

Relatório 7

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Programa 9

Edit Execute

Text Segment

Bkpt	Address	Code	Basic	Source
	0x00400000	0x34081001	ori \$8,\$0,4097	16: ori \$t0, \$zero, 0x1001 # T0 = 0x1001
	0x00400004	0x00084400	sll \$8,\$8,16	17: sll \$t0, \$t0, 16 # T0 = 0x10010000
	0x00400008	0xd8d10000	lw \$16,0(\$8)	19: lw \$s0, 0(\$t0) # x1 = MEM[0+T0]
	0x0040000c	0xd8d110004	lw \$17,4(\$8)	21: lw \$s1, 4(\$t0) # x2 = MEM[4+T0]
	0x00400010	0xd8d120008	lw \$18,8(\$8)	23: lw \$s2, 8(\$t0) # x3 = MEM[8+T0]
	0x00400014	0xd8d13000c	lw \$19,12(\$8)	25: lw \$s3, 12(\$t0) # x4 = MEM[12+T0]
	0x00400018	0x02114820	add \$9,\$16,\$17	27: add \$t1, \$s0, \$s1 # T1 = x1 + x2
	0x0040001c	0x01324820	add \$9,\$9,\$18	28: add \$t1, \$t1, \$s2 # T1 = x1 + x2 + x3
	0x00400020	0x0133a020	add \$20,\$9,\$19	29: add \$s4, \$t1, \$s3 # soma = x1 + x2 + x3 + x4
	0x00400024	0xad140010	sw \$20,16(\$8)	31: sw \$s4, 16(\$t0) # MEM[16+T0] = soma

Data Segment

Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)
0x10010000	15	25	13	17	70	
0x10010020	0	0	0	0	0	
0x10010040	0	0	0	0	0	
0x10010060	0	0	0	0	0	
0x10010080	0	0	0	0	0	
0x100100a0	0	0	0	0	0	
0x100100c0	0	0	0	0	0	
0x100100e0	0	0	0	0	0	
0x10010100	0	0	0	0	0	
0x10010120	0	0	0	0	0	
0x10010140	0	0	0	0	0	
0x10010160	0	0	0	0	0	
0x10010180	0	0	0	0	0	
0x100101a0	0	0	0	0	0	
0x100101c0	0	0	0	0	0	
0x100101e0	0	0	0	0	0	

Registers			Coproc 1	Coproc 0
Name	Number	Value		
\$zero	0	0		
\$at	1	0		
\$v0	2	0		
\$v1	3	0		
\$a0	4	0		
\$a1	5	0		
\$a2	6	0		
\$a3	7	0		
\$t0	8	268500992		
\$t1	9	53		
\$t2	10	0		
\$t3	11	0		
\$t4	12	0		
\$t5	13	0		
\$t6	14	0		
\$t7	15	0		
\$s0	16	15		
\$s1	17	25		
\$s2	18	13		
\$s3	19	17		
\$s4	20	70		
\$s5	21	0		
\$s6	22	0		
\$s7	23	0		
\$s8	24	0		
\$s9	25	0		
\$k0	26	0		
\$k1	27	0		
\$gp	28	268468224		
\$sp	29	2147479548		
\$fp	30	0		
\$ra	31	0		
pc		4194344		
hi		0		
lo		0		

Programa 10

Text Segment		Data Segment		Registers	
Bkpt	Address	Code	Basic	Source	
	0x00400000	0x34081001	ori \$t0, \$zero, 0x1001 # T0 = 0x1001		
	0x00400004	0x00084400	sll \$t0, \$t0, 16 # T0 = 0x10010000		
	0x00400008	0xd1000000	lw \$t0, 0(\$t0) # x = MEM[0+T0], x = 5		
	0x0040000c	0x8d120004	lw \$t1, 4(\$t0) # z = MEM[4+T0], z = 7		
	0x00400010	0x001049c0	sll \$t1, \$t0, 7 # T1 = 128x		
	0x00400014	0x01304822	sub \$t1, \$t1, \$t0 # T1 = 127x		
	0x00400018	0x00125180	sll \$t2, \$t2, 6 # T2 = 64z		
	0x0040001c	0x01525020	add \$t2, \$t2, \$t2 # T2 = 65z		
	0x00400020	0x012a4822	sub \$t1, \$t1, \$t2 # T1 = 127x - 65y		
	0x00400024	0x21310001	addi \$t1, \$t1, 1 # y = 127x - 65y + 1		
	0x00400028	0xdad10008	sw \$t1, 8(\$t0) # MEM[8+T0] = y		

