

MIPS Disc1

Tips

- In MIPS, words must start at addresses that are multiples of 4 *alignment restriction*
- Assembler directives
 - .text *indicating succeeding instruction*
 - .data *indicating succeeding data*
 - .word *4 bytes*
 - .align n *align on 2^n byte boundary*
 - .global *indicating global symbol visible in other file*
 - .asciiz *indicating null-terminated string in memory*

Register

Name	Register#	Usage	Preserved on call?
\$zero	0	the constant value 0	n.a.
\$v0-\$v1	2-3	values for results & expr. evaluation	no
\$a0-\$a3	4-7	arguments	yes
\$t0-\$t7	8-15	temporaries	no
\$s0-\$s7	16-23	saved	yes
\$t8-\$t9	24-25	more temporaries	no
\$gp	28	global pointer	yes
\$sp	29	stack pointer	yes
\$fp	30	frame pointer	yes
\$ra	31	return address	yes

Instructions

srl \$rd, \$rt, shamt	$R[\$rd] \leftarrow R[\$rt] \gg \text{shamt}$	Unsigned right shift
sra \$rd, \$rt, shamt	$R[\$rd] \leftarrow R[\$rt] \gg \text{shamt}$	Signed right shift
mfhi \$rd	$R[\$rd] \leftarrow \text{HI}$	
mflo \$rd	$R[\$rd] \leftarrow \text{LO}$	
div \$rs, \$rt	$\text{LO} \leftarrow R[\$rs] / R[\$rt]$ $\text{HI} \leftarrow R[\$rs] \% R[\$rt]$	Signed division
slt \$rd, \$rs, \$rt	$R[\$rd] \leftarrow R[\$rs] < R[\$rt]$	Signed comparison
jal address	$R[31] \leftarrow \text{PC} + 8$ $\text{PC} \leftarrow \{(\text{PC} + 4)[31:28], \text{address}, 00\}$	return address
lui \$rt, imm	$R[\$rt] \leftarrow \{(\text{imm})[15:0], 0 \times 16\}$	
ori \$rt, \$rs, imm	$R[\$rt] \leftarrow R[\$rs] \{0 \times 16, \text{imm}\}$	
lw \$rt, imm(\$rs)	$R[\$rt] \leftarrow \text{Mem4B}(R[\$rs] + \text{SignExt16b}(\text{imm}))$	Computed address must be a multiple of 4
sw \$rt, imm(\$rs)	$\text{Mem4B}(R[\$rs] + \text{SignExt16b}(\text{imm})) \leftarrow R[\$rt]$	Computed address must be a multiple of 4

Links

- http://www-inst.eecs.berkeley.edu/~cs61c/resources/MIPS_help.html

Keep in Mind

- Address or Value ??
- Register or Memory ??
- Signed or Unsigned ??
- Word or Half Word or Byte ??

Try

- *int* arr = {1,2,3,4,5,6,0} lie in memory, the value of arr be a multiple of 4 and stored in register \$s0*

```
lw $t0, 12($s0)
add $t1, $t0, $s0
sw $t0, 4($t1)
```

```
addiu $s1, $s0, 10
addiu $t0, $0, 6
sw $t0, 2($s1)
```

```
addiu $s1, $s0, 27
lh $t0, -3($s1)
```

```
addiu $s1, $s0, 24
lh $t0, -3($s1)
```

```
addiu $t0, $0, 12
sw $t0, 6($s0)
```

Try

- `int* arr = {1,2,3,4,5,6,0}` lie in memory, the value of `arr` be a multiple of 4 and stored in register `$s0`

```
lw $t0, 12($s0)
add $t1, $t0, $s0
sw $t0, 4($t1) // arr[2] <- 4;
```

```
addiu $s1, $s0, 10
addiu $t0, $0, 6
sw $t0, 2($s1) // arr[3] <- 6;
```

```
addiu $s1, $s0, 27
lh $t0, -3($s1) // $t0 <- 0;
```

```
addiu $s1, $s0, 24
lh $t0, -3($s1) // alignment error;
```

```
addiu $t0, $0, 12
sw $t0, 6($s0) // alignment error;
```


