

Q1. Apply a suitable integer binary arithmetic algorithm to solve $A \times B$ for $A=15$ and $B=7$ where each number is represented using 6 bits.

Ans:

$$A \times B \quad A=15 \quad B=7 \quad 15 \times 7 \\ 11001111 \quad 0001111$$

Iteration	Steps	multiplicand(B)	multiplicand(A)	product(P)
0	initial value	000111	000000 001111	000000 000000
1	P=P+A	000111	000000 001111	000000 001111
	Shift left A	000111	000000 011110	000000 001111
	Shift right B	000011	000000 011110	000000 001111
2	P=P+A	000011	000000 011110	000000 101101
	SLA	000011	000000 111100	000000 101101
	SRB	000001	000000 111100	000000 101101
3	P=P+A	000001	000000 111100	000001 101101
	SLA	000001	000001 111100	000001 101101
	SRB	000000	000001 111100	000001 101101
4	SLA	000000	000011 110000	100101 101101
	SRB	000000		
5	SLA	000000	000111 100000	000001 101101
	SRB	000000	000111 100000	000001 101101
6	SLA	000000	000111 000000	000001 101101
	SRB	000000	000111 000000	000001 101101

$$1: \begin{array}{r} 000000 000000 \\ 000000 001111 \\ \hline 000000 001111 \end{array} \quad 3: \begin{array}{r} 000000 101101 \\ 000000 111100 \\ \hline 000001 101101 \end{array}$$

$$2: \begin{array}{r} 000000 001111 \\ 000000 011110 \\ \hline 000000 101101 \end{array}$$

$$A \times B = \begin{pmatrix} 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \end{pmatrix}$$

$A - B \rightarrow$ so we take 2's complement

$$A - B = \begin{pmatrix} 1 & 1 & 1 & 1 & 0 & 0 & 1 & 1 \end{pmatrix}$$

answer

Q7. For the given C code produce the equivalent MIPS assembly

Code:

```
while (S * X[i] != Z[j])
    X[i+1] = Y[i] + Z[j];
    i += 1;
    j += 1;
```

ans:

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Loop:

SLI	\$t3, \$t1, 2	# offset i
SLI	\$t4, \$t2, 2	# offset j
ADD	\$t5, \$t1, \$t1	# i+1
SLI	\$t6, \$t5, 2	# offset i+1

ADD	\$t7, \$t3, \$t3, \$s0	# effective address X[i]
ADD	\$t8, \$t4, \$t2, \$s0	# effective address Z[j]
LW	\$t3, 0(\$t7)	# value of X[i]
LW	\$t4, 0(\$t8)	# value of Z[j]
MUL	\$t5, \$t3, \$t3	# S * X[i]

Beq \$t5, \$s4, Exit # if S * X[i] == Z[j] then exit

GHC \$s6

CALL	\$t9, \$s1, \$t4	# effective address Y[i]
ADD	\$t6, \$t6, \$s0	# effective address X[i+1]

ADD	\$t3, 0(\$t4)	# value of Y[i], overwrite value of t3
ADD	\$t4, \$t3, \$t4	# Y[i] + Z[j], overwrite value of t4
SW	\$t6, 0(\$t4)	# X[i+1] =

addi \$t1, \$t1, 1 # c = c + 1
addi \$t2, \$t2, 1 # j = j + 1

j loop

jump to loop

Exit:

