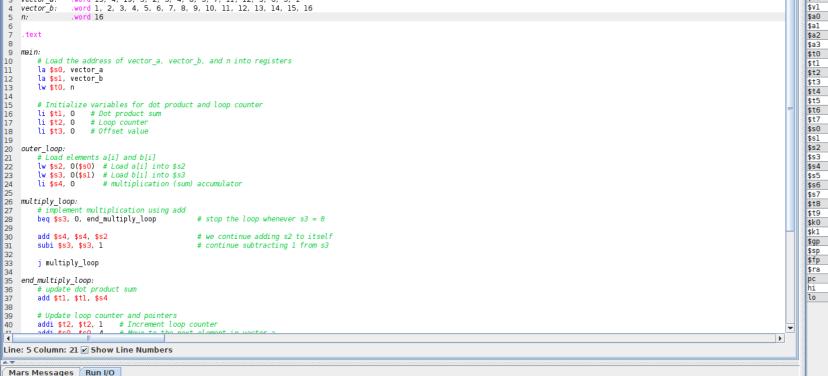
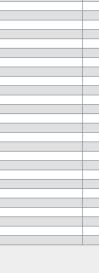
**▽ •**) + 100 % Oct 1 2:54 PM Activities /home/protik/Desktop/Computer-Architecture-Homeworks/vector\_multiplication.asm - MARS 4.5

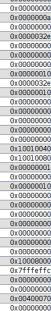
File Edit Run Settings Tools Help Run speed at max (no interaction) Registers Coproc 1 Coproc 0 Edit Execute Value vector\_multiplication.asm Name Number 0x00000000 \$zero 1 .data 0x00000000 \$at 2 .word 15, 4, 19, 5, 2, 3, 4, 8, 5, 7, 11, 12, 3, 6, 5, 1 \$v0 0x00000000a 3 vector a: \$v1 0x00000000 4 vector b: word 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 \$a0 0x0000032e 6 7 .text \$al 0x00000000 \$a2 0x00000000 8 \$a3 0x00000000 9 main: \$t0 0x00000010 10 # Load the address of vector a, vector b, and n into registers \$t1 0x0000032e la \$s0, vector a 10 0x00000010 \$t2 la \$sl, vector b \$t3 11 0x00000000 13 lw \$t0, n \$t4 12 0x00000000 13 0x00000000 \$t5 # Initialize variables for dot product and loop counter \$t6 14 0x00000000 li \$t1, 0 # Dot product sum 16 \$t7 15 0x00000000 li \$t2, 0 # Loop counter 16 0x10010040 \$s0 18 li \$t3, 0 # Offset value \$sl 17 0x10010080 19 \$s2 18 0x00000001 20 outer loop: 19 0x00000000 21



-- program is finished running --

Clear





0x00000000

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