Homework Assignment #2 – MIPS Instructions

CDA 3100, Computer Organization I

Submission: A hard copy required.

Problem 1 (30 points) Exercise 2.4.1(p. 182).

The following problems deal with translating from C to MIPS. Assume that the variables f, g, h are assigned to registers \$s0, \$s1, \$s2, respectively. Assume that the base address of the arrays A and B are registers \$s6 and \$s7, respectively.

- a. f=g+h+B[4];
- b. f=g-A[B[4]];
- 2.4.1. For the C statements above, what is the corresponding MIPS assembly code?

Problem 2 (10 points) Exercise 2.16.1 (p. 194).

For these problems, there are various binary values for register \$t0. Given the value for \$t0, you will be asked to evaluate the outcome of different branches.

2.16.1. Suppose that the register \$t0 contains a value from the above and \$t1 has the value

What is the value of \$t2 after the following instructions?

```
slt $t2, $t0, $t1
beq $t2, $zero, ELSE
j DONE
ELSE: addi $t2, $zero, 2
DONE:
```

Problem 3 (40 points) Exercise 2.18.2. (p. 196).

For these problems, you are given some C code. You will be asked to evaluate these C code in MIPS assembly code.

2.18.2. For the code above, translate the C code to MIPS assembly code. Use a minimum number of instructions (I won't take off points, but you should try to complete this in a few instructions as possible to prepare for the midterm). Assume that the value of a, b, i are in registers s0, s1, st0 respectively. Also, assume that register s2 holds the base address of the array D.

Problem 4 (**20 points**) Encode the following MIPS instructions. For each instruction, you should identify the format type (R, I, or J format) and the decimal values of each field and then give the hexadecimal representation. (You may find the Appendix B helpful (pp. B-49 - B-80), where the encoding of MIPS instructions is described in detail.)

```
    addi $$1, $$3, 3 # $$1 is register 17, $$3 is register 19
    sw $$1, 12($$p) # $$1 is register 17, $$p is register 29
    add $t2, $$3, $$4 # $t2 is register 10, $$3 is register 19, $$4 is register 20
```