ΗΡΥ 201- Ψηφιακοί Υπολογιστές

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Ασκήσεις

Write a MIPS assembly language function that accepts a binary number in register \$a0 and returns a value corresponding to the number of one's in the binary number.

Exercise 12(Pseudocode)

```
v0 = 0;
while ($a0 = !0)
  $t0 = $a0 \& 1;
  a0 = a0 >> 1;
  v0 = v0 + t0;
Return
```

Exercise 12 (MIPS Assembly Language)

```
Label Op-Code Dest. S1, S2 Comments
      .globl count
      .text
count:
      li
        $v0, 0
while:
      andi $t0, $a0, 1
     srl $a0, $a0, 1
      add $v0, $v0, $t0
      bnez $a0, while
           $ra
```

Translate the following pseudocode expression to MIPS assembly language code. Include code to insure that there is no array bounds violation when the store word (sw) instruction is executed. Note that the array "zap" is an array containing 50 words, thus the value in register \$a0 must be in the range from 0 to 196. Include code to insure that the value in register \$a0 is a word address offset into the array "zap." If an array bounds violation is detected or the value in register \$a0 is not a word address offset then branch to the label "Error."

.data

zap: .space 200

.text

- - -

zap[\$a0] = \$s0

Exercise 13 (Pseudocode)

```
$t0 = $a0 & 3;

If ($t0 != 0) go to Error;

if ($a0 < 0) go to Error

if ($a0 > 196) go to Error

$t0 = &zap

$a0 = $a0 + $t0

Mem($a0) = $s0;
```

Exercise 13 (MIPS Assembly Language)

<u>Label Op-Code</u> <u>Dest. S1, S2</u> <u>Comments</u> .data

zap: .space 200 .text

andi \$t0, \$a0, 3

bnez \$t0, Error

bltz \$a0, Error

li \$t0, 196

bgt \$a0, \$t0, Error

la \$t0, zap

add \$a0, \$a0, \$t0

sw \$s0, 0(\$a0)

Write a function to search through an array "X" of "N" words to find how many of the values are evenly divisible by four. The address of the array will be passed to the function using register \$a0, and the number of words in the array will be passed in register \$a1. Return the results in register \$v0.

Exercise 14 (Pseudocode)

```
v0 = 0;
$t3 = 3;
For (; $a1 > 0; $a1 = $a1 - 1)
  { $t2 = Mem ($a0); }
  a0 = a0 + 4;
  $t0 = $t2 \& t3;
  If (\$t0 == 0) \$v0 = \$v0 + 1;
  return
```

Exercise 14 (MIPS Assembly Language)

```
Op-Code Dest. S1, S2
<u>Label</u>
         <u>Comments</u>
Div4:
                 $v0, 0
        li
                 $t3, 3
         b
                  skip
loop:
                  $t2, 0($a0)
         lw
                 $a0, $a0, 4
         addi
                 $t0, $t2, $t3
         and
                 $t0, skip
         bnez
                 $v0, $v0, 1
         addi
skip:
                 $a1, $a1, -1
         addi
                 $a1, loop
         bgez
         jr
                 $ra
```

MinMax (&X, N, Min, Max)

Write a function to search through an array 'X' of 'N' words to find the minimum and maximum values.

The parameters &X and N are passed to the function on the stack, and the minimum and maximum values are returned on the stack. (Show how MinMax is called)

Exercise 15 (Pseudocode)

MinMax(&X:\$t1, N:\$t2, min:\$t8, max:\$t9) t1 = Mem(sp);t2 = Mem(sp+4);t8 = Mem(t1);\$t9 = \$t8;\$t2 = \$t2 - 1;While (\$t2 > 0) ${$t1 = $t1 + 4};$ t0 = Mem(t1);if (\$t0 < \$t8) \$t8 = \$t0; else if (\$t0 > \$t9) \$t9 = \$t0; t2 = t2 - 1: Mem(\$sp+8) = \$t8;Mem(\$sp+12) = \$t9;

Exercise 15 (MIPS Assembly Language)

```
Op-Code Dest. S1, S2
Label
                           Comments
##### An Example of calling the function #####
       .data
      .space 400
array
       .text
             $sp, $sp, -16
      addiu
             $t0, array
      la
             $t0, 0($sp)
      SW
             $t0,
                    100
             $t0,
                    4($sp)
      SW
             MinMax
      jal
             $t0, 8($sp)
      lw
             $t1, 12($sp)
      W
             $sp, $sp, 16
      addiu
```

