Digital Design & Computer Arch.

Lecture 10b: Assembly Programming

Prof. Onur Mutlu

ETH Zürich

Spring 2021

26 March 2021

Agenda for Today & Next Few Lectures

- LC-3 and MIPS Instruction Set Architectures
- LC-3 and MIPS assembly and programming
- Introduction to microarchitecture and single-cycle microarchitecture
- Multi-cycle microarchitecture

Required Readings

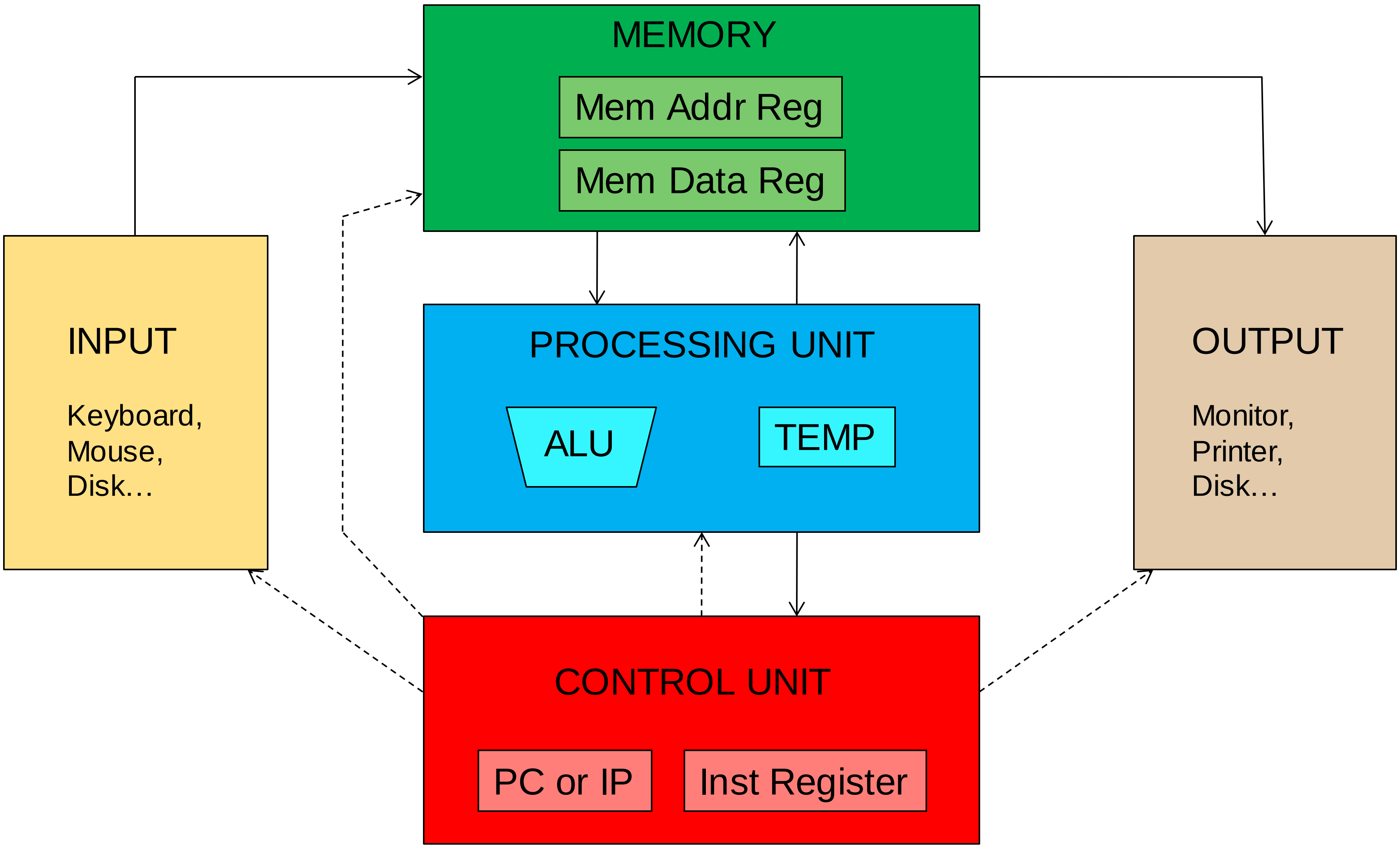
- This week
  - Von Neumann Model, ISA, LC-3, and MIPS
    - P&P, Chapters 4, 5
    - H&H, Chapter 6 (until 6.5)
    - P&P, Appendices A and C (ISA and microarchitecture of LC-3)
    - H&H, Appendix B (MIPS instructions)
  - Programming
    - P&P, Chapter 6
  - **Recommended:** H&H Chapter 5, especially 5.1, 5.2, 5.4, 5.5

- Next week
  - Introduction to microarchitecture and single-cycle microarchitecture
    - H&H, Chapter 7.1-7.3
    - P&P, Appendices A and C
  - Multi-cycle microarchitecture
    - H&H, Chapter 7.4
    - P&P, Appendices A and C

What Will We Learn Today?

- Assembly Programming
  - Programming constructs
  - Debugging
  - Conditional statements and loops in MIPS assembly
  - Arrays in MIPS assembly
  - Function calls
    - The stack

