

## Homework 7 - MIPS Instruction Set Architecture

### Problem 7.1

#### Solution:

my\_function:

```
addi $sp, $sp, -8      #create space for variable
sw $s0, 4($sp)         #save register $s0
move $fp, $sp
sw $4, 8($fp)
sw $5, 12($fp)
lw $2, 8($fp)
slti $2, $2, 11        #if x < 11
beq $0, $t0, L1        #jump to L1 if x >= 11
add $0, $a0, $a1       #x+y
```

\$L1:

```
sub $s0, $a0, $a1      #x-y
```

\$L2:

```
add $v0, $s0, $0       #return value stored into register
lw $fp, 4($sp)         #restore for caller
addi $sp, $sp, 8       #delete 1 item
jr $ra                 #jump to caller
```

### Problem 7.2

#### Solution:

is\_more\_than\_fifty:

```
addiu $sp, $sp, -32    #stack to add a variable
sw $31, 28($sp)        #save register for variables
jal prod
move $fp, $sp
sw $4, 32($fp)         #saving more register for more variables
sw $5, 36($fp)         #saving more register for more variables
lw $5, 36($fp)
lw $4, 32($fp)
slti $t0, $v0, 51
beq $0, $t0, 0x1
addi $0, $0, 0x00ff
beq $2, $0, $L1
b $L2
```

\$L1:

```
move $2, $0            #putting 0 to $0
```

\$L2:

```
move $sp, $fp
lw $s0, 24($sp)        #restore $0
addi $sp, $sp, 32
jr $31
```

prod:

```
addi $sp, $sp, -8
sw $fp, 4($sp)
move $fp, $sp
mul $3, $2             #multiply a and b
addiu $sp, $sp, 8
jr $ra                 #jump back to caller
```

### Problem 7.3

**Solution:**

```
int i = 0;
while(A[i] != -1){
    i++;
}
```

### Problem 7.4

**Solution:**

PC	Machine Code	Binary representation
60000	0 0 19 9 2 0	000000 00000 10011 01001 00010 000000
60004	0 9 22 9 0 32	000000 01001 10110 01001 00000 100000
60008	35 9 8 0	100011 01001 01000 0000000000000000
60012	4 8 21 2	000100 01000 10101 00000000000000010
60016	8 19 19 1	001000 10011 10011 00000000000000001
60020	2 15000	000010 000000000000011101010011000
60024		

### Problem 7.5

**Solution:**

a)

$$\begin{aligned} \text{i) } 0xC000000 &= 0C000000_{16} = 0000\ 1100\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000_2 \\ &= 2^{26} + 2^{27} \\ &= 201326592_2 \end{aligned}$$

$$\begin{aligned} \text{ii) } 0xC4630000 &= C4630000_{16} = 1100\ 0100\ 0110\ 0011\ 0000\ 0000\ 0000\ 0000_2 \\ &= 2^{17} + 2^{19} + 2^{20} + 2^{21} + 2^{24} + 2^{25} + 2^{26} + 2^{28} + 2^{29} + 2^{30} \\ &= -1000144896_{10} \end{aligned}$$

b)

$$\begin{aligned} \text{i) } 0C000000_{16} &= 0000\ 1100\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000_2 \\ \text{ii) } 0xC4630000 &= 1100\ 0100\ 0110\ 0011\ 0000\ 0000\ 0000\ 0000_2 \end{aligned}$$

c)

- i) It would need to be shifted to the right (sra).
- ii) OP code doesn't exist in MIPS assembly language.