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MIPS PROCESSOR

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1. IMPLEMENTATION DESCRIPTION

1.1. The MIPS processor specs

- Single cycle MIPS processor alongside an assembler.
- 256 Bytes instruction memory (byte addressable).
- 2 Kbytes data memory (byte addressable).
- 32-bits 32 registers Register File.
- A clock with a clock period 80 ns.

1.2. Supported Instructions

- Arithmetic: **add, addi, sub**
- Load/Store: **lw, sw**
- Logic: **sll, and, andi, nor**
- Control flow: **beq, jal, jr**
- Comparison: **slt**

1.3. Languages used for implementation

- Verilog HDL for implementing the MIPS processor.
- Ruby for implementing the assembler. (bonus)
- Assembly and machine code for testing.

1.4. Tools used for implementation and simulation

- Modelsim.
- Active HDL.
- Sublime text.

1.5. Additional tools

- [OCRA](#) gem for packaging assembler to exe.
 - Git and Github.
-

2. DATAPATH

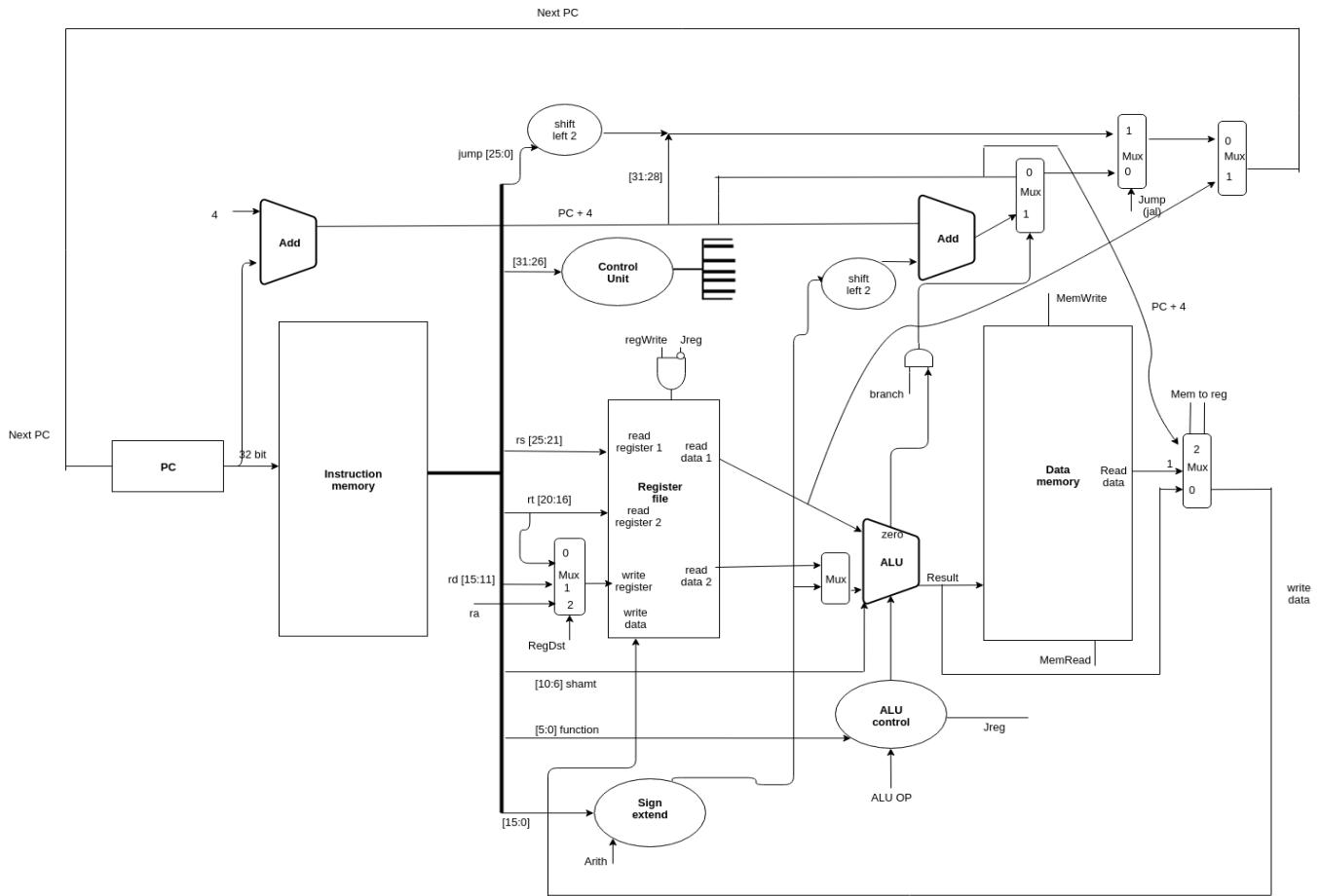


Figure 1 MIPS Processor Datapath

3. TEST PROGRAMS AND THEIR OUTPUTS

3.1. A program testing addition and subtraction

Description: This program adds and subtracts certain values and stores these values in the memory.

3.1.1. Assembly Code

```
#initializing data

addi $s0, $zero, 4      #$s0 = 4
addi $s1, $s0, 6        #$s1 = 10
addi $s2, $zero, 16     #$s2 = 16
addi $s3, $zero, 68     #$s3 = 68
addi $s4, $zero, 40     #$s4 = 40

#adding and subtracting
add $s0, $s3, $s4       #$s0 = (40+68) = 108
add $s4, $s1, $s3       #$s4 = (68+10) = 78
addi $s1, $s2, -10      #$s1 = (16-10) = 6
slt $s3, $s4, $s1       #$s3 = 0
slt $s2, $s3, $s0       #$s2 = 1

#storing data into memory

sw $s0, 4($s3)           #$s0 in loc 4 in memory (0+4) .. loc 4 contains 108
sw $s1, 8($s3)           #$s1 in loc 8 in memory (0+8) .. loc 8 contains 6
sw $s3, 4($s0)           #$s3 in loc 112 in memory (108+4) .. loc 112 contains 0
lw $s5, 8($s3)           #$s5 = 6
addi $s5, $s5, 2         #$s5 = 8
sw $s2, 12($s5)          #$s2 in loc 20 in memory (12+8) .. loc 20 contains 1
sw $s4, 20($s5)          #$s4 in loc 28 in memory (20+8) .. loc 28 contains 78
```

*we expect that location 4 in memory contains 108 in decimal or 6C in hexadecimal, location 8 contains 6, location 20 contains 1, location 28 contains 78, and location 112 contains 0.

