Bill Davis

605.421 Assignment 2

1. (a) In order to negate a 64-bit value we need to use unsigned instructions to avoid an overflow exception.

subu \$s9, \$zero, \$s9 subu \$s8, \$zero, \$s8 addi \$s8, -1

- (b) In order to subtract a 64 bit value from another we can subtract the low order part to determine if we need a carry subu \$v0, \$s3, \$s9 sltu \$v0, \$s3, \$v0 #determine carry subu \$s2, \$s2, \$s8 subu \$s2, \$s2, \$v0 #subtract carry if set
- 2. (a) $835623 = 0000\ 000\ 0000\ 1100\ 1100\ 0000\ 0010\ 0111$ $000000\ 00000\ 11001\ 10000\ 00001\ 00111$ srav \$s0, \$zero, \$t9
 - (b) In excess 2^{16} 835623 would be intrepreted as 770087.
 - (c) The range of values in this system is -2^{16} to $2^{16} 1$.
- 3. 1281977701 = 4C696D65 = LIME
- 4. addi \$4, \$4, -12593addi = 8 \$4 = 20 \$4 = 1-12593 = 1100111011001111

So the immediate instruction is: =001000 00001 10100 1100111011001111 =0010 0000 0011 0100 1100 1110 1100 1111 =0x2034CECF

5. Decode 0x3408CECF 0011 0100 0000 1000 1100 1110 1100 1111

Since 001101 = ori then we can break up the instruction as follows

001101 00000 01000 1100111011001111 ori \$zero \$t0 immediate

This would therefore place the value 0xFFFF3130 into the register \$t0