Exercise 15 MinMax(&X:\$t1, N:\$t2, min:\$t8, max:\$t9)

```
<u>Label</u> <u>Op-Code</u> <u>Dest. S1, S2</u> <u>Comments</u> 
.text
```

MinMax:

```
Iw$t1, 0($sp)# get &XIw$t2, 4($sp)# get NIw$t8, 0($t1)# Init. minmove$t9, $t8# Init. maxaddi$t2, $t2, -1blez$t2, ret
```

loop:

```
addiu $t1, $t1, 4
lw $t0, 0($t1)
bge $t0, $t8, next
move $t8, $t0
b chk
```

next:

ble \$t0, \$t9, chk

Search(&X, N, V, L)

- Write a function to sequentially search an array X of N bytes for the relative location L of a value V.
- The parameters &X, N, and V are passed to the procedure on the stack, and the relative location L
- (a number ranging from 1 to N) is returned on the stack.
- If the value V is not found the value -1 is returned for L.

Exercise 16 (Pseudocode)

```
$t3= Mem(sp);
                                # get &X
  t1= Mem(sp + 4);
                                # get N
  t0= Mem(sp + 8);
                                # get V
  $t2=$t1;
  for ($t2 = $t2 - 1; $t2 >= 0; $t2 = $t2 - 1)
  { $t4 = mem($t3); }
   t3=t3+1;
  if ($t4 == $t0) go to found;
  Mem(sp + 12) = -1;
  go to exit;
found:
  Mem(sp + 12) = $t1-$t2;
          return;
exit:
```

```
Evergice 16 (MIPS Assembly I anguage)
```

	Exe	rcise 16	(MIPS	Assembly Language)
<u>Label</u>	<u>Op-Code</u>	Dest.	<u>S1, S2</u>	<u>Comments</u>
	.text			
search:				
	lw	\$t3,	0(\$sp)	# get &X
	lw	\$t1,	4(\$sp)	# get N
	lw	\$t0,	8(\$sp)	# get V
	move	\$t2,	\$t1	
	addi	\$t2,	\$t2, -1	# t2 = N - 1
loop:				
	lbu	\$t4,	0(\$t3)	# get a character
	addiu	\$t3,	\$t3, 1	# increment pointer
	beq	\$t4,	\$t0, fou	nd
	addi	\$t2,	\$t2, -1	# decrement loop counter
	bgez	\$t2,	loop	
	li	\$t4,	-1	
	sw	\$t4,	12(\$sp)	
	b	exit		
found:				
	sub	\$t1,	\$t1, \$t2	
	sw	\$t1,	12(\$sp)	
exit:	jr	\$ra		

$\underline{Scan(\&X, N, U, L, D)}$

Write a function to scan an array 'X' of 'N' bytes counting how many bytes are ASCII codes for:

- a. upper case letters U
- b. lower case letters L
- c. decimal digits D

Return the counts on the stack. The address of the array and the number of bytes N will be passed to the function on the stack.

Write a short main program to test this function.

A Main Program to Test the Scan Function

.data

string: .asciiz "The Quick Fox 0123456789"

.text

main: -----

```
addiu $sp, $sp, -20
la $t0, string
sw $t0, 0($sp)
li $t0, 24
sw $t0, 4($sp)
```

Allocate

jal Scan

lw	\$t0,	8(\$sp)	
lw	\$t1,	12(\$sp)	
lw	\$t2,	16(\$sp)	
addi	\$sp,	\$sp, 20	# Deallocate

Exercise 17 (Pseudocode)

```
Scan(&X:$t6, N:$t2, U:$t3, L:$t4, D:$t5)
t6 = Mem(sp)
                         # &X
t2 = Mem(sp+4)
                         # N
$t3=$t4=$t5=0;
For (; $t2>0; $t2=$t2-1)
t1 = mem(t6)
                         # get a byte
$t6 = $t6 + 1
if ( t1 >= 65 &  t1 <= 90 )  t3 = t3+1;
else if ($t1 \ge 97 \&\& $t1 \le 122) $t4=$t4+1;
else if ($t1 >= 48 \&\& $t1 <= 57) $t5 = $t5 + 1;
Mem(sp + 8) = $t3;
Mem(sp + 12) = $t4;
Mem(sp + 16) = $t5;
return;
```