Recall: The Von Neumann Model



Recall: LC-3: A Von Neumann Machine

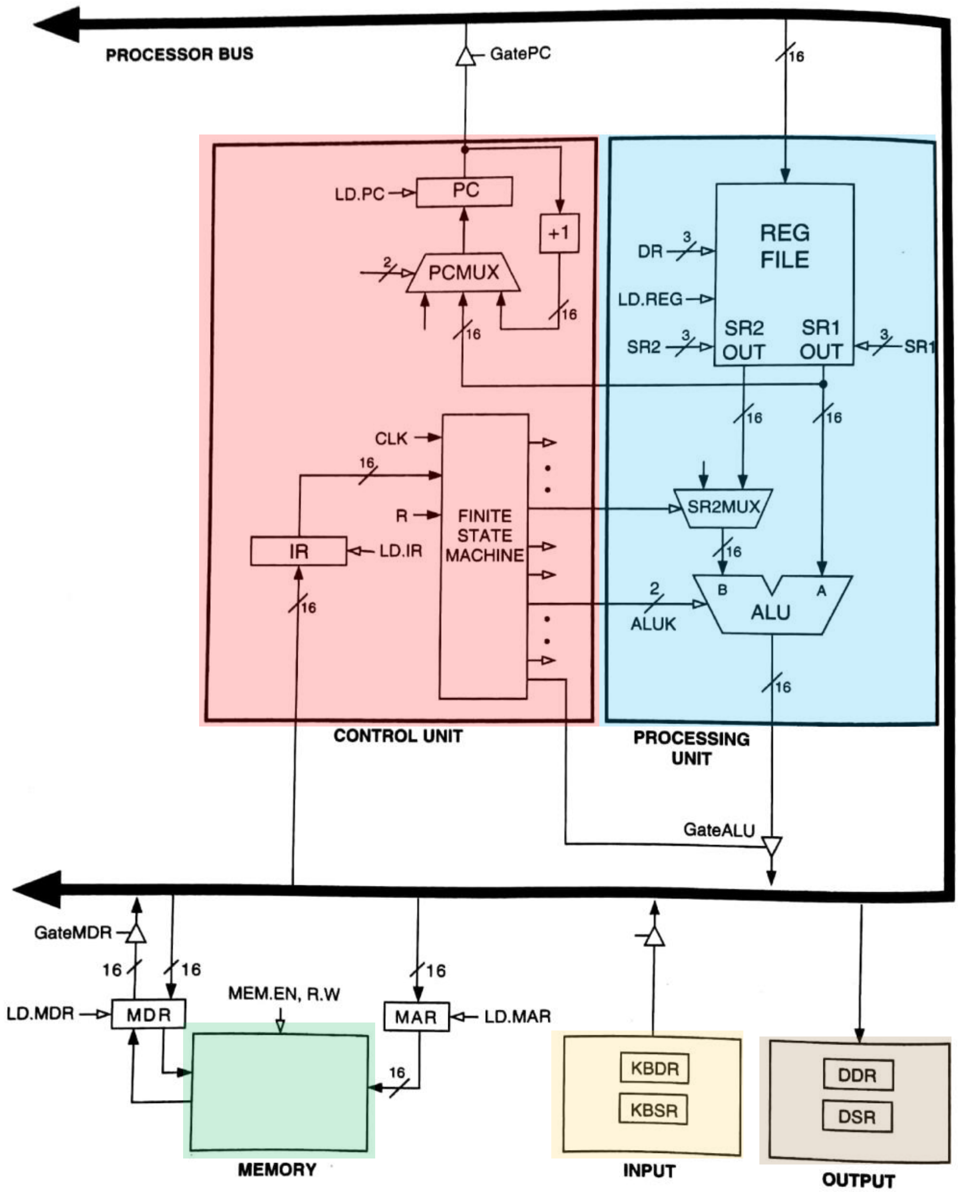


Figure 4.3 The LC-3 as an example of the von Neumann model

Recall: The Instruction Cycle

- FETCH
- DECODE
- EVALUATE ADDRESS
- FETCH OPERANDS
- EXECUTE
- STORE RESULT

Recall: The Instruction Set Architecture

- The ISA is the interface between what the software commands and what the hardware carries out

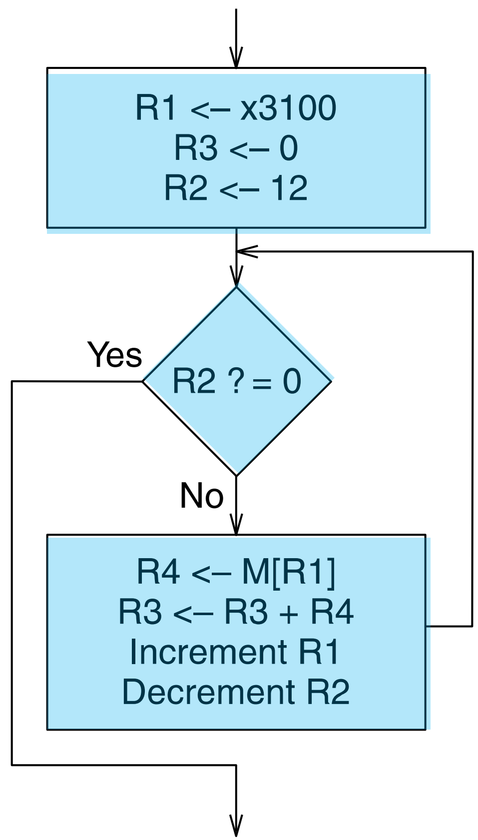
- The ISA specifies
  - The memory organization
    - Address space (LC-3: 2^{16}, MIPS: 2^{32})
    - Addressability (LC-3: 16 bits, MIPS: 32 bits)
    - Word- or Byte-addressable
  - The register set
    - R0 to R7 in LC-3
    - 32 registers in MIPS
  - The instruction set
    - Opcodes
    - Data types
    - Addressing modes

Problem
Algorithm
Program
ISA
Microarchitecture
Circuits
Electrons

Our First LC-3 Program: Use of Conditional Branches for Looping

An Algorithm for Adding Integers

- We want to write a program that adds 12 integers
  - They are stored in addresses 0x3100 to 0x310B
  - Let us take a look at the flowchart of the algorithm



R1: initial address of integers

R3: final result of addition

R2: number of integers left to be added

Check if R2 becomes 0 (done with all integers?)

