```
#
               cs315 Week 11 - part (A)
#
#
     -> Hand assembly, branch address calculation
Practice exercise:
     Given: first instruction "lw $t0, 0($sp)" is at address: "0x0040 0118"
* original code:
     print_array:
          lw $t0, 0($sp)
lw $t1, 4($sp)
     print_array_loop:
    blez $t1, print_array_end
          lw $a0, 0($t0)
li $v0, 1
          syscalĺ
          addiu $t0, $t0, 4
addiu $t1, $t1, -1
          b print_array_loop
     print_array_end:
          jr $ra
step (1): expand macro instructions:
    print_array:
          lw $t0, 0($sp)
          lw $t1, 4($sp)
     print_array_loop:
          blez $t1, print_array_end
          lw $a0, 0($t0)
ori $v0, $0, 1
          syscall
          addiu $t0, $t0, 4
addiu $t1, $t1, -1
          bgez $0, print_array_loop
     print_array_end:
          jr $ra
step (2): convert register names to register numbers:
     print_array:
lw $8, 0($29)
lw $9, 4($29)
     print_array_loop:
    blez $9, print_array_end
         lw $4, 0($8)
ori $2, $0, 1
syscall
          addiu $8, $8, 4
addiu $9, $9, -1
          bgez $0, print_array_loop
     print_array_end:
          jr $31
step (3): align the labels with assembly code:
   print_array: lw $8, 0($29)
        lw $9, 4($29)
     print_array_loop: blez $9, print_array_end
```

```
lw $4, 0($8)
ori $2, $0, 1
syscall
         addiu $8, $8, 4
addiu $9, $9, -1
         bgez $0, print_array_loop
     print_array_end: jr $31
step (4): convert labels to addresses:
                                                         <-- 0x0040 0118
    print_array: lw $8, 0($29)
lw $9, 4($29)
                                                         <-- 0x0040 011C
     print_array_loop: blez $9, print_array_end <-- 0x0040 0120
         lw $4, 0($8)
ori $2, $0,
syscall
                                                         <-- 0x0040 0124
                                                         <-- 0x0040 0128
                                                         <-- 0x0040 012C
                                                        <-- 0x0040 0130
<-- 0x0040 0134
         addiu $8, $8, 4
addiu $9, $9, -1
         bgez $0, print_array_loop
                                                        <-- 0x0040 0138
     print_array_end: jr $31
                                                         <-- 0x0040 013C
step (5): calculate branch offsets:
    print_array: lw $8, 0($29)
        lw $9, 4($29)
                                                         <-- 0x0040 0118
                                                         <-- 0x0040 011C
#
#
    blez $9, print_array_end
         distance = +7 (forward)
#
         offset = distance - 1 = 6
#
#
    print_array_loop: blez $9, print_array_end <-- 0x0040 0120</pre>
         lw $4, 0($8)
ori $2, $0, 1
                                                         <-- 0x0040 0124
                                                         <-- 0x0040 0128
         syscall
                                                         <-- 0x0040 012C
         addiu $8, $8, 4
addiu $9, $9, -1
                                                         <-- 0x0040 0130
                                                         <-- 0x0040 0134
#
    bgez $0, print_array_loop
#
         distance = -6 (backward)
#
         offset = distance - 1 = -7
#
         bgez $0, print_array_loop
                                                        <-- 0x0040 0138
     print_array_end: jr $31
                                                         <-- 0x0040 013C
step (6): convert instructions to machine code:
     - address -

    machine code -

                    1000 11ss ssst tttt iiii iiii iiii iiii 1000 1111 1010 1000 0000 0000 0000 0000
#
    0x0040 0118
#
    0x0040 0118
    print_array: lw $8, 0($29)
                                                         <-- 0x0040 0118
                       1000 11ss ssst tttt iiii iiii iiii iiii 1000 1111 1010 1001 0000 0000 0000 0100
     0x0040 011C
#
    0x0040 011C
         lw $9, 4($29)
                                                       <-- 0x0040 011C
         blez $9, print_array_end
    distance = 7 (forward)
     #
    #
    #
              offset = distance -1 = 6
                   #
    0x0040 0120
    print_array_loop: blez $9, print_array_end <-- 0x0040 0120</pre>
                       0x0040 0124
#
    0x0040 0124
```

```
lw $4, 0($8)
                                                 <-- 0x0040 0124
    0x0040 0128
                    0011 01ss ssst tttt iiii iiii iiii iiii
   0x0040 0128
#
                   0011 0100 0000 0010 0000 0000 0000 0001
        ori $2, $0, 1
                                                 <-- 0x0040 0128
    0x0040 012C
                    0000 00-- --- --- --- --00 1100
#
    0x0040 012C
                   0000 0000 0000 0000 0000 0000 0000 1100
        syscall
    0x0040 0130 0010 01ss ssst tttt iiii iiii iiii iiii
0x0040 0130 0010 1000 1000 0000 0000 0100
        addiu $8, $8, 4
                                                 <-- 0x0040 0130
                 0x0040 0134
    0x0040 0134
        addiu $9, $9, -1
        bgez $0, print_array_loop
    #
           distance = -6 (backward)
    #
            offset = distance - 1 = -7
    #
    #
        bgez $0, print_array_loop
                                                 <-- 0x0040 0138
                    0000 00ss sss0 0000 0000 0000 0000 1000
   0x0040 013C
  0x0040 013C
                    0000 0011 1110 0000 0000 0000 0000 1000
    print_array_end: jr $31
                                                 <-- 0x0040 013C
 --> Summary table:
   - address -
                                                             - machine code (hex) -
                        - machine code (binary) -
                    0x0040 0118
                                                                  0x8FA8 0000
                                                                 0x8FA9 0004
    0x0040 011C
                   0001 1001 0010 0000 0000 0000 0000 0110
1000 1101 0000 0100 0000 0000 0000 0000
0011 0100 0000 0010 0000 0000 0000 0001
0000 0000 0000 0000 0000 0000 0000 1100
                                                                 0x1920 0006
    0x0040 0120
                                                              0x8D04 0000
0x3402 0001
0x0000 000C
0x2508 0004
0x2529 FFFF
0x0401 FFF9
0x03E0 0008
#
    0x0040 0124
#
    0x0040 0128
    0x0040 012C
                   0010 0101 0000 1000 0000 0000 0000 0100
    0x0040 0130
                 0x0040 0134
   0x0040 0138
   0x0040 013C
```