

COE 301 / ICS 233

Computer Organization

Midterm Exam – Term 172

Saturday, March 24, 2018

10:00 am – 12:00 noon

Computer Engineering Department
College of Computer Sciences & Engineering
King Fahd University of Petroleum & Minerals

Student Name: _____ ID: _____

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Q1	/ 19	Q2	/ 17
Q3	/ 7	Q4	/ 14
Q5	/ 7	Q6	/ 16
Total	/ 80		

Important Reminder on Academic Honesty

Using unauthorized information or notes on an exam, peeking at others work, or altering graded exams to claim more credit are severe violations of academic honesty. Detected cases will receive a failing grade in the course.

h) (3 points) The following is a partial MIPS assembly language code:

Address	Label	Instruction
0x00400000		bgtz \$a1, loop
0x00403000	loop:	addu \$a0, \$a1, \$v0
0x00410000		bne \$a0, \$zero, loop

Calculate the 16-bit immediate value (in hexadecimal) for **loop** in the **bgtz** instruction.

Calculate the 16-bit immediate value (in hexadecimal) for **loop** in the **bne** instruction.

i) (2 points) Given that **Array2** is defined as shown below:

Array2: .byte -1, 2, -3, -4, -5, 6

After executing the following sequence of instructions, the content of the two registers (in hexadecimal) is **\$t1**=_____ and **\$t2**=_____.

la \$t0, Array2

lb \$t1, 2(\$t0)

lhu \$t2, 2(\$t0)

j) (2 points) Given the following data definitions, and assuming that the first variable **X** starts at address **0x10010000**, then the addresses for variables **Y** and **Z** will be _____ and _____.

.data

X: .byte 10, 11, 12

Y: .half 13, 14, 15

Z: .word 16, 17, 18

k) (3 points) Write a minimum sequence of MIPS basic instructions to multiply the **signed** integer value of register **\$t0** by **15.25** without using multiplication instructions. Put the final integer result in **\$t0**. For example, if the initial value of **\$t0** is **5** then the final value will be **76**. The additional fraction is truncated.

Q2. Floating-Point [17 points]

a) (3 points) Find the decimal value of the following single-precision float:

S	Exponent	Fraction
1	1000 1000	111 1100 1101 0000 0000 0000

b) (4 points) Find the **normalized** IEEE 754 single-precision representation of **+59.625**.

c) (2 points) Show the IEEE 754 representation of **+Zero** and **-Infinity** for single precision:

- d) (2 points) Find the approximate decimal value of the largest positive **denormalized** float for single precision.

- e) (6 points) Given that **A** and **B** are single-precision floats, compute the difference **A-B**. Use rounding to **nearest even**. Perform the operation using **guard**, **round** and **sticky** bits.

$$\mathbf{A} = +1.111\ 0000\ 0000\ 1111\ 1100\ 0001 \times 2^{-4}$$

$$\mathbf{B} = +1.000\ 1111\ 1111\ 0000\ 0000\ 1111 \times 2^{+3}$$

Q3. [7 points] Translate Nested IF statements

Using minimal number of instructions, translate the following nested IF statements into MIPS assembly code. Assume that variables **a**, **b**, **c**, and **d** are **signed integers** stored in registers **\$s0**, **\$s1**, **\$s2**, and **\$s3**, respectively. If needed, **you can use pseudo-branch instructions only**.

```
if ( ((a > b) || (c <= d)) && (a == c) ) {  
    if (c != d) a = b + c;  
    else c = b - 2;  
}
```

Q4. [14 points] Translate a Recursive Function

Translate the following high-level recursive function **freq** into MIPS assembly code. The **freq** function counts the number of times an integer **i** appears in an array **A** of **n** integers. The array **A** is already in memory. The function parameters are passed in registers **\$a0**, **\$a1** and **\$a2**, respectively. The **freq** function returns the result in register **\$v0**. Use **MIPS convention** in saving and restoring **only the necessary register(s)** in the recursive function. Your MIPS implementation of the **freq** function **must be recursive**. Add comments to explain the utilization of registers.

```
int freq(int A[], int n, int i) {  
    if (n == 0) return 0;  
    int j = 0;  
    if (A[n-1] == i) j = 1;  
    return (j + freq(&A[0], n-1, i));  
}
```

Q5. [7 points] Compute the Sum of Decimal Digits

Write a MIPS function **sum_digits** that computes and returns the **sum of decimal digits** in an **unsigned integer**. For example, the sum of decimal digits for **1536** is $1+5+3+6 = 15$. The function **sum_digits** receives the unsigned integer argument **in binary** in register **\$a0**. For example, $1536 = (0000 \dots 0110 \ 0000 \ 0000)_{\text{binary}}$. It should extract the decimal digits, compute, and return their sum, **also in binary**, in register **\$v0**. Hint: divide the unsigned integer by **10** to extract the decimal digits.

