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# The Queue Computer Project

# Qasm

**Technical Report, Ref. TR12010**

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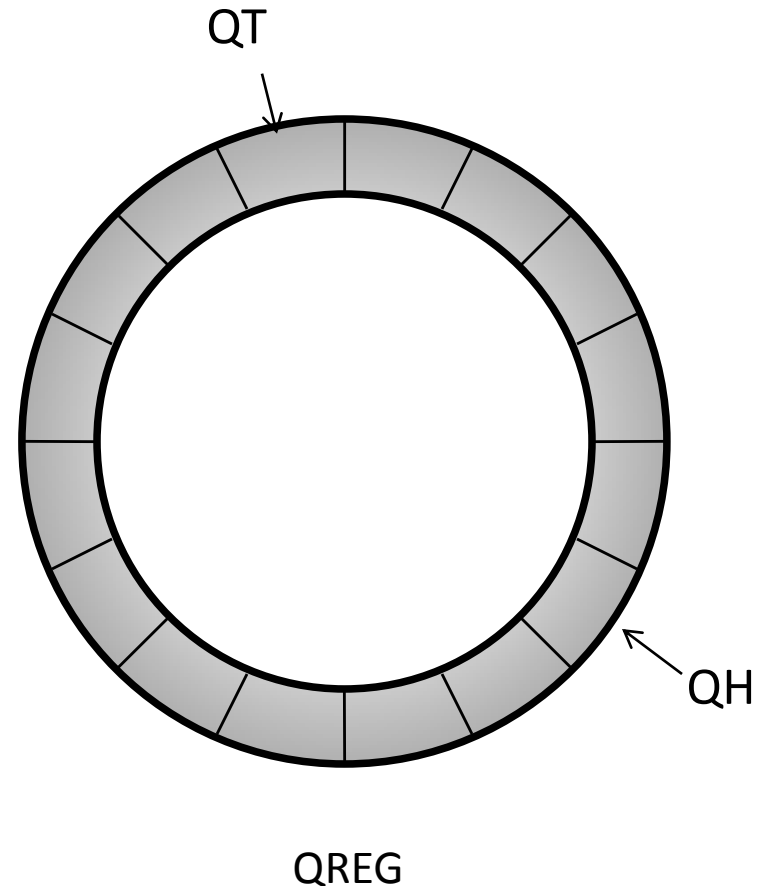
The University of Aizu,

Adaptive Systems Laboratory, School of Computer Science and Engineering



# Background (1)

- What is Queue Computation?
  - The intermediate data is written into a circular queue register (QREG)
  - A given instruction implicitly reads data from a head of the queue register (QH)
  - The executed result is written into a tail of the queue register (QT).





# Background (2)

- Queue computation features
  - High instruction parallelism
  - Small program size
  - No false data dependency



# Background (3)

- In our lab, there are two types of Queue processors
  - Queue Core (QC) model
  - Dual Execution Processor (DEP) model
- Increase the these Queue processors usage by to develop Queue Assembler(Qasm)

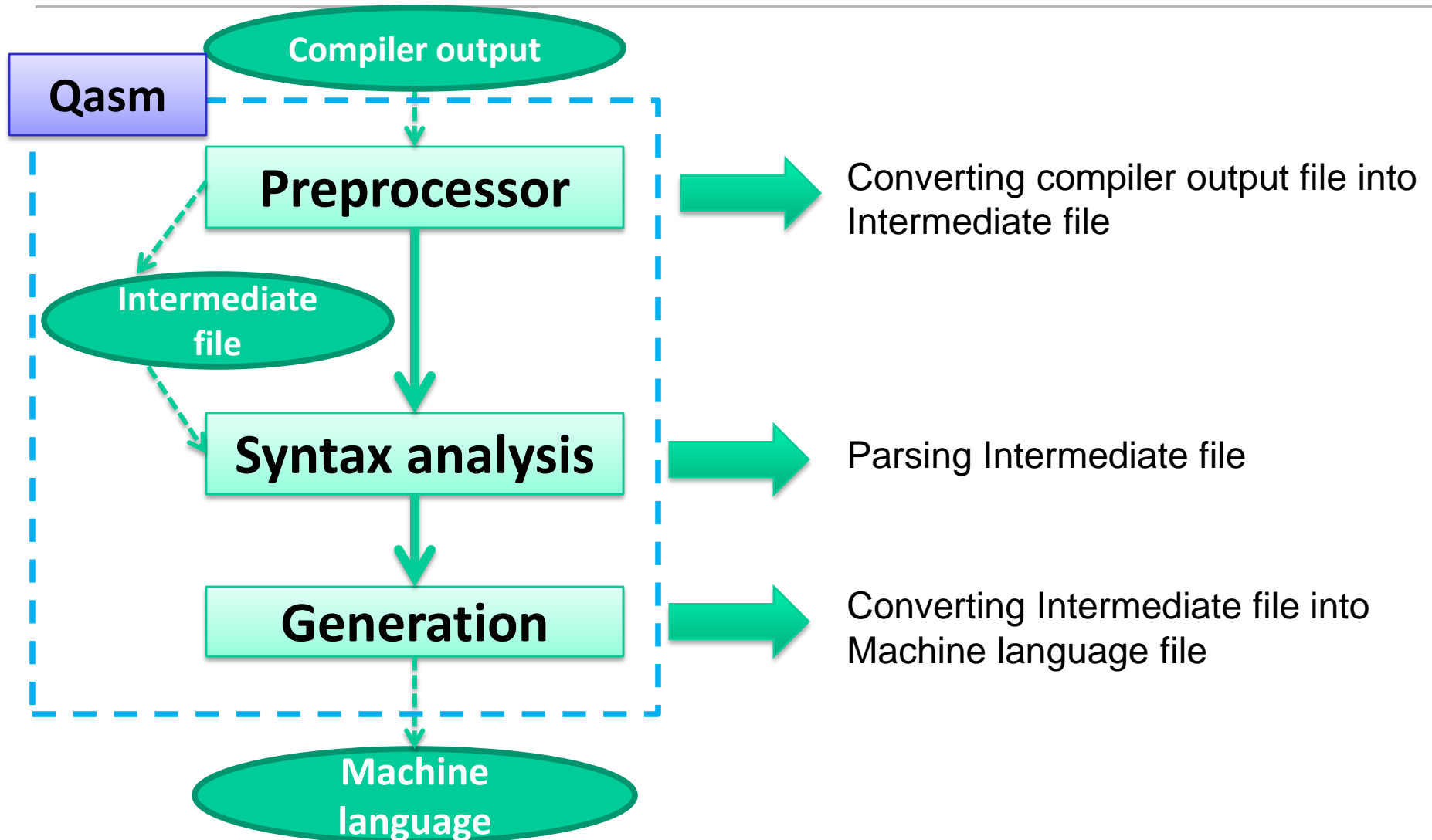


# Qasm features

- Development of Queue Assembler(Qasm)
  - User friendly
  - Support two computing models
    - QC and DEP model
  - Support Queue compiler output
    - With preprocessor



