LAB 4

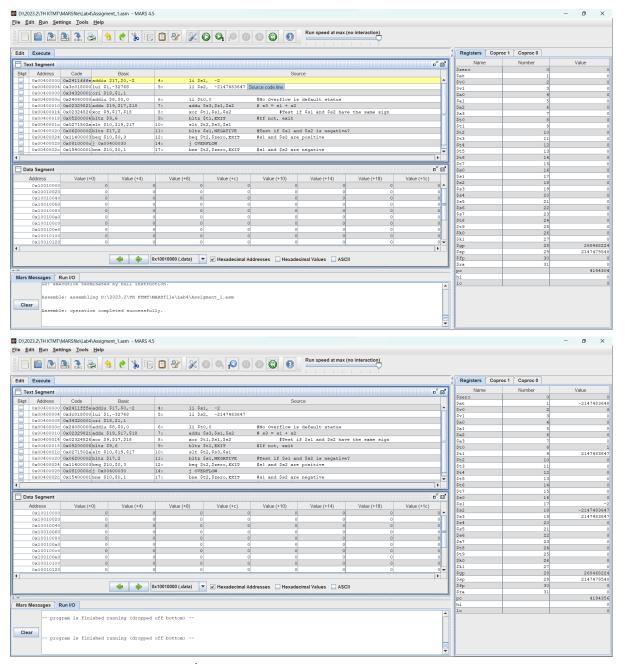
Nguyễn Khánh Nam - 20225749

Assignment 1

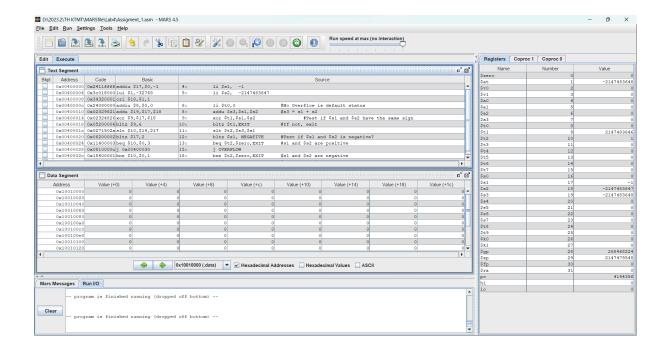
li \$s2, -2147483647

```
Code:
```

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#Laboratory Exercise 4, Assignment 1
.text
start:
      addi $s1, $zero, 10
       addi $s2, $zero, 0xfffffff
      li $t0,0
                    #No Overflow is default status
       addu $3,$1,$2 # 3 = $1 + $2
      xor $t1,$s1,$s2
                                   #Test if $s1 and $s2 have the same sign
       bltz $t1,EXIT
                          #If not, exit
       slt $t2,$s3,$s1
       bltz $s1,NEGATIVE #Test if $s1 and $s2 is negative?
       beg $t2,$zero,EXIT #s1 and $s2 are positive
       # if $s3 > $s1 then the result is not overflow
      j OVERFLOW
NEGATIVE:
      bne $t2,$zero,EXIT #s1 and $s2 are negative
