

LOGISTICS

- ▶ I will try a "hands up" protocol today.
 - (Zoom, I think, allows you to raise your hand.)
 - Will try to stop every 12-15 minutes for questions.
- ▶ Let's test this now...
 - Before I begin, **do you have any questions?**

LOGISTICS (CONT'D)

- ▶ I will be assigning Homework 08 today. It is due next Wednesday 3pm.
 - Please look it over tonight and/or early tomorrow.
- ▶ The TAs and I will be holding Zoom "lab office hours" tomorrow (Thursday) from 1:30-4:30pm PST, probably as 45 minute help sessions.
 - I will send Zoom meeting links so you can connect with some session.
- ▶ *Please start working on Homework 08 right away and ask questions!*

LOGISTICS (CONT'D)

- ▶ I'd like to set up office hours for the remainder of the semester...
 - I will send an office hour poll over email.
 - I'm also working to create a Slack channel for CS2 questions/discussion.
 - ✦ The TAs and I would then hover over that channel during the day.

MEMORY ACCESS IN MIPS

LECTURE 08-2

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TODAY'S PLAN

WE'LL LOOK MORE AT MEMORY ACCESS IN MIPS...

- ▶ REVIEW **LOAD/STORE** INSTRUCTIONS, SOLUTIONS TO **LEC08-1 EXERCISES**
- ▶ EXAMINE **ARRAY** REPRESENTATION AND ACCESS
- ▶ EXAMINE **STRUCT** REPRESENTATION AND ACCESS
- ▶ WE'LL USE LOAD/STORE AT AN **OFFSET** FROM AN ADDRESS
- ▶ **LINKED LIST** CONSTRUCTION AND TRAVERSAL

RECALL: MIPS MEMORY STUFF

- ▶ A MIPS program can reserve space for data within its memory image:

```
1.      .data
2.  string_ptr: .asciiz "Here is a null-terminated string."
3.  int_ptr:    .word 101, 42, 18
4.  area_ptr:   .space 20
```

- **.asciiz** sets aside space for a null-terminated character sequence.
- **.word** sets aside space for 4-byte (integer) values.
- **.space** sets aside a contiguous region of uninitialized bytes.
- ▶ Labels give addresses we can load into a register (**LA**); treat as a pointer.
- ▶ We can read and write memory using an address in a register (**LW**; **SW**)

EXAMPLE

- ▶ Here is code that reads 101 from memory and writes 101+50 to it.

```
1.      .data
2.  string_ptr: .asciiz "Here is a null-terminated string."
3.  int_ptr:    .word 101, 42, 18
4.  area_ptr:   .space 20
5.      .text
6.  main:
7.      la $s0, int_ptr
8.      la $s1, area_ptr
9.      lw $t0, ($s0)
10.     addiu $t0, $t0, 50
11.     sw $t0, ($s1)
```

EXAMPLE

- ▶ Here is code that reads 101 from memory and writes $101+50$ to it.

```
1.      .data
2.  string_ptr: .asciiz "Here is a null-terminated string."
3.  int_ptr:    .word 101, 42, 18
4.  area_ptr:   .space 20
5.      .text
6.  main:
7.      la $s0, int_ptr
8.      la $s1, area_ptr
9.      lw $t0, ($s0)
10.     addiu $t0, $t0, 50
11.     sw $t0, ($s1)
```

- ▶ The first instruction (line 07) sets `s0` to point to the first word at `int_ptr`.

EXAMPLE

- ▶ Here is code that reads 101 from memory and writes $101+50$ to it.

```
1.      .data
2.  string_ptr: .asciiz "Here is a null-terminated string."
3.  int_ptr:    .word 101, 42, 18
4.  area_ptr:   .space 20
5.      .text
6.  main:
7.      la $s0, int_ptr
8.      la $s1, area_ptr
9.      lw $t0, ($s0)
10.     addiu $t0, $t0, 50
11.     sw $t0, ($s1)
```

- ▶ The second instruction (line 08) sets $s1$ to point to the first word at `area_ptr`.