Text Segment		Data Segment		Registers	
Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)
0x10010000	5	7	181	0	0
0x10010020	0	0	0	0	0
0x10010040	0	0	0	0	0
0x10010060	0	0	0	0	0
0x10010080	0	0	0	0	0
0x100100a0	0	0	0	0	0
0x100100c0	0	0	0	0	0
0x100100e0	0	0	0	0	0
0x10010100	0	0	0	0	0
0x10010120	0	0	0	0	0
0x10010140	0	0	0	0	0
0x10010160	0	0	0	0	0
0x10010180	0	0	0	0	0
0x100101a0	0	0	0	0	0
0x100101c0	0	0	0	0	0
0x100101e0	0	0	0	0	0

Text Segment		Data Segment		Registers	
Name	Number	Value	Coproc 1	Coproc 0	
\$zero	0	0			
\$at	1	0			
\$v0	2	0			
\$v1	3	0			
\$a0	4	0			
\$a1	5	0			
\$a2	6	0			
\$a3	7	0			
\$t0	8	268500992			
\$t1	9	180			
\$t2	10	455			
\$t3	11	0			
\$t4	12	0			
\$t5	13	0			
\$t6	14	0			
\$t7	15	0			
\$s0	16	5			
\$s1	17	181			
\$s2	18	7			
\$s3	19	0			
\$s4	20	0			
\$s5	21	0			
\$s6	22	0			
\$s7	23	0			
\$t8	24	0			
\$t9	25	0			
\$k0	26	0			
\$k1	27	0			
\$gp	28	268468224			
\$sp	29	2147479548			
\$fp	30	0			
\$ra	31	0			
pc		4194348			
hi		0			
lo		0			

Programa 11

Text Segment				Source
Bkpt	Address	Code	Basic	
	0x00400000	0x34081001	ori \$t0, \$zero, 0x1001 # T0 = 0x1001	
	0x00400004	0x00084400	sll \$t0, \$t0, 16 # T0 = 0x10010000	
	0x00400008	0x8d100000	lw \$t0, 0(\$t0) # x = MEM[0+T0]	
	0x0040000c	0x8d120004	lw \$t1, 4(\$t0) # z = MEM[4+T0]	
	0x00400010	0x02124822	sub \$t1, \$t0, \$t2 # T1 = x - z	
	0x00400014	0x340a493e	ori \$t2,\$zero, 0x493E # T2 = 0X493E	
	0x00400018	0x000a5100	sll \$t2, \$t2, 4 # T2 = 0X49R30	
	0x0040001c	0x012a8820	add \$t1, \$t1, \$t2 # y = x - z + 300.000	
	0x00400020	0xad110008	sw \$t1, 8(\$t0) # MEM[0+T0] = y	

Data Segment					
Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)
0x10010000	100000	200000	200000	0	0
0x10010020	0	0	0	0	0
0x10010040	0	0	0	0	0
0x10010060	0	0	0	0	0
0x10010080	0	0	0	0	0
0x100100a0	0	0	0	0	0
0x100100c0	0	0	0	0	0
0x100100e0	0	0	0	0	0
0x10010100	0	0	0	0	0
0x10010120	0	0	0	0	0
0x10010140	0	0	0	0	0
0x10010160	0	0	0	0	0
0x10010180	0	0	0	0	0
0x100101a0	0	0	0	0	0
0x100101c0	0	0	0	0	0

Registers			Coproc 1	Coproc 0
Name	Number	Value		
\$zero	0	0		
\$at	1	0		
\$v0	2	0		
\$v1	3	0		
\$a0	4	0		
\$a1	5	0		
\$a2	6	0		
\$a3	7	0		
\$t0	8	268500992		
\$t1	9	-100000		
\$t2	10	300000		
\$t3	11	0		
\$t4	12	0		
\$t5	13	0		
\$t6	14	0		
\$t7	15	0		
\$s0	16	100000		
\$s1	17	200000		
\$s2	18	200000		
\$s3	19	0		
\$s4	20	0		
\$s5	21	0		
\$s6	22	0		
\$s7	23	0		
\$t8	24	0		
\$t9	25	0		
\$k0	26	0		
\$k1	27	0		
\$gp	28	268468224		
\$sp	29	2147479548		
\$fp	30	0		
\$ra	31	0		
pc		4194340		
hi		0		
lo		0		