3.1.2. Machine Code in binary

```
00100000 00010000 00000000 00000100
00100010 00010001 00000000 00000110
00100000 00010010 00000000 00010000
00100000 00010011 00000000 01000100
00100000 00010100 00000000 00101000
00000010 01110100 10000000 00100000
00000010 00110011 10100000 00100000
00100010 01010001 11111111 11110110
00000010 10010001 10011000 00101010
00000010 01110000 10010000 00101010
10101110 01110000 00000000 00000100
10101110 01110001 00000000 00001000
10101110 00010011 00000000 00000100
10001110 01110101 00000000 00001000
00100010 10110101 00000000 00000010
10101110 10110010 00000000 00001100
10101110 10110100 00000000 00010100
```


3.1.3. Clock cycles taken

17 Clock Cycles

3.1.4. Simulation

⊕ mem[4]	00
⊕ mem[5]	00
⊕ mem[6]	00
⊕ mem[7]	6C
⊕ mem[8]	00
⊕ mem[9]	00
⊕ mem[10]	00
⊕ mem[11]	06
⊕ mem[20]	00
⊕ mem[21]	00
⊕ mem[22]	00
⊕ mem[23]	01
⊕ mem[28]	00
⊕ mem[29]	00
⊕ mem[30]	00
⊕ mem[31]	4E
⊕ mem[112]	00
⊕ mem[113]	00
⊕ mem[114]	00
⊕ mem[115]	00

Figure 2 Program 1 Data Memory

*The memory is byte addressable, so location 4 contains 0x6C (128 in decimal), location 8 contains 0x06, location 20 contains 0x01, location 28 contains 0x4E (78 in decimal), and location 112 contains 0x00. those values are similar to the values expected before.

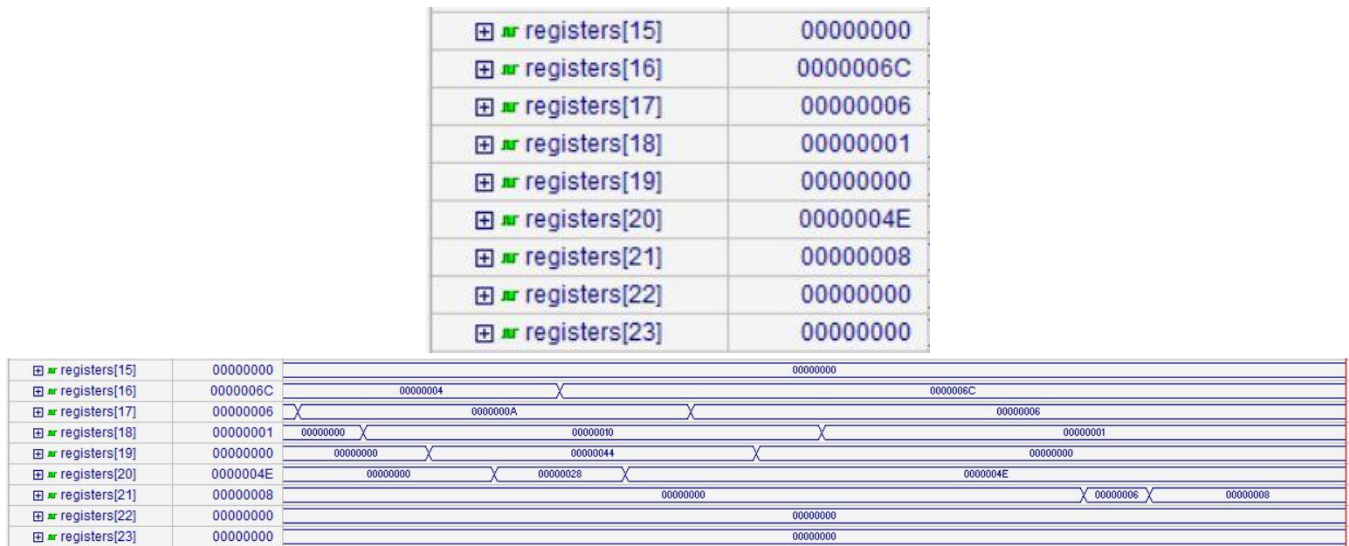


Figure 3 Program 1 Register File

3.2. A program testing If condition

Description: This program tests if condition and branch.

3.2.1. C++ Code

```
i=0;
j=14;
if (i<j) {
    A[i] = 1000;
}
i=20;
if (i<j) {
    A[i] = 2000;
}
```

3.2.2. Assembly Code

```
#initializing data
addi $s0, $zero, 4      #$s0 = 4
addi $s1, $zero, 0      #$s1 = 0
addi $s2, $s0, 10       #$s2 = 14
sw $s1, 0($s0)          #$s1 stored in location 4 .. 0 in loc 4
sw $s2, 4($s0)          #$s2 stored in location 8 .. 14 in loc 8

#if condition

lw $t0, 0($s0)          #$t0 = 0
lw $t1, 4($s0)          #$t1 = 14
slt $t2, $t0, $t1       #$t2 = 1
beq $t2, $zero, exit    #wont branch
sll $t0, $t0, 2          #$t0*4 = 0
add $t0, $t0, $s0       #$t0 = 4
```

```

addi $s5, $zero, 1000      #$s5 = 1000
sw $s5, 0($t0)             #put 1000 in loc 4
addi $t0, $t0, 20          #$t0 = 24
slt $t2, $t0, $t1          #$t2 = 0
beq $t2, $zero, exit       #Branch
sll $t0, $t0, 2            #$t0*4 = 96 .. wont be executed
add $t0, $t0, $s0          #$t0 = 100 .. wont be executed
sw $s5, 0($t0)             #put 1000 in loc 100 .. wont be executed
exit:

```

*we expect location 4 in memory to have 1000 in decimal (0x3E8), location 8 to have 14 (0xE), and location 100 to have 0.

3.2.3. Machine Code in binary

```

00100000 00010000 00000000 00000100
00100000 00010001 00000000 00000000
00100010 00010010 00000000 00001010
10101110 00010001 00000000 00000000
10101110 00010010 00000000 00000100
10001110 00001000 00000000 00000000
10001110 00001001 00000000 00000100
00000001 00001001 01010000 00101010
00010000 00001010 00000000 00001010
00000001 00000000 01000000 10000000
00000001 00010000 01000000 00100000
00100000 00010101 00000011 11101000
10101101 00010101 00000000 00000000
00100001 00001000 00000000 00010100
00000001 00001001 01010000 00101010
00010000 00001010 00000000 00000011
00000001 00000000 01000000 10000000
00000001 00010000 01000000 00100000
10101101 00010101 00000000 00000000

```

3.2.4. Clock cycles taken

16 Clock Cycles

3.2.5. Simulation

⊕ mem[4]	00
⊕ mem[5]	00
⊕ mem[6]	03
⊕ mem[7]	E8

⊕ mem[8]	00
⊕ mem[9]	00
⊕ mem[10]	00
⊕ mem[11]	0E
⊕ mem[100]	00
⊕ mem[101]	00
⊕ mem[102]	00
⊕ mem[103]	00
⊕ mem[104]	00

Figure 4 Program 2 Data Memory

*The memory is byte addressable, so location 4 contains 0x3E8 (1000 in decimal), location 8 contains 0xE, location 100 contains 0x0. those values are similar to the values expected before.

