

2.29

$\$t1 = i$, $\$s2 = result$, $\$s0 = MemArray$

slti $\$t2, \$t1, 100$

⇒ $\$t1$ 이 100보다 작으면 1로 세팅
그렇지 않으면 0

bne $\$t2, \$0, Loop$

⇒ $\$t2$ 와 $\$0$ 이 다르면 loop로 점프

⇒ for(int $i=0$; $i < 100$; $i++$)

코드 2번째 ~ 3번째 줄은

result($\$s2$)에 $\$s1$ (코드 1번 줄 MemArray[i])

를 더해주고 $\$s0$ (현재 MemArray 위치)를

integer 사이즈 4만큼 증가시키고 있다.

∴ 문제의 코드는

for(int $i=0$; $i < 100$; $i++$) {

result = result + MemArray[i];

}

2.39

immedlate format에 나뉘는 4 비트는 16bits 이고, 24비트에서 12비트는 32bits 이다.

∴ `lui, ori` instructions 사용.

$0010\ 0000\ 0000\ 0001$ $0100\ 1001\ 0010\ 0100$
 $\underbrace{\hspace{10em}}$ $\underbrace{\hspace{10em}}$
 $0x2001$ $0x4924$

∴ `lui $t1, 0x2001`

`ori $t1, $t1, 0x4924`

3.13

Iteration	step	Multiplier	multiplier	Product
0	Initial value	0001 0010	0000 0110 0010	0000 0000 0001 0010
1	1:0 ⇒ no operation 2,3: shift right product	0001 0010 0001 0010	0000 0110 0010 0000 0110 0010	0000 0000 0001 0010 0000 0000 0000 1001
2	1:1 ⇒ $Prod = Prod + M$ 2,3: "	0001 0010 0001 0010	0000 0110 0010 0000 0110 0010	0110 0010 0000 1001 0011 0001 0000 0100
3	1:0 ⇒ " 2,3: "	0001 0010 0001 0010	0000 0110 0010 0000 0110 0010	0011 0001 0000 0100 0001 1000 1000 0010
4	1:0 ⇒ " 2,3: "	0001 0010 0001 0010	0000 0110 0010 0000 0110 0010	0001 1000 1000 0010 0000 1100 0100 0001

5	12: "	0001 0010	0000 0110 0010	0110 1110 0100 0001
	2,3: "	0001 0010	0000 0110 0010	0011 0111 0010 0000
6	110: "	"	"	0011 0111 0010 0000
	2,3: "	"	"	0001 1011 1001 0000
7	110: "	"	"	0001 1011 1001 0000
	2,3: "	"	"	0000 1101 1100 1000
8	110: "	"	"	0000 1101 1100 1000
	2,3: "	"	"	0000 0110 1110 0100

$$0000\ 0110\ 1110\ 0100_2 = 06E4_{16}$$

∴ $\text{Hex: } 0x06E4$

3.14

(hardware)

- 1 - $product = product + multiplier$
 - 2 - shift multiplier left, multiplier right
 - 3 - decide multiplication is done.
- $\therefore 8 \text{ (bits)} \times 3 \text{ (operations per iteration)} \times 4 \text{ (time unit per operation)}$
 $= 96 \text{ time units}$

(software)

- 1 - decide to add
- 2 - $product = product + multiplier$
- 3 - shift multiplier left
- 4 - shift multiplier right
- 5 - Is repetition done?

$$\begin{aligned} \therefore 8 \text{ (bits)} \times 5 \text{ (operation per iteration)} \\ \times 4 \text{ (time unit per operation)} \\ = 160 \text{ time units.} \end{aligned}$$

3.19

14:21

8진수 3이 (6bits)

Iteration	Step	Divisor	Remainder
0	initial values Shift remainder left	010001 010001	000000 111100 000000 111000
1	1: remainder = remainder - Divisor 2b: remainder < 0 ⇒ + Divisor, sll R, RO = 0	010001 010001	110000 111000 000011 110000
2	1: √ 2b: √	010001 010001	110010 110000 000111 100000
3	1: √ 2b: √	010001 010001	110110 100000 001111 000000
4	1: √ 2b: √	√ √	111110 000000 011110 000000
5	1: remainder = remainder - Divisor 2a: remainder >= 0 ⇒ sll R, RO = 1	010001 010001	001101 000000 011010 000001
6	1: √ 2a: √	√ √	001001 000001 010010 000011
Done	Shift left half of Rem right	√	001001 000011

∴ Quotient = $3_8 = 3$, remainder = $11_8 = 9$

3.24

$$63.25 = 111111.01_2$$

$$= 1.1111101_2 \times 2^5$$

signed bit : 0 (+)

exponent : $5 + 1023 = 1028$

\therefore 0 100 0000 0100 1111 1010 0000 ----- 0000

52 bits

Floating point operation

a) 8-bit

$A = 1.0011 \times 2^{-3}$ IEEE 754 format \rightarrow 32 bit (A = 0.0010011₂)

$$A = 1.0011 \times 2^{-3}$$

signed bit : 0 (+)

exponent : (Bias in this case is 7) $-3 + 7 = 4$

fraction : 001 (rounding)

\therefore 0 0100 001

$B = 10010.0$ IEEE 754 format \rightarrow 32 bit (B = 18.0₁₀)

$$B = 10010.0 = 1.001 \times 2^4, \text{ signed bit is 0}$$

exponent : $4 + 7 = 11$, fraction : 001 (rounding)

\therefore 0 1011 001

b)

$$A+B = 1.0011 \times 2^{-3} + 1.001 \times 2^4$$

$$= 0.00000010011 \times 2^4 + 1.001 \times 2^4$$

$$= 1.00100010011 \times 2^4$$

Signed bit : 0

exponent : $4+7=11$, 1011

fraction : 001 (rounding)

∴ 0 1011 001