◀ ▶ 0x10010000 (.data) ▼
 Hexadecimal Addresses Hexadecimal Value

Programa 12

Registers

Name	Number	Value
\$zero	0	0x00000000
\$at	1	0x00000000
\$v0	2	0x00000000
\$v1	3	0x00000000
\$a0	4	0x00000000
\$a1	5	0x00000000
\$a2	6	0x00000000
\$a3	7	0x00000000
\$t0	8	0x10010000
\$t1	9	0x10010004
\$t2	10	0x10010008
\$t3	11	0x00000000
\$t4	12	0x00000000
\$t5	13	0x00000000
\$t6	14	0x00000000
\$t7	15	0x00000000
\$s0	16	0x10010008
\$s1	17	0x00000000
\$s2	18	0x00000000
\$s3	19	0x00000000
\$s4	20	0x00000000
\$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		0x00400030
hi		0x00000000
lo		0x00000000

Text Segment

Bkpt	Address	Code	Basic	Source
	0x00400000	0x34081001	ori \$8,\$0,0x00001001	16: ori \$t0, \$zero, 0x1001 # T0 = 0x1001
	0x00400004	0x00084400	sll \$8,\$8,0x00000010	17: sll \$t0, \$t0, 16 # T0 = 0x10010000
	0x00400008	0xad080000	sw \$8,0x00000000(\$8)	19: sw \$t0, 0(\$t0) # T1 = 0x10010000
	0x0040000c	0x34091001	ori \$9,\$0,0x00001001	21: ori \$t1, \$zero, 0x1001 # T1 = 0x1001
	0x00400010	0x00094c00	sll \$9,\$9,0x00000010	22: sll \$t1, \$t1, 16 # T1 = 0x10010000
	0x00400014	0x35290004	ori \$9,\$9,0x00000004	23: ori \$t1, \$t1, 0x0004 # T1 = 0x10010004
	0x00400018	0xad290000	sw \$9,0x00000000(\$9)	25: sw \$t1, 0(\$t1) # T2 = 0x10010004
	0x0040001c	0x340a1001	ori \$10,\$0,0x00001001	27: ori \$t2, \$zero, 0x1001 # T2 = 0x1001
	0x00400020	0x000a5400	sll \$10,\$10,0x00000010	28: sll \$t2, \$t2, 16 # T2 = 0x10010000
	0x00400024	0x354a0008	ori \$10,\$10,0x00000008	29: ori \$t2, \$t2, 0x0008 # T2 = 0x10010008
	0x00400028	0xad4a0000	sw \$10,0x00000000(\$10)	31: sw \$t2, 0(\$t2) # T2 = 0x10010008
	0x0040002c	0x000aa8025	or \$16,\$0,\$10	33: or \$s0, \$zero, \$t2 # K = T2

Data Segment

Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)
0x10010000	0x10010000	0x10010004	0x10010008	0x00000000	0x00000000
0x10010020	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010040	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010060	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010080	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100a0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100c0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100e0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010100	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010120	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010140	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010160	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010180	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100101a0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100101c0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000

0x10010000 (.data)

Hexadecimal Addresses Hexadecimal

Programa 13

The screenshot shows a debugger interface with three main windows:

- Text Segment:** Displays assembly code with comments. The code includes instructions like ori, sll, lw, sr1, beg, sub, and sw. A specific instruction at address 0x00400018 is highlighted.
- Data Segment:** Displays memory dump with columns for Address, Value (+0), Value (+4), Value (+8), Value (+c), Value (+10), Value (+14), and Value (+18). The first row shows the value 64 at address 0x10010000.
- Registers:** Shows the state of various registers. The \$s0 register is highlighted in green and has a value of 64. Other registers show values 0 or 1.