Load integer in R4

Accumulate integer value in R3

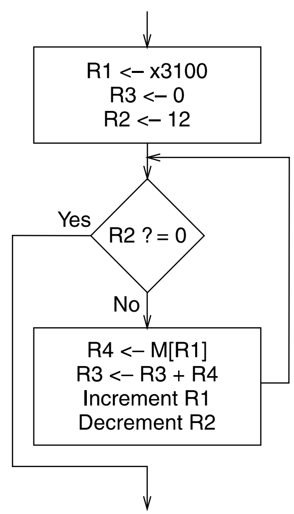
Increment address R1
Decrement R2

A Program for Adding Integers in LC-3

- We use conditional branch instructions to create a loop

Address	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Fields	Comment
x3000	1	1	1	0	0	0	1	0	1	1	1	1	1	1	1	1	LEA, 0x00FF	R1 = PC † + 0x00FF = 3100 // load address
x3001	0	1	0	1	0	1	1	0	1	1	1	0	0	0	0	0	AND	R3 = 0 // reset register
x3002	0	1	0	1	0	1	0	0	1	0	1	0	0	0	0	0	AND	R2 = 0 // reset register
x3003	0	0	0	1	0	1	0	0	1	0	1	0	1	1	0	0	ADD	R2 = R2 + 12 // initialize counter
x3004	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0	1	BR, z, 5	BRz (PC † + 5) = BRz 0x300A // check condition
x3005	0	1	1	0	1	0	0	0	0	1	0	0	0	0	0	0	LDR, 0	R4 = M[R1 + 0] // load value
x3006	0	0	0	1	0	1	1	0	1	1	0	0	0	1	0	0	ADD	R3 = R3 + R4 // accumulate
x3007	0	0	0	1	0	0	1	0	0	1	1	0	0	0	0	1	ADD, 1	R1 = R1 + 1 // increment address
x3008	0	0	0	1	0	1	0	0	1	0	1	1	1	1	1	1	ADD, -1	R2 = R2 – 1 // decrement counter
x3009	0	0	0	0	1	1	1	1	1	1	1	1	1	0	1	0	BR, n, z, p, -6	BRnzp (PC † – 6) = BRnzp 0x3004 // jump

?



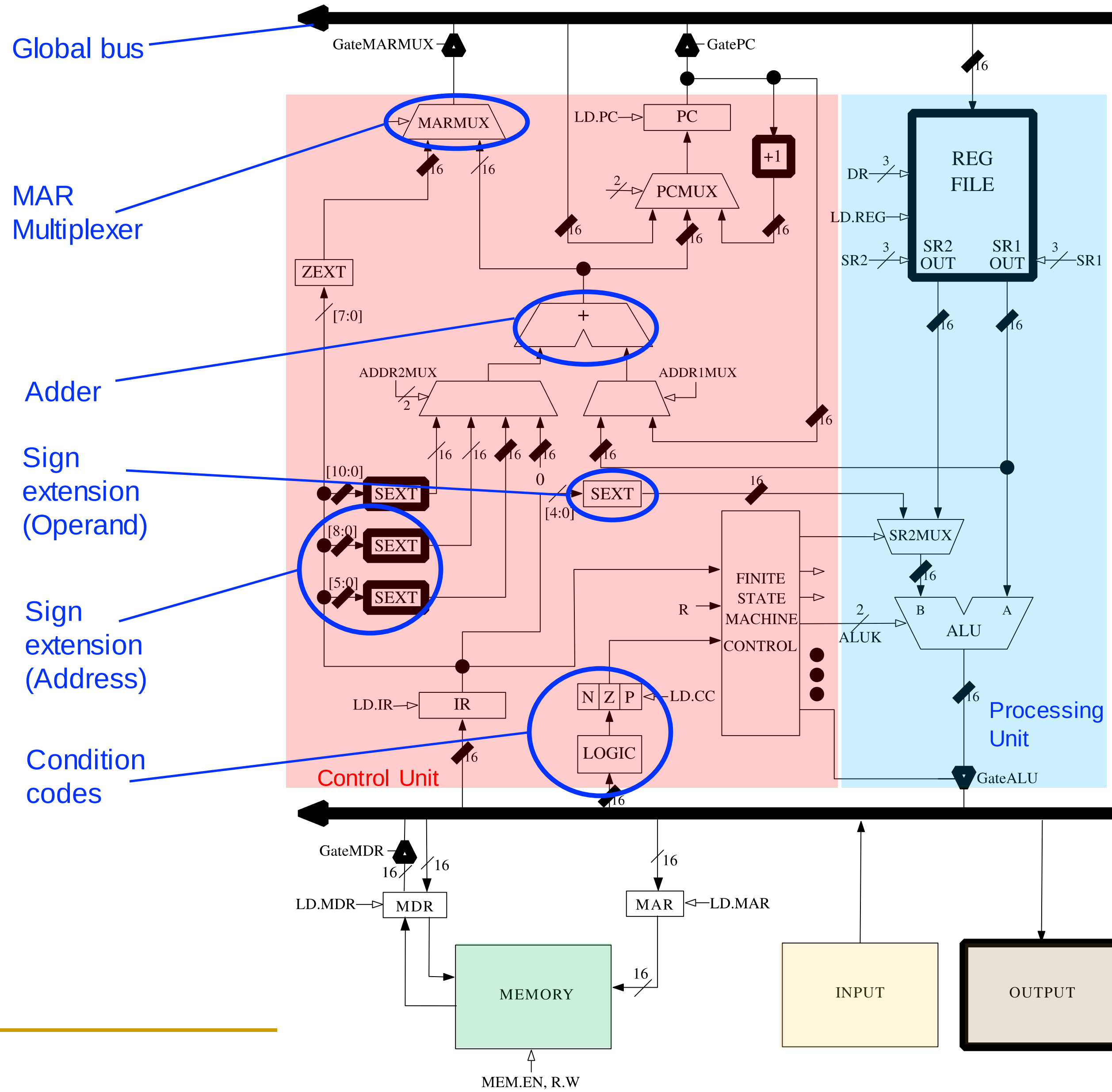
Bit 5 to differentiate the two ADD instructions

† This is the incremented PC

The LC-3 Data Path Revisited

The LC-3 Data Path

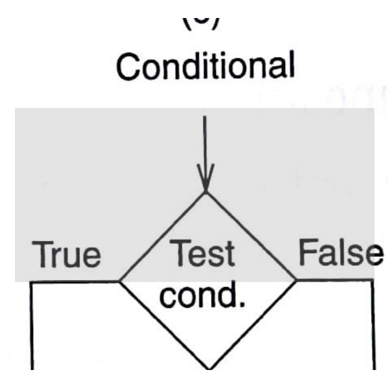
We highlight some data path components used in the execution of the instructions in the previous slides (not shown in the simplified data path)



