

Justin Hsu  
EEC 170 Lab 2  
5/8/25

K = 4

```
k: .word 4
A: .word -52, 47, 36, 36 # A [1x4] vector
B: .word -68 -83 -72 40, 31 20 -2 45, -14 -79 55 23, -83 21 54 22 # B[4x4] matrix stored in row major
C: .word 97, -94, 52, 45 # C[1 x 4] initialized to some random values.
```

```
-----
Starting program C:\Users\Justin\Documents\School\2024-2025\Spring Quarter\EEC 170\EEC-170-Labs\lab2_skel.S
C = 1501 3168 7574 1655
Exited with error code 0
Stop program execution!
-----
```

From sample.txt:

```
k: .word 4
A: .word -52, 47, 36, 36 # A [1x4] vector
B: .word -68 -83 -72 40, 31 20 -2 45, -14 -79 55 23, -83 21 54 22 # B[4x4]
matrix stored in row major
C: .word 97, -94, 52, 45 # C[1 x 4] initialized to some random values.
```

```
Results:
C = 1501 3168 7574 1655
```

K = 5

```
k: .word 5
A: .word -52, 47, 36, 36 # A [1x4] vector
B: .word -68 -83 -72 40, 31 20 -2 45, -14 -79 55 23, -83 21 54 22 # B[4x4] matrix stored in row major
C: .word 97, -94, 52, 45 # C[1 x 4] initialized to some random values.
```

```
-----
Starting program C:\Users\Justin\Documents\School\2024-2025\Spring Quarter\EEC 170\EEC-170-Labs\lab2.S
^b1875085956 -1359540662 -1698821385 -1028029698 1645633155
Exited with error code 0
Stop program execution!
-----
```

K = 7

```
k: .word 7
A: .word -52, 47, 36, 36 # A [1x4] vector
B: .word -68 -83 -72 40, 31 20 -2 45, -14 -79 55 23, -83 21 54 22 # B[4x4] matrix stored in row major
C: .word 97, -94, 52, 45 # C[1 x 4] initialized to some random values.
```

```
-----
Starting program C:\Users\Justin\Documents\School\2024-2025\Spring Quarter\EEC 170\EEC-170-Labs\lab2.S
û3^BwR_75799979R_4810R_-1566168021R_173665R_-547474439R_6246999R_1765757767R_GS?iExited with error code 0
Stop program execution!
-----
```

When  $K > 4$ , the answers become a jumbled mess because my code has only allocated sufficient memory for  $K = 4$ , meaning that it will only store 4 values in the result register. When  $K > 4$ , I am reading and writing beyond the bounds of memory that I have allocated, so as a result this leads to undefined behavior, such as filling with junk, leading to that jumbled mess.