

Introduction to Lab #3: Lab_CubeStats_Old

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Requirements

- Follow all subroutine calling conventions
- Must use `$fp` to access anything that is stored in the stack
 - Only can use `$sp` in this assignment to change the size of the stack.

CubeStats

- Receives the following parameters:
 - corner: the address of the first element of a cube in an n -dimensional array.
 - edge: the size of the edge of the cube.
 - dimensions: the number of dimensions of the cube (and base array).
 - size: the size of the base array
 - Assume that the size of the base array is the same in all dimensions, *i.e.* the base array is itself a cube

CubeStats (cont.)

- \$v0: a signed integer representing the floor of the average of all negative elements in the specified cube.
- \$v1: a signed integer representing the floor of the average of all negative elements in the specified cube.

Computing the Floor of the Average

- For instance, for the negative numbers:

$$\lfloor \text{v1} \rfloor = \left\lfloor \frac{1}{k} \sum_{i=0, c_i < 0}^k c_i \right\rfloor$$

where c_i is an element of the Cube,
and k is the number of elements in the Cube.

CubeStats (cont.)

- Assume that the parameters are correct:
 - Parameters are positive
 - The Cube is contained within the base array

1-d Array Storage

What is the address of element -1 (i=2) ?

$$A + i \times 4$$



One-dimensional matrix A.

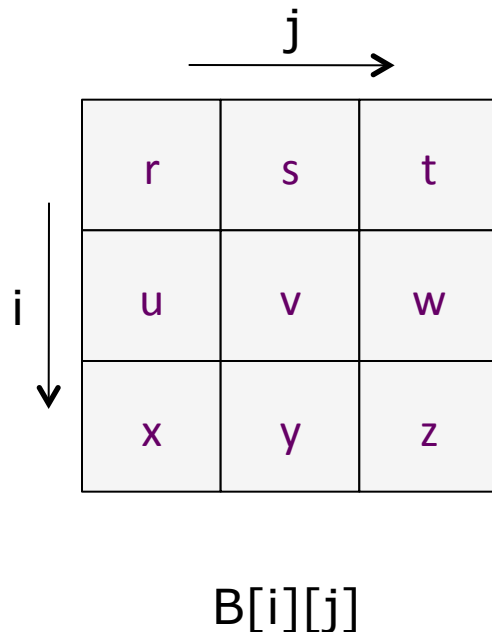
Address	Value
0x10001024	
0x10001020	
0x1000101C	...
0x10001018	15
0x10001014	-5
0x10001010	4
0x1000100C	1
0x10001008	-1
0x10001004	3
0x10001000	7
0x10000FFC	...

Organization of B in memory in row-major style.

2-d Array Storage

What is the address of element w (i=1, j =2) ?

$$B + (i \times 3 + j) \times 4$$



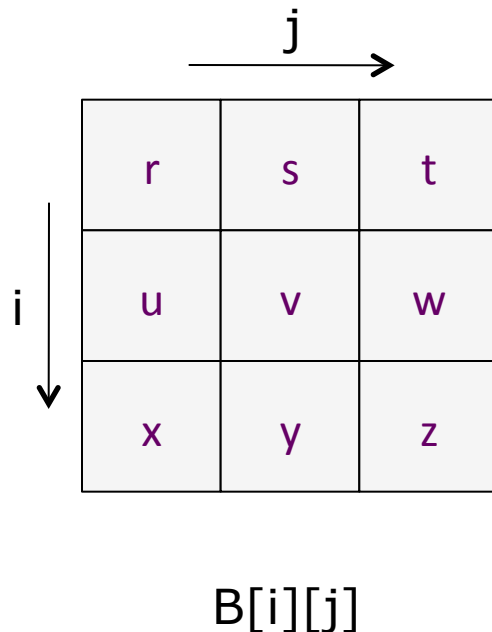
Two-dimensional 3x3 matrix B.

Address	Value
0x10001024	
0x10001020	z
0x1000101C	y
0x10001018	x
0x10001014	w
0x10001010	v
0x1000100C	u
0x10001008	t
0x10001004	s
0x10001000	r
0x10000FFC	

Organization of B in memory in row-major style.

2-d Array Storage

Which elements belong to a Cube at position (1,1) with an edge = 2?