EXAMPLE

- ▶ Here is code that reads 101 from memory and writes 101+50 to it.

```
1.      .data
2.  string_ptr: .asciiz "Here is a null-terminated string."
3.  int_ptr:     .word 101, 42, 18
4.  area_ptr:    .space 20
5.      .text
6.  main:
7.      la $s0, int_ptr
8.      la $s1, area_ptr
9.      lw $t0, ($s0)
10.     addiu $t0, $t0, 50
11.     sw $t0, ($s1)
```

- ▶ Then it loads the value of 101 into register t0 with a **LW** in line 09.

EXAMPLE

- ▶ Here is code that reads 101 from memory and writes $101+50$ to it.

```
1.      .data
2.  string_ptr: .asciiz "Here is a null-terminated string."
3.  int_ptr:    .word 101, 42, 18
4.  area_ptr:   .space 20
5.      .text
6.  main:
7.      la $s0, int_ptr
8.      la $s1, area_ptr
9.      lw $t0, ($s0)
10.     addiu $t0, $t0, 50
11.     sw $t0, ($s1)
```

- ▶ It adds 50 to that, making `t0` contain 151 in line 10.

EXAMPLE

- ▶ Here is code that reads 101 from memory and writes 101+50 to it.

```
1.      .data
2.  string_ptr: .asciiz "Here is a null-terminated string."
3.  int_ptr:    .word 101, 42, 18
4.  area_ptr:   .space 20
5.      .text
6.  main:
7.      la $s0, int_ptr
8.      la $s1, area_ptr
9.      lw $t0, ($s0)
10.     addiu $t0, $t0, 50
11.     sw $t0, ($s1)
```

- ▶ Finally it writes the 4-byte value of 151 into **memory** referenced by `area_ptr`.

ARRAY-LIKE CODING

- ▶ We can treat areas in the `.data` segment as integer arrays.
- ▶ The code below reads in a sequence of integers, placing them at `area_ptr`.

```
1.      la $s0, area_ptr
2.      li $t1, 5          # Count out 5 inputs.
3.  input_loop:
4.      beqz $t1, input_done
5.
6.      li $v0, 5          #
7.      syscall            # Get an integer input.
8.
9.      sw $v0, ($s0)      # Store it in the array.
10.     addiu $s0, $s0, 4   # Advance the pointer by 4 bytes.
11.     addiu $t1, $t1, -1  # Decrement the count.
12.     b input_loop
```

ARRAY-LIKE CODING

- ▶ At the top we have: **area_ptr: .space 20**
- ▶ The code below reads in a sequence of integers, placing them at **area_ptr**.

```
1.      la $s0, area_ptr
2.      li $t1, 5          # Count out 5 inputs.
3.  input_loop:
4.      beqz $t1, input_done
5.
6.      li $v0, 5          #
7.      syscall            # Get an integer input.
8.
9.      sw $v0, ($s0)      # Store it in the array.
10.     addiu $s0, $s0, 4   # Advance the pointer by 4 bytes.
11.     addiu $t1, $t1, -1  # Decrement the count.
12.     b input_loop
```

- ▶ The first line loads a pointer value into **s0**. The start of the array.

ARRAY-LIKE CODING

- ▶ At the top we have: **area_ptr: .space 20**
- ▶ The code below reads in a sequence of integers, placing them at **area_ptr**.

```
1.      la $s0, area_ptr
2.      li $t1, 5          # Count out 5 inputs.
3.  input_loop:
4.      beqz $t1, input_done
5.
6.      li $v0, 5          #
7.      syscall            # Get an integer input.
8.
9.      sw $v0, ($s0)      # Store it in the array.
10.     addiu $s0, $s0, 4   # Advance the pointer by 4 bytes.
11.     addiu $t1, $t1, -1  # Decrement the count.
12.     b input_loop
```

- ▶ Lines 06 and 07 get an integer from the console, put it in v0.

ARRAY-LIKE CODING

- ▶ At the top we have: `area_ptr: .space 20`
- ▶ The code below reads in a sequence of integers, placing them at `area_ptr`.

```
1.      la $s0, area_ptr
2.      li $t1, 5          # Count out 5 inputs.
3.  input_loop:
4.      beqz $t1, input_done
5.
6.      li $v0, 5          #
7.      syscall            # Get an integer input.
8.
9.      sw $v0, ($s0)      # Store it in the array.
10.     addiu $s0, $s0, 4   # Advance the pointer by 4 bytes.
11.     addiu $t1, $t1, -1  # Decrement the count.
12.     b input_loop
```

- ▶ These lines are key: We store the *int* in memory then advance that pointer.

