

# ECE 346 HW # 1

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Question 1)

lui \$s0, 0x1001

op      rs      rt      imm

001111 00000 10000 0001000000000001

xori \$s1, \$s0, -10

op      rs      rt      imm

001110 10000 10001 1111111111110111

lui \$s2, 0x222

op      rs      rt      imm

001111 00000 10010 0000001000100010

add \$s3, \$s1, \$s2

op      rs      rt      rd      sham      funct

000000 10001 10010 10011 00000 100000

sw \$s3, 4(\$s0)

op      rs      rt      im

101011 10000 10011 0000000000000100

1.2)

Function Type	Register	address
lui	\$s0	0x10010000
xori	\$s1	0x1000FFF7
lui	\$s2	0x02220000
add	\$s3	0x1222FFF7
sw address (\$s0)	all	take contents of \$s3 offset it by 4 bits of the base

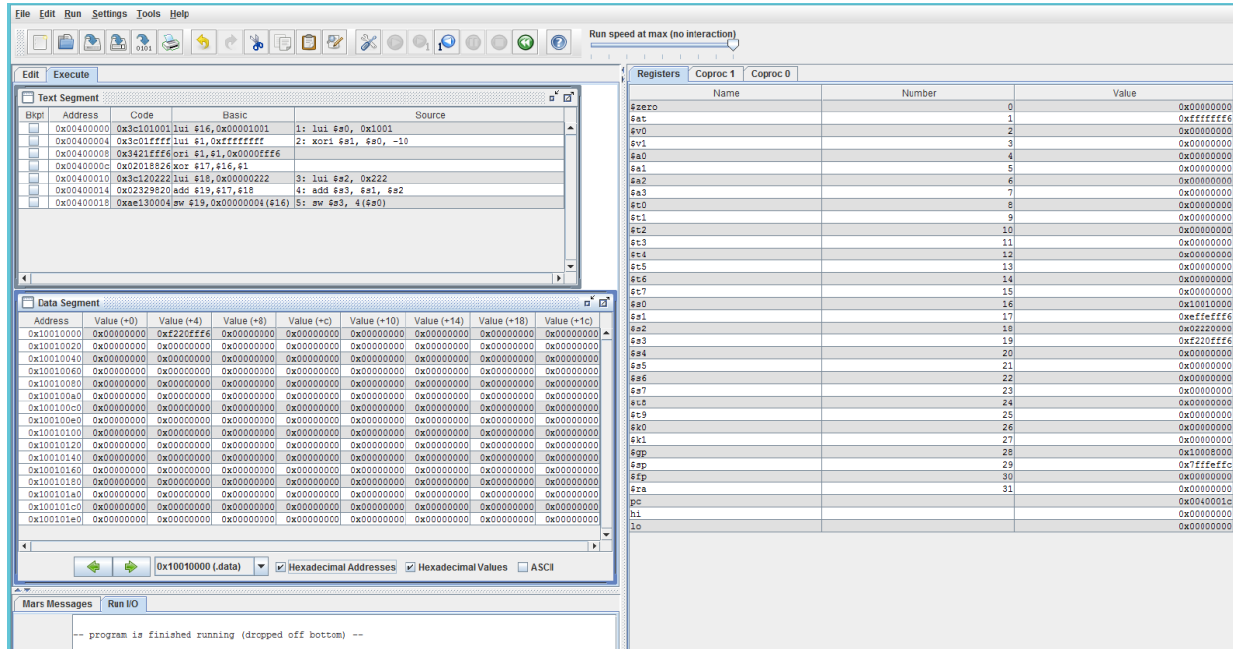
Final addresses:

\$s0      0x00010000

\$s1 0x1000FFF7

\$s2 0x02220000

\$s3 0x1222FFF7



1.3) The code doesn't match from my handwork, from what I noticed it had to break up the xori into 2 commands

1.4) after the program was done, \$at is equivalent to \$s3 which makes me believe that the register \$at was kind of used as a temporary when executing through the different instructions.

