

ASProcessor Two-Pass Assembler Guidelines

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Available Commands:

ASProcessor Command List

Command	Example	Function
and	<i>and rd, rs, rt</i>	Logical-and of rs and rt performed and stored in rd
or	<i>or rd, rs, rt</i>	Logical-or of rs and rt performed and stored in rd
add	<i>add rd, rs, rt</i>	Values of rs and rt added and stored in rd
jr	<i>jr rd</i>	Returns to instruction location stored in rd
sll	<i>sll rd, rs, shamt</i>	Left shift of shamt bits of rs performed and stored in rd
srl	<i>srl rd, rs, shamt</i>	Right shift of shamt bits of rs performed and stored in rd
sub	<i>sub rd, rs, rt</i>	Values of rt subtracted from rs and stored in rd
slt	<i>slt rd, rs, rt</i>	rs and rt compared: if rs < rt, rd set to 1, else rd set to 0
beq	<i>beq rs, rt, label</i>	Jump to label performed if rs == rt
bne	<i>bne rs, rt, label</i>	Jump to label performed if rs != rt
lw	<i>lw rt, immediate(rs)</i>	Memory location (rs + immediate) loaded into rt
sw	<i>sw rt, immediate(rs)</i>	rt written to memory location (rs + immediate)
andi	<i>andi rt, rs, immediate</i>	Logical-and of rs and immediate performed, stored in rt
ori	<i>ori rt, rs, immediate</i>	Logical-or of rs and immediate performed and stored in rt
addi	<i>addi rt, rs, immediate</i>	Values of rs and immediate added and stored in rt
subi	<i>subi rt, rs, immediate</i>	Value of immediate subtracted from rs and stored in rt
slti	<i>slti rt, rs, immediate</i>	If the value of rs < immediate, rt set to 1, else rt set to 0
j	<i>j label</i>	Jump to label performed
jal	<i>jal label</i>	Jumps to label and stores return address in register 0
#	<i># comment</i>	Comments in .s file appear as comments in .mif file
.text	<i>.text</i>	Identifies the start of program code

Available Registers:

\$0

\$1

\$2

\$3

Notes:

* Registers *

A “,” must be used to separate all registers in the source code and a space must be included after each “;”

Register 0 (\$0) is the default register for the return address to be saved

* Labels *

All identification labels must be followed immediately by a “:” to identify them as such (do not use the “:” in branch and jump label fields)

All labels must be on separate lines from all other code (except #s)

* I-Type Instructions *

I-Type Instructions Include: lw sw andi ori addi subi slti

The immediate field must be an integer value in the [-127, 127] range

* Jump Instructions *

Jump Instructions Include: j jal

Input following the jump instruction command should be a label name only – Direct Address jumps are not allowed

* R-Type Instructions *

R-Type Instructions Include: and or add sub slt sll srl jr

Fields following r-type instruction commands must only be valid register names

Shamt (shift amount) must only be positive integers in the [0, 7] range (when required)

* Branch Instructions *

Branch Instructions Include: beq bne

No Direct Address branches are allowed – Branching to label names only

* Miscellaneous Instructions *

Miscellaneous Instructions Include: .text #

The .text command is required for each program – Program code is not converted until the .text command is read in

Any text written after the # is taken as a comment – Comments are transferred to the .mif file in appropriate fashion

The ASProcessor Two-Pass Assembler does not recognize any other commands, registers, or immediate/shamt values and those entered in the source code will be ignored by said assembler.