

# LiP

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Interpreter of an *Assembly* language

# Instruction set

Op	Instruction	Example	Description
halt	Termination	Halt	Termine program execution
nop	No Operation	Nop	Skip to next instruction
add	Addition	Add \$a \$b \$c	Write $b + c$ to \$a
addi	Addition (immediate operand)	Addi \$a N \$c	Write $N + c$ to \$a
sub	Subtraction	Sub \$a \$b \$c	Write $b - c$ to \$a
mul	Multiplication	Mul \$a \$d \$e	Write $d * e$ to \$a
load	Transfer mem → reg	Load \$a \$b[\$i]	Write $M[b+i]$ to \$a
store	Transfer reg → mem	Store \$b[\$i] \$a	Write \$a ton $M[b+i]$
jmp	Jump	Jmp L	Jump to label L
bne	Branch if Not Equal	Bne \$a \$b L	Jump to label L if $a \neq b$
beq	Branch if Equal	Beq \$a \$b L	Jump to label L if $a = b$
slt	Set if Lower Than	Slt \$a \$b \$c	Write $a=1$ if $b < c$ , $a=0$ otherwise

# Example

```
    addi $f 1 $0      // f:=1
    addi $i 1 $0      // i:=1
Loop: slt $t $n $i    // t:=1 if n<i, t:=0 if i≤n
      bne $t $0 End   // jump to End if t≠0
      mul $f $f $i    // f:=f*i
      addi $i 1 $i    // i:=i+1
      jmp Loop
End: ...
```

# ASM programs

An ASM program is modelled as a list of pairs:

$$(L_1, istr_1) \quad (L_2, istr_2) \quad \dots \quad (L_n, istr_n)$$

each occurrence of a non-empty  $L_i$  must be unique (no ambiguity).

$$\text{Lookup}(P,L) = n \quad \text{iff } \text{fst } P(n) = L$$

# Registers

$R : \text{String} \rightarrow \text{Int}$  (partial function)

$R(\$0) = 0$  (always)

Substitution  $R\{v/i\}$  defined as follows:

$$(\forall j) \quad R\{v/i\}(j) = \begin{cases} v & \text{if } j=i \\ R(j) & \text{otherwise} \end{cases}$$

# Memory

$M : [0, 2^{16}-1] \rightarrow \text{Int}$  (partial function)

$M(i)$  with  $i < 0$  or  $i > 2^{16}-1$  must raise an exception

You can decide what to do with  $M(i)$  uninitialized:

- $M(i) = 0$  if not initialized
- $M(i)$  raises an exception if not initialized

# Halt

$$P(n) = \text{Halt}$$

---

$$(P, R, M, n) \rightarrow_{\text{exec}} (R, M)$$

# Nop

$P(n) = \text{Nop}$

---

$(P, R, M, n) \rightarrow_{\text{exec}} (P, R, M, n+1)$



# Add

$P(n) = \text{Add } \$a \ \$b \ \$c \quad a \neq 0$

$$R(\$b) + R(\$c) = v$$

---

$(P, R, M, n) \rightarrow_{\text{exec}} (P, R\{v/a\}, M, n+1)$

# Addi

$P(n) = \text{Addi } \$a \ N \ \$b \quad a \neq 0$

$$R(\$b) + N = v$$

---

$(P, R, M, n) \rightarrow_{\text{exec}} (P, R\{v/a\}, M, n+1)$

# Sub

$$P(n) = \text{Sub } \$a \ \$b \ \$c \quad a \neq 0$$

$$R(\$b) - R(\$c) = v$$

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$$(P, R, M, n) \rightarrow_{\text{exec}} (P, R\{v/a\}, M, n+1)$$

# Mul

$P(n) = \text{Mul } \$a \ \$b \ \$c \quad a \neq 0$

$$R(\$b) * R(\$c) = v$$

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$(P, R, M, n) \rightarrow_{\text{exec}} (P, R\{v/a\}, M, n+1)$

# Load

$$P(n) = \text{Load } \$a \ \$b[\$i]$$

$$a \neq 0$$

$$M(R(b) + R(i)) = v$$

---

$$(P, R, M, n) \rightarrow_{\text{exec}} (P, R\{v/a\}, M, n+1)$$

# Store

$P(n) = \text{Store } b[i] \ a$

$\ell = R(b) + R(i)$

$R(a) = v$

---

$(P, R, M, n) \rightarrow_{\text{exec}} (P, R, M\{v/\ell\}, n+1)$

# Jmp

$P(n) = \text{Jmp } L$

$\text{lookup}(P, L) = n'$

---

$(P, R, M, n) \rightarrow_{\text{exec}} (P, R, M, n')$

# Beq

$P(n) = \text{Beq } \$a \$b L \quad R(a) = R(b)$

$\text{lookup}(P,L) = n'$

---

$(P, R, M, n) \rightarrow_{\text{exec}} (P, R, M, n')$

$P(n) = \text{Beq } \$a \$b L \quad R(a) \neq R(b)$

---

$(P, R, M, n) \rightarrow_{\text{exec}} (P, R, M, n+1)$



# Bne

$P(n) = \text{Bne } \$a \$b L \quad R(a) \neq R(b)$

$\text{lookup}(P,L) = n'$

---

$(P, R, M, n) \rightarrow_{\text{exec}} (P, R, M, n')$

$P(n) = \text{Bne } \$a \$b L \quad R(a) = R(b)$

---

$(P, R, M, n) \rightarrow_{\text{exec}} (P, R, M, n+1)$

# Slt

$$P(n) = \text{Slt } \$a \ \$b \ \$c \quad R(b) < R(c) \quad a \neq 0$$

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$$(P, R, M, n) \rightarrow_{\text{exec}} (P, R\{1/a\}, M, n+1)$$

$$P(n) = \text{Slt } \$a \ \$b \ \$c \quad R(b) \geq R(c) \quad a \neq 0$$

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$$(P, R, M, n) \rightarrow_{\text{exec}} (P, R\{0/a\}, M, n+1)$$