

Class CS47, Sec 01
Homework I
Due Date Oct 19, 2016 11:59 PM PST

- Instructions
1. There are 6 questions with total 10 points.
 2. Please create electronic document with your answer.
 3. There is no need to include the question itself. However, you **MUST** include question number and sub-part index if any. Example: 5(b)
 4. Please create a PDF document **hw1.pdf** and **upload that in Canvas** assignment page by the due date.
 5. **Please re-check you submission for any logistic errors (empty file, corrupted PDF, and many more) and re-submit if needed. Once grading is started, any file with logistics errors will be given 0 point.**
 6. **NO** handwritten document is accepted.
 7. **NO LATE SUBMISSION.**
 8. **Please explain your answer clearly – just writing the final answer in a word or two is not sufficient in most of the cases.**

1. A 20-bit system (i.e. address and data are both 20-bit) uses 16 registers (0-15). It supports 3 types of instructions. Type I has machine code format [opcode (4bit) | rs (4bit) | rt (4bit) | rd (4bit) | funct (4bit)] and assembly code format '<mnemonic> <rd>, <rs>, <rt>'. Type II has machine code format [opcode (4bit) | rs (4bit) | rt (4bit) | immediate (8bit)] and assembly code format '<mnemonic> <rt>, <rs>, <immediate>'. Type III has machine code format [opcode (4bit) | address (16-bit)] and assembly code format of '<mnemonic> <address>'. Using this information compute the machine code in octal format for the following instructions assuming anything after '#' is comment and 0xn timer is number in hexadecimal format. Note that the number beside 'r' in registers definition – this is the numeric representation of register to be used to encode the instruction. [3 pts]
 - a) add r12, r05, r10 # opcode: 0x2 / funct: 0x2
 - b) sub r04, r05, r15 # opcode: 0x2 / funct: 0x3
 - c) addi r10, r12, 0x3A #opcode: 0x4
 - d) ori r13, r03, 0x1B #opcode: 0x3
 - e) jmp 0x23C # opcode: 0x5
 - f) jal 0x100F # opcode: 0x6
2. A number system muNote uses symbol Do, Re, Mi, Fa, So, La, Ti with equivalent decimal weight 0, 1, 2, 3, 4, 5, 6 respectively. In that case, answer the following. [1pts]
 - a) What is the decimal equivalent of ReDoLaTiLaSo?
 - b) What is muNote equivalent of decimal number 987654321?
3. A program has a procedure 'my_proc' which takes 3 arguments passed in registers \$a0-\$a2. This procedure uses registers \$t0, \$t1, \$s0-\$s5. Assume the target system uses 32-bit data and address. [1 pts]
 - a) What is the size of the stack frame size of 'my_proc'?
 - b) Write the caller RTE storing code.

4. Write down the program that assembler generates intermediately after the macro expansion preprocessing step is done. **[pts 1]**

```
.macro pop_and_add($argS, $arg1, $arg2)
addi $sp, $sp, -4
lw   $arg1, 0($sp)
addi $sp, $sp, -4
lw   $arg2, 0($sp)
add  $arg3, $arg1, $arg2
.end_macro

.text
main:
    pop_and_add($s2, $s1, $s0)
    add $s0, $s1, $s2
    pop_and_add($s3, $s4, $s5)
    add $s5, $s4, $s3
    sub $s6, $s4, $s0
```

5. In a byte addressable system byte sequences are following from address 0x100A000F towards higher memory address - 0x2F, 0x13, 0x2A, 0xFA, 0x2A, 0x61, 0x93, 0x65, 0x6C, 0x67, 0xA5, 0x6A, 0xCD, 0xDE, 0xEF, 0xF1. If the system uses 64-bit register and supports a load command 'ld64bit <rt>, <address>' to load 64-bit information from memory. What would be the content of register t0 after 'ld64bit \$t0, 0x100A0015' in following scenarios? **[1pts]**
- System uses little endian convention.
 - System uses big endian convention.
6. Review the following code and answer the following questions, assuming line number is the address of the symbol (label).
- Determine the symbol table content with effective address assuming program startup address is 0x00010000 and data startup address is 0x00100000 **[pts. 2]**
 - List instruction line number with forward references. **[pts. 1]**

```
1  .text
2  .globl main
3  main:    lw      $t0, V1
4           lw      $t1, V2
5           bne     $t0, $t1, main_L1
6           add     $s0, $t0, $t1
7           sw      $s0, V1
8           j       main_L2
9  main_L1: sub     $s1, $t0, $t1
10          sw      $s1, V2
11  main_L2: bne     $s0, $s1, main
12
13  .data
14  .align 2
15  V1: .asciiz "Hello World!"
16  V2: .word 115
```

[illegible]