(Assembly) Programming

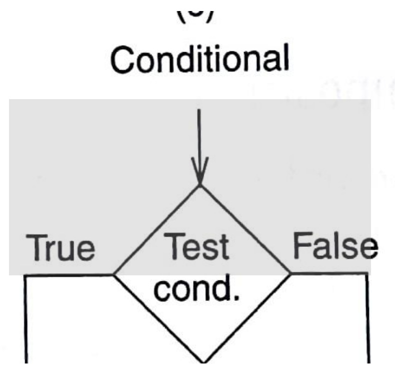
Programming Constructs

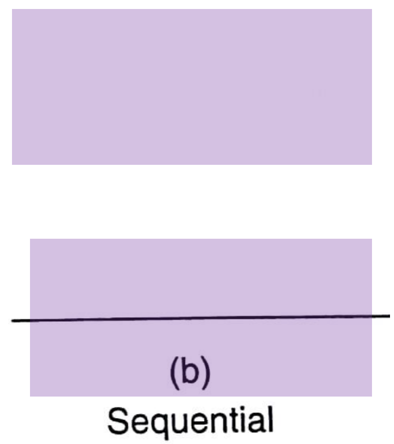
- Programming requires dividing a task, i.e., a unit of work into smaller units of work
- The goal is to replace the units of work with programming constructs that represent that part of the task
- There are three basic programming constructs
  - Sequential construct
  - Conditional construct
  - Iterative construct



Sequential Construct

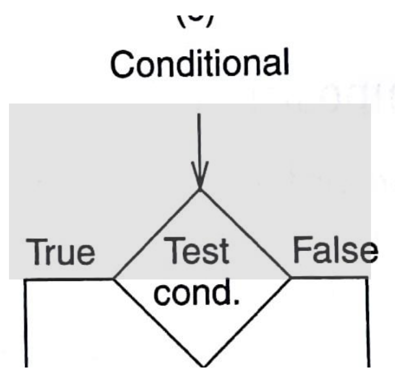
- The sequential construct is used if the designated task can be broken down into two subtasks, one following the other

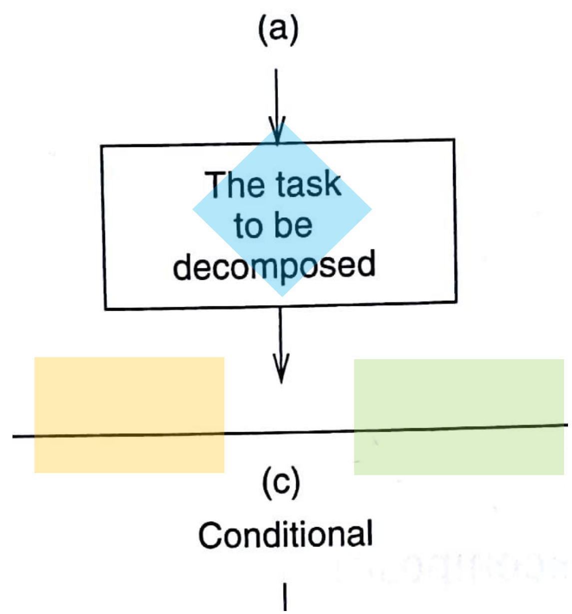




Conditional Construct

- The conditional construct is used if the designated task consists of doing one of two subtasks, but not both



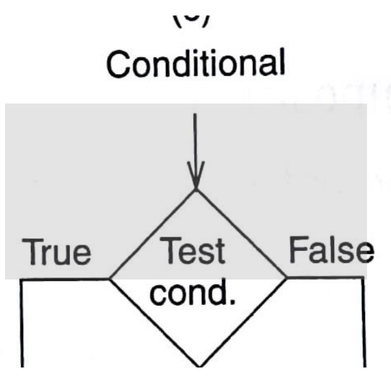


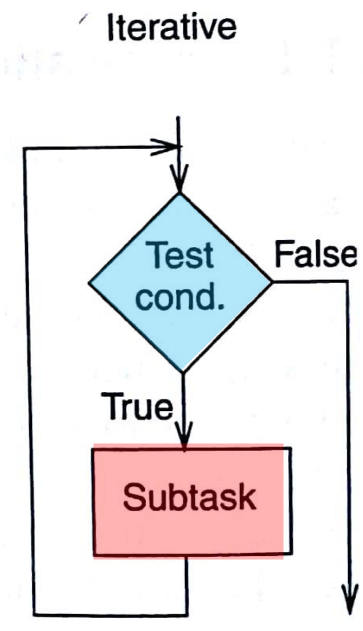
Is the condition "true" or "false"?

  - Either subtask may be "do nothing"
  - After the correct subtask is completed, the program moves onward
- E.g., if-else statement, switch-case statement

Iterative Construct

- The iterative construct is used if the designated task consists of doing a subtask a number of times, but only as long as some condition is true





Is the condition still “true”?

- E.g., for loop, while loop, do-while loop

Constructs in an Example Program

- Let us see how to use the programming constructs in an example program

- The example program counts the number of occurrences of a character in a text file

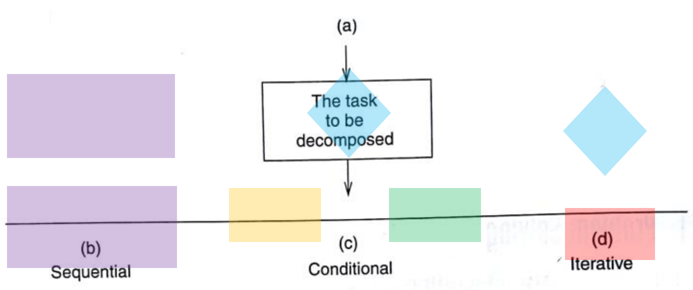
- It uses sequential, conditional, and iterative constructs

