Cmpe344 Fall 2021 FF67 Experiment #3: Writing a non-leaf procedure

In this experiment, you will write a non-leaf procedure in MIPS to complete a given program.

Once complete, the program will read elements a_i and b_i in pairs from the two input arrays A and B (given in the data segment) until they end. For each pair, it will write the result of $made_up(a_i, b_i)$ (defined below) to the output array M.

- The arrays A and B are of equal length.
- Arrays end with a zero, which are not considered as members.
- All the input and output values will be **unsigned words**.
- We guarantee you that $a_i > b_i$ for all i.

The following two procedures are already written and must be left as they are:

fibonacci: Clears all the temporary registers as a challenge.

Takes an argument in \$a0 and returns the Fibonacci number of that order in \$v0.

main: Stores values into saved registers as a challenge.

Reads elements from A and B pairwise, calls the made_up procedure with each pair, and writes the result into the array M.

Your task is to write the made_up procedure by the following constraints:

1. It should take two arguments via \$a0 and \$a1, and return the result of

$$made_up(\$a0,\$a1) = truncate\left(\frac{F(\$a0) \cdot F(\$a1)}{F(\$a0 - \$a1)}\right)$$

in \$v0, where F(n) denotes the n-th Fibonacci number, and truncate(n) is the integer part of n.

- 2. Each of the three Fibonacci numbers must be obtained using the fibonacci procedure.
- 3. Registers that should be preserved¹ must be preserved.
- 4. Registers that do not need preserving¹ must be assumed to have been altered after each time calling the fibonacci procedure.

¹ See the 7th note in the MIPS assembly language overview section of the tutorial.

```
1 .text
2 .globl main
3 main:
4
       li $s1,1;li $s2,2;li $s3,3 # every time the made_up procedure ends,
 5
       li $$4,4; li $$5,5 # these registers' original values must be restored
       li $s6,6;li $s7,7 # VALUES WILL CHANGE, use stack to store-restore
6
7
8
       addi $sp, $sp, -4
9
            $ra, 0($sp)
                            # push($ra)
10
       Li
            $s0, 0
                            # $s0 = array indexer
11 main loop:
12
       Lw
            $a0, A($s0)
                            \# $a0 = A[$s0]
13
       beqz $a0, main_done # end loop if A[$s0] == 0
14
       Lw
                            \# $a1 = B[\$s0]
            $a1, B($s0)
15
       jal made up
                            # $v0 = made up($a0, $a1)
16
       sw $v0, M($s0)
                          \# M[\$s0] = \$v0
17
       addi $s0, $s0, 4
                          # $s0 += 4
18
      b
            main_loop
                            # loop
19 main_done:
           $zero, M($s0) # mark the end of the array M
20
       SW
           $ra, 0($sp)
                            # pop($ra)
21
       Lw
22
       addi $sp, $sp, 4
23
       jr
           $ra
24
25 # DO NOT CHANGE THE CODE ABOVE
26 made_up:
27
       # WRITE YOUR CODE HERE
28
       ir $ra
29 # DO NOT CHANGE THE CODE BELOW (you can change the data arrays)
30
31 fibonacci:
       li $a1,0;li $a2,0;li $a3,0;li $v1,0 # made_up procedure
32
       li $t1,0;li $t2,0;li $t3,0  # should not rely on these
li $t4,0;li $t5,0;li $t6,0  # being preserved, because...
33
34
35
       li $t7,0;li $t8,0;li $t9,0 # all the temporaries are cleared!
36
37
       beqz $a0, fibonacci_zero # fibonacci(0) = 0
       li $t0,0
38
39
       Li
            $v0, 1
40 fibonacci loop:
                               # $a0 -= 1
41
       addi $a0, $a0, -1
       beqz $a0, fibonacci_done # end loop if $a0 == 0
42
       add $v0, $v0, $t0
                           # $v0 += $t0
43
       sub $t0, $v0, $t0
                                # $t0 = $v0 - $t0
44
                              # loop
            fibonacci loop
45
       b
46
   fibonacci_zero:
47
       Li $v0, 0
48 fibonacci_done:
            $ra
49
       jr
50 .data
51 A: .word 6, 8, 22, 9, 19, 0
52 B: .word 5, 1, 17, 8, 10, 0
53 M: .word 0
```

Running the completed program should write the following array beginning at M:

40, 1, 5656893, 714, 6763, 0

Question

In MIPS, assume that the **or R1, R2, R3** was not a real instruction, but instead a pseudo-instruction. The assembler would then have to convert it into a sequence of one or more real instructions. Provide such a sequence below. Use **R1, R2,** and **R3** to denote the operands passed to **or**. Use **R4, R5, R6,** ... to denote any additional register you use.

We have to take two NORS like this:

nor R4, R2, R3

nor R1, R4, R4

a or b = (a nor b) nor (a nor b)