

## EC Examen de Problemes

### Exercici 1 (Ex. Parcial 2013-2014 Q1)

Tradueix a llenguatge ensamblador MIPS la subrutina func1:

```
short func2(short a, char *b, short *c);
```

```
short func1 (int x, short *y) {  
    char V1[7];  
    short V2[7];  
    short res;  
    res = func2(*y, &V1[x], V2);  
    if (x > 0)  
        res++;  
    return res + (*y);  
}
```

### Exercici 2

Donades les següents declaracions en C (on N és una constant):

```
#define N 10
```

```
int A[N][N];
```

```
void func(int B[][N]) {  
    int i, j; // a $t1 i $t2 respectivament.  
    ... /* aquí va la sentència de cada apartat */  
}
```

Tradueix a MIPS les següents sentències, suposant que pertanyen a la funció func:

- a) `B[i][3] = 0;`
- b) `B[i][j] = 0;`
- c) `for (i=0; i<N; i++) //utilitza accés seqüencial`  
    `B[3][i] = 0;`
- d) `for (i=0; i<N; i++) //utilitza accés seqüencial`  
    `B[i][i] = 0;`
- e) `for (i=0; i<N; i++) //utilitza accés seqüencial`  
    `B[i][N-1-i] = 0;`

### Exercici 3 (Ex. Final 2011-2012 Q2)

Considera el següent programa

```
int v[20], m[20][20];  
main() {  
    int i;  
    for (i=19; i>=0; i--)  
        v[i] = m[19-i][i];  
}
```

Tradueix el programa principal a llenguatge ensamblador MIPS. Només superaran aquesta pregunta aquelles solucions en què cada iteració del bucle tingui 7 o menys línies de codi.

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Ex 18

BAB	0(\$sp)	v1	7 byte	\$s0 ← x
		////	1 byte	\$s1 ← *y
	8(\$sp)	v2	7*2 byte	\$ra
		////	2 byte	
	24(\$sp)	\$s0old	4 byte	
	28(\$sp)	\$s1old	4 byte	
	32(\$sp)	\$raold	4 byte	
Total 8 36 bytes				4/36 ⇒ cert.

addi w \$sp, \$sp, -36 # reserva B.O.A.

sw \$s0, 24(\$sp) # \$s0 old

sw \$s1, 28(\$sp) # \$s1 old

sw \$ra, 32(\$sp) # \$ra old.

move \$s0, \$a0 # \$s0 ← x

move \$s1, \$a1 # \$s1 ← \*y.

~~move~~

lh \$a0, 0(\$s1)

addu \$a1, \$sp, \$s0

addu \$a2, \$sp, 8 # 8(\$sp)

jal func2.

if: \$s0 \$zero

~~&ble \$zero, \$s0, fi-if~~

addu \$v0, \$v0, 1

fi-if:

~~lh~~ lh \$t0, 0(\$s1)

addi \$v0, \$v0, \$t0 # preparem el return.

lw \$s0, 24(\$sp)

lw \$s1, 28(\$sp)

lw \$ra, 32(\$sp) # recuperem valors antics

addu \$sp, \$sp, 36

jr \$ra # return.

Ex 38 stride:  $m[19-(i-1)[i-1]] = m + (19-i+1)*20 + i + 1$

$m[19-i][i] = m + (19-i)*20 + i$

$-20 + 1 = -19$  elements (-76 bytes)

main:

la \$t1, v

la \$t2, m

addu \$t1, \$t1, 76 # &v[19]

addu \$t2, \$t2, 76 # &m[0][19]

li \$t0, 19 # i=19.

-for8

blt \$t0, \$zero, end-for.

lw \$t7, 0(\$t2)

sw \$t7, 0(\$t1) # v[i] = m[19][i]

addu \$t1, \$t1, -4 # v[i+1]

addu \$t2, \$t2, 76 # m[19+(i+1)][i+1]

addu \$t0, \$t0, -1 # --i

b-for

-end-for 0



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Ex 28

a)  $B[i][3] = 0$

```
addui $t0, $a0, 12 # B[0][3] (12 = 3*4)
li $t7, N*4 # N=10
mult $t1, $t7 # i*N*4
mflo $t1
addu $t0, $t0, $t1 # B+i*N*4 + 3*4
sw $zero, 0($t0) # B[i][3] = 0
```

b)  $B[i][j] = 0$ ;

```
li $t7, N*4 # N=10
mult $t1, $t7 # i*N*4
sll $t2, $t2, 2 # j*4
addu $a0, $a0, $t1 # B+i*N*4
addu $a0, $a0, $t2 # B+i*N*4 + j*4
sw $zero, 0($a0) # B[i][j] = 0
```

c)

```
li $t0, 0 # i
li $t7, 3*N*4 # 120 (per calc. &B[3][0])
addu $a0, $a0, $t7 # &B[3][0]
for8
slt $t1, $t0, 10 # i < N
beq $t1, $zero, -fi-for
sw $zero, 0($a0)
addui $a0, $a0, 4 # &B[3][i+1]
b for
-fi-for:
```

d) STRIDES  $B[i+1][i+1] = B + i*N + 1*N + i + 1$  }  $N+1$  elements  
 $B[i][i] = B + i*N + i$  }  $4N+4$  bytes.

```
li $t7, 4*(N+1) # 44
li $t0, 0
for8
slt $t1, $t0, 10 # i < N
beq $t1, $zero, end-for
sw $zero, 0($a0) # B[i][i] = 0
addu $a0, $a0, $t7 # &B[i+1][i+1]
b for8
end-for8
```

e) Stride:  $B[i+N-1-i] = -(B + i*N + N - i - 1)$  }  $N-1$  elements  
 $B[i+1][N-1-i-1] = B + i*N + 1*N + N - i - 2$  }  $4(N-1)$  bytes

```
li $t7, 4*(N-1) # 36
addui $a0, $a0, 36 # 9*4 (&B[0][9])
li $t6, 0
for8
slt $t1, $t0, 10 # i < 10
beq $t1, $zero, end-for
sw $zero, 0($a0)
addu $a0, $a0, $t7 # &B[i+1][N-1-i-1]
b for8
end-for8
```