Exercise 17 (Assembly Language Initialize)

Scan(&X:\$t6, N:\$t2, U:\$t3, L:\$t4, D:\$t5)

<u>Label</u>	Op-Code Dest. S1, S2		<u>Comments</u>	
scan:				
	lw	\$t6, 0(\$sp)	# Get &X	
	lw	\$t2, 4(\$sp)	# Get Value N	
	li	\$t3, 0	# Count of Upper Case	
	li	\$t4, 0	# Count of Lower Case	
	li	\$t5, 0	# Count of Decimal Digits	
	blez	\$t2, done		
	li	\$t0, 48	# ASCII "0"	
	li	\$t9, 57	# ASCII "9"	
	li	\$t7, 97	# ASCII "a"	
	li	\$t8, 122	# ASCII "z"	
	addiu	\$sp, \$sp, -8	# Allocate Temp Space	
	SW	\$s6, 0(\$sp)	# Save s6	
	SW	\$s7, 4(\$sp)	# Save s7	
	li	\$s6, 65	# ASCII "A"	
	li	\$s7, 90	# ASCII "Z"	

Exercise 17 (Assembly Language Body)

```
Comments
       Op-Code Dest. S1, S2
Label
               $t1, 0($t6)
loop:
       lbu
        addi
               $t6, $t6, 1
               $t1, $s6, num # "A"
        blt
        bgt $t1, $s7, lowc #"Z"
        addi $t3, $t3, 1
        h
               check
lowc:
        blt
               $t1, $t7, check # "a"
               $t1, $t8, check # "z"
        bgt
        addi
               $t4, $t4, 1
               check
        b
num:
        blt
               $t1, $t0, check # "0"
               $t1, $t9, check # "9"
        bgt
        addi
               $t5, $t5, 1
check:
        addi
               $t2, $t2, -1
               $t2, loop
        bgtz
```

Exercise 17 (Assembly Language Continued)

<u>Label</u>	<u>Op-Cod</u>	de Dest. S1, S2	<u>Comments</u>
	lw	\$s6, 0(\$sp)	# Restore s6
	lw	\$s7, 4(\$sp)	# Restore s7
	addiu	\$sp, \$sp, -8	# Deallocate Temp Space
	SW	\$t3, 8(\$sp)	
	SW	\$t4, 12(\$sp)	
	SW	\$t5, 16(\$sp)	
	ir	\$ra	

Hypotenuse(A, B, H)

This is an exercise in calling <u>nested functions</u> and passing parameters on the stack.

Write a function to find the length of the hypotenuse of a right triangle whose sides are of length A and B. Assume that a math library function "sqr (V, R)" is available, which will compute the square root of any positive value V, and return the square root result R.

Write a main program to test this function.

A Main Program to test hypotenuse

main:

```
$sp, -12 # allocate
addi
             $sp,
li
             $t0,
                   3
             $t0, 0($sp)
SW
li
             $t0,
                   4($sp)
             $t0,
SW
jal
             hypotenuse
             $a0, 8($sp)
lw
                                # get result
             $sp, $sp, 12
addi
                                       # deallocate
             $v0,
                                # print result
syscall
             $v0,
                    10
syscall
```

Exercise 18 (Pseudocode)

```
t0 = Mem(sp);
t1 = Mem(sp+4);
Mem(sp+8) = sqr ( t0*t0 + t1*t1 );
return
```

Exercise 18 (Assembly Language)

<u>Label</u>	Op-Code Dest. S1, S2		<u>Comments</u>
hypotenuse:			
	lw	\$t0, 0(\$sp)	# Get A
	lw	\$t1, 4(\$sp)	# Get B
	mult	\$tO, \$tO	
	mflo	\$tO	
	mult	\$t1, \$t1	
	mflo	\$t1	
	add	\$t0, \$t0, \$t1	
	addi	\$sp,\$sp, -12	# Allocate
	SW	\$t0, 0(\$sp)	# Pass Value to sqr
	SW	\$ra, 8(\$sp)	# Save ra
	jal	sqr	# Call sqr
	lw	\$t0, 4(\$sp)	# Get sqr Result
	lw	\$ra, 8(\$sp)	# Restore ra
	addi	\$sp, \$sp, 12	# Deallocate
	SW	\$t0, 8(\$sp)	# Return Hypotenuse
	jr	\$ra	

AVA (&X, &Y, &Z, N, status)

Write a function to perform an absolute value vector addition. Use the stack to pass parameters. The parameters are: the starting address of three different word arrays (vectors): X, Y, Z, and an integer value N specifying the size of the vectors.