Question 2)

0x20080000

0010 00|00 000|0 1000| 0000 0000 0000 0000

op rs rt imm

addi \$t0,0

0x20090001

0010 00|00 000|0 1001| 0000 0000 0000 0001

op rs rt imm

addi \$t1,0x1

0x0089502A

0000 00|00 100|0 1001| 0101 0|000 00|01 1010

op      rs      rt      rd      sham    func

SLT \$t2,\$a0,\$t1

0X15400003

0001 01|01 010|0 0000| 0000 0000 0000 0011

op      rs      rt      imm

BNE \$t2, \$0,0x3

0X01094020

0000 00|01 000|0 1001| 0100 0|000 00|10 0000

Op      rs      rt      rd      sham    func

add \$t0, \$t0, \$t1

0X21290002

0010 00|01 001|0 1001| 0000 0000 0000 0010

Op      rs      rt      imm

addi \$t1,\$t1,0x2

0X08100002

0000 10|00 0001 0000 0000 0000 0000 00010

op jump                      target address

j 0x00400008

0X01001020

0000 00|01 000|0 0000| 0001 0|000 00|10 0000

op      rs      rt      rd      shamt    func

add \$v0, \$t0,\$0

0X03E00008

0000 00|11 111|0 0000| 0000 0|000 00|00 1000

op      rs      r t      rd      shamt    func

jr \$ra

2.3)

```

1  #Question 2
2  li $t0,17
3  li $t1,15
4
5  addi $t0,$0,0
6  addi $t1,$0,1
7  second:
8  slt $t2,$a0,$t1
9  bne $t2,$0,pass
10 add $t0,$t0,$t1
11 addi $t1,$t1,2
12 j second
13 pass:
14 add $v0,$t0,$0
15 jr $ra
16
17
18

```

Text Segment

Bkpt	Address	Code	Basic	Source
	0x00400000	0x24080011	addiu \$t0,\$0,0x00000011	1: li \$t0,17
	0x00400004	0x2409000f	addiu \$t1,\$0,0x0000000f	2: li \$t1,15
	0x00400008	0x20080000	addi \$t0,\$0,0x00000000	4: addi \$t0,\$0,0
	0x0040000c	0x20090001	addi \$t1,\$0,0x00000001	5: addi \$t1,\$0,1
	0x00400010	0x0095002e	slt \$t2,\$t0,\$t1	7: slt \$t2,\$t0,\$t1
	0x00400014	0x15400003	bne \$t2,\$0,0x00000003	8: bne \$t2,\$0,pass
	0x00400018	0x01094020	add \$t0,\$t0,\$t1	9: add \$t0,\$t0,\$t1
	0x0040001c	0x21290002	addi \$t1,\$t1,0x00000002	10: addi \$t1,\$t1,2
	0x00400020	0x08100004	j 0x00400010	11: j second
	0x00400024	0x01001020	add \$v0,\$t0,\$0	13: add \$v0,\$t0,\$0
	0x00400028	0x03e00008	jr \$ra	14: jr \$ra

Registers	Coproc 1	Coproc 0	Name	Number	Value
			\$zero	0	0x00000000
			\$at	1	0x00000000
			\$v0	2	0x00000000
			\$v1	3	0x00000000
			\$a0	4	0x00000000
			\$a1	5	0x00000000
			\$a2	6	0x00000000
			\$a3	7	0x00000000
			\$t0	8	0x00000000
			\$t1	9	0x00000001
			\$t2	10	0x00000001
			\$t3	11	0x00000000
			\$t4	12	0x00000000
			\$t5	13	0x00000000
			\$t6	14	0x00000000
			\$t7	15	0x00000000
			\$s0	16	0x00000000
			\$s1	17	0x00000000
			\$s2	18	0x00000000
			\$s3	19	0x00000000
			\$s4	20	0x00000000
			\$s5	21	0x00000000
			\$s6	22	0x00000000
			\$s7	23	0x00000000
			\$s8	24	0x00000000
			\$s9	25	0x00000000
			\$k0	26	0x00000000
			\$k1	27	0x00000000
			\$gp	28	0x10008000
			\$sp	29	0x7fffffc0
			\$fp	30	0x00000000
			\$ra	31	0x00000000
			pc		0x00000000
			hi		0x00000000
			lo		0x00000000

0x10010000

0x00000000

0x00000000

0x00000000

0x00000000

0x00000000

0x00000000

0x00000000

0x00000000

0x10010020

0x00000000

0x00000000

0x00000000

0x00000000

0x00000000

0x00000000

0x00000000

0x00000000

0x10010040

0x00000000

0x00000000

0x00000000

0x00000000

0x00000000

0x00000000

0x00000000

0x00000000

0x10010060

0x00000000

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0x00000000

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0x00000000

0x00000000

0x10010080

0x00000000

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0x00000000

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0x00000000

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0x100100a0

0x00000000

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0x100101c0

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0x100101e0

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0x00000000

0x00000000

0x00000000

0x10010000 (.data)

Hexadecimal Addresses

Hexadecimal Values

ASCII

Mars Messages

Run I/O

Clear

Step: execution terminated with errors.

