name

Riddle

Lab Purpose

Functionally reproduce a C++ program.

Lab Content

For this experiment you need to functionally reproduce a C++ program. The program is as follows:

```
1 int judge(int r0) {  
2     int i = 2;  
3     r1 = 1;  
4     while (i * i <= r0) {  
5         if (r0 % i == 0) {  
6             r1 = 0;  
7             break;  
8         }  
9         i++;  
10    }  
11    return r1;  
12 }
```

Your program should follow a specific framework:

```
1 .ORIG x3000  
2 ... ; TO BE DONE  
3 HALT  
4 JUDGE ... ; TO BE DONE  
5 ... ; TO BE DONE  
6 RET  
7 ... ; TO BE DONE  
8 .END
```

$r0$ (an integer, $0 \leq r0 \leq 100000$) is given before program executes (just like lab1), and store the final result in $r1$. (No need to print out with TRAP)

Lab Environment

Windows 11 Home Edition version 21H2, Visual Studio Code, LC3Tools v2.0.2.

Lab Procedure

Since LC-3 has no multiply and modular instructions, first we need to designed them. For multiply, we simply add i for i times to get i^2 . For modular instruction, we continuously subtract $R0$ with i , until $R0$ is less than i .

For each subroutine, the state of the registers will be restored after the subroutine is over. The code is as follows.

```
1 SQUARE ;Calculate i^2, value stored in R5  
2     ST R3, REG3  
3     AND R5, R5, #0  
4     ADD R3, R2, #0  
5     LOOP_SQUARE BRnz BREAK_SQUARE  
6     ADD R5, R5, R2  
7     ADD R3, R3, #-1  
8     BRnzp LOOP_SQUARE  
9     BREAK_SQUARE LD R3, REG3
```

```

10 RET
11
12 MOD ;Calculate R0%i, value stored in R3
13     ST R0, REG0
14     ST R2, REG2
15     ST R4, REG4
16     AND R3, R3, #0
17     NOT R2, R2
18     ADD R2, R2, #1
19     LOOP_MOD ADD R4, R0, R2
20     BRnz BREAK_MOD
21     ADD R0, R4, #0
22     BRnzp LOOP_MOD
23     BREAK_MOD ADD R4, R0, R2
24     BRz RETURN_MOD
25     ADD R3, R0, #0
26     RETURN_MOD LD R0, REG0
27     LD R2, REG2
28     LD R4, REG4
29 RET

```

The iterator i will be stored in R2, and the main routine of the program is as follows.

```

1 JUDGE AND R2, R2, #0
2     ST R7, REG7
3     ADD R2, R2, #2 ;i
4     AND R1, R1, #0
5     ADD R1, R1, #1
6     NOT R4, R0
7     ADD R4, R4, #1
8     LOOP_JUDGE JSR SQUARE
9     ADD R5, R5, R4
10    BRp BREAK
11    JSR MOD
12    ADD R3, R3, #0
13    BRz NO
14    ADD R2, R2, #1
15    BRnzp LOOP_JUDGE
16    NO AND R1, R1, #0
17    BREAK LD R7, REG7
18 RET

```

Correctness Verification

We used LC3Tools for correctness verification. The correct answer comes from The C program. The following cases of R0 have been tested: 7, 31, 97, 137, 142, 10000