Name	Number	Value
\$zero	0	0
\$at	1	0
\$v0	2	0
\$v1	3	0
\$a0	4	0
\$a1	5	0
\$a2	6	0
\$a3	7	0
\$t0	8	268500992
\$t1	9	1
\$t2	10	0
\$t3	11	0
\$t4	12	0
\$t5	13	0
\$t6	14	0
\$t7	15	0
\$s0	16	64
\$s1	17	0
\$s2	18	0
\$s3	19	0
\$s4	20	0
\$s5	21	0
\$s6	22	0
\$s7	23	0
\$t8	24	0
\$t9	25	0
\$k0	26	0
\$k1	27	0
\$gp	28	268468224
\$sp	29	2147479548
\$fp	30	0
\$ra	31	0
pc		4194332
hi		0
lo		0

Programa 14

The screenshot shows a debugger interface with three main windows:

- Text Segment:** Displays assembly code with comments. The code includes instructions like ori, sll, lw, sr1, beg, sub, and sw. A specific instruction at address 0x04000000 is highlighted.
- Registers:** Shows the state of various registers. The \$s0 register is highlighted in green and has a value of 64. Other registers show values from 0 to 31.
- Data Segment:** Displays memory dump with columns for Address, Value (+0) through Value (+14). The first row shows the value 64 at address 0x10010000.

Bkpt	Address	Code	Basic	Source
	0x04000000	0x34081001	ori \$t0, \$zero, 0x1001	15: ori \$t0, \$zero, 0x1001 # t0 = 0x1001
	0x04000004	0x00084400	sll \$t0, \$t0, 16	16: sll \$t0, \$t0, 16 # t0 = 0x10010000
	0x04000008	0x8d100000	lw \$t1, 0(\$t0)	18: lw \$t1, 0(\$t0) # A = MEM[0]
	0x0400000c	0x00104fc2	sr1 \$t1, \$t0, 31	20: sr1 \$t1, \$t0, 31 # shift do bit de sinal
	0x04000010	0x11200001	beg \$t1, \$zero, store	21: beg \$t1, \$zero, store # se for positivo, pula para o sw
	0x04000014	0x00108022	sub \$t0, \$zero, \$t0	22: sub \$t0, \$zero, \$t0 # se for negativo, faz o módulo
	0x04000018	0xad100000	sw \$t1, 0(\$t0)	25: sw \$t1, 0(\$t0) # MEM[0] = A

Name	Number	Value
\$zero	0	0
\$at	1	0
\$v0	2	0
\$v1	3	0
\$a0	4	0
\$a1	5	0
\$a2	6	0
\$a3	7	0
\$t0	8	268500992
\$t1	9	1
\$t2	10	0
\$t3	11	0
\$t4	12	0
\$t5	13	0
\$t6	14	0
\$t7	15	0
\$s0	16	64
\$s1	17	0
\$s2	18	0
\$s3	19	0
\$s4	20	0
\$s5	21	0
\$s6	22	0
\$s7	23	0
\$t8	24	0
\$t9	25	0
\$k0	26	0
\$k1	27	0
\$gp	28	268468224
\$sp	29	2147479548
\$fp	30	0
\$ra	31	0
pc		4194332
hi		0
lo		0

Programa 15

Registers

Name	Number	Value
\$zero	0	0
\$at	1	0
\$v0	2	0
\$v1	3	0
\$a0	4	0
\$a1	5	0
\$a2	6	0
\$a3	7	0
\$t0	8	100
\$t1	9	199
\$t2	10	0
\$t3	11	0
\$t4	12	0
\$t5	13	0
\$t6	14	0
\$t7	15	0
\$s0	16	268501392
\$s1	17	100
\$s2	18	10000
\$s3	19	0
\$s4	20	0
\$s5	21	0
\$s6	22	0
\$s7	23	0
\$s8	24	0
\$s9	25	0
\$k0	26	0
\$k1	27	0
\$gp	28	268468224
\$sp	29	2147479548
\$fp	30	0
\$ra	31	0
pc		4194356
hi		0
lo		0

