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Week 3

Assignment 1

Laboratory Exercise 7, Assignment 1

.data

Message: .asciiz "Result: "

.text

main:

li \$a0,-15 #load input parameter

jal abs #jump and link to abs procedure

nop

add \$s0, \$zero, \$v0 # \$a1 = abs(\$a0)

li \$v0,10 #terminate

syscall

endmain:

#function abs

#param[in] \$a1 the integer need to be gain the absolute value

#return \$v0 absolute value

abs:

sub \$v0,\$zero,\$a0 #put -(a0) in v0; in case (a0)<0

bltz \$a0,done #if (a0)<0 then done

nop

add \$v0,\$a0,\$zero #else put (a0) in v0

done:

jr \$ra

- Nhận xét: Thanh ghi s0 lưu giá trị tuyệt đối của thanh ghi a1

Assignment 2

Laboratory Exercise 7, Assignment 2

.data

Message: .asciiz "Result: "

.text

main:

li \$a0, 123 #load input

li \$a1, 36

li \$a2, 29

jal max #call max procedure

nop

add \$s0, \$zero, \$v0

li \$v0, 56

la \$a0, Message

syscall

li \$v0, 10 #terminate

syscall

endmain:

#return \$v0 the largest value

max:

add \$v0, \$a0, \$zero

```

    sub $t0, $a1, $v0
    bltz $t0, okay
    nop
    add $v0, $a1, $zero
okay:
    sub $t0, $a2, $v0
    bltz $t0, done
    nop
    add $v0, $a2, $zero
done:
    jr $ra

```

- Nhận xét: Thanh ghi s0 lưu giá trị lớn nhất của 3 thanh ghi a0, a1, a2

Assignment 3

Laboratory Exercise 7, Assignment 3

.text

```

    li $s0,112
    li $s1,36
    jal swap #call max procedure
    nop
    li $v0,10 #terminate
    syscall

```

#stack: first in last out

swap:

push:

```

    addi $sp, $sp, 8    #adjust the stack pointer
    sw $s0, 4($sp)      #s0 -> stack

```

```

        sw $s1, 0($sp)          #s1 -> 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

```

Assignment 4

Laboratory Exercise 7, Assignment 4

.data

Message: .asciiz "Ket qua tinh gia 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 valua 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

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

WAPRP_END:

#Procedure FACT: compute N!

#Param[in] \$a0 interger 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 ($a0 = N \geq 2$)

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:

- Nhận xét:
 - o Ảnh minh họa stack với n=3

\$a0	Giá trị của FACT(3)
\$ra	Địa chỉ của FACT(3)
\$fp	
\$a0	Giá trị của FACT(2)
\$ra	Địa chỉ của FACT(2)
\$fp	
\$ra	Địa chỉ của FACT(1)
\$fp	
\$sp	

Assignment 5: Find MAX and MIN procedure

Laboratory Exercise 7, Assignment 5

.data

Message1: .asciiz "LARGEST: "

Message2: .asciiz "SMALLEST: "

Comma: .asciiz ", "

Endline: .asciiz "\n"

.text

main:

jal warp

print:

add \$a1, \$v0, \$zero # \$a1 = result from max(list)

add \$a2, \$v1, \$zero # \$a1 = result from min(list)

li \$v0, 4

la \$a0, Message1

syscall

li \$v0, 1

addi \$a0, \$a1, 0

syscall

li \$v0, 4

la \$a0, Comma

syscall

li \$v0, 1

addi \$a0, \$t0, 0

syscall

li \$v0, 4

la \$a0, Endline

syscall

li \$v0, 4

la \$a0, Message2

syscall

li \$v0, 1

addi \$a0, \$a2, 0

syscall

li \$v0, 4

la \$a0, Comma

syscall

li \$v0, 1

addi \$a0, \$t1, 0

syscall

quit:

li \$v0, 10 #terminate

syscall

endmain:

warp:

addi \$fp, \$sp, 0

addi \$sp, \$sp, -32

addi \$s0, \$zero, 12

sw \$s0, 28(\$sp)


```

addi $s1, $zero, 45
sw $s1, 24($sp)
addi $s2, $zero, -52
sw $s2, 20($sp)
addi $s3, $zero, -3
sw $s3, 16($sp)
addi $s4, $zero, 99
sw $s4, 12($sp)
addi $s5, $zero, 18
sw $s5, 8($sp)
addi $s6, $zero, -85
sw $s6, 4($sp)
addi $s7, $zero, 78
sw $s7, 0($sp)

```

```

addi $v0, $zero, 0x80000000 # value of max element
addi $v1, $zero, 0x7fffffff # value of min element
addi $t0, $zero, 7 # index of max element
addi $t1, $zero, 7 # index of min element
addi $t7, $zero, 7 # index

```

loop:

```
lw $t2, 0($sp)
```

check_max:

```

slt $t3, $v0, $t2 #check: max < current
beq $t3, $zero, check_min # if max > current then next check
addi $v0, $t2, 0 #if max < current then update: max = current
addi $t0, $t7, 0 # update index

```

check_min:

slt \$t3, \$t2, \$v1#check: current < min

beq \$t3, \$zero, continue# if current > min then continue

addi \$v1, \$t2, 0 #if min > current then update: min = current

addi \$t1, \$t7, 0 #update idex

continue:

addi \$sp, \$sp, 4

addi \$t7, \$t7, -1

bne \$sp, \$fp, loop

li \$fp, 0

jr \$ra