

# Laboratory Exercise 7

## Procedure calls, stack and parameters

### Goals

After this laboratory exercise, you should understand how to invoke a procedure and the mechanism of stack. In addition, you will be able to write some procedures that use stack to pass parameters and return results also.

### Literature

Behrooz Parhami (CAMS): Section 6.1

### Preparation

Before you start the exercise, you should review the textbook, section 6.1 and read this laboratory carefully.

### Procedure calls

A procedure is a subprogram that when called (initiated, invoked) performs a specific task, perhaps leading to one or more results, based on the input parameters (arguments) with which it is provided and returns to the point of call, having perturbed nothing else. In assembly language, a procedure is associated with a symbolic name that denotes its starting address. The jal instruction in MIPS is intended specifically for procedure calls: it performs the control transfer (unconditional jump) to the starting address of the procedure, while also saving the return address in register ra.

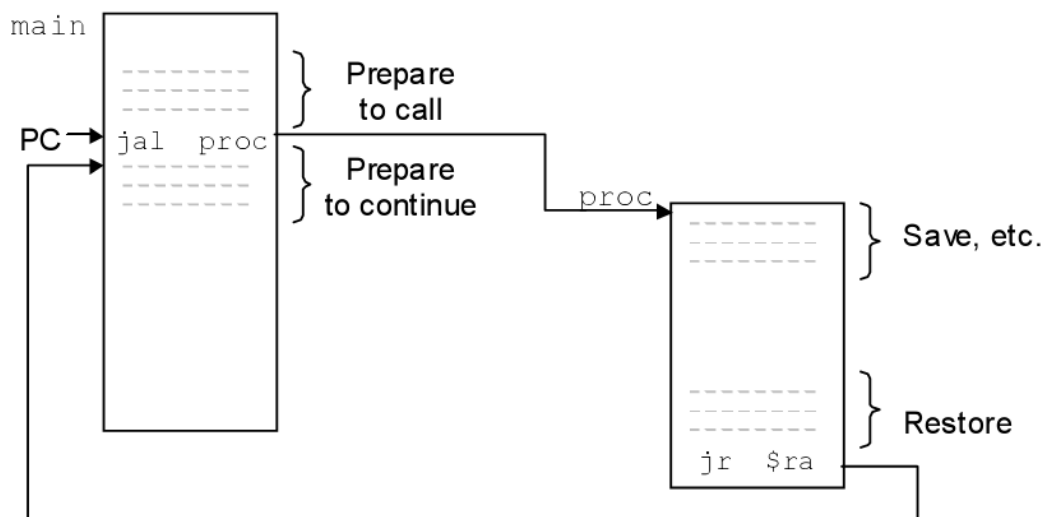


Figure 5. Relationship between the main program and a procedure

## Assignments at Home and at Lab

### Home Assignment 1

The following program uses abs procedure. This procedure is used to find the absolute value in an integer. This program uses two registers, \$a0 for input argument and \$v0 for result. You should read this example carefully, pay attention to how to write and invoke a procedure.

```
#Laboratory Exercise 7 Home Assignment 1
.text
main:    li      $a0,-45          #load input parameter
        jal      abs             #jump and link to abs procedure
        nop
        add      $s0, $zero, $v0
        li      $v0,10           #terminate
        syscall
endmain:
#-----
# function abs
# param[in]    $a1    the interger need to be gained the absolute
value
# return      $v0    absolute value
#-----
abs:
        sub      $v0,$zero,$a1    #put -(a0) in v0; in case (a0)<0

        bltz     $a1,done         #if (a0)<0 then done
        nop
        add      $v0,$a1,$zero    #else put (a0) in v0
done:
        jr       $ra
```

### Home Assignment 2

In this example, procedure max has the function to find the largest elements in three of integers. These intergers are passed to max procedure through \$a0, \$a1 and \$a2 registers. Read this example carefully and try to explain each line of code.

```
#Laboratory Exercise 7, Home Assignment 2
.text
main:    li      $a0,2            #load test input
        li      $a1,6
        li      $a2,9
        jal      max             #call max procedure
        nop
endmain:
#-----
-
#Procedure max: find the largest of three integers
#param[in]    $a0    integers
#param[in]    $a1    integers
#param[in]    $a2    integers
#return      $v0    the largest value
#-----
-
max:     add      $v0,$a0,$zero    #copy (a0) in v0; largest so far
        sub      $t0,$a1,$v0      #compute (a1)-(v0)
```

```
        bltz    $t0,okay    #if (a1)-(v0)<0 then no change
        nop
        add     $v0,$a1,$zero #else (a1) is largest thus far
okay:    sub     $t0,$a2,$v0  #compute (a2)-(v0)
        bltz    $t0,done    #if (a2)-(v0)<0 then no change
        nop
        add     $v0,$a2,$zero #else (a2) is largest overall
done:    jr      $ra         #return to calling program
```

### Home Assignment 3

The following program demonstrates the push and pop operations with stack. The value of two register \$s0 and \$s1 will be swap using stack. Read this example carefully, pay attention to adjust operation and the order of push and pop (sw and lw instructions).