⊕ registers[8]	00000018
⊕ registers[9]	0000000E
⊕ registers[10]	00000000
⊕ registers[11]	00000000
⊕ registers[12]	00000000
⊕ registers[13]	00000000
⊕ registers[14]	00000000
⊕ registers[15]	00000000
⊕ registers[16]	00000004
⊕ registers[17]	00000000
⊕ registers[18]	0000000E
⊕ registers[19]	00000000
⊕ registers[20]	00000000
⊕ registers[21]	000003E8
⊕ registers[22]	00000000
⊕ registers[23]	00000000

⊕ registers[8]	00000018	00000000	00000004	00000018
⊕ registers[9]	0000000E	00000000	0000000E	
⊕ registers[10]	00000000	00000000	00000001	00000000
⊕ registers[11]	00000000	00000000		
⊕ registers[12]	00000000	00000000		
⊕ registers[13]	00000000	00000000		
⊕ registers[14]	00000000	00000000		
⊕ registers[15]	00000000	00000000		
⊕ registers[16]	00000004	00000000	00000004	
⊕ registers[17]	00000000	00000000		
⊕ registers[18]	0000000E	00000000	0000000E	
⊕ registers[19]	00000000	00000000		
⊕ registers[20]	00000000	00000000		
⊕ registers[21]	000003E8	00000000	000003E8	
⊕ registers[22]	00000000	00000000		
⊕ registers[23]	00000000	00000000		

Figure 5 Program 2 Register File

3.3. A program testing Multiplication using SLL

Description: This program loops 10 times and multiplies A by 2 each loop, initially A equals 2.

3.3.1. C++ Code

```
A = 2;
for (i=0 ; i<10 ; i++) {
    A = A*2;
}
```

3.3.2. Assembly Code

```
#initializing data

addi $s0, $zero, 2    # $s0 = 2 -> A
addi $s1, $zero, 0    # $s1 = 0 -> i
addi $s2, $zero, 10   # $s2 = 10
addi $s3, $zero, 0    # $s3 = 0

# Multiply and Divide

loop: sll $s0, $s0, 1    # $s0 = $s0*2
      addi $s1, $s1, 1
      beq $s1, $s2, end
      jal loop
end:  sw $s0, 0($s3)      # A is stored in location 0 .. loc 0 contains 2048 (0x800)
```

*Initially A was equal to 2, the loop loops 10 times and each time it multiplies A by 2, hence, the final expected result is $2 \times (2^{10}) = 2048$ (0x800) which is stored in location 0 in memory.

3.3.3. Machine code in binary

```
00100000 00010000 00000000 00000010
00100000 00010001 00000000 00000000
00100000 00010010 00000000 00001010
00100000 00010011 00000000 00000000
00000000 00010000 10000000 01000000
00100010 00110001 00000000 00000001
00010010 01010001 00000000 00000001
00001100 00000000 00000000 00000100
10101110 01110000 00000000 00000000
```

3.3.4. Clock cycles taken

44 clock cycles.

3.3.5. Simulation

⊕ mem[0]	00
⊕ mem[1]	00
⊖ mem[2]	08
mem[2][7]	0
mem[2][6]	0
mem[2][5]	0
mem[2][4]	0
mem[2][3]	1
mem[2][2]	0
mem[2][1]	0
mem[2][0]	0
⊕ mem[3]	00

Figure 6 Program 3 Data Memory

*the data memory contains 0x800 in location 4 as expected before (memory is byte addressable).

⊕ registers[15]	00000000
⊕ registers[16]	00000800
⊕ registers[17]	0000000A
⊕ registers[18]	0000000A
⊕ registers[19]	00000000
⊕ registers[28]	00000000
⊕ registers[29]	00000000
⊕ registers[30]	00000000
⊕ registers[31]	00000020

⊖ registers[15]	00000000	00000000
⊖ registers[16]	00000800	00000100
⊖ registers[17]	0000000A	00000007
⊖ registers[18]	0000000A	00000008
⊖ registers[19]	00000000	00000009
⊖ registers[28]	00000000	0000000A
⊖ registers[29]	00000000	00000000
⊖ registers[30]	00000000	00000000
⊖ registers[31]	00000020	00000020

Figure 7 Program 3 Register File

3.4. A program testing logic operations

Description: this program does some logic operations on data stored in registers.

3.4.1. C++ Code

```
A = 215;
B = 255;
```

```

C = 157;
D = 0;
E = A&B;
F = A&C;
G = A&D;
H = A!|B;
I = A!|C;
J = A!|D;
H = A&5;

```

3.4.2. Assembly Code

#initializing data

```

addi $s0, $zero, 215  # $s0 = 215 -> A
addi $s1, $zero, 255  # $s1 = 255 -> B
addi $s2, $zero, 157  # $s2 = 157 -> C
addi $s3, $zero, 0     # $s3 = 0    -> D

```

#Logic operations

```

and  $t0, $s0, $s1      # $t0 = 215 = 00000000000000000000000011010111 (0x000000D7)
and  $t1, $s0, $s2      # $t1 = 149 = 00000000000000000000000010010101 (0x00000095)
and  $t2, $s0, $s3      # $t2 = 0   = 00000000000000000000000000000000 (0x00000000)
nor  $t3, $s0, $s1      # $t3 = 32  = 11111111111111111111111100100000 (0xFFFFF00)
nor  $t4, $s0, $s2      # $t4 = 40  = 11111111111111111111111100101000 (0xFFFFF20)
nor  $t5, $s0, $s3      # $t5 = 40  = 11111111111111111111111100101000 (0xFFFFF28)
andi $t6, $s0, 5        # $t6 = 05  = 00000000000000000000000000000101 (0x00000005)

```

#Storing data

```

sw $t0, 0($s3)
sw $t1, 4($s3)
sw $t2, 8($s3)
sw $t3, 16($s3)
sw $t4, 20($s3)
sw $t5, 24($s3)
sw $t6, 28($s3)

```

*As we can see from the commented code, the expected value in location 0 in memory is 0x000000D7, in location 4 is 0x00000095, in location 8 is 0x00000000, in location 16 is 0xFFFFF00, in location 20 is 0xFFFFF20, in location 24 is 0xFFFFF28, and in location 28 is 0x00000005.

