

BPOS: Excercises for week 7

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Solutions

1. I have reformatted the code to look more readable and more navigable:

```
1  int b;  
2  int y;  
3  
4  int main() {  
5      b = 5;  
6      y = 11;  
7      if b > 1 {  
8          b = f1(b, b - 1)  
9      };  
10     return 0  
11 };  
12  
13 int f1(int y, int z) {  
14     while b > 0 {  
15         if y > 12 {  
16             b = (y - 1) * f1(y - 1, y)  
17         } else {  
18             if y > 9 {  
19                 y = y - 1;  
20                 b = 5  
21             } else {  
22                 b = 5;  
23                 y = y - 1  
24             }  
25         }  
26     };  
27     y = y - 1;  
28     return b  
29 }
```

There are a couple of problems with this code.

1. Due to an invalid statement on line 16, the code won't compile. There is no production for that kind of a statement.
2. Even though there are three subtrees with border words $y=y-1$ (on lines 19, 23, 27), only one of them (line 23) will ever be reached.

If we don't ignore problem 1, this task will not be completable. If we assume that all occurrences of $y=y-1$ are reachable, the program rests would look like this:

- After line 19: $c'.pr = b=5; ft(f1).body; return 0$
- After line 23: $c'.pr = ft(f1).body; return 0$
- After line 27: $c'.pr = return b; return 0$

If we count computations where $hd(c.pr) : y=y-1$ as **occurrences** of $y=y-1$, then after the first three (and in fact all infinite* occurrences), $c'.pr = ft(f1).body; return 0$

2. The expression to translate: $z + x[z]$

$$\text{displ}(z, \$gm) = \text{size}(\text{vec}) = (6 \cdot \text{size}(\text{int}))_{32} = (6 \cdot 4)_{32} = 24_{32}$$

$$\text{displ}(x, \$gm) = 0_{32}$$

The register **bpt**, where the pointer to the start of the region where global memory is contained, is the register number 28¹ which is called **\$gp** in MIPS.

Following the steps for translating variable names², array elements³ and binary arithmetic operations⁴, we get the following MIPS code:

- Load $x[z]$ into $\$t0$

```
1 addi $t0 bpt displ(x, $gm)
2 deref($t0)
3 addi $t1 bpt displ(z, $gm)
4 deref($t1)
5 addi 23 0 size(int)
6 mul($t1, $t1, 23)
7 add $t0 $t0 $t1
8 deref($t0)
```

- Load z into $\$t1$

```
9 addi $t1 bpt displ(z, $gm)
10 deref($t1)
```

- perform addition

```
11 add $t0 $t0 $t1
```

Expanding the macros and replacing variables

- $\text{bpt} \rightarrow \$gp$
 $23 \rightarrow \$s7$
 $0 \rightarrow \$zero$

```
1 addi $t0 $gp displ(x, $gm)
2 deref($t0)
3 addi $t1 $gp displ(z, $gm)
4 deref($t1)
5 addi $s7 $zero size(int)
6 mul($t1, $t1, $s7)
7 add $t0 $t0 $t1
8 deref($t0)
9 addi $t1 $gp displ(z, $gm)
10 deref($t1)
11 add $t0 $t0 $t1
```

- $\text{displ}(x, \$gm) \rightarrow 0$
 $\text{displ}(z, \$gm) \rightarrow 24$
 $\text{size}(\text{int}) \rightarrow 4$

```
1 addi $t0 $gp 0
2 deref($t0)
3 addi $t1 $gp 24
4 deref($t1)
5 addi $s7 $zero 4
6 mul($t1, $t1, $s7)
7 add $t0 $t0 $t1
8 deref($t0)
9 addi $t1 $gp 24
10 deref($t1)
11 add $t0 $t0 $t1
```

¹12.1.1 Memory Map. page 255.

²12.2.6 Variable Names. page 291-293.

³12.2.8 Array Elements. page 294-295.

⁴12.2.1 Binary Arithmetic Operations. page 298-299.

- $\text{deref}(j) \rightarrow \text{lw } j \ j \ 0$

```

1  addi  $t0 $gp 0
2  lw   $t0 $t0 0
3  addi  $t1 $gp 24
4  lw   $t1 $t1 0
5  addi  $s7 $zero 4
6  mul($t1, $t1, $s7)
7  add   $t0 $t0 $t1
8  lw   $t0 $t0 0
9  addi  $t1 $gp 24
10 lw   $t1 $t1 0
11 add   $t0 $t0 $t1

```

- Expanding software multiplication⁵ is a little more complex than the previous expansions. I follow the steps turning to get:

```

mul(k, i, j) →
    addi 24 0 1
    addi 26 i 0
    addi 27 0 0
    and 25 j 24
    beq 25 0 2
    add 27 27 26
    add 24 24 24
    add 26 26 26
    bne 24 0 -5