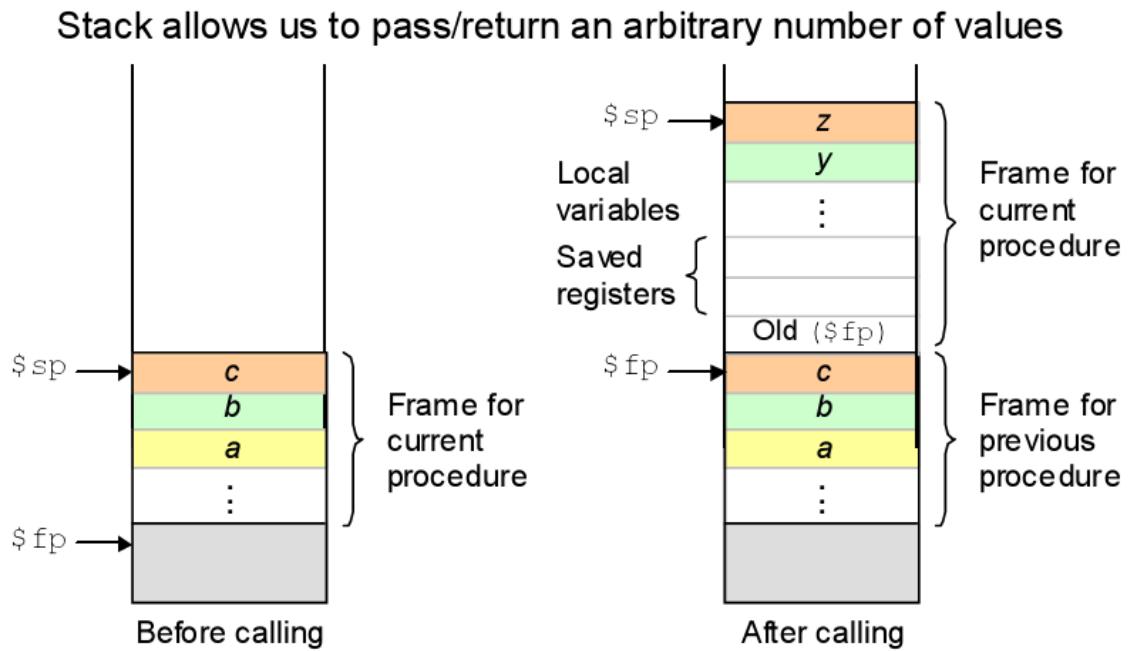
```
#Laboratory Exercise 7, Home Assignment 3
.text
push:   addi    $sp,$sp,-8    #adjust the stack pointer
        sw      $s0,4($sp)    #push $s0 to stack
        sw      $s1,0($sp)    #push $s1 to stack
work:   nop
        nop
        nop
pop:    lw       $s0,0($sp)    #pop from stack to $s0
        lw       $s1,4($sp)    #pop from stack to $s1
        addi    $sp,$sp,8     #adjust the stack pointer
```

### Parameters and results

In this section, we answer the following unresolved questions relating to procedures

1. How to pass more than four input parameters to a procedure or receive more than two results from it?
2. Where does a procedure save its own parameters and immediate results when calling another procedure (nested calls)?

The stack is used in both cases. Before a procedure call, the calling program pushed the contents of any register that need to be save onto the top of the stack and follow these with any additional arguments for the procedure. The procedure can access these arguments in the stack. After the procedure terminates, the calling procedure expects to find the stack pointer undisturbed, thus allowing it to restore the save registers to their original states and proceed with its own computations. Thus, a procedure that uses the stack by modifying the stack pointer must save the content of the stack pointer at the outset and , at the end, restore sp to it original state. This is done by copying the stack pointer into the frame pointer register fp. Before doing this, however, the old contents of the frame pointer must be saved. Hence, while a procedure is executing, fp may hold the content of fp right before it was called; fp and sp together “frame” the area of the stack that is in use by the current procedure.