# if $s3 < $s1 then the result is not overflow
OVERFLOW:
      li $t0,1 #the result is overflow
EXIT:
Result:
      Test case:
      li $s1, -2
```



- + Có hiện tượng tràn số khi cộng -2 với -2147483647
- + addu \$s3,\$s1,\$s2: trả về \$s3 = 2147483647 -> có hiện tượng tràn số
- xor \$t1,\$s1,\$s2 : Kiểm tra s1 và s2 có trùng dấu hay không. Chỉ quan tâm đến bit dấu ở cuối -> bltz trả về nếu s1 và s2 khác dấu -> Không có hiện tượng overflow -> Exit
- slt \$t2,\$s3,\$s1 : So sánh nếu tổng nhỏ hơn số hạng thì không overflow còn nếu tổng lớn hơn số hạng thì xét tới overflow
- Test case: Không tràn số (tổng nhỏ hơn số hạng)
 li \$s1, -1
 li \$s2, -2147483647



Assignment 2

Code:

#Lab 4, Assignment 2

.text

li \$s0, 0x5749 #Load test value to s0

andi \$t0, \$s0, 0xffffff00 #Extract MSB of s0 to t0

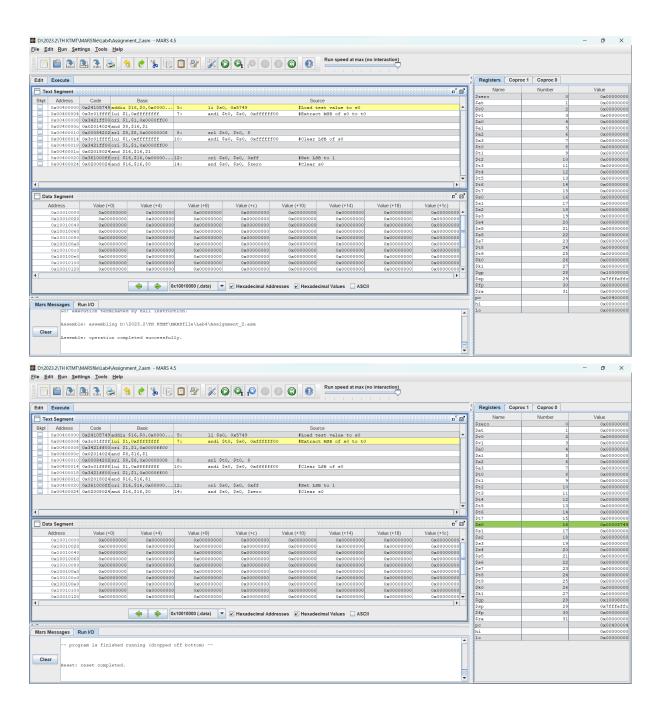
