

Kaleb J. Himes
kaleb@gmail.com
kaleb@wolfssl.com
 CSCI 361
 Due Mon Oct 6th 2014

Problem 1

[20 pts]

Complete the following problems as instructed. Show the your work to receive credit.

(a) Convert the following 8-bit unsigned binary numbers to decimal. (these are 9 bit binary's)

Binary

$$\begin{array}{c} \text{-----} \\ | 0 | \quad | 0 | \quad | 0 | \quad | 0 | \quad | 1 | \quad | 0 | \quad | 0 | \quad | 1 | \quad | 1 | = 16+2+1 = \mathbf{19} \\ \text{-----} \\ | 0 | \quad | 1 | \quad | 0 | \quad | 1 | \quad | 0 | \quad | 1 | \quad | 0 | \quad | 1 | \quad | 0 | = 128+32+8+2 = \mathbf{170} \\ \text{-----} \\ | 256 | \quad | 128 | \quad | 64 | \quad | 32 | \quad | 16 | \quad | 8 | \quad | 4 | \quad | 2 | \quad | 1 | \end{array}$$

(b) Convert the following decimal numbers to both 8-bit Sign Magnitude and Two's Complement Notation.

	Sign Magnitude	Two's Complement
37	<u>0 0 1 0 0 1 0 1</u>	<u>0 0 1 0 0 1 0 1</u>
-37	<u>1 0 1 0 0 1 0 1</u>	<u>1 1 0 1 1 0 1 1</u>
-121	<u>1 1 1 1 1 0 0 1</u>	<u>1 0 0 0 0 1 1 1</u>
	(128)(64)(32)(16)(8)(4)(2)(1)	(flip the bits and add 1 if negative else stays same)

(c) Convert the following two hexadecimal numbers to decimal.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	2	3	4	5	6	7	8	9	a	b	c	d	e	f

16 powers:

8	7	6	5	4	3	2	1
268,435,456	16,777,216	1,048,576	65,536	4,096	256	16	1

Hex

$$\begin{array}{c} \text{-----} \\ | \quad 8 \text{ c e } \quad | = 8*256 + 12*16 + 14*1 = 2048 + 192 + 14 = \mathbf{2254} \\ \text{-----} \\ | \text{ a b c d e f 12 } | = \mathbf{2,882,400,018} \text{ (see below)} \\ \text{-----} \end{array}$$

$$(10*268,435,456) + (11*16,777,216) + (12*1,048,576) + (13*65,536) + (14*4,096) + (15*256) + (1*16) + (2*1) =$$

$$2,684,354,560 + 184,549,376 + 12,582,912 + 851,968 + 57,344 + 3,840 + 16 + 2 = \mathbf{2,882,400,018}$$

Problem 2

[10 pts]

What are the largest and the smallest integers representable in:

2^{15}	2^{14}	2^{13}	2^{12}	2^{11}	2^{10}	2^9	2^8	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
32768	16384	8192	4096	2048	1024	512	256	128	64	32	16	8	4	2	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

(a) 4-bit unsigned binary representation

$$\text{LARGEST: } 1\ 1\ 1\ 1 = 8+4+2+1 = \mathbf{15}$$

$$\text{SMALLEST: } 0\ 0\ 0\ 0 = 0+0+0+0 = \mathbf{0}$$

(b) 4-bit sign-magnitude representation

$$\text{LARGEST: } 0\ 1\ 1\ 1 = [+] (4+2+1) = \mathbf{7}$$

$$\text{SMALLEST: } 1\ 1\ 1\ 1 = [-] (4+2+1) = \mathbf{-7}$$

(c) 4-bit two's complement representation

$$\text{LARGEST: } 0\ 1\ 1\ 1 = 0+4+2+1 = \mathbf{7}$$

$$\text{SMALLEST: } 1\ 0\ 0\ 0 = -8+0+0+0 = \mathbf{-8}$$

(d) 8-bit unsigned binary representation

$$\text{LARGEST: } 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1 = 128+64+32+16+8+4+2+1 = \mathbf{255}$$

$$\text{SMALLEST: } 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0 = 0 + 0 + \dots + 0 = \mathbf{0}$$

(e) 8-bit sign-magnitude representation

$$\text{LARGEST: } 0\ 1\ 1\ 1\ 1\ 1\ 1\ 1 = 64+32+16+8+4+2+1 = 255 - 128 = \mathbf{127}$$

$$\text{SMALLEST: } 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1 = 64+32+\dots+1 = \mathbf{-127}$$

