

CS2100 (AY2018/9 Semester 2)
Assignment #1

/15

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Tutorial Grp: 20

You are to do this assignment **on your own**. (Students found copying will be penalised.) Please fill in your **name** and **tutorial group number** in the boxes above, and your answers in the space indicated below. You are not required to show workings.

Please submit this assignment by **15 February 2019, Friday, 23:59** to the submission File on LumiNUS according to your tutorial group. Please submit either a .docx or .pdf file. **Late submission and email submission will not be accepted.**

1. Although C language does not have the **NOR** operator, it can be emulated as follows:

```
int NOR(int x, int y) {  
    return !(x || y);  
}
```

Consider the truth tables of **NOR**, **AND**, and **OR** below (from Lecture #7, Slide 35):

X	Y	X NOR Y	X AND Y	X OR Y
0	0	1	0	0
0	1	0	0	1
1	0	0	0	1
1	1	0	1	1

Suppose the **NOR** operator has been implemented as a **NOR** function. We can then create **NOT**, **OR** and **AND** using solely the **NOR** function without using the operators corresponding to each of those (i.e. for logical operation, **!** for **NOT**, **|** for **OR**, and **&** for **AND**).

Fill in the code below (the code for NOT has been filled in to provide an example). Note that you can only use the **NOR** function above as well as any constants. You are not to use any other functions or operators. Assume the parameters x and y take in values 0 or 1 only.

```
int NOT(int x) {  
    return NOR(x, 0); // alternatively: return NOR(x, x);  
}  
  
int AND(int x, int y) {  
    return NOR(NOR(x, 0), NOR(y, 0));
```

[1 Mark]

```

}
int OR(int x, int y) {
    return NOR(NOR(x, y), 0);
}

```

[1 Mark]

2. How do you represent **-2100** in the IEEE 754 single-precision floating-point representation? Write your answer in the *hexadecimal* form.

Answer: 0xC5034000

[3 Marks]

3. Certain numbers cannot be represented in *decimal* number system unless we use repeating decimal. For instance, the number $\frac{1}{3}$ in *decimal* will be $(0.333333\ldots)_{10}$. Using the repeating decimal representation, we can then write it as $(0.\overline{3})_{10}$ since the 3s are repeating. Similarly, you have numbers in *binary* number system that cannot be represented unless repeating decimal is used. For instance, the number $(0.2)_{10}$ in *binary* will be $(0.001100110011\ldots)_2$. In repeating decimal, it will be $(0.\overline{0011})_2$ because 0011s are repeating.

(a) What is $(0.7)_{10}$ in *binary*? Write your answer using repeating decimal.

Answer: $(0.1\overline{0110})_2$

[1 Mark]

(b) What is $(0.0\overline{1001})_2$ in *decimal*? Note that only 1001s are repeating.

Hint: Perform expansion up to some number and approximate.

Answer: $(0.3)_{10}$

[2 Marks]

For Questions 4-6, refer to the MIPS code below. The code reads an integer array **A** and modifies the array. Consider the variable to register mapping that maps variable **A** to register **\$s0**. Assume that the array is initialized with `int A[] = { 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };` at the start.

```

        addi $t0, $s0, 0
        addi $t1, $s0, 40
Top:    lw    $t2, 0($t0)
        lw    $t3, 0($t1)
        sw    $t2, 0($t1)
        sw    $t3, 0($t0)
        addi $t0, $t0, 4
        addi $t1, $t1, -4
        beq   $t0, $t1, Bot
        j     Top
Bot:

```

4. Assume that the array starts at address **0x2100AB10**.

(a) How many elements of array **A** are NOT loaded to either **\$t2** or **\$t3**?

Answer: 1

[1 Mark]

(b) What are the final values in array **A** after the program finished execution?

Answer: { 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0 }

[1 Mark]

5. Assume that the first instruction `addi $t0, $s0, 0` is at address **0x00000070**.

(a) What is the *hexadecimal* representation of the `beq $t0, $t1, Bot` instruction?

Answer: 0x11090001

[2 Marks]

(b) What is the immediate value, in *decimal*, in the `j Top` instruction?

Answer: 30

[2 Marks]

6. How many `addi` instructions are performed during the execution of the program?

Answer: 12

[1 Mark]