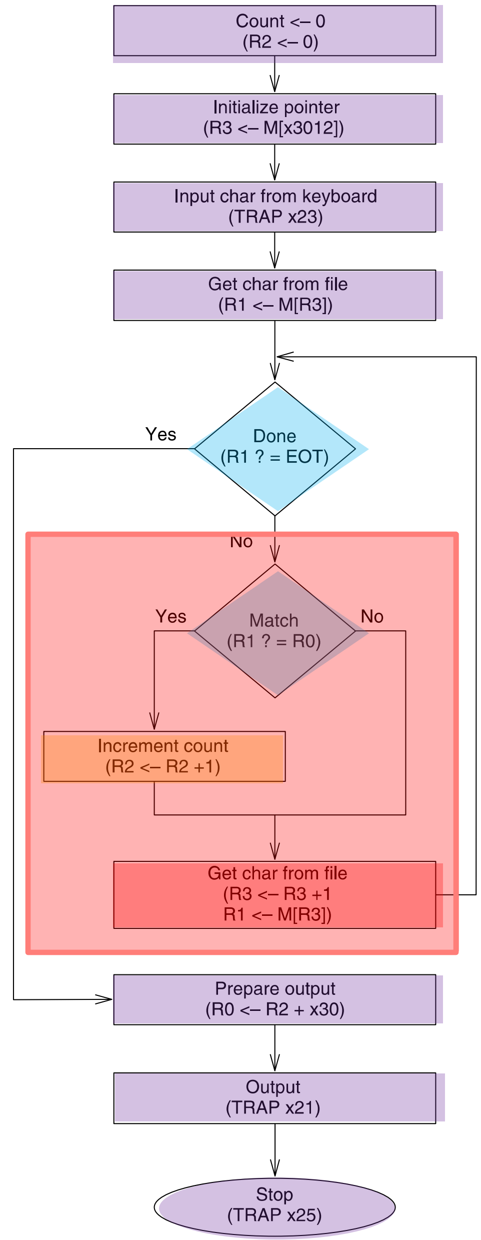
- We will see how to write conditional and iterative constructs with conditional branches

Counting Occurrences of a Character

- We want to write a program that counts the occurrences of a character in a file
  - Get character-to-search from the keyboard (TRAP instr.)
  - The file finishes with the character EOT (End Of Text)
    - That is called a sentinel
    - In this example, EOT = 4
  - Output result to the monitor (TRAP instr.)

Programming constructs





R2: counter

R3: initial address

Input char

Read char from file

Check if end of file

Is it the searched char?

Increment R2

Increment address
Read char from file

Move output to R0

Output counter

Halt the program

TRAP Instruction

- TRAP invokes an OS service call

LC-3 assembly

```
TRAP 0x23;
```

Machine Code

15 14 13 12	11 10 9 8	7 6 5 4 3 2 1 0
OP	0 0 0 0	trapvect8
4 bits		8 bits

- OP = 1111
- trapvect8 = service call
  - 0x23 = Input a character from the keyboard
  - 0x21 = Output a character to the monitor
  - 0x25 = Halt the program

Counting Occurrences of a Char in LC-3

- We use conditional branch instructions to create loops and if statements

Address	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
x3000	AND	1	0	1	0	1	0	0	1	0	1	0	0	0	0	0	R2 = 0 // initialize counter
x3001	LD	0	1	0	0	1	1	0	0	0	0	1	0	0	0	0	R3 = M[0x3012] // initial address
x3002	TRAP	1	1	1	0	0	0	0	0	0	1	0	0	0	1	1	TRAP 0x23 // input char to R0
x3003	LDR	1	1	0	0	0	1	0	1	1	0	0	0	0	0	0	R1 = M[R3] // char from file
x3004	ADD	0	0	1	1	0	0	0	0	1	1	1	1	1	0	0	R4 = R1 – 4 // char – EOT
x3005	BR	0	0	0	0	z	0	0	0	0	0	0	1	0	0	0	BRz 0x300E // check if end of file
x3006	NOT	0	0	1	0	0	1	0	0	1	1	1	1	1	1	1	R1 = NOT(R1)
x3007	ADD	0	0	1	0	0	1	0	0	1	1	0	0	0	0	1	R1 = R1 + 1
x3008	ADD	0	0	1	0	0	1	0	0	1	0	0	0	0	0	0	R1 = R1 + R0
x3009	BR	0	0	0	n	0	p	0	0	0	0	0	0	0	0	1	BRnp 0x300B
x300A	ADD	0	0	1	0	1	0	0	1	0	1	0	0	0	0	1	R2 = R2 + 1 // increment the counter
x300B	ADD	0	0	1	0	1	1	0	1	1	1	0	0	0	0	1	R3 = R3 + 1 // increment address
x300C	LDR	1	1	0	0	0	1	0	1	1	0	0	0	0	0	0	R1 = M[R3] // char from file
x300D	BR	0	0	0	n	z	p	1	1	1	1	1	0	1	1	0	BRnzp 0x3004
x300E	LD	0	1	0	0	0	0	0	0	0	0	0	0	1	0	0	R0 = M[0x3013]
x300F	ADD	0	0	1	0	0	0	0	0	0	0	0	0	0	1	0	R0 = R0 + R2
x3010	TRAP	1	1	1	0	0	0	0	0	0	1	0	0	0	0	1	TRAP 0x21
x3011	AND	1	1	1	0	0	0	0	0	0	1	0	0	1	0	1	TRAP 0x25
x3012	Starting address of file																
x3013	ASCII TEMPLATE					0	0	0	0	0	1	1	0	0	0	0	

// subtract char from file from input char for comparison

// output counter to monitor with TRAP

?

?

Programming Constructs in LC-3

- Let us do some reverse engineering to identify conditional constructs and iterative constructs

Address	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
x3000	AND	1	0	1	0	1	0	0	1	0	1	0	0	0	0	0
x3001	LD	0	1	0	0	1	1	0	0	0	0	1	0	0	0	0
x3002	TRAP		1	1	0	0	0	0	0	0	1	0	0	0	1	1
x3003	LDR	1	1	0	0	0	1	0	1	1	0	0	0	0	0	0
x3004	ADD	0	0	1	1	0	0	0	0	1	1	1	1	1	0	0
x3005	BR	0	0	0	0	z	0	0	0	0	0	0	1	0	0	0
x3006	NOT	0	0	1	0	0	1	0	0	1	1	1	1	1	1	1
x3007	ADD	0	0	1	0	0	1	0	0	1	1	0	0	0	0	1
x3008	ADD	0	0	1	0	0	1	0	0	1	0	0	0	0	0	0
x3009	BR	0	0	0	n	0	p	0	0	0	0	0	0	0	0	1
x300A	ADD	0	0	1	0	1	0	0	1	0	1	0	0	0	0	1
x300B	ADD	0	0	1	0	1	1	0	1	1	1	0	0	0	0	1
x300C	LDR	1	1	0	0	0	1	0	1	1	0	0	0	0	0	0
x300D	BR	0	0	0	n	z	p	1	1	1	1	1	0	1	1	0
x300E	LD	0	1	0	0	0	0	0	0	0	0	0	0	1	0	0
x300F	ADD	0	0	1	0	0	0	0	0	0	0	0	0	0	1	0
x3010	TRAP		1	1	0	0	0	0	0	0	1	0	0	0	0	1
x3011	AND	1	1	1	0	0	0	0	0	0	1	0	0	1	0	1
x3012	Starting address of file															
x3013	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0

R4 = R1 – 4 // char – EOT

BRz 0x300E // check if end of file

R1 = NOT(R1)

R1 = R1 + 1

R1 = R1 + R0

// subtract char from file from input char for comparison

BRnp 0x300B

R2 = R2 + 1 // increment the counter

BRnzp 0x3004

?

?

while (R1 != EOT) {
...
}

if (R1 == R0) {
... // increment the counter
}

Debugging

Debugging

- Debugging is the process of removing errors in programs
- It consists of tracing the program, i.e., keeping track of the sequence of instructions that have been executed and the results produced by each instruction
- A useful technique is to partition the program into parts, often referred to as modules, and examine the results computed in each module
- High-level language (e.g., C programming language) debuggers: dbx, gdb, Visual Studio debugger
- Machine code debugging: Elementary interactive debugging operations

Interactive Debugging

- When debugging interactively, it is important to be able to
  - 1. Deposit values in memory and in registers, in order to test the execution of a part of a program in isolation
  - 2. Execute instruction sequences in a program by using
    - RUN command: execute until HALT instruction or a breakpoint
    - STEP N command: execute a fixed number (N) of instructions
  - 3. Stop execution when desired
    - SET BREAKPOINT command: stop execution at a specific instruction in a program
  - 4. Examine what is in memory and registers at any point in the program

Example: Multiplying in LC-3 (Buggy)

- A program is necessary to multiply, since LC-3 does not have multiply instruction
  - The following program multiplies R4 and R5
  - Initially, R4 = 10 and R5 = 3
  - The program produces 40. What went wrong?
  - It is useful to annotate each instruction

AND
ADD
ADD
BR
HALT

x3201	0	10	3
x3202	10	10	3
x3203	10	10	2
x3201	10	10	2
x3202	20	10	2
x3203	20	10	1
x3201	20	10	1

z p

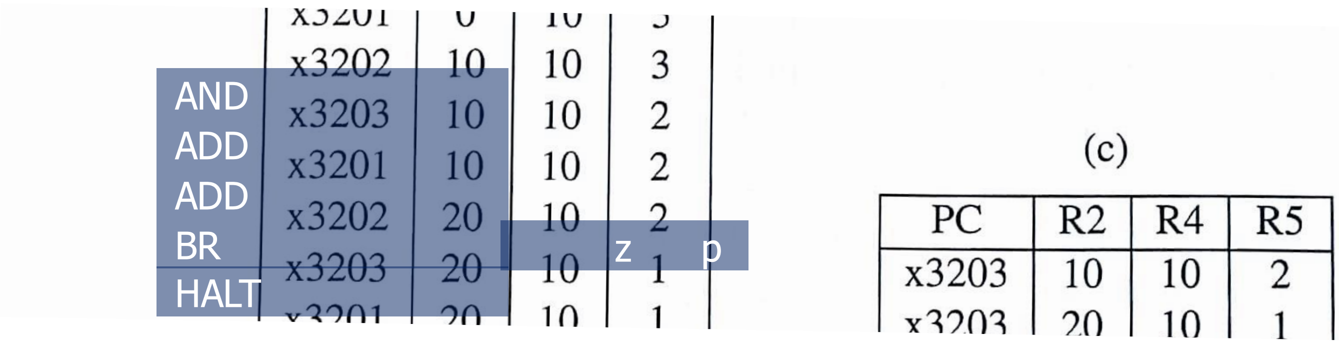
(c)

PC	R2	R4	R5
x3203	10	10	2
x3203	20	10	1

R2 = 0 // initialize register
R2 = R2 + R4
R5 = R5 – 1
BRzp 0x3201
HALT // end program

?

Debugging the Multiply Program



R2 = 0 // initialize register
R2 = R2 + R4
R5 = R5 – 1
BRzp 0x3201
HALT // end program

- We examine the contents of all registers after the execution of each instruction

PC	R2	R4	R5	
x3201	0	10	3	
x3202	10	10	3	
x3203	10	10	2	
x3201	10	10	2	
x3202	20	10	2	
x3203	20	10	1	
x3201	20	10	1	
x3202	30	10	1	← Correct result
x3203	30	10	0	← BR should not be taken if R5 = 0
x3201	30	10	0	
x3202	40	10	0	
x3203	40	10	−1	
x3204	40	10	−1	
	40	10	−1	

The branch condition codes were set wrong. The conditional branch should only be taken if R5 is positive

Correct instruction:

```
BRp  #-3
```

// BRp 0x3201

Easier Debugging with Breakpoints

AND
ADD
ADD
BR
HALT

x3201	0	10	3
x3202	10	10	3
x3203	10	10	2
x3201	10	10	2
x3202	20	10	2
x3203	20	10	1
x3201	20	10	1

z p

(c)

PC	R2	R4	R5
x3203	10	10	2
x3203	20	10	1

```
R2 = 0 // initialize register
R2 = R2 + R4
R5 = R5 – 1
BRzp 0x3201
HALT // end program
```

?

