

CSCI 206 Problem Set 2

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Exercise 2.6

2.6.1

- a. $f = -g + h + B[1]$; (f: \$s0; g: \$s1; h: \$s2; i: \$s3; j: \$s4; A[0]: \$s6; B[0]: \$s7)

MIPS code:

```
sub    $t0, $zero, $s1
add    $t0, $t0, $s2
lw     $t1, 4($s7)
add    $s0, $t0, $t1
```

- b. $f = A[B[g]+1]$;

MIPS code:

```
add    $t0, $s7, $s1
lw     $t1, 0($t0)
addi   $t1, $t1, 1
add    $t0, $t1, $s6
lw     $s0, 0($t0)
```

2.6.2

- a. 4
b. 5

2.6.3

- a. \$s1, \$s2, \$s0, \$s7, \$t0, \$t1, → 6
b. \$s0, \$s1, \$s6, \$s7, \$t0, \$t1, → 6

2.6.4

- a. add \$s0, \$s0, \$s1 → $f = f + g$
 add \$s0, \$s3, \$s2 → $f = h + i$
 add \$s0, \$s0, \$s3 → $f = f + i$
b. addi \$s6, \$s6, -20 → $\&A[0] = \&A[0] - 20$
 add \$s6, \$s6, \$s1 → $\&A[0] = \&A[0] + g$
 lw \$s0, 8(\$s6) → $f = A[2]$

2.6.5

- a. $\$s0 = \$s3 + \$s2 + \$s3 = 110$
b. $\&A[0] = 256 - 20 + 20 = 256$
 $\$s0 = 200$

2.6.6

- a. add \$s0, \$s0, \$s1 → R; op: 0; rs: \$s0; rt: \$s1; rd: \$s0
 add \$s0, \$s3, \$s2 → R; op: 0; rs: \$s3; rt: \$s2; rd: \$s0
 add \$s0, \$s0, \$s3 → R; op: 0; rs: \$s0; rt: \$s3; rd: \$s0
b. addi \$s6, \$s6, -20 → I; op: 8; rs: \$s6; rt: 0; immediate: -20
 add \$s6, \$s6, \$s1 → R; op: 0; rs: \$s6; rt: \$s1; rd: \$s6
 lw \$s0, 8(\$s6) → I; op: 23; rs: \$s0; rt: \$s6; immediate: 8

Exercise 2.13

2.13.1

- a. $\$t2 = 0x55555550 \mid 0x12345678 = 0x57755678$
- b. $\$t2 = 0xEADFEED0 \mid 0xDEADFADE = 0xFEEDFADE$

2.13.2

- a. $\$t2 = 0x55555550 - 1 = 0x5554FFFE$
- b. $\$t2 = 0xEADFEED0 - 1 = 0xFEECFFFE$

2.13.3

- a. $\$t2 = 0x0AAAAAAA + 0xFFEF = 0x0AABAA99$
- b. $\$t2 = 0x17D5BFDD + 0xFFEF = 0x17D6DFCC$

2.13.4

- a. $\$t2 = 0x00014B4A \mid 0x00005A5A = 0x0001EFEF$
- b. $\$t2 = 0x000052D2 + 0x00F0 = 0x000053C2$

2.13.5

- a. $\$t2 = 0x4B4A0000 \mid 0xA5A50000 = 0xEFEF0000$
- b. $\$t2 = 0x52D28000 + 0xA5A50000 = 0xF8778000$

2.13.6

- a. $\$t2 = 0x4B4BFFFF \mid 0xA5A5FFFF = 0xEFEFFFFF$
- b. $\$t2 = 0x52D2FFFF + 0xA5A5FFFF = 0xF878FFFF$

Exercise 2.14

2.14.1

- a.

sll	$\$t0, \$t0, 9$
srl	$\$t1, \$t0, 14$
- b.

sll	$\$t1, \$t0, 9$
-----	-----------------

2.14.2

- a.

sll	$\$t0, \$t0, 27$
srl	$\$t1, \$t0, 27$
- b.

sll	$\$t0, \$t0, 27$
srl	$\$t1, \$t0, 12$

2.14.3

- a.

sll	$\$t1, \$t0, 28$
-----	------------------
- b.

sll	$\$t0, \$t0, 28$
srl	$\$t1, \$t0, 14$

2.14.4

- a.

addi	$\$t2, \$zero, 0x7F$
nor	$\$t2, \$t2, \$zero$
sll	$\$t0, \$t0, 14$
srl	$\$t0, \$t0, 25$
and	$\$t1, \$t1, \$t2$
and	$\$t1, \$t1, \$t0$

```

b.    sll    $t0, $t0, 14
        srl    $t0, $t0, 25
        sll    $t0, $t0, 14
        addi   $t2, $zero, 0x7F
        sll    $t2, $t2, 14
        nor    $t2, $t2, $zero
        and    $t1, $t1, $t2
        and    $t1, $t1, $t0

```

2.14.5

```

a.    sll    $t0, $t0, 26
        srl    $t0, $t0, 26
        addi   $t2, $zero, 0x2F
        nor    $t2, $t2, $zero
        and    $t1, $t1, $t2
        and    $t1, $t1, $t0
b.    sll    $t0, $t0, 26
        srl    $t0, $t0, 12
        addi   $t2, $zero, 0x2F
        sll    $t2, $t2, 14
        nor    $t2, $t2, $zero
        and    $t1, $t1, $t2
        and    $t1, $t1, $t0

```

2.14.6

```

a.    srl    $t0, $t0, 29
        addi   $t2, $zero, 0x7
        nor    $t2, $t2, $zero
        and    $t1, $t1, $t2
        and    $t1, $t1, $t0
b.    srl    $t0, $t0, 29
        sll    $t0, $t0, 14
        addi   $t2, $zero, 0x7
        nor    $t2, $t2, $zero
        and    $t1, $t1, $t2
        and    $t1, $t1, $t0

```

Exercise 2.17

2.17.1

These are pseudo instructions, which are coded by one or multiple MIPS instruction.

2.17.2

Branching.

2.17.3

```

a.    bge    $t3, $zero, 8
        nor    $t3, $t3, $zero
        addi   $t3, $t3, 1

```

- add \$t2, \$zero, \$t3
- b.
 - add \$t0, \$zero, \$zero
 - ble \$t2, \$t3, 4
 - addi \$t0, \$t0, 1
 - add \$t2, \$zero, \$t0

2.17.4

- a. $\$s2 = 2 * 10 = 20$
- b. $\$s2 = 2 * 10 * 10 = 200$

2.17.5

- a.


```
while (i > 0){
    B = B + 2;
    i = i - 1;
}
```
- b.


```
while (i > 0){
    temp = 10;
    while (temp > 0){
        B = B + 2;
        temp = temp - 1;
    }
    i = i - 1;
}
```

2.17.6

- a. $n = N * 5 + 3 = 5N + 3$
- b. $n = (3 * 11 + 3) * N = 36N$

Exercise 2.27

2.27.1

- a. jr \$ra
- b. bne \$s1, \$s2, Loop

2.27.2

- a. R
- b. I

2.27.3

- a. Register Addressing can reach a very large range of addresses. However, it take an extra register to store the address.
- b. PC-relative is more efficient. It doesn't need memory. But it can only reach a much limited range of addresses.

2.27.4

- a.
 - 0b 001111 10000 00000 00000000001110100 = 0x3E000064
 - 0b 001101 10000 10000 0000000000101000 = 0x36100028
- b.
 - 0b 001000 01000 00000 0000000000000000 = 0x21000000
 - 0b 100011 01001 00000 0100000000000000 = 0x8D208000

2.27.5

- a. lw \$s0, 100
 ori \$s0, \$s0, 40
- b. add \$t0, \$zero, 0x00
 lw \$t1, 0x40
 sll \$t1, \$t1, 8

2.27.6

One more.

Exercise 2.30.1

- a. add \$t1, \$zero, \$t2
- b. addi \$t0, \$zero, small
 beq \$t1, small, LOOP