**Addition Materials Helpful for Compiling and Testing**

**Encoding for Assembly**

add $.d, $.s, $.t := 0x0:4 .d:4 .s:4 .t:4

addv $.d, $.s, $.t := 0x1:4 .d:4 .s:4 .t:4

and $.d, $.s, $.t := 0x2:4 .d:4 .s:4 .t:4

or $.d, $.s, $.t := 0x3:4 .d:4 .s:4 .t:4

xor $.d, $.s, $.t := 0x4:4 .d:4 .s:4 .t:4

shift $.d, $.s, $.t := 0x5:4 .d:4 .s:4 .t:4

pack $.d[.p], $.s := 0x6:4 .d:4 .s:4 .p:4

unpack $.d, $.s[.p] := 0x7:4 .d:4 .s:4 .p:4

li $.d, .immed8 := 0x8:4 .d:4 .immed8:8

morei $.d, .immed8 := 0x9:4 .d:4 .immed8:8

any $.d, $.s := 0xa:4 .d:4 .s:4 0x0:4

anyv $.d, $.s := 0xb:4 .d:4 .s:4 0x0:4

neg $.d, $.s := 0xc:4 .d:4 .s:4 0x0:4

negv $.d, $.s := 0xd:4 .d:4 .s:4 0x0:4

sys := 0xe:4 0xf:4 0xf:4 0xf:4

nop := 0xf:4 0x0:4 0x0:4 0xf:4

ld $.d, $.s := 0xf:4 .d:4 .s:4 0x2:4

st $.d, $.s := 0xf:4 .d:4 .s:4 0x1:4

jz $.d, $.s := 0xf:4 .d:4 .s:4 0x4:4

jnz $.d, $.s := 0xf:4 .d:4 .s:4 0x3:4

.const zero pc sp fp ra rv u0 u1 u2 u3 u4 u5 u6 u7 u8 u9

.segment .text 16 0x10000 0 .VMEM

.segment .data 32 0x10000 0 .VMEM

.const 0 .lowfirst

**Assembler Output**

.Text Segment

//generated by AIK version 20070512  
@0000  
0abc  
1abc  
2abc  
aab0  
bab0  
fab3  
fab4  
fab2  
8a01  
9a01  
cab0  
dab0  
f00f  
3abc  
6ab1  
5abc  
fab1  
efff  
7ab1  
4abc  
0000  
0001  
0002  
0003  
0004  
0005  
0006  
0007  
0008  
0009  
000a  
000b  
000c  
000d  
000e  
000f  
0001  
0002  
//end

.data Segment

//generated by AIK version 20070512  
@0000  
00000000  
00000001  
00000002  
00000003  
00000004  
00000005  
00000006  
00000007  
00000008  
00000009  
0000000a  
0000000b  
0000000c  
0000000d  
0000000e  
0000000f  
00000001  
00000002  
//end