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#
           cs315 Week 12 - 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
       syscall
       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
```

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step (4): convert labels to addresses:
    print_array: lw $8, 0($29)
                                                 <-- 0x0040 0118
                                                 <-- 0x0040 011C
        lw $9, 4($29)
    print_array_loop: blez $9, print_array_end <-- 0x0040 0120</pre>
        lw $4, 0($8)
                                                 <-- 0x0040 0124
        ori $2, $0, 1
                                                 <-- 0x0040 0128
        syscall
                                                 <-- 0x0040 012C
        addiu $8, $8, 4
                                                 <-- 0x0040 0130
        addiu $9, $9, -1
                                                 <-- 0x0040 0134
        bgez $0, print_array_loop
                                                 <-- 0x0040 0138
                                                 <-- 0x0040 013C
    print_array_end: jr $31
step (5): calculate branch offsets:
                                                 <-- 0x0040 0118
    print_array: lw $8, 0($29)
        lw $9, 4($29)
                                                 <-- 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>
                                                 <-- 0x0040 0124
        lw $4, 0($8)
        ori $2, $0, 1
                                                 <-- 0x0040 0128
                                                 <-- 0x0040 012C
        syscall
        addiu $8, $8, 4
                                                 <-- 0x0040 0130
                                                 <-- 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
    print_array_end: jr $31
                                                 <-- 0x0040 013C
step (6): convert instructions to machine code:
   - address -
                            - machine code -
#
    0x0040 0118
                    1000 11ss ssst tttt iiii iiii iiii iiii
#
                    1000 1111 1010 1000 0000 0000 0000 0000
    0x0040 0118
    print_array: lw $8, 0($29)
                                                 <-- 0x0040 0118
#
    0x0040 011C
                    1000 11ss ssst tttt iiii iiii iiii iiii
#
                    1000 1111 1010 1001 0000 0000 0000 0100
    0x0040 011C
        lw $9, 4($29)
                                               <-- 0x0040 011C
        blez $9, print_array_end
    #
            distance = 7 (forward)
    #
            offset = distance - 1 = 6
    0x0040 0120
                    0001 10ss sss0 0000 iiii iiii iiii iiii
    0x0040 0120
                    0001 1001 0010 0000 0000 0000 0000 0110
    print_array_loop: blez $9, print_array_end <-- 0x0040 0120</pre>
    0x0040 0124
                    1000 11ss ssst tttt iiii iiii iiii iiii
#
    0x0040 0124
                    1000 1101 0000 0100 0000 0000 0000 0000
        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
                    0000 00-- --- --- --- --00 1100
    0x0040 012C
#
    0x0040 012C
                    0000 0000 0000 0000 0000 0000 0000 1100
#
        syscall
                                                 <-- 0x0040 012C
    0x0040 0130
                    0010 01ss ssst tttt iiii iiii iiii iiii
#
    0x0040 0130
                    0010 0101 0000 1000 0000 0000 0000 0100
#
        addiu $8, $8, 4
                                                 <-- 0x0040 0130
#
    0x0040 0134
                    0010 01ss ssst tttt iiii iiii iiii iiii
#
    0x0040 0134
                    0010 0101 0010 1001 1111 1111 1111 1111
        addiu $9, $9, -1
                                                 <-- 0x0040 0134
    #
    #
        bgez $0, print_array_loop
    #
            distance = -6 (backward)
    #
            offset = distance - 1 = -7
    #
    0x0040 0138
                    0000 01ss sss0 0001 iiii iiii iiii iiii
```

```
bgez $0, print_array_loop
                                            <-- 0x0040 0138
                  0000 00ss sss0 0000 0000 0000 0000 1000
   0x0040 013C
               0000 0011 1110 0000 0000 0000 0000 1000
   0x0040 013C
#
   print_array_end: jr $31
                                           <-- 0x0040 013C
--> Summary table:
   - address - - machine code (binary) - - machine code (hex) -
   0x0040 0118
                  1000 1111 1010 1000 0000 0000 0000 0000
                                                           0x8FA8 0000
   0x0040 011C
                  1000 1111 1010 1001 0000 0000 0000 0100
                                                           0x8FA9 0004
#
#
   0x0040 0120
                  0001 1001 0010 0000 0000 0000 0000 0110
                                                           0x1920 0006
                                                           0x8D04 0000
   0x0040 0124
                  1000 1101 0000 0100 0000 0000 0000 0000
#
                  0011 0100 0000 0010 0000 0000 0000 0001
                                                           0x3402 0001
#
   0x0040 0128
   0x0040 012C
                  0000 0000 0000 0000 0000 0000 0000 1100
                                                           0x0000 000C
#
                                                           0x2508 0004
#
   0x0040 0130
                  0010 0101 0000 1000 0000 0000 0000 0100
#
   0x0040 0134
                  0010 0101 0010 1001 1111 1111 1111 1111
                                                           0x2529 FFFF
#
   0x0040 0138
                  0000 0100 0000 0001 1111 1111 1111 1001
                                                           0x0401 FFF9
   0x0040 013C
                  0000 0011 1110 0000 0000 0000 0000 1000
                                                           0x03E0 0008
```