

## Exercise 4:

### A

If "li" command has op code "001" then:  $RR \$r$  is the same with ``li <($r register address * 4) + 2>`

### B

A single R-Format opcode "contains" (can be used) 4 commands due to the "funct" which is 2 bits long.

We can't have more than 4 r-format commands as we have no more available bits

So the commands will be:

op=111 funct=00

op=111 funct=01

op=111 funct=10

op=111 funct=11

### C

0-----

\

1----- \AND -----+----- R-Format / / | -----

2---- /-----/ +---- \ NOT \ ----- I-Format /-----/ 3

4

5

6

7

### D

R-Format Commands:

op=110 funct=00

op=110 funct=01

op=110 funct=10

op=110 funct=11

op=111 funct=00

op=111 funct=01

op=111 funct=10

op=111 funct=11The reason that there is no beqi or bnei is that the the commands would load the immediates to the registers

## Exercise 5:

### 5.3

NOTES: i = \$16, j = \$17, \$at = \$1

**i**

beq \$16, \$17, L1

**ii**

bne \$16, \$17, L1

**iii**

slt \$at, \$17, \$16 bne \$at, \$0, L1

**iv**

beq \$17, \$16, L1 slt \$at, \$17, \$16 bne \$at, \$0, L1

**v**

slt \$at, \$16, \$17 bne \$at, \$0, L1

**vi**

beq \$16, \$17, L1 slt \$at, \$16, \$17 bne \$at, \$0, L1

**vii**

addi \$at, \$0, CONST beq \$16, \$at, L1

**viii**

addi \$at, \$0, CONST bne \$16, \$at, L1

**ix**

slti \$at, \$16, CONST bne \$at, \$0, L1

**x**

addi \$at, \$0, CONST beq \$16, \$at, L1 slti \$at, \$16, CONST bne \$at, \$0, L1

**xi**

slti \$at, \$16, CONST beq \$at, \$0, L1

**xii**

## 5.2

```
addi $at, $0, CONST beq $16, $at, L1 slti $at, $16, CONST beq $at, $0, L1 addi $s3, $0, -1
Loop: addi $s3, $s3, 1 sll $t1, $s3, 2 add $t1, $t1, $s6 lw $t0, 0($t1) bne $t0, $s5, Loop j Exit
Exit: ...
```

Commands executed with old code: 1 initialization 6\*9 on each loop 4 on last loop = 59 commands

Commands executed with new code: 1 initialization 5\*9 on each loop 6 on last loop = 52 commands