

## CMPE324 Midterm Sample Questions

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Q1)

a) Consider the following IEEE single precision floating pointing number:

10111111011000000000000000000000

What is the corresponding decimal equivalent?

.....

b) Represent the following number in single precision floating point number using IEEE754 standard:  $-14.125_{10} = -1100.001_2$

.....

c) Provide what number the following reserved IEEE754 codes represent:

| Sign | exponent | significant | the number |
|------|----------|-------------|------------|
| 0    | 0        | 0           | .....      |
| 1    | 255      | 0           | .....      |
| 0    | 255      | non-zero    | .....      |

Q2) Using single precision floating point arithmetic, complete the following MIPS code segment that computes the volume of a sphere of radius R. Assume that the value of the radius R is placed in \$f12 register. The result must be \$f0 register.

SphereVolume:

# load \$f4 register with the value of  $\pi$  (3.1456)

.....

# compute Area=  $4.0 \cdot \pi \cdot R \cdot R \cdot R / 3$  let  $4.0/3$  be 1.3333

.....

.....

.....

.....

j \$ra

**Q3)** Order the following (single precision) floating point numbers in increasing value from 1 to 4, where 1 is the smallest number (i.e., the most negative) and 4 is the largest number (i.e., the most positive). IEEE754 standard is used.

- \_\_\_\_\_ 0 01010011 110100111101010010101001
- \_\_\_\_\_ 0 01010011 00101100010101101010110
- \_\_\_\_\_ 1 11010011 00101100010101101010110
- \_\_\_\_\_ 0 11010011 110100111101010010101001

**Q4)** Complete the following floating function that treats its argument \$a0 as a 32-bit float and compute twice its absolute value in \$v0.

TwiceAbs:

```

mfc1 $a0, $f0    # $f0=$a0
abs.s $f0, $f0   # $f0=abs($f0)
.....# complete the required task
.....# return result in $v0 integer register
jr $ra

```

**Q5)** Consider the following MIPS code segment:

```

addi $v0, $0, 0
Loop: andi $t0, $a0, 1
      add $v0, $v0, $t0
      srl $a0, $a0, 1
      bne $a0, $0, Loop

```

**B/** Write the C++ equivalent.

**A/** Trace this code segment.

| \$a0 | \$v0 | ?<br>\$a0 ≠ \$0 |
|------|------|-----------------|
| 1010 |      |                 |

.....

.....

.....

**C/** Explain in English the main job of this sequence of instructions.

**Q6)** Complete the following procedure that returns the maximum value of the two integer arguments \$a0 and \$a1. The procedure returns the maximum value in \$v0 register.

```
# on entry: $a0 = a (1st argument), $a1 = b (2nd argument)
# result must go $v0
Max: move $v0, $a0 # Initially maximum is assumed to be a0
      ..... # compare $a0 with $a1 and then
      ..... # do the necessary action
exit: jr $ra # return with answer in $v0
```

**Q7)** The following MIPS function receives one non-negative argument in \$a0 and returns one output in \$v0, what will this function return if it is called with an argument (\$a0) of 4? Show the work in the given table.

```
func:
    li $t0, 1
    li $t1, 1
loop:
    blt $a0, 2, exit
    add $t2, $t0, $t1
    move $t0, $t1
    move $t1, $t2
    addi $a0, $a0, -1
    j loop
exit:
    move $v0, $t1
    jr $ra
```

| \$a0 | \$t0 | \$t1 | \$t2 | \$v0 |
|------|------|------|------|------|
|      |      |      |      |      |
|      |      |      |      |      |
|      |      |      |      |      |
|      |      |      |      |      |

The function returns .....  
 Describe in English what the function actually computes? .....

