CS61C Spring 2015 Discussion 3

1. Translate the following C code into MIPS.

```
// Strcpy:
// $s1 -> char s1[] = "Hello!";
// $s2 -> char *s2 =
//        malloc(sizeof(char)*7);
int i=0;
do {
    s2[i] = s1[i];
    i++;
} while(s1[i] != '\0');
s2[i] = '\0';
```

```
      addiu $t0, $0,  0
Loop: addu $t1, $s1, $t0   # s1[i]
      addu $t2, $s2, $t0   # s2[i]
      lb   $t3, 0($t1)     # char is
      sb   $t3, 0($t2)     # 1 byte!
      addiu $t0, $t0, 1
      addiu $t1, $t1, 1
           lb $t4, 0($t1)
      ____________________
        bne $t4 $t1 loop
      ____________________
Done: sb   $t4, 1($t2)
```

```
// Nth_Fibonacci(n):
// $s0 -> n, $s1 -> fib
// $t0 -> i, $t1 -> j
// Assume fib, i, j are these values
int fib = 1, i = 1, j = 1;

if (n==0)       return 0;
else if (n==1) return 1;
n -= 2;
while (n != 0) {
    fib = i + j;
    j = i;
    i = fib;
    n--;
}
return fib;
```

```
      ...
      beq $s0, $0, Ret0
      ____________________
      addiu $t2, $0, 1
      ____________________
      beq $s0, $t2, Ret1
      ____________________
      addiu $s0, $s0, -2
Loop: bne $s0, $0, RetF
      ____________________
      addu $s1, $t0, $t1
      addiu $t0, $t1, 0
      addiu $t1, $s1, 0
      addiu $s0, $s0, -1
        j Loop
      ____________________
Ret0: addiu $v0, $0,  0
      j    Done
Ret1: addiu $v0, $0,  1
      j    Done
RetF: addu  $v0, $0,  $s1
Done: ...
```

```
// Collatz conjecture
// $s0 -> n
unsigned n;
L1: if (n % 2) goto L2;
goto L3;
L2: if (n == 1) goto L4;
n = 3 * n + 1;
goto L1;
L3: n = n >> 1;
goto L1;
L4: return n;
```

```
L1:   addiu $t0, $0, 2
      div $s0, $t0       # puts (n%2) in $hi
      mfhi $t0           # sets $t0 = (n%2)
           bne $t0, $0, L2
      ____________________

      j L3
L2:   addiu $t0, $0, 1
      beq $s0, $t0, L4
      ____________________
      addiu $t0, $0, 3
      mul $s0, $s0, $t0
      addiu $s0, $s0, 1
       j L1
      ____________________
L3:   srl $s0, $s0, 1
         j L1
      ____________________
L4:   ...
```

MIPS Addressing Modes

- We have several **addressing modes** to access memory (immediate not listed):
  - **Base displacement addressing**: Adds an immediate to a register value to create a memory address (used for lw, lb, sw, sb)
  - **PC-relative addressing**: Uses the PC (actually the current PC plus four) and adds the I-value of the instruction (multiplied by 4) to create an address (used by I-format branching instructions like beq, bne)
  - **Pseudodirect addressing**: Uses the upper four bits of the PC and concatenates a 26-bit value from the instruction (with implicit 00 lowest bits) to make a 32-bit address (used by J-format instructions)
  - **Register Addressing:** Uses the value in a register as a memory address (jr)

2. You need to jump to an instruction that 2^28 + 4 bytes higher than the current PC. How do you do it? Assume you know the exact destination address at compile time. (Hint: you need multiple instructions)

lui $at [

3. You now need to branch to an instruction 2^17 + 4 bytes higher than the current PC, when $t0 equals 0. Assume that we're not jumping to a new 2^28 byte block. Write MIPS to do this.

bne $t0, $0, 1
j 0b1 0000 0000 0000 0000

4. Given the following MIPS code (and instruction addresses), fill in the blank fields for the following instructions (you'll need your green sheet!):

```
0x002cff00: loop: addu $t0, $t0, $t0      | 0 | 8 | 8 | 8 | 0 | 21   |
0x002cff04:       jal  foo                | 3 |     c0001           |
0x002cff08:       bne  $t0, $zero, loop   | 5 | 8 | 0 |   FFFD      |
...
0x00300004: foo:  jr $ra                  $ra=0x002cff08
```

5. What instruction is `0x00008A03`?

sra $s1 $0 8