

3.4 Machine instructions

Name: _____ Class: _____ Date: _____

Total: 24 marks

KEY WORDS addressing mode

Objective

Read and write small RISC programs.

1 Key knowledge and worked examples

■ The shapes

`add rd, rs1, rs2` · `addi` · `lw/sw` with base+offset · `beq/bne` ✓ – memory only via load/store; every operand otherwise a register or immediate.

■ Worked example: C to instructions

`a[i] = a[i] + 1` → `lw` · `addi` · `sw` (index scaled into the offset) ✓; a while loop → `addi R1, R1, -1` + `bne R1, R0, loop` – two instructions per iteration.

2 Practice

2.1 In `lw R1, 8(R2)`, what is the 8? [3]

2.2 Which instruction family touches memory? [3]

2.3 Write the pair that counts R1 down and loops while nonzero. [3]

3 Exam-style questions

3.1 Assemble: sum the five integers at mem[200..216] into R5.

Write the instruction sequence, naming any labels you use. State the register that serves as the loop counter and the one as the running sum. Give the iteration count and the final offset on R2. [8]

3.2 Map C constructs to instruction shapes.

For each of `while (n > 0)`, `a[i] = a[i] * 2`, and `if (x == y) goto L`, give the instructions it compiles to. Name the addressing mode of every operand. Explain in one line why keeping arithmetic register-only helps pipelining. [7]

Solutions

2.1

- The offset added to base R2 $\rightarrow$ address R2 + 8 ✓.

2.2

- lw / sw (load/store) only ✓.

2.3

- addi R1, R1, -1 then bne R1, R0, loop ✓.

3.1

- Init: addi R2, R0, 200; add R5, R0, R0; addi R4, R0, 5 ✓.
- Body: lw R3, 0(R2); add R5, R5, R3; addi R2, R2, 4; addi R4, R4, -1; bne R4, R0, loop ✓.
- Counter R4, sum R5; 5 iterations; R2 ends at 200 + 20 ✓.

3.2

- while $\rightarrow$ addi R1, R1, -1 + bne (register + immediate) ✓.
- $a[i]*2 \rightarrow$ lw R3, 0(R2), add R3, R3, R3, sw R3, 0(R2) (base+offset, register, base+offset) ✓.
- if-equal $\rightarrow$ beq R1, R2, L (register, register) ✓.
- Register-only arithmetic: one decode stage, no memory wait in the execute stage – pipelines stay full ✓.