

1. (a)  $46 \text{ (base 10)} = 101110 \text{ (base 2)}$   
 $-46 \text{ (base 10)} = -101110 + 1 = 1111 \ 1111 \ 1101 \ 0001 + 1 =$   
 $1111 \ 1111 \ 1101 \ 0010$

(b)  $1011 \ 1111 \ 1101 \ 1100 \text{ (48 more 0's)} \text{ (binary)} =$

$0 \ 0111111101 \ 1100 \text{ (48 more 0's)} \text{ (broken into fields)} =$

$$\begin{aligned} & (-1)^{\text{Sign}} \times (1 + \text{Significand}) \times 2^{\text{Exponent} - \text{Bias}} = \\ & (-1)^1 \times (1 + 0.750000000) \times 2^{(1021 - 1023)} = \\ & (-1) \times 1.75 \times 2^{(-2)} = \\ & -(7/4) \times (1/4) = -7/16 = -0.4375 \end{aligned}$$

=====

2. # Answer to Exam 1, Problem 2

```
.globl main
main: add $s7, $0, $ra # save return address
```

```
.data
.word 4, 9, 25, 49, 121, 169, 289 # squares of first 7 primes
.text
```

##### Answer to Problem 2 #####

```
la $s1, A # start address of A
addi $s2, $0, 0 # running sum
addi $s3, $0, 0 # array index of A
addi $s4, $0, 7 # constant 10
```

```
Loop: lw $t1, 0($s1) # $t1 = A[$s3]
add $s2, $s2, $t1 # $s2 = sum of A[] so far
addi $s1, $s1, 4 # $s1 += 4
addi $s3, $s3, 1 # $s3 += 1
bne $s3, $s4, Loop # brach back to loop until $s4 == 10
```

```
addi $v0, $0, 1 # print the sum
add $a0, $0, $s2
```

```
syscall
```

##### End of Answer to Problem 2 #####

```
addi $v0, $0, 4 # print a newline
```

```
la $a0, Newln
```

```
syscall
```

```
add $ra, $0, $s7 # restore return address
```

```
jr $ra
```

```
.data
```

```
Newln: .asciiz "\n"
```

##### Output #####

```
# ten42% spim -file exam1_2.s
```

```
# SPIM Version 6.0 of July 21, 1997
```

```
# Copyright 1990-1997 by James R. Larus (larus@cs.wisc.edu).
```

```
# All Rights Reserved.
```

```
# See the file README for a full copyright notice.
```

```
# Loaded: /usr/local/lib/trap.handler
```

```
# 666
```

```
##### End of output #####
```

Another answer:

##### Second Answer to Problem 2 #####

```
la $s1, A # start address of A
addi $s2, $0, 0 # running sum
addi $s3, $0, 0 # array index of A
addi $s4, $0, 7 # constant 10

Loop: mul $t0, $s3, 4 # $t0 = array index * 4
add $t2, $t0, $s1 # $t2 = start of A + offset
```

```
lw $t1, 0($t2) # $t1 = contents at start of A + offset
add $s2, $s2, $t1 # $s2 = sum of A[] so far
addi $s3, $s3, 1 # $s3 += 1
bne $s3, $s4, Loop # brach back to loop until $s4 == 10
```

```
addi $v0, $0, 1 # print the sum
```

```
add $a0, $0, $s2
```

```
syscall
```

##### End of Second Answer to Problem 2 #####

=====

3. # MIPS program giving answer to problem 3

```
.globl main
main: addu $s7, $zero, $ra
```

##### CALL function F #####

```
li $v0, 4
la $a0, Prob3
```

```
syscall
```

```
jal F
```

```
move $a0, $v0
```

```
li $v0, 1
```

```
syscall
```

```
jal Newl
```

##### Finish main #####

```
li $v0, 4
la $a0, Thatsall
```

```
syscall
```

```
addu $ra, $zero, $s7
```

```
jr $ra
```

##### PROB 3, function F #####

```
F: addi $sp, $sp, -12 # Prob 3(a)
sw $a0, 0($sp) # Prob 3(a)
```

```
sw $a1, 4($sp) # Prob 3(a)
```

```
sw $ra, 8($sp) # Prob 3(a)
```

```
addi $a0, $zero, 14 # Prob 3(b)
```

```
addi $a1, $zero, 47 # Prob 3(b)
```

```
jal G # Prob 3(b)
```

```
addi $v0, $v0, 1 # Prob 3(d)
```

```
lw $a0, 0($sp) # Prob 3(e)
```

```
lw $a1, 4($sp) # Prob 3(e)
```

```
lw $ra, 8($sp) # Prob 3(e)
```

```
addi $sp, $sp, 12 # Prob 3(e)
```

```
jr $ra # Prob 3(f)
```

##### PROB 3, function G #####

```
G: add $v0, $a0, $a1 # Prob 7(c)
```

```
jr $ra # Prob 7(c)
```

##### write newline #####

```
Newl: li $v0, 4
```

```
la $a0, Newline
```

```
syscall
```

```
jr $ra
```

##### write blank #####

```
Blan: li $v0, 4
```

```
la $a0, Blank
```

```
syscall
```

```
jr $ra
```

##### DATA #####

```
.data
```

```
Blank: .asciiz " "
```

```
Newline: .asciiz "\n"
```

```
Prob3: .asciiz "Problem 3:\n"
```

```
Thatsall: .asciiz "Th-th-thats all folks!\n"
```

```
##### Output from the program:
```

```
# Problem 7:
```

# 62  
# Th-th-thats all folks!  
#####

=====  
4. Use  
(a) add \$s1, \$s2, \$0 or addi \$s1, \$s2, 0  
(b) addi \$s3, \$0, 200  
(c) beq \$0, \$0, Loop

=====  
5. With the given inputs, the upper two transistors are open (don't conduct current), while the bottom two are closed. Thus C is connected to the ground at the bottom and not to any power, so C's output is 0.  
If either input is 0, C is 1, while both inputs 1 makes C a 0.  
Thus C is a NAND gate.  
=====