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* ReadAccrossWordBoundary.s
 * Created by amaral on 2012-10-26.
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 * /
Pseudo-code for a function that reads a bit-field between two bit positions k1 and k2 in a bitvector of arbitrary size.
The function reads a bitfield of length smaller than 33
Parameters:
$a0: a, the address of the word containing the first position of vector A
$a1: k1, the first bit to be read
$a2: k2, the last bit to be read
Return value:
    if k2+1-k1 < 33
      then
       $v1 = 0
       $v0 = bitfield between k1 and k2
    else
       $v1 = 1
Conventions:
Bits within a word are numbered from the least significant
to the most significant as follows:
31
         27
                   23
                             19
                                              7 6 5 4
                                                       3 2 1 0
bbbb bbbb bbbb ....
                                             b b b b
                                                       bbbb
Example:
ReadField(0x80008000, 27, 36)
```

Assume that the following two words are found at addresses 0x80008000 and 0x80008004, respectively:

```
at 0x80008000:
         27
                   23
                            19
                                           7 6 5 4 3 2 1 0
xxxx xbbb bbbb bbb ....
                                            bbbb bbb
at 0x80008004:
         27
                   23
                            19
                                            7 6 5 4 3 2 1 0
bbbb bbbb bbb bbb .... bbby yyyy
Then, ReadField return values are:
$v0 = 0000 0000 0000 0000 0000 00yy yyyx xxxx
$v1 = 0
ReadField:
   if(k2+1-k1 > 32)
     $v1 <-- 1
     return
   WordAddress k1 < -- $a0 + (($a1 >> 5)<< 2) # Computes address of word that contains k1
   FirstWord <-- Mem[WordAddress_k1]</pre>
   BitPosition_k1 <-- $a1 AND 0x0001F
   BitPosition_k2 <-- $a2 AND 0x0001F
   if(BitPosition k2 >= BitPosition k1)
                                                       # The entire bit field is in a single word
     SingleWordMask <-- 0x8000 >> a (31-BitPosition k1) # arithmetic shift to right to make all leading bits 1 up to
     position of k1
                                                       \# example: if k1 = 27, this produces 0xF800 0000
     t2 <-- 31-BitPosition k2
     SingleWordMask <-- (SingleWordMask << t2) >> t2
                                                       # arithmetic shifts to zero leading bits
                                                       \# example: if k2 = 29, in the example above, it produces 0x3800 0000
   else
                                                       # Bitfield spans over a word boundary
     # This case is left as an exercise
```