ARRAY-LIKE CODING

- ▶ At the top we have: `area_ptr: .space 20`
- ▶ The code below reads in a sequence of integers, placing them at `area_ptr`.

```
1.      la $s0, area_ptr
2.      li $t1, 5          # Count out 5 inputs.
3.  input_loop:
4.      beqz $t1, input_done
5.
6.      li $v0, 5          #
7.      syscall            # Get an integer input.
8.
9.      sw $v0, ($s0)      # Store it in the array.
10.     addiu $s0, $s0, 4   # Advance the pointer by 4 bytes.
11.     addiu $t1, $t1, -1  # Decrement the count.
12.     b input_loop
```

- ▶ Since integers are four bytes wide, we advance the pointer by four.

SUMMING AN ARRAY

- ▶ The code sums an array of integers in memory.
 - `t1` initially holds the array's length. The loop counts down.
 - `t0` holds the sum.
 - `s0` points to the start of the array, and is advanced (by four).

```
1.      li      $t0, 0
2.  sum_loop:
3.      beqz     $t1, sum_done
4.      lw       $t2, ($s0)
5.      addu     $t0, $t0, $t2
6.      addiu    $s0, $s0, 4
7.      addiu    $t1, $t1, -1
8.      b        sum_loop
9.  sum_done:
```

SUMMING AN ARRAY

- ▶ The code sums an array of integers in memory.
 - `t1` initially holds the array's length. The loop counts down.
 - `t0` holds the sum.
 - `s0` points to the start of the array, and is advanced (by four).

```
1.      li      $t0, 0
2.  sum_loop:
3.      beqz    $t1, sum_done
4.      lw      $t2, ($s0)
5.      addu    $t0, $t0, $t2
6.      addiu   $s0, $s0, 4
7.      addiu   $t1, $t1, -1
8.      b       sum_loop
9.  sum_done:
```

- ▶ Lines 04-06 are key: fetch the next array value, add it to the sum; advance.

OUTPUTTING THE ASCII CODES OF A CHARACTER STRING

► This code is similar, though instead we access the bytes of a character string.

```
1.      la      $s0,string_ptr
2.  loop:
3.      lb      $t0,($s0)    # Fetch the next character.
4.      beqz    $t0,done     # See if it's the null character.
5.                               # If it's not,
6.      move    $a0,$t0      # output the character's code.
7.      li      $v0,1
8.      syscall
9.
10.     addiu   $s0,$s0,1
11.     b       loop
12. done:
```

OUTPUTTING THE ASCII CODES OF A CHARACTER STRING

- ▶ This code is similar, though instead we access the bytes of a character string.

```
1.      la      $s0,string_ptr
2.  loop:
3.      lb      $t0,($s0)    # Fetch the next character.
4.      beqz    $t0,done     # See if it's the null character.
5.                                     # If it's not,
6.      move    $a0,$t0      # output the character's code.
7.      li      $v0,1
8.      syscall
9.
10.     addiu   $s0,$s0,1
11.     b       loop
12. done:
```

- ▶ These four lines load a character from the string and output its ASCII code.

OUTPUTTING THE ASCII CODES OF A CHARACTER STRING

- This code is similar, though instead we access the bytes of a character string.

```
1.      la      $s0,string_ptr
2.  loop:
3.      lb      $t0,($s0)    # Fetch the next character.
4.      beqz    $t0,done     # See if it's the null character.
5.                               # If it's not,
6.      move    $a0,$t0      # output the character's code.
7.      li      $v0,1
8.      syscall
9.
10.     addiu    $s0,$s0,1
11.     b        loop
12. done:
```

- Notice that we advance the pointer by only one byte (not 4).

OUTPUTTING THE ASCII CODES OF A CHARACTER STRING

- ▶ This code is similar, though instead we access the bytes of a character string.

```
1.      la      $s0,string_ptr
2. loop:
3.      lb      $t0,($s0)    # Fetch the next character.
4.      beqz    $t0,done     # See if it's the null character.
5.                               # If it's not,
6.      move    $a0,$t0      # output the character's code.
7.      li      $v0,1
8.      syscall
9.
10.     addiu   $s0,$s0,1
11.     b       loop
12. done:
```

- ▶ Recall that character strings end with character 0.

