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HW- 2
CS-3810
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Answer 1:

1. add \$s1, \$t2, \$t3 # **\$s1 is the sum of \$t2 and \$t3**
 2. lw \$s3, 8(\$gp) # **loading variable 8(\$gp) into \$s3**
 3. sw \$s4, 12(\$s5) # **storing \$s4 into variable 12(\$s5)**
 4. addi \$s1, \$zero, 100 # **putting base address 100 into \$s1**
 5. bne \$t1, \$t2, else # **If \$t1 is not equal to \$t2, so else statement will be executed**
- // bne is used if branches are not equal.
6. add \$s1, \$s1, \$s1 # **\$s1 is the sum of \$s1 and \$s1**

Answer 2: If we want to answer this question we should understand the MIPS instructions, here are my annotations for these instructions:

```
lw $s1, 0($gp) # load value in base address to $s1
addi $s1, $s1, 25 # increment it by 25
sw $s1, 0($gp) # store it back to same location
lw $s2, 12($gp) # load value in 1000 + 12y[2] in $s2
add $s2, $s2, $s1 # add it by value in $s1 because it is initialised to 0. $s2 = 25
sw $s2, 8($gp) # store it in y[1] 1000 + 8
sw $s2, 12($gp) # store it in y[2] 1000 + 12
```

So now, we can answer these two questions easily and clearly.

1. What are the memory addresses of variables x, y[0], and y[1]? **(15 points)**

Answer: Base address is 1000 and variable x, y[10] array are stored from there. Assuming variables are of type int, each variable occupies a memory of 4 Bytes.

Since 1 Byte = 8 Bits.

So x has address of 1000, y[0] has address of $1000 + 4 = 1004$, y[1] has address of 1008, y[2] has address of 100C and so on.

2. What are the values of variables x, y[0], y[1], and y[2] at the end of the program? **(20 points).**

Answer: So at the end of the program $x = 25$, $y[0] = 0$, $y[1] = 25$, $y[2] = 25$.

Answer 3: Decimal: $146 = 1 * 10^2 + 4 * 10^1 + 6 * 10^0$

Binary: **10010010** = $1 * 2^7 + 1 * 2^4 + 1 * 2^1$ = Decimal 146

Hexadecimal: **92** = $9 * 16 + 2 =$ Decimal 146

Answer 4: Binary: 1001100

Decimal: **76** because $1 * 2^6 + 1 * 2^3 + 1 * 2^2 = 76$

Hexadecimal: **4C** because we can calculate this by decimal number that we have already know,

Decimal: $76 / 16 = 4 \dots 12$, so it is 4C

Answer 5: Hexadecimal: 0x6d

Decimal: **109** because $6 * 16 + 13 = 109$

Binary: **1101101** because we can calculate this by decimal number that we have already know,

Decimal: $109 / 2 = 54 \dots 1$

$54 / 2 = 27 \dots 0$

$27 / 2 = 13 \dots 1$

$13 / 2 = 6 \dots 1$

$6 / 2 = 3 \dots 0$

$3 / 2 = 1 \dots 1$

$1 / 2 = 0 \dots 1$

Answer 6:

la \$t0, (\$gp) # load base address to \$t0

addiu \$t0, \$t0, 4 # go to base address + 4 (i)

li \$t1, 0 # initialise i to 0 and store in its location

sw \$t1, (\$t0)

loop: # enter for loop

addiu \$t0, \$t0, 4 # increment \$t0 by 4 # initially it is a[0], keeps incrementing by i

mul \$t2, \$t1, 4 # $i * 4$

sw \$t2, (\$t0) # store in a[i]

addi \$t1, \$t1, 1 # increment i

bit \$t1, 10, loop # loop till < 10

la \$t0, (\$gp) # load base address + 4

addiu \$t0, \$t0, 4

Sw \$t1, (\$t0) # store i value