

This problem set has 10 questions, for a total of 100 points. Answer the questions below and mark your answers in the spaces provided. For all questions, please provide details on how your answer was calculated.

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1. For the following C statements, write the corresponding MIPS assembly code. Assume that variables  $i$ ,  $j$  are assigned to registers  $\$s0$ ,  $\$s1$ , respectively. Assume that the base address of the arrays  $A$ ,  $B$  are in registers  $\$s2$ ,  $\$s3$ , respectively.

(a) [5 points]  $B[5] = A[i+j];$

✓

add \$t0, \$s0, \$s1	# index $\rightarrow i+j$
sll \$t0, \$t0, 2	# mult by 4, $2^2 = 2^2 = 4$
add \$t0, \$t0, \$s2	# $A[i+j]$ memory address
lw \$t1, 0(\$t0)	# value $A[i+j]$ from memory to register
sw \$t1, 20(\$s3)	# store val of $B[5]$ From register to RAM

(b) [5 points]  $B[9] = A[i-j];$

✓

sub \$t0, \$s0, \$s1	# index $\rightarrow i-j$
sll \$t0, \$t0, 2	# mult by 4
add \$t0, \$t0, \$s2	# $A[i-j]$ mem addy
lw \$t1, 0(\$t0)	# value $A[i-j]$
sw \$t1, 36(\$s3)	# store val of $B[9]$



2. [10 points] For the MIPS assembly instructions below, what is the corresponding C statement? Assume that variables *f*, *g* are assigned to registers *\$s0*, *\$s1*, respectively. Assume that the base address of arrays *A*, *B* are in registers *\$s2*, *\$s3*, respectively.

```

sll $t0, $s0, 2
add $t0, $s2, $t0
sll $t1, $s1, 2
add $t1, $s3, $t1
lw $s0, 0($t0)
addi $t2, $t0, 4
lw $t0, 0($t2)
add $t0, $t0, $s0
sw $t0, 0($t1)

```

$f, g \rightarrow \$s0, \$s1$  (F x 4)  
 $A + (F \cdot 4) \rightarrow A[F]$  ?  
 $g \cdot 4$   
 $B[g]$  ?  
 val of  $A[F]$   
 $A[F+4]$   
 val of  $A[F+4]$   
 $A[F+4] + A[F]$  ?

$$B[g] = A[F+4] + A[F]$$

3. [5 points] Show how the value 0x7ba11ad6 would be arranged in memory for a *little-endian* and for a *big-endian* machine. Assume that the data are stored starting at address 0 and that the word size is 4 bytes.

0x7b | a1 | 1a | d6

Big Endian: val

7b	a1	1a	d6
0x00	0x01	0x02	0x03

Byte address

Little Endian: val

d6	1a	a1	7b
0x00	0x01	0x02	0x03

Byte Address



4. Assume that registers \$s0, \$s1 hold the values 0x90000000 and 0xC0000000, respectively.

- (a) [5 points] What is the value of \$t0 for the following assembly code? Is the result in \$t0 the desired result, or has there been overflow?

```
sub $t0, $s0, $s1
```

$0x90000000 = 1001\ 0000\dots = 2415919104$   
 $0xC0000000 = 1100\ 0000\dots = 3221225472$   
 7 decimal from 2's complement =  $-1879048192$   
 $= -1073741824$   
 if we sub  $241\dots - 322\dots = -8,053,06368$   
 if we only focus on the first 4 bits, since the rest are 0's, we have

1001	or 9-12
-1100	-1
-011	-3

- (b) [5 points] What is the value of \$t0 for the following assembly code? Is the result in \$t0 the desired result, or has there been overflow?

```
add $t0, $s0, $s1
```

```
add $t0, $t0, $s0
```

As shown above, if we add  $2415919104$   
 $+ 3221225472$   
 $\hline 5,637,144,576$   
 now this would be an overflow because an integer only holds 4B and if we account for signed two's complement too, then it will also be an overflow



5. [10 points] Provide the type, assembly language instruction, and hexadecimal representation of the instruction described by the following MIPS fields:  $op=0$ ,  $rs=2$ ,  $rt=4$ ,  $rd=1$ ,  $shamt=0$ ,  $funct=32$ .