→ Line 04 checks to see if we've hit the null-terminating character.

ASCII CODE IN ACTION

```
1.          .data
2. string_ptr: .ascii "hello\000"
3.          .text
4. main:
5.      la      $s0,string_ptr
6. loop:
7.      lb      $t0,($s0)
8.      beqz    $t0,done
9.
10.     move    $a0,$t0
11.     li      $v0,1
12.     syscall
13.
14.     addiu   $s0,$s0,1
15.     b       loop
16. done:
```

MEMORY

'h'	'e'	'l'	'l'	'o'	0
-----	-----	-----	-----	-----	---

s0

t0

REGISTERS

ip

INSTRUCTION

CONSOLE

```
1
2
3
4
5
```


ASCII CODE IN ACTION

```
1.      .data
2.  string_ptr: .ascii "hello\000"
3.      .text
4.  main:
5.      la      $s0,string_ptr
6.  loop:
7.      lb      $t0,($s0)
8.      beqz    $t0,done
9.
10.     move    $a0,$t0
11.     li      $v0,1
12.     syscall
13.
14.     addiu   $s0,$s0,1
15.     b       loop
16.  done:
```



s0

t0

REGISTERS

ip

INSTRUCTION

CONSOLE

1
2
3
4
5

ASCII CODE IN ACTION

```
1.      .data
2.  string_ptr: .ascii "hello\000"
3.      .text
4.  main:
5.      la      $s0,string_ptr
6.  loop:
7.      lb      $t0,($s0)
8.      beqz    $t0,done
9.
10.     move    $a0,$t0
11.     li      $v0,1
12.     syscall
13.
14.     addiu   $s0,$s0,1
15.     b       loop
16. done:
```

MEMORY

'h'	'e'	'l'	'l'	'o'	0
-----	-----	-----	-----	-----	---

s0

t0 'h'

REGISTERS

ip

INSTRUCTION

CONSOLE

1
2
3
4
5

ASCII CODE IN ACTION

```
1.      .data
2.  string_ptr: .ascii "hello\000"
3.      .text
4.  main:
5.      la      $s0,string_ptr
6.  loop:
7.      lb      $t0,($s0)
8.      beqz    $t0,done
9.
10.     move    $a0,$t0
11.     li      $v0,1
12.     syscall
13.
14.     addiu   $s0,$s0,1
15.     b       loop
16.  done:
```

MEMORY

'h'	'e'	'l'	'l'	'o'	0
-----	-----	-----	-----	-----	---

s0

t0 'h'

REGISTERS

ip

INSTRUCTION

CONSOLE

1 104

2

3

4

5

ASCII CODE IN ACTION

```
1.      .data
2.  string_ptr: .ascii "hello\000"
3.      .text
4.  main:
5.      la      $s0,string_ptr
6.  loop:
7.      lb      $t0,($s0)
8.      beqz    $t0,done
9.
10.     move    $a0,$t0
11.     li      $v0,1
12.     syscall
13.
14.     addiu   $s0,$s0,1
15.     b       loop
16. done:
```

MEMORY

'h'	'e'	'l'	'l'	'o'	0
-----	-----	-----	-----	-----	---

s0

t0 'h'

REGISTERS

ip

INSTRUCTION

CONSOLE

1 104

2

3

4

5

ASCII CODE IN ACTION

```
1.      .data
2.  string_ptr: .ascii "hello\000"
3.      .text
4.  main:
5.      la      $s0,string_ptr
6.  loop:
7.      lb      $t0,($s0)
8.      beqz    $t0,done
9.
10.     move    $a0,$t0
11.     li      $v0,1
12.     syscall
13.
14.     addiu   $s0,$s0,1
15.     b       loop
16. done:
```

MEMORY

'h'	'e'	'l'	'l'	'o'	0
-----	-----	-----	-----	-----	---

s0

t0 'e'