Text Segment

Bkpt	Address	Code	Basic	Source
	0x00400000	0x34101001	ori \$16,\$0,4097	24: ori \$s0,\$zero,0x1001 # vetor[0] = 0x1001
	0x00400004	0x01084000	sll \$16,\$16,16	25: sll \$s0,\$s0,16 # vetor[0] = 0x10010000
	0x00400008	0x20110000	addi \$17,\$0,0	27: addi \$s1,\$zero,0 # i = 0
	0x0040000c	0x20080064	addi \$0,\$0,100	28: addi \$t0,\$zero,100 # t0 = 100
	0x00400010	0x20120000	addi \$18,\$0,0	29: addi \$s2,\$zero,0 # soma = 0
	0x00400014	0x00114840	sll \$19,\$17,1	33: sll \$t1,\$s1,1 # t1 = i*2
	0x00400018	0x21290001	addi \$9,\$9,1	34: addi \$t1,\$t1,1 # t1 = i*2 + 1
	0x0040001c	0xae090000	sw \$9,(\$16)	36: sw \$t1,0(\$s0) # vetor [i] = i*2 + 1
	0x00400020	0x20499020	add \$18,\$18,\$9	37: add \$s2,\$s2,\$t1 # soma = soma + vetor[i]
	0x00400024	0x22100004	addi \$16,\$16,4	39: addi \$s0,\$s0,4 # proxima posição de memoria
	0x00400028	0x22310001	addi \$17,\$17,1	40: addi \$s1,\$s1,1 # i++
	0x0040002c	0x1511ffff	bne \$t0,\$s1,-7	42: bne \$t0,\$s1,0 # while (i != 100)
	0x00400030	0xae120000	sw \$18,0(\$16)	44: sw \$s2,0(\$s0) # vetor[100] = soma

Labels

Data Text

Data Segment

Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	1	3	5	7	9	11	13	15
0x10010020	17	19	21	23	25	27	29	31
0x10010040	33	35	37	39	41	43	45	47
0x10010060	49	51	53	55	57	59	61	63
0x10010080	65	67	69	71	73	75	77	79
0x100100a0	81	83	85	87	89	91	93	95
0x100100c0	97	99	101	103	105	107	109	111
0x100100e0	113	115	117	119	121	123	125	127
0x10010100	129	131	133	135	137	139	141	143
0x10010120	145	147	149	151	153	155	157	159
0x10010140	161	163	165	167	169	171	173	175
0x10010160	177	179	181	183	185	187	189	191
0x10010180	193	195	197	199	10000	0	0	0
0x100101a0	0	0	0	0	0	0	0	0

Registers

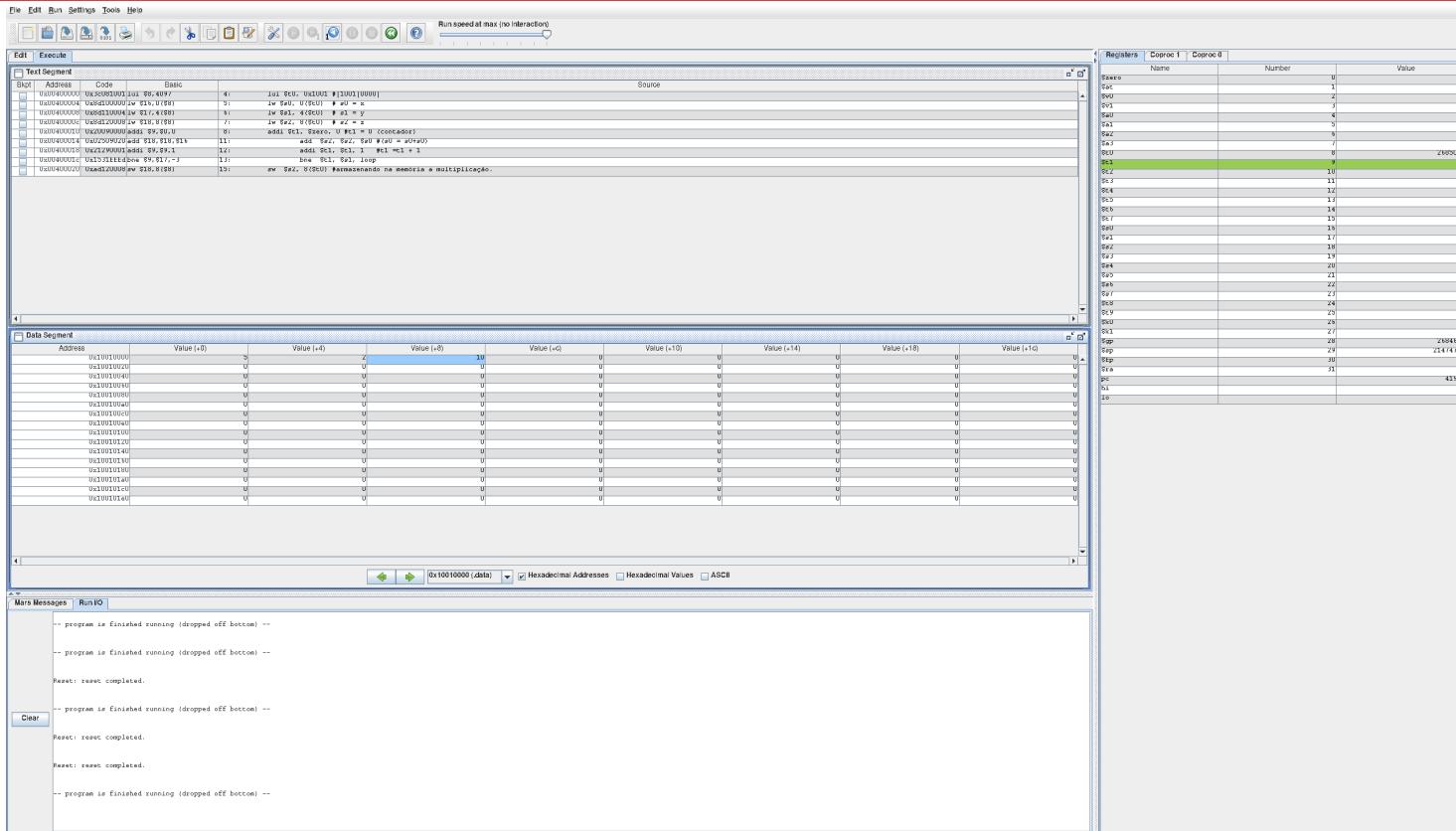
Name	Number	Value
\$zero	0	0
\$at	1	0
\$v0	2	0
\$v1	3	0
\$a0	4	0
\$a1	5	0
\$a2	6	0
\$a3	7	0
\$t0	8	100
\$t1	9	199
\$t2	10	0
\$t3	11	0
\$t4	12	0
\$t5	13	0
\$t6	14	0
\$t7	15	0
\$s0	16	268501392
\$s1	17	100
\$s2	18	10000
\$s3	19	0
\$s4	20	0
\$s5	21	0
\$s6	22	0
\$s7	23	0
\$s8	24	0
\$s9	25	0
\$k0	26	0
\$k1	27	0
\$gp	28	268468224
\$sp	29	2147479548
\$fp	30	0
\$ra	31	0
pc		4194356
hi		0
lo		0

