

**CPSC 321:501-503 - Computer Architecture**  
**Texas A&M University**  
**Department of Computer Science**

**Fall 2006**

**Lab 3 (100 pts) – MIPS Operations**  
**Complete by yourself**

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**Release date: 18 September 2006**  
**Due date: One week following lab**

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1. **[40 pts] Base conversion.** Write a program in MIPS to convert between bases. *Input bases:* 2-16.  
*Output bases:* 2-16.

For this part of the assignment, you are required to write a MIPS assembly program to convert an unsigned integer **u** in base **b** into its base **d** equivalent. The following are the tasks to complete this part:

1. Accept a base **b** as an input.
2. Accept an unsigned integer **u** in base **b**.
3. Accept a target base **d** as an input.
4. Convert **u** into its base **d** equivalent.
5. Display the base **d** number onto the console.

**Example.**

```
Input base: 12
Input number in base 12: 12ab85
Convert to base? 16
Base 16 equivalent: ...
```

Assume that all inputs are well-formed, i.e. all numbers are within their legal ranges.

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2. **[25 pts] Jump table.** Translate the given C program into its MIPS assembly equivalent. Use *jump address tables* to implement the switch-case statements.

```
int A[12] = {108, 102, 106, 104, 112, 100, 110, 102, 102, 98, 100, 0};
int B[12] = {23, 65, 23, 64, 134, 36, 15, 45, 21, 53, 15, 15};
void main(){
    int i =0;
    while(A[i]!=0){
        switch(A[i]){
            case 100: B[i] = B[i] * B[i]; break;
            case 102:
            case 104: B[i] = B[i] - 20; break;
```

```

        case 106: B[i] = B[i]/2; break;
        case 108: break;
        case 110: B[i] = B[i] + 62; break;
        default: printf("Number out of range!");
    }
    printf("B[%d]=%d\n", i, B[i]);
    i++;
}
}

```

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3. [35 pts] **Multidimensional arrays.** Write a MIPS assembly program to multiply two 3x3 matrices, A and B, and store the result into a matrix C. **Note:** Memory for the matrices should be defined statically in the `.data` section of your code and the data should be stored in a *column major* format, i.e. the matrix

$$\begin{pmatrix} a_{00} & a_{10} & a_{20} \\ a_{01} & a_{11} & a_{21} \\ a_{02} & a_{12} & a_{22} \end{pmatrix}$$

$a_{00}$   $a_{01}$   $a_{02}$

$a_{10}$   $a_{11}$   $a_{12}$

$a_{20}$   $a_{21}$   $a_{22}$

is stored as the sequence ( $a_{00}$ ,  $a_{10}$ ,  $a_{20}$ ,  $a_{01}$ ,  $a_{11}$ ,  $a_{21}$ ,  $a_{02}$ ,  $a_{12}$ ,  $a_{22}$ ).

The following are the tasks to complete this part:

1. Multiply the two matrices A and B, store the result in C.
  2. Display the product matrix C on the console. (Verify the result by working out the solution.)
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