

HW 2 2.2, 2.4, 2.5, 2.7, 2.13.1, 2.13.2

CPE 431

2.2 $f = (g+h) + i;$ 2.4 $f \rightarrow \$s0, g \rightarrow \$s1, h \rightarrow \$s2, i \rightarrow \$s3, j \rightarrow \$s4$
 $A[0] \rightarrow \$s6, B[0] \rightarrow \$s7$

```

lw $s0, 0($t0)    f = A[f]
addi $t2, $t0, 4    $t2 = &A[f+1]
lw $t0, 0($t2)      $t0 = A[f+1]
add $t0, $t0, $s0    $t0 = A[f+1] + A[f]
sw $t0, 0($t1)      B[g] ← $t0

```

∇ $B[g] = A[f] + A[f+1]; f = A[f];$

2.5.

```

sll $t0, $s0, 2
add $t0, $s6, $t0
sll $t1, $s1, 2
add $t1, $s7, $t1
lw $s0, 0($t0)
lw $t0, 4($t0)
add $t0, $t0, $s0
sw $t0, 0($t1)

```

∇ Ask about typo on pg. 69

2.7 0xAB(C)DEF12

Big Endian:

| Addr | Val |
|------|-----|
| 0 | AB |
| 4 | CD |
| 8 | EF |
| 12 | 12 |

Little Endian

| Addr | Val |
|------|-----|
| 0 | 12 |
| 4 | EF |
| 8 | CD |
| 12 | AB |

2.13.1

$\$s1 > 2,147,483,519$

$\$s1 \leq 2,147,483,647$

2.13.2

$\$s1 \leq -2,147,483,520$

$\$s1 > -2,147,483,648$

2.13.3

$\$s1 \leq -2,147,483,520$

$\$s1 > -2,147,483,648$

2.15

I-type

op

rs

rt

addr

43

10

4

32

101011

1010

1001

1000000

0xAEA60

27...2

2.24

JumpAddr = $PC + 4[31:28]$, addr, 2^{25} 2'60

Jump: No, need 32 bits for address field.

Beq: No, need 32 bits for address.

2.26

1) $\$s2 = 20$

2) for (int i = 10; i > 0; i--) {
 B = B + 2;
}

3) $(5 \cdot N) + 2$

2.40

No, need 32 bits of address, only have 27.

HW2 3.3, 3.6, 3.8

CPE 431

3.3 $0x5ED4 \rightarrow (0101\ 1110\ 1101\ 0100)_2$

□ Hex is a Valuable tool for discussing binary numbers because it is a Compact notation and can be quickly translated by expanding each 4-bit character

3.6 $185_{10} \rightarrow 10111001_2$ $122_{10} \rightarrow 01111010_2$

$$\begin{array}{r} 0\ 1\ 0\ 0\ 0\ 1 \\ \times 0\ 1\ 1\ 1\ 0\ 1 \\ \hline \end{array}$$

$$- 0\ 1\ 1\ 1\ 1\ 0\ 1\ 0$$

$$00111111 \rightarrow 63_{10}$$

Neither overflow nor underflow.

3.8 $185_{10} \rightarrow 10111001_2$

□ This problem says to calculate $185 - 122$ in 8-bit signed binary, but you cannot even begin because 185 is too large for this representation. Without even running the operation there is overflow.