

```

00 int SumVector(int *v, int length){
01     int accum = 0
02     for(i=0; i<length ; i++){
03         accum = accum + v[i];
04     }
05     return accum;
06 }

```

Figure 1: C code for a simple loop.

<pre> 00 SumVector: 01 add \$v0, \$0, \$0 02 bgt \$a1, \$0, cont 03 jr \$ra 04 cont: add \$t0, \$a0, \$0 05 sll \$t1, \$a1, 2 06 add \$t2, \$a0, \$t1 07 loop: lw \$t3, 0(\$t0) 08 add \$v0, \$v0, \$t3 09 addi \$t0, \$t0, 4 10 blt \$t0, \$t2, loop 11 jr \$ra </pre>	<pre> 00 SumVector: 01 add \$v0, \$0, \$0 02 add \$t0, \$0, \$0 03 loop: bge \$t0, \$a1, done 04 sll \$t1, \$t0, 2 05 add \$t2, \$a0, \$t1 06 lw \$t3, 0(\$t2) 07 add \$v0, \$v0, \$t3 08 addi \$t0, \$t0, 1 09 j loop 10 done: jr \$ra </pre>	<pre> 00 SumVector: 01 add \$v0, \$0, \$0 02 bgt \$a1, \$0, cont 03 jr \$ra 04 cont: add \$t0, \$0, \$0 05 loop: sll \$t1, \$t0, 2 06 add \$t2, \$a0, \$t1 07 lw \$t3, 0(\$t2) 08 add \$v0, \$v0, \$t3 09 addi \$t0, \$t0, 1 10 blt \$t0, \$a1, loop 11 jr \$ra </pre>
(a) Version A	(b) Version B	(c) Version C

Figure 2: Three versions of assembly code for the C code of Figure ??

Question 4 (20 points): Figure ?? shows a simple function written in C. Figure ?? shows three versions of MIPS assembly code that attempt to implement the function of Figure ??.

- a. (5 points) Do all three versions of the assembly code correctly implement the C code? If not, explain any incorrections.

- b. (7 points) Using the letters A, B, and C, provide a sorted list of the three versions according to their efficiency. List first the least efficient and list last the most efficient version. Explain the criteria that you used for sorting.

- c. (**8 points**) Assume that the least efficient implementation is the baseline for comparison. For the other two, starting at the least efficient and moving to the most efficient version, briefly explain what the programmer, or compiler, did to the implementation to make it more efficient than the previous one.