✓ Type =  $\rightarrow$  MIPS R-format Instructions

Assembly language Instruction =  $\text{add } \$at, \$r0, \$a0$

$\uparrow$   $\uparrow$   $\uparrow$   
 $\$1$   $\$2$   $\$4$

000000 0010 0100 0000 0000 100000

hexadecimal: 0x00440820

every 4 bits is 1 hex value

6. [10 points] Provide the type, assembly language instruction, and hexadecimal representation of the instruction described by the following MIPS fields:  $op=0x21$ ,  $rs=0$ ,  $rt=1$ ,  $const=0x6$ .

✓ Type = MIPS I-format

Assembly language =  $\text{lh } \$at, 6(\$zero)$

hexadecimal: 0x84010006

$op = 0x21 = 100001$   
 $rs = 0 = 000000$   
 $rt = 000001$   
 $const = 0000000000000110$



7. Assume the following register contents for \$t0, \$t1 respectively: 0xAAAABEEF and 0x12341234

(a) [5 points] What is the value of \$t2 for the following sequence of instructions?

sll \$t2, \$t0, 16

or \$t2, \$t2, \$t1

1 Byte = 2 hex values  
16 shifts = 2 Bytes = 4 hex values

0AAAABEEF  $\ll 4$  = 0xBEEF0000 after  
turn both to bits then perform  
or bitwise operation on bits.  
\$t2 = 0xbef12341  $\rightarrow$  decimal (1069535796)

(b) [5 points] What is the value of \$t2 for the following sequence of instructions?

sll \$t2, \$t0, 8

andi \$t2, \$t2, -1

After shift  
0xAAAABEEF  $\rightarrow$  AABEEF00  
after adding -1 to  $\uparrow$   
\$t2 = 0xAABEEF00



(c) [5 points] What is the value of \$t2 for the following sequence of instructions?

```
srl $t2, $t0, 16
andi $t2, $t2, 0x0000FFEF
```

After shifting right 0000AAAA  
 And 0000FFEF  
 -----  
 0000AAAA

Ignore all 0's because it will always give 0 with  
 AND operation: Consion AAAA = 1010 1010 1010 1010  
 FFEF = 1111 1111 1110 1111 AND

0x0000AAAA

10101010 10101010

8. [10 points] For the following C statement, write a minimal sequence of MIPS assembly instructions that does the identical operation. Assume variable A is in \$t0 and \$s0 is the base address of array C.

```
A = C[8] << 8;
```

```
lw $t0, 32($s0) # load val at C[8]
sll $t0, $t0, 8 # shift left
```



9. [10 points] Translate the following loop into C. Assume that the integer `a` is held in register `$t1`, `$s0` holds the integer `ans`, and `$s2` holds the base address of the integer array `data`.

```

addi $t1, $0, 0
loop: lw  $s1, 0($s2)
      add $s0, $s0, $s1
      addi $s2, $s2, 4
      addi $t1, $t1, 2
      slti $t2, $t1, 100
      bne $t2, $s2, loop

```

```

# a = 0
# s1 = *data
# s0 = ans = ans + *data
# data++
# a = a + 2 or a += 2
# if a < 100 then t2 = 1 else t2 = 0
# t2 while (t2 != *data)

```

```

int a = 0;
while (a < 100) {
    ans += data[a];
    a += 2;
}

```

10. For the following code, assume that register `$t1` contains the address `0x20000100` and the data at that address is `0xa1b2c3d4`.

```

lbu $t0, 0($t1)
sw  $t0, 0($t1)

```

Big Endian: 0xa1b2c3d4  
Little Endian: 0xd4c3b2a1

- (a) [5 points] What value is stored in `0x20000104` on a *little-endian* machine?

0x000000d4

- (b) [5 points] What value is stored in `0x20000104` on a *big-endian* machine?

0xa1000000