Programa 16

The screenshot shows a debugger interface with several windows:

- Text Segment:** Displays assembly code in a table. The code performs division and multiplication operations on variables `x`, `y`, and `z`. The final value of `z` is printed to the console.
- Data Segment:** Displays memory dump tables for `data` and `bss` segments.
- Registers:** Shows the state of CPU registers. Register `r0` contains the value `288009992`.
- Memory Dump:** Shows memory dump tables for `data` and `bss` segments.
- Terminal Window:** Displays the output of the program, which includes the message `-- program is finished running (dropped off bottom) --` and the value `419478`.

Programa 17



Programa 18

The screenshot shows a debugger interface with several windows:

- Text Segment:** Displays assembly code in columns for Address, Code, and Source. The source code includes comments like "Finalizando na memoria a multiplicação".
- Registers:** Shows the state of various registers (R000-R019, R020-R029, R030-R039, R040-R049, R050-R059, R060-R069, R070-R079, R080-R089, R090-R099, R0A0-R0A9, R0B0-R0B9, R0C0-R0C9, R0D0-R0D9, R0E0-R0E9, R0F0-R0F9, R0G0-R0G9, R0H0-R0H9, R0I0-R0I9, R0J0-R0J9, R0K0-R0K9, R0L0-R0L9, R0M0-R0M9, R0N0-R0N9, R0O0-R0O9, R0P0-R0P9, R0Q0-R0Q9, R0R0-R0R9, R0S0-R0S9, R0T0-R0T9, R0U0-R0U9, R0V0-R0V9, R0W0-R0W9, R0X0-R0X9, R0Y0-R0Y9, R0Z0-R0Z9) with their corresponding values.
- Data Segment:** A memory dump window showing data from address U4100U000 to U4100U140. It lists memory locations with their hex values (e.g., 0x00000000, 0x00000001, ..., 0x41040000).
- Mars Messages:** A log window showing the following messages:
 - Rst: reset completed.
 - program is finished running (dropped off bottom) --
 - Clear
 - program is finished running (dropped off bottom) --
 - program is finished running (dropped off bottom) --
 - Rst: reset completed.
 - program is finished running (dropped off bottom) --