

Submission 11

10.1.1

```
SUBS (immediate)
1111 0001 00ii iiiiiiii iinn nnnd dddd
```

10.1.2

SUBS will set the Nzcv- bits, SUB wont
Instruction encoding of SUB (immediate) (Diff von SUBS)
29th bit:
 SUBS sets it to '1'
 SUB sets it to '0'

10.1.3

Tabelle 10.1.2

	Machine Code (bin)	Machine Code (hex)
orr x0, xzr, #3 (given)	1011 0010 0100 0000 0000 0111 1110 0000	b24007e0
and x1, x1, xzr (given)	1000 1010 0001 1111 0000 0000 0010 0001	8a1f0021
and x2, x2, xzr	1000 1010 0001 1111 0000 0000 0100 0010	8a1f0042
subs x0, x0, #1	1111 0001 0000 0000 0000 0100 0000 0000	f1000400
add x1, x1, #3 (given)	1001 0001 0000 0000 0000 1100 0010 0001	91000c21
add x2, x2, #7	1001 0001 0000 0000 0001 1100 0100 0010	91001c42
b.ne my_loop	0101 0100 1111 1111 1111 1111 1010 0001	54ffffa1
add x0, x1, x2	1000 1011 0000 0010 0000 0000 0010 0000	8b020020
ret (given)	1101 0110 0101 1111 0000 0011 1100 0000	d65f03c0

10.1.4

```
machine_code_asm_1:
.inst 0xb24007e0      //orr    x0, xzr, #0x3
.inst 0x8a1f0021      //and    x1, x1, xzr
.inst 0x8a1f0042      //and    x2, x2, xzr
//my_loop
```

```

.inst 0xf1000400      //subs  x0, x0, #0x1
.inst 0x91000c21      //add   x1, x1, #0x3
.inst 0x91001c42      // add  x2, x2, #0x7
.inst 0x54fffffa1     //b.ne  c <my_loop>  // b.any
.inst 0x8b020020      //add   x0, x1, x2
.inst 0xd65f03c0      //ret

```

10.2.1

```

x0: -, x1: -, x2: -, x3: -
x0: 7, x1: -, x2: -, x3: -
x0: 7, x1: 0, x2: -, x3: -
x0: 7, x1: 0, x2: 10, x3: -
x0: 7, x1: 0, x2: 10, x3: 4
x0: 6, x1: 0, x2: 10, x3: 4

```

10.2.2

In order, control signals for: RegSrc RegW ImmType AluSrc AluCtrl MemW Mem2Reg

```

orr x0, xzr, #7
x 1 2 1 3 0 0  ORR (immediate)

```

```

and x1, x1, xzr
x 1 2 1 2 0 0  AND (immediate)

```

```

add x2, x0, #3
x 1 1 1 0 0 0  ADD (immediate)

```

```

add x3, x1, #4
x 1 1 1 0 0 0  ADD (immediate)

```

```

sub x0, x2, x3
1 1 1 0 1 0 0  SUB (shifted Register)

```