Q6. [16 points] Write Loops to Traverse a Matrix

Given that **M** is a square matrix of $N \times N$ integers (N rows by N columns), which is already read and initialized in memory. The **starting address** of matrix **M** is stored in register **\$a0**, and N is stored in register **\$a1**. This is always the case for parts (a) and (b).

- a) (7 points) Write MIPS code to compute the sum of all N elements of row i , where $i < N$. The value of i is stored in register **\$a2**. The sum should be computed in **\$v0**. Add comments to explain the utilization of registers. **Do NOT use pseudo-instructions.**

- b) (9 points) Write MIPS code to locate the maximum element in column j , where $j < N$. The value of index j is stored in **\$a2**. The **maximum unsigned value** of column j should be computed in **\$v0** and its corresponding row index should be computed in **\$v1**. Add comments to explain the utilization of registers. **You may use pseudo-branch instructions.**

Instruction	Meaning	R-Type Format					
and \$s1, \$s2, \$s3	\$s1 = \$s2 & \$s3	op = 0	rs = \$s2	rt = \$s3	rd = \$s1	sa = 0	f = 0x24
or \$s1, \$s2, \$s3	\$s1 = \$s2 \$s3	op = 0	rs = \$s2	rt = \$s3	rd = \$s1	sa = 0	f = 0x25
xor \$s1, \$s2, \$s3	\$s1 = \$s2 ^ \$s3	op = 0	rs = \$s2	rt = \$s3	rd = \$s1	sa = 0	f = 0x26
nor \$s1, \$s2, \$s3	\$s1 = ~(s2 s3)	op = 0	rs = \$s2	rt = \$s3	rd = \$s1	sa = 0	f = 0x27

Instruction	Meaning	R-Type Format					
add \$s1, \$s2, \$s3	\$s1 = \$s2 + \$s3	op = 0	rs = \$s2	rt = \$s3	rd = \$s1	sa = 0	f = 0x20
addu \$s1, \$s2, \$s3	\$s1 = \$s2 + \$s3	op = 0	rs = \$s2	rt = \$s3	rd = \$s1	sa = 0	f = 0x21
sub \$s1, \$s2, \$s3	\$s1 = \$s2 - \$s3	op = 0	rs = \$s2	rt = \$s3	rd = \$s1	sa = 0	f = 0x22
subu \$s1, \$s2, \$s3	\$s1 = \$s2 - \$s3	op = 0	rs = \$s2	rt = \$s3	rd = \$s1	sa = 0	f = 0x23

Instruction	Meaning	R-Type Format					
sll \$s1, \$s2, 10	\$s1 = \$s2 << 10	op = 0	rs = 0	rt = \$s2	rd = \$s1	sa = 10	f = 0
srl \$s1, \$s2, 10	\$s1 = \$s2 >> 10	op = 0	rs = 0	rt = \$s2	rd = \$s1	sa = 10	f = 2
sra \$s1, \$s2, 10	\$s1 = \$s2 >> 10	op = 0	rs = 0	rt = \$s2	rd = \$s1	sa = 10	f = 3
sliv \$s1, \$s2, \$s3	\$s1 = \$s2 << \$s3	op = 0	rs = \$s3	rt = \$s2	rd = \$s1	sa = 0	f = 4
sriv \$s1, \$s2, \$s3	\$s1 = \$s2 >> \$s3	op = 0	rs = \$s3	rt = \$s2	rd = \$s1	sa = 0	f = 6
sraiv \$s1, \$s2, \$s3	\$s1 = \$s2 >> \$s3	op = 0	rs = \$s3	rt = \$s2	rd = \$s1	sa = 0	f = 7

Instruction	Meaning	I-Type Format					
addi \$s1, \$s2, 10	\$s1 = \$s2 + 10	op = 0x8	rs = \$s2	rt = \$s1	imm ¹⁶ = 10		
addiu \$s1, \$s2, 10	\$s1 = \$s2 + 10	op = 0x9	rs = \$s2	rt = \$s1	imm ¹⁶ = 10		
andi \$s1, \$s2, 10	\$s1 = \$s2 & 10	op = 0xc	rs = \$s2	rt = \$s1	imm ¹⁶ = 10		
ori \$s1, \$s2, 10	\$s1 = \$s2 10	op = 0xd	rs = \$s2	rt = \$s1	imm ¹⁶ = 10		
xori \$s1, \$s2, 10	\$s1 = \$s2 ^ 10	op = 0xe	rs = \$s2	rt = \$s1	imm ¹⁶ = 10		
lui \$s1, 10	\$s1 = 10 << 16	op = 0xf	0	rt = \$s1	imm ¹⁶ = 10		

