

CS232: Lab3

Assembly Programming

(MIPS ISA)

Registers in MIPS ISA:

Symbolic Name	Number	Usage
zero	0	Constant 0.
at	1	Reserved for the assembler.
v0 - v1	2 - 3	Result Registers.
a0 - a3	4 - 7	Argument Registers 1 . . . 4.
t0 - t9	8 - 15, 24 - 25	Temporary Registers 0 . . . 9.
s0 - s7	16 - 23	Saved Registers 0 . . . 7.
k0 - k1	26 - 27	Kernel Registers 0 . . . 1.
gp	28	Global Data Pointer.
sp	29	Stack Pointer.
fp	30	Frame Pointer.
ra	31	Return Address.

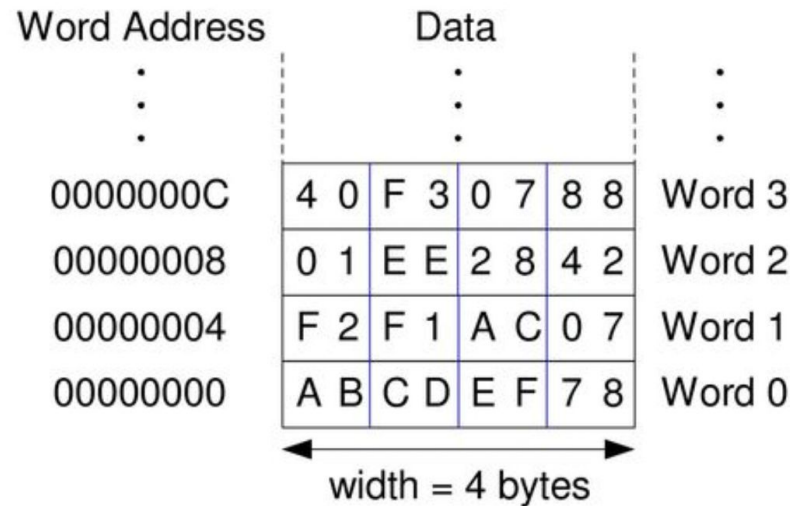
System Calls:

Table of Available Services

Service	Code in \$v0	Arguments	Result
print integer	1	\$a0 = integer to print	
print float	2	\$f12 = float to print	
print double	3	\$f12 = double to print	
print string	4	\$a0 = address of null-terminated string to print	
read integer	5		\$v0 contains integer read
read float	6		\$f0 contains float read
read double	7		\$f0 contains double read
read string	8	\$a0 = address of input buffer \$a1 = maximum number of characters to read	<i>See note below table</i>
sbrk (allocate heap memory)	9	\$a0 = number of bytes to allocate	\$v0 contains address of allocated memory

Source: <https://courses.missouristate.edu/kenvollmar/mars/help/syscallhelp.html>

MIPS - Byte-Addressable memory



Word-addressable: Each address refers to a 32-bit data

Byte-addressable: Each address refers to a 32-bit data
Eg: MIPS

Loading and Storing Words/Bytes:

- Use lb(load byte), sb(store byte), lw(load word), sw(store word)
- Examples:
 - lw \$s3, 4(\$sp) : Loads word at address \$sp+4 into \$s3
 - Similarly for store: sw \$s3, 4(\$sp)
 - lb \$t0, 20(\$a0) : Loads one byte at address \$a0 + 4
 - ...

Function Calls:

- Modular Code
- Takes in Arguments and Returns some value
- Two components:
 - **Caller:** The code that calls the function
 - **Callee:** The function that is being called
- Caller: Passes arguments, jumps to callee
- Callee: Performs some procedure, returns the result to caller
 - Must not overwrite registers or memory needed by the caller

Function Calls(MIPS ISA):

- Arguments(\$a0-\$a3)
- Return value(\$v0, \$v1)
- Caller: Uses **jal** instruction
- Callee: Uses **jr** instruction

Assembler Directives

- Directions to the assembler to take some action or change a setting.
- Assembler directives do not represent instructions, and are not translated into machine code.

Show: <https://class.ece.uw.edu/469/peckol/doc/ARM/assemblerDirectives.pdf>