

1) [34/40] Trovare il codice assembly MIPS o x86 corrispondente del seguente programma (**utilizzando solo e unicamente istruzioni dalla tabella sottostante**), rispettando le convenzioni di utilizzazione dei registri dell'assembly MIPS (riportate in calce, per riferimento).

```
typedef long Align;

union header {
    struct {
        union header *ptr;
        unsigned size;
    } s;
    Align x;
};

typedef union header Header;

static Header base;
static Header *freep = NULL;

void *malloc(unsigned nbytes)
{
    Header *p, *prevp;
    unsigned nunits;

    nunits=(nbytes+sizeof(Header)-1)/sizeof(Header)+1;
    if((prevp = freep) == NULL) {
        base.s.ptr = freep = prevp = &base;
        base.s.size = 0;
    }

    for(p = prevp->s.ptr; ; prevp = p, p = p->s.ptr) {
        if(p->s.size >= nunits) {
            if(p->s.size == nunits)
                prevp->s.ptr = p->s.ptr;
            else {
                p->s.size -= nunits;
                p += p->s.size;
                p->s.size = nunits;
            }
            freep = prevp;
            return (void *(p + 1));
        }
        if(p == freep)
            if((p = sbrk(nunits)) == NULL)
                return NULL;
    }
}

Header *p, *prevp;
unsigned nunits;

nunits=(nbytes+sizeof(Header)-1)/sizeof(Header)+1;
if((prevp = freep) == NULL) {
    base.s.ptr = freep = prevp = &base;
    base.s.size = 0;
}
```

MIPS instructions

Instruction	Example	Meaning	Comments
add	add \$1,\$2,\$3	\$1 = \$2 + \$3	3 operands; exception possible
subtract	sub \$1,\$2,\$3	\$1 = \$2 - \$3	3 operands; exception possible
add immediate	addi \$1,\$2,100	\$1 = \$2 + 100	+ constant; exception possible
subtract immediate	subi \$1,\$2,100	\$1 = \$2 - 100	- constant; exception possible
multiplication	mult \$1, \$2	(HI,LO)= \$1 x \$2	64-bit Signed Product ; result in HI, LO
division	div \$1, \$2	HI= \$1 % \$2, LO = \$1 / \$2	Signed division
move from Hi	mfhi \$1	\$1 = HI	Create copy of HI
move from Lo	mflo \$1	\$1 = LO	Create copy of LO
and	and \$1,\$2,\$3	\$1 = \$2 & \$3	3 register operands; Logical AND
or	or \$1,\$2,\$3	\$1 = \$2 \$3	3 register operands; Logical OR
nor	nor \$1,\$2,\$3	\$1 = ~(\$2 \$3)	3 register operands; Logical NOR
xor	xor \$1,\$2,\$3	\$1 = \$2 ^ \$3	3 register operands; Logical XOR
and immediate	andi \$1,\$2,100	\$1 = \$2 & 100	Logical AND register, constant
or immediate	ori \$1,\$2,100	\$1 = \$2 100	Logical OR register, constant
xor immediate	xori \$1,\$2,100	\$1 = \$2 ^ 100	Logical XOR register, constant
shift left logical	sll \$1,\$2,10	\$1 = \$2 << 10	Shift left by constant
shift right logical	srl \$1,\$2,10	\$1 = \$2 >> 10	Shift right by constant
load word	lw \$1,100(\$2)	\$1 = Memory[\$2+100]	Data from memory to register
load byte	lb \$1,100(\$2)	\$1 = Memory[\$2+100]	Data from memory to register
load byte unsigned	lbu \$1,100(\$2)	\$1 = Memory[\$2+100]	Data from memory to reg.; no sign extension
store word	sw \$1,100(\$2)	Memory[\$2+100] = \$1	Data from register to memory
store byte	sb \$1,100(\$2)	Memory[\$2+100] = \$1	Data from register to memory
load address	la \$1,var	\$1 = &var	Load variable address
branch on equal	beq \$1,\$2,100	if (\$1 == \$2) go to PC+4+100	Equal test; PC relative branch
branch on not equal	bne \$1,\$2,100	if (\$1 != \$2) go to PC+4+100	Not equal test; PC relative
set on less than	slt \$1,\$2,\$3	if (\$2 < \$3) \$1 = 1; else \$1 = 0	Compare less than; 2's complement
set on less than immediate	slti \$1,\$2,100	if (\$2 < 100) \$1 = 1; else \$1 = 0	Compare < constant; 2's complement
set on less than unsigned	sltu \$1,\$2,\$3	if (\$2 < \$3) \$1 = 1; else \$1 = 0	Compare less than; natural number
set on less than imm. unsigned	sltiu \$1,\$2,100	if (\$2 < 100) \$1 = 1; else \$1 = 0	Compare constant; natural number
jump	j 10000	go to 10000	Jump to target address
jump register	jr \$31	go to \$31	For switch, procedure return
jump and link	jal 10000	\$31 = PC + 4; go to 10000	For procedure call

Register Usage

Name	Register Num.	Usage
\$zero	0	The constant value 0
\$\$0-\$\$7	16-23	Saved
\$\$0-\$\$9	8-15,24-25	Temporaires
\$\$0-\$\$3	4-7	Arguments

Name	Register Num.	Usage
\$\$0-\$\$1	2-3	Results
\$\$fp, \$\$sp	30,29	frame pointer, stack pointer
\$\$ra, \$\$gp	31,28	return address, global pointer
\$\$k0-\$\$k1	26,27	Kernel usage

Name	Usage
\$\$f0, \$\$f1, ..., \$\$f31	Single precision floating point registers
\$\$f0, \$\$f2, ..., \$\$f30	Double precision floating point registers

System calls

Service Name	Service Num. (\$v0)	INPUT Arguments	OUTPUT Arguments
print_int	1	\$a0=integer to print	---
print_float	2	\$f12=float to print	---
print_string	4	\$a0=address of ASCIIZ string to print	---
sbrk	9	\$a0=Number of bytes to be allocated	\$v0=pointer to the allocated memory
exit	10	---	---

2) [6/40] Con riferimento ad una struttura ad una pipeline a 5 stadi MIPS si indichi nel seguente codice quali tipi di criticita' (hazards) sono presenti:

```
add $1, $2, $3
lw $2, 0($1)
sub $1, $1, $2
```