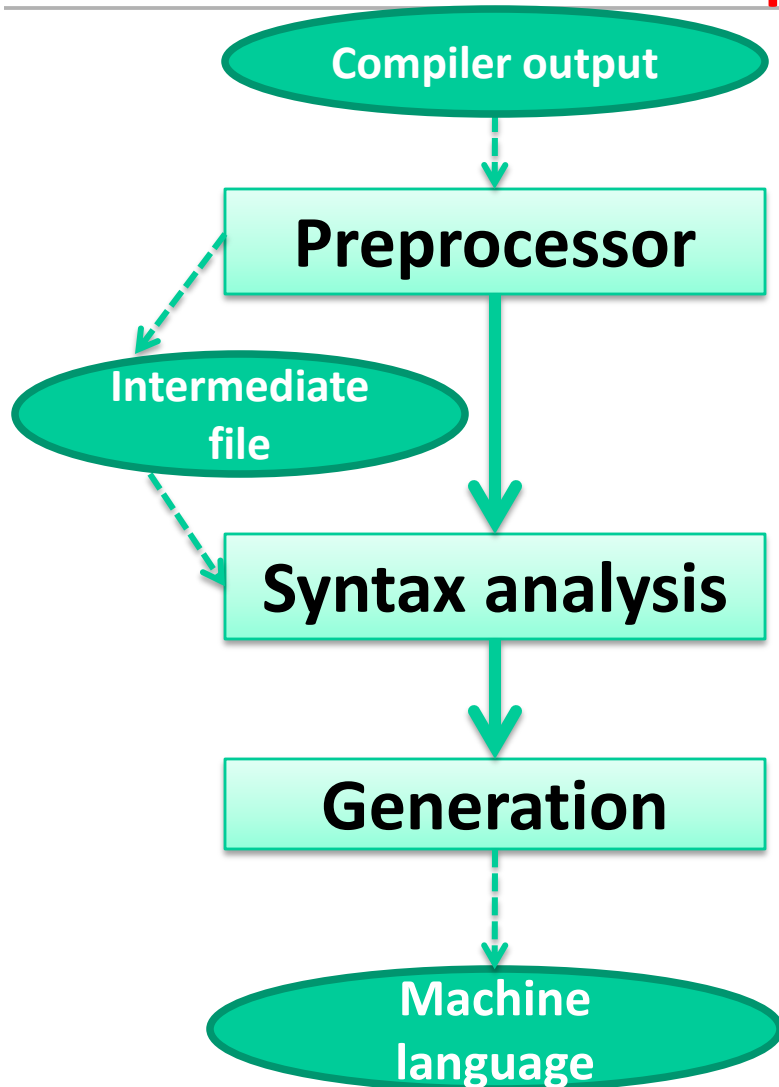
# Assembler structure





# Assembler development

## -Preprocessor-



1. Read in one line

sub iws, qt, qh, qh+1

2. Divide into tokens

sub iws, qt, qh, qh+1

Not needed

3. Clean not needed tokens

sub qh+1

4. Clean not need characters

sub 1

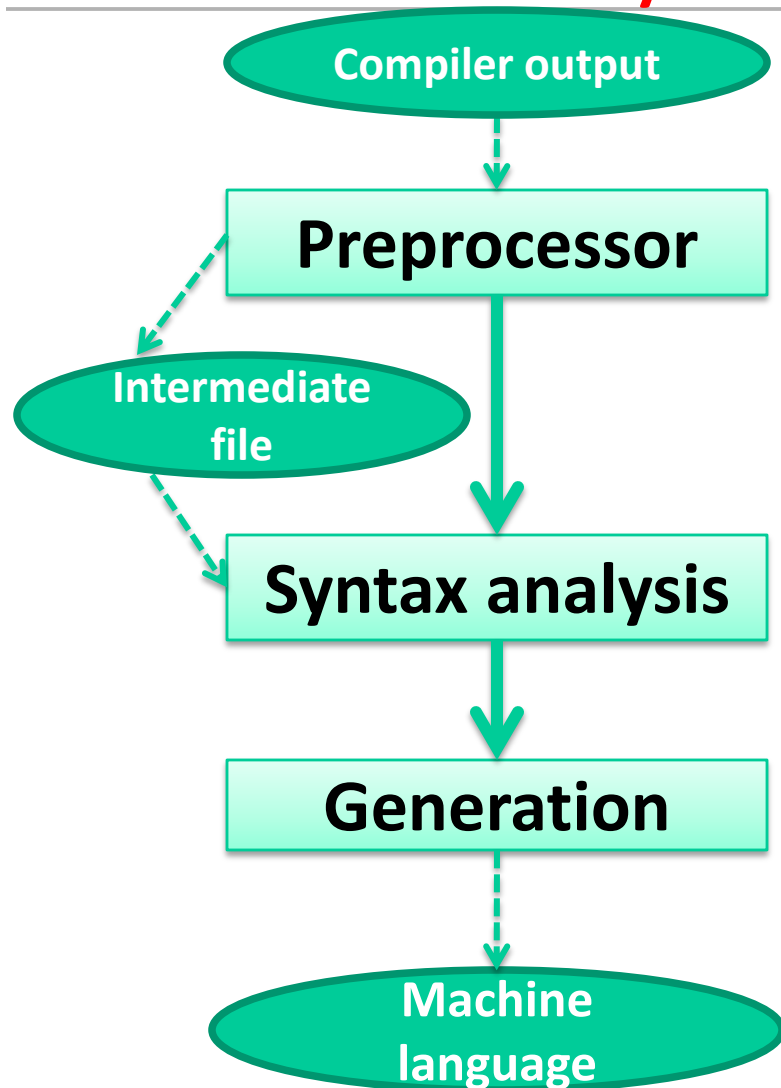
