

COMP2611: Computer Organization

MIPS Procedure (Solution)

Question 1: Write down the shortest sequence of MIPS instructions for the following C++ codes, assuming each variable is stored in a different register (you name it).

```
b = a + 0x37cf0010;
```

One possible solution:

```
lui $s0, 0x37cf      #s0 stores b  
addi $s0, $s0, 0x0010  
add $s0, $s0, $1      #s1 stores a
```

Question 2: Write down the shortest sequence of MIPS instructions for the following C++ codes, assuming each variable is stored in a different register (you name it).

```
b = a + 0x37cff346;
```

Solution:

```
lui $s0, 0x37cf      #s0 stores b
```

#note: addi doesn't work here because of its sign-extension

```
ori $s0, $s0, 0xf346
```

```
add $s0, $s0, $1 #s1 stores a
```

Question 1: Translate the following C++ function into a MIPS function, using the registers \$a0 and \$a1 for its parameters and the register \$v0 for its return value.

```
int equal(int p1, int p2) {  
    if (p1 == p2)  
        return 1;  
    return 0;  
}
```

Solution:

```
equal: beq $a0, $a1, true #a0 stores p1 and a1 stores p2  
        addi $v0, $zero, 0  
        jr $ra  
true: addi $v0, $zero, 1 #note: any non-zero value is okay  
        jr $ra
```

Question 2: Write down the MIPS instructions that make the following call to the C++ function in the previous exercise, assuming the variable `b` is stored in the register `$s0`.

```
int b = equal(3, 4);
```

Solution:

```
addi $a0, $zero, 3
```

```
addi $a1, $zero, 4
```

```
jal equal
```

```
addi $s0, $v0, 0
```

Question 3: The following C++ function takes as inputs the base address of an int array *A* and returns the minimum value in *A*. Using the registers *\$a0* and *\$a1* as arguments to the function, *\$v0* as returned value, *\$s0* as base address of *A* and *\$s1* as the size of *A*, translate the C++ function into a MIPS function

```
int minArray(int A[], int arraySize) {  
    int min = A[0];  
    int i = 1;  
    while(i < arraySize) {  
        if(min < A[i])  
            min = A[i];  
        i++;  
    }  
    return min;  
}
```

One possible solution:

minArray:

lw \$s1, 0(\$a0) #\$s1 stores A[0] which is initial min

addi \$s2, \$zero, 1 #\$s2 stores 1

loop:

slt \$t0, \$s2, \$a1

beq \$t0, \$zero, End #\$t0 = 0 if i >= arraySize

sll \$t1, \$s2, 2

add \$t1, \$t1, \$a0

lw \$s3, 0(\$t1)

slt \$t2, \$s1, \$s3

bne \$t2, \$zero, Inc #\$t2 != 0 if min < A[i]

add \$s1, \$s3, \$zero

inc:

addi \$s2, \$s2, 1

j loop

end:

addi \$v0, \$s1, 0

jr \$ra