3.4.3. Machine code in binary

```
00100000 00010000 00000000 11010111
00100000 00010001 00000000 11111111
00100000 00010010 00000000 10011101
00100000 00010011 00000000 00000000
00000010 00010001 01000000 00100100
00000010 00010010 01001000 00100100
00000010 00010011 01010000 00100100
00000010 00010001 01011000 00100111
00000010 00010010 01100000 00100111
00000010 00010011 01101000 00100111
00110010 00001110 00000000 00000101
10101110 01101000 00000000 00000000
10101110 01101001 00000000 00000100
10101110 01101010 00000000 00001000
10101110 01101011 00000000 00010000
10101110 01101100 00000000 00010100
10101110 01101101 00000000 00011000
10101110 01101110 00000000 00011100
```

3.4.4. Clock cycles taken

18 clock cycles

3.4.5. Simulation

⊕ mem[0]	00
⊕ mem[1]	00
⊕ mem[2]	00
⊕ mem[3]	D7
⊕ mem[4]	00
⊕ mem[5]	00
⊕ mem[6]	00
⊕ mem[7]	95
⊕ mem[12]	00
⊕ mem[13]	00
⊕ mem[14]	00
⊕ mem[15]	00
⊕ mem[16]	FF
⊕ mem[17]	FF
⊕ mem[18]	FF
⊕ mem[19]	00

⊕ mem[20]	FF
⊕ mem[21]	FF
⊕ mem[22]	FF
⊕ mem[23]	20
⊕ mem[24]	FF
⊕ mem[25]	FF
⊕ mem[26]	FF
⊕ mem[27]	28
⊕ mem[28]	00
⊕ mem[29]	00
⊕ mem[30]	00
⊕ mem[31]	05
⊕ mem[8]	00
⊕ mem[9]	00
⊕ mem[10]	00
⊕ mem[11]	00

Figure 8 Program 4 Data Memory

*the data memory contains values 0x800 in location 0 in memory is 0x000000D7, in location 4 is 0x00000095, in location 8 is 0x00000000, in location 16 is 0xFFFFF00, in location 20 is 0xFFFFF20, in location 24 is 0xFFFFF28, and in location 28 is 0x00000005, as expected before(memory is byte addressable).

⊕ registers[7]	00000000
⊕ registers[8]	000000D7
⊕ registers[9]	00000095
⊕ registers[10]	00000000
⊕ registers[11]	FFFFFFF0
⊕ registers[12]	FFFFFFF20
⊕ registers[13]	FFFFFFF28
⊕ registers[14]	00000005
⊕ registers[15]	00000000
⊕ registers[16]	000000D7
⊕ registers[17]	000000FF
⊕ registers[18]	0000009D
⊕ registers[19]	00000000
⊕ registers[20]	00000000

⊕ registers[7]	00000000	00000000
⊕ registers[8]	000000D7	000000D7
⊕ registers[9]	00000095	00000095
⊕ registers[10]	00000000	00000000
⊕ registers[11]	FFFFFFF0	FFFFFFF0
⊕ registers[12]	FFFFFFF20	FFFFFFF20
⊕ registers[13]	FFFFFFF28	FFFFFFF28
⊕ registers[14]	00000005	00000005
⊕ registers[15]	00000000	00000000
⊕ registers[16]	000000D7	000000D7
⊕ registers[17]	000000FF	000000FF
⊕ registers[18]	0000009D	0000009D
⊕ registers[19]	00000000	00000000
⊕ registers[20]	00000000	00000000

Figure 9 Program 4 Register File

3.5. A program testing nested loops

Description: This program has two loops, each loops from 0 till 5, the program counts number of equal elements in both loops.

3.5.1. C++ Code

```
int n=0;
for (int i=0;i<5;i++)
{
    for(int j=0;j<5;j++)
    {
        if(i==j)
        {
            n++;
        }
    }
}
```

3.5.2. Assembly Code

```
#initializing data
```

```

addi $s0, $zero, 0 #n=0
addi $s1, $zero, 0 #i=0
addi $s2, $zero, 0 #j=0
addi $s3, $zero, 5
addi $s4, $zero, 0

L1: addi $s2, $zero, 0 #j=0
L2:  beq $s1, $s2, equal
    jal skip

equal: addi $s0, $s0, 1

skip:  addi $s2, $s2, 1
    beq $s2, $s3, L3
    jal L2

L3:    addi $s1, $s1, 1
    beq $s1, $s3, exit
    jal L1
exit:  sw $s0, 0($s4) #loc 0 contains 5

```

*We expect location 0 in memory to have value 5 (0x05), which is the number of times I was equal to j.

3.5.3. Machine code in binary

```

00100000 00010000 00000000 00000000
00100000 00010001 00000000 00000000
00100000 00010010 00000000 00000000
00100000 00010011 00000000 00000101
00100000 00010100 00000000 00000000
00100000 00010010 00000000 00000000
00010010 01010001 00000000 00000001
00001100 00000000 00000000 00001010
00100010 00010000 00000000 00000001
00100010 01010010 00000000 00000001
00010010 01110010 00000000 00000001
00001100 00000000 00000000 00000111
00100010 00110001 00000000 00000001
00010010 01110001 00000000 00000001
00001100 00000000 00000000 00000101
10101110 10010000 00000000 00000000

```

3.5.4. Clock cycles taken

145

3.5.5. Simulation

+	mem[0]	00
+	mem[1]	00
+	mem[2]	00
+	mem[3]	05

Figure 10 Program 5 Data Memory

*the data memory contains value 0x05 in location 0 in memory, as expected before(memory is byte addressable).

+	registers[15]	00000000
+	registers[16]	00000005
+	registers[17]	00000005
+	registers[18]	00000005
+	registers[19]	00000005
+	registers[20]	00000000

+	registers[15]	00000000	00000000
+	registers[16]	00000005	00000005
+	registers[17]	00000005	00000005
+	registers[18]	00000005	00000005
+	registers[19]	00000005	00000005
+	registers[20]	00000000	00000000

Figure 11 Program 5 Register File

3.6. A program testing jr instruction

Description: This program loops, and uses jr instruction in jumping.

3.6.1. C++ Code

```
for(int i=0;i<5;i++)
{
    j++;
}
```

3.6.2. Assembly Code

```
addi $s0, $zero, 0    #j=0
addi $s1, $zero, 0    #i=0
addi $s2, $zero, 5
addi $s3, $zero, 16
addi $s4, $zero, 0

addi $s0, $s0, 1      #j++
```

```

    addi $s1, $s1, 1    #i++
    beq $s1, $s2, exit
    jr $s3              #jump to instruction number 4
exit: sw $s0,0($s4)

```

*The data memory is expected to contain 0x05 (as the loop loops 5 times so j = 5) in location 0.

3.6.3. Machine code in binary

```

00100000 00010000 00000000 00000000
00100000 00010001 00000000 00000000
00100000 00010010 00000000 00000101
00100000 00010011 00000000 00010000
00100000 00010100 00000000 00000000
00100010 00010000 00000000 00000001
00100010 00110001 00000000 00000001
00010010 01010001 00000000 00000001
00000010 01100000 00000000 00001000
10101110 10010000 00000000 00000000

```

3.6.4. Clock cycles taken

29 clock cycles.

3.6.5. Simulation

⊕ mem[0]	00
⊕ mem[1]	00
⊕ mem[2]	00
⊕ mem[3]	05

Figure 12 Program 6 Data Memory

*the data memory contains value 0x05 in location 0 in memory, as expected before(memory is byte addressable).

⊕ registers[15]	00000000
⊕ registers[16]	00000005
⊕ registers[17]	00000005
⊕ registers[18]	00000005
⊕ registers[19]	00000010
⊕ registers[20]	00000000
⊕ registers[21]	00000000

registers[15]	00000000	00000000	00000000	00000000	00000000
registers[16]	00000005	00000002	00000003	00000004	00000005
registers[17]	00000005	00000002	00000003	00000004	00000005
registers[18]	00000005				
registers[19]	00000010				
registers[20]	00000000				
registers[21]	00000000				

Figure 13 Program 6 Register File

3.7. A program initializing an array using loops

Description: this program initializes an array from the second element with value = first element + 100.

3.7.1. C++ Code

```
for (int i=1;i<100;i++)
{
    A[i] = h+B[0];
}
```

3.7.2. Assembly Code

```
addi $s0, $zero, 12  #base address of A =12
addi $s5, $zero, 5   #A[0] = 5
addi $s2, $zero, 100 #h = 100 (0x64)
addi $s3, $zero, 1   #i=1

addi $s4, $zero, 100
addi $s1, $zero, 0

sw $s2, 0($s1)  #h = 100 in loc 0
sw $s5, 0($s0)  #A[0] = 5 in loc 12

loop: lw $t0, 0($s0)  #t0 = A[0] = 5
add $t0, $t0, $s2    #t0 = A[0] +h = 105
sll $t1, $s3, 2      #t1 = i*4
add $t1, $t1, $s0     #t1 = i*4 + base of A
sw $t0, 0($t1)       #store 105 in loc t1
addi $s3, $s3, 1     #i++
beq $s3, $s4, exit   #if(i==100) {goto exit;}
jal loop             #jump to loop
exit:
```

*The expected values in memory are: location 0 contains 100 (0x64), location 12 contains 5 (0x05) (first element in the array), and the array will be stored starting from the second element from location 16 till location 408 each containing (0x69).

3.7.3. Machine code in binary

```

00100000 00010000 00000000 00001100
00100000 00010101 00000000 00000101
00100000 00010010 00000000 01100100
00100000 00010011 00000000 00000001
00100000 00010100 00000000 01100100
00100000 00010001 00000000 00000000
10101110 00110010 00000000 00000000
10101110 00010101 00000000 00000000
10001110 00001000 00000000 00000000
00000001 00010010 01000000 00100000
00000000 00010011 01001000 10000000
00000001 00110000 01001000 00100000
10101101 00101000 00000000 00000000
00100010 01110011 00000000 00000001
00010010 10010011 00000000 00000001
00001100 00000000 00000000 00001000

























```

























3.7.4. Clock cycles taken

799 clock cycles.

3.7.5. Simulation

⊕ mem[0]	00
⊕ mem[1]	00
⊕ mem[2]	00
⊕ mem[3]	64
⊕ mem[12]	00
⊕ mem[13]	00
⊕ mem[14]	00
⊕ mem[15]	05

⊕  mem[16]	00
⊕  mem[17]	00
⊕  mem[18]	00
⊕  mem[19]	69
⊕  mem[20]	00
⊕  mem[21]	00
⊕  mem[22]	00
⊕  mem[23]	69
⊕  mem[24]	00
⊕  mem[25]	00
⊕  mem[26]	00
⊕  mem[27]	69
⊕  mem[28]	00
⊕  mem[29]	00
⊕  mem[30]	00
⊕  mem[31]	69
⊕  mem[32]	00
⊕  mem[33]	00
⊕  mem[34]	00
⊕  mem[35]	69
⊕  mem[36]	00
⊕  mem[37]	00
⊕  mem[38]	00
⊕  mem[39]	69

⊕  mem[40]	00
⊕  mem[41]	00
⊕  mem[42]	00
⊕  mem[43]	69
⊕  mem[44]	00
⊕  mem[45]	00
⊕  mem[46]	00
⊕  mem[47]	69
⊕  mem[48]	00
⊕  mem[49]	00
⊕  mem[50]	00
⊕  mem[51]	69
⊕  mem[52]	00
⊕  mem[53]	00
⊕  mem[54]	00
⊕  mem[55]	69
⊕  mem[56]	00
⊕  mem[57]	00
⊕  mem[58]	00
⊕  mem[59]	69
⊕  mem[60]	00
⊕  mem[61]	00
⊕  mem[62]	00
⊕  mem[63]	69

⊕ mem[64]	00
⊕ mem[65]	00
⊕ mem[66]	00
⊕ mem[67]	69
⊕ mem[68]	00
⊕ mem[69]	00
⊕ mem[70]	00
⊕ mem[71]	69
⊕ mem[72]	00
⊕ mem[73]	00
⊕ mem[74]	00
⊕ mem[75]	69
⊕ mem[76]	00
⊕ mem[77]	00
⊕ mem[78]	00
⊕ mem[79]	69
⊕ mem[80]	00
⊕ mem[81]	00
⊕ mem[82]	00
⊕ mem[83]	69
⊕ mem[84]	00
⊕ mem[85]	00
⊕ mem[86]	00
⊕ mem[87]	69
⊕ mem[388]	00
⊕ mem[389]	00
⊕ mem[390]	00
⊕ mem[391]	69
⊕ mem[392]	00
⊕ mem[393]	00
⊕ mem[394]	00
⊕ mem[395]	69
⊕ mem[396]	00
⊕ mem[397]	00
⊕ mem[398]	00
⊕ mem[399]	69
⊕ mem[400]	00
⊕ mem[401]	00
⊕ mem[402]	00
⊕ mem[403]	69
⊕ mem[404]	00
⊕ mem[405]	00
⊕ mem[406]	00
⊕ mem[407]	69
⊕ mem[408]	00
⊕ mem[409]	00
⊕ mem[410]	00
⊕ mem[411]	69

Figure 14 Program 7 Data Memory

*the data memory contains values: location 0 contains 100 (0x64), location 12 contains 5 (0x05) (first element in the array), and the array will be stored starting from the second element from location 16 till location 408 each containing (0x69), as expected before(memory is byte addressable).

+	registers[15]	00000000
+	registers[16]	0000000C
+	registers[17]	00000000
+	registers[18]	00000064
+	registers[19]	00000064
+	registers[20]	00000064
+	registers[21]	00000005
+	registers[22]	00000000
+	registers[23]	00000000
+	registers[24]	00000000
+	registers[25]	00000000
+	registers[26]	00000000
+	registers[27]	00000000
+	registers[28]	00000000
+	registers[29]	00000000
+	registers[30]	00000000
+	registers[31]	00000040
+	registers[7]	00000000
+	registers[8]	00000069
+	registers[9]	00000198
+	registers[10]	00000000

+	registers[15]	00000000	00000000
+	registers[16]	0000000C	0000000C
+	registers[17]	00000000	00000000
+	registers[18]	00000064	00000064
+	registers[19]	00000064	00000064
+	registers[20]	00000064	00000064
+	registers[21]	00000005	00000005
+	registers[22]	00000000	00000000
+	registers[23]	00000000	00000000
+	registers[24]	00000000	00000000
+	registers[25]	00000000	00000000
+	registers[26]	00000000	00000000
+	registers[27]	00000000	00000000
+	registers[28]	00000000	00000000
+	registers[29]	00000000	00000000
+	registers[30]	00000000	00000000
+	registers[31]	00000040	00000040
+	registers[7]	00000000	00000000
+	registers[8]	00000069	00000069
+	registers[9]	00000198	00000198
+	registers[10]	00000000	00000000

Figure 15 Program 7 Register File

3.8. A program testing looping and summation

Description: this program initializes an array with ones then adds the elements of the array to each other.

