

**Homework 2 – Assembly Language Practice****Out:** 2.8.21**Due:** 2.16.21

## 1. [Instruction executions]

For each instruction given below provide the following:

- i) Specify if the instruction legal.
- ii) If it is legal, evaluate it with the provided initial register values and give the value of \$10 after each instruction execution, in HEX.

\$1 = 0x0000D0A0	\$5 = 0x00012BAD
\$2 = 0x00000073	\$6 = 0x0234EF01
\$3 = 0xFFFFFFFF00	\$7 = 0x00007B01
\$4 = 0x00000FFF	\$8 = 0x00000005

- a) add    \$10, \$1, \$2
- b) sub    \$10, \$2, \$1
- c) and    \$10, 0x00000345, 0x00000001
- d) lw     \$10, \$8(\$7)
- e) add    \$10, \$3, -10
- f) or     \$10, \$3, 0x000000AB
- g) and    \$10, \$5, 0x000000AB
- h) xor    \$10, \$6, \$5
- i) sll    \$10, \$7, 3
- j) sra    \$10, \$6, 2
- k) sra    \$10, \$3, 1

## 2. [Memory Access]

- Given the following memory map, for each instruction:

- i) Describe what it does
  - ii) Write down the address of the memory operand
  - iii) Write down what value is written to the destination register or memory location.
  - iv) If the instruction is illegal or results in an error, say so.
- Treat the instructions as a program, not individual instructions. Assume little endian.  
 - Write the final content of the memory and registers.

LABEL	ADDRESS	INITIAL CONTENTS
a:	0	0xA0
	1	0xA1
b:	2	0xA2
	3	0xA3
c:	4	0xA4
	5	0xA5
	6	0xA6
	7	0xA7

d:	8	0xA8
	9	0xA9
	10	0xB0
	11	0xB1
e:	12	0xB2
f:	13	0xB3
g:	14	0xB4
h:	15	0xB5
i:	16	0xB6
	17	0xB7
	18	0xB8
	19	0xB9

```

LA    $t0,a
LW    $s0,d
SB    $t0,13($zero)
LA    $t3,f
LB    $t4,0($t3)
SW    $t0,i
LH    $t1,0($t3)
SH    $t1,g
LW    $t5,17($zero)
LBU   $t5,f

```

3. [Translating C code fragments to MIPS assembly]  
 Given the following C declaration and code, write the appropriate MIPS assembly code. Use the appropriate loads and stores. You do not need to give the assembly language declarations.

```

main()
{
    int ia = 7;
    int ib = 0x23;
    int ic,id,ie,ig;

    ia = 0x1234;
    ib = ia;
    ic = ia + ib;
    id = ic | ib & 17;
    ie = ~ig;
    ig = (ia - ib) ^ (ic + id);
}

```

4. [Translating C to MIPS assembly – Conditionals]  
 Rewrite the following C code in MIPS assembly language. Be sure to include all the code needed to access memory. You do not need to give the assembly language

declarations.

```
int a = 4;
int b = 30;
int c = 20;
int d = 10;

if (a == b) c = 33;
else if (b != c) a = 20;
else {
    if (a > b) b = 10;
    else if (c <= 10) c = 12;
    else a = 5;
}
```

5. [Memory and data references]

- What's the difference between LI, LA, and LW?
- Translate C to AL (you will need LI, LA, and LW!).  
You do not need to give the assembly language declarations.

```
int VarA, VarB, VarC;
int *VarE, *VarF;
int VarD = 10;
int ArrayA[100];

VarA = 20;
VarB = VarA;
ArrayA[1] = VarB; // careful with this one (from previous year's mid-term)
VarF = &VarE;
```

6. [Loops]

In class, we talked about two methods of doing data transfers using for loops, (i) computing the A[i] and B[i] every iteration and (ii) using pointers which were incremented every iteration. In this problem, code data transfer with a loop using a different variation: Use A and B in the displacement slot and use a register to be the offset. For example, your memory operands for SW and LW could be A(\$t0) and B(\$t0), respectively. Demonstrate with array A containing 6 words (e.g. 1,2,3,4,5,6), that are copied to array B.

7. [Shifts and logicals]

Give the instruction or instruction sequence to perform the following functions.  
Assume little endian.

- Negate \$s0
- Take the two's complement of \$s1
- Set bits 7, 14, 15, 26, and 29 in \$s2
- Clear bits 2, 5, and 11 in \$s3

- e) Branch if and only if bits 1, 12, and 13 of \$s4 are set
- f) Shift \$s5 to the right by 6 while preserving the sign
- g) Move bits 5, 6, and 7 of \$s6 to bits 0, 1, and 2 while clearing all other bits.