

CS F342
Computer Architecture
Semester 1 – 2022-2023
Lab Sheet 5

Goals for the Lab: We build up on prior labs and explore i) load/store instructions ii) loops, arrays and string manipulations.

Data Declaration (Recap):

Format for variable name (label) declarations in .data segment:

name-or-label: storage type value(s)

- create storage for variable of specified type with given name and specified value • value(s) usually gives initial value(s).
- for storage type “.space”, gives a number of bytes to be allocated.
- Note: Name (or labels) always followed by colon (:).
- Some Examples
 - var1: .word 3 *#create a single integer variable with initial value 3*
 - list: .word 17 5 92 87 41 30 23 55 -72 36 *#an array of 10 integers*
 - array1: .byte 'a','b' *# 2- element char array- values of a and b (decimal ascii 97, 98)*
 - Array2: .space 40 *# 40 consecutive bytes, **not initialized**; could be used as a 40 element char array, or a 10- element integer array; comment should be used to clarify*

Load / Store Instructions

- RAM access only allowed with load and store instructions
- all other instructions use register operands

LOAD_EXAMPLES:

format:

lw register_dest, RAM_source *#copy word (4 bytes) at source RAM location to destination register.*
lb register_dest, RAM_source *#copy byte at source RAM location to low order byte of destination register*

STORE_EXAMPLES:

format:

sw register_source, RAM_destination *#store word in src register into RAM dest.*
sb register_source, RAM_destination *#store byte (low order) in src reg into RAM dest.*

sw \$t2, (\$t0) *#store word in register \$t2 into RAM at address contained in \$t0*
sw \$t2, 12(\$t0) *#store word in register \$t2 into RAM at address (\$t0 12)*

swc1 \$f0, 4(\$t4) *# Mem[\$t4 + 4] = \$f0; Store word(into RAM) from coprocessor 1.*
sdc1 \$f0, 0(\$t4) *# Mem[\$t4 + 0] = \$f0; Mem[\$t4 + 4] = \$f1 ; Store double(into RAM) from CP 1.*

Exercise 1: A program to take a string from a user and check whether it is a palindrome or not.

Hint:

```
lb $t3, 0($t1) # grab the char at lower ptr  
lb $t4, 0($t2) # grab the char at upper ptr  
bne $t3, $t4, not_palin # if different, it's not
```

Arrays :

Since we have only a small number of registers, it is infeasible to use the registers for long term storage of the array data. Hence, arrays are stored in the Data Segment of a MIPS program. Fundamentally, there are three operations which one can perform on an array:

- Getting the data from an array cell, e.g. `x = list[i]`;
- Storing data into an array cell, e.g. `list[i] = x`;
- Determining the length of an array, i.e. `list.length`.

To access the data in the array requires that we know the address of the data and then use the **load word (lw)** or **store word (sw)** instructions. Words (which is how integers are stored) in MIPS take up 32 bits or 4 bytes. Therefore, if we have a declaration such as:

```
list: .word 3, 0, 1, 2, 6, -2, 4, 7, 3, 7
```

the address that is loaded by the instruction `la $t3, list` is the address of the first '3' in the list. The address of the '0' is 4 greater than that number, and the address of the '6' is 16 greater than that number.

The following snippet of code will place the value of `list[6]` into the `$t4`:

```
la $t3, list # put address of list into $t3  
li $t2, 6 # put the index into $t2  
add $t2, $t2, $t2 # double the index  
add $t2, $t2, $t2 # double the index again (now 4x)  
add $t1, $t2, $t3 # combine the two components of the address  
lw $t4, 0($t1) # get the value from the array cell  
If we wish to assign to the contents of $t4 to list[6] instead, the last line would simply  
be: sw $t4, 0($t1) # store the value into the array cell
```

Exercise 2: Write a program to search for a character in a given character array.

Hint:

```
beq $s1, $zero, srchdn # check for terminator
seq $t1, $s1, $t0 # compare characters
```

Exercise 3: Write a program to take string of length 5 as input from user and store its reverse string in different array and then print both the strings. Observe the values in data segment by stepping through the code. Do we need to worry about '\0' termination? Why / why not?

Hint: Home assignment

```
loop:                                # do {
lb $t3, ($t1)                        #     t3 := str[i]
sb $t3, ($t2)                        #     revstr[4-i] := t3
subu $t1, $t1, 0x1                  #     str-- ;
addi $t2, $t2, 0x1                  #     revstr++ ;
subu $t0, $t0, 0x1                  #     i-- ;
bgez $t0, loop                       # } while(i >= 0);
```

Exercise 4 : Write a program to find the maximum and minimum element in an array.

Hint:

```
sw $v0, ($a0)                        #   arr[i] := x ;
addi $t1, $t1, 0x1                  #   i++ ;
addi $a0, $a0, 0x4                   #   arr++ ;
blt $t1, $t0, input_loop             # } while(i < n);
```

Exercise 5 : Explore disassembly for the new instructions

1. 814c0000
2. c08a0000
3. a08a0000
4. e08a0000
5. e48a0000
6. f48a0000
7. 4604103e

References:

- [1] Green Sheet and text book appendix.
- [2] <http://tfinley.net/notes/cps104/mips.html>
- [3] <https://www.doc.ic.ac.uk/lab/secondyear/spim/node20.html>
- [4] <https://people.cs.pitt.edu/~childers/CS0447/lectures/SlidesLab92Up.pdf>