

Benchmark: “Max & Min”

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Description & Notes

- Find the maximum and minimum value of array.
- Contains one loop and tested variety of instructions.
- Could be used to test many iterations ($O(n)$ complexity)

Algorithm (Pseudo or C)

```
for i <- 1 to size - 1
do key <- Array[i]
if (key > max)
    max = key
continue
if (key < min)
    min = key
```

Registers and memory used in implementation

\$2 : i (loop index)
\$5 : Temporary register for calculating array offsets (address for Array[i])

\$10 : max (holds the maximum value)
\$15 : min (holds the minimum value)
\$16 : Temporary register for the value of Array[i]
\$20 : size (size of the Array)

\$25 : temp for condition
\$26 : temp for condition
\$27 : temp for condition

Code (.data and .text)

```
.data
Array: .word 0x10, 0xF, 0x5, 0x9, 0x20, 0x19, 0x4, 0x1E, 0x9, 0xB

.text
main:
    # Initialize registers
    ORI  $2, $0, 0x0      # $2 = 0
    ADDI $20, $0, 0xA     # $20 = array size (10)
    XORI $31, $0, 0x1     # $31 = 1
    ANDI $5, $0, 0x0      # $5 = 0
    LW   $10, 0x0($5)     # $10 = Array[0]
    LW   $15, 0x0($5)     # $15 = Array[0]

LOOP:
    ADDI $2, $2, 1        # Increment i
    SGT  $25, $20, $2      # Check if size > i
    BNE  $25, $31, END     # Exit loop if i >= size

    # Choose one of these Insertion based on your memory
    # For Word addressable          # For byte addressable
    # ADD  $5, $2, $0              # SLL  $5, $2, 2

    LW   $16, 0x0($5)      # $16 = Arr[i]
    SGT  $26, $16, $10     # $26 = 1 if Arr[i] > max
    BEQ  $26, $0, MIN      # Skip updating max if condition is false
    OR   $10, $16, $0      # Update max
    J    LOOP

MIN:
    # Check if current element is less than min
    SLT  $27, $16, $15     # $27 = 1 if Arr[i] < min
    BEQ  $27, $0, LOOP     # Skip updating min if condition is false
    ADD  $15, $16, $0      # Update min
    J    LOOP              # Repeat loop

END:
    NOP # (NOP equals to SLL $0, $0, 0)
```

Expected Output

```
$10 = 0x20    # Max Number
$15 = 0x04    # Min Number
```