srl \$t0, \$t0, 8

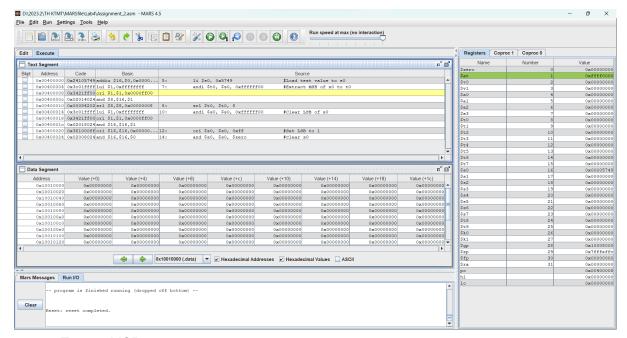
andi \$s0, \$s0, 0xffffff00 #Clear LSB of s0

ori \$s0, \$s0, 0xff #Set LSB to 1

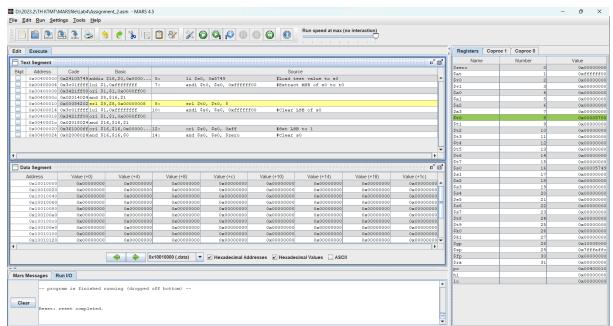
and \$s0, \$s0, \$zero #Clear s0

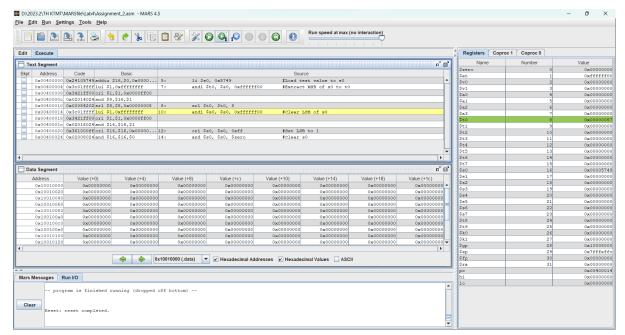
Result:



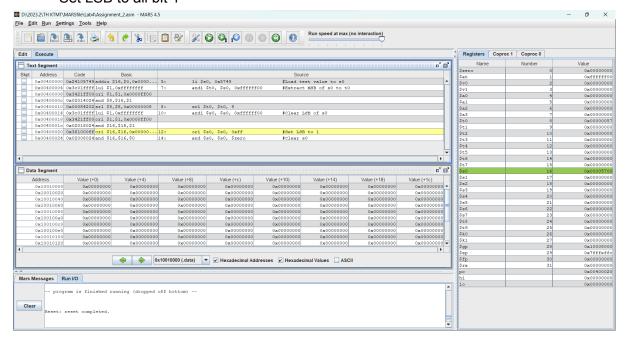


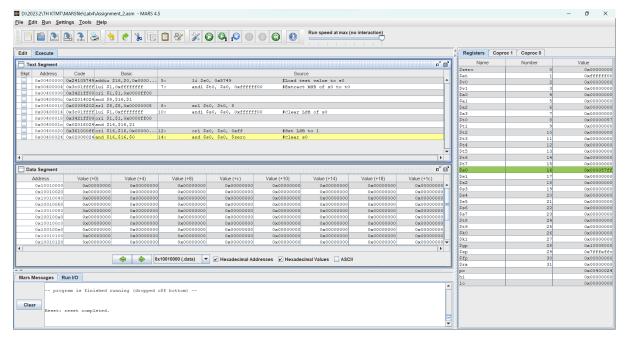
- Extract MSB:



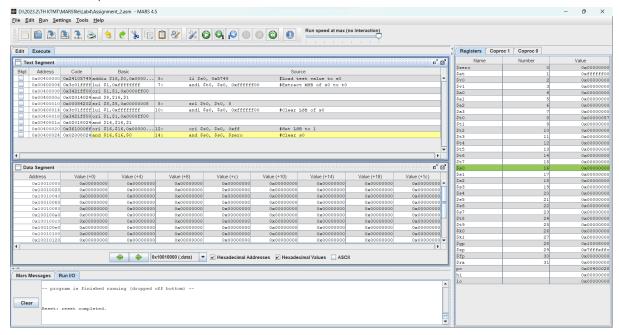


- Set LSB to all bit 1





Clear \$s0



Assignment 3

Code:

#Lab 4, Assignment 3

.text

li \$s1, 5 li \$s2, 10

#abs \$s0, \$s1 sra \$t0, \$s1, 31 xor \$s0, \$t0, \$s1 subu \$s0, \$s0, \$t0 j skip

label:

addi \$t1, \$0, 100 j end

skip:

#move \$s0, \$s1 addu \$s0, \$0, \$s1

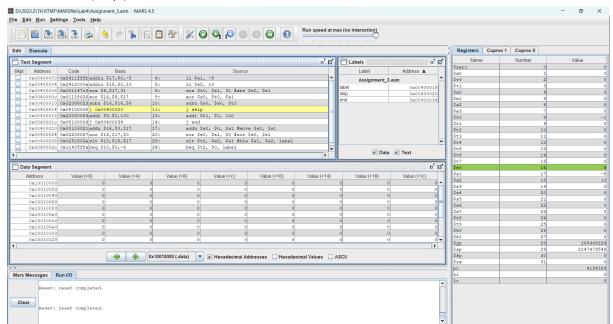
#not \$s0, \$s1 nor \$s0, \$s1, \$0

#ble \$s1, \$s2, label slt \$t2, \$s2, \$s1 beq \$t2, \$0, label j end

