

The UNIVERSITY of NORTH CAROLINA at CHAPEL HILL

Comp 411 Computer Organization

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Fall 2012

Quiz #2, Monday 10/15/12 — **Solutions**

15 minutes, 10 points

Instructions: Circle ONE correct/best answer for each question below. If you make a mistake, completely erase your selection (or fill it solid entirely), and then mark one clear circle.

- 1) The von Neumann model of a computer consists of three major components: the central processing unit (CPU), main memory, and input-output. In which of these components might we find the 32 registers of a MIPS processor?
- A. CPU
 - B. Main memory
 - C. Input-output
 - D. CPU as well as main memory
 - E. Main memory as well as input-output

Correct answer is A. The registers are in the CPU, not in the memory.

- 2) Suppose we want to put the 32-bit value 0x456789AB into register \$4. Which of the following is a good sequence of assembly instructions to do so?
- A. `addi $4, $0, 0x4567`
`sll $4, $4, 8`
`addi $4, $4, 0x89AB`
 - B. `addiu $4, $0, 0x4567`
`srl $4, $4, 8`
`addiu $4, $4, 0x89AB`
 - C. `lui $4, 0x4567`
`addi $4, $4, 0x89AB`
 - D. `lui $4, 0x4567`
`addiu $4, $4, 0x89AB`
 - E. All of the above

Correct answer is D. C is incorrect because you need the addiu instruction (or, alternatively, ori) to ensure that the immediate is padded with zeros to its left, and not with its sign. A is incorrect because it uses addi for the 0x89AB part, and also because it shifts left by only 8 bits instead of 16. B is incorrect because it shifts right by 8 instead of left by 16.

- 3) Which of the following instructions, when encoded in binary, has a field that holds an immediate/constant value that is NOT automatically multiplied by 4 during execution by the CPU:
- A. `lw $4, 4($4)`
 - B. `sll $4, $4, 2`
 - C. `bne $4, $1, 0x0100`
 - D. `jal 0x0100`
 - E. The `lw`, `bne` and `jal` instructions above
 - F. The `lw` and `sll` instructions above

Correct answer is F. The lw instruction has an immediate value of 4, which is simply added to the value of register \$4; there is no automatic multiplication by 4. The sll instruction has an immediate/constant value of 2, which is the number of bit positions by which the shifting takes places; there is no automatic multiplication of 2 by 4. The bne and jal instructions, on the other hand, contain an immediate that is automatically multiplied by 4 (to convert words to bytes) before being used to compute the jump/branch address. Hence, the answer is F. (Half credit if you choose only A or only B.)

- 4) Which of the following CANNOT be compiled as a single valid MIPS instruction:
- A. `addu $s6, $s7, $t8`
 - B. `mul $2, $3, $4`
 - C. `lw $2, -3($4)`
 - D. `la $2, -3($4)`
 - E. None of the above

Correct answer is B. The mul instruction cannot be compiled as a single instruction. One would need a mult followed by an mflo, for example, to implement this instruction.

- 5) If `a` is of type `double*` in C, and each double is 8 bytes long, then which of the following C Boolean expressions is *FALSE*:
- A. `a == &a[0]`
 - B. `*(a+i) == a[i]`
 - C. `&a[j] == a+j`
 - D. `a[4] == *(a+32)`
 - E. None of the above

Correct answer is D. When adding a number to a pointer in C, the multiplication by the size of the object being pointed to (in this case, size of a double is 8) is automatically done by the C compiler. Thus, `a[4] == *(a+4)`. Hence, choice D is the false one.

- 6) Which of the following addressing modes is available in MIPS?
- A. Memory indirect
 - B. Displacement
 - C. Autoincrement
 - D. Indexed
 - E. Scaled

Correct answer is B. None of the others are available in MIPS.

- 7) The following five assembly statements reserve space for five different variables/arrays, named A, B, C, D and E. Circle the one that reserves a different amount of space than the other four:
- A. `A: .byte 1, 2, 34, 45, 0, 0, 4, 8`
 - B. `B: .word 0, 0`
 - C. `C: .asciiz "Comp 411"`
 - D. `D: .asciiz "Quiz #2"`
 - E. `E: .space 8`

Correct answer is C. The string "Comp 411" needs 9 bytes (including its terminal NULL), while all others need 8 bytes.

- 8) Suppose *ProcedureA* calls *ProcedureB* with six arguments (*arg[0]*—*arg[5]*), and that registers **\$sp** and **\$fp** are properly managed by the assembly code. Within *ProcedureB*, how would the code read the argument *arg[5]* into register **\$5**?
- A. `lw $5, 4($fp)`
 - B. `lw $5, 8($fp)`
 - C. `lw $5, 5($sp)`
 - D. `lw $5, 20($sp)`
 - E. `ori $5, $a5, 0`

Correct answer is B. The spillover arguments (*arg[4]*, *arg[5]*, etc.) are stored in memory just above the location pointed to by the frame pointer. Therefore, *arg[5]* is at *\$fp+8*.

- 9) Suppose the **main** part of your assembly code occupies the range of memory locations 0 to 63 (0x00000000 to 0x0000003F). Now, suppose within **main** you need to call a procedure that is located at the memory address 0xFFFFF00 (really high address). Which of the following would be a good instruction to implement this procedure call?
- A. `j`
 - B. `jal`
 - C. `jr`
 - D. `jalr`
 - E. `beq`

Correct answer is D. Since this is a procedure call, which requires the return address to be saved, the only candidates are `jal` and `jalr`. The `jal` instruction has a limitation that the 4 highest bits cannot be changed from their current value (see lecture slides). Thus, `jalr` must be used.

- 10) Which of the following statements is true?
- A. Noise and inaccuracy can be completely removed from a given physical system.
 - B. Noise limits our ability to accurately reproduce analog information.
 - C. A digital signal can represent much more information than an analog signal.
 - D. An advantage of using voltage to encode information is that it is easy to transmit wirelessly.
 - E. A disadvantage of using voltage to encode information is that voltage changes are very slow.

Correct answer is B. Noise cannot be completely removed; even in a digital system, there is always a non-zero chance that noise will corrupt a value. A digital signal only represents one bit, while an analog signal represents a whole lot more information (\log_2 of the number of distinct values, which is potentially infinite). Voltages need wires to transmit, but voltage changes can be very fast.