Try

<code>\$s0 < \$s1</code>	<code>\$s0 <= \$s1</code>	<code>\$s0 > 1</code>	<code>\$s0 >= 1</code>
<code>slt, bne</code>	<code>slt, beq</code>	<code>sltiu, beq</code>	<code>bgtz</code>

Try

<code>\$s0 < \$s1</code>	<code>\$s0 <= \$s1</code>	<code>\$s0 > 1</code>	<code>\$s0 >= 1</code>
<code>slt \$t0, \$s0, \$s1</code> <code>bne \$t0, \$0, label</code>	<code>slt \$t0, \$s1, \$s0</code> <code>beq \$t0, \$0, label</code>	<code>sltiu \$t0, \$s0, 2</code> <code>beq \$t0, \$0, label</code>	<code>bgtz \$s0, label</code>

Try

C	MIPS
<pre>// \$s0 -> a, \$s1 -> b // \$s2 -> c, \$s3 -> z int a = 4, b = 5, c = 6, z; z = a + b + c + 10;</pre>	<pre>addiu \$s0, \$0, 4 addiu \$s1, \$0, 5 addiu \$s2, \$0, 6</pre>

Try

C	MIPS
<pre>// \$s0 -> a, \$s1 -> b // \$s2 -> c, \$s3 -> z int a = 4, b = 5, c = 6, z; z = a + b + c + 10;</pre>	<pre>addiu \$s0, \$0, 4 addiu \$s1, \$0, 5 addiu \$s2, \$0, 6 addu \$s3, \$s0, \$s1 addu \$s3, \$s3, \$s2 addiu \$s3, \$s3, 10</pre>

Try

C	MIPS
<pre>// \$s0 -> int * p = intArr; // \$s1 -> a; *p = 0; int a = 2; p[1] = p[a] = a;</pre>	<pre>la \$s0 intArr</pre>

Try

C	MIPS
<pre>// \$s0 -> int * p = intArr; // \$s1 -> a; *p = 0; int a = 2; p[1] = p[a] = a;</pre>	<pre>la \$s0 intArr sw \$0, 0(\$s0) addiu \$s1, \$0, 2 sw \$s1, 4(\$s0) sll \$t0, \$s1, 2 add \$t0, \$t0, \$s0 sw \$s1, 0(\$t0)</pre>

Try

C	MIPS
<pre>// \$s0 -> a, \$s1 -> b int a = 5, b = 10; if (a + a == b) { a = 0; } else { b = a - 1; }</pre>	

Try

C	MIPS
<pre>// \$s0 -> a, \$s1 -> b int a = 5, b = 10; if (a + a == b) { a = 0; } else { b = a - 1; }</pre>	<pre>addiu \$s0, \$0, 5 addiu \$s1, \$0, 10 addu \$t0, \$s0, \$s0 bne \$t0, \$s1, else xor \$s0, \$0, \$0 j exit else: addiu \$s1, \$s0, -1 exit:</pre>

Try

C	MIPS
	<pre>addiu \$s0, \$0, 0 addiu \$s1, \$0, 1 addiu \$t0, \$0, 30 loop: beq \$s0, \$t0, exit addu \$s1, \$s1, \$s1 addiu \$s0, \$s0, 1 j loop exit:</pre>

Try

C	MIPS
<pre>// computes s1 = 2^30 s1 = 1; for(s0=0;s0<30;s0++) { s1 *= 2; }</pre>	<pre>addiu \$s0, \$0, 0 addiu \$s1, \$0, 1 addiu \$t0, \$0, 30 loop: beq \$s0, \$t0, exit addu \$s1, \$s1, \$s1 addiu \$s0, \$s0, 1 j loop exit:</pre>