

Báo cáo thực hành KTMT tuần 4

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Assignment 1

TH1: \$s1=0x9, \$s2=0x8

.text

start:

addi \$s1,\$zero,9

addi \$s2,\$zero,8

li \$t0,0 #No Overflow is default status

addu \$s3,\$s1,\$s2 # s3 = s1 + s2

xor \$t1,\$s1,\$s2 #Test if \$s1 and \$s2 have the same sign

bltz \$t1,EXIT #If not, exit

slt \$t2,\$s3,\$s1

bltz \$s1,NEGATIVE #Test if \$s1 and \$s2 is negative?

beq \$t2,\$zero,EXIT #s1 and \$s2 are positive

if \$s3 > \$s1 then the result is not

overflow

j OVERFLOW

NEGATIVE:

bne \$t2,\$zero,EXIT #s1 and \$s2 are negative

if \$s3 < \$s1 then the result is not

overflow

OVERFLOW:

li \$t0,1 #the result is overflow

EXIT:

⇒ \$t0 = 0, không tràn số

TH2: \$s1=0x7fffffff,\$s2=0x11

.text

start:

```
addi    $s1,$zero,2147483647
addi    $s2,$zero,17
li      $t0,0          #No Overflow is default status
addu    $s3,$s1,$s2    # s3 = s1 + s2
xor     $t1,$s1,$s2    #Test if $s1 and $s2 have the same sign
bltz    $t1,EXIT       #If not, exit
slt     $t2,$s3,$s1
bltz    $s1,NEGATIVE   #Test if $s1 and $s2 is negative?
beq     $t2,$zero,EXIT #s1 and $s2 are positive
                                # if $s3 > $s1 then the result is not
```

overflow

```
j      OVERFLOW
```

NEGATIVE:

```
bne     $t2,$zero,EXIT #s1 and $s2 are negative
                                # if $s3 < $s1 then the result is not
```

overflow

OVERFLOW:

```
li      $t0,1          #the result is overflow
```

EXIT:

⇒ \$t0 = 1, có hiện tượng tràn số

TH3: \$s1=-5,\$s2=6

.text

start:

```
addi    $s1,$zero,-5
addi    $s2,$zero,6
li      $t0,0          #No Overflow is default status
```

```

    addu    $s3,$s1,$s2 # s3 = s1 + s2
    xor     $t1,$s1,$s2    #Test if $s1 and $s2 have the same sign
    bltz    $t1,EXIT       #If not, exit
    slt     $t2,$s3,$s1
    bltz    $s1,NEGATIVE   #Test if $s1 and $s2 is negative?
    beq     $t2,$zero,EXIT  #s1 and $s2 are positive
                                # if $s3 > $s1 then the result is not
overflow
    j       OVERFLOW
NEGATIVE:
    bne     $t2,$zero,EXIT  #s1 and $s2 are negative
                                # if $s3 < $s1 then the result is not
overflow
OVERFLOW:
    li      $t0,1          #the result is overflow
EXIT:

```

⇒ \$t0 = 0, không tràn số

TH4: \$s1=-5, \$s2=-6

.text

start:

```

    addi    $s1,$zero,-5
    addi    $s2,$zero,-6
    li      $t0,0          #No Overflow is default status
    addu    $s3,$s1,$s2 # s3 = s1 + s2
    xor     $t1,$s1,$s2    #Test if $s1 and $s2 have the same sign
    bltz    $t1,EXIT       #If not, exit
    slt     $t2,$s3,$s1
    bltz    $s1,NEGATIVE   #Test if $s1 and $s2 is negative?
    beq     $t2,$zero,EXIT  #s1 and $s2 are positive

```

```

                                # if $s3 > $s1 then the result is not
overflow
    j            OVERFLOW
NEGATIVE:
    bne         $t2,$zero,EXIT    #s1 and $s2 are negative
                                # if $s3 < $s1 then the result is not
overflow
OVERFLOW:
    li          $t0,1            #the result is overflow
EXIT:
    ⇒ $t0 = 0, không tràn số
TH5: $s1=0x80000001,$s2=-6
.text
start:
    addi        $s1,$zero,-2147483647
    addi        $s2,$zero,-6
    li          $t0,0            #No Overflow is default status
    addu        $s3,$s1,$s2    # s3 = s1 + s2
    xor         $t1,$s1,$s2    #Test if $s1 and $s2 have the same sign
    bltz        $t1,EXIT       #If not, exit
    slt         $t2,$s3,$s1
    bltz        $s1,NEGATIVE    #Test if $s1 and $s2 is negative?
    beq         $t2,$zero,EXIT  #s1 and $s2 are positive
                                # if $s3 > $s1 then the result is not
overflow
    j            OVERFLOW
NEGATIVE:
    bne         $t2,$zero,EXIT  #s1 and $s2 are negative