The functionality of this program is to iterate through the values and when register \$t2 is not equal to the value in register \$0 (0), then it will pass to the adding line. Lastly, it will then jump to the register \$ra then the program will terminate.

3a)

```
slt $t0,$s1,$s0
beq $t0,$0, ELSE
add $t1,$s0,$s1
J ENDPROGRAM
```

ELSE:

```
Sub $t1,$s0,$s1
ENDPROGRAM:
```

3b)

```
slt $t0,$s1,$s0
beq $s1,$s0, GLABEL
beq $t0,$0, HLABEL
```

GLABEL:

```
addi $s0,$s0,1
J ENDPROGRAM
```

HLABEL:

```
subi $s1,$s1,1
ENDPROGRAM:
```

3c)

```
slt $t0, $s0,$s1
beq $s0,$s1, GLABEL
beq $t0,$0, HLABEL
```

GLABEL:

```
Add $s0, $0, $0
J ENDPROGRAM
```

HLABEL:

```
add $s1,$0, $0
ENDPROGRAM:
```

#### Question 4)

This will produce the output of the second byte from the stored address in \$t2. Big-endian would be AB and little-endian would be 34.

4.2)

From the MIPS Simulation, it says that the second byte is 34, which would make MIPS a little-endian architecture.

Text Segment				
Bkpt	Address	Code	Basic	Source
	0x00400000	0x3c011234	lui \$t0, 0x00001234	1: li \$t0, 0x1234ABCD
	0x00400004	0x3428abcd	ori \$t2, \$t0, 0x0000abcd	
	0x00400008	0x3c0a1001	lui \$t2, 0x00001001	2: lui \$t2, 0x1001
	0x0040000c	0xad480000	sw \$t0, 0(\$t2)	3: sw \$t0, 0(\$t2)
	0x00400010	0x21500002	lb \$s0, 2(\$t2)	4: lb \$s0, 2(\$t2)

Data Segment								
Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	0x1234abcd	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010020	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010040	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010060	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010080	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100a0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100c0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100e0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010100	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010120	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010140	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010160	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010180	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100101a0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100101c0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100101e0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000

Name	Number	Value
\$zero	0	0x00000000
\$at	1	0x12340000
\$v0	2	0x00000000
\$v1	3	0x00000000
\$a0	4	0x00000000
\$a1	5	0x00000000
\$a2	6	0x00000000
\$a3	7	0x00000000
\$t0	8	0x1234abcd
\$t1	9	0x00000000
\$t2	10	0x10010000
\$t3	11	0x00000000
\$t4	12	0x00000000
\$t5	13	0x00000000
\$t6	14	0x00000000
\$t7	15	0x00000000
\$a0	16	0x00000034
\$a1	17	0x00000000
\$a2	18	0x00000000
\$a3	19	0x00000000
\$a4	20	0x00000000
\$a5	21	0x00000000
\$a6	22	0x00000000
\$a7	23	0x00000000
\$a8	24	0x00000000
\$a9	25	0x00000000
\$k0	26	0x00000000
\$k1	27	0x00000000
\$gp	28	0x10008000
\$sp	29	0x7fffffc
\$fp	30	0x00000000
\$ra	31	0x00000000
pc		0x00400014
hi		0x00000000
lo		0x00000000

4.3a/b)

```
mips3.asm
1  #Question 4
2  li $t0, 0x1234ABCD
3  lui $t2, 0x1001
4  sw $t0, 0($t2)
5  lb $s0, 2($t2)
6
7  not $t1, $t0
8  sw $t1, 8($t2)
9
10 lbu $s1, 0xb($t2)
```



#### 4.3d)

```

1  #Question 4d
2  li $t0, 0x1234ABCD
3  lui $t2, 0x1001
4  sw $t0, 0($t2)
5  lb $s0, 2($t2)
6
7  lbu $t3, 0xb($t2)
8  lbu $t4, 0xa($t2)
9  lbu $t5, 0x9($t2)
10 lbu $t6, 0x8($t2)
11 sll $t4,$t4,8
12 sll $t5,$t5,16
13 sll $t6,$t6,24
14 add $t7,$t6,$t5
15 add $t7,$t7,$t4
16 add $t7,$t7,$t3
17 sw $t1,20($t2)
18