- We could use a breakpoint to save some work
- Setting a breakpoint in 0x3203 (BR) allows us to examine the results of each iteration of the loop

6	5	4	3	2	1	0
0	1	0	0	0	0	0
0	0	0	0	1	0	0
1	1	1	1	1	1	1

← BR should not be taken if R5 = 0

One last question:
Does this program work if the initial value of R5 is 0?

A good test should also consider the corner cases,
i.e., unusual values that the programmer might fail to consider

Conditional Statements and Loops in MIPS Assembly

If Statement

- In MIPS, we create conditional constructs with conditional branches (e.g., beq, bne…)

High-level code

```
if (i == j)
  f = g + h;

f = f - i;
```

MIPS assembly

```
# $s0 = f, $s1 = g
# $s2 = h
# $s3 = i, $s4 = j

    bne $s3, $s4, L1
    add $s0, $s1, $s2

L1: sub $s0, $s0, $s3
```

Branch not equal
Compares two values (`$s3=i, $s4=j`) and jumps if they are different

If-Else Statement

- We use the unconditional branch (i.e., j) to skip the ”else” subtask if the ”if” subtask is the correct one

High-level code

```
if (i == j)
  f = g + h;
else
  f = f - i;
```

MIPS assembly

```
# $s0 = f, $s1 = g,
# $s2 = h
# $s3 = i, $s4 = j

      bne $s3, $s4, L1
      add $s0, $s1, $s2
      j   done
L1:   sub $s0, $s0, $s3
done:
```

1. Compare two values (`$s3=i, $s4=j`) and, if they are different, jump to L1, to execute the “else” subtask

2. Jump to done, after executing the “if” subtask

While Loop

- As in LC-3, the conditional branch (i.e., beq) checks the condition and the unconditional branch (i.e., j) jumps to the beginning of the loop

High-level code

```
// determines the power
// of 2 equal to 128
int pow = 1;
int x   = 0;

while (pow != 128) {
  pow = pow * 2;
  x = x + 1;
}
```

MIPS assembly

```
# $s0 = pow, $s1 = x

       addi $s0, $0, 1
       add  $s1, $0, $0
       addi $t0, $0, 128
while: beq  $s0, $t0, done
       sll  $s0, $s0, 1
       addi $s1, $s1, 1
       j    while
done:
```

1. Conditional branch to check if the condition still holds

2. Unconditional branch to the beginning of the loop

For Loop

- The implementation of the "for" loop is similar to the "while" loop

High-level code

```
// add the numbers from 0 to 9

int sum = 0;
int i;
for (i = 0; i != 10; i = i+1)
{
  sum = sum + i;
}
```

MIPS assembly

```
# $s0 = i, $s1 = sum
        addi $s1, $0, 0
        add  $s0, $0, $0
        addi $t0, $0, 10
for:    beq  $s0, $t0, done
        add  $s1, $s1, $s0
        addi $s0, $s0, 1
        j    for
done:
```

1. Conditional branch to check if the condition still holds

2. Unconditional branch to the beginning of the loop

For Loop Using SLT

- We use slt (i.e., set less than) for the "less than" comparison

High-level code

```
// add the powers of 2 from 1
// to 100
int sum = 0;
int i;

for (i = 1; i < 101; i = i*2)
{
  sum = sum + i;
}
```

MIPS assembly

```
# $s0 = i, $s1 = sum

       addi $s1, $0, 0
       addi $s0, $0, 1
       addi $t0, $0, 101
loop:  slt  $t1, $s0, $t0
       beq  $t1, $0, done
       add  $s1, $s1, $s0
       sll  $s0, $s0, 1
       j    loop
done:
```

Initialize sum and i

Set less than

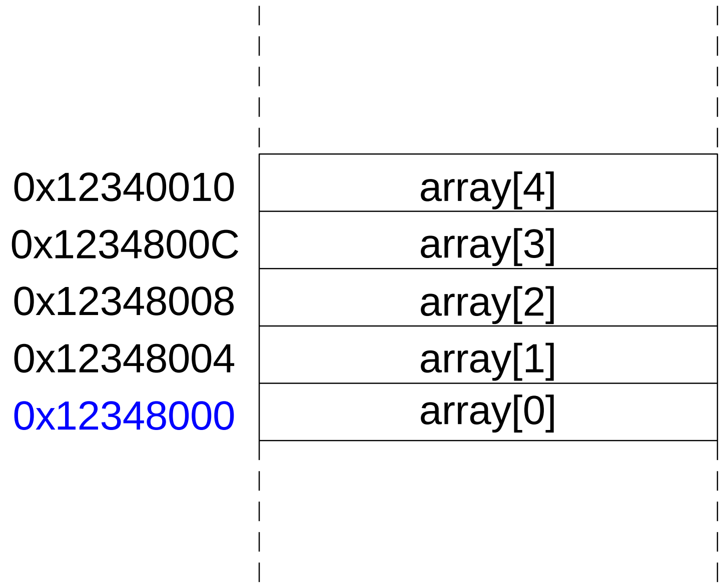
`$t1 = $s0 < $t0 ? 1:0`

Shift left logical

Arrays in MIPS

Arrays

- Accessing an array requires loading the base address into a register



- In MIPS, this is something we cannot do with one single immediate operation
- Load upper immediate + OR immediate

```
lui  $s0, 0x1234
ori  $s0, $s0, 0x8000
```

Arrays: Code Example

- We first load the base address of the array into a register (e.g., $s0) using lui and ori

High-level code

```
int array[5];

array[0] = array[0] * 2;

array[1] = array[1] * 2;
```

MIPS assembly

```
# array base address = $s0
# Initialize $s0 to 0x12348000
lui   $s0, 0x1234
ori   $s0, $s0, 0x8000

lw    $t1, 0($s0)
sll   $t1, $t1, 1
sw    $t1, 0($s0)
lw    $t1, 4($s0)
sll   $t1, $t1, 1
sw    $t1, 4($s0)
```

