SPIM16 EECS Project 1 Specification

ASSEMBLY APPLICATION FORMAT

Assembly File (.asm)

- Program Lines
  - Zero or One Label, plus
  - Zero or One Instruction, plus
  - Zero or One Comment
- Labels – Symbol Definitions
  - Starts with a letter, plus
  - Zero or more symbol characters, plus
  - A single colon ':'
- Symbol Characters
  - Letter
  - Digit
  - Underscore
- Instructions
  - Starts with a name, plus
  - One or more operands separated by whitespace
- Operands (depends on instruction format)
  - A Register, OR
  - An Immediate Value, OR
  - A Label
- Comments
  - Begin with pound sign '#'
  - Continues to end of line
- Load/Store
  - Source/destination register first operand
  - Immediate value second operand
  - Base address register third operand surrounded by parenthesis

All assembler input is to be considered valid and well formed.

SAMPLE APPLICATION

```
# Sample Application
Main:   # Main Function
        and  $s1, $s1, $zero # clear contents
        addi $s1, $zero, Count # handle appropriately
        lw   $s0, 0($s1) # data at Counter address
Loop:   bz   $s0, Done # test
        or   $a0, $s1, $zero # move
        addi $a0, $a0, 2 # next instruction
        addi $ra, $zero, Loop
        addi $ra, $ra, 12 # return address
        jr   $a0 # jump to Dummy
        addi $s0, $s0, -1 # decrement count
        sw   $s0, 0($s1) # store value
        j    Loop
Done:
        # end here
        j    Done
        addi $s0, $zero, 43
        addi $s1, $zero, 34
Count:  .data 17 # data value
Dummy:  # does nothing
        jr   $ra # return
        j    Foobar # undefined
        .data -7
```

Usage

```
assembler filename
```

BINARY INSTRUCTION FORMATS

Register Format (R)

```
# Assembly Code
operation rd, rs, rt

# Machine Code
oooo ssss tttt dddd
```

Register-Immediate Format (RI)

```
# Assembly Code
operation rt, rs, immediate
operation rt, immediate(rs)

# Machine Code
oooo ssss tttt iiii
```

Immediate Format (I)

```
# Assembly Code
operation rs, immediate
operation rs, label

# Machine Code
oooo ssss iiii iiii
```

Jump Format (J)

```
# Assembly Code
operation immediate
operation label

# Machine Code
oooo iiii iiii iiii
```

LABEL HANDLING

Label Addressing

- Label Address is Address of Next Instruction
- Only Instruction Lines Increment Addresses
- Addresses Increment by Instruction Width in Bytes (2)
- Store All Label Definitions in a Symbol Table

Symbol Table

- Table Entry (`struct Symbol`)
  - Symbol Label (`char*`)
  - Defined? (`char, 'y' | 'n'`)
  - Address Value (`unsigned int`)
  - Usage List (`struct Use*`)
- Usage Entry (`struct Use`)
  - Instruction (`char*`)
  - Usage Address (`unsigned int`)
- Branch instructions are ignored

FILE OUTPUT

- Symbols File (.sym), Object File (.o), RAM File (.ram)
- The .ram file is a copy of the object file in hexadecimal text
- Symbol addresses are hexadecimal and 4 characters wide
- Symbol file lines have one definition followed by the usage list separated by tabs per line
- Code project in ANSI-C. See my ANSI-C tutorial for help