

Assignment -1

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Q.1(a) As the processor has an instruction length of 14 bits and 64 bit general purpose registers, the address field will be of size 6 bits. So the opcode will be the remaining bits.

for two address instruction

$$\text{Address bit required} = 2 \times 6 = 12 \text{ bits}$$

$$\text{Opcode bits remain} = 14 - 12 = 2 \text{ bits}$$

$$\text{possible two address opcodes} = 2^2 = 4$$

for one address instruction

$$\text{Address bit segment} = 1 \times 6 = 6 \text{ bits}$$

$$\text{opcode bits remain} = 14 - 6 = 8 \text{ bits}$$

$$\text{possible one address opcode} = 2^8 = 256$$

So for 3 two bit address instruction

$$3 \times 2^6 \times 2^6 = 12288$$

— 63 One address instruction

$$63 \times 2^6 = 4032$$

45 zero address instruction

45

So total Combiner = 16865

28-30 FII

- memory

As it is less than given instruction length i.e. $2^{14} = 16384$
It is possible to have all these instructions.

1D) for 3 - two address instruction

$$= 3 \times 2^6 \times 2^6 = 12288$$

- 6T one address instruction

$$= 6T \times 2^6 = 4160$$

Rest - 8T zero address instruction

$$= 8T$$

So total combined instruction > 16483

as it is greater than the instruction

$$\text{length } 2^{14} = 16384$$

It is not possible to have this type of instructions together.

1C) for this as there are already 3 - two address instruction and 24 zero address instruction, the remaining address instruction that can be of the maximum no. of one instruction are

Total possible instruction $2^4 = 16384$

$$16384 = x + (3 \times 2 \text{ address}) + (24 \times \text{zero address})$$

$$16384 = x + 3 \times 2^6 \times 2^6 + 24$$

$$16384 = x + 12288 + 24$$

$$2l = 4072$$

So 1 address instruction = $\frac{4076 + 4072}{20} = 63$

So we can have 1 or 63 one address instruction.

Q2) Sub \$t_0, \$t_0, \$t_1 // Sub b from a. store info
 add \$t_2, \$t_1, 1 // Add 1 to b store in \$t_2
 sw \$t_2, 0(\$s0) // store t_2 in c[0]
 lw \$t_3, 0(\$s0) // load c[0]

add \$t_4, \$t_1, 1 // add 1 to b store in \$t_4
 sll \$t_4, \$t_4, 2 // mul t_4 by 4 to get offset
 add \$t_4, \$t_4, \$s0 // add base address
 lw \$t_5, 0(\$t_4) // load c[b+1]

sub \$t_6, \$t_3, \$t_5 // Sub c[b+1] from c[0]
 add \$t_5, \$t_0, 2 // add 2 to a 8bit offset
 sll \$t_5, \$t_5, 2 // mul t_5 by 4 to offset
 add \$t_5, \$t_5, \$s0 // add base address
 sw \$t_6, 0(\$t_5) // store c[a+2]

Q2.2a) ble \$t1, \$t2 : if

sll \$t3, \$t1, 2

add \$t3, \$t3, \$0

sll \$t4, \$t1, 1

add \$t5, \$t0, \$t4

sw \$t5, 0(\$t3)

j exit

if : sll \$t3 \$t1, 2

add \$t3, \$t3 \$0

srl \$t4, \$t0, 2

sw \$t4, 0(\$t3)

exit:

Q2.2b) li \$t2, 0

sll \$t4, \$t1, 2

add \$t4, \$t4, \$0

lw \$t5, 0(\$t4)

condition: ble \$t3, \$t0 loop

j exit

loop : sll \$t6, \$t4, 1

sub \$t0, \$t5, \$t6

sl1 \$t7, \$t3, 2

add \$t7, \$t7, \$50.

sw \$t6, 0(\$t7)

add: \$t3, \$t3, 1

j condition

exit:

(220) li \$t3, 0

loop:

sl1 \$t4, \$t3, 2

add \$t5, \$50, \$t4

lw \$t6, 0(\$t5)

ble \$t6, \$t3, end

sl1 \$t7, \$t0, 2

add \$t8, \$t0, \$50, \$t7

alw \$t9, 0(\$t8)

add \$t10, \$t9, \$t4

sw \$t10, 0(\$t5)

add: \$t3, \$t3, 1

j loop

end:

2.3) main: lw \$a0, n f+8 l12
jal fib f+8 bbn
move \$t0, \$v0 w3
lw \$a0, n f+8 bbn

(A3)

fib: addi \$sp \$sp - 8.
sw, \$ra, 4(\$sp)
sw \$a0, 0(\$sp)
li \$t1, 1
ble \$a0, \$t1, fib-base-care
addi \$a0, \$a0, -1
jal fib
move \$t2, \$v0
lw \$a0, 0(\$sp)
addi \$a0, \$a0, -2
jal fib
move \$t3, \$v0
mul \$v0, \$t1, \$t2
lw \$a0, 4(\$sp)
lw \$a0, 0(\$sp)
addi \$sp, \$sp, 8
jr \$ra.

fib-base-care:
move \$v0, \$a0
lw \$ra, 4(\$sp)
lw \$a0, 0(\$sp)
addi \$sp, \$sp, 8
jr \$ra,

Q8.

Convert hex into binary

0010 0000 0000 1000 0000 0000 0000 0000
0001 0001 0000 1001 0000 0000 0000 0110
0000 0001 0000 0000 0101 0000 0100 0010
0000 0001 0000 0000 0101 1000 1000 0000
0000 0001 0111 0000 0101 1000 0010 0000
1010 1101 0110 1010 0000 0000 0000 0000
0010 0001 0000 1000 0000 0000 0000 0001
0000 1000 0000 0000 0001 0000 0000 0001

Identify the type of instruction from opcodes

001000 → opcode 8

000100 → opcode 4

000000 → opcode 0

000000 → opcode 0

000000 → opcode 0

101011 → opcode 43

001000 → opcode 8

000010 → opcode 2

Specified based on opcod format

I 8 0 8 1 8 0 + 6

I 4 8 9 8 1 6 + 6

R 0 8 0 10 1 2

R 0 8 0 11 2 0 (rev 0)
R 0 11 16 0011 0 32 0100
I 43 11 10 1001 +0 1000 1000
I 8 8 8 0000 +1 1000 0000
J 2 1 1010 0000 4097 1000 0000

MIPS assembly code

0x0000 4000 add \$0 \$8, 0
0x0000 4004 beq \$8, \$9, Ex, +
0x0000 4008 Srl \$10, \$8, 1
0x0000 4012 Sll \$11, \$8, 2
0x0000 4016 add \$11, \$11, \$16
0x0000 4020 Sw \$10, 0(\$11)
0x0000 4024 add \$8, \$8, 1
0x0000 4028 J 0x00100/0000

MIPS Assembly

add \$0 \$t0, 0
loop beq \$t0, \$t1, Fx, L
Srl \$t2, \$t0, 1
Sll \$t3, \$t0, 2
add \$t2, \$t3, \$t0
Sw \$t2, 0(\$t3)
add \$t0, \$t0, 1

Exit j loop

- possible code.

```
int i = 0;  
while (i < n) {  
    c[i] = i / 2;  
    i++;  
}
```

o/r.

```
int i = 0  
while (i < n) {  
    c[i] = (i < n) ? i : 0;  
    i++;  
}
```