

CNAS 10 3-11-08

11

Final Exam: Wed. Mar 19, 8-11 am (HERE)

- Bring UESC ID.

LABS? (probably NOT)

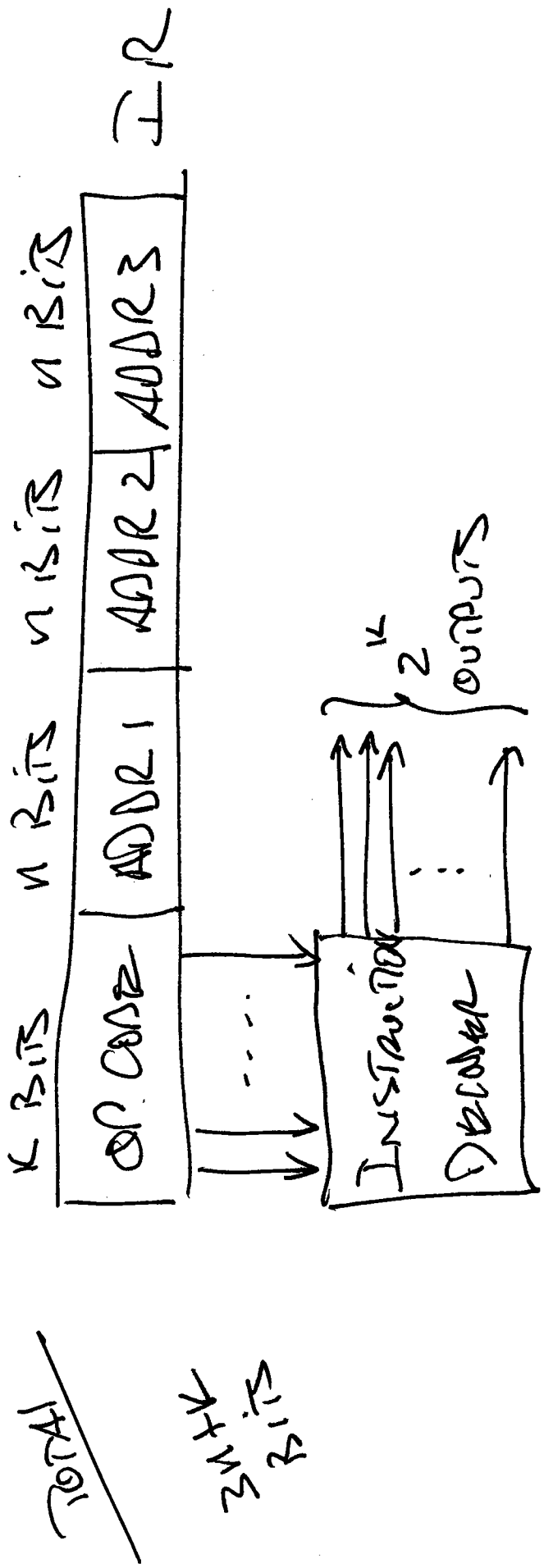
THUR MAR 13

- QUIZES

- EVALS

- HW 9

Machine Language



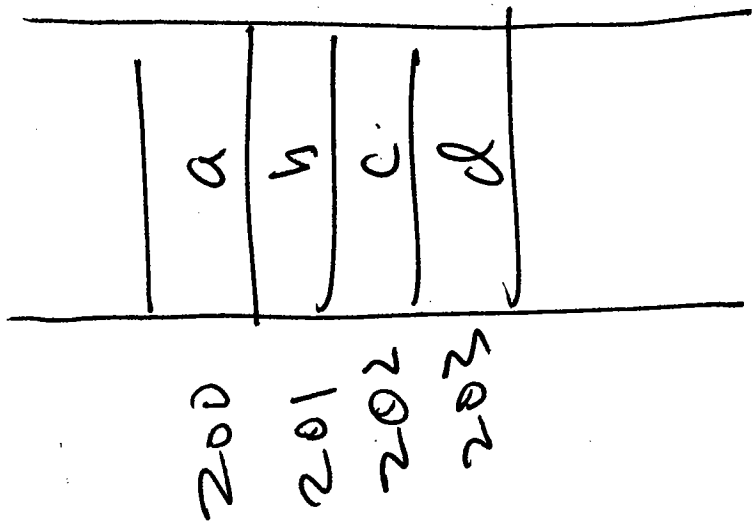
Increment by:

$$\frac{3n+k}{8}$$

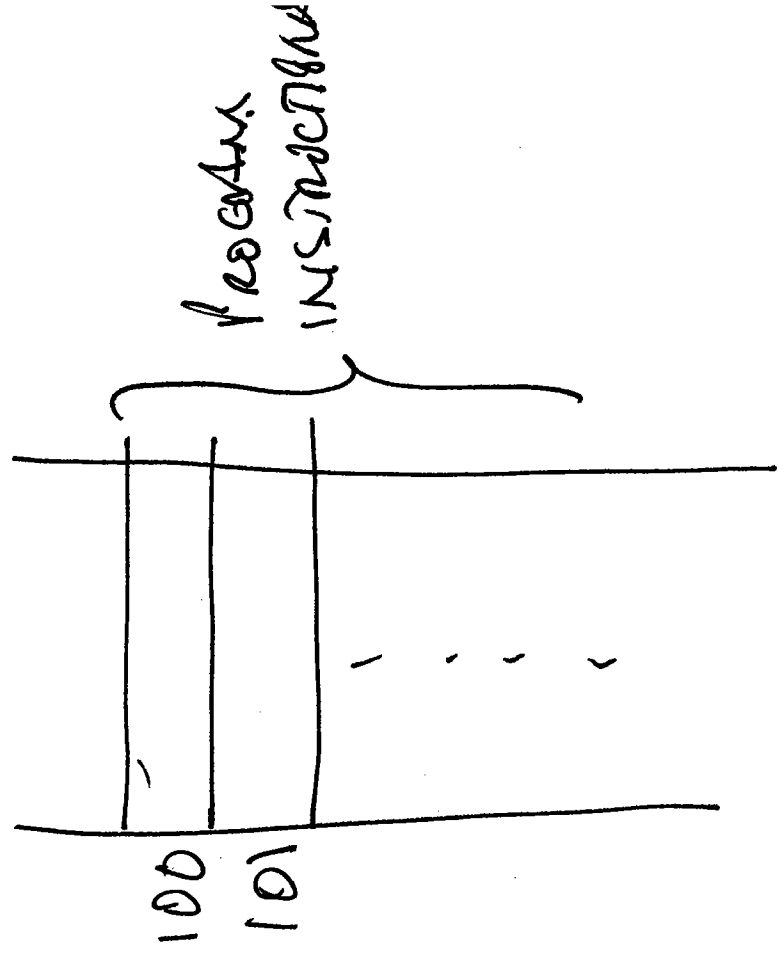
ADDRESS AT WHICH INST. IS LOCATED.

ASSUMPTIONS:

Memory



Memory



Ex write machine LANG. INSTRUCTIONS TO

$$a \leftarrow b + c$$

	memory	Comments
100	LOAD 201	$CON(R) \leftarrow CON(201)$
101	ADD 202	$CON(R) \leftarrow CON(R) + CON(202)$
102	STORE 200	$CON(200) \leftarrow CON(R)$
	⋮	

Q2

100	ADD ₂ 201 202
101	MOVE 202 200

$$\text{CON}(202) \leftarrow \text{CON}(201) + \text{CON}(202)$$

$$\text{CON}(200) \leftarrow \text{CON}(202)$$

LS

Q2

	ADD ₃ 201 202 200
--	------------------------------

$$\text{CON}(200) \leftarrow \text{CON}(201) + \text{CON}(202)$$

Ex Branches :

if $a = b$ $c \leftarrow d$

6

100	...	COMPARE	200	201
101		JUMPEQ	103	
102		JUMP	104	
103		MOVE	203	202
104	

- Comments -

SETS COND. CODES: GIT/EQ.

JUMP iff $E-Q = 1$

UNCOND. JUMP

$COND(202) \leftarrow COND(203)$

□

EX. TRANSFER :

if $a < b$ $c \leftarrow d$ else $c \leftarrow 2d$

100	COMPLETE	200 201
101	JUMPLET	106
102	LOAD	203
103	ADD,	203
104	STORE	202
105	JUMP	107
106	MOVE	203 202
107		

$CON(R) \leftarrow CON(203)$
 $CON(R) \leftarrow CON(R) + CON(203)$
 $CON(202) \leftarrow CON(R)$
 $CON(202) \leftarrow CON(203)$

EX. TRANSLATE:

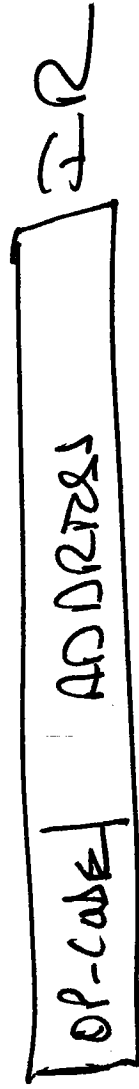
while $a \leq c$
 $a \leftarrow a + b$

100	COMPARE	200	202
101	JUMPGT	106	
102	LOAD	201	
103	AND,	200	
104	STORE	200	
105	JUMP	100	
106			

$CON(R) \leftarrow CON(201)$
 $CON(R) \leftarrow CON(R) + CON(200)$
 $CON(200) \leftarrow CON(R)$

