

ASSIGNMENT 1: MIPS (using MARS)

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Q1) Assembly programming (Simple encryption and decryption)

Using the logic of an encryption key and a XOR gate ($[A \wedge K] \wedge K = A$, where A is the input and K is the Key (\wedge is XOR)), the following code is presented below with its output.

(explanation shown through comments in the code)

```
mips1.asm
2 .data
3 plaintext: .asciiz "Enter Plain text: "
4 ciphertext: .asciiz "Cipher text: "
5 decipheredtext: .asciiz "Deciphered text: "
6 date: .space 40
7 Key: .asciiz "mykey002" #added key as my rollno
8
9 .text
10 main:
11     li $t3, 0 # 0 for encryption, 1 for decryption (change as needed)
12     la $a0, plaintext
13     li $v0, 4
14     syscall
15
16     # Read the input
17     la $a0, data
18     la $a1, 40 # Maximum 40 characters can be read
19     li $v0, 8
20     syscall
21
22     # Load the fixed key
23     la $t4, Key
24
25     # Encryption or Decryption Loop
26     li $t0, 0 # Initialize loop counter
27
28 encrypt_decrypt_loop:
29     lb $t2, 0($a0) # Load a character from the input
30     beqz $t2, end_encrypt_decrypt # Terminate when the end of the string is reached
31
32     # Encryption or Decryption
33     lb $t1, 0($t4) # Load a character from the key
34     xor $t2, $t2, $t1 # XOR the character with the key
35
36     sb $t2, 0($a0) # Store the character (encrypted or decrypted) back
37     addi $a0, $a0, 1 # Move to the next character
38     addi $t4, $t4, 1 # Move to the next character in the key
39     j encrypt_decrypt_loop
40
41 end_encrypt_decrypt:
42     # Display the result (encrypted or decrypted text)
43     la $a0, ciphertext
44     li $v0, 4
45     syscall
46
47     # Print the result (encrypted or decrypted text)
48     la $a0, data
49     li $v0, 4
50     syscall
51
52     # Reset the key pointer for decryption
53     la $t4, Key
54     li $t3, 1 # Set the mode to decryption
55
56     # Decryption Loop
57     la $a0, data
58     j decrypt_data_loop
59
60 decrypt_data_loop:
61     lb $t2, 0($a0) # Load a character from the data buffer
62     beqz $t2, end_decryption # Terminate when the end of the string is reached
63
64     # Decryption
65     lb $t1, 0($t4) # Load a character from the key
66     xor $t2, $t2, $t1 # XOR the character with the key
```

```

decrypt_data_loop:
    lb $t2, 0($a0)    # Load a character from the data buffer
    beqz $t2, end_decryption # Terminate when the end of the string is reached

    # Decryption
    lb $t1, 0($t4)    # Load a character from the key
    xor $t2, $t2, $t1 # XOR the character with the key

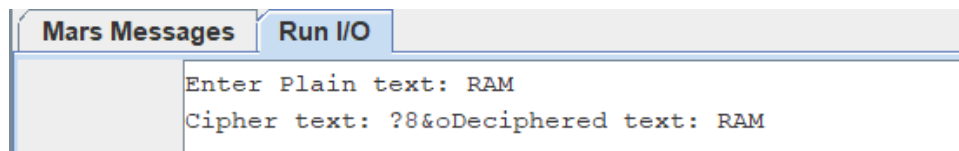
    sb $t2, 0($a0)    # Store the character (decrypted) back
    addi $a0, $a0, 1   # Move to the next character
    addi $t4, $t4, 1   # Move to the next character in the key
    j decrypt_data_loop

end_decryption:
    # Display the result (decrypted text)
    la $a0, deciphertext
    li $v0, 4
    syscall

    # Print the result (decrypted text)
    la $a0, data
    li $v0, 4
    syscall

    # Terminate program
    li $v0, 10
    syscall

```



output of the code)

