

//initial A[]

```
addi $3, $0, 1
addi $4, $0, 2
addi $5, $0, 3
addi $6, $0, 4
addi $7, $0, 5
addi $8, $0, 6
addi $9, $0, 7
addi $10, $0, 8
addi $11, $0, 9
sw $3, 0($0);
sw $4, 4($0);
sw $5, 8($0);
sw $6, 12($0);
sw $7, 16($0);
sw $8, 20($0);
sw $9, 24($0);
sw $10, 28($0);
sw $11, 32($0);
```

//initial B[]

```
sw $3, 36($0);
sw $4, 40($0);
sw $5, 44($0);
sw $6, 48($0);
sw $7, 52($0);
sw $8, 56($0);
sw $9, 60($0);
sw $10, 64($0);
sw $11, 68($0);
```

//matrix multiplication start, i = \$3, j = \$4, k = \$5, n = 3 = \$2, const 4 = \$1, A[]base=0, b[]base=36, c[]base = 72

```
addi $1, $0, 4;           // $1 = 4
addi $2, $0, 3;           // n = 3
addi $3, $0, 0;           // i = 0;
slt $6, $3, $2;           // loop_i
beq $6, $0, exit;
addi $4, $0, 0;           // j = 0
slt $6, $4, $2;           // loop_j
beq $6, $0, end_j;
addi $5, $0, 0;           // k = 0
slt $6, $5, $2;           // loop_k
beq $6, $0, end_k;
```

//main work, $c[i][j] = c[i][j] + a[i][k] * b[k][j]$

```
addu $7, $3, $3;          // $7 = 2i
addu $7, $7, $3;          // $7 = 3i
addu $8, $7, $4;          // $8 = 3i + j
```

mul \$8, \$8, \$1	// $\$8 = 4(3i+j)$
addi \$9, \$8, 72;	// $\$9 = C's\ EA$
lw \$10, 0(\$9);	// $\$10 = C[EA]$
addu \$11, \$7, \$5;	// $\$11 = 3i + k$
mul \$11, \$11, \$1	// $\$11 = 4(2i+k)$
addi \$12, \$11, 0;	// $\$12 = A's\ EA$
lw \$13, 0(\$12);	// $\$13 = A[EA]$
addu \$14, \$5, \$5;	// $\$14 = 2k$
addu \$14, \$14, \$5	// $\$14 = 3k$
addu \$15, \$14, \$4;	// $\$15 = 2k + j$
mul \$15, \$15, \$1	// $\$15 = 4(2k+j)$
addi \$16, \$15, 36;	// $\$16 = B's\ EA$
lw \$17, 0(\$16);	// $\$17 = B[EA]$
mul \$18, \$17, \$13;	// $\$18 = A[EA] * B[EA]$
addu \$19, \$10, \$18;	// $\$19 = C[EA] + A[EA]B[EA]$
sw \$19, 0(\$9);	
//end work	

addi \$5, \$5, 1;	
j loop_k;	
addi \$4, \$4, 1;	// end_k
j loop_j;	
addi \$3, \$3, 1;	// end_j
j loop_i;	
//end multiplication	