## Question 3 - Instruction Set 3 - x295++ - SOLUTION

## B. Compiling and assembling a C program using our x295++ instruction set

Table 1

C program	x295++ assembly	x295++ machine code
	program	program
z = (x + y) * (x - y)	LOAD x, r0	1010 000 XXX XXXXXX 0000 <src -="" 12="" bits="" x=""></src>
	LOAD y, r1	1010 001 XXX XXXXXX 0000 <src -="" 12="" bits="" y=""></src>
	COPY r1, r2	1001 010 001 XXXXXX
	ADD r0, r1	0001 001 000 XXXXXX
	SUB rO, r2	0010 010 000 xxxxxx
	MUL r1, r2	0011 010 001 XXXXXX
	STORE r2, z	1011 XXX 010 XXXXXX 0000 <dest -="" 12="" bits="" z=""></dest>

## C. Evaluating our x295++ instruction set using Memory Traffic criteria

Table 2

x295++ program	Fetch	Decode/Execute
(1 assembly instruction/ machine code instruction per row)	(number of word size memory accesses)	(number of word size memory accesses)
	Provide an explanation explaining the count	Provide an explanation explaining the count
Assembly instruction:	Count: 2	Count: 1
LOAD x, r0	<b>Explanation:</b> fetching 1 instruction that is 2-	<b>Explanation:</b> executing a LOAD requires 1 memory
Machine code instruction:	word wide	access -> reading value x (16 bits -> 1 word) from memory
1010 000 XXX XXXXXX		bits > 1 word/ from memory
0000 <src -="" 12="" bits="" x=""></src>		
Assembly instruction:	Count: 2	Count: 1
LOAD y, r1	<b>Explanation:</b> fetching 1 instruction that is 2-	<b>Explanation:</b> executing a LOAD requires 1 memory
Machine code instruction:	word wide	access -> reading value y (16
1010 001 XXX XXXXXX		bits -> 1 word) from memory
0000 <src -="" 12="" bits="" y=""></src>	_	
Assembly instruction:	Count: 1	Count: 0
COPY r1, r2	<b>Explanation:</b> fetching 1 instruction that is 1-	<b>Explanation:</b> executing an COPY does not require
Machine code instruction: 1001 010 001 XXXXXX	word wide	memory access since it is manipulating values held in registers
Assembly instruction:	Count: 1	Count: 0
ADD r0, r1	<b>Explanation:</b> fetching 1 instruction that is 1-word wide	<b>Explanation:</b> executing an ADD does not require
Machine code instruction:	word wide	memory access since it is

0000 <dest -="" 12="" bits="" z="">  Grand Total: 13</dest>	Total: 10	Total: 3
1011 XXX 010 XXXXXX		bits -> 1 word) to memory
Machine code instruction:	word wide	access -> writing value z (16 bits -> 1 word) to memory
STORE r2, z	<b>Explanation:</b> fetching 1 instruction that is 2-	<b>Explanation:</b> executing a STORE requires 1 memory
Assembly instruction:	Count: 2	Count: 1
Machine code instruction: 0011 010 001 XXXXXX	instruction that is 1- word wide	MUL does not require memory access since it is manipulating values held in registers
MUL r1, r2	Explanation: fetching 1	Explanation: executing an
Assembly instruction:	Count: 1	Count: 0
Machine code instruction: 0010 010 000 XXXXXX	instruction that is 1 word wide	SUB does not require memory access since it is manipulating values held in registers
SUB r0, r2	Explanation: fetching 1	Explanation: executing an
Assembly instruction:	Count: 1	Count: 0
0001 001 000 XXXXXX		manipulating values held in registers

Once completed, submit it on Crowdmark as your answer to Question 3.

## One more thing ...

**Challenge:** Can you rewrite your **x295++** program above (assembly program and machine code program) such that it has fewer instructions? This would require you to first "reorganize" the above C program.

**Note**: When rewriting your **x295++** program above using fewer instructions, you do not have to use ALL the assembly instructions defined by our **x295++** instruction set.