Instructor: Karim Ali



▶Solution ◀

Question 1: (10 points)

The intention of the subroutine multN is to multiply two numbers, each formed by N bits for $0 < N \le 16$. It expects the (32-N) most-significant bits of the operands of the multiplication to be all zero. If there are any non-zero bits amongst these most-significant bits of the operands, then the subroutine returns 1 in \$v1. Otherwise it returns 0 in \$v1 and returns the value of the product in \$v0.

A control flow graph (CFG) is a graph commonly generated by compilers to analyze the flow of control of a program. Figure 1 shows the CFG for the multN subroutine. Each node in the CFG is a basic block and an edge in the CFG indicates that it is possible for the execution of the program to flow from the last instruction in the basic block that is the source of the edge to the first instruction in the basic block that is the target of the edge.

a. (5 points) The arguments for multN are N, the multiplier and the multiplicand. Examining the code above, indicate the register that contains each argument.

Register
▶\$a2◀
▶\$a0◀
▶\$a1◀

b. (5 points) In the table below indicate how many times the statements in lines 09 and 11 are executed when multN is executed with the given arguments.

Arguments			Number o	of Executions
N	multiplicand	multiplier	line 09	line 11
16	0x0000 000C	0x0000 0003	▶16◀	▶2◀
8	0x0000 000C	0x0000 0003	▶8◀	▶2◀
16	0x0000 FFFF	0x0000 8000	▶16◀	▶1◀
16	0x0000 8000	0x0000 FFFF	▶16◀	▶16◀
4	0x0000 0808	0x0000 0002	▶ 0 ⋖	▶ 0 ⋖

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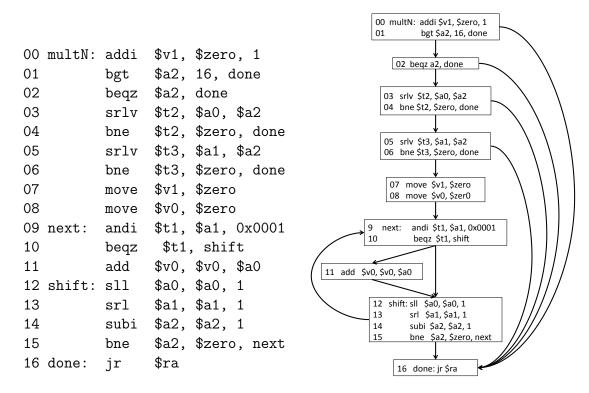


Figure 1: Control Flow Graph for multN.