5. Combine tokens

sub 1



# Assembler development

## -Syntax analysis-



1. Syntax parsing Intermediate file and divide into tokens

main: add 1 # hoge

2. Divided tokens into category and substitute to structure

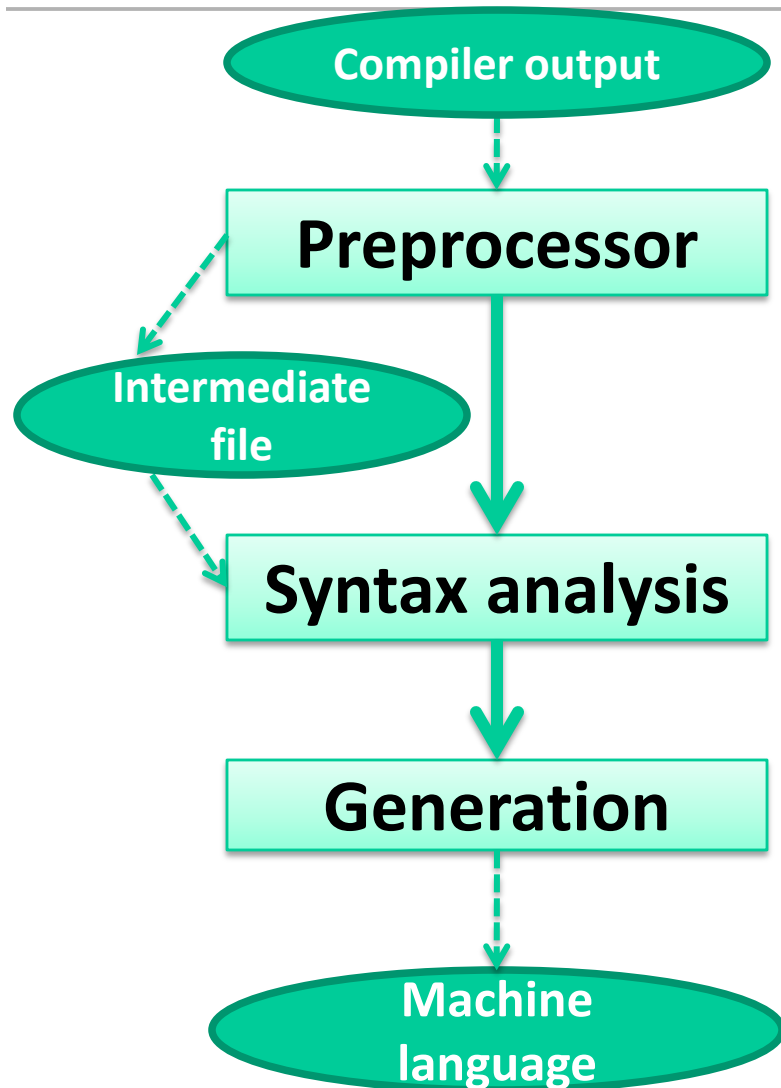
main: add 1 #hoge  
Label Mnemonic Operand Coment



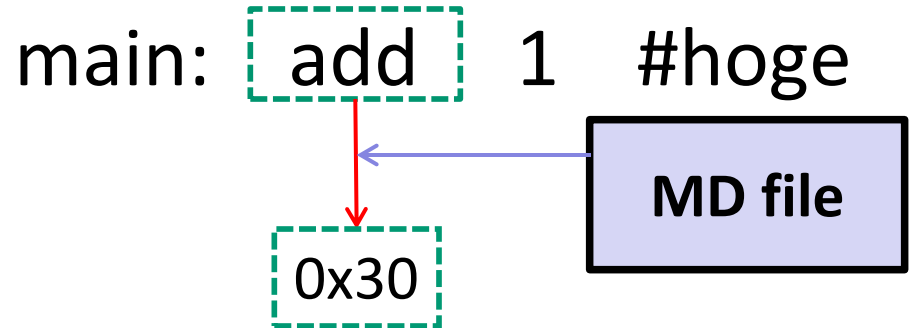


# Assembler development

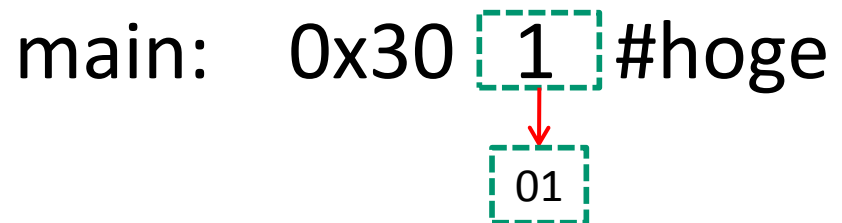
## -Generation(1)-



1. Replace mnemonic code by opcode



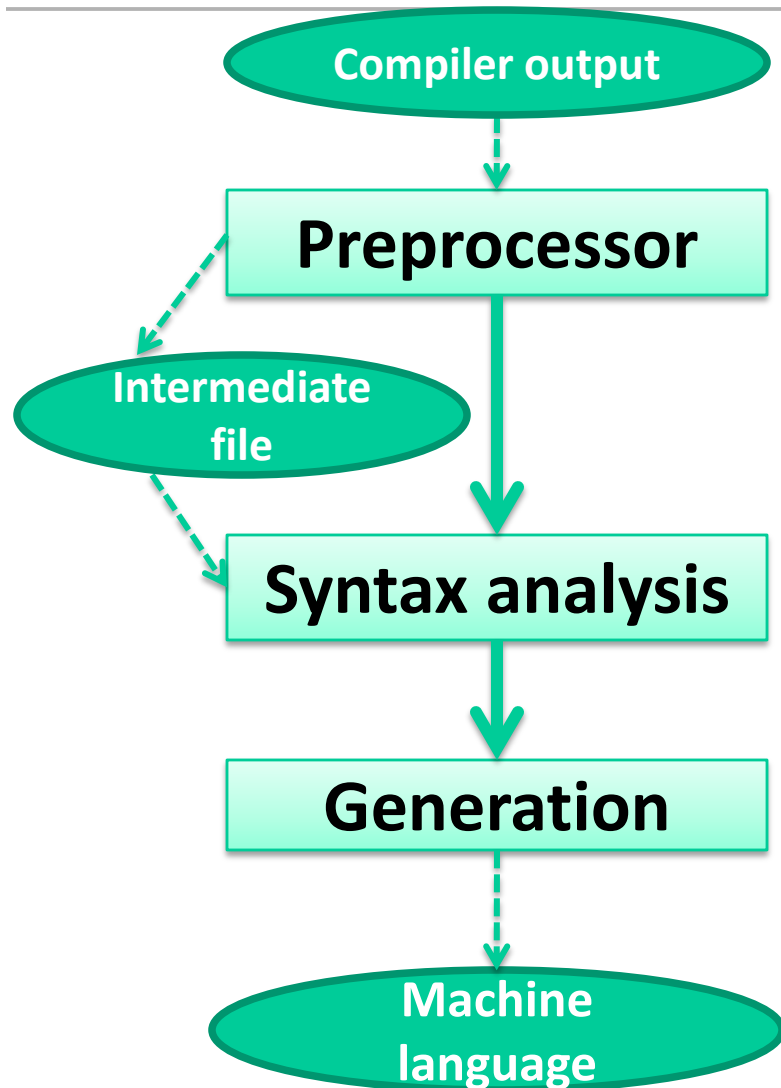
2. Convert integer into hexadecimal on operand