```

Edit Execute

mips3.asm

Prob4d.asm

```

1  #Question 4d
2  li $t0, 0x1234ABCD
3  lui $t2, 0x1001
4  sw $t0, 0($t2)
5  lb $s0, 2($t2)
6
7  lbu $t3, 0xb($t2)
8  lbu $t4, 0xa($t2)
9  lbu $t5, 0x9($t2)
10 lbu $t6, 0x8($t2)
11 sll $t4,$t4,8
12 sll $t5,$t5,16
13 sll $t6,$t6,24
14 add $t7,$t6,$t5
15 add $t7,$t7,$t4
16 add $t7,$t7,$t3
17 sw $t1,20($t2)
18

```

Edit Execute

Text Segment

Bkpt	Address	Code	Basic	Source
	0x00400000	0x3e011234	lui \$1,0x00001234	2: li \$t0, 0x1234ABCD
	0x00400004	0x3428abcd	ori \$5,\$1,0x000cabcd	
	0x00400008	0x3e0a1001	lui \$10,0x00001001	3: lui \$t2, 0x1001
	0x0040000c	0x4d800000	sw \$6,0x00000000(\$t0)	4: sw \$t0, 0(\$t2)
	0x00400010	0x81500002	lb \$16,0x00000002(\$t0)	5: lb \$s0, 2(\$t2)
	0x00400014	0x914b000b	lbu \$11,0x0000000b(...	7: lbu \$t3, 0xb(\$t2)
	0x00400018	0x914c000a	lbu \$12,0x0000000a(...	8: lbu \$t4, 0xa(\$t2)
	0x0040001c	0x914d0009	lbu \$13,0x00000009(...	9: lbu \$t5, 0x9(\$t2)
	0x00400020	0x914e0008	lbu \$14,0x00000008(...	10: lbu \$t6, 0x8(\$t2)
	0x00400024	0x000c6200	sll \$12,\$12,0x00000008	11: sll \$t4,\$t4,8
	0x00400028	0x000d6c00	sll \$13,\$13,0x00000010	12: sll \$t5,\$t5,16
	0x0040002c	0x000e7600	sll \$14,\$14,0x00000018	13: sll \$t6,\$t6,24
	0x00400030	0x01cd7820	add \$15,\$14,\$13	14: add \$t7,\$t6,\$t5
	0x00400034	0x01ec7820	add \$15,\$15,\$12	15: add \$t7,\$t7,\$t4

Data Segment

Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	0x1234abcd	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010020	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010040	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010060	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010080	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100a0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100c0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100e0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010100	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010120	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010140	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010160	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010180	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100101a0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100101c0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100101e0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000

Registers

Name	Number	Value
\$zero	0	0x00000000
\$at	1	0x12340000
\$v0	2	0x00000000
\$v1	3	0x00000000
\$a0	4	0x00000000
\$a1	5	0x00000000
\$a2	6	0x00000000
\$a3	7	0x00000000
\$t0	8	0x1234abcd
\$t1	9	0x00000000
\$t2	10	0x10010000
\$t3	11	0x00000000
\$t4	12	0x00000000
\$t5	13	0x00000000
\$t6	14	0x00000000
\$t7	15	0x00000000
\$s0	16	0x00000034
\$s1	17	0x00000000
\$s2	18	0x00000000
\$s3	19	0x00000000
\$s4	20	0x00000000
\$s5	21	0x00000000
\$s6	22	0x00000000
\$s7	23	0x00000000
\$s8	24	0x00000000
\$s9	25	0x00000000
\$k0	26	0x00000000
\$k1	27	0x00000000
\$gp	28	0x10008000
\$sp	29	0x7ffffefc
\$fp	30	0x00000000
\$ra	31	0x00000000
pc		0x00400040
hi		0x00000000
lo		0x00000000



5)

```
Question5
1 #Question 5
2 la $s0, 0x10010000 #This is the base address being used
3 li $s1, 0x1
4 li $t1, 0x1 #make register $t1 = 1 because we multiply
5 la $s2, ($s0)
6 go:
7     beq $s1,10,END
8     lw $t1, ($s2)
9     mul $t1, $t1,8
10    add $s2,$s2,4
11    sw $t1, ($s2)
12    addi $s1,$s1,1
13    j go
14 END:
```

The screenshot displays a MIPS simulator interface. The top window shows the assembly code for 'Question5', with the current instruction being 'li \$s1, 0x1'. The 'Registers' window on the right shows the state of the MIPS registers, with \$s1 containing 0x1. The 'Data Segment' window at the bottom shows a memory dump starting at address 0x10010000, with the first few bytes containing 0x00000000.

6)

Regwrite: 1

RegDest: 1

ALUSrc: 01

Branch: 0

MemWrite: 0

MemtoReg: 0

ALUControl: 00 (whichever 2-bit binary makes the ALU add)

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