CMPE 140 – Laboratory Assignment 3

Dr. Donald Hung Computer Engineering Department, San Jose State University

MIPS Instruction Set Architecture & Programming (2)

Purpose

Gain familiarity with MIPS ISA control structures and the \$hi and \$lo registers.

Tasks

\$a0 ← a

1) Write a MIPS assembly program to perform the arithmetic computation shown in the following C++ pseudo code. Note that the C++ pseudo code has several variables (*a*, *b*, *c*, *x*, and *y*). Use the following registers to store the values of these variables:

```
$a1 ← b
 $s0 ← c
 $s1 ← x
 $s2 ← v
Variables initialization
 1. a = 0x8000;
                     #MIPS instruction:
                                        addiu $a0, $0, 0x8000
 2. b = 0x00A9;
 3. c = 1974;
Arithmetic computation
     x = a * a;
     store the value of x to memory location at address 0x20;
 6. y = x * b;
 7.
     store the value of y to memory location at address 0x24;
     y = y >> 16;
     c = (c + y / c) / 2;
 10. store the value of c to memory location at address 0x2C;
While loop
 11. while(c >= 1665){
 12. c = (c + y / c) / 2;
 13. }
 14. c = c << 8;
 15. store the value of c to memory location at 0x30;
```

Requirements: Use no more than 28 real MIPS instructions.

- 2) Assemble your MIPS assembly code and single-step execute through all instructions. After the execution of each instruction, verify the contents of the relevant registers. Record the execution results using the test log table on page 3 of the assignment, and note the value at the following memory addresses when the program execution has completed:
 - 0x20 0x23;
 - 0x24 0x27;

- 0x28 0x2b;
- 0x30 0x33;
- 3) Write a MIPS assembly program to calculate the factorial of a given integer n. The factorial of n is defined as

```
n! = n*(n-1)*...*1
```

Note that 0! = 1.

Algorithm for computing factorial:

Requirements:

- 1. Input number n = 5, to be stored in memory location at address 0x00.
- 2. Register assignment: $\$a0 \leftarrow n$; $\$s0 \leftarrow n$!
- 3. You must use the algorithm shown above.
- 4. The assembly program shall contain no more than 11 real MIPS instructions.
- 5. The factorial of 5 must be written to the memory location at address 0x10.
- 4) Assemble the MIPS assembly code, single-step execute through each instruction and verify the contents of the relevant registers after each instruction's execution. Record the execution results using the test log table on page 4, and indicate the value at the following memory addresses when the entire program is executed:
 - 0x00 0x03;
 - 0x10 0x13;
- 5) Write your lab report. It should include the source code, the recorded test results (typed test logs), screen captures of the appropriate execution windows generated by the assembler, and a conclusion/discussion section.

CMPE140 Lab 3 Task 1 Test Log Algorithm 1

	Programmer's Name:		
Checked by:, Date:	Chacked by	Data	

0.4	MIPS Instruction	Machine Code	Registers					
Adr			\$a0	\$a1	\$s0	\$s1	\$s2	
00								
04								
08								
0c								
10								
14								
18								
1c								
20								
24								
28								
2c								
30								
34								
38								
3c								
40								
44								
48								
4c								
50								
54								
58								
5C								
60								
64								
68								
6C								

Memory contents						
Word @ 0x20	Word @ 0x24	Word @ 0x2C	Word @ 0x30			

CMPE140 Lab 3 Task 2 Test Log Algorithm 2

Programmer's Name:		
Checked by:	, Date:	

۸۵۰	MIDS Instruction	Registers				Memory Content		
Adr	MIPS Instruction	Machine Code	\$a0	\$s0	\$	\$	Word @ 0x00	Word @ 0x10
00								
04								
08								
0c								
10								
14								
18								
1c								
20								
24								
28								