

MASSACHUSETTS INSTITUTE OF TECHNOLOGY  
Department of Electrical Engineering and Computer Science  
6.001—Structure and Interpretation of Computer Programs  
Spring 2007

**Recitation 5/9**  
**Register Machines**

### Expression Types

- (**const** *C*) A constant value. It acts somewhat like quote. To get the number one, you would use (**const** 1).
- (**reg** *R*) Retrieve the value of a register *R*. To get the value of the register `arg0`, you would use (**reg** `arg0`).
- (**label** *L*) Retrieve the offset of the given label *L*. To get the value of the label `loop-top`, you would use (**label** `loop-top`).
- (**op** *O*) Perform operation *O* on some values. Following the (**op** *O*), you should list the input arguments to the operation, which may be consts, regs, or labels. An expression may only contain 1 op. In order to compute the result of adding 1 to the register `arg0`, you would use (**op** `+`) (**reg** `arg0`) (**const** 1).

### Instruction Types

(**assign** *reg* *expr*)

Sets register *reg* to be the result of expression *expr*. The assigned register doesn't need a tag because it is always a register being assigned. For example, to increment the result register:  
(**assign** `result` (**op** `+`) (**reg** `result`) (**const** 1))

(**goto** *expr*)

Sets the `pc` to be the result of *expr*, which is usually a label or a register. Effectively continues the execution at another point in the code. To jump to the label `loop-top`:  
(**goto** (**label** `loop-top`))

(**test** *expr*)

This is equivalent to assigning the `cr`. The `cr` register is used to determine whether to take a **branch**. For example, to set the `cr` based on whether the register `x` is less than 10:  
(**test** (**op** `<`) (**reg** `x`) (**const** 10))

(**branch** *expr*)

If the value in the `cr` is true, acts like a **goto**. Otherwise it does nothing. To conditionally jump to the label `loop-done`:  
(**branch** (**label** `loop-done`))

## Writing Code

Write `double`: code to compute  $2x$ , given  $x$  in `arg0`, and leave the output in `result`.

```
double
(assign result (op *) (reg arg0) (const 2))
(goto (reg continue))
```

1. Write `func`: code to compute  $x^2 + y$ , given  $x$  in `arg0`,  $y$  in `arg1`, and leave the output in `result`.

2. Write `abs`: code to compute  $|x|$ , give  $x$  in `arg0`, leave the output in `result`. `abs` is *not* an available primitive.

3. Write `infinite-loop`: code that never halts.

4. Determine what the following code does, then write the scheme code that does the same thing.

```
foo
(test (op <) (reg arg0) (reg arg1))
(branch (label foo-done))
(assign arg0 (op -) (reg arg0) (reg arg1))
(goto (label foo))
foo-done
(assign result (op =) (reg arg0) (const 0))
(goto (reg continue))
```

## Contracts

**Input** Register(s) whose value is read and used before it is written.

**Output** Register(s) designated as output.

**Modifies** Register(s) whose value after the code block *could* differ from their original value.

1. What is the contract for the following code:

```
expt
  (assign result (const 1))
expt-loop
  (test (op <=) (reg arg1) (const 0))
  (branch (reg continue))
  (assign result (op *) (reg result) (reg arg0))
  (assign arg1 (op -) (reg arg1) (const 1))
  (goto (label expt-loop))
```

Input:

Output:

Modifies:

2. What is the contract for the following code:

```
foo
  (assign y (reg x))
  (assign x (op cons) (reg x) (reg y))
  (test (op null?) (reg x))
  (branch (label yack))
  (assign val (const 2))
  (assign x (reg y))
  (goto (reg continue))
yack
  (assign foo (const 7))
  (assign val (op car) (reg x))
  (goto (reg continue))
```

Input:

Output:

Modifies:

## Save and Restore

(`save reg`)

Place the value in register `reg` on top of the stack. To place the value in the register `result` on the stack:

(`save result`)

(`restore reg`)

Take the top value off the stack and put it in register `reg`. To remove the top element of the stack and place it in the register `result`:

(`restore result`)

## Procedure Call

1. `save` things you care about
2. `assign` values to the inputs, including `continue` to an appropriate label
3. `goto` the procedure's label
4. return label
5. `restore` things you cared about, in reverse order

## Problems

3. Implement `aexpb`, which computes  $ae^b$ . You should call `expt` in your solution.