

**Course Name**: Computer Architecture Lab

**Course Number and Section**: **14:332:333:03**

**Experiment**: 5

**Lab Instructor**: Ke Xia

**Date Performed**: 12/1/2021

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**Submitted by**: Alec Bakholdin 185002378

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**! Important: Please include this page in your report if the submission is a paper submission. For electronic submission (email or Sakai) please omit this page.**

--------------------------For Lab Instructor Use ONLY--------------------------

GRADE: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

COMMENTS:

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ECE Lab Report Structure

1. Purpose / Introduction / Overview – describe the problem and provide background information

2. Approach / Method – the approach took, how problems were solved

3. Results – present your data and analysis, experimental results, etc.

4. Conclusion / Summary – what was done and how it was done



j main

recursive:

    # base case

    addi t0, zero 2

    bge a0, t0, recursive\_start

    jr ra

    recursive\_start:

    addi sp, sp, -16

    sw s0, 0(sp)

    sw s1, 4(sp)

    sw ra, 8(sp)

    mv s0, a0

    addi a0, s0, -1

    jal recursive

    mv s1, a0

    addi a0, s0, -2

    jal recursive

    add a0, a0, s1

    lw s0, 0(sp)

    lw s1, 4(sp)

    lw ra, 8(sp)

    addi sp, sp, 16

    jr ra

iterative:

    mv s0, a0

    addi s1, zero, 0 # i = 0

    addi s2, zero, 1 # first

    addi s3, zero, 1 # second

    addi s4, zero, 1 # next

    loop:

        bge s1, s0, iterative\_return

        addi t0, zero, 1

        blt s1, t0, iterativelteone

        beq s1, t0, iterativelteone

        j loop

        iterativelteone: # <= 1

        j loop

    iterative\_return:

    jr ra

print\_integer:

    mv t0, a1

    mv a1, a0

    addi a0, zero, 1

    ecall

    addi a0, zero, 11

    addi a1, zero, '\n'

    ecall

    mv a0, a1

    mv a1, t0

    jr ra

main:

    addi t0, zero, 6

    addi a0, t0,  0

    jal recursive

    jal print\_integer

    addi a0, t0, 0

    jal iterative

    jal print\_integer

Didn’t have time to finish, but got recursive to work. Here are those results

x = 10 🡪 

x = 12 🡪 

x = 5 🡪 Text

Description automatically generated with low confidence

j main

output: # args: (int \*array, int length)

    mv t0, a0               # t0 = array (int\*)

    mv t1, a1               # t1 = length (int)

    addi t2, zero, 0        # int i = 0

    output\_loop:

        bge t2, t1, output\_endloop    # while i < length

        addi a0, zero, 1    # set ecall to print\_integer

        lw a1, 0(t0)        # print array[i]

        ecall

        addi a0, zero, 11   # set ecall to print\_char

        addi a1, zero, ' ' # print '\n'

        ecall

        addi t0, t0, 4      # array++

        addi t2, t2, 1      # i++

        j output\_loop

    output\_endloop:

    addi a0, zero, 11

    addi a1, zero, '\n'

    ecall

    jr ra

main:

    la a1, array

    lw a2, array\_len

    lw s0, odd\_negatives

    addi s1, zero, 0

    lw s2, even\_negatives

    addi s3, zero, 0

    lw s4, zeros

    addi s5, zero, 0

    addi t0, zero, 0 # j = 0

    loop:

        slli t1, t0, 2 # t1 = j\*4

        add t1, a1, t1 # t1 = array + 4j

        lw t1, 0(t1) # t1 = array[t1]

        blt t1, zero, ltzero

        beq t1, zero, zero

        j continue

        zero:

        slli t2, s5, 2 # zero\_counter \* 4

        add t2, s4, t2 # t2 = zeros + zero\_counter\*4

        sw zero, 0(t2) # zeros[zero\_counter] = 0

        addi s5, s5, 1 # zero\_counter++

        j continue

        ltzero:

        andi t2, t1, 1 # determine if even

        beq t2, zero, even

        # odds here

        slli t2, s1, 2 # odd\_counter \* 4

        add t2, s0, t2 # t2 = odds + odd\_counter\*4

        sw t1, 0(t2) # odds[odd\_counter] = array[j]

        addi s1, s1, 1 # odd\_counter++

        j continue

        even:

        slli t2, s3, 2 # even\_counter \* 4

        add t2, s2, t2 # t2 = evens + even\_counter\*4

        sw t1, 0(t2) # evens[even\_counter] = array[j]

        addi s3, s3, 1 # even\_counter++

        continue:

            addi t0, t0, 1 # j++

            bge t0, a2, endloop # while j < array\_len

            j loop

    endloop:

    lw a0, odd\_negatives

    mv a1, s1

    jal output

    lw a0, even\_negatives

    mv a1, s3

    jal output

    lw a0, zeros

    mv a1, s5

    jal output

.data

    odd\_negatives: .word 0x40000004

    even\_negatives: .word 0x20000002

    zeros: .word 0x50000000

    array: .word -8 -6 -4 0 22 -1

    array\_len: .word 6

Output samples:

{-8 -6 -4 0 22 -1} 🡪 A picture containing graphical user interface

Description automatically generated

{-4 -2 0 12 13 0 -1 -13} 🡪 Graphical user interface, application

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