**Q8)** Consider the following C function which returns the smallest integer in a 1-D array.

```
// Find smallest integer in an array a0 with a1 elements
int minimum(int a0[], int a1)
{
    int min, s1;
    min = a0[0]; //min is initialized with the first element of a0
    for (s1=1; s1<a1; s1++)
        if (a0[s1] < min) //Found an element smaller than the current min
            min = a0[s1];
    return min;}

```

Complete the following MIPS implementation of the above minimum function.

```
minimum:
    # Save the callee-save registers $s0 and $s1 in stack
    .....
    .....
    .....
    lw $s0, 0($a0)
    li $s1, 1
loop: # Check s1 < a1
    ....., exit
    # let $t0 point to a0[s1]
    .....
    .....
    lw $t0, 0($t0)
    bgt $t0, $s0, next
    .....
next:
    .....
    j loop
exit:# return $s0:
    .....
    # restore the callee-save registers $s0 and $s1 from stack
    .....
    .....
    .....
    jr $ra

```

**Q9)** Assume that the following MIPS program is run on a 500MHz processor, with a clock cycle time of 2ns. The number of clocks per instruction is shown in the table. Assuming that \$a1 register hold the value of 10, calculate the total CPU time required for executing this function.

```

func: lw $t0,0($a0)
      addi $t1,$0,1
      loop:bge $t1,$a1,exit
      mul $t2,$t1,4
      add $t2,$t2,$a0
      lw $t2,0($t2)
      add $t0,$t2,$0
      next:addi $t1,$t1,1
      j loop
      exit:add $v0,$t0,$0
      jr $ra

```

| Instruction type | Clock per instruction |
|------------------|-----------------------|
| add              | 4                     |
| mul              | 10                    |
| load             | 5                     |
| branch, jump     | 3                     |

The total number of cycles is .....  
The total CPU time is .....

**Q10)** Consider the following machine code segment and the corresponding MIPS and C instructions. Complete the missing instructions. Note the following MIPS instructions formats:

| Inst. type | 31-26       | 25-21          | 20-16 | 15-11     | 10-6  | 5-0  |
|------------|-------------|----------------|-------|-----------|-------|------|
| R          | op= 0       | rs             | rt    | rd        | shamt | func |
| I          | op= 1, 4-62 | rs             | rt    | Immediate |       |      |
| J          | op= 2, 3    | target address |       |           |       |      |

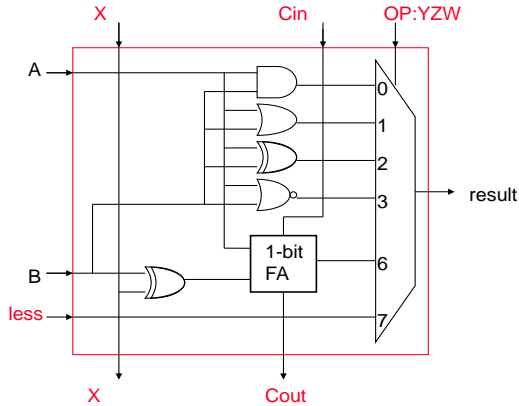
| Address                  | Machine Instruction    | MIPS Instruction        | C Language Instruction |
|--------------------------|------------------------|-------------------------|------------------------|
| 0x00400000 <sub>16</sub> | 00001025 <sub>16</sub> | or \$v0,\$0,\$0         | v0 = 0;                |
| 0x00400004 <sub>16</sub> | 0005402A <sub>16</sub> | Loop: slt \$t0,\$0,\$a1 | .....                  |
| 0x00400008 <sub>16</sub> | 11000003 <sub>16</sub> | .....                   | .....                  |
| 0x0040000c <sub>16</sub> | 00441020 <sub>16</sub> | add \$v0,\$v0,\$a0      | v0 += a0;              |
| 0x00400010 <sub>16</sub> | 20A5FFFF <sub>16</sub> | .....                   | .....                  |
| 0x00400014 <sub>16</sub> | (.....) <sub>16</sub>  | j Loop                  |                        |
| 0x00400018 <sub>16</sub> |                        | Exit:                   |                        |

Show all of your work here

.....

**Q11)** Consider the 1-bit ALU circuit given below.

**A/** Fill in the given table the values of  $XYZWC_{in}$  to enable the specified ALU operation.



| X | Y | Z | W | $C_{in}$ | Operation |
|---|---|---|---|----------|-----------|
|   |   |   |   |          | AND       |
|   |   |   |   |          | OR        |
|   |   |   |   |          | XOR       |
|   |   |   |   |          | NOR       |
|   |   |   |   |          | ADD       |
|   |   |   |   |          | SUB       |
|   |   |   |   |          | Less      |

**B/** Make the necessary connection on the circuit given below to support: slt (set less than) instruction, check if the ALU output is zero, and checking the overflow status.

