MIPS Assembly Workshop

Fall - 2018

This workshop exercise is to allow you to practice your skills at the art of assembling MIPS Assembly Language program code.

The following page has a small copy routine written in MIPS Assembly Language.

Please fill in the spaces in the table as my example shows:

Please use decimal values for the OpCode row, and Hex digits for the Instruction rows. Use your Green Card to lookup the required values.

Location Program Counter Counter

		ADD	\$t4	\$s6	\$s1	# \$t4 = \$s6 + \$s1			
			12	22	17				
		Opcode	Rs	Rt	Rd	Immediate field			
		0 / 32	22	17	12				
	000000 10110 10001 01100 00000 100000								
32	02D1 6020								

Additionally, use the Left margin to keep track of the Location Counter, and the right margin to note the value that would be in the Program Counter.

The initial value of the Location Counter should be zero.

The first instruction below is worked.

LC		ADDI	\$v0,	\$zero,	0	# Initialize counter	PC						
		8	2	0	0								
	001000 00000 00010 00000000000000000000												
0	2002 0000												
	next:	LW	\$t9,	0	(\$a0)	# read the next word							
		35	25	0	4								
	100011 00100 11001 000000000010000												
4	8C99 0000												
		ADDI	\$v0,	\$v0,	1	# count the copied word							
		8	2	2	1								
	001000 00010 00010 000000000000001												
8	2042 0001												
		SW	\$t9,	0	(\$a1)	# copy / store							
		43	25	0	5								
	101011 00101 11001 0000000000000000												
12					39 0000		16						
		ADDI	\$a0,	\$a0,	4	# next source word							
		8	4	4	4								
	001000 00100 00100 00000000000100												
16		2084 0004											
		ADDI	\$a1,	\$a1,	4	<pre># next destination</pre>							
		8	5	5	4								
			001000	00101 0010	01 000000	0000000100							
20				20A	5 0004		24						
		BNE	\$t9,	\$zero,	next	# if not zero value							
		5	25	0	4								
			000101	11001 0000	00 111111	1111111011							
<mark>24</mark>	1720 FFFB												
		JR	\$ra			# return to caller							
		8	31				ļ						
	000000 11111 00000000000000 01000												
28	03E0 0008												