REGISTERS

ip

INSTRUCTION

CONSOLE

1 104

2

3

4

5

ASCII CODE IN ACTION

```
1.      .data
2.  string_ptr: .ascii "hello\000"
3.      .text
4.  main:
5.      la      $s0,string_ptr
6.  loop:
7.      lb      $t0,($s0)
8.      beqz    $t0,done
9.
10.     move    $a0,$t0
11.     li      $v0,1
12.     syscall ←
13.
14.     addiu   $s0,$s0,1
15.     b       loop
16. done:
```

MEMORY

'h'	'e'	'l'	'l'	'o'	0
-----	-----	-----	-----	-----	---

s0

t0 'e'

REGISTERS

ip

INSTRUCTION

CONSOLE

1 104

2 101

3

4

5

ASCII CODE IN ACTION

```
1.      .data
2.  string_ptr: .ascii "hello\000"
3.      .text
4.  main:
5.      la      $s0,string_ptr
6.  loop:
7.      lb      $t0,($s0)
8.      beqz    $t0,done
9.
10.     move    $a0,$t0
11.     li      $v0,1
12.     syscall
13.
14.     addiu   $s0,$s0,1
15.     b       loop
16.  done:
```

MEMORY

'h'	'e'	'l'	'l'	'o'	0
-----	-----	-----	-----	-----	---

s0

t0 'e'

REGISTERS

ip

INSTRUCTION

CONSOLE

1 104

2 101

3

4

5

ASCII CODE IN ACTION

```
1.      .data
2.  string_ptr: .ascii "hello\000"
3.      .text
4.  main:
5.      la      $s0,string_ptr
6.  loop:
7.      lb      $t0,($s0)
8.      beqz    $t0,done
9.
10.     move    $a0,$t0
11.     li      $v0,1
12.     syscall
13.
14.     addiu   $s0,$s0,1
15.     b       loop
16. done:
```

MEMORY

'h'	'e'	'l'	'l'	'o'	0
-----	-----	-----	-----	-----	---

s0

t0 0

REGISTERS

ip

INSTRUCTION

CONSOLE

1 104

2 101

3 108

4 108

5 111

ASCII CODE IN ACTION

```
1.      .data
2.  string_ptr: .ascii "hello\000"
3.      .text
4.  main:
5.      la      $s0,string_ptr
6.  loop:
7.      lb      $t0,($s0)
8.      beqz    $t0,done
9.
10.     move    $a0,$t0
11.     li      $v0,1
12.     syscall
13.
14.     addiu   $s0,$s0,1
15.     b       loop
16.  done:
```

MEMORY

'h'	'e'	'l'	'l'	'o'	0
-----	-----	-----	-----	-----	---

s0

t0 0

REGISTERS

ip

INSTRUCTION

CONSOLE

1 104

2 101

3 108

4 108

5 111

ASCII CODE IN ACTION

```
1.      .data
2.  string_ptr: .ascii "hello\000"
3.      .text
4.  main:
5.      la      $s0,string_ptr
6.  loop:
7.      lb      $t0,($s0)
8.      beqz    $t0,done
9.
10.     move    $a0,$t0
11.     li      $v0,1
12.     syscall
13.
14.     addiu   $s0,$s0,1
15.     b       loop
16. done:
```

MEMORY

'h'	'e'	'l'	'l'	'o'	0
-----	-----	-----	-----	-----	---

s0

t0 0

REGISTERS

ip

INSTRUCTION

CONSOLE

```
1 104
2 101
3 108
4 108
5 111
```

LECTURE 08-1 EXERCISE 1

- ▶ Change "hello.asm" so that it instead outputs this to the console

```
hello  
ello  
llo  
lo  
o
```

- Each line starts from a different place in the character string.

SOLUTION TO LECTURE 08-1 EXERCISE 1

► Changing just a few lines, we have our solution:

```
1.      la $s0,string_ptr
2.  loop:
3.      lb $t0,($s0)
4.      beqz $t0,done
5.
6.      move $a0,$s0          # Output the string at the pointer.
7.      li $v0,4
8.      syscall
9.
10.     addiu $s0,$s0,1        # Advance the pointer by 1 byte.
11.     b loop
12. done:
```

SWAPPING CONSECUTIVE ITEMS IN AN ARRAY

- ▶ Many sort algorithms involve a "neighbor swap" operation. In C++

```
1. int tmp1 = a[i];  
2. int tmp2 = a[i+1];  
3. a[i] = tmp2;  
4. a[i+1] = tmp1;
```

