CS 211 Homework 5

Assembly interpreter

Fall 2020

Introduction

In this assignment, you're asked to implement an interpreter for a 16-bit CPU's assembly code. The CPU has registers but no access to main memory.

You can assume:

- all input is correctly formatted
- all arguments are the correct type
  - we won't try to jump to a non-existent location
  - we won't use a constant when a register is expected
  - we won't use constants larger than registers can store
- no program will be more than 100 lines long
- programs will be written in all lowercase

Registers

The machine has the following registers, all 16-bits wide, for storing signed integers (using two's complement):

Register	Purpose
`ax`	General purpose
`bx`	General purpose
`cx`	General purpose
`dx`	General purpose

This CPU does not support referring to 8-bit subsets of 16-bit registers.

Instructions

Arguments to instructions are separated by a single space.

Moving data

Instruction	Args	Description
`mov`	x y	Copy x to y. This leaves x unchanged.

Note: y must be a register.

Arithmetic

Instruction	Args	Description
`add`	x y	Add x and y, place result in y
`sub`	x y	Subtract x from y, place result in y
`mul`	x y	Multiply x and y, place result in y
`div`	x y	Divide x by y, place result in y (discards remainder)

Note: y must be a register.

Jumps

Jumps don't use condition codes. Rather, they (may) take some arguments to compare. Also, instead of explicit labels, we use the line of the program (starting from 0) as a location to jump to.

Instruction	Args	Description
`jmp`	L	Jump to L
`je`	L x y	Jump to L if x $=$ y
`jne`	L x y	Jump to L if x $\neq$ y
`jg`	L x y	Jump to L if x $>$ y
`jge`	L x y	Jump to L if x $\geq$ y
`jl`	L x y	Jump to L if x $<$ y
`jle`	L x y	Jump to L if x $\leq$ y

Note: L must be an integer.

I/O

Instruction	Args	Description
`read`	x	Reads a 16-bit signed integer from stdin, stores it in x
`print`	x	Prints x on stdout

Note: for read, x must be a register.

Argument formats

Unless noted above, an argument to an instruction can either be a register (`ax`, `bx`, etc.) or a constant.

```
mov ax bx   ; copy value of ax to bx
mov 42 cx   ; put 42 in cx
add 1 ax    ; increment ax by 1
sub cx bx   ; decrement bx by cx
mul -1 cx   ; multiply cx by -1
```

Code format

A program is a number of lines of code, each of which is either blank or has one instruction.

A blank line is treated as a noop ("no op", an instruction that does nothing).

Interpreter execution

The interpreter takes a single command-line argument, the assembly file to execute. Then any `read` instructions read from stdin, and `print` instructions write to stdout.

```
$ ./interpret foo.asm
```

Example programs

Read n, print 2 × n

```
read ax
mul 2 ax
print ax
```

Sample execution of interpreter:

```
$ ./interpret ex1.asm
10   <-- your input
20   <-- interpreter output
```

Read n, print "0" n times

```
read ax
jle 7 ax 0

print 0          <-- line 3
sub 1 ax
jle 7 ax 0
jmp 3
                 <-- line 7
```

Sample execution of interpreter:

```
$ ./interpret ex2.asm
3    <-- your input
000  <-- interpreter output
```

Submission

As usual, create a tar file with your Makefile and all `.c` and `.h` files. Your tar file should have these contents:

```
hw5
├── Makefile
└── interpret.c
```

You can create additional `.c` and `.h` files as needed, but the main file should be `interpret.c`. If you create a separate file, say `foo.c`, you should add `foo.o` to the `OBJECTS` variable in the `Makefile`.