

```
#####
#           cs315 Week 5 - part 2
#
#  -> Logical and arithmetic operations (or bitwise operations)
#
#####
```

Truth tables for logical operations:

A	B	A AND B	A OR B	A XOR B	NOT A
0	0	0	0	0	1
0	1	0	1	1	1
1	0	0	1	1	0
1	1	1	1	0	0

Note: if we are given *immediate* instruction then:

- 1) if we are given logical operation (AND, OR, XOR, NOT, ...), then sign extend it with zeros.
- 2) if we are given arithmetic operation (ADD), sign extend it based on its sign (which is the 16th bit)

Ex: if we are given this set of register values:

```
$t1 <-- 0xF123 1230 : 1111 0001 0010 0011 0001 0010 0011 0000
$t2 <-- 0x1FFF 3211 : 0001 1111 1111 1111 0011 0010 0001 0001
```

```
addi $t0, $t1, 0xFFFF
```

```
1111 1111 1111 1111 1111 1111
1111 0001 0010 0011 0001 0010 0011 0000
1111 1111 1111 1111 1111 1111 1111 0000
-----
1111 0001 0010 0011 0001 0010 0010 0000 --> $t0 = 0x7123 1220
```

```
addi $t0, $t1, 0x123E
```

```
1111 0001 0010 0011 0001 0010 0011 0000
0000 0000 0000 0000 0001 0010 0011 1110
-----
1111 0001 0010 0011 0010 0100 0110 1110 --> $t0 = 0xF123 246E
```

```
andi $t0, $t1, 0x123E
```

```
1111 0001 0010 0011 0001 0010 0011 0000
0000 0000 0000 0000 0001 0010 0011 1110
-----
0000 0000 0000 0000 0001 0010 0011 0000 --> $t0 = 0x0000 1230
```

```
ori $t0, $t1, 0x123E
```

```
1111 0001 0010 0011 0001 0010 0011 0000
0000 0000 0000 0000 0001 0010 0011 1110
-----
1111 0001 0010 0011 0001 0010 0011 1110 --> $t0 = 0xF123 123E
```

```
xori $t0, $t1, 0x123E
```

```
1111 0001 0010 0011 0001 0010 0011 0000
0000 0000 0000 0000 0001 0010 0011 1110
-----
1111 0001 0010 0011 0000 0000 0000 1110 --> $t0 = 0xF123 000E
```

```
add $t0, $t1, $t2
```

```
1111 1111 1111 111 11 1 1
1111 0001 0010 0011 0001 0010 0011 0000
0001 1111 1111 1111 0011 0010 0001 0001
-----
0001 0001 0010 0010 0100 0100 0100 0001 --> $t0 = 0x1122 4441
```

xor \$t0, \$t1, \$t2

1111 0001 0010 0011 0001 0010 0011 0000
0001 1111 1111 1111 0011 0010 0001 0001

1110 1110 1101 1100 0010 0000 0010 0001 --> \$t0 = 0xEEDC 2021