- ▶ Here is the MIPS code equivalent (assuming `s1` is `&a[i]`):

```
1.      addiu  $s2,$s1,4  
2.      lw     $t1,($s1)  
3.      lw     $t2,($s2)  
4.      sw     $t2,($s1)  
5.      sw     $t1,($s2)
```

SWAP, USING OFFSETS

- ▶ Many sort algorithms involve a "neighbor swap" operation. In C++

```
1. int tmp1 = a[i];  
2. int tmp2 = a[i+1];  
3. a[i] = tmp2;  
4. a[i+1] = tmp1;
```

- ▶ Here is the MIPS code equivalent (assuming `s1` is `&a[i]`):

```
1.      lw      $t1, 0($s1)  
2.      lw      $t2, 4($s1)  
3.      sw      $t2, 0($s1)  
4.      sw      $t1, 4($s1)
```

- ▶ The code above is using "offset addressing".

→ The notation `k($r)` means "memory at address `r+k`"

LOADING AND STORING AT AN OFFSET FROM AN ADDRESS

LOAD A (FOUR BYTE) VALUE FROM AN ADDRESS IN MEMORY AT AN OFFSET

LW *destination*, *offset* (*source*)

- ▶ Load four bytes starting at *offset* bytes from the address stored in *source*

STORE A (FOUR BYTE) VALUE TO AN ADDRESS IN MEMORY AT AN OFFSET

SW *source*, *offset* (*destination*)

- ▶ Store four bytes starting at *offset* bytes from the address stored in *destination*

NOTE: *offset* must be a constant value!!!

- Some of you will be tempted to write **\$t1 (\$s1)** to mean **a[i]**.

LECTURE 08-1 EXERCISE 2

- ▶ Change "hello.asm" so that it instead outputs this to the console

```
hello  
elloh  
llohe  
lohel  
ohell
```

- Each line is a result of rotating the string's contents by one character.

SOLUTION TO LECTURE 08-1 EXERCISE 2

- ▶ The code below "rotates" a length five string within memory

```
1.  la $t4,hello_ptr
2.  lb $t3,0($t4) # save the 'h'
3.  lb $t6,1($t4)
4.  sb $t6,0($t4) # move the 'e' left
5.  lb $t6,2($t4)
6.  sb $t6,1($t4) # move the 'l' left
7.  lb $t6,3($t4)
8.  sb $t6,2($t4) # move the 'l' left
9.  lb $t6,4($t4)
10. sb $t6,3($t4) # move the 'o' left
11. sb $t3,4($t4) # place the 'h'
```

- ▶ I have a more general solution "rotate.asm" that relies on these two lines

```
lb $t6,1($t4)      # shift a character one spot left
sb $t6,0($t4)      #
```

COMPILER USE OF OFFSETS

► Consider this C++ code:

```
1. void fcn(int a, int b) {  
2.     ...  
3.     int x = a - b;  
4.     int y = b + 10;  
5.     ...  
6. }
```

► Here is MIPS code that mimics what a C++ compiler might generate

```
1.      fcn:  
2.      ...  
3.      lw      $t0, 0($fp)  
4.      lw      $t1, -4($fp)  
5.      subu    $t2, $t0, $t1  
6.      sw      $t2, -8($fp)  
7.      addiu   $t3, $t1, 10  
8.      sw      $t3, -12($fp)  
9.      ...
```

COMPILER USE OF OFFSETS

► Consider this C++ code:

```
1. void fcn(int a, int b) {  
2.     ...  
3.     int x = a - b;  
4.     int y = b + 10;  
5.     ...  
6. }
```

► Here is MIPS code that mimics what a C++ compiler might generate

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5.      subu    $t2, $t0, $t1  
6.      sw      $t2, -8($fp)  
7.      addiu   $t3, $t1, 10  
8.      sw      $t3, -12($fp)  
9.      ...
```

fp is the register used as
a "stack frame pointer"



COMPILER USE OF OFFSETS


► Consider this C++ code:

