

Name:

Id#

COE 301/ICS 233, Term 172

Computer Architecture & Assembly Language

Quiz# 4 Solution

Date: Sunday, March 11, 2018

Q.1. Implement the following two procedures using MIPS assembly language. Use MIPS programming convention in saving registers.

- (a) A procedure, RSum, that computes the sum of a given row. Assume that the procedure receives as parameters the address of the array in register \$a0, the number of columns in register \$a1, and the index of the row to be summed in register \$a2. The procedure should return the sum of the row in register \$v0.

RSum:

```
xor $v0, $v0, $v0    # sum=0
xor $t0, $t0, $t0    # i=0
# Computing starting address of row
mul  $t1, $a1, $a2
sll  $t1, $t1, 2
add  $t1, $t1, $a0    #t2 = starting address of row $a2
Loop:
lw   $t2, ($t1)
add  $v0, $v0, $t2    # adding column elements
addi $t1, $t1, 4      # incrementing to next column element
addi $t0, $t0, 1      # i = i + 1
bne  $t0, $a1, Loop
jr   $ra
```

- (b) A procedure, ArrayRowSum, that displays the sums of all rows in the array based on using RSum procedure. Assume that the procedure receives as parameters the address of the array in register \$a0, the number of rows in register \$a1, and the number of columns in register \$a2. Each row sum should be printed in a new line. To print an integer in register \$a0, use syscall with \$v0=1. To print a character in \$a0, use syscall with \$v0=11.

ArrayRowSum:

```
addi $sp, $sp, -20    # allocate memory on stack
sw   $ra, ($sp)       # save $ra
sw   $s0, 4($sp)      # saving needed registers
sw   $s1, 8($sp)
sw   $s2, 12($sp)
sw   $s3, 16($sp)
```

```

    move $s0, $a0      # Array address
    move $s1, $a1      # Number of rows
    move $s2, $a2      # Number of columns
    xor $s3, $s3, $s3  # i = 0
Loop2:
    move $a0, $s0
    move $a1, $s2
    move $a2, $s3
    jal RSum
    move $a0, $v0
    li $v0, 1          # print row sum
    syscall
    li $a0, '\n'      # print new line
    li $v0, 11
    syscall
    addi $s3, $s3, 1
    bne $s3 $s1, Loop2
    lw $ra, ($sp)      # restore $ra
    lw $s0, 4($sp)     # restore saved registers
    lw $s1, 8($sp)
    lw $s2, 12($sp)
    lw $s3, 16($sp)
    addi $sp, $sp, 20  #free memory from stack
    jr $ra

```