If overflow ever occurs when executing this function, an error status of "1" should be returned and the function aborts any further processing. Otherwise, return the value "0" for status. The function will perform the vector addition:

Xi = |Yi| + |Zi|; with i going from 0 to N - 1.

Also write a main program to test this function.

Example code for testing the AVA function

```
Op-Code Dest. S1, S2
                       Comments
Label
      .data
zig:
                 20
     .space
zag: .word 345, 765, -234567, 2345, 999
zonk: .word -38645, 765987, 67, 3215, 444
                 "Overflow Occurred"
msg: .asciiz
     .text
main: addi $sp, $sp, -20 # Allocate
      la $s0, zig
     sw $s0, 0($sp)
           $s0, zag
      la
     sw $s0, 4($sp)
           $s0, zonk
      la
           $s0, 8($sp)
     SW
      li
           $s0, 5
     sw $s0, 12($sp)
           AVA
      jal
```

 σ_{α} $\Lambda G/\sigma_{\alpha}$

Exercise 19 (Pseudocode)

```
AVA(&X:$t6, &Y:$t7, &Z:$t8, N:$t0, status)
t6 = Mem(sp);
t7 = Mem(sp+4);
t8 = Mem(sp+8);
t0= Mem (sp+12);
for (; $t0 > 0; $t0 = $t0 - 1)
        { $t1= Mem($t7);
         $t7 = $t7 + 4;
         if ($t1 < 0) $t1 = 0 - $t1;
         t2= Mem(t8);
         $t8 = $t8 + 4;
         if ($t2 < 0) $t2 = 0 - $t2;
         $t1 = $t1 + $t2;
         if ($t1< 0) go to ovf;
         Mem($t6) = $t1;
         $t6 = $t6 + 4;
Mem(\$sp+16) = 0;
return
ovf: Mem(\$sp+16) = 1; return
```

```
Op-Code Dest. S1, S2
Label
                          Comments
                                     Exercise 19 (Assembly Language)
             .text
                  0($sp) # Get &X
AVA:
             $t6,
      lw
            $t7, 4($sp) # Get &Y
      lw
            $t8, 8($sp) # Get &Z
      lw
            $t0, 12($sp)
                                # Get N
      lw
                  0($t7)
      lw
            $t1,
loop:
                  $t7, 4
      addiu $t7,
      bgez $t1,
                  next
      sub
            $t1, $0, $t1
            $t2, 0($t8)
next:
      lw
                  $t8, 4
      addiu $t8,
      bgez $t2, sum
      sub
            $t2, $0, $t2
            $t1,
                          $t2
      add
                  $t1,
sum:
      bltz
            $t1,
                  ovf
                  0($t6)
             $t1,
      SW
                  $t6, 4
      addiu $t6,
             \Phi_{\perp}
```

Fibonacci (N, E)

Write an function to return the Nth element in the Fibonacci sequence. A value N is passed to the function on the stack, and the Nth Fibonacci number E is returned on the stack.

If N is greater than 46 overflow will occur, so return a value of 0 if N is greater than 46. Also show an example of calling this function to return the 10th element in the sequence.