Instruction	Meaning	Format					
j label	jump to label	op ⁶ = 2			imm ²⁶		
beq rs, rt, label	branch if (rs == rt)	op ⁶ = 4	rs ⁵	rt ⁵	imm ¹⁶		
bne rs, rt, label	branch if (rs != rt)	op ⁶ = 5	rs ⁵	rt ⁵	imm ¹⁶		
blez rs, label	branch if (rs <= 0)	op ⁶ = 6	rs ⁵	0	imm ¹⁶		
bgtz rs, label	branch if (rs > 0)	op ⁶ = 7	rs ⁵	0	imm ¹⁶		
bltz rs, label	branch if (rs < 0)	op ⁶ = 1	rs ⁵	0	imm ¹⁶		
bgez rs, label	branch if (rs >= 0)	op ⁶ = 1	rs ⁵	1	imm ¹⁶		

Instruction	Meaning	Format					
slt rd, rs, rt	rd=(rs<rt?1:0)	op ⁶ = 0	rs ⁵	rt ⁵	rd ⁵	0	0x2a
sltu rd, rs, rt	rd=(rs<rt?1:0)	op ⁶ = 0	rs ⁵	rt ⁵	rd ⁵	0	0x2b
slti rt, rs, imm ¹⁶	rt=(rs<imm?1:0)	0xa	rs ⁵	rt ⁵		imm ¹⁶	
sltiu rt, rs, imm ¹⁶	rt=(rs<imm?1:0)	0xb	rs ⁵	rt ⁵		imm ¹⁶	

Instruction	Meaning	I-Type Format					
lb rt, imm ¹⁶ (rs)	rt = MEM[rs+imm ¹⁶]	0x20	rs ⁵	rt ⁵	imm ¹⁶		
lh rt, imm ¹⁶ (rs)	rt = MEM[rs+imm ¹⁶]	0x21	rs ⁵	rt ⁵	imm ¹⁶		
lw rt, imm ¹⁶ (rs)	rt = MEM[rs+imm ¹⁶]	0x23	rs ⁵	rt ⁵	imm ¹⁶		
lbu rt, imm ¹⁶ (rs)	rt = MEM[rs+imm ¹⁶]	0x24	rs ⁵	rt ⁵	imm ¹⁶		
lhu rt, imm ¹⁶ (rs)	rt = MEM[rs+imm ¹⁶]	0x25	rs ⁵	rt ⁵	imm ¹⁶		
sb rt, imm ¹⁶ (rs)	MEM[rs+imm ¹⁶] = rt	0x28	rs ⁵	rt ⁵	imm ¹⁶		
sh rt, imm ¹⁶ (rs)	MEM[rs+imm ¹⁶] = rt	0x29	rs ⁵	rt ⁵	imm ¹⁶		
sw rt, imm ¹⁶ (rs)	MEM[rs+imm ¹⁶] = rt	0x2b	rs ⁵	rt ⁵	imm ¹⁶		

Instruction	Meaning	Format					
jal label	\$31=PC+4, jump	op ⁶ = 3			imm ²⁶		
jr Rs	PC = Rs	op ⁶ = 0	rs ⁵	0	0	0	8
jalr Rd, Rs	Rd=PC+4, PC=Rs	op ⁶ = 0	rs ⁵	0	rd ⁵	0	9

Instruction	Meaning	Format					
mult Rs, Rt	Hi, Lo = Rs × Rt	op ⁶ = 0	Rs ⁵	Rt ⁵	0	0	0x18
multu Rs, Rt	Hi, Lo = Rs × Rt	op ⁶ = 0	Rs ⁵	Rt ⁵	0	0	0x19
mul Rd, Rs, Rt	Rd = Rs × Rt	0x1c	Rs ⁵	Rt ⁵	Rd ⁵	0	0x02
div Rs, Rt	Hi, Lo = Rs / Rt	op ⁶ = 0	Rs ⁵	Rt ⁵	0	0	0x1a
divu Rs, Rt	Hi, Lo = Rs / Rt	op ⁶ = 0	Rs ⁵	Rt ⁵	0	0	0x1b
mfhi Rd	Rd = Hi	op ⁶ = 0	0	0	Rd ⁵	0	0x10
mflo Rd	Rd = Lo	op ⁶ = 0	0	0	Rd ⁵	0	0x12