

Assignment 2

Problem 1

We first check the 6 most significant bits (*op-code*) and find them are all zeros, which prompts us that this is a *R-type instruction*.

| | | | | | |
|--------|-------|-------|-------|-------|--------|
| 000000 | 10000 | 10000 | 10000 | 00000 | 100000 |
| op | rs | rt | rd | shamt | funct |

Then check up the funct, $100000_{\text{bin}} = 20_{\text{hex}}$, which is *add*. Also, the number $10000_{\text{bin}} = 16_{\text{dec}}$ of register is \$s0. Thus this instruction can be parsed as $\$s0 = \$s0 + \$s0$ or

```
1  add $s0, $s0, $s0
```

Problem 2

The table prompts us *sw* is an *I-type* function ($2b_{\text{hex}}$), with a definition of $M[R[\text{rs}] + \text{SignExtImm}] = R[\text{rt}]$. Now that we have $rt = \$t1 = 9_{\text{dec}}$ and $rs = \$t2 = 10_{\text{dec}}$, with an immediate of +32.

| | | | |
|-------------------|-------------------|------------------|---------------------|
| $2b_{\text{hex}}$ | 10_{dec} | 9_{dec} | $+32_{\text{dec}}$ |
| 101011 | 01010 | 01001 | 0000 0000 0010 0000 |
| op | rs | rt | immediate |

Then convert the 32-bit binary instruction to hexadecimal:

$1010\ 1101\ 0100\ 1001\ 0000\ 0000\ 0010\ 0000_{\text{bin}} = \text{AD490020}_{\text{hex}}$

Problem 3

```

1  sll $t0, $s3, 2    # $t0 = (i) << 2, the bias bytes of A[i] to A[0]
2  add $t0, $t0, $s6  # $t0 now is the addr of A[i]
3  lw  $t0, 0($t0)    # $t0 = A[i]
4
5  sll $t1, $s4, 2    # $t1 = (j) << 2, the bias bytes of A[j] to A[0]
6  add $t1, $t1, $s6  # $t1 now is the addr of A[j]
7  lw  $t1, 0($t1)    # $t1 = A[j]
8
9  add $t0, $t0, $t1  # $t0 = A[i] + A[j]
10 sw  $t0, 32($s7)   # save $t0 to B[8]

```

Problem 4

4.1

We first translate the assembly into C, then it's trivial that the loop will repeat 10 times, each loop increases B to $B + 2$. The initially zero B will be $0 + 2 \cdot 10 = 20$ eventually.

4.2

We can first straightly translate the assembly into C style code:

```
1 Loop:
2     temp = 0 < i;
3     if (temp == 0) goto Done;
4     i = i - 1;
5     B = B + 2;
6     goto Loop;
7 Done:
8     // other codes //
```

Then make it more elegant:

```
1 while (i > 0) {
2     i -= 1;
3     B += 2;
4 }
```

Problem 5

One should use instructions that works with immediate number to make the code elegant. We can find relevant instructions *lui* and *ori*.

```
1 lui $t1, 0x2001    # $t1 = 0010 0000 0000 0001 (0000 0000 0000 0000)
2 ori $t1, $t1, 0x4924 # $t1 = (0010 0000 0000 0001) 0100 1001 0010 0100
```
