

Homework 6

Problem 6.1

Solution:

MIPS has in total 32 general purpose registers. Considering the fact that $11111_2 = 31_{10}$, we see that we can express all the 32 registers (including 0) using only 5 bits.

Problem 6.2

Solution:

a) Considering the fact that $op=0$ and $funct=34$, we say that the operation will be subtraction (*sub*). The source registers $rs=8$ and $rt=9$ stand for $\$t0$ and $\$t1$ respectively. The destination register $rd=10$ corresponds to $\$t2$. Therefore, the MIPS instruction will be:

```
sub $t2, $t0, $t1    # $t2 = $t0 - $t1
```

a) Since $op=0x23$, we have $0x23 \rightarrow 23_{16} = 2 \cdot 16 + 3 = 35_{10}$, so $op=35$, which means that the operation is *lw*. The registers $rs=17$ and $rt=18$ stand for $\$s1$ and $\$s2$ respectively. The constant term is $0x4 \rightarrow 4_{16} = 4_{10}$, which means that the bit address is 4. Therefore, we have the following MIPS instruction:

```
lw $s2, 4($s1)      # value stored in A[1] (for some array A with base  
                    # address in $s1) is loaded in $s2
```

Problem 6.3

Solution:

a) Considering the example given in the lecture slides, we have:

op	rs	rt	rd	sahmt	funct
6 bits	5 bits	5 bits	5 bits	5 bits	6 bits
0	8	9	10	0	34
000000	01000	01001	01010	00000	100010

Therefore, the MIPS instruction in binary for \rightarrow *sub* $\$t2$, $\$t0$, $\$t1$, is:
 000000 01000 01001 01010 00000 100010

b)

op	rs	rt	const
6 bits	5 bits	5 bits	16 bits
$0x23 = 35_{10}$	17	18	$0x4 = 4_{10}$
100011	10001	10010	0000000000000100

The MIPS instruction in binary for \rightarrow *lw* $\$s2$, $4(\$s1)$, is:
 100011 10001 10010 0000000000000100

Problem 6.4

Solution:

In the beginning, *slt* stores in $\$t2$ the condition $\$t0 < \$t1$, which in our case is true (If we start comparing the first 4 bits for both values, we have $0010 < 0011$, so $\$t0 < \$t1$). Since the condition is true, 1 will be stored in temporary register $\$t2$. Then, *beq* checks if $\$t2$ is equal to 0 or not. Since it is false ($\$t2 \neq 0$), we go to the next line, which makes us skip the *ELSE* instruction and jump to *DONE*. Therefore, the final value of $\$t2$ after executing the given MIPS instructions, will be $1 \rightarrow \$t2 = 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0001$.

Problem 6.5

Solution:

```
# We need to perform: A[6]+=$s1:

lw $t0, 24($s0)      # the value stored in A[6] is loaded and stored
                     # in temporary register $t0
add $t0, $t0, $s1     # addition of the values stored in registers $t0
                     # and $s1 is stored in $t0
sw $t0, 24($s0)      # the value stored in temporary register $t0
                     # is now stored in A[6], so the content of $s1
                     # is added to A[6]

# Note that when we save the array values in temporary registers, to
# access the array data, we multiply the index by 4.
```

Problem 6.6

Solution:

In order to load 0000 0000 0010 0011 0000 0000 0010 0011, we follow this procedure: load upper 16 bits first using `lui`, and then add the lower 16 bits using `ori`. Therefore, we have:

* upper 16 bits are 0000000000100011 = 35_{10}

* lower 16 bits are 0000000000100011 = 35_{10}

The MIPS assembler instructions will be:

```
lui $s4, 35          # resets lower 16 bits
ori $s4, $s4, 35     # loads 0s into upper bits of constant
```

Final value of `$s4` is 0000 0000 0010 0011 0000 0000 0010 0011.

Problem 6.7

Solution:

The MIPS assembler code:

```
addi $t0, $0, 0      # store 0 in $t0 (initialize i=0)

# Start the for loop
LOOP:  slti $t1, $t0, 8  # check whether value stored in $t0 is
                        # lower than 8, so check if i<8, and store
                        # 1 or 0 in $t1
        beq $t1, $0, EXIT # check whether $t1 is 0, so whether i<8
                        # is false, and exit loop
        addi $s0, $s0, 4  # if we haven't reached EXIT in the previous
                        # line(if i<8), we do $s0+=4 (a = a + 4)
        addi $t0, $t0, 1  # store in $t0 its incremented value (i++)
        j LOOP           # go in the next iteration of the loop

EXIT:  # case i>=8
```