For full and partial credits, you must show your work and explain all steps.

List three of the main characteristics that define an ISA.

```
/±aœ¥aš¨)a¥⁻·
!¦©«Φμ
Ł#¨μ¯°¦©
```

2. The following program tries to copy words from the address in register \$a0 to the address in register \$a1, counting the number of words copied in register \$v0. The program stops copying when it finds a word equal to 0. You do not have to preserve the contents of registers \$v1, \$a0, and \$a1. This terminating word should be copied but not counted.

```
addi $v0, $zero, 0
                                   # Initialize count
          lw $v1, 0($a0)
 loop:
                                   # Read next word from source
         sw $v1, 0($a1)
                                   # Write to destination
          addi $a0, $a0, 4
                                   # Advance pointer to next source
          addi $a1, $a1, 4
                                   # Advance pointer to next destination
          beg $v1, $zero, loop
                                   # Loop if word copied != zero
      addi $v0, $zero, 0
                           # Initialize count
loop: lw $v1, 0($a0)
                           # Read next word from source
     sw $v1, 0($a1)
                           # Write to destination
     addi $a0, $a0, 4
                           # Advance pointer to next source
     addi $a1, $a1, 4
                           # Advance pointer to next destination
     addi $v0, $v0, 1
                           #increment count by one
     bne $v1, $zero, loop #Loop if word copied !=zero
     addi $v0, $v0, -1
```

There are multiple bugs in this MIPS program; fix them and turn in a bug-free version

3. Write a MIPS assembly language program for the following C 'if statement':

```
if (i ≥ 5)
     A[7] = A[6] + A[5];
else
     k = j × 15;
```

Assume that i, j, k, and base address of A are assigned to \$s1, \$s2, \$s3, and \$s6 respectively. You can use temporary registers (\$t0, \$t1, etc.) if needed. Do not use 'mul' or 'div' instructions.

```
lw $t0, 20($s6) #$t0 is A[5]
lw $t1, 24($s6) #$t1 is A[6]
blt $s1, 5, else
add $t2, $t0, $t1 #add A[6] to A[5] to $t2
sw $t2, 28($s6) #$t2 is put into A[7]
else: sll $s3, $s2, 4
add $s3, $s3, $s2
```

4. Translate the following expression into MIPS assembly language. Use less than 6 instructions. For division, assume that there is no remainder. You can use temporary registers if needed.

```
a. $t0 = $s0/4 - 5*$s1
                               ;do not use 'mul' or 'div' instructions
b. abs $s1, $s2
                               $$s1 = abs[$s2], `abs[$s2]' is an absolute value of $s2.
                               ;12345678 (decimal) = 188 \times 2^{16} + 24910
c. $s0 = 12345678
     a. srl $t0, $s0, 2
       sll $t1, $s1, 2
       add $t1, $t1, $s1
       sub $t0, $t0, $t1
             blt $s2, $zero, neg
     b.
             addi $s1, $s2, 0
             j Exit
       neg: sub $s1, $zero, $s2
       Exit:
     С.
          addi $s0, $zero,188
          sll $s0, $s0, 15
          addi $s0, $s0, 24910
```

- 5. Assume that we would like to expand the MIPS register file to 64 registers and expand the instruction set to contain two times as many instructions.
 - a. How this would this affect the size of each of the bit fields in the R-type instructions?

Assuming that we still have 32-bit instructions

opcode: 31-25 7-bits to double instructions

rs:24-19 6-bits for the 64 registers

rt:18-13 6-bits for the 64 registers

rd: 13-7 6-bits for the 64 registers

sa: 6 1-bit because the other bits are used to expand register and double instructions

fn: 5-0 6-bits kept it the same so ALU could operate the same

b. How this would this affect the size of each of the bit fields in the I-type instructions?

Assuming that we still have 32-bit instructions

opcode: 31-25 7-bits to double instructions

rs:24-19 6-bits for the 64 registers

rt:18-13 6-bits for the 64 registers

imm: 12-0 13-bits because we put the other 3 bits into the other fields

6. The following instruction is not included in the MIPS instruction set: lwn Rd, Rs, Rt

The lwn (load word on not-zero) will set Rd = Mem[[Rs]+[Rt]] if $[Rt] \neq 0$ (move the content of memory location with address = [Rs]+[Rt] to the register Rd if [Rt] is not equal to zero).

a. If this instruction were to be implemented in the MIPS instruction set, what is the most appropriate instruction format?

R-Type

b. What is the shortest sequence of MIPS instructions that performs the same operation?

```
beq $Rt, $zero, Exit
add $Rs, $Rs, $Rt
lw $Rd, 0($Rs)
```

Exit: