

1h.

lb \$s3, 100(\$a0)

opcode [6 bits]: 32 = 100000

rs [5 bits]: \$a0 = 4 = 00100

rt [5 bits]: \$s3 = 19 = 10011

imm [16 bits]: 100 = 0000000001100100

Binary Encoding: 1000_0000_1001_0011_0000_0000_0110_0100

Hex Encoding: 0x80930064

1i.

addi \$sp, \$sp, -32

opcode [6 bits]: 8 = 001000

rs [5 bits]: sp = 29 = 11101

rt [5 bits]: sp = 29 = 11101

imm [16 bits]: -32 = 0100000 -> 1011111 -> 1100000 -> 1111111111100000

Binary Encoding: 0010_0011_1011_1101_1111_1111_1110_0000

Hex Encoding: 0x23bdffe0

2h.

Hex Encoding: A5583BC9

Binary Encoding: 1010_0101_0101_1000_0011_1011_1100_1001

opcode: 101001 = 32+8+1 = 41 = sh

I format: 101001_01010_11000_0011101111001001

rs: 01010 = 2+8 = 10 = \$t2

rt: 11000 = 8+16 = 24 = \$t8

imm: 0011101111001001 = $2^0+2^3+2^6+2^7+2^8+2^9+2^{11}+2^{12}+2^{13}$

so imm = 1+8+64+128+256+512+2048+4096+8192 = 15305

Command:

sh \$t8, 15305

2i.

Hex Encoding: 020B0823

Binary Encoding: 0000_0010_0000_1011_0000_1000_0010_0011

opcode[6 bits]: 000000

R-format: 000000_10000_01011_00001_00000_100011

rs [5 bits]: 10000 = 16 = \$s0

rt [5 bits]: 01011 = 11 = \$t3

rd [5 bits]: 00001 = 1 = \$at

shamt [5 bits]: 00000 = 0

funct [6 bits]: 100011 = 35 = subu

Command:

subu \$at, \$s0, \$t3

3e.

* \$t0 in instruction2 is dependent on instruction1

* \$t1 in instruction4 is dependent on instruction2

* \$t2 in instruction4 is dependent on instruction3

3f.

* \$s2 in instruction3 is dependent on instruction1

* \$s5 in instruction3 is dependent on instruction2

* \$s6 in instruction4 is dependent on instruction3

4d.

```
int problemPartD() {
    int i = 0;
    while (1) {
        int returnVal = getAValue();
        if (returnVal == 0) {
            break;
        }
        i = i + returnVal;
    }
    return i;
}
```