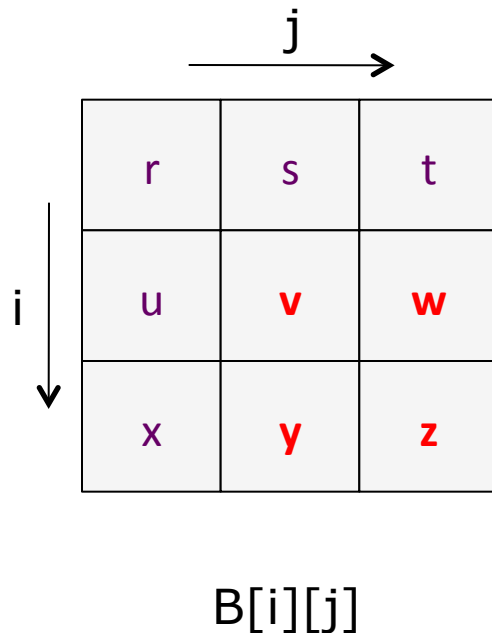
Two-dimensional 3x3 matrix B.

Address	Value
0x10001024	
0x10001020	z
0x1000101C	y
0x10001018	x
0x10001014	w
0x10001010	v
0x1000100C	u
0x10001008	t
0x10001004	s
0x10001000	r
0x10000FFC	

Organization of B in memory in row-major style.

2-d Array Storage

Which elements belong to a Cube at position (1,1) with an edge = 2?



Two-dimensional 3x3 matrix B.

Address	Value
0x10001024	
0x10001020	z
0x1000101C	y
0x10001018	x
0x10001014	w
0x10001010	v
0x1000100C	u
0x10001008	t
0x10001004	s
0x10001000	r
0x10000FFC	

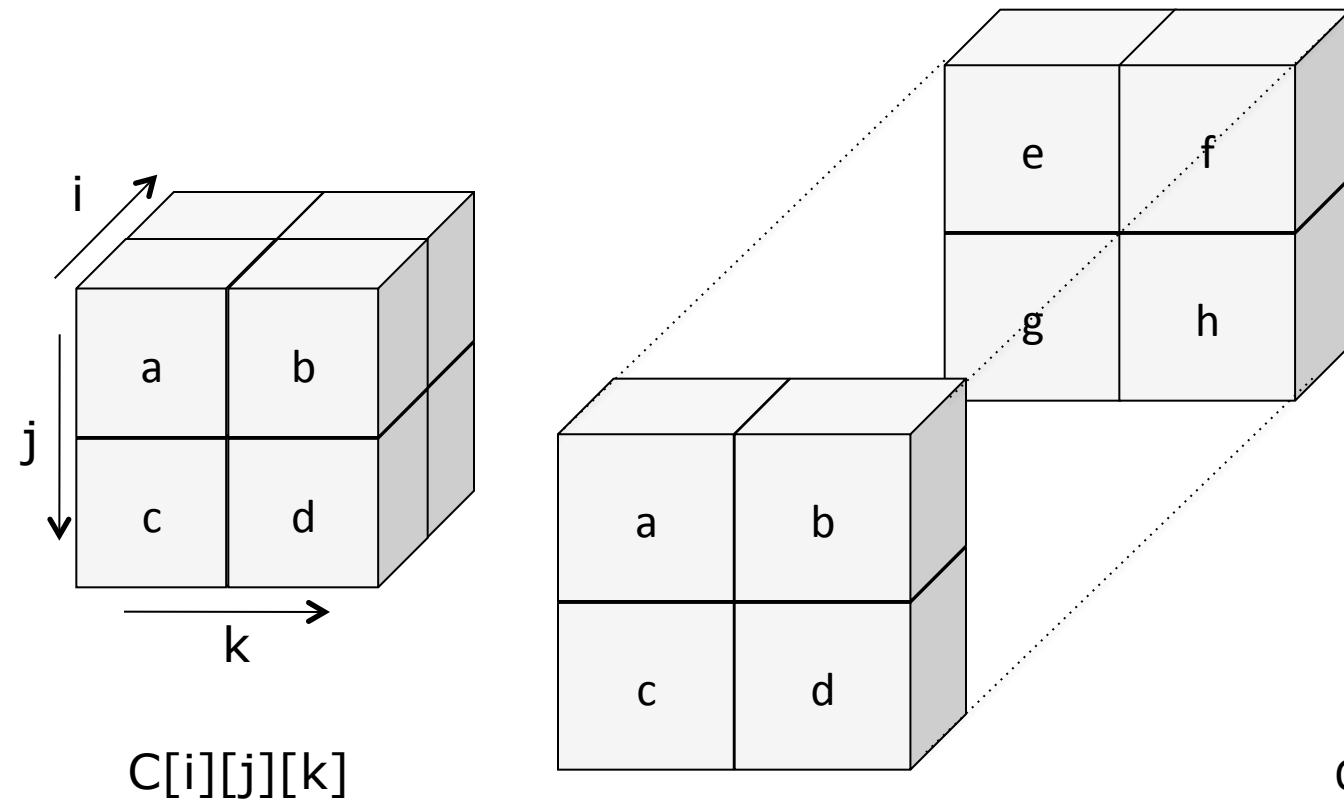
Organization of B in memory in row-major style.

3-d Array Storage

What is the address of element h ($i=1, j=1, k=1$) ?

$$C + (((i \times 2) + j) \times 2 + k) \times 4$$

$$C + (i \times 2 \times 2 + j \times 2 + k) \times 4$$



Address	Value
0x10001024	
0x10001020	
0x1000101C	h
0x10001018	g
0x10001014	f
0x10001010	e
0x1000100C	d
0x10001008	c
0x10001004	b
0x10001000	a
0x10000FFC	

Organization of C in memory
in row-major style.

Three-dimensional 2x2x2 matrix C.

main program

- reads a k-dimensional Cube from a file
- places the values in the memory in row-major format
- for each specification of a cube in the file:
 - initializes four global variables:
 - totalNeg, totalPos, countNeg and countPos
 - calls your CubeStats subroutine
 - prints the value returned by CubeStats

File format

$C[1][0][1] \leftrightarrow f$

dimension of array

size of array

3 2

a b

c d

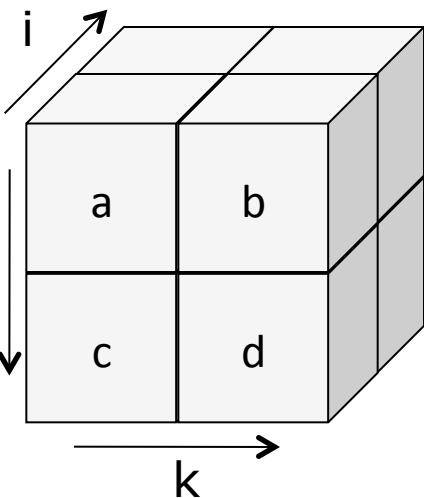
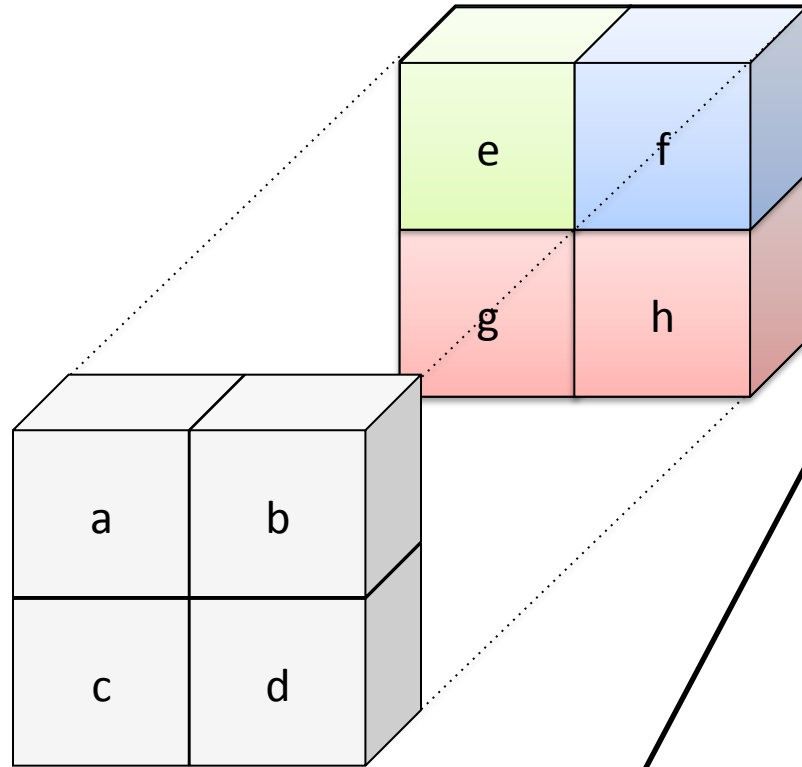
e f

g h

1 0 1 1

0 0 0 2

-1



$C[i][j][k]$

Cube a position (1,0,1) with edge 1

Cube a position (0,0,0) with edge 2

main

- Reading and understanding the main routine is part of the assignment.

Test Generator

- A test generator, written in Python, is provided to you as a convenience.
 - Have fun modifying/playing with it.
- Caution:
 - Large test cases overflow the arena provided
 - Increasing the arena is ok but will eventually run into the static space limit of SPIM.

What to hand in

- A single file named CubeStats.s containing your subroutine CubeStats written in MIPS assembly.