

**CS2100 Computer Organisation**  
**AY2021/22 Semester I**  
**Assignment 1 [ANSWER SHEET]**

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<b>TUTORIAL GROUP:</b>	<b>2</b>

**QUESTION 0. SUBMISSION INSTRUCTIONS (3 MARKS)**

a. Ensure that you name your file <AxxxxxxY>.pdf, where AxxxxxxY is your matric number. (1 mark)	<b>Y / N</b>
b. Ensure that you submit your assignment as a single PDF file. (1 mark)	<b>Y / N</b>
c. Ensure that your assignment submission has your tutorial group number, student ID and name	<b>Y / N</b>

**QUESTION 1. COMPLEMENT NUMBER SYSTEMS (10 MARKS)**

Q1.a	$-m = 4^n - m$
Q1.b	(i) $10001111101_2$ (ii) $110011100_2$
Q1.c	(i) $101331_4$ (ii) $12130_4$
Q1.d	(i) $-1149 = 4^6 - 1149 = 2947_{10} = 1232003_4$ (ii) $-412 = 4^5 - 412 = 612_{10} = 121210_4$
Q1.e	$1149 + (-412) = 101331_4 + 121210_4 = 023201_4 = 737_{10}$ (Verified)

## QUESTION 2. REAL NUMBERS (11 MARKS)

Q2.a	(i) $2^{m-1} - 1$										
	(ii) $-2^{m-1}$										
	(iii) $2^{-(16-m)}$										
Q2.b	<table><tr><td>m</td><td>Most positive integer</td><td>Most negative integer</td><td>Smallest positive value</td></tr><tr><td>4</td><td>7</td><td>-8</td><td><math>2^{-12}</math></td></tr></table>			m	Most positive integer	Most negative integer	Smallest positive value	4	7	-8	$2^{-12}$
	m	Most positive integer	Most negative integer	Smallest positive value							
4	7	-8	$2^{-12}$								
Q2.c	<table><tr><td>Most positive value</td><td>Most negative value</td><td>Smallest positive value</td></tr><tr><td><math>1.996 \times 2^{64}</math></td><td><math>-1.996 \times 2^{64}</math></td><td><math>1.000 \times 2^{-63}</math></td></tr></table>			Most positive value	Most negative value	Smallest positive value	$1.996 \times 2^{64}$	$-1.996 \times 2^{64}$	$1.000 \times 2^{-63}$		
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$1.996 \times 2^{64}$	$-1.996 \times 2^{64}$	$1.000 \times 2^{-63}$									
Q2.d	Advantage: Floating-point number representations allow a much larger range of values to be expressed as compared to fixed-point representation. Disadvantage: Floating-point number loses precision as it will be rounded off in large numbers.										

**QUESTION 3. C and Assembly Programming (8 MARKS)**

Q3.a	xor \$s0, \$s0, \$t1
Q3.b	$2 + 31 * 5 + 2 = 159$
Q3.c	<pre>include &lt;math.h&gt;  int t0 = data; int t1 = (int) pow(2, 31); while (t0 != 0){     int t2 = t0 &amp; 1;     if (t2 == 1){         s0 = s0 ^ t1;     }     t0 = t0 &gt;&gt; 1; } s0 = s0 ^ t1;</pre>

#### QUESTION 4. INSTRUCTION ENCODING (8 MARKS)

Q4.a	Add 1 to every element in array. 10 elements, base address of array at \$3.																								
Q4.b	62																								
Q4.c	(Provide encodings only for the four instructions in <b><u>bold and underline.</u></b> ) <table><tr><th>Label</th><th>Instruction</th><th>Hexadecimal Encoding</th></tr><tr><td></td><td><b><u>addi \$4, \$3, 40</u></b></td><td>0x30640028</td></tr><tr><td></td><td>addi \$5, \$3, 0</td><td rowspan="3"></td></tr><tr><td>loop:</td><td>lw \$6, 0(\$5)</td></tr><tr><td></td><td>addi \$6, \$6, 1</td></tr><tr><td></td><td><b><u>sw \$6, 0(\$5)</u></b></td><td>0xACA60000</td></tr><tr><td></td><td>addi \$5, \$5, 4</td><td rowspan="2"></td></tr><tr><td></td><td><b><u>slt \$6, \$5, \$4</u></b></td></tr><tr><td></td><td><b><u>bne \$6, \$zero, loop</u></b></td><td>0x14C0FFF9</td></tr></table>	Label	Instruction	Hexadecimal Encoding		<b><u>addi \$4, \$3, 40</u></b>	0x30640028		addi \$5, \$3, 0		loop:	lw \$6, 0(\$5)		addi \$6, \$6, 1		<b><u>sw \$6, 0(\$5)</u></b>	0xACA60000		addi \$5, \$5, 4			<b><u>slt \$6, \$5, \$4</u></b>		<b><u>bne \$6, \$zero, loop</u></b>	0x14C0FFF9
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