

Due Date: Wednesday, April 12, 2023

Sample Solution

Submission: electronically on eTL (scan & upload)

Problem 1

```

# long problem1(long a, long b, long c, long d)
# {
#   long p1 = 48*a + 36*b - c*d;
#   if (a << 1 > b >> 1) p1 -= c;
#   if ((b & 0xffff) > 0x8765) c += d;
#   p1 += c;
#   return p1;
# }

        .file    "p1.c"
        .text
        .align   2
        .globl   problem1
problem1:
        slli     a4,a0,1          # a4 = a << 1 = 2a
        add      a5,a4,a0         # a5 = 2a + a = 3a
        slli     a5,a5,4          # a5 = 3a << 4 = 48a
        slli     a0,a1,3          # a0 = b << 3 = 8b
        add      a0,a0,a1         # a0 = 8b + b = 9b
        slli     a0,a0,2          # a0 = 4b << 2 = 36b
        add      a5,a5,a0         # a5 = 48a + 36b
        mul      a0,a2,a3         # a0 = c*d
        sub      a5,a5,a0         # a5 = 48a + 36b - c*d = p1 (line 3)
        srai     a0,a1,1          # a0 = b >> 1 = b/2
        ble      a4,a0,.L2        # 2a <= b/2 ? goto .L2
        sub      a5,a5,a2         # a5 = p1 = p1 - c (line 4)
.L2:
        slli     a1,a1,48         # a1 = b << 48
        srli     a1,a1,48         # a1 = (b << 48) >> 48 = b & 0xffff
        li       a4,32768         # a4 = 0x8000
        addi     a4,a4,1893        # a4 = 0x8000 + 0x765 = 0x8765
        ble      a1,a4,.L3        # (b & 0xffff) <= 0x8765 ? goto .L3
        add      a2,a2,a3         # a2 = c + d = c (line 5)
.L3:
        add      a0,a2,a5         # p1 = a2(=c) + a3(=p1)
        ret

```

Problem 2

```
# 1 long problem2(int *a, long start, long stop,
#                 long exclude_start, long exclude_stop)
# 2 {
# 3     long chksum = -1;
# 4
# 5     if (!a) return chksum;
# 6
# 7     for (long p=start; p<stop; p++) {
# 8         if ((p < exclude_start) || (p >= exclude_stop)) {
# 9             chksum ^= a[p];
# 10        }
# 11    }
# 12
# 13    return chksum;
# 14 }

.file    "p2.c"
.text
.align   2
.globl   problem2

problem2:    # a0 = *a, a1 = start, a2 = stop
             # a3 = exclude_start, a4 = exclude_stop
             # a6 = *a
             mv      a6,a0
             beq     a0,zero,.L6    # a == 0 ? goto .L6          (line 5)
             bge     a1,a2,.L7      # start >= stop ? goto .L7
             li      a0,-1          # a0 = -1                  (=chksum, line 3)
             j       .L5            # goto .L5

.L3:         # update checksum (line 9)
             slli    a5,a1,2        # a5 = start << 2 = 4*start
             add     a5,a6,a5       # a5 = a + 4*start = &a[start]
             lw      a5,0(a5)       # load word (int) a5 = a[start]
             xor     a0,a0,a5       # chksum ^= a5              (line 9)

.L4:         # for loop update and check (line 7)
             addi    a1,a1,1        # start++ = p++          (update)
             beq     a2,a1,.L9      # p == stop ? goto .L9    (cond. check)

.L5:         # implementation of if (line 8)
             bgt     a3,a1,.L3      # exclude_start > p ? goto .L3 (1. cond check)
             bgt     a4,a1,.L4      # exclude_stop > p ? goto .L4 (2. check rev)
             j       .L3           # goto .L3                  (2. check true)

.L9:         ret                    # return chksum in a0

.L6:         # a==0: return -1      (line 3,5)
             li      a0,-1
             ret                    # return chksum in a0

.L7:         # for -> do while check: return -1 (line 3,7)
             li      a0,-1
             ret                    # return chksum in a0
```