1. (a) (10 Points)

IR: 0110 0001 0000 0010 (bin) 6 1 0 2 (hex) PC: 4 (dec) (b) (20 Points) R0: 12 (dec) R1: -8 (dec) 4 (dec) R2: DM[13]: 4 (dec) 2. (a) (15 Points) lui \$at, 0x1001 add \$at, \$at, \$t0 lw \$t1, 0(\$at)

(b) (20 Points)

$$Cycles = (4+4) + Np(5+4+3+4+3+4+4+3) + N(1-p)(5+4+3+4+3+4+3) + (5+4+3)$$
$$Cycles = 8 + Np(30) + N(1-p)(26) + 12 = 26N + 4Np + 20$$
$$CPI_{Avg} = Cycles/Instructions = (26N + 4Np + 20)/M$$

(c) (15 Points)

$$Time_1 = (IC)(CPI)/1GHz$$

$$Time_2 = (1.1)(IC)(.8)(CPI)/f$$

$$Speedup = Time_1/Time_2 = 4$$

$$Time_1/Time_2 = (IC)(CPI)/1GHz \times f/(1.1)(IC)(.8)(CPI)$$

$$Time_1/Time_2 = f/.88Ghz$$

$$Time_1/Time_2 = f/.88Ghz = 4 \rightarrow f = 4 * .88Ghz = 3.52GHz$$

(d) (12 Points)

Comp_Count	start:	\$ra	=	X1	+	4
$Comp_Count$	end:	\$ra	=	X1	+	4
ProcX end:		\$ra	=	XO		

(e) (8 Points)

No, nothing needs to be saved on the stack because it is the callee and it doesn't modify any of the callee-saved registers. (As the callee, Comp_Count is responsible to save ra, fp, s*. But since it does not modify any of these, they do not need to be saved on the stack.)