```

```

1  addi  $t0 $gp 0
2  lw   $t0 $t0 0
3  addi  $t1 $gp 24
4  lw   $t1 $t1 0
5  addi  $s7 $zero 4
6  addi 24 0 1
7  addi 26 $t1 0
8  addi 27 0 0
9  and 25 $s7 24
10 beq 25 0 2
11 add 27 27 26
12 add 24 24 24
13 add 26 26 26
14 bne 24 0 -5
15 addi $t1 27 0
16 add  $t0 $t0 $t1
17 lw   $t0 $t0 0
18 addi  $t1 $gp 24
19 lw   $t1 $t1 0
20 add  $t0 $t0 $t1

```

but here, we need to replace the numbers of the registers with the corresponding names:

```

0 → $zero
24 → $t8
25 → $t9
26 → $k0
27 → $k1

```

```

1  addi  $t0 $gp 0
2  lw   $t0 $t0 0
3  addi  $t1 $gp 24
4  lw   $t1 $t1 0
5  addi  $s7 $zero 4
6  addi  $t8 $zero 1
7  addi  $k0 $t1 0
8  addi  $k1 $zero 0
9  and  $t9 $s7 $t8
10 beq  $t9 $zero 2
11 add  $k1 $k1 $k0
12 add  $t8 $t8 $t8
13 add  $k0 $k0 $k0
14 bne  $t8 $zero -5
15 addi  $t1 $k1 0
16 add  $t0 $t0 $t1
17 lw   $t0 $t0 0
18 addi  $t1 $gp 24
19 lw   $t1 $t1 0
20 add  $t0 $t0 $t1

```

And finally, after expanding the macros and replacing the variables with their values we get the following MIPS code:

⁵9.2 Software Multiplication. page 147-148.

```
1  addi  $t0 $gp 0
2  lw    $t0 $t0 0
3  addi  $t1 $gp 24
4  lw    $t1 $t1 0
5  addi  $s7 $zero 4
6  addi  $t8 $zero 1
7  addi  $k0 $t1 0
8  addi  $k1 $zero 0
9  and   $t9 $s7 $t8
10 beq   $t9 $zero 2
11 add   $k1 $k1 $k0
12 add   $t8 $t8 $t8
13 add   $k0 $k0 $k0
14 bne   $t8 $zero -5
15 addi  $t1 $k1 0
16 add   $t0 $t0 $t1
17 lw    $t0 $t0 0
18 addi  $t1 $gp 24
19 lw    $t1 $t1 0
20 add   $t0 $t0 $t1
```

3. The expression to translate: `while z>0 { z=z-2 }`

$$\text{displ}(z, \$gm) = \text{size}(\text{vec}) = (6 \cdot \text{size}(\text{int}))_{32} = (6 \cdot 4)_{32} = 24_{32}$$

$bw(n) = \text{while } z > 0 \{ z = z - 2 \}$

$bw(n1) = z > 0$

$bw(n3) = z = z - 2$

Following the steps for translating a while loop⁶, comparison⁷, assignment⁸ and binary arithmetic operations⁴, we get the following MIPS code:

- `code(n1)`

```
1 addi $t0 bpt displ(z, $gm)
2 deref($t0)
3 addi $t1 0 0
4 slt $t0 $t0 $t1
```

$j = \$t0$

- `beqz j |code(n3)|+2`

```
5 beqz $t0 5+2
```

- `code(n3)`

The code for an assignment and an unary operation (with $\circ = -$)

```
6 addi $t0 bpt displ(z, $gm)
7 addi $t1 bpt displ(z, $gm)
8 deref($t1)
9 addi $t2 0 2
10 sub $t1 $t1 $t2
11 sw $t0 $t1 0
```

- `blez 0 -(|code(n1)|+|code(n3)|+1)`

```
12 blez 0 -(4+5+1)
```

I have omitted the steps (since it's basically the same as it was in the previous task), but after expanding the macros and replacing the variables with their values we get the following MIPS code:

```
1 addi $t0 $gp 24
2 lw $t0 $t0 0
3 addi $t1 $zero 0
4 slt $t0 $t0 $t1
5 beqz $t0 7
6 addi $t0 $gp 24
7 addi $t1 $gp 24
8 lw $t1 $t1 0
9 addi $t2 $zero 2
10 sub $t1 $t1 $t2
11 sw $t0 $t1 0
12 blez $zero -10
```

⁶12.3.3 While Loop. page 305-307.

⁷12.2.13 Comparison. page 300.

⁸12.3.1 Assignment. page 303-304.