Function Calls

Function Calls

- Why functions (i.e., procedures)?
  - Frequently accessed code
  - Make a program more modular and readable
- Functions have arguments and return value

- Caller: calling function
  - main()
- Callee: called function
  - sum()

```
void main()
{
   int y;
   y = sum(42, 7);
   ...
}

int sum(int a, int b)
{
   return (a + b);
}
```

Function Calls: Conventions

- Conventions
  - Caller
    - passes arguments
    - jumps to callee
  - Callee
    - performs the procedure
    - returns the result to caller
    - returns to the point of call
    - must not overwrite registers or memory needed by the caller

Function Calls in MIPS and LC-3

- Conventions in MIPS and LC-3
  - Call procedure
    - MIPS: Jump and link (jal)
    - LC-3: Jump to Subroutine (JSR, JSRR)
  - Return from procedure
    - MIPS: Jump register (jr)
    - LC-3: Return from Subroutine (RET)
  - Argument values
    - MIPS: $a0 - $a3
  - Return value
    - MIPS: $v0

Function Calls: Simple Example

High-level code

```
int main() {
  simple();
  a = b + c;
}

void simple() {
  return;
}
```

MIPS assembly

```
0x00400200 main:   jal simple
0x00400204         add $s0,$s1,$s2



...
0x00401020 simple: jr $ra
```

- jal jumps to simple() and saves PC+4 in the return address register ($ra)
  - $ra = 0x00400204
  - In LC-3, JSR(R) put the return address in R7
- jr $ra jumps to address in $ra (LC-3 uses RET instruction)

Function Calls: Code Example

High-level code

```
int main()
{
  int y;
  ...
  // 4 arguments
  y = diffofsums(2, 3, 4, 5);
  ...
}

int diffofsums(int f, int g,
  int h, int i)
{
  int result;
  result = (f + g) - (h + i);
  // return value
  return result;
}
```

MIPS assembly

Argument values

Return value

```
# $s0 = y
main:
  ...
  addi $a0, $0, 2     # argument 0 = 2
  addi $a1, $0, 3     # argument 1 = 3
  addi $a2, $0, 4     # argument 2 = 4
  addi $a3, $0, 5     # argument 3 = 5
  jal  diffofsums     # call procedure
  add  $s0, $v0, $0   # y = returned value
  ...

# $s0 = result
diffofsums:
  add $t0, $a0, $a1   # $t0 = f + g
  add $t1, $a2, $a3   # $t1 = h + i
  sub $s0, $t0, $t1   # result=(f + g) - (h + i)
  add $v0, $s0, $0    # put return value in $v0
  jr  $ra             # return to caller
```

Return address

Function Calls: Need for the Stack

MIPS assembly

```
diffofsums:
  add $t0, $a0, $a1  # $t0 = f + g
  add $t1, $a2, $a3  # $t1 = h + i
  sub $s0, $t0, $t1  # result=(f + g) - (h + i)
  add $v0, $s0, $0   # put return value in $v0
  jr  $ra            # return to caller
```

- What if the main function was using some of those registers?
  - $t0, $t1, $s0
- They could be overwritten by the function
- We can use the stack to temporarily store registers

The Stack

- The stack is a memory area used to save local variables

- It is a Last-In-First-Out (LIFO) queue

- The stack pointer ($sp) points to the top of the stack
  - It grows down in MIPS

Address	Data	
7FFFFFFC	12345678	← $sp
7FFFFFF8		
7FFFFFF4		
7FFFFFF0		
⋮	⋮	

Address	Data	
7FFFFFFC	12345678	
7FFFFFF8	AABBCCDD	
7FFFFFF4	11223344	← $sp
7FFFFFF0		
⋮	⋮	

Two words pushed on the stack

The Stack: Code Example

MIPS assembly

```
diffofsums:
  addi $sp, $sp, -12  # allocate space on stack to store 3 registers
  sw   $s0, 8($sp)    # save $s0 on stack
  sw   $t0, 4($sp)    # save $t0 on stack
  sw   $t1, 0($sp)    # save $t1 on stack
  add $t0, $a0, $a1   # $t0 = f + g
  add $t1, $a2, $a3   # $t1 = h + i
  sub $s0, $t0, $t1   # result=(f + g) - (h + i)
  add $v0, $s0, $0    # put return value in $v0
  lw   $t1, 0($sp)    # restore $t1 from stack
  lw   $t0, 4($sp)    # restore $t0 from stack
  lw   $s0, 8($sp)    # restore $s0 from stack
  addi $sp, $sp, 12   # deallocate stack space
  jr  $ra             # return to caller
```

- Saving and restoring all registers requires a lot of effort
- In MIPS, there is a convention about temporary registers (i.e., $t0-$t9): There is no need to save them
  - Programmers can use them for temporary/partial results

MIPS Stack: Register Saving Convention

MIPS assembly

```
diffofsums:
  addi $sp, $sp, -4    # allocate space on stack to store 1 register
  sw   $s0, 0($sp)     # save $s0 on stack


  add $t0, $a0, $a1    # $t0 = f + g
  add $t1, $a2, $a3    # $t1 = h + i
  sub $s0, $t0, $t1    # result=(f + g) - (h + i)
  add $v0, $s0, $0     # put return value in $v0


  lw   $s0, 0($sp)     # restore $s0 from stack
  addi $sp, $sp, 4     # deallocate stack space
  jr  $ra              # return to caller
```

- Temporary registers \$t0-\$t9 are nonpreserved registers. They are not saved, thus, they can be overwritten by the function
- Registers \$s0-\$s7 are preserved (saved; callee-saved) registers

Lecture Summary

- Assembly Programming
  - Programming constructs
  - Debugging
  - Conditional statements and loops in MIPS assembly
  - Arrays in MIPS assembly
  - Function calls
    - The stack

Digital Design & Computer Arch.

Lecture 10b: Assembly Programming

Prof. Onur Mutlu

ETH Zürich

Spring 2021

26 March 2021