3.8.1. C++ Code

```
i=0;
sum = 0;
for(int i=0;i<10;i++)
{
    sum += A[i];
}
```

3.8.2. Assembly Code

```
#initializing array

addi $s0, $zero, 12  #base address of A =12
addi $s5, $zero, 1   #A[0] = 1
addi $s3, $zero, 1   #i=1
addi $s4, $zero, 10

sw $s5, 0($s0)       #A[0] = 1 in loc 12

loop: lw $t0, 0($s0)   #$t0 = A[0] = 1
sll $t1, $s3, 2       #$t1 = i*4
add $t1, $t1, $s0      #$t1 = i*4 + base of A
sw $t0, 0($t1)        #store 1 in loc $t1
addi $s3, $s3, 1      #i++
beq $s3, $s4, endini  #if(i==10) {goto endini;}
jal loop              #jump to loop

#summation

endini: addi $s0, $zero, 0  #i=0
addi $s1, $zero, 0        #sum=0
addi $s2, $zero, 12       #base address of A =12
addi $s3, $zero, 9

label: sll $t0, $s0, 2     #$t0 = i*4
add $t0, $t0, $s2         #$t0 = i*4 + base
lw $t0, 0($t0)
add $s1, $s1, $t0         #sum = sum + A[i]
addi $s0, $s0, 1         #i++
slt $t0, $s3, $s0
beq $t0, $zero, label
```

*We expect to find 1 in location 12, 1 in each location after that from location 16 till 48 (10 elements of the array each of value 1), the sum is not stored in memory so we expect to find it in register \$s1, where register \$s1 is expected to hold 10 in decimal (0xA).

3.8.3. Machine code in binary

```
00100000 00010000 00000000 00001100
00100000 00010101 00000000 00000001
00100000 00010011 00000000 00000001
00100000 00010100 00000000 00001010
10101110 00010101 00000000 00000000
10001110 00001000 00000000 00000000
00000000 00010011 01001000 10000000
00000001 00110000 01001000 00100000
10101101 00101000 00000000 00000000
00100010 01110011 00000000 00000001
00010010 10010011 00000000 00000001
00001100 00000000 00000000 00000101
```

```

00100000 00010000 00000000 00000000
00100000 00010001 00000000 00000000
00100000 00010010 00000000 00001100
00100000 00010011 00000000 00001001
00000000 00010000 01000000 10000000
00000001 00010010 01000000 00100000
10001101 00001000 00000000 00000000
00000010 00101000 10001000 00100000
00100010 00010000 00000000 00000001
00000010 01110000 01000000 00101010
00010000 00001000 11111111 11111000

```

3.8.4. Clock cycles taken

150

3.8.5. Simulation

⊕ mem[12]	00
⊕ mem[13]	00
⊕ mem[14]	00
⊕ mem[15]	01
⊕ mem[15]	01
⊕ mem[16]	00
⊕ mem[17]	00
⊕ mem[18]	00
⊕ mem[19]	01
⊕ mem[20]	00
⊕ mem[21]	00
⊕ mem[22]	00
⊕ mem[23]	01
⊕ mem[24]	00
⊕ mem[25]	00
⊕ mem[26]	00
⊕ mem[27]	01
⊕ mem[28]	00
⊕ mem[29]	00
⊕ mem[30]	00

























⊕  mem[31]	01
⊕  mem[32]	00
⊕  mem[33]	00
⊕  mem[34]	00
⊕  mem[35]	01
⊕  mem[36]	00
⊕  mem[37]	00
⊕  mem[38]	00
⊕  mem[39]	01
⊕  mem[40]	00
⊕  mem[41]	00
⊕  mem[42]	00
⊕  mem[43]	01
⊕  mem[44]	00
⊕  mem[45]	00
⊕  mem[46]	00
⊕  mem[47]	01
⊕  mem[48]	00
⊕  mem[49]	00
⊕  mem[50]	00
⊕  mem[51]	01
⊕  mem[52]	00
⊕  mem[53]	00
⊕  mem[54]	00

Figure 16 Program 8 Data Memory

*The data memory is as expected before, we can see that it contains 1 from location 12 till location 48.

+	registers[7]	00000000
+	registers[8]	00000001
+	registers[9]	00000030
+	registers[10]	00000000
+	registers[11]	00000000
+	registers[12]	00000000
+	registers[13]	00000000
+	registers[14]	00000000
+	registers[15]	00000000
+	registers[16]	0000000A
+	registers[17]	0000000A
+	registers[18]	0000000C
+	registers[19]	00000009
+	registers[20]	0000000A
+	registers[21]	00000001
+	registers[22]	00000000

+	registers[7]	00000000	00000000
+	registers[8]	00000001	00000001
+	registers[9]	00000030	00000030
+	registers[10]	00000000	00000000
+	registers[11]	00000000	00000000
+	registers[12]	00000000	00000000
+	registers[13]	00000000	00000000
+	registers[14]	00000000	00000000
+	registers[15]	00000000	00000000
+	registers[16]	0000000A	0000000A
+	registers[17]	0000000A	0000000A
+	registers[18]	0000000C	0000000C
+	registers[19]	00000009	00000009
+	registers[20]	0000000A	0000000A
+	registers[21]	00000001	00000001

Figure 17 Program 8 Register File

*The register file is as expected before, we can see that register \$s1 (register number 17) contains 0xA which is 10 in decimal (summation of the 10 elements of the array).

3.9. A program testing checking values and branching

Description: this program checks a value using if condition and sets another value based on this check.

3.9.1. C++ Code

```
A=5;
B=5;

if(A<=B)
{
    A=10;
}
```


3.9.2. Assembly Code

```
addi $s1, $zero, 5    #A=5
addi $s2, $zero, 5    #B=5
addi $s3, $zero, 0

slt $s0, $s2, $s1      #if(A<=B) #{s0 = 0;}
beq $s0, $zero, label
jal exit
label: addi $s1, $zero, 10  #A=10
sw $s1, 0($s3)          #loc 0 contains 10
exit:
```

*Location 0 is expected to have 10 (0x0A).

3.9.3. Machine code in binary

```
00100000 00010001 00000000 00000101
00100000 00010010 00000000 00000101
00100000 00010011 00000000 00000000
00000010 01010001 10000000 00101010
00010000 00010000 00000000 00000001
00001100 00000000 00000000 00001001
00100000 00010001 00000000 00001010
10101110 01110001 00000000 00000000
```

3.9.4. Clock cycles taken

7 clock cycles.

