Task 3

Types of Instruction sets in objdump:

1. lui a0,0x21

• Opcode: 0110111 (7 bits)

• Immediate: 0x21 (20 bits)

• Destination Register(rd): a0 (×15, 5 bits)

Breakdown:

• Opcode: 0110111

• Immediate: 0000 0000 0000 0010 0001 (20 bits)

• rd (a0 \times =15): 01010 (5 bits)

2. <u>addi sp,sp,-16</u>

• Opcode: 0010011

• Immediate: -16 (12 bits,2's complement)

• Source Register (rs1): sp (x2, 5 bits)

• Destination register (rd): sp (x2, 5bits)

• Function (funct3): 000 (3 bits)

Breakdown:

• Opcode: 0010011

• Immediate: 1111 1111 0000 (12 bits)

• rs1: 00010 (5 bits)

• rd: 00010 (5 bits)

• funct3: 000 (3 bits)

3. li a2,120

• Machine Code: 07800613

Breakdown:

• Immediate: 0000 0111 1000 (12 bits)

• Source Register (rs1): 00000 (5 bits)

• Function (funct3): 000 (3 bits)

• Destination Register (rd): 01100 (5 bits)

• Opcode: 0010011 (7 bits)

4. sd ra, 8(sp)

• Machine Code: 00113423

Breakdown:

- Immediate (imm[11:5]): 0000000 (7 bits)
- Source Register (rs2): 00001 (5 bits)
- Source Register (rs1): 00010 (5 bits)
- Function (funct3): 011 (3 bits)
- Immediate (imm[4:0]): 01000 (5 bits)
- Opcode: 0100011 (7 bits)

5. jal ra,10408

• Machine Code: 340000EF

Breakdown:

- Immediate: 0100 0000 0000 0000
- Destination Register (rd): 00001
- Opcode: 1101111

6. <u>ld ra,8(sp)</u>

- Opcode: 0000011
- Immediate: 00000000100 (8 in decimal)
- Source Register (rs1): 00010 (for sp)
- Destination Register (rd): 00001 (for ra)
- Function (funct3): 011

7. <u>auipc a5, 0xfffff0 (0x100dc)</u>

• Type: U-Type (Add Upper Immediate to PC).

Fields:

- opcode: 0010111 (AUIPC).
- rd: a5.
- imm[31:12]: 0xfffff0.
- Function: Sets $a5 = PC + (imm \ll 12)$

8. <u>beqz a5, 100f4 (0x100e4)</u>

• Type: B-Type (Branch).

Fields:

- opcode: 1100011.
- funct3: 000 (BEQ).
- rs1: a5.
- rs2: zero.
- imm: Offset to 100f4.
- Function: Branches to 100f4 if a5 == 0.

9. sub a2, a2, a0

• Type: R-Type (Register Arithmetic).

Fields:

- opcode: 0110011.
- funct3: 000 (SUB).
- rd: a2.
- rs1: a2.
- rs2: a0.
- Function: Subtracts a0 from a2 and stores the result in a2

10. lw a0, 0(sp)

• Type: I-Type (Load).

Fields:

- opcode: 0000011.
- funct3: 010 (LW).
- rd: a0.
- rs1: sp.
- imm[11:0]: 0.
- Function: Loads the value from the memory address sp + 0 into a0.

11. <u>lbu a5, 1944(gp)</u>

• Type: I-Type (Load Unsigned Byte).

Fields:

- opcode: 0000011 (LB).
- funct3: 100 (LBU Load Unsigned Byte).

- rd: a5.
- rs1: gp.
- imm[11:0]: 1944.
- Function: Loads an unsigned byte from memory at gp + 1944 into register a5.

12. bnez a5, 10188 < do global dtors aux>

• Type: B-Type (Branch).

Fields:

- opcode: 1100011.
- funct3: 001 (BNE Branch if Not Equal).
- rs1: a5.
- rs2: zero.
- imm[12|10:5|4:1|11]: Relative offset to 10188.
- Function: Branches to 10188 if a5 != 0.

13. <u>bnez a5, 10188 < __do_global_dtors_aux ></u>

• Type: B-Type (Branch).

Fields:

- opcode: 1100011.
- funct3: 001 (BNE Branch if Not Equal).
- rs1: a5.
- rs2: zero.
- imm[12|10:5|4:1|11]: Relative offset to 10188.
- Function: Branches to 10188 if a5 != 0.

14. <u>Ret</u>

- Pseudo-instruction: jalr zero, 0(ra).
- Function: Returns from the function by jumping to the address in ra.

15. sb a5, 1944(gp)

• Type: S-Type (Store Byte).

Fields:

- opcode: 0100011.
- funct3: 000 (SB Store Byte).
- rs2: a5.
- rs1: gp.
- imm[11:5|4:0]: 1944.
- Function: Stores the byte value of a5 (1) into memory at gp + 1944.