```
1. void fcn(int a, int b) {  
2.     ...  
3.     int x = a - b;  
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► Here is MIPS code that mimics what a C++ compiler might generate

```
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4.      lw      $t1, -4($fp)  
5.      subu    $t2, $t0, $t1  
6.      sw      $t2, -8($fp)  
7.      addiu   $t3, $t1, 10  
8.      sw      $t3, -12($fp)  
9.      ...
```

a is being held at of
offset of 0 bytes in the
frame



COMPILER USE OF OFFSETS


► Consider this C++ code:

```
1. void fcn(int a, int b) {  
2.     ...  
3.     int x = a - b;  
4.     int y = b + 10;  
5.     ...  
6. }
```

► Here is MIPS code that mimics what a C++ compiler might generate

```
1.      fcn:  
2.      ...  
3.      lw      $t0, 0($fp)  
4.      lw      $t1, -4($fp)  
5.      subu    $t2, $t0, $t1  
6.      sw      $t2, -8($fp)  
7.      addiu   $t3, $t1, 10  
8.      sw      $t3, -12($fp)  
9.      ...
```

b is being held at of
offset of -4 bytes in the
frame



COMPILER USE OF OFFSETS


► Consider this C++ code:

```
1. void fcn(int a, int b) {  
2.     ...  
3.     int x = a - b;  
4.     int y = b + 10;  
5.     ...  
6. }
```

► Here is MIPS code that mimics what a C++ compiler might generate

```
1.      fcn:  
2.      ...  
3.      lw      $t0, 0($fp)  
4.      lw      $t1, -4($fp)  
5.      subu    $t2, $t0, $t1  
6.      sw      $t2, -8($fp)  
7.      addiu   $t3, $t1, 10  
8.      sw      $t3, -12($fp)  
9.      ...
```

x is being held at of
offset of -8 bytes in the
frame



OFFSETS FOR ACCESSING STRUCT COMPONENTS

- ▶ Consider this C++ struct definition for a 3-D coordinate:

```
1.      struct coord {  
2.          int x;  
3.          int y;  
4.          int z;  
5.      };
```

- ▶ Here might be the use of this `coord` struct in other code:

```
6.      coord* p1;  
7.      coord* p2;  
8.      ...  
9.      p2->x = 17;  
10.     p2->y = p1->y;  
11.     p2->z++;
```

- ▶ The compiler will lay out `x,y,z` contiguously in memory, as 24 bytes.

OFFSETS FOR ACCESSING STRUCT COMPONENTS

- ▶ Each access to a struct's component will be at an offset from its pointer.

```
1.      coord* p1;  
2.      coord* p2;  
3.      ...  
4.      p2->x = 17;  
5.      p2->y = p1->y;  
6.      p2->z++;
```

- ▶ Here might be the MIPS code that a compiler would generate:

```
1.      li      $t1,17  
2.      sw      $t1,0($s2)  
3.  
4.      lw      $t2,4($s1)  
5.      sw      $t2,4($s2)  
6.  
7.      lw      $t3,8($s2)  
8.      addiu   $t3,$t3,1  
9.      sw      $t3,8($s2)
```


OFFSETS FOR ACCESSING STRUCT COMPONENTS

- ▶ Each access to a struct's component will be at an offset from its pointer.

```
1.      coord* p1;  
2.      coord* p2;  
3.      ...  
4.      p2->x = 17;  
5.      p2->y = p1->y;  
6.      p2->z++;
```

- ▶ Here might be the MIPS code that a compiler would generate:

```
1.      li      $t1,17  
2.      sw      $t1,0($s2)  
3.  
4.      lw      $t2,4($s1)  
5.      sw      $t2,4($s2)  
6.  
7.      lw      $t3,8($s2)  
8.      addiu   $t3,$t3,1  
9.      sw      $t3,8($s2)
```

x is being held at offset 0

OFFSETS FOR ACCESSING STRUCT COMPONENTS

- ▶ Each access to a struct's component will be at an offset from its pointer.

```
1.      coord* p1;  
2.      coord* p2;  
3.      ...  
4.      p2->x = 17;  
5.      p2->y = p1->y;  
6.      p2->z++;
```