3.9.5. Simulation

mem[0]	00
mem[1]	00
mem[2]	00
mem[3]	0A

Figure 18 Program 9 Data Memory

*Location 0 contains 0x0A as expected, (Memory is byte addressable).

registers[16]	00000000
registers[17]	0000000A
registers[18]	00000005
registers[19]	00000000

registers[16]	00000000	00000000
registers[17]	0000000A	00000005
registers[18]	00000005	00000005
registers[19]	00000000	00000000

Figure 19 Program 9 Register File

3.10. A program testing 2D arrays

3.10.1. C++ Code

```
sum = 0;
for(int i = 0; i < 4; i++)
{
    for(int j = 0; j < 5; j++)
    {
        A[i][j] = B[j][i];
        sum = sum + A[i][j];
    }
}
```

3.10.2. Assembly Code

```
#Test Program #10 - 2D arrays
.data
.word 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20

.text
addi $s0, $zero, 0 # sum = 0
addi $t0, $zero, 0 # i = 0
addi $t1, $zero, 0 # j = 0
addi $s1, $zero, 0 # for B-array starting from first memory location
addi $s2, $zero, 100 # to start saving array A from byte no. 100
addi $s3, $zero, 3
addi $s4, $zero, 4
L1: addi $t1, $zero, 0
L2: lw $t2, 0($s1)
sw $t2, 0($s2)
addi $s1, $s1, 4
addi $s2, $s2, 4
add $s0, $s0, $t2
addi $t1, $t1, 1
slt $t3, $s4, $t1
beq $t3, $zero, L2
addi $t0, $t0, 1
slt $t4, $s3, $t0
beq $t4, $zero, L1
```

Program is expected to copy values from first 20 word to words starting from 100 and keep the sum in a register.

3.10.3. Initial data memory in binary

```
00000000 00000000 00000000 00000001
00000000 00000000 00000000 00000010
00000000 00000000 00000000 00000011
00000000 00000000 00000000 00000100
00000000 00000000 00000000 00000101
00000000 00000000 00000000 00000110
00000000 00000000 00000000 00000111
00000000 00000000 00000000 00001000
00000000 00000000 00000000 00001001
00000000 00000000 00000000 00001010
00000000 00000000 00000000 00001011
00000000 00000000 00000000 00001100
00000000 00000000 00000000 00001101
00000000 00000000 00000000 00001110
00000000 00000000 00000000 00001111
00000000 00000000 00000000 00010000
00000000 00000000 00000000 00010001
00000000 00000000 00000000 00010010
00000000 00000000 00000000 00010011
00000000 00000000 00000000 00010100
```





















3.10.4. Machine code in binary





















```
00100000 00010000 00000000 00000000
00100000 00001000 00000000 00000000
00100000 00001001 00000000 00000000
00100000 00010001 00000000 00000000
00100000 00010010 00000000 01100100
00100000 00010011 00000000 00000011
00100000 00010100 00000000 00000100
00100000 00001001 00000000 00000000
10001110 00101010 00000000 00000000
10101110 01001010 00000000 00000000
00100010 00110001 00000000 00000100
00100010 01010010 00000000 00000100
00000010 00001010 10000000 00100000
00100001 00101001 00000000 00000001
00000010 10001001 01011000 00101010
00010000 00001011 11111111 11111000
00100001 00001000 00000000 00000001
00000010 01101000 01100000 00101010
00010000 00001100 11111111 11110100
```





















3.10.5. Clock cycles taken





















183 clock cycles.













































3.10.6. Simulation





















⊕  mem[0]	00
⊕  mem[1]	00
⊕  mem[2]	00
⊕  mem[3]	01
⊕  mem[4]	00
⊕  mem[5]	00
⊕  mem[6]	00
⊕  mem[7]	02
⊕  mem[8]	00
⊕  mem[9]	00
⊕  mem[10]	00
⊕  mem[11]	03
⊕  mem[12]	00
⊕  mem[13]	00
⊕  mem[14]	00
⊕  mem[15]	04
⊕  mem[16]	00
⊕  mem[17]	00
⊕  mem[18]	00
⊕  mem[19]	05

⊕  mem[20]	00
⊕  mem[21]	00
⊕  mem[22]	00
⊕  mem[23]	06
⊕  mem[24]	00
⊕  mem[25]	00
⊕  mem[26]	00
⊕  mem[27]	07
⊕  mem[28]	00
⊕  mem[29]	00
⊕  mem[30]	00
⊕  mem[31]	08
⊕  mem[32]	00
⊕  mem[33]	00
⊕  mem[34]	00
⊕  mem[35]	09
⊕  mem[36]	00
⊕  mem[37]	00
⊕  mem[38]	00
⊕  mem[39]	0A

⊕  mem[40]	00
⊕  mem[41]	00
⊕  mem[42]	00
⊕  mem[43]	0B
⊕  mem[44]	00
⊕  mem[45]	00
⊕  mem[46]	00
⊕  mem[47]	0C
⊕  mem[48]	00
⊕  mem[49]	00
⊕  mem[50]	00
⊕  mem[51]	0D
⊕  mem[52]	00
⊕  mem[53]	00
⊕  mem[54]	00
⊕  mem[55]	0E
⊕  mem[56]	00
⊕  mem[57]	00
⊕  mem[58]	00
⊕  mem[59]	0F

⊕  mem[60]	00
⊕  mem[61]	00
⊕  mem[62]	00
⊕  mem[63]	10
⊕  mem[64]	00
⊕  mem[65]	00
⊕  mem[66]	00
⊕  mem[67]	11
⊕  mem[68]	00
⊕  mem[69]	00
⊕  mem[70]	00
⊕  mem[71]	12
⊕  mem[72]	00
⊕  mem[73]	00
⊕  mem[74]	00
⊕  mem[75]	13
⊕  mem[76]	00
⊕  mem[77]	00
⊕  mem[78]	00
⊕  mem[79]	14

⊕  mem[100]	00
⊕  mem[101]	00
⊕  mem[102]	00
⊕  mem[103]	01
⊕  mem[104]	00
⊕  mem[105]	00
⊕  mem[106]	00
⊕  mem[107]	02
⊕  mem[108]	00
⊕  mem[109]	00
⊕  mem[110]	00
⊕  mem[111]	03
⊕  mem[112]	00
⊕  mem[113]	00
⊕  mem[114]	00
⊕  mem[115]	04
⊕  mem[116]	00
⊕  mem[117]	00
⊕  mem[118]	00
⊕  mem[119]	05
⊕  mem[120]	00
⊕  mem[121]	00
⊕  mem[122]	00
⊕  mem[123]	06
⊕  mem[124]	00
⊕  mem[125]	00
⊕  mem[126]	00
⊕  mem[127]	07
⊕  mem[128]	00
⊕  mem[129]	00
⊕  mem[130]	00
⊕  mem[131]	08
⊕  mem[132]	00
⊕  mem[133]	00
⊕  mem[134]	00
⊕  mem[135]	09
⊕  mem[136]	00
⊕  mem[137]	00
⊕  mem[138]	00
⊕  mem[139]	0A
⊕  mem[140]	00
⊕  mem[141]	00
⊕  mem[142]	00
⊕  mem[143]	0B

⊕  mem[144]	00
⊕  mem[145]	00
⊕  mem[146]	00
⊕  mem[147]	0C
⊕  mem[148]	00
⊕  mem[149]	00
⊕  mem[150]	00
⊕  mem[151]	0D
⊕  mem[152]	00
⊕  mem[153]	00
⊕  mem[154]	00
⊕  mem[155]	0E
⊕  mem[156]	00
⊕  mem[157]	00
⊕  mem[158]	00
⊕  mem[159]	0F
⊕  mem[160]	00
⊕  mem[161]	00
⊕  mem[162]	00
⊕  mem[163]	10

