# Assembler development

## -Generation(2)-



### 3. Paste address into label

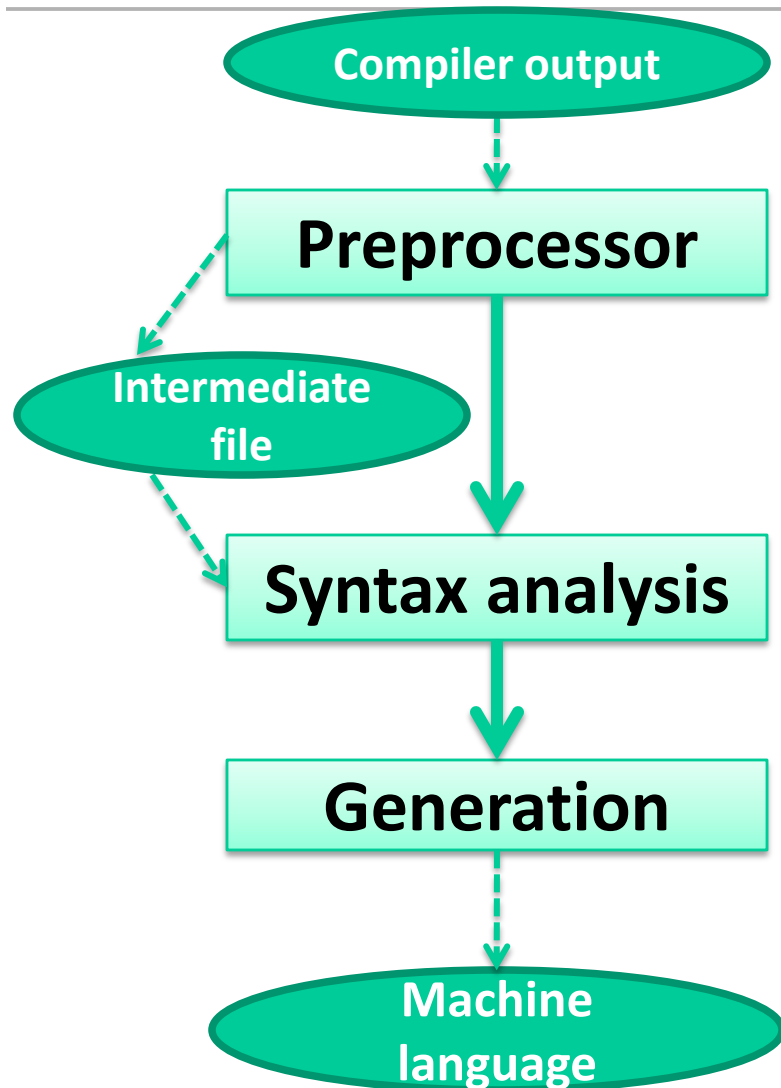
```
.text
    setd0    10      # N
    setd1    2       # counter
    setd2    1       # arg(0)
    setd3    1       # arg(1)
    seta0    $main
    call     0(a0)
    hlt

main:
    ldw     0(d0)
    ldil    2
```



# Assembler development

## -Generation(2)-



### 3. Paste address into label

```
.text
    setd0    10    # N
    setd1    2     # counter
    setd2    1     # arg(0)
    setd3    1     # arg(1)
    seta0    $main
    call     0(a0)
    hlt

main:
    ldw     0(d0)
    ldil    2
```