```

overflow # if \$s3 < \$s1 then the result is not

OVERFLOW:

li \$t0, 1 #the result is overflow

EXIT:

⇒ \$t0 = 1, có hiện tượng tràn số

Assignment 2

Trích xuất 8 bit đầu (Kết quả ở thanh \$t0)

Xoá 8 bit cuối (Kết quả ở thanh \$t1)

Biến 8 bit cuối thành 1 (Kết quả ở thanh \$t2)

Xoá sạch \$s0

Code:

.text

```
li    $s0, 0x12345678
andi  $t0, $s0, 0xff000000
srl   $t0, $t0, 24
andi  $t1, $s0, 0xfffff00
ori   $t2, $s0, 0x000000ff
andi  $s0, $s0, 0
```

Assignment 3

a. sra \$at, \$s1, 0x1f

xor \$s0, \$s1, \$s1

subu \$s0, \$s0, \$at

b. addu \$s0, \$zero, \$s1

c. `nor $s0, $s1`

d. `slt $at, $s2, $s1`

`beq $at, $zero, label`

Assignment 4

text

start:

```
li    $t0,0           #Ket qua $t0 = 0 neu khong tran so
li    $s1, 0x7fffffff
li    $s2, 6
addu  $s3, $s1, $s2    # s3 = s1 + s2
xor    $t1, $s1, $s2    #Kiem tra xem $s1 va $s2 co cung dau khong
bltz   $t1, EXIT        #Neu $t1 < 0, exit
xor    $t2, $s3, $s1    #Kiem tra xem $s1 va $s3 co cung dau khong
bgtz   $t2, EXIT        #Neu $t2 > 0, exit
j      OVERFLOW
```

OVERFLOW:

```
li    $t0,1           #Neu tran so, ket qua $t0 = 1
```

EXIT:

Assignment 5

Code (Xét trường hợp $\$s0 = 11$ và $\$s1 = 2048 = 2^{11}$:

.text

```

addi $s0, $zero, 11    #Dua so bi nhan vao thanh ghi $s0
addi $s1, $zero, 2048  #Dua so nhan vao thanh ghi $s1
addi $t0, $zero, 1     #Cai dat thanh $t0 co gia tri 1

```

loop:

```

    beq  $s1, $t0, exit    #Neu $s1 (So nhan) chi con gia tri la 1 thi ket
thuc vong lap

```

```

    sla  $s0, $s0, 1       #Tang gia tri thanh ghi $s0 len 2 lan
    srl  $s1, $s1, 1       #Giam gia tri thanh ghi $s1 di 2 lan
    j    loop              #Lap lai

```

exit:

```

    add  $t9, $zero, $s0   #Luu ket qua vao thanh ghi $t9

```

⇒ Kết quả sau khi chạy code này:

\$v1	3	0x00000000
\$a0	4	0x00000000
\$a1	5	0x00000000
\$a2	6	0x00000000
\$a3	7	0x00000000
\$t0	8	0x00000001
\$t1	9	0x00000000
\$t2	10	0x00000000
\$t3	11	0x00000000
\$t4	12	0x00000000
\$t5	13	0x00000000
\$t6	14	0x00000000
\$t7	15	0x00000000
\$s0	16	0x00005800
\$s1	17	0x00000001
\$s2	18	0x00000000
\$s3	19	0x00000000
\$s4	20	0x00000000
\$s5	21	0x00000000
\$s6	22	0x00000000
\$s7	23	0x00000000
\$t8	24	0x00000000
\$t9	25	0x00005800
\$k0	26	0x00000000
\$k1	27	0x00000000
\$gp	28	0x10008000
\$sp	29	0x7ffffc
\$fp	30	0x00000000
\$ra	31	0x00000000
pc		0x00400020

⇒ Đúng với lý thuyết