⊕  mem[164]	00
⊕  mem[165]	00
⊕  mem[166]	00
⊕  mem[167]	11
⊕  mem[168]	00
⊕  mem[169]	00
⊕  mem[170]	00
⊕  mem[171]	12
⊕  mem[172]	00
⊕  mem[173]	00
⊕  mem[174]	00
⊕  mem[175]	13
⊕  mem[176]	00
⊕  mem[177]	00
⊕  mem[178]	00
⊕  mem[179]	14

Figure 20 Program 10 Data Memory
















⊕  registers[7]	00000000
⊕  registers[8]	00000004
⊕  registers[9]	00000005
⊕  registers[10]	00000014
⊕  registers[11]	00000001
⊕  registers[12]	00000001
⊕  registers[13]	00000000
⊕  registers[14]	00000000
⊕  registers[15]	00000000
⊕  registers[16]	000000D2
⊕  registers[17]	00000050
⊕  registers[18]	000000B4
⊕  registers[19]	00000003
⊕  registers[20]	00000004
⊕  registers[21]	00000000

Figure 21 Program 10 Register File

register[16] is keeping the sum int(210) as expected and values in memory.

3.11. A program testing reading initial values from memory & simple operations

3.11.1. Assembly Code

```
#Test Program #11 - LW & operations
.data
.word 15, 16

.text
addi $t0, $zero, 0
addi $t1, $zero, 4
lw $s0, 0($t0)
lw $s1, 0($t1)
add $s3, $s0, $s1
nor $t3, $s0, $s1
sll $s4, $s0, 2
```

Program is expected to load 2 values from memory and in registers keep their sum, nor, and the first shifted left by 2 -multiplied by 4-.

3.11.2. Initial data memory in binary

```
00000000 00000000 00000000 00001111
00000000 00000000 00000000 00010000
```

3.11.3. Machine code in binary

```
00100000 00001000 00000000 00000000
00100000 00001001 00000000 00000100
10001101 00010000 00000000 00000000
10001101 00110001 00000000 00000000
00000010 00010001 10011000 00100000
00000010 00010001 01011000 00100111
00000000 00010000 10100000 10000000
```

3.11.4. Clock cycles taken

7 clock cycles.

3.11.5. Simulation

⊕ mem[0]	00
⊕ mem[1]	00
⊕ mem[2]	00
⊕ mem[3]	0F
⊕ mem[4]	00
⊕ mem[5]	00
⊕ mem[6]	00
⊕ mem[7]	10

Figure 22 Program 11 Data Memory

⊕ registers[8]	00000000
⊕ registers[9]	00000004
⊕ registers[10]	00000000
⊕ registers[11]	FFFFFFE0
⊕ registers[12]	00000000
⊕ registers[13]	00000000
⊕ registers[14]	00000000
⊕ registers[15]	00000000
⊕ registers[16]	0000000F
⊕ registers[17]	00000010
⊕ registers[18]	00000000
⊕ registers[19]	0000001F
⊕ registers[20]	0000003C
⊕ registers[21]	00000000

Figure 23 Program 11 Register File

Results as expected.

3.12. A program testing load and compare

3.12.1. Assembly Code

```
#Test Program #12 - LW & compare
#pseudo code: Is b < a
.data
.word 5, 15
.text
addi $t0, $zero, 0
addi $t1, $zero, 4
```

```
lw $s0, 0($t0)
lw $s1, 0($t1)
slt $s2, $s1, $s0
```

Program is expected to load 2 values and compare them setting register \$s2 by 0 if second is greater than first value, and by 1 if second is less than first.

3.12.2. Initial data memory in binary

```
00000000 00000000 00000000 00000101
00000000 00000000 00000000 00001111
```

3.12.3. Machine code in binary

```
00100000 00001000 00000000 00000000
00100000 00001001 00000000 00000100
10001101 00010000 00000000 00000000
10001101 00110001 00000000 00000000
00000010 00110000 10010000 00101010
```

3.12.4. Clock cycles taken

5 clock cycles.

3.12.5. Simulation

⊕ mem[0]	00
⊕ mem[1]	00
⊕ mem[2]	00
⊕ mem[3]	05
⊕ mem[4]	00
⊕ mem[5]	00
⊕ mem[6]	00
⊕ mem[7]	0F

Figure 24 Program 12 Data Memory

⊕ registers[8]	00000000
⊕ registers[9]	00000004
⊕ registers[10]	00000000
⊕ registers[11]	00000000
⊕ registers[12]	00000000
⊕ registers[13]	00000000
⊕ registers[14]	00000000
⊕ registers[15]	00000000
⊕ registers[16]	00000005
⊕ registers[17]	0000000F
⊕ registers[18]	00000000

Figure 25 Program 12 Register File

Registers values as expected after running the program.

4. CONTRIBUTION

Eslam Samir Ali Abo El-Ala [ID: 1200259]

- ALU Module.
- Adder, Subtractor, SltCircuit, And, Nor, and Shiftleft Modules.
- Mux and sign extender Modules.
- ALU Control Unit Module.

Mohamed Ahmed Anwer Abdelhalim [ID: 1101803]

- Instruction Memory Module
- Data Memory Module
- Assembler [Bonus]

Nourhan Essam Ahmed Shiba El-Hamd [ID: 1201605]

- Control unit Module
- Program counter Module
- 9 Test programs [Bonus]

Shaza Ismail Kaoud [ID: 1200717]

- Register file Module
- Clock Module
- Delays formatting
- 3 Test programs [Bonus]

MIPS module, report & design was collaborative effort in team meetings.

5. ASSEMBLER MANUAL

the assembler is a simple command line tool written in Ruby and packaged to exe using “OCRA” gem.

5.1. Usage

“assembler.exe ASSEMBLY_FILE” **OR** “ruby assembler.rb ASSEMBLY_FILE”
This will generate binary code file(s) in the same folder of the ASSEMBLY_FILE

You can view the usage from the command line by calling:
“assembler.exe” **OR** “ruby assembler.rb”

5.2. Supported instructions

- Arithmetic: **add, addi, sub**
- Load/Store: **lw, sw**
- Logic: **sll, and, andi, nor**
- Control flow: **beq, jal, jr**
- Comparison: **slt**

5.3. Supported Data types

.word

5.4. Example of assembly file format

```
.text
# this is an ignored comment
and $s0, $s1, $s2
label: addi $s1, $s2, -2
# another ignored comment
jal label
jr $ra # another allowed comment
sll $t0, $t1, 4
exit:
.data
.word 12, 14
.word -15
```

NOTE: labels are not supported in data segment, it will raise a syntax error

6. REFERENCES

- [1] “Computer Organization and Design”, 5th edition, David A. Patterson, John L. Hennessy.
- [2] Lectures Slides, Dr. Cherif Salama, 2015.