The first few numbers in the Fibonacci sequence are: $0, 1, 1, 2, 3, 5 \dots$

Example Code to Test Fibonacci

```
Op-Code Dest. S1, S2 Comments
Label
      .data
      .asciiz "Can not Compute Correct Result"
msg:
      .text
main: addi
            $sp, $sp, -8 # Allocate
             $t0, 10
                           # Pass argument to Fib
      li
             $t0, 0($sp)
      SW
             Fib
                           # Call Fibonacci
      jal
      Iw $a0, 4($sp) # Get result back
      addi $sp, $sp, 8 # Deallocate
      bgtz $a0, done
             $v0, 4
      li
             $a0, msg
      la
      syscall
             $v0, 1
                          # Print result
done:
      li
      syscall
             $v0, 10
      li
      syscall
```

Exercise 20 (Pseudocode)

```
t0 = Mem(sp);
if ($t0 > 46) \{Mem($sp+4) = 0; Return;\}
 If ($t0 > 1)
      {$t1 = 0; $t2 = 1;}
             For ($t0 = $t0 - 1; $t0 > 0; $t0 = $t0 - 1)
             $t3 = $t2 + $t1;
             t1= t2;
             $t2 = $t3
 else $t3= $t0;
Mem(\$sp+4) = \$t3;
Return
```

Exercise 20 (Fibonacci Assembly Language)

<u>Label</u> Fib:	Op-Code Dest. S1, S2		<u>Comments</u>	
	lw bltz addi bgtz li li move addi blez	\$t0, 0(\$sp) \$t0, error \$t1, \$t0, -46 \$t1, error \$t1, 0 \$t2, 1 \$t3, \$t0 \$t0, \$t0, -1 \$t0, done	# Get N	
loop:	DICZ	ψιο, done		
	add move move addi bgtz	\$t3, \$t2, \$t1 \$t1, \$t2, \$t2, \$t3 \$t0, \$t0, -1 \$t0, loop		
done:		4.0 4.4		
	sw jr	\$t3, 4(\$sp) \$ra	# Return Nth Fibonacci number	
error:				
	SW	\$0, 4(\$sp)		
	jr	\$ra		

Fibonacci (A Very Efficient Method)

```
.data
fibnum: .word
                  0,1,1,2,3,5,8,13,21,34,55,89,144,233,377,610,987,1597,2584,4181,
                  6765,10946,17711,28657,46368,75025,121393,196418,317811,514229,
         .word
         .word
                  832040,1346269,2178309,3524578,5702887,9227465,14930352,24157817,
                  39088169,63245986,102334155,165580141,267914296,
         .word
                  433494437,701408733,1134903170,1836311903
         .word
         .text
fib:
                  $t0, 0($sp)
         lw
         bltz
                  $t0, error
                  $t1, $t0, -46
         addi
                  $t1, error
         bgtz
                  $t0, $t0, 2
         sll
                  $t1, fibnum
         la
         addu
                  $t0, $t1, $t0
                  $t0, 0($t0)
         lw
                  $t0, 4($sp)
         SW
                  $ra
         jr
error:
                  $0, 4($sp)
         SW
                  $ra
         jr
```

BubSort (&X, N)

Write a function to sort an array "X" of "N" words into ascending order using the bubble sort algorithm.

The address of the array and the value N will be passed to the function on the stack.

Show how the sort function is called.

Example Assembly Language Code to Call Sort(&Z, 1000)

addi	\$sp,	\$sp, -8
la	\$t0,	Z
SW	\$t0,	0(\$sp)
li	\$t0,	1000
SW	\$t0,	4(\$sp)
jal	sort	
addi	\$sp,	\$sp, 8

Exercise 21 (Pseudocode)

```
BubSort (&X:$t3, N:$t0)
     t0 = Mem(sp+4);
Again:
     $t0 = $t0 - 1;
     $t2=0;
     $t3= Mem($sp);
     \{If (Mem($t3) > Mem($t3+4) \} 
                {exchange Mem($t3) & Mem($t3+4)
                $t2=1}
          t3= t3 + 4:
     If ($t2 == 1) go to Again
     else
     return
```

Exercise 21 (Assembly Language)

addi \$t3, \$t3, 4

```
Op-Code Dest. S1, S2
                       Comments
BubSort:
     Iw $t0, 4($sp) # Get N
again:
     addi $t0, $t0, -1
     li $t2, 0 # Clear flag
           $t3, 0($sp) # Get pointer to array
     lw
                            # Init. loop count
     move $t1, $t0,
loop:
           $t8, 0($t3)
     lw
     lw $t9, 4($t3)
     ble $t8, $t9, next
     sw $t8, 4($t3) # Swap values
     sw $t9, 0($t3)
           $t2, 1 # Set Flag
     li
next:
```

Inc. pointer