CS520—Spring 2013—Homework 4 Wednesday February 20

Question 1

Encode the following vm520 instruction: $ldimm \ r7,-117$. Show your answer in hexadecimal and show all the hex digits, even if they are zero.

Question 2

Disassemble the following vm520 object file, which is shown using od -tx1:

Show any insymbols with their addresses. Show any outsymbols with their addresses. Interpret and display the object code simply as a sequence of instructions. Addresses in instructions should be displayed as absolute addresses in decimal. Constants or offsets in instructions should be displayed in decimal.

Question 3

Provide at least three interpretations for the following word in vm520 memory: 0x00008907.

There is one more question on the next page.

Question 4

Show the result of linking together the following two object files. Show your result in the same format as the two input files are shown.

The object code for this file should be placed first in the output.

```
Insymbol Section (2 entries)
y 1
x 0
Outsymbol Section (0 entries)
Object Code (2 words)
0000000
           0000013
                                    r0, r0, 1
                        beq
0000001
           0000017
                        getpn
                                    r0
The object code for this file should be placed second in the output.
Insymbol Section (1 entries)
result 7
Outsymbol Section (3 entries)
z 3
y 1
x 0
Object Code (8 words)
0000000
           0000001
                                    r0, [undefined]
                        load
                                    r1, [undefined]
000001
           00000101
                        load
                                    r0, r1
0000002
           0000100b
                        addi
0000003
           00000101
                        load
                                    r1, [undefined]
000004
           0000100b
                        addi
                                    r0, r1
0000005
           00001002
                                    r0, 7
                        store
0000006
           0000000
                        halt
0000007
           00000000
                        halt
```