SEC. 6.3

CONSIDER A Hypothetical Processor with

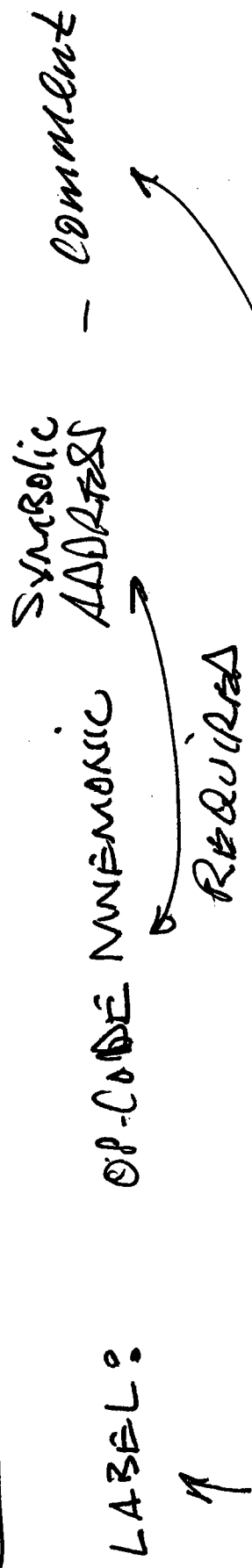


bits 4 12

#ops = $2^4 = 16$

#cells = $2^{12} = 2 \cdot 2^{10} = 4 \text{ KB}$

ASSEMBLY LANG. FORMAT :

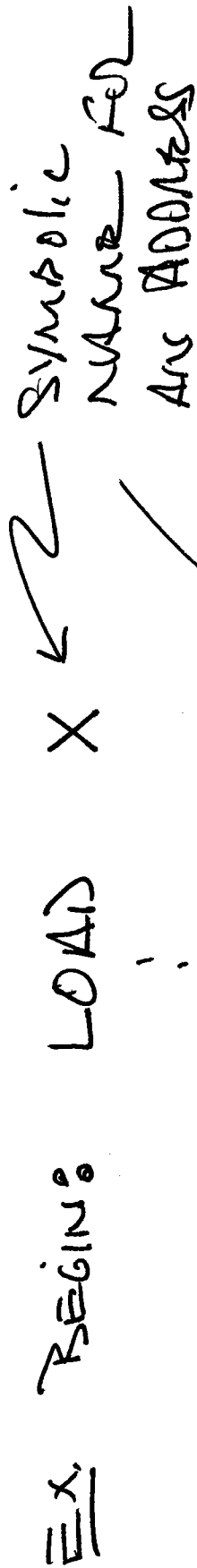


↑

OPTIONAL

A LABEL is A SYMBOLIC NAME for A

MEMORY ADDRESS

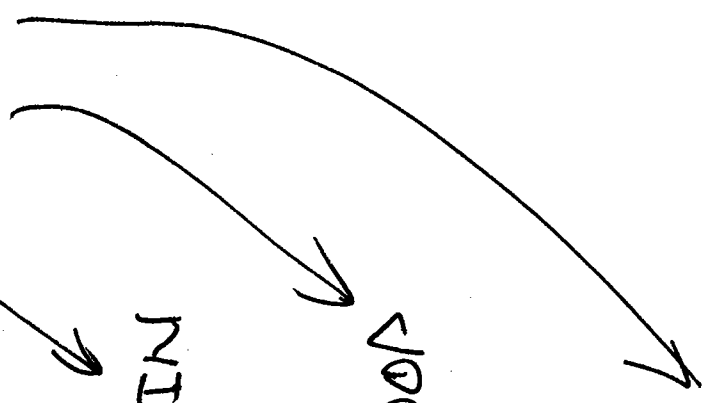


EX.

JUMP LOOP

...

LOOP! LOAD X



PSEUDO-OPS: INSTRUCTIONS TO THE TRANSLATOR (i.e. ASSEMBLER).

DATA GENERATION:-

EX. X: DATA -6

TELLS THE ASSEMBLER TO CONVERT -6 TO ITS SIGN/MAGNITUDE REPRESENTATION THEN STORE THOSE BITS IN A CELL(S) WITH SYMBOLIC NAME X.

Also ◦ BEGIN ; ◦ END ; 12

where TO START ; STOP TRANSLATION

EX. ◦ BEGIN.

TOP:	LOAD	A
	STORE	R
	...	
	JUMP	TOP
	...	
	HALT	
A:	DATA	5
R:	DATA	-4
	◦ END	