- ▶ Here might be the MIPS code that a compiler would generate:

```
1.      li      $t1,17  
2.      sw      $t1,0($s2)  
3.  
4.      lw      $t2,4($s1)  
5.      sw      $t2,4($s2)  
6.  
7.      lw      $t3,8($s2)  
8.      addiu   $t3,$t3,1  
9.      sw      $t3,8($s2)
```

x is being held at offset 0

y is being held at offset 4

OFFSETS FOR ACCESSING STRUCT COMPONENTS

- ▶ Each access to a struct's component will be at an offset from its pointer.

```
1.      coord* p1;  
2.      coord* p2;  
3.      ...  
4.      p2->x = 17;  
5.      p2->y = p1->y;  
6.      p2->z++;
```

- ▶ Here might be the MIPS code that a compiler would generate:

```
1.      li      $t1, 17  
2.      sw      $t1, 0($s2)  
3.  
4.      lw      $t2, 4($s1)  
5.      sw      $t2, 4($s2)  
6.  
7.      lw      $t3, 8($s2)  
8.      addiu   $t3, $t3, 1  
9.      sw      $t3, 8($s2)
```

x is being held at offset 0

y is being held at offset 4

z is being held at offset 8

LINKED LIST CODE

- ▶ Consider this C++ struct definition for a linked list node:

```
1.      struct node {  
2.          int data;  
3.          struct node* next;  
4.      };
```

- ▶ The code below builds a linked list storing the sequence 32, 57, 11

```
5.      node nodes[3];  
6.      node* n1 = &nodes[0];  
7.      node* n2 = &nodes[1];  
8.      node* n3 = &nodes[2];  
9.  
10.     n1->data = 32;  
11.     n2->data = 57;  
12.     n3->data = 11;  
13.  
14.     n1->next = n2;  
15.     n2->next = n3;  
16.     n3->next = nullptr
```

LINKED LIST CODE CONVERTED TO MIPS

```
1. node nodes[3];
2.
3.
4.
5. node* n1 = &nodes[0];
6. node* n2 = &nodes[1];
7. node* n3 = &nodes[2];
8.
9. n1->data = 32;
10.
11. n2->data = 57;
12.
13. n3->data = 11;
14.
15.
16. n1->next = n2;
17. n2->next = n3;
18.
19. n3->next = nullptr
```

```
1. .data
2. nodes: space 24
3. .text
4. ...
5. la $s1,nodes
6. addiu $s2,$s1,8
7. addiu $s3,$s1,16
8.
9. li $t0,32
10. sw $t0,($s1)
11. li $t0,57
12. sw $t0,($s2)
13. li $t0,11
14. sw $t0,($s3)
15.
16. sw $s2,4($s1)
17. sw $s3,4($s2)
18. li $t0,0
19. sw $t0,4($s3)
```

LINKED LIST CODE CONVERTED TO MIPS

```
1. n1->data = 32;
2.
3. n2->data = 57;
4.
5. n3->data = 11;
6.
7.
8. n1->next = n2;
9. n2->next = n3;
10.
11. n3->next = nullptr
```

```
1.      li      $t0,32
2.      sw      $t0,0($s1)
3.      li      $t0,57
4.      sw      $t0,0($s2)
5.      li      $t0,11
6.      sw      $t0,0($s3)
7.
8.      sw      $s2,4($s1)
9.      sw      $s3,4($s2)
10.     li      $t0,0
11.     sw      $t0,4($s3)
```

- ▶ The **data** field is at offset 0 from the node pointer.
- ▶ The **next** field is at offset 0 from the node pointer.

TRAVERSING A LINKED LIST

► MIPS code that outputs a linked list

```
1. print:
2.     move    $s1, $s0           # current = first;
3. print_loop:
4.     beqz    $s1, done          # if current==nullptr goto done;
5. print_data:
6.     lw      $a0, ($s1)         # print(current->data);
7.     li      $v0, 1
8.     syscall
9.     lw      $s1, 4($s1)        # current = current->next;
10.    b       print_loop
11. done:
```

► Check out my sample "inorder.asm" that builds a linked list in sorted order.

HOMEWORK 08

- ▶ Go to the syllabus page and accept the Git Classroom assignment.
- ▶ It is due next Wednesday, April 8th, at 3pm PST.
- ▶ Exercises: MIPS programs
 - string access and manipulation
 - array access
 - linked list traversal with access
- ▶ We're holding "lab help sessions" 1:30-4:30pm PST tomorrow.
 - I'll send you some Zoom meeting links with instructions.