

Computer Architecture

Fall, 2019

Week 5

2019.10.7

[group9]

1. [Multiple Choice]. Choose the correct statement.
- (A) sb,sh are the instructions dealing with “byte”/“half word”. Moreover, they store leftmost “byte”/“half word” data from register to RAM.
 - (B) Assume that we use sb instruction to store data “A7”; due to signed extension, the data will be stored as “AAAAAAA7”.
 - (C) Assume that we use lbu instruction to load data “A7”, the data will be stored as “FFFFFFA7”.
 - (D) Assume that we use sb instruction to store data “A7”; due to signed extension, the data will be stored as “FFFFFFA7”.

Ans: (D)

- (A) leftmost -> rightmost**
- (B) “AAAAAAA7” -> “FFFFFFA7”**
- (C) “FFFFFFA7” -> “000000A7”**
- (D) is correct**

[group12] (對抗賽)

2. 在下列五種 MIPS Addressing Mode 中，請簡述各個 mode 取得 data 的方式。

- 1. Immediate addressing
- 2. Register addressing
- 3. Base addressing
- 4. PC-relative addressing
- 5. Pseudodirect addressing

Ans:

- 1. 直接在 immediate 裡面**
- 2. 透過 rs rt rd 取得 reg 編號 再去對應的 reg 裡面拿**
- 3. 透過描述的編號去對應的 reg 裡面拿到 base address 後 再加上一個 offset(immediate 的值)去到 memory 拿資料**
- 4. Program counter 加上 immediate 的值得到 memory 位址再取得資料**
- 5. Program counter 的前 4 個 bit 連接 instruction 的地址得到 memory 位址後，再去到 memory 這個位址拿**

[group1] (對抗賽)

3. In the execution of a procedure, the program must follow some steps. What is the correct order of these 6 steps?

- A. Acquire the storage resources needed for the procedure.
- B. Perform the desired task.
- C. Put the result value in a place where the calling program can access it.
- D. Put parameters in a place where the procedure can access them.
- E. Transfer control to the procedure.
- F. Return control to the point of origin, since a procedure can be called from several points in a program.

Ans:

D -> E -> A -> B -> C -> F

[group11] (對抗賽) 

4. If the current value of the PC is 0x00000600, can you use a single branch instruction to get to the PC address=0010 0000 0000 0001 0100 1001 0010 0100₂?

Ans:

No. Branch is i-format.

| opcode(6 bits) | rs(5 bits) | rd(5 bits) | offset(16 bits) |
|----------------|------------|------------|-----------------|
|----------------|------------|------------|-----------------|

so, the maximum distance to branch is $\pm 2^{15}$

Rewrite 0010 0000 0000 0001 0100 1001 0010 0100₂ to hexadecimal

0010 0000 0000 0001 0100 1001 0010 0100₂=0x2001492416

The difference between current address and destination address

= 0x2001492416-0x0000060016=0x2001432416=53695363610 $>2^{15}$ =32768

Hence, we can't use a single branch instruction to get to the PC address=0010 0000 0000 0001 0100 1001 0010 0100₂.

[group10]

5. 當 caller 呼叫 subroutine 時 \$ra 暫存器會存放 caller program 的返回位置，請問若 caller 呼叫 subroutine_1，此時\$ra 存放 caller 返回位置，subroutine_1 呼叫 subroutine_2，此時\$ra 存放 subroutine_1 返回位置，subroutine_2 呼叫 subroutine_3，此時\$ra 存放 subroutine_2 返回位置，請問(1)subroutine 全部執行完畢，要用什麼機制回到一開始 caller 呼叫 subroutine_1 的返回記憶體位置？(2)此機制有什麼特性？

Ans:

(1) caller 必須將\$ra 暫存器 push 到 stack 中，當完成 subroutine 後 pop 出\$ra。

(2) Stack 設計為後進先出，剛好符合比較晚被呼叫到的 subroutine 先執行完

[group6] (對抗賽)

6. Fill in the blanks below to practice with target addressing.

| | | | | | |
|----------------------|-------|---|---|----|---|
| addi \$s4, \$zero, 1 | 80000 | 8 | 0 | 17 | 1 |
|----------------------|-------|---|---|----|---|

| | | | | | |
|-------------------------------|-------|---|-----|----|-----|
| bne \$s1, \$s4, C2_COND | 80004 | 5 | 17 | 20 | (a) |
| j C1_BODY | 80008 | 2 | (b) | | |
| C2_COND: addi \$s4, \$zero, 2 | 80012 | 8 | 0 | 17 | 2 |
| bne \$s1, \$s4, C3_COND | 80016 | 5 | 17 | 20 | (c) |
| j C2_BODY | 80020 | 2 | (d) | | |
| C3_COND: addi \$s4, \$zero, 3 | 80024 | 8 | 0 | 17 | 3 |
| bne \$s1, \$s4, EXIT | 80028 | 5 | 17 | 20 | (e) |
| j C3_BODY | 80032 | 2 | (f) | | |
| C1_BODY: addi \$s1, \$s1, 1 | 80036 | 8 | 17 | 17 | 1 |
| j EXIT | 80040 | 2 | (g) | | |
| C2_BODY: addi \$s1, \$s1, 2 | 80044 | 8 | 17 | 17 | 2 |
| j EXIT | 80048 | 2 | (h) | | |
| C3_BODY: addi \$s1, \$s1, 3 | 80052 | 8 | 17 | 17 | 3 |
| EXIT: ... | 80056 | | | | |

Ans:

(a) 1

(b) 20009

(c) 1

(d) 20011

(e) 6

(f) 20013

(g) 20014

(h) 20014

[group8] (對抗賽)

7.

beq \$s0,\$s1,L1

...

...

...

L1:

假設在以上 MIPS 指令中的 L1，其相對於 beq 指令的記憶體位址超過 16 位元所可以表示的距離，則我們可以如何改寫上述指令來達成原本的目的？

Ans:

bne \$s0,\$s1,L2

j L1

L2:...

...

...

L1:

[group3] (對抗賽)

8. 下列敘述哪些正確，若有錯請改出錯誤

- (A) Leaf procedure doesn't call any other procedure
- (B) Use `lb $rt, offset($rs)`, 11 1111 0001 is sign extended to 32 bit in \$rt, the new representation is 0000 0011 0001
- (C) This is a jump address. The first 4 bits of the program counter are 1111. If target field = 00 0000 1100 0011 1110 0101 1011, the 32-bit address = 1100 0000 0011 0000 1111 1001 0110 1100.
- (D) Design principles: (1)Simplicity favors regularity. (2)Smaller is faster. (3)Make the common case fast. (4)Good design demands good compromises.

Ans: (A) (D)

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[group4]

```
void strcpy (char x[], char y[]){
```

```
int i;
```

```
i = 0;
```

```
while ((x[i] = y[i]) != '\0')
```

```
i += 1; }
```

What is the MIPS assembly code? Please fill in the blanks.

```
addi $sp, ____, ____
```

```
sw $s0, 0($sp)
```

```
add $s0, $zero, ____
```

```
L1:
```

```
add $t1, ____, ____
```

```
lbu $t2, 0($t1)
```

```
____ $t3, $s0, $a0
```

```
sb $t2, __($t3)
```

```
beq $t2, ____, L2
```

```
addi $s0, $s0, 1
```

```
j ____
```

```
L2:
```

```
lw $s0, 0($sp)
```

```
addi $____, $____, 4
```

___ \$ ___

Ans:

addi \$sp, \$sp, -4

sw \$s0, 0(\$sp)

add \$s0, \$zero, \$zero

L1:

add \$t1, \$s0, \$a1

lbu \$t2, 0(\$t1)

add \$t3, \$s0, \$a0

sb \$t2, 0(\$t3)

beq \$t2, \$zero, L2

addi \$s0, \$s0, 1

j L1

L2:

lw \$s0, 0(\$sp)

addi \$sp, \$sp, 4

jr \$ra