Báo cáo thực hành Kiến trúc máy tính

Assigment 1:

```
week4_a1.asm
1 #Laboratory Exercise 4, Home Assignment 1
2 .text
3 start:
         addi $$1,$zero, -12
                                 \#s1 = -4
4
5
         addi $s2,$zero, 200
                                 \#s2 = 10
6
               $t0,0
                                 #No Overflow is default status
7
8
         addu $s3,$s1,$s2
                                 \# s3 = s1 + s2
                                 #Test if $s1 and $s2 have the same sign
               $t1,$s1,$s2
9
         xor
         bltz
               $t1,EXIT
                                 #If not, exit
10
         slt
               $t2,$s3,$s1
11
         bltz
               $s1,NEGATIVE
                                 #Test if $s1 and $s2 is negative?
12
                                 #s1 and $s2 are positive
13
         beq $t2,$zero,EXIT
                                 # if $s3 > $s1 then the result is not overflow
14
         OVERFLOW
15
16 NEGATIVE:
         bne $t2,$zero,EXIT
                                 #s1 and $s2 are negative
17
                                 # if $s3 < $s1 then the result is not overflow
18
19 OVERFLOW:
                                 #the result is overflow
               $t0,1
20
         li
21 EXIT:
22
```

- TH1: Hai số trái dấu:

\$s1	17	-12
\$s2	18	200
\$t0	8	0

- TH2: Hai số dương không overflow:

\$s1	17	1048575
\$s2	18	15798840
\$t0	8	0

- TH3: Hai số dương có overflow:

\$s1	17	0x7fffffff
\$s2	18	0x0000000f

\$t0	8	0x00000001

- TH4: Hai số âm không overflow:

\$s1	17	-34945
\$s2	18	-43649
\$s3	19	-78594

\$t0 8 0

- TH5: Hai số âm có overflow:

\$s1	17	0xffffffff
\$s2	18	0x80000000
\$ s 3	19	0x7fffffff
\$t0	8	0x00000001

Assigment 2:

#Laboratory Exercise 4, Home Assignment 1
.text

start:

```
li $s0, 0x0f001234

andi $t0, $s0, 0xff00000 # extra MSB

andi $t1, $s0, 0xffffff00 # Clear LSB

or $t2, $s0, 0x000000ff #Set LSB

xor $t3,$s0,$s0 #Clear $s0
```

\$s0	16	0x0f001234
\$t0	8	0x0f000000
\$t1	9	0x0f001200
\$t2	10	0x0f0012ff
\$t3	11	0x00000000

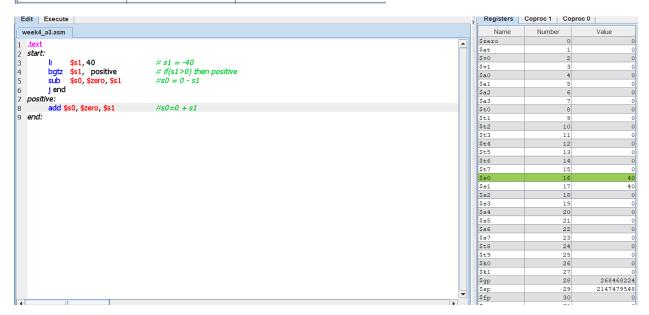
Assigment 3:

```
a.abs $s0,$s1
$s0 <= | $s1
```

```
Euit Execute
 week4_a3.asm*
1 .text
2 start:
              $s1, -20
                                     # s1 = -20
3
        li 💮
                                     # if(s1>0) then positive
        bgtz $s1, positive
4
5
        sub $s0, $zero, $s1
                                     #s0 = 0 - s1 = 20
6
        j end
7 positive:
        add $s0, $zero, $s1
                             #s0=0 + s1=20
9 end:
```

Số âm

i	T - 1		_
	\$s0	16	20
_	\$s1	17	-20



```
b. move $s0,$s1
$s0 <= $s1
```

\$s1

```
.text
         $s1, -20
    li
    add $s0, $zero,$s1 #move $s0, s1;
 $s0
                   16
                   17
 $s1
c. not $s0, $s1
        $s0 \le bit invert ($s1)
week4_a3b.asm
.text
     li 🗀
         $s1, 0xffffffff
     li 🗀
         $t1,1
     sub $s0,$zero,$s1 #s0 = 0-s1
     sub $s0,$s0, $t1 #s0 = s1 - 1
```

16

17

0x00000000

0xffffffff

d.ble \$s1,\$s2,label

```
week4_a3b.asm
                         test.asm
              li
                       $s1, 4
                                                 \#s1 = 4
 2
              li
                       $s2, 5
                                                 #s2 = 5
 3
              slt $t1, $s1, $s2  # s1 < s2 ? t1 = 1: t1 = 0
bne $t1, $zero, L  # s1 ! = 0 -> L if( s1 < s2) -> L
beq $s1, $s2, L  # s1 = s2 -> L if(s1 = s2) -> L
 4
 5
 6
             j end
 7
8 L:
              add $t0, $s1, $s2
9
10 end:
```

\$t0	8	0x00000009
\$t1	9	0x0000001
\$t2	10	0x00000000
\$t3	11	0x0000000
\$t4	12	0x0000000
\$t5	13	0x0000000
\$t6	14	0x0000000
\$t7	15	0x0000000
\$s0	16	0x00000000
\$s1	17	0x0000004
\$s2	18	0x00000005

Assigment 4:

```
1 #Laboratory Exercise 4, Home Assignment 1
2 .text
3 start:
         addi $1,$zero, 0xffffffff #s1 = -4
4
         addi $s2,$zero, 0x80000000 #s2 = 10
5
6
              $t0,0
                             #No Overflow is default status
7
         li 🗀
         addu $s3,$s1,$s2 # s3 = s1 + s2
8
                             #Test if $s1 and $s2 have the same sign
              $t1,$s1,$s2
9
         xor
                              #If not, exit
         bltz
              $t1,EXIT
10
11
12
13
         xor $t1, $s3, $s2 #check s1, s3 have sign
14
         bgtz $t1, EXIT
                              # neu cung dau => exit
15
16
17 OVERFLOW:
                              #the result is overflow
         li
              $t0,1
18
19 EXIT:
20
```

Kết quả giống như bài 1

Assigment 5:

Şzero	0	0
Şat	1	1
\$₩0	2	0
\$v1	3	0
\$a0	4	0
\$a1	5	0
\$a2	6	0
\$a3	7	0
\$t0	8	4
\$t1	9	0
\$t2	10	0
\$t3	11	0
\$t4	12	0
\$t5	13	
\$t6	14	0
\$t7	15	0
\$s0	16	5
\$s1	17	1
\$s2	18	80