Q2) Assembler (using Python)

```

1  opcodes = {
2      "li": "001001",
3      "la": "001111",
4      "syscall": "001100",
5      "lb": "100000",
6      "sb": "101000",
7      "addi": "001000",
8      "beqz": "000100",
9      "j": "000010",
10     "xor": "000000",
11 } #opcodes of the MIPS cmds used
12 registers = {
13     "$zero": "00000",
14     "$t0": "01000",
15     "$t1": "01001",
16     "$t2": "01010",
17     "$t3": "01011",
18     "$t4": "01100",
19     "$t5": "01101",
20     "$a0": "00100",
21     "$a1": "00101",
22     "$v0": "00010",
23     "$s0": "00000",
24 } #various registers used
25 label_addresses = {"plaintext": "0001000000000001",
26                     "data": "0001000000000001",

```



```

181         return end_opcode
182
183     elif parts[0] == "syscall": #syscall always occurs at 0x0000000c
184         return "00000000000000000000000000000000" + topcode
185     return ""
186
187 assembly_code = [
188     ".text",
189     ".main:",
190     "li $t3, 0",
191     "la $a0, plaintext",
192     "li $v0, 4",
193     "syscall",
194     "la $a0, data",
195     "la $a1, 40",
196     "li $v0, 8",
197     "syscall",
198     "la $t4, key",
199     "li $t0, 0",
200     "encrypt_decrypt_loop:",
201     "lb $t2, 0($a0)",
202     "beqz $t2, end_encrypt_decrypt",
203     "lb $t1, 0($t4)",
204     "xor $t2, $t2, $t1",
205     "sb $t2, 0($a0)",

```

```

206     "addi $a0, $a0, 1",
207     "addi $t4, $t4, 1",
208     "j encrypt_decrypt_loop",
209     "end_encrypt_decrypt:",
210     "la $a0, ciphertext",
211     "li $v0, 4",
212     "syscall",
213     "la $a0, data",
214     "li $v0, 4",
215     "syscall",
216     "la $t4, key",
217     "li $t3, 1",
218     "la $a0, data",
219     "j decrypt_data_loop",
220     "decrypt_data_loop:",
221     "lb $t2, 0($a0)",
222     "beqz $t2, end_decryption",
223     "lb $t1, 0($t4)",
224     "xor $t2, $t2, $t1",
225     "sb $t2, 0($a0)",
226     "addi $a0, $a0, 1",
227     "addi $t4, $t4, 1",
228     "j decrypt_data_loop",
229     "end_decryption:",
230     "la $a0, deciphertext",

```

```

231     "li $v0, 4",
232     "syscall",
233     "la $a0, data",
234     "li $v0, 4",
235     "syscall",
236     "li $v0, 10",
237     "syscall",
238 ]
239
240 machine_code = ""
241 for line in assembly_code:
242     machine_instruction = assemble(line)
243     if machine_instruction:
244         machine_code += machine_instruction
245
246 # Split the machine code into groups of 32 bits (8 characters) for better readability
247 machine_code_groups = [machine_code[i:i + 32] for i in range(0, len(machine_code), 32)]
248
249 for group in machine_code_groups:
250     print(group)

```

Instruction Set and Registers: The code defines a set of MIPS instructions in the opcodes dictionary and a set of registers in the registers dictionary. These dictionaries map mnemonic instructions and register names to their binary representations.

Label Addresses and Jump Labels: The `label_addresses` dictionary is used to store the addresses of various labels in the code, such as "plaintext," "data," "Key," etc. The `jump_label` dictionary is used to specify jump targets for certain instructions like "encrypt_decrypt_loop" and "decrypt_data_loop."

Assembly Function: The `assemble` function takes an assembly instruction as input and converts it into its corresponding machine code. It first splits the input instruction into its parts and checks for various conditions to determine the appropriate binary representation.

Handling Different Instruction Types: The code handles different types of instructions, including R-type, I-type, jump, syscall, and label definitions. For example, it correctly translates instructions like "li," "la," "beqz," "xor," and others into their binary representations.

Main Assembly Code: The `assembly_code` list contains the high-level MIPS assembly instructions for a program. The code iterates through this list, calls the `assemble` function for each instruction, and concatenates the resulting machine code into a single string. Finally, it splits this machine code into 32-bit groups for readability and prints the result.