

Q1-a)

input 27 and 4,

\$t0	\$t1	\$t3	Comments (#)
(?)	(?)	(?)	Na
(?)	27	(?)	the value of input 27 move in to \$t1
0	27	(?)	\$t0 = 0
0	27	0	\$t3 = 0, if t1 > 4
0	23	0	\$t1 = 27 - 4
1	23	0	\$t0++
1	23	0	\$t3 = 0, if t1 > 4
1	19	0	\$t1 = 23 - 4
2	19	0	\$t0++
2	19	0	\$t3 = 0, if t1 > 4
2	15	0	\$t1 = 19 - 4
3	15	0	\$t0++
3	15	0	\$t3 = 0, if t1 > 4
3	11	0	\$t1 = 15 - 4
4	11	0	\$t0++
4	11	0	\$t3 = 0, if t1 > 4
4	7	0	\$t1 = 11 - 4

Q1-b)

when put a negative int (-4), it works in infinite loop and nothing printed in console.

Q1-c)

DONE:

li \$v0, 4 # syscall to print a string

la \$a0, msg3

syscall

li \$v0, 1 # syscall to print an integer

add \$a0, \$t1, \$zero

syscall

li \$v0, 10 # syscall code to exit

syscall

Q2-a)

.text

```
la $t0, A_LENGTH
lw $t0, 0($t0)      #t0 <- A_LENGTH
la $t1, A            #t1: to hold the "address" of the next
lw $s0, $t1.         # s0 = 0 Max set first value(element) of the
```

NEXT_ARRAY_ELEMENT:

```
                #array element, initialised to the
                #address of the first byte of the array
addi $s0, $zero, 0  #s0: will hold the total sum,
                    # initialised to zero
```

NEXT_ARRAY_ELEMENT:

```
slt $t3, $zero, $t0  # t3 <-(0<t0), t3 will be 0 if t0 <=0
beq $t3, $zero, DONE
```

```
lw $t2, 0($t1)       #t2 <- the current array element
slt $t4, $t2, $w0     #t4=0 if s2 <=t2
beq $t4, 1, MOVE      # go to MOVE
j NEXT_ARRAY_ELEMENT  #jump to NEXT_ARRAY_ELEMENT (for loop)
```

MOVE:

```
    add $s0, $zero, $t2.  # set s0 large array value
```

DONE:

```
addi $v0, $zero, 1     #set v0 to "1" to select
                        #"print integer" syscall
add $a0, $zero, $s0    #a0 <-s0 (the total sum) to be printed
syscall                #invoking the syscall to actually exit!

addi $v0, $zero, 10    #set v0 to "10" to select exit syscall
syscall                #invoking the syscall to acutally exit!
```

.data

A: #our integer array

.word -1

.word 4

.word -16

.word 0

.word -2

.word 5

.word 13

.word 2

A_LENGTH: .word 8 # the length of the array

Q2-b)

.text

la \$t0, A_LENGTH

lw \$t0, 0(\$t0) #t0 <- A_LENGTH

la \$t1, A #t1: to hold the "address" of the next

lw \$s0, \$t1. # s0 = 0 Max set first value(element) of the

NEXT_ARRAY_ELEMENT:

 #array element, initialised to the
 #address of the first byte of the array

NEXT_ARRAY_ELEMENT:

slt \$t3, \$zero, \$t0 # t3 <- (0 < t0), t3 will be 0 if t0 <= 0

beq \$t3, \$zero, DONE

lw \$t2, 0(\$t1) # t2 <- the current array element

andi \$t4, \$t2, 0

beq \$t4, \$zero, CHANGE # go to Change

j NEXT_ARRAY_ELEMENT #jump to NEXT_ARRAY_ELEMENT (for loop)

CHANGE:

```
addi $v0, $zero, 1 # v0=1
add  $a0, $zero, $t4 # print total sum
syscall
```

DONE:

```
addi $v0, $zero, 1      #set v0 to "1" to select
                        #"print integer" syscall
add $a0, $zero, $s0     #a0 <-s0 (the total sum) to be printed
syscall                 #invoking the syscall to actually exit!

addi $v0, $zero, 10     #set v0 to "10" to select exit syscall
syscall                 #invoking the syscall to acutally exit!
```

.data

```
A:                #our integer array

.word -1
.word 4
.word -16
.word 0
.word -2
.word 5
.word 13
.word 2
```

```
A_LENGTH: .word 8  # the length of the array
```

Q2-c-i)

```
andi $t0, $t1, 0x0007    #t0 = t1 & 0x0007
```

It can be divided into 8 because bit units are calculated to assemble bit patterns. At runtime, the 16-bit immediate operand extends to a 32-bit length by attaching a zero to the left. Store the result in register (t0) after performs AND assembly with the source register (t1) and operand constant (0x0007).

Q2-c-ii)

.text

la \$t0, A_LENGTH

lw \$t0, 0(\$t0) #t0 <- A_LENGTH

la \$t1, A #t1: to hold the "address" of the next

NEXT_ARRAY_ELEMENT:

slt \$t3, \$zero, \$t0 # t3 <- (0 < t0), t3 will be 0 if t0 <= 0

beq \$t3, \$zero, DONE

lw \$t2, 0(\$t1) # t2 <- the current array element

andi \$t4, \$t2, 0

beq \$t4, \$zero, CHANGE # go to Change

j NEXT_ARRAY_ELEMENT #jump to NEXT_ARRAY_ELEMENT (for loop)

CHANGE:

addi \$v0, \$zero, 1 # v0=1

add \$a0, \$zero, \$t4 # print total sum

syscall

DONE:

addi \$v0, \$zero, 1 #set v0 to "1" to select

#"print integer" syscall

add \$a0, \$zero, \$s0 #a0 <-s0 (the total sum) to be printed

syscall #invoking the syscall to actually exit!

addi \$v0, \$zero, 10 #set v0 to "10" to select exit syscall

syscall #invoking the syscall to acutally exit!

.data

A: #our integer array

.word -1

.word 4

.word -16

.word 0

.word -2

.word 5

.word 13

.word 2

A_LENGTH: .word 8 # the length of the array

Q3-a)

Move the bit in the register 'rt' to the left as much as 'h', then save in the register 'rd'. The range of the h bit length is $0 \leq h < 32$. If the bit is an unsigned integer, the left-hand shift is equal to multiplying by two (e.g. ,3 -> 2^3). So, sll \$rd, \$rt, h is $rd = rt * 2^h$.

Q3-b)

sll \$t0, \$t1, 2

Name; 6 bits; op; sll

Format; 5bits; rs; R

Layout; 5 bits; rt; 0

Example; 5 bits; rd; 0

5 bits; shamt; 1

6 bits; funct; 0

10

0

->(therefore, format is) 0000 00ss ssst tttt dddd dhhh hh00 0000

\$t0=8, \$t1=9, ss sss= 00 000, t tttt= 0 1001, dddd d= 0100 0, hhh hh= 000 10

\therefore 32 – bit: 0000 0000 0000 1001 0100 0000 1000 0000

Q3-c-iii)

sll \$t1, \$t1, 3

Q3-c-iv)

sll \$t0, \$t1, 4. # multiply \$t1 by 16 (2^4) and save in \$t0

add \$t1 \$t0, \$t1

sub \$t0, \$t1, \$t0

Q3-c-v)

sll \$t0, \$t1, 5 # multiply \$t1 by 32 (2^5) and save in \$t0

sub \$t1, \$t0, \$t1

Q3-c-vi)

sll \$t0, \$t1, 6. # multiply \$t1 by 64 (2^6) and save in \$t0

add \$t1, \$t0, \$t1