

EECS 370 Homework #1 - SOLUTIONS

Problem #1

We need to multiply r1 by 100.

There are many ways to do this with a sequence of 8 adds.

Here is one of them. For the purpose of the comments, we will call the original value in r1 "x".

```
add 2 1 1    r2 = x * 2
add 2 2 2    r2 = x * 4
add 2 2 1    r2 = x * 5
add 1 2 2    r1 = x * 10
add 2 1 1    r2 = x * 20
add 2 2 2    r2 = x * 40
add 2 2 1    r2 = x * 50
add 2 2 2    r2 = x * 100
```

Problem #2

227 instructions:

```
2 initial instructions
25 loop iterations of 4 instructions (internal branch taken)
25 loop iterations of 5 instructions (internal branch not taken)
```

Code description:

```
sum = 0
for (i = 50; i != 0; i--) {
    if (i & 1) {
        sum = sum + i
    }
}
```

Text explanation:

This computes the sum of the odd numbers in the range 1 through 50.

Problem #3

```
while (save[i] == k)
    i = i + j;
```

Original code:

```
Loop:  add $t1,$s3,$s3    # Temp reg $t1 = 2 * i
      add $t1,$t1,$t1    # Temp reg $t1 = 4 * i
      add $t1,$t1,$s6    # $t1 = address of save[i]
      lw  $t0,0($t1)    # Temp reg $t0 = save[i]
      bne $t0,$s5,Exit  # go to Exit if save[i] != k
      add $s3,$s3,$s4    # i = i + j
      j   Loop          # go to Loop
```

Exit:

Optimized code:

```

    j   Enter           # Jump into loop entry point
Loop: add $s3,$s3,$s4  # i = i + j
Enter: sll $t1,$s3,2   # Temp reg $t1 = 4 * i
      add $t1,$t1,$s6  # $t1 = address of save[i]
      lw  $t0,0($t1)   # Temp reg $t0 = save[i]
      beq $t0,$s5,Loop # go to Exit if save[i] != k

```

Exit:

Problem #4

Textbook problem 3.19, page 203

(Refer to the "In More Depth" section on pages 201-202)

Assumptions:

```

Opcode: 1 byte
Register: 1/2 byte
Memory address: 2 bytes
Data operand: 4 bytes
All instructions integral number of bytes

```

Example on page 202:

```
a = b + c;
```

Accumulator:

	Code	Data	Total
load b	3	4	7
add c	3	4	7
store a	3	4	7

```

Instructions: 3
Code size: 9 bytes
Memory transferred: 12 bytes
Total memory bandwidth: 21 bytes

```

Memory-memory:

	Code	Data	Total
add a b c	7	12	19

```

Instructions: 1
Code size: 7 bytes
Memory transferred: 12 bytes
Total memory bandwidth: 19 bytes

```

Stack:

	Code	Data	Total
push b	3	4	7
push c	3	4	7
add	1	0	1
pop a	3	4	7

```

Instructions: 4
Code size: 10 bytes
Memory transferred: 12 bytes
Total memory bandwidth: 22 bytes

```

Load-store:

	Code	Data	Total
load r1 a	4	4	8
load r2 b	4	4	8
add r3 r2 r1	3	0	3
store r3 c	4	4	8

Instructions: 4
Code size: 15 bytes
Memory transferred: 12 bytes
Total memory bandwidth: 27 bytes

Problem 3.19 Program:

```
a = b + c;  
b = a + c;  
d = a - b;
```

Accumulator, without reversed sub:

	Code	Data	Total
load b	3	4	7
add c	3	4	7
store a	3	4	7
add c	3	4	7
store b	3	4	7
load d	3	4	7
sub b	3	4	7
store d	3	4	7

Instructions: 8
Code size: 24 bytes
Memory transferred: 32 bytes
Total memory bandwidth: 56 bytes

Accumulator, with reversed sub:

	Code	Data	Total
load b	3	4	7
add c	3	4	7
store a	3	4	7
add c	3	4	7
store b	3	4	7
subr d	3	4	7
store d	3	4	7

Instructions: 7
Code size: 21 bytes
Memory transferred: 28 bytes
Total memory bandwidth: 49 bytes

Memory-memory:

	Code	Data	Total
add a b c	7	12	19
add b a c	7	12	19
sub d a b	7	12	19

Instructions: 3
 Code size: 21 bytes
 Memory transferred: 36 bytes
 Total memory bandwidth: 57 bytes

a = b + c;
 b = a + c;
 d = a - b;

Stack:

	Code	Data	Total
push b	3	4	7
push c	3	4	7
add	1	0	1
pop a	3	4	7
push a	3	4	7
push c	3	4	7
add	1	0	1
pop b	3	4	7
push a	3	4	7
push b	3	4	7
sub	1	0	1
pop d	3	4	7

Instructions: 12
 Code size: 30 bytes
 Memory transferred: 36 bytes
 Total memory bandwidth: 66 bytes

Load-store:

	Code	Data	Total
load r1 a	4	4	8
load r2 b	4	4	8
add r3 r2 r1	3	0	3
store r3 c	4	4	8
add r2 r1 r3	3	0	3
store r3 b	4	4	8
sub r4 r1 r2	3	0	3
store r4 d	4	4	8

Instructions: 8
 Code size: 29 bytes
 Memory transferred: 20 bytes
 Total memory bandwidth: 49 bytes

Summary:

	Instruction bytes fetched	Memory data bytes transferred	Total memory bandwidth
Accumulator	21	28	49
Memory-memory	21	36	57
Stack	30	36	66
Load-store	29	20	49

Problem #5

- a Static/Global
- b Static/Global
- c Stack
- d Stack
- e Static/Global
- f Stack
- g Stack
- h Stack