

- 1.
- a) add x5, x7, x1
  - b) ldur x0, [x6, #16]
  - c) sub x6, x5, x11  
cbz x6, END
  - d) LSR x10, x9, #15

2. a) STUR opcode: 11111000000 = (7C0)<sub>Hex</sub>.

$$D: \underbrace{11111000000}_{\text{opcode}} \underbrace{000000}_{\text{DT address}} \underbrace{00}_{\text{Op}} \underbrace{01010}_{R_n} \underbrace{01001}_{R_t.}$$

$$\cancel{0x7C000A9} \quad 0xF820149$$

b) addi opcode: 1001000100

$$I: \underbrace{1001000100}_{\text{opcode}} \underbrace{000000001000}_{\text{ALU immediate}} \underbrace{00110}_{R_n} \underbrace{01001}_{R_d.}$$

$$0x910020C9$$

3. a) (0x8B000000)<sub>Hex</sub> =  $\underbrace{100010110000}_{\text{opcode}} \underbrace{0000}_{R_m} \underbrace{00000000}_{\text{Shamt}} \underbrace{0000}_{R_n} \underbrace{0000}_{R_d}$   
 $\downarrow$   
 ADD. R.

add x0, x0, x0.

b). (0xB4016B54)<sub>Hex</sub> =  $\underbrace{1011010000000000}_{\text{CBZ CB}} \underbrace{011010110101}_{\text{COND BR address.}} \underbrace{0100}_{R_t.}$

CBZ, x20, ~~0x8B5A~~ 0x8B5A



4. a) lsl x12, x10, 4

x10 = 00000000 1010 1010 1010 1010 1010 1010 1010 1010

x12 = 00001010 1010 1010 1010 1010 1010 1010 1010 0000

x11 = 00010010 0011 0100 0101 0110 0111 1000 0001 0010 0011 0100 0101 0110 0111 1000  
 OR x12, x12, x11

x12 = 00010010 0011 0100 0101 0110 0111 1010 1011 1010 1011 1110 1111 1110 1111 1000

x12 = 0x1234567ABABEF EF8

b) lsr x12, x10, 3 → x12 = 00000101010101010101010101010101

andi x12, x12, 0xFEFF = 0xFEFF = (111111101111)B.

x12 = 00000101010101010101010101010101

x12 = 0x015555545

5. a) f = g + (h - 5);

subi x2, x2, #5 // h-5

addl x0, x1, x2 // f = g + (h-5)

b) B[8] = A[i-j]

assume i in x3

assume j in x4

assume A in x6

assume B in x7

sub x3, x3, x4 // x3 = i - j

lsl x11, x3, #3 // x11 = (i-j)\*8

add x12, x6, x11 // x12 = address of A[i-j]

ldur x13, [x12, 0] // x13 = A[i-j]

ldur x9, [x7, 8] // x9 = B[8]

High to ← addl x9, x13, #0 // B[8] = A[i-j]

c). if (f == g) i = i+1 else i = i+2

assume f in x0

assume g in x1

assume i in x3

sub x10, x1, x0 // x10 = g - f

cbnz x10, ELSE

addl x3, x3, #1 // i = i+1

b END

ELSE:

addl x3, x3, #2 // i = i+2

END: