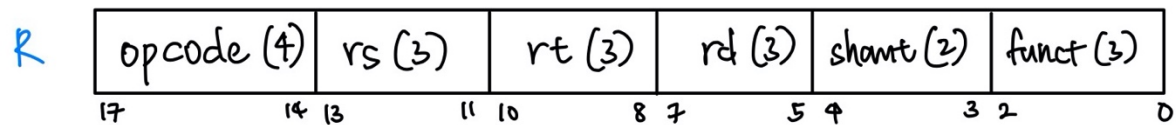


The ANSEL processor is inspired by the MIPS processor. However, unlike the MIPS processor, it uses 18 bit-wide instructions. Apart from this design quirk, the ANSEL processor is remarkably similar to the MIPS processor.

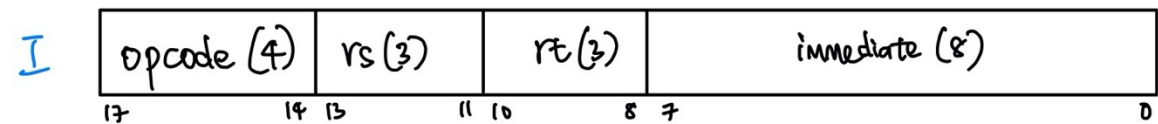
The ANSEL processor has eight different registers, specified by \$0, \$1, ..., \$7. The \$0 register actually contains the constant zero. The other 7 registers may be used for anything else, e.g. values for function results and expression evaluation or temporaries (similar to, say, \$v0, \$t0, \$s0 in MIPS).

Data words in the ANSEL processor are 32 bits wide, just like in MIPS! As in MIPS, the ANSEL processor supports R-type, I-type, and J-type instructions, as shown here.

R-Type Instruction Format :



I-Type Instruction Format :



J-Type Instruction Format :



The numbers in the parentheses indicate the number of bits allocated. For example, opcode takes up four bits.

The ANSEL processor has a small instruction set supporting basic arithmetic and logical operations.

INSTRUCTION SET OF THE ANSEL PROCESSOR

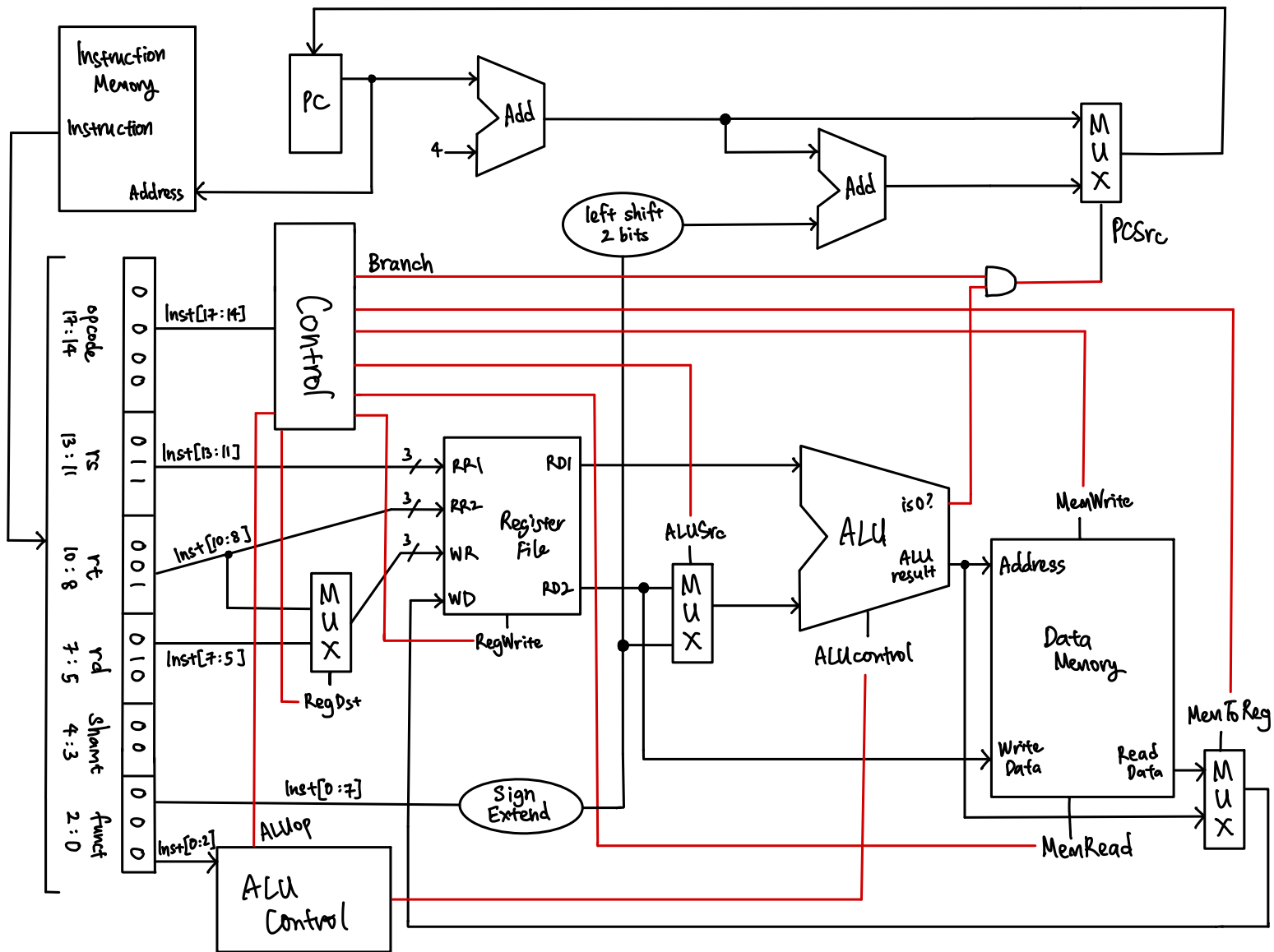
Name	Mnemoni	Type	Operation	Opcode	Funct
	c			(decimal)	(decimal)

Add	add	R	$R[rd] = R[rs] + R[rt]$	0	0
Subtract	sub	R	$R[rd] = R[rs] - R[rt]$	1	1
And	and	R	$R[rd] = R[rs] \& R[rt]$	2	2
Or	or	R	$R[rd] = R[rs] R[rt]$	3	3
Set Less Than	slt	R	$R[rd] = (R[rs] < R[rt]) ? 1:0$	4	4
Shift Left Logical	sll	R	$R[rd] = R[rt] \ll \text{shamt}$	5	5
Shift Right Logical	srl	R	$R[rd] = R[rt] \gg \text{shamt}$	6	6
Add Immediate	addi	I	$R[rt] = R[rs] + \text{SignExtImm}$	7	Not applicable
And Immediate	andi	I	$R[rt] = R[rs] \& \text{ZeroExtImm}$	8	Not applicable
Or Immediate	ori	I	$R[rt] = R[rs] \text{ZeroExtImm}$	9	Not applicable
Set Less Than Imm.	slti	I	$R[rt] = (R[rs] < \text{SignExtImm}) ? 1:0$	10	Not applicable
Branch On Equal	beq	I	if($R[rs] == R[rt]$) $PC = PC + 4 + \text{BranchAddr}$	11	Not applicable
Branch On Not Equal	bne	I	if($R[rs] \neq R[rt]$) $PC = PC + 4 + \text{BranchAddr}$	12	Not applicable
Load Word	lw	I	$R[rt] = M[R[rs] + \text{SignExtImm}]$	13	Not applicable
Store Word	sw	I	$M[R[rs] + \text{SignExtImm}] = R[rt]$	14	Not applicable
Jump	j	J	$PC = \text{JumpAddr}$	15	Not applicable

In MIPS, the opcode for R-type instructions is 0. This is not the case in the ANSEL processor. I decided to just have different opcodes since the 4-bit width of opcode allows more than enough unique values.

Note that the ANSEL processor DOES NOT HAVE:

- integer multiplication: including the multiply operation would make finding the square of a number a trivial problem; in lieu of a multiply operation, a user can simply add the multiplicand to itself (b-1) times, where b is the multiplier, and the user will arrive at the same result.
- integer division...although this could be implemented by discarding one of the less useful operations, say for example, slti, and replacing this operation with the a `divide` operation `div`. This would be an R-format operation $R[rd] = R[rs] / R[rt]$ that only keeps the integer quotient.



- the special HI and LO registers that MIPS has for storing the results of multiplication or division.
- support for floating-point arithmetic.
- the `nor` or `xor` logical operations: these may be implemented using the other logical operators.

Take a number N and return N^2 . Let's suppose that N is a word variable located at the memory address specified in $\$7$.

Instruction	Line number	Explanation
lw \$1, 0(\$7)	#1	Loads N into register $\$1$
add \$2, \$0, \$0	#2	Create a 'result variable' $\$2$
add \$3, \$0, \$0	#3	Initializes counter variable in $\$3$
loop: beq \$3, \$1, Exit	#4	Start loop, check for break condition
add \$2, \$2, \$1	#5	Add N to the result variable
addi \$3, \$3, 1	#6	Increment counter variable
beq \$0, \$0, loop	#7	Go back to start of loop
Exit:	#8	-
sw \$2, 0(\$7)	#9	Store result into memory

Equivalent C code:

```
Equivalent C code:
int main(void) {
    int N = 100;
    int temp = 0;
    int i = 0;
    while (i != N) {
        temp += N;
        i++;
    }
    N = temp;
    return 1;
}
```

C variable	Register
N	$\$1$
temp	$\$2$
i	$\$3$

Line Number Instruction type Machine Code in Binary

#(1) I 1101 111 001 0000 0000
 lw \$1, 0(\$7)
 opcode = 13 rs = 7 rt = 1 immediate = 0
 Load the value of N from memory.

#(2) R 0000 000 000 010 00 000
 add \$2, \$0, \$0
 opcode = 0 rd = 2 rs = 0 rt = 0 shift = 0 funct = 0
 Initialize result register

#(3) R 0000 000 000 011 00 000
 add \$3, \$0, \$0
 opcode = 0 rd = 3 rs = 0 rt = 0 shift = 0 funct = 0
 Initialize counter

#(4) I 1011 010 001 0000 0011
 loop: beg \$3, \$1, Exit
 opcode = 11 rs = 3 rt = 1 Branch Addr = 3
 Since Exit is at line 8, and this instruction is at line 4.

#(5) R 0000 010 001 010 00 000
 add \$2, \$2, \$1
 opcode = 0 rd = 2 rs = 2 rt = 1 shift = 0 funct = 0
 Add N to the result register

#6 I 0111 011 011 0000 0001
 addi \$3, \$3, 1
 opcode = 7 rs = 3 rt = 3 immediate = 1
 Increment the counter.

#7 I 1011 000 000 1111 1100
 beg \$0, \$0, loop
 opcode = 11 rs = 0 rt = 0 immediate = -4
 Since PC + 4 points to line #8, and loop is at line #4.
 Loop back.

#9 I 1110 111 010 0000 0000
 sw \$2, 0(\$7)
 opcode = 14 rs = 7 rt = 2 immediate = 0
 Store answer at same memory location.