(f) 8-bit two's complement representation

$$\text{LARGEST: } 0\ 1\ 1\ 1\ 1\ 1\ 1\ 1 = \mathbf{127}$$

$$\text{SMALLEST: } 1\ 0\ 0\ 0\ 0\ 0\ 0\ 0 = \mathbf{-128}$$

(g) 16-bit unsigned binary representation

$$\text{LARGEST: } 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1 = \mathbf{65,535}$$

$$\text{SMALLEST: } 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0 = \mathbf{0}$$

(h) 16-bit sign-magnitude representation

$$\text{LARGEST: } 0\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1 = 65,535 - 32,768 = \mathbf{32,767}$$

$$\text{SMALLEST: } 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1 = \mathbf{-32,767}$$

(i) 16-bit two's complement representation

$$\text{LARGEST: } 0\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1 = \mathbf{32,767}$$

$$\text{SMALLEST: } 1\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0 = \mathbf{-32,768}$$

(j) Explain why your answers differ between (h) and (i).

Because in “h” we have both -0 (1000000000000000) and 0 (0000000000000000) therefore we have lost one potential representation where in “i” we only have one zero and the negative zero before, is now the smallest possible number (-32,768).

Problem 3

[10 pts]

2^{15}	2^{14}	2^{13}	2^{12}	2^{11}	2^{10}	2^9	2^8	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
32768	16384	8192	4096	2048	1024	512	256	128	64	32	16	8	4	2	1
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
									a	b	c	d	e	f	
\$t0	\$t1	\$t2	\$t3	\$t4	\$t5	\$t6	\$t7	\$s0	\$s1	\$s2	\$s3	\$s4	\$s5	\$s6	\$s7
8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

X: 0000 00 01 001 1 0010 0110 1 000 00 10 0010 (base two)Y: 1000 11 01 000 1 0010 0000 0 000 00 00 1100 (base two)

(a) Convert X into MIPS assembly.

First look at the first 6 bits to determine opcode

opcode 6: 000000 = 0×00 = add, addu, and, jr, nor, or... and more.rs 5: 01001 = $1 + 8$ = 9 = \$9rt 5: 10010 = $2 + 16$ = 18 = \$18rd 5: 01101 = $1 + 4 + 8$ = 13 = \$13shamt 5: 00000 = 0 = 0 = 0×0 = shift amount 0funct 6: 100010 = $2 + 32$ = 34 = 0×22 = subALMOST THERE: sub \$13, \$9, \$18\$13 = \$t5, \$9 = \$t1, \$18 = \$s2FINAL INSTRUCTION: **sub \$t5, \$t1, \$s2**

(b) Which type (I-type, R-type, J-type) is instruction X?

R Type (see above)

(c) Convert Y into MIPS assembly.

Opcode 6: 100011 = 35 = 0×23 = lw (I_type)rs 5: 01 000 = 8 = \$t0rt 5: 1 0010 = 18 = \$s2immediate 16: 0000 0 000 00 00 1100 = 12FINAL INSTRUCTION: **lw \$s2, 12(\$t0)**

(d) Which type (I-type, R-type, J-type) is instruction Y?

I Type (see above)

Problem 4

[20 pts]

(a) Consider the following MIPS assembly instructions. What is a corresponding C statement?

```
add f, h, g
sub f, i, f
```

f = g + h;
f = i - f;

(b) If the variables f, g, h, and i have the values 1, 2, 3, and 5 respectively, what is the end value of f?

```
f = 2 + 3;
(f = 5)
(i = 5)
f = 5 - 5;
(f = 0)
```

(c) Now consider the following C statement. What is the corresponding MIPS assembly code?

B[8] = A[i-j];

Assume i and j are assigned to registers \$s3 and \$s4 respectively. Assume the base address of the arrays A and B are in registers \$s6 and \$s7 respectively.

```
sub $t0, $s3, $s4
lw  $t0, 9($s7)  [0,1,2,3,4,5,6,7, 8]
```

^
|
(1,2,3,4,5,6,7,8,9)

Problem 5

[10 pts]

```

addi $t0, $s6, 4
add $t1, $s6, $0
sw $t1, 0($t0)
lw $t0, 0($t0)
add $s0, $t1, $t0

```

For the MIPS assembly above, assume the registers \$s0 and \$s1 contain the values 0x0000 0014 and 0x0000 0028, respectively. Also assume register \$s6 contains the value 0x0000 0200, and that memory contains the following values:

Address	Value	addr	value
0x0000 0200	0x0000 00c8	Array[0]	(12*16)+8 = 200
0x0000 0204	0x0000 012c	Array[1]	256+32+12 = 300
0x0000 0208	0x0000 0190	Array[2]	256+144 = 400

Find the value of \$s0 at the end of the assembly code.

