Tutorial 1

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CSU 215 Computer Organization & Patterson Winter 2008-2009

Reading. Patterson and Hennessy §2.5 – §2.7

1.1. Construct a control flow graph (like the one shown in Figure 2.11 of the text) for the following section of C or Java code:

```
for (i=0; i<x; i=i+1)
y = y + i;
```

Implement this C code in MIPS. Assume that i, x, and y correspond to registers \$\$1, \$\$2, \$\$3 respectively.

1.2. MIPS to C. Assume \$s3 = i, \$s4 = j, \$s5 = @A. Below is some MIPS code:

```
Loop: addi
               $s4, $s4, 1
                                   # j = j + 1
              $t1, $s3, 2
                                  # $t1 = 4 * i
      sll
      add
               $t1, $t1, $s5
                                  # $t1 = @ A[i]
              $t0, 0($t1)
                                   # $t0 = A[i]
      lw
      addi
               $s3, $s3, 1
                                  # i = i + 1
              $t1, $t0,
                                  # $t1 = $t0 < 10?
      slti
                          10
               $t1, $zero, Loop
                                      # goto Loop if >=
      beq
              $t1, $t0, 0
                                  # t1 = t0 < 0?
      slti
               $t1, $zero, Loop
      bne
                                      # goto Loop if <
```

Below is part of the corresponding C code:

```
do j = j + 1 while (_____);
```

What C code properly fills in the blank in the loop on the right?

do
$$j = j + 1$$
 while ();

What C code properly fills in the blank in the loop on the right?

```
A: [i++] >= 10?
```

B: A[i++] >= 10 | A[i] < 0?

C: A[i++] >= 10 & A[i] < 0?

D:
$$A[i++] >= 10 \parallel A[i] < 0$$
?

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E: A[i++] >= 10 && A[i] < 0?

F: None of the above

1.3. Add comments to the following MIPS code and describe in one sentence what it computes. Assume that \$a0 and \$a1 are used for the input and both initially contain the integers a and b, respectively. Assume that \$v0 is used for the output.

```
add $t0, $zero, $zero loop: beq $a1, $zero, finish add $t0, $t0, $a0 sub $a1, $a1, 1 j loop finish: addi $t0, $t0, $t0, 100 add $v0, $t0, $zero
```

1.4. The following code fragment processes two arrays and produces an important value in register \$v0. Assume that each array consists of 2500 words indexed from 0 through 2499, that the base addresses of the arrays are stored in \$a0 and \$a1, respectively, and their sizes (2500) are stored in \$a2 and \$a3, respectively. Add comments to the code and describe in one sentence what this code does. Specifically, what will be returned in

```
$v0?
sll
       $a2, $a2, 2
       sll $a3, $a3, 2
        add $v0, $zero, $zero
        add $t0, $zero, $zero
outer: add $t4, $a0, $t0
       1w
              $t4. 0($t4)
        add $t1, $zero, $zero
inner: add $t3, $a1, $t1
              $t3. 0($t3)
        bne $t3, $t4, skip
        addi $v0, $v0, 1
         addi $t1, $t1, 4
skip
              $t1, $a3, inner
        bne
        addi $t0, $t0, 4
              $t0.
                    $a2, outer
        bne
```

1.5. Assume that the code from the previous exercise is run on a machine with a 2 GHz clock that requires the following number of cycles for each instruction:

```
Instruction Cycles add, addi, sll 1 lw, bne 2
```

In the worst case, how many seconds will it take to execute this code?

1.6. The following program tries to copy words from the address in register \$a0 to the address in register \$a1, counting the number of words copied in register \$v0. The program stops copying when it finds a word equal to 0. You do not have to preserve the contents of registers \$v1, \$a0, \$a1. This terminating word should be copied but not counted.

```
addi $v0, $zero, 0  # Init to avoid counting 0 word loop: lw, $v1, 0($a0)  # Read next word from source sw $v1, 0($a1)  # Write to destination addi $a0, $a0, 4  # Advance pointer to next source addi $a1, $a1, 4  # Advance ptr to next dest beq $v1, $zero, loop# Loop if word copied != zero
```

There are multiple bugs in this MIPS program; fix them and turning a bug-free version.

1.7. Write a MIPS procedure to compute the nth Fibonacci number F(n) where

```
F(n) = 0, if n = 0;

1, if n = 1;

F(n-1) + F(n-2), otherwise.
```

Base your algorithm on the straightforward but hopelessly inefficient procedure below, which generates a recursive process:

```
int fib(int n){
    if (n == 0)
        return 0;
    else if (n == 1)
        return 1;
    else
        return fib(n-1) + fib(n-2);
```

Be sure to use good programming style (comments, meaningful variable names etc...) At the beginning of your program include a comment stating whether or not your program works. Turn in a copy of your program and, if your program works, a printout of your program's output for an input of 6.