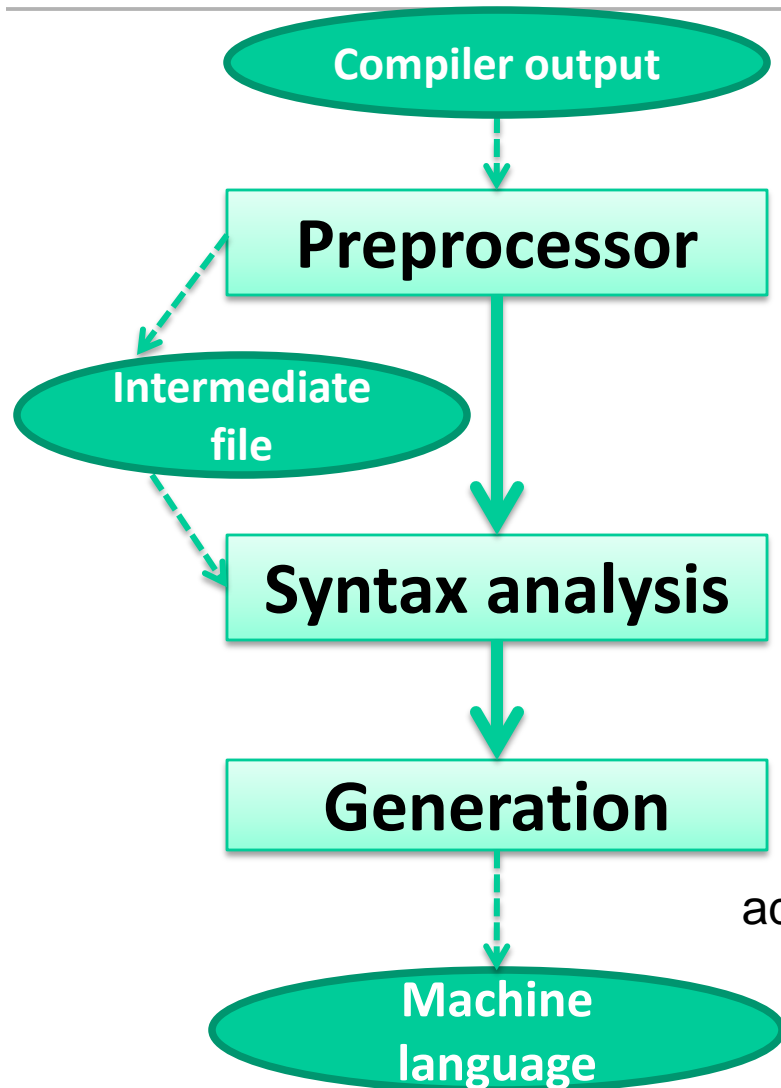
\$main

Find a Label



# Assembler development

## -Generation(2)-



### 3. Paste address into label

```

.text
    setd0    10    # N
    setd1    2     # counter
    setd2    1     # arg(0)
    setd3    1     # arg(1)
    seta0    $main
    call    0(a0)
    hlt
  
