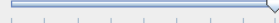


File Edit Run Settings Tools Help



Run speed at max (no interaction)



Edit Execute

vector\_multiplication.asm

```
1 .data
2
3 vector_a: .word 15, 4, 19, 5, 2, 3, 4, 5
4 vector_b: .word 4, 11, 8, 4, 1, 0, 6, 8
5 n: .word 8
6
7 .text
8
9 main:
10     # Load the address of vector_a, vector_b, and n into registers
11     la $s0, vector_a
12     la $s1, vector_b
13     lw $t0, n
14
15     # Initialize variables for dot product and loop counter
16     li $t1, 0 # Dot product sum
17     li $t2, 0 # Loop counter
18     li $t3, 0 # Offset value
19
20 outer_loop:
21     # Load elements a[i] and b[i]
22     lw $s2, 0($s0) # Load a[i] into $s2
23     lw $s3, 0($s1) # Load b[i] into $s3
24     li $s4, 0 # multiplication (sum) accumulator
25
26 multiply_loop:
27     # implement multiplication using add
28     beq $s3, 0, end_multiply_loop # stop the loop whenever s3 = 0
29
30     add $s4, $s4, $s2 # we continue adding s2 to itself
31     subi $s3, $s3, 1 # continue subtracting 1 from s3
32
33     j multiply_loop
34
35 end_multiply_loop:
36     # update dot product sum
37     add $t1, $t1, $s4
38
39     # Update loop counter and pointers
40     addi $t2, $t2, 1 # Increment loop counter
41     addi $s0, $s0, 4 # Move to the next element in vector a
```

Line: 5 Column: 20 ☒ Show Line Numbers

Mars Messages

Run I/O

```
814
-- program is finished running --

5984
-- program is finished running --

342
-- program is finished running --
```

Clear

Registers

Coproc 1

Coproc 0

Name	Number	Value
\$zero	0	0x00000000
\$at	1	0x00000000
\$v0	2	0x0000000a
\$v1	3	0x00000000
\$a0	4	0x00000156
\$a1	5	0x00000000
\$a2	6	0x00000000
\$a3	7	0x00000000
\$t0	8	0x00000008
\$t1	9	0x00000156
\$t2	10	0x00000008
\$t3	11	0x00000000
\$t4	12	0x00000000
\$t5	13	0x00000000
\$t6	14	0x00000000
\$t7	15	0x00000000
\$s0	16	0x10010020
\$s1	17	0x10010040
\$s2	18	0x00000005
\$s3	19	0x00000000
\$s4	20	0x00000028
\$s5	21	0x00000000
\$s6	22	0x00000000
\$s7	23	0x00000000
\$t8	24	0x00000000
\$t9	25	0x00000000
\$k0	26	0x00000000
\$k1	27	0x00000000
\$gp	28	0x10008000
\$sp	29	0x7ffffeffc
\$fp	30	0x00000000
\$ra	31	0x00000000
pc		0x00400070
hi		0x00000000
lo		0x00000000