

컴퓨터 구조 HW 1

2016101019 하상천

Exercise 6.10

add \$t0, \$s0, \$s1

op	rs	rt	rd	shamt	funct
0	16	17	8	0	32

000000	10000	10001	01000	00000	100000
op	rs	rt	rd	shamt	funct

∴ 0x02114020

lw \$t0, 0x20(\$t7)

35	15	8	32
op	rs	rt	imm

100011	01111	01000	0000 0000 0010 0000
--------	-------	-------	---------------------

∴ 0x8DE80020

addi \$s0, \$0, -10

8	0	16	-10
op	rs	rt	imm

001000	00000	10000	1111 1111 1111 0110
--------	-------	-------	---------------------

∴ 0x2010FFF6

Exercise 6.11

addi \$s0, \$0, 73

8	0	16	73
op	rs	rt	imm

001000	00000	10000	0000 0000 0100 1001
--------	-------	-------	---------------------

∴ 0x20100049

sw \$t1, -7(\$t2)

43	10	9	-7
op	rs	rt	imm

101011	01010	01001	1111 1111 1111 1001
--------	-------	-------	---------------------

∴ 0xAD49FFF9

sub \$t1, \$s7, \$s2

0	23	18	9	0	34
op	rs	rt	rd	shamt	funct

000000	10111	10010	01001	00000	100010
--------	-------	-------	-------	-------	--------

∴ 0x02F24822

Exercise 6.14

0x20080000

0010000	00000	1000	0000 0000 0000 0000
---------	-------	------	---------------------

addi \$t0, \$0, 0

0x20090001

001000	00000	01001	0000 0000 0000 0001
--------	-------	-------	---------------------

addi \$t1, \$0, 1

0x0089502A

000000	00100	01001	01010	00000	101010
--------	-------	-------	-------	-------	--------

slt \$t2, \$a0, \$t1

0x15400003

000101	01010	00000	0000 0000 0000 0011
--------	-------	-------	---------------------

bne \$t2, \$0, 3

0x01094020

000000	01000	01001	01000	00000	100000
--------	-------	-------	-------	-------	--------

add \$t0, \$t0, \$t1

0x21290002

001000	01001	01001	0000 0000 0000 0010
--------	-------	-------	---------------------

addi \$t1, \$t1, 2

0x08100002

000010	00000	10000	0000 0000 0000 0010
--------	-------	-------	---------------------

j 0x00400008

0x01001020

000000	01000	00000	00010	00000	100000
--------	-------	-------	-------	-------	--------

add \$v0, \$t0, \$0

0x03E00008

000000	11111	00000	00000	00000	001000
--------	-------	-------	-------	-------	--------

jr \$ra

Exercise 6.17

(a) if ($g > h$)

$g = g + h$;

else

$g = g - h$;

\$s0 = g, \$s1 = h

slt \$t0, \$s1, \$s0

beg \$t0, \$0, else

add \$s0, \$s0, \$s1

j done

else: sub \$s0, \$s0, \$s1

done:

(b) if ($g \geq h$)

$g = g + 1$;

else

$h = h - 1$;

\$s0 = g, \$s1 = h

slt \$t0, \$s0, \$s1

bne \$t0, \$0, else

addi \$s0, \$s0, 1

j done

else: addi \$s1, \$s1, -1

done:

0x00400000 0x20080000 addi \$t0, \$0, 0
 0x00400004 0x20090001 addi \$t1, \$0, 1
 0x00400008 0x0089502A loop: slt \$t2, \$a0, \$t1
 0x0040000C 0x15400003 bne \$t2, \$0, finish
 0x00400010 0x01094020 add \$t0, \$t0, \$t1
 0x00400014 0x21290002 addi \$t1, \$t1, 2
 0x00400018 0x08100002 j loop
 0x0040001C 0x01001020 finish: add \$v0, \$t0, \$0
 0x00400020 0x03E00008 jr \$ra

temp = \$t0, i = \$t1, n = \$a0,

result = \$v0

temp = 0;

for (i = 1; i <= n; i = i + 2)

temp = temp + i;

result = temp;

∴ 프로그램은 n까지의 합을 더하고

그 결과값을 \$v0에 넣는다.

(c) if (g <= h)

g = 0 ;

else

h = 0 ;

\$s0 = g, \$s1 = h

slt \$t0, \$s1, \$s0

bne \$t0, \$0, else

add \$s0, \$0, \$0

j done

else: add \$s1, \$0, \$0

done:

Exercise 6.21

(a) proc1: 3 words deep (\$s0, \$s1, \$ra)

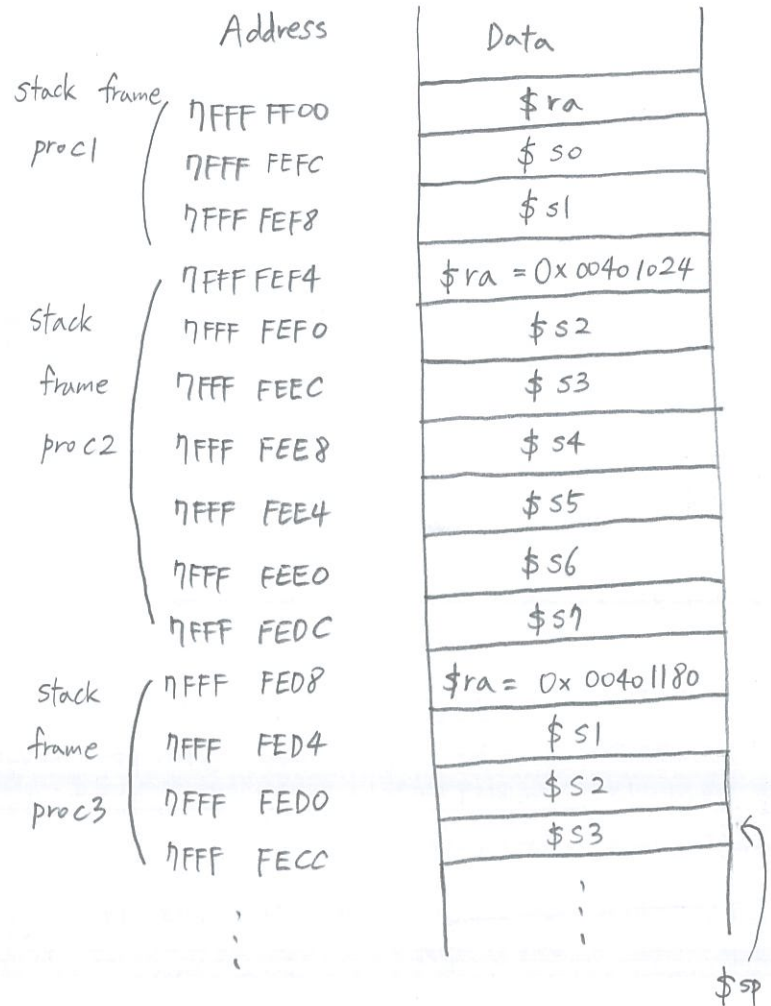
proc2: 7 words deep (\$s2 ~ \$s7, \$ra)

proc3: 4 words deep (\$s1 ~ \$s3, \$ra)

proc4: 0 words deep

(b) 임의로 stack pointer 의

초기 값을 0x7FFFFFF04 라고 하였다.



Exercise 6.26

(a)

0x00400028 add \$a0, \$a1, \$0

000000 00101 00000 00100 00000 100000

0x00A02020

0x0040002C jal f2

000011 0000 0100 0000 0000 0000 0011 01

0x0C10000D

0x00400030 jr \$ra

000000 11111 00000 00000 00000 001000

0x03E00008

0x00400034 sw \$s0, 0(\$s2)

101011 10010 10000 0000 0000 0000 0000

0xAE500000

0x00400038 bne \$a0, \$0, else

000101 00100 00000 0000 0000 0000 0001

0x14800001

0x0040003C j f1

000010 0000 0100 0000 0000 0000 0011 00

0x0810000C

0x00400040 addi \$a0, \$a0, -1

001000 00100 00100 1111 1111 1111 1111

0x2084FFFF

0x00400044 j f2

000010 0000 0100 0000 0000 0000 0011 01 ⇒ 0x0810000D

∴ 0x00A02020

0x0C10000D

0x03E00008

0xAE500000

0x14800001

0x0810000C

0x2084FFFF

0x0810000D

(b)

add \$a0, \$a1, \$0 # register only

jal f2 # pseudo-direct

f1: jr \$ra # register only

f2: sw \$s0, 0(\$s2) # base addressing

bne \$a0, \$0, else # program counter
-relative

j f1 # pseudo-direct

else: addi \$a0, \$a0, -1 # immediate

j f2 # pseudo-direct

Exercise 6.36

a)

```
0x00400000  main :  addi $sp, $sp, -4
0x00400004          sw  $ra, 0($sp)
0x00400008          lw  $a0, x
0x0040000C          lw  $a1, y
0x00400010          jal  diff
0x00400014          lw  $ra, 0($sp)
0x00400018          addi $sp, $sp, 4
0x0040001C          jr  $ra
0x00400020  diff :  sub  $v0, $a0, $a1
0x00400024          jr  $ra
```

b)

Symbol	address
x	0x10000000
y	0x10000004
main	0x00400000
diff	0x00400020

c)

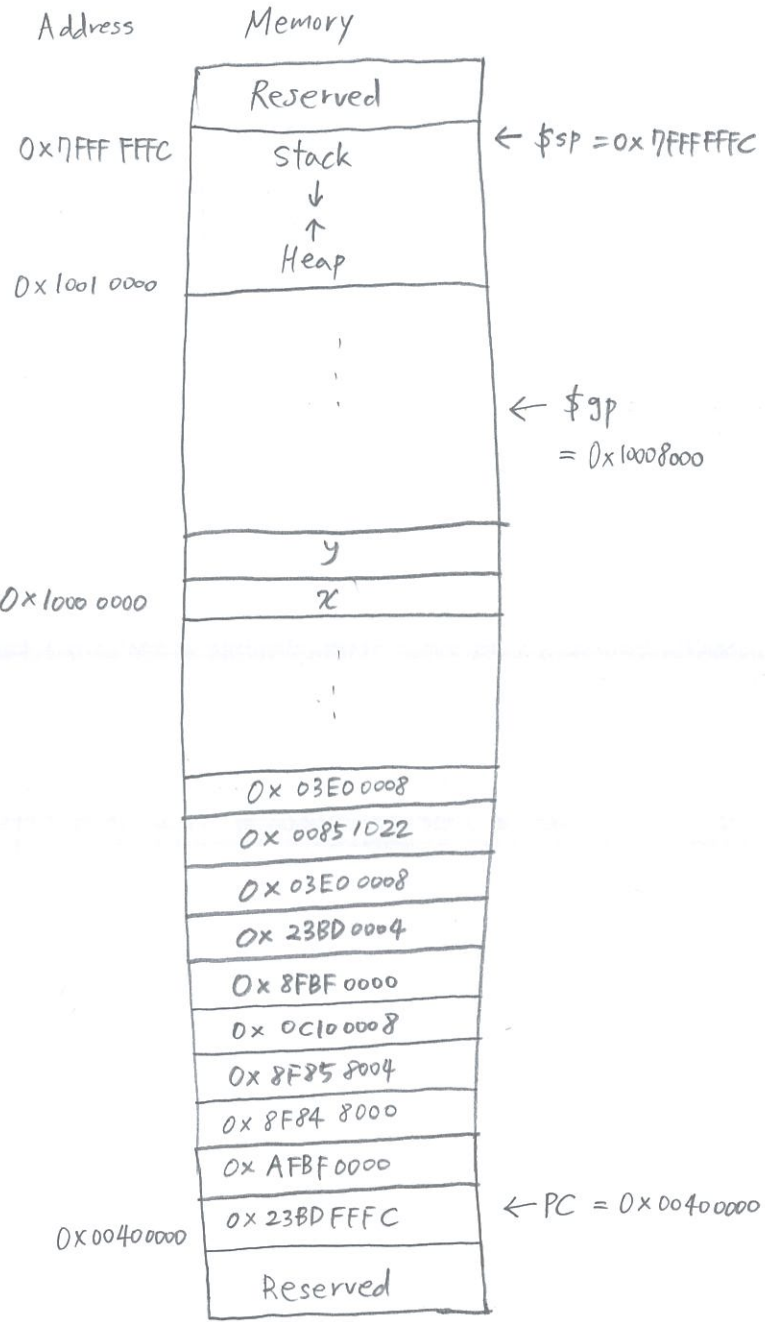
- 0x23BDDFFC
- 0xAFBF0000
- 0x8F848000
- 0x8F858004
- 0x0C100008
- 0x8FBF0000
- 0x23BD0004
- 0x03E00008
- 0x00851022
- 0x03E00008

d)

data segment : 8 bytes

text segment : 40 bytes

e)



Exercise 6.38

(a) `addi $t0, $s2, imm31:0`

`lui $at, imm31:16`

`ori $at, $at, imm15:0`

`add $t0, $s2, $at`

(b) `lw $t5, imm31:0 ($s0)`

`lui $at, imm31:16`

`ori $at, $at, imm15:0`

`add $at, $at, $s0`

`lw $t5, 0($at)`

(c) `rol $t0, $t1, 5`

`srl $at, $t1, 27`

`sll $t0, $t1, 5`

`or $t0, $t0, $at`

(d) `ror $s4, $t6, 31`

`sll $at, $t6, 1`

`srl $s4, $t6, 31`

`or $s4, $s4, $at`

Exercise 6.39

(a) `beq $t1, imm31:0, L`

`lui $at, imm31:16`

`ori $at, $at, imm15:0`

`beq $t1, $at, L`

(b) `ble $t3, $t5, L`

`slt $at, $t5, $t3`

`beq $at, $0, L`

(c) `bgt $t3, $t5, L`

`slt $at, $t5, $t3`

`bne $at, $0, L`

(d) `bge $t3, $t5, L`

`slt $at, $t3, $t5`

`beq $at, $0, L`