```

```

main:
    ldw    0(d0)
    ldil   2
  
```

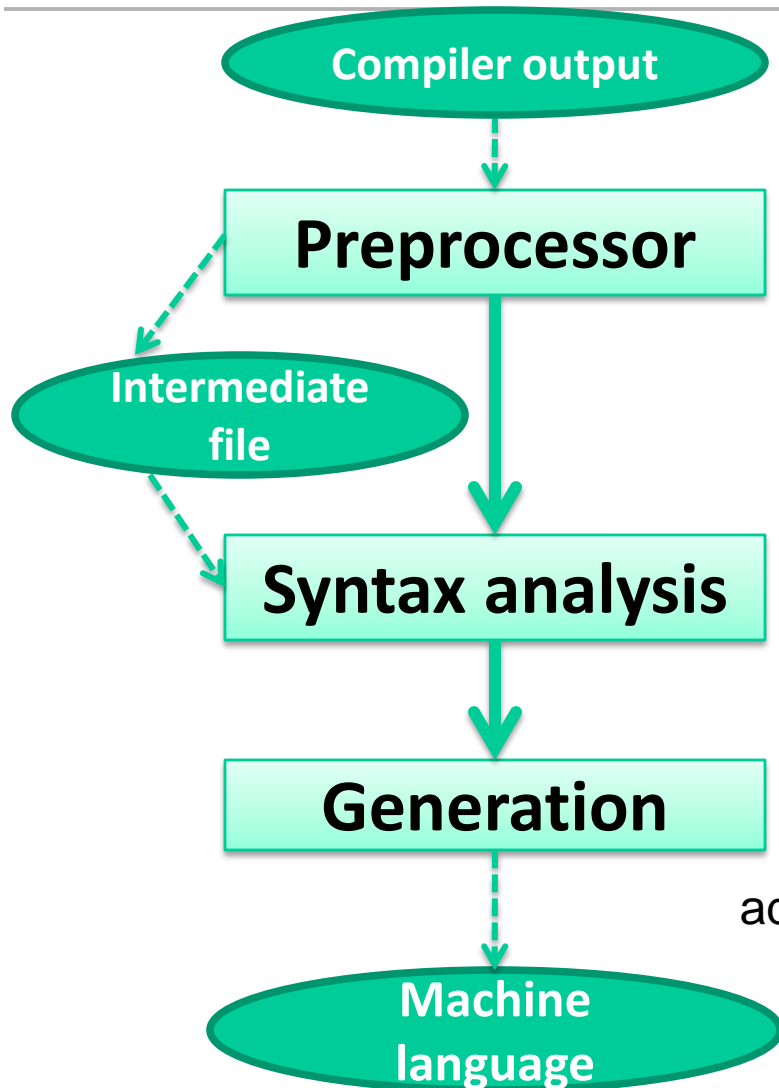
address = 0x0c

Search for jump address



# Assembler development

## -Generation(2)-



### 3. Paste address into label

```

.text
    setd0    10      # N
    setd1    2       # counter
    setd2    1       # arg(0)
    setd3    1       # arg(1)
    seta0    $main
    call     0(a0)
    hlt

main:
    ldw     0(d0)
    ldi     2
    address = 0x0c
  
```

Change the label to address



# Design result(1)

## Qasm

- qasm.c , qasm.h, target.h

### Preprocessor

- preprocessor.c , preprocessor.pl

### Syntax analysis

- parser.y, scanner.l

### Generation

- pqp\_codegen.c
- QC.h DEP.h
- conversion.c
- symtab.c , backpatch.c
- codegen.c

MD file



# Design result(2)

File	Number of lines	File	Number of lines
qasm.c	400	pqp_codegen.c	579
qasm.h	148	QC.h	420
target.h	37	DEP.h	205
preprocessor.c	62	conversion.c	86
preprocessor.pl	99	symtab.c	332
parser.y	226	backpatch.c	105
scanner.l	348	codegen.c	171

Total number of lines: 3218



# Evaluation results(1)

- Qasm executes
  - Reading and writing file assignment
  - Select using compiler output or handmade assembly
  - Decide file type of input and output
  - With user interface

```
std4dc17 {s1140196} 155: ./qasm
+-----+
|               Queue Computer Project               |
|               University of Aizu                   |
|               Queue Assembler                    |
|               Optimized by Reo Honjoya,           |
|               Hiroki Hoshino                     |
|               Last update : Feb 04, 2010         |
+-----+
# Do you use compiler output file?
# ( 1:Yes 2:No )
> 2
# Enter a assembly file name
> ./Assembly/TEMP/optimize.s
# Enter ISA ( 1:QC model 2:DEP model )
> 1
# Enter a output file name
> ./Out/com_out.hex
# Enter output file type ( 1:Binary 2:Hexadecimal )
> 2
14 bytes written to file: ./Out/com_out.hex
std4dc17 {s1140196} 156: █
```





# Evaluation results(2)



```

.text
main:
    ld    iWS, qt, ($fp)0
    ld    iWS, qt, ($fp)4
    sub   iWS, qt, qh, qh+1
    mul   iWS, qt, qh-1, qh-1
    sub   iWS, qt, qh, qh-1
    div   iWS, qt, qh, qh+1
    st    iWS, qh, ($fp)8

```

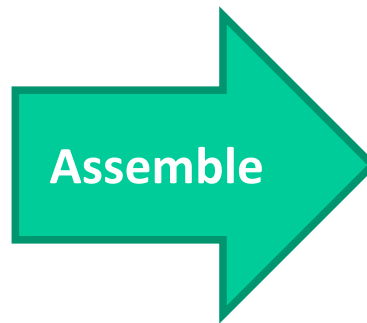
Queue compiler generated code for  $(a*a)/\{(b-a)-a\}$

```

.text
main:
    ldw   0(d0)
    ldw   0(d1)
    sub   1, 1
    mul   1, 0
    sub   1, -1
    div   1, 1
    stw   0(d2)

```

Intermediate file



```

60 00 // ldw
61 00 // ldw
82 81 // sub
b8 80 // mul
82 ff // sub

ba 81 // div
7a 00 // stw

```

Machine language