## COE 308 – Computer Architecture

Assignment 2: MIPS Instructions and Assembly Language

## Solution

1. (2 pts) Bits have no inherent meaning. Given the 32-bit pattern: 1010 1101 0001 0000 0000 0000 0000 0010 What does it represent, assuming it is ...
a) A 2's complement signed integer?
b) A MIPS instruction?

## Solution:

a) -1,391,460,350

b) Op = 101011<sub>2</sub> = 0x2b = sw - store word (I-Type format) rs = 01000<sub>2</sub> = r8 = \$t0 rt = 10000<sub>2</sub> = r16 = \$s0 immediate16 = 0000 0000 0000 0010<sub>2</sub> = 2 MIPS instruction = sw \$s0, 2(\$t0)

- 2. (2 pts) Find the shortest sequence of MIPS instructions to:
  - a) Determine if there is a carry out from the addition of two registers \$t3 and \$t4. Place the carry out (0 or 1) in register \$t2. It can be done in two instructions.
  - **b**) Determine the absolute value of a signed integer. Show the implementation of the following pseudo-instruction using three real instructions:

abs \$t1, \$t2

## Solution:

```
a) addu $t5, $t3, $t4
sltu $t2, $t5, $t3 # there is carry if sum < any operand</li>
b) addu $t1, $t2, $zero
bgez $t2, next
subu $t1, $zero, $t2
next:
```

3. (4 pts) For each pseudo-instruction in the following table, produce a minimal sequence of actual MIPS instructions to accomplish the same thing. You may use the **\$at** for some of the sequences. In the following table, **imm32** refers to a 32-bit constant.

F	seudo	o-instruction	Solution			
move	\$t1,	\$t2	addu	\$t1, \$t2, \$zero		
clear	\$t5		addu	\$t5, \$zero, \$zero		
li	\$t5,	imm32	lui	\$t5, upper16		
			ori	\$t5, \$t5, lower16		
addi	\$t5,	\$t3, imm32	lui	\$at, upper16		
			ori	\$at, \$at, lower16		
			add	\$t5, \$t3, \$at		
beq	\$t5,	imm32, Label	lui	\$at, upper16		
			ori	\$at, \$at, lower16		
			beq	\$t5, \$at, Label		
ble	\$t5,	\$t3, Label	slt	\$at, \$t3, \$t5		
			beq	\$at, \$zero, Label		
bgt	\$t5,	\$t3, Label	slt	\$at, \$t3, \$t5		
			bne	\$at, \$zero, Label		
bge	\$t5,	\$t3, Label	slt	\$at, \$t5, \$t3		
			beq	\$at, \$zero, Label		

**4.** (2 pts) Translate the following statements into MIPS assembly language. Assume that *a*, *b*, *c*, and *d* are allocated in \$s0, \$s1, \$s2, and \$s3. All values are signed 32-bit integers.

a) if  $((a > b) || (b > c)) \{d = 1;\}$ 

Solution:

```
bgt $s0, $s1, L1
ble $s1, $s2, next
L1:
    ori $s3, $zero, 1
next:
b) if ((a <= b) && (b > c)) {d = 1;}
Solution:
    bgt $s0, $s1, next
    ble $s1, $s2, next
    ori $s3, $zero, 1
next:
```

**5.** (3 pts) Consider the following fragment of C code:

for (i=0; i<=100; i=i+1) { a[i] = b[i] + c; }</pre>

Assume that a and b are arrays of words and the base address of a is in a0 and the base address of b is in a1. Register t0 is associated with variable i and register s0 with c. Write the code in MIPS.

Solution:

	addu	\$t0,	\$zero, \$zero	#	i = 0
	addu	\$t1,	\$a0, \$zero	#	<pre>\$t1 = address a[i]</pre>
	addu	\$t2,	\$a1, \$zero	#	<pre>\$t2 = address b[i]</pre>
	addiu	\$t3,	\$zero, 101	#	\$t3 = 101 (max i)
loop:	lw	\$t4,	0(\$t2)	#	\$t4 = b[i]
	addu	\$t5,	\$t4, \$s0	#	\$t5 = b[i] + c
	SW	\$t5,	0(\$t1)	#	a[i] = b[i] + c
	addiu	\$t0,	\$t0, 1	#	i++
	addiu	\$t1,	\$t1, 4	#	address of next a[i]
	addiu	\$t2,	\$t2, 4	#	address of next b[i]
	bne	\$t0,	\$t3, loop	#	exit if (i == 101)

6. (3 pts) Add comments to the following MIPS code and describe in one sentence what it computes. Assume that \$a0 is used for the input and initially contains n, a positive integer. Assume that \$v0 is used for the output.

begin:	addi	\$t0,	\$zero	o, 0	#	t0 = sum = 0
	addi	\$t1,	\$zero	o, 1	#	\$t1 = i = 1
loop:	slt	\$t2,	\$a0,	\$t1	#	(n <i)? (i="" or="">n)?</i)?>
	bne	\$t2,	\$zero	o, finish	#	exit loop if (i>n)
	add	\$t0,	\$t0,	\$t1	#	sum = sum + i
	addi	\$t1,	\$t1,	2	#	i = i + 2
	j	loop			#	repeat loop
finish:	add	\$v0,	\$t0,	\$zero	#	result = sum

**Result** \$v0 is the sum of the odd positive integers 1 + 3 + 5 + ... which are less than or equal to n.

7. (4 pts) The following code fragment processes an array and produces two important values in registers \$v0 and \$v1. Assume that the array consists of 5000 words indexed 0 through 4999, and its base address is stored in \$a0 and its size (5000) in \$a1. Describe in one sentence what this code does. Specifically, what will be returned in \$v0 and \$v1?

	add \$a1, add \$v0,	\$al, \$al \$al, \$al \$zero, \$zero \$zero, \$zero	# \$al = 5000 * 4 # \$v0 = 0
outer:	add \$t4, lw \$t4, add \$t5,	\$a0, \$t0 0(\$t4) \$zero, \$zero \$zero, \$zero	# \$t4 = address A[i] # \$t4 = A[i] # \$t5 = count = 0
inner:	add \$t3, lw \$t3, bne \$t3,	\$2210, \$2210 \$a0, \$t1 0(\$t3) \$t4, skip \$t5, 1	# \$t3 = address A[j] # \$t3 = A[j] # if (A[i]!=A[j]) skip
skip:	addi \$t1, bne \$t1, slt \$t2, bne \$t2,	\$t1, 4	<pre># j = j+4 # inner loop = 5000 # if (count &lt; \$v0) # then goto next</pre>
next:	add \$v1, addi \$t0,	\$t4, \$zero \$t0, 4 \$al, outer	# \$v1 = A[i] # i = i+4

This code compares every element in the array against all elements for identical matches. It counts the frequency of occurrence of each value in the array. The *count* of the most frequently used value is returned in \$v0 and the *value* itself is returned in \$v1.