*Figure 6. Use of the stack by a procedure*

## Home Assignment 4

The following program is a recursive procedure for computing  $n!$ . Read this program carefully and pay attention to register `sp` and `fp` at the start and the end of each recursive step.

```
#Laboratory Exercise 7, Home Assignment 4
.data
Message: .asciiz "Ket qua tinh giai thua la: "

.text
main:   jal    WARP

print:  add     $a1, $v0, $zero # $a0 = result from N!
        li      $v0, 56
        la      $a0, Message
        syscall

quit:   li      $v0, 10          #terminate
        syscall

endmain:

#-----
#
#Procedure WARP: assign value and call FACT
#-----
#
WARP:   sw      $fp, -4($sp)     #save frame pointer (1)
        addi    $fp, $sp, 0     #new frame pointer point to the top (2)
        addi    $sp, $sp, -8    #adjust stack pointer (3)
        sw      $ra, 0($sp)     #save return address (4)

        li      $a0, 6          #load test input N
        jal     FACT           #call fact procedure
        nop

        lw      $ra, 0($sp)     #restore return address (5)
        addi    $sp, $fp, 0     #return stack pointer (6)
```

```

        lw      $fp,-4($sp)    #return frame pointer  (7)
        jr      $ra
wrap_end:

#-----
#
#Procedure FACT: compute N!
#param[in]  $a0   integer N
#return     $v0   the largest value
#-----
#
#
FACT:  sw      $fp,-4($sp)      #save frame pointer
       addi    $fp,$sp,0        #new frame pointer point to stack's
top
       addi    $sp,$sp,-12      #allocate space for $fp,$ra,$a0 in
stack
       sw      $ra,4($sp)       #save return address
       sw      $a0,0($sp)       #save $a0 register

       slti    $t0,$a0,2        #if input argument N < 2
       beq     $t0,$zero,recursive #if it is false ((a0 = N) >=2)
       nop
       li      $v0,1            #return the result N!=1
       j       done
       nop
recursive:
       addi    $a0,$a0,-1        #adjust input argument
       jal     FACT             #recursive call
       nop
       lw      $v1,0($sp)        #load a0
       mult    $v1,$v0           #compute the result
       mflo    $v0
done:   lw      $ra,4($sp)        #restore return address
       lw      $a0,0($sp)        #restore a0
       addi    $sp,$fp,0         #restore stack pointer
       lw      $fp,-4($sp)       #restore frame pointer
       jr      $ra              #jump to calling
fact_end:

```

At the begin of WRAP, \$sp = 7fffeffc

\$ra (4)
\$fp

7fffeff4 ← new \$sp (3) addi \$sp,\$sp,-8  
7fffeff8 (1) sw \$fp,-4(\$sp)  
7fffeffc ← new \$fp (2) addi \$fp,\$sp,0

At the end of WRAP, \$sp = 7fffeff4

\$a0
\$ra
\$fp
\$a0
\$ra
\$fp
\$ra
\$fp

← new \$fp  
← new \$fp  
7fffeff4 → restore \$ra (5)  
7fffeff8 → restore \$fp (7)  
7fffeffc → restore \$sq (6)

## **Assignment 1**

Create a new project to implement the program in Home Assignment 1. Compile and upload to simulator. Change input parameters and observe the memory when run the program step by step. Pay attention to register pc, \$rato clarify invoking procedure process (Refer to figure 7).

## **Assignment 2**

Create a new project to implement the program in Home Assignment 2. Compile and upload to simulator. Change input parameters (register a0, a1, a2) and observe the memory when run the program step by step. Pay attention to register pc, \$rato clarify invoking procedure process (Refer to figure 7).

## **Assignment 3**

Create a new project to implement the program in Home Assignment 3. Compile and upload to simulator. Pass test value to registers \$s0 and \$s1, observe run process, pay attention to stack pointer. Goto memory space that pointed by sp register to view push and pop operations in detail.

## **Assignment 4**

Create a new project to implement the program in Home Assignment 4. Compile and upload to simulator. Pass test input through register a0, run this program and test result in register v0. Run this program in step by step mode, observe the changing of register pc, ra, sp and fp. Draw the stack through this recursive program in case of n=3 (compute 3!).

## **Assignment 5**

Write a procedure to find the largest, the smallest and these positions in a list of 8 elements that are stored in registers \$s0 through \$s7. For example:

Largest: 9,3           -> The largest element is stored in \$s3, largest value is 9

Smallest: -3,6           -> The smallest element is stored in \$s6, smallest value is -3

Tips: using stack to pass arguments and return results.

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## **Conclusions**

Before you pass the laboratory exercise, think about the questions below:

- What registers that the Caller need to save by convention?
- What registers that the Callee need to save by convention?
- In push label of Home Assignment 3, could we change the order of adjust stack and store word operations? If yes, what should we have to modify?
- What is stack pointer?
- What is frame pointer?