

# Conditionals, Loops

# Agenda

- Conditionals and Loops Examples
- Lab 4 Overview
- Project 1 overview

Instruction	Meaning
<b>beq</b> a, b, label	if(a == b) { goto label }
<b>bne</b> a, b, label	if(a != b) { goto label }

Instruction	Meaning
<b>bltz</b> a, label	if(a < 0) { goto label }
<b>blez</b> a, label	if(a <= 0) { goto label }
<b>bgtz</b> a, label	if(a > 0) { goto label }
<b>bgez</b> a, label	if(a >= 0) { goto label }

Instruction	Meaning
<b>slt</b> c, a, b	if(a < b) { c = 1 } else { c = 0 }

**Set if Less Than:** register c will be set to 1 if a<b.  
Otherwise, register c will be set to 0.

Instruction	Meaning
<b>blt</b> a, b, label	if(a < b) { goto label }
<b>ble</b> a, b, label	if(a <= b) { goto label }
<b>bgt</b> a, b, label	if(a > b) { goto label }
<b>bge</b> a, b, label	if(a >= b) { goto label }

# Exercise – Convert from C to MIPS

```
if (i == j)
{
    i++;
}
else
{
    j--;
}
j += i;
```

s1	i
s2	j

MIPS Code

```
bne s1, s2, ELSE
```

```
addi s1, s1, 1 # i++
```

```
j NEXT # jump over else
```

```
ELSE: addi s2, s2, -1 # else j--
```

```
NEXT: add s2, s2, s1 # j += i
```

# Exercise 2

```
if(i < j)
{ i++; }
if(i > 100)
{ i --; }
else
{ i ++; }
i+=j;
```

s1	i
s2	j

## Pseudo Code

```
if i >= j goto condition2
    i ++
condition2: if i <= 100 goto Else
    i - -
    jump to NEXT
Else: i ++
NEXT: i + = j
```

# Exercise 2

## Pseudo Code

```
if i >= j goto condition2
```

```
    i ++
```

```
condition2: if i <= 100 goto Else
```

```
    i --
```

```
    jump to NEXT
```

```
Else: i ++
```

```
NEXT: i += j
```

## MIPS Code

```
ble s1, s2, cond2
```

```
addi s1, s1, 1 # i++
```

```
cond2: ble i, 100, Else
```

```
addi s1, s1, -1 # i--
```

```
j Next
```

```
Else: addi s1, s1, 1 # i++
```

```
Next: add s1, s2, s1
```

# Loops - While

```
while ( <cond> ) {  
    <while-body>  
}
```



```
L1: if ( <cond> ) {  
    <while-body>  
    goto L1 ;  
}
```



# Example

```
while (i < j)
{
    k++;
    i = i * 2;
}
```



Pseudo Code 1

```
L1: if (i < j)
{
    k ++
    i = i *2
    goto L1
}
```

# Example

Pseudo Code 1

```
L1: if (i < j)
{
    k ++
    i = i *2
    goto L1
}
```



Pseudo Code 2

```
L1: if (i >= j) goto OutsideLoop
    k ++
    i = i *2
    Jump to L1
OutsideLoop
```

# Example

## Pseudo Code 2

```
L1: if (i >= j) goto  
OutsideLoop  
    k ++  
    i = i *2  
    Jump to L1  
OutsideLoop
```




## MIPS

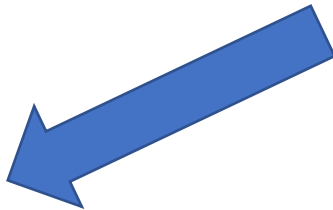
```
L1: bge i, j, OutsideLoop  
    addi s3, s3, 1  
    add s1, s1, s1  
    j L1  
OutsideLoop:
```

# Loops - For

```
for ( <init> ; <cond> ; <update> ) {  
    <for-body>  
}
```



```
<init>;  
while ( <cond> ) {  
    <for-body>  
    <update>  
}
```



```
<init>;  
L1:  if ( <cond> ) {  
        <for-body>  
        <update>  
        goto L1 ;  
    }  
DONE:
```

# Example

```
main () {  
    int i, size = 10, sum, pos, neg;  
    int arr[10] = {12, -1, 8, 0, 6, 85, -74, 23, 99, -30};  
  
    sum = 0; pos = 0; neg = 0;  
    for (i = 0; i < size; i++) {  
        sum += arr[i];  
        if (arr[i] > 0)  
            pos += arr[i];  
        if (arr[i] < 0)  
            neg += arr[i];  
    }  
    return 0;  
}
```

# Example

```
.data
```

```
    size .word 10
```

```
    arr .word 12, -1, 8, 0, 6, 85, -74, 23, 99, -30
```

```
.text
```

```
.globl main
```

```
main:
```

#1. Load each of the variables to a register and initialize them

```
    la s0, size      # initialize registers
```

```
    lw s1, 0(s0)     # $s1 = size
```

```
    ori s2, zero, 0  # $s2 = sum
```

```
    ori s3, zero, 0  # $s3 = pos
```

```
    ori s4, zero, 0  # $s4 = neg
```

# <init>

```
    ori s5, zero, 0  # $s5 = i
```

```
    la s6, arr       # $s6 = &arr
```

# Example

# if (<cond>)

L1: bge s5, s1, DONE

# <for-body>

lw s7, 0(s6)	# \$s7 = arr[i]
addu s2, s2, s7	# sum += arr[i]
blez s7, NEG	# if ! (arr[i] > 0)
addu s3, s3, s7	# pos += arr[i];

j UPDATE	# goto UPDATE
----------	---------------

NEG: bgez \$s7, UPDATE	# if ! (arr[i] < 0)
addu \$s4, \$s4, \$s7	# neg += arr[i];

UPDATE:	# <update>
---------	------------

addi \$s5, \$s5, 1	# i++
addi \$s6, \$s6, 4	# move array pointer
j L1	# goto L1

DONE:

# MIPS to C

## MIPS Code

```
ble s1, s2, cond2
addi s1, s1, 1 # i++

cond2: ble s1, 100, Else
addi s1, s1, -1 # i--
j Next

Else: addi s1, s1, 1 # i++

Next: add s1, s2, s1
```



## Pseudo Code

```
if s1 <= s2 goto cond2
    s1 = s1 + 1
cond2: if s1 <= 100 goto Else
        s1 = s1 - 1
        jump Next
Else
    s1 = s1 + 1
Next
    s1 = s1 + s2
```



# MIPS to C

## Pseudo Code

```
if s1 <= s2 goto cond2
    s1 = s1 + 1
cond2: if s1 <= 100 goto Else

    s1 = s1 - 1
    jump Next
Else
    s1 = s1 + 1
Next
    s1 = s1 + s2
```



## C Code

```
if(s1 > s2)
{
    s1++;
}
if(s1 > 100)
{
    s1--;
}
else{
    s1++;
}
s1 = s1 + s2;
```

# MIPS to C

C Code

```
if(s1 > s2)
{
    s1++;
}
if(s1 > 100)
{
    s1--;
}
else{
    s1++;
}
s1 = s1 + s2;
```



C Code

```
if(i > j)
{
    i++;
}
if(i > 100)
{
    i--;
}
else{
    i++;
}
i+=j;
```