

1. Add comments to the following MIPS code and describe in one sentence what it computes. Assume that $\$a0$ is used for the input and initially contains n , a positive integer. Assume that $\$v0$ is used for the output.

```
begin: addi    $t0, $zero, 0
      addi    $t1, $zero, 1
loop:  slt     $t2, $a0, $t1
      bne     $t2, $zero, finish
      add     $t0, $t0, $t1
      addi    $t1, $t1, 2
      j      loop
finish: add     $v0, $t0, $zero
```

2. Write MIPS code for the following high-level language program fragment:

```
Loop:  g = g + A[i]; // Assume g is in $s1; i is in $s3; base address of A is in $s5
      i = i + j;     // Assume j is in register $s4; h is in register $s2
      if (i != h) go to Loop
```

3. Describe the contents of registers $\$t0$ and $\$t2$ when the following MIPS program reaches the label marked “done”.

Register $\$s0$ contains the base address of an int array B of size 100. Assume that integer values have been inputted into the array already.

```
lw     $t0, 0($s0)
addi   $t1, $s0, 40
addi   $s0, $s0, 4
loop:  beq   $s0, $t1, done
lw     $t2, 0($s0)
blt    $t2, $t0, skip      # If $t2 is less than $t0, go to skip
addi   $t0, $t2, 0
skip:  addi   $s0, $s0, 4
      j      loop
done:  . . . .
```

4. The following program tries to copy words from the address in register $\$a0$ to the address in register $\$a1$, counting the number of words copied in register $\$v0$. The program stops copying when it finds a word equal to 0. You do not have to preserve the contents of registers $\$v1$, $\$a0$, and $\$a1$. This terminating word should be copied but not counted.

```
Loop: lw     $v1, 0($a0)      # Read next word from source
      addi   $v0, $v0, 1      # Increment count of words copied
      sw     $v1, 0($a1)      # Write to destination
```

```

addi    $a0, $a0, 1      # Advance pointer to next source
addi    $a1, $a1, 1      # Advance pointer to next destination
bne     $v1, $zero, Loop  # Loop if word copied is  $\neq 0$ 

```

There are multiple bugs in this MIPS program. You should fix all the bugs and turn this program into a bug-free version.

5. Consider the following fragment of high-level language code:

```

for (i = 0; i <= 100; i = i + 1)
{
    a[i] = b[i] + c;
} // end for i

```

Assume that *a* and *b* are integer arrays (each element is stored in 4 bytes) and the base address of *a* is in *\$a0* and the base address of *b* is in *\$a1*. The loop variable *i* is in register *\$t0* and the constant *c* is in register *\$s0*.

- Write MIPS code for this high-level language program fragment.
- How many MIPS instructions are executed during the running of your code?
- How many memory data references will be made during execution of your code?

6. Consider the following **while** loop in a high-level language:

```

while ( k == a [i] )    // k is in register $s5
{
    i = i + j ;          // i is in register $s3
                        // j is in register $s4
                        // base address of integer array a is in register $s6
} // end while

```

Exit: ...

The MIPS assembly language program given below implements the above loop.

```

Loop: add    $t1, $s3, $s3      #  $t1 \leftarrow i + i$ 
      add    $t1, $t1, $t1      #  $t1 \leftarrow 4*i$ 
      add    $t1, $t1, $s6      #  $t1 \leftarrow \text{address of } a[i]$ 
      lw     $t0, 0($t1)        #  $t0 \leftarrow a[i]$ 
      bne    $t0, $s5, Exit
      add    $s3, $s3, $s4      #  $i \leftarrow i + j$ 
      j      Loop
Exit:  ...

```

Assume that in the while loop, $a[i + m*j]$ is equal to *k* for values of $0 \leq m \leq 9$ and is not equal to *k* when $m = 10$. Therefore, 10 iterations of the loop are executed.

(a) How many assembly language instructions are executed in the MIPS program given above for 10 iterations of the while loop?

(b) Write a semantically equivalent MIPS assembly language program to reduce by more than half the total number of instructions executed for 10 iterations of the while loop.