I'm going to make an assumption here that this is an array containing 4-byte values. Thus when we point to \$s6, 4 we are pointing to the beginning of the second element that is 4-bytes beyond the first element. I will proceed with this assumption in place.

1. $\$t0 = \$s6 + 4$ (adds 4 to the memory address 0x00000200 and stores it in \$t0, store Array[1] in \$t0)
2. $\$t1 = \$s6$ (adds 0 to memory addr 0x00000200 and stores it in \$t1, Array[0])
 $\$t0 = 0x...0204$ (Array[1])
 $\$t1 = 0x...0200$ (Array[0])
3. \$t1 contains value 0x...00c8 = 200, store 200 in \$t0 with zero offset.
4. load \$t0 into itself for giggles? I guess ...
 $\$t0 = 200$
 $\$t1 = \text{Array}[0] = 0x...0200 = 0x...00c8 = 200$
5. $\$s0 = 200 + \text{Array}[0] = 200 + 200 = \mathbf{400}$

NEXT PAGE

Problem 6

[10 pts]

Assume the following register contents:

 $\$t0 = 0x5ca1ab1e = 0101\ 1100\ 1010\ 0001\ 1010\ 1011\ 0001\ 1110$

(a) What is the value of \$t2 for the following sequence of instructions?

```

sll $t2, $t0, 4      = 1100 1010 0001 1010 1011 0001 1110 0000
andi $t2, $t2, -1    1111 1111 1111 1111 1111 1111 1111 1111
                    1100 1010 0001 1010 1011 0001 1110 0000

```

1. Shift left logical (shift the value \$t0, by the amount of 4 and store the result in \$t2)
 2. andi \$t2 with the 32 bit binary for -1 (1111 1111 1111 1111 1111 1111 1111 1111)
- \$t2 = 1100 1010 0001 1010 1011 0001 1110 0000 = ca1ab1e0**
 (assumed 2's complement since not specified)

(b) What is the value of \$t2 for the following sequence of instructions?

```

srl $t2, $t0, 3      = 0000 1011 1001 0100 0011 0101 0110 0011
andi $t2, $t2, 0xf0d 0000 0000 0000 0000 1111 0000 0000 1101
                    1111 0100 0110 1011 0011 1010 1001 0001

```

1. Shift right logical on \$t0, store in \$t2, shift right by 3
 2. andi \$t2 with F00D (hahaha) and store the result in \$t2
- \$t2 = 1111 0100 0110 1011 0011 1010 1001 0001 = f46b3a91**

Problem 7

[10 pts]

Assume \$t0 contains the following:

 $0x8000\ 8000 = 34,359,771,136$

What is the value of \$t1 after the following instructions?

Show a trace of \$t1 throughout the iteration.

slt \$t1, \$0, \$t0	let \$t1 hold the value for ($\$0 < \$t0$) (either 0 or 1, T or F)
bne \$t1, \$0, ELSE	if t1 does not equal 0, PC+4+address of ELSE
j DONE	if t1 was equal to 1 PC = address of DONE
ELSE: addi \$t1, \$t1, 4	if t1 was zero, add 4 to \$t1 and store the result in \$t1
DONE:	in either case, halt here.

The value of \$t1 on the first step would have been 1 as 34 billion something is greater than zero, so we would bne \$t1, \$0, ELSE where we would add 4 to the 1 and store the result back in \$t1.

At the end \$t1 = 5.

Problem 8

[10 pts]

```
for (i = 0; i < x; i++)
    x += y;
```

Assume that the values of x, y and i are in registers \$s5, \$s6, \$t1, respectively.

(a) Translate the above C code to MIPS assembly code. Use a minimum number of instructions.

```
lw $t0, $s5           # t0 is a constant holding our upper bound "x"
li $t1, 0             # t1 is our counter (i)
loop:
beq $t1, $t0, end     # if t1 == x we are done
loop body
add $s5, $s5, $s6
addi $t1, $t1, 1       # add 1 to t1
j loop                # jump back to loop beginning
end:
```

(b) How many MIPS instructions does it take to implement the C code?

9 instructions

(c) If the variables x and y are both initialized to 1, what is the total number of MIPS instructions that is executed to complete the loop?

It's still going to be 9 instructions. Either way if we differentiate between x and y we still have to reference the register their value is contained in. We will still have to do the +=, we could change that to addi \$s5, \$s5, 1, but the instruction remains regardless.