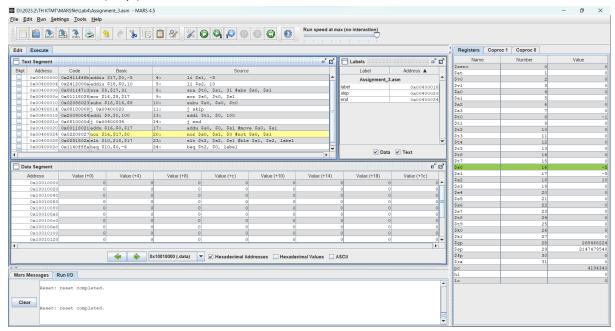
end:

Result:

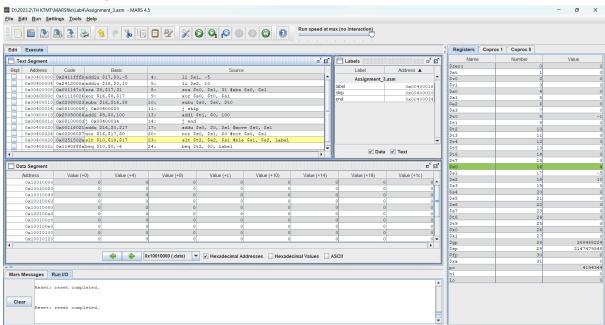
#abs \$s0, \$s1



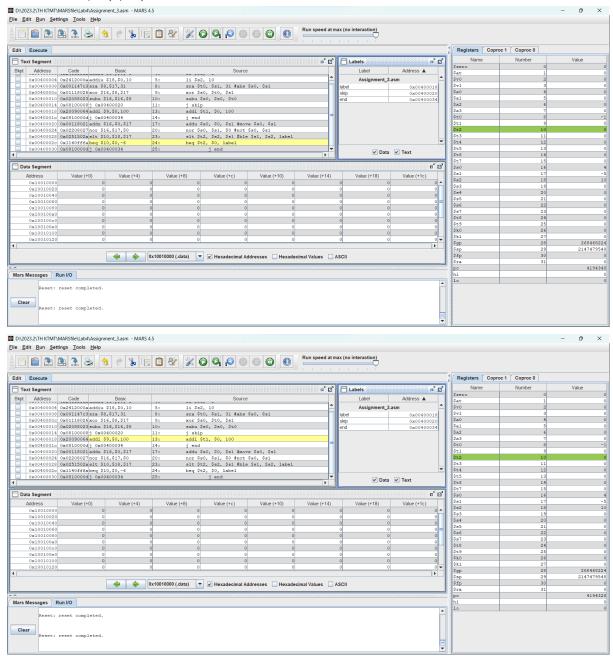
#move \$s0, \$s1



#not \$s0, \$s1



#ble \$s1, \$s2, label



Assignment 4

Code:

#Lab 4, Assignment 4

.text

li \$s0, -2

li \$s1, -2147483647

li \$t7, 0 #Overflow flag

addu \$s2, \$s0, \$s1 #SUM

xor \$t0, \$s0, \$s1

bltz \$t0, END

#If different sign -> END

xor \$t1, \$s0, \$s2 bgtz \$t1, END #If same sign -> Check overflow

#Overflow

addi \$t7, \$t7, 1

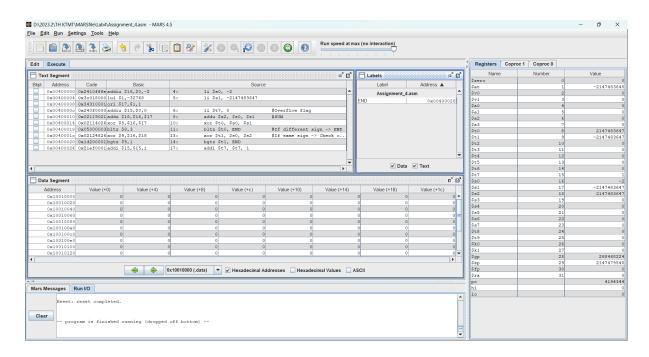
END:

Result:

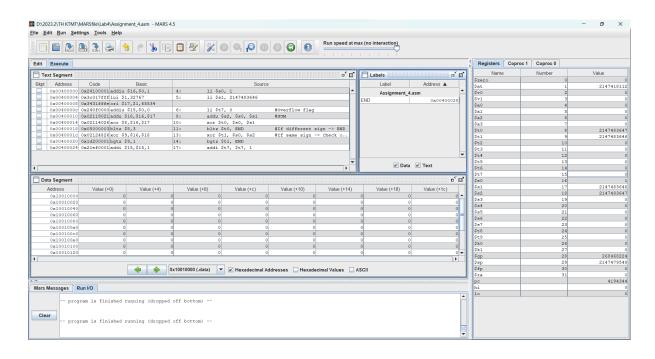
- Testcase:

li \$s0, -2

li \$s1, -2147483647



- Testcase: li \$s0, 1 li \$s1, 2147483646



Assignment 5

Code:

#Lab 4, Assignment 5

.text

li \$s0,1 #s0=1 sll \$s1,\$s0, 4 #s1=s0*16

Result:

