



Chapter 6: Architecture

Exercise 6.4 Consider memory storage of a 32-bit word stored at memory **word 15** in a byte-addressable memory.

- (a) What is the **byte address** of memory word 15?
- (b) What are the **byte addresses** that memory word 15 spans?
- (c) **Draw** the number 0xFF223344 stored at word 15 in both big-endian and little-endian machines. Clearly label the byte address corresponding to each data byte value.

Exercise 6.5 Explain how the following program can be used to determine whether a computer is big-endian or little-endian:

```
li $t0, 0xABCD9876
sw $t0, 100($0)
lb $s5, 101($0)
```

Exercise 6.10 Convert the following MIPS assembly code into machine language.

Write the instructions in hexadecimal.

```
add $t0, $s0, $s1
lw $t0, 0x20($t7)
addi $s0, $0, -10
```

Exercise 6.12 Consider I-type instructions.

- (a) Which instructions from [Exercise 6.10](#) are **I-type instructions**?
- (b) **Sign-extend** the 16-bit immediate of each instruction from **part (a)** so that it becomes a 32-bit number.

Exercise 6.16 The `nori` instruction is not part of the MIPS instruction set, because the same functionality can be implemented using existing instructions.

Write a short assembly code snippet that has the following functionality:

`$t0 = $t1 NOR 0xF234.`

Use as few instructions as possible.



Exercise 6.20 Convert the high-level function from [Exercise 6.18](#) into MIPS assembly code.

```
int find42( int array[], int size)
{
    int i;        // index into array

    for (i = 0; i < size; i = i+1)
        if (array[i] == 42)
            return i;

    return -1;
}
```

Hint: `size` specifies the **number of elements in array**, and `array` specifies the **base address** of the array. The function **returns the index number** of the first array entry that holds the value 42. If no array entry is 42, the function **returns the value -1**.

Exercise 6.25 Convert the following `beq` assembly instructions into machine code.

Instruction addresses are given to the left of each instruction.

(a)

```
0x00401000      beq $t0, $s1, Loop
0x00401004      ...
0x00401008      ...
0x0040100C  Loop:  ...
```

(b)

```
0x00401000      beq $t7, $s4, done
...             ...
0x00402040  done:  ...
```

(c)

```
0x0040310C  back:  ...
...         ...
0x00405000      beq $t9, $s7, back
```