

**CS 211**  
**LAB 2: System Calls and Control Flow**  
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**PART B**

In this part, you will write MIPS assembly language programs to understand control flow instructions.

1) Complete the following code snippet to add 10 numbers stored consecutively in data memory.

Print the result.

.data

array : .word 10,12,15,-10,13,82,-9,4,3,-7 #array={ 10,12,15,-10,13,82,-9,4,3,-7}

length: .word 10 #load the length of the array as 10

sum: .word 0 #initialise sum to 0

.text

main:

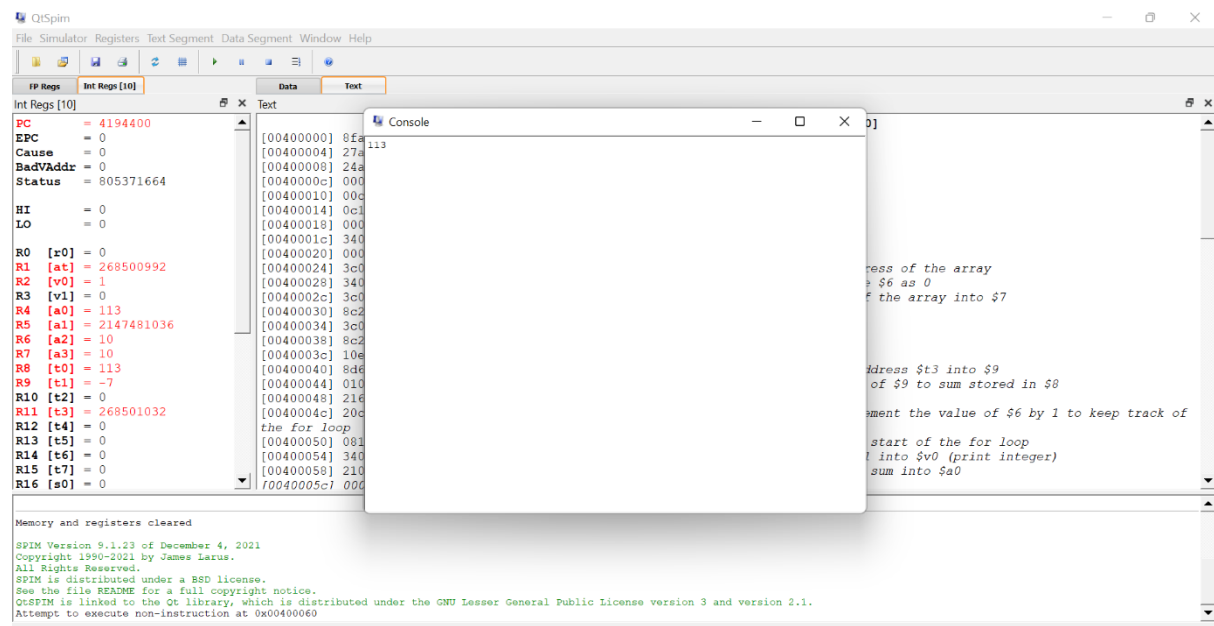
la \$t3, array # load base address of the array

# \$t3 has the base address of data. All the subsequent data can be accessed using respective offset values.

#Add your code here

Count the total number of machine instructions executed to complete this task. In this part,

**In Decimal –**



## In Hexa Decimal -

The screenshot shows the QISpin MIPS simulator. The 'Text' window displays assembly code for a program that calculates the sum of an array. The code includes instructions for loading arguments, initializing registers, and a loop to sum the array elements. The 'Registers' window shows the current state of the registers, with \$0 through \$16. The 'Memory and registers cleared' message is visible at the bottom.

```

PC = 400060
EPC = 0
Cause = 0
BadVAddr = 0
Status = 3000fff10
HI = 0
LO = 0
R0 [$0] = 0
R1 [$1] = 10010000
R2 [$2] = 1
R3 [$3] = 0
R4 [$4] = 71
R5 [$5] = 7ffff5cc
R6 [$6] = a
R7 [$7] = a
R8 [$8] = 71
R9 [$9] = ffffffff9
R10 [$10] = 0
R11 [$11] = 10010028
R12 [$12] = 0
R13 [$13] = 0
R14 [$14] = 0
R15 [$15] = 0
R16 [$16] = 0

[00400000] 8fa40000 lw $4, 0($29)
[00400004] 27a50004 addiu $5, $29, 4
[00400008] 24a60004 addiu $6, $5, 4
[0040000c] 00041080 sll $2, $4, 2
[00400010] 00c23021 addu $6, $6, $2
[00400014] 0c100009 jal 0x00400024 [main]
[00400018] 00000000 nop
[0040001c] 3402000a ori $2, $0, 10
[00400020] 0000000c syscall
[00400024] 3c0b1001 lui $11, 4097 [array]
[00400028] 34060000 ori $6, $0, 0
[0040002c] 3c011001 lui $1, 4097
[00400030] 8c270028 lw $7, 40($1)
[00400034] 3c011001 lui $1, 4097
[00400038] 8c28002c lw $8, 44($1)
[0040003c] 10e60006 beq $7, $6, 24 [endLoop-0x0040003c]
[00400040] 8d690000 lw $9, 0($11)
[00400044] 01094020 add $8, $8, $9
[00400048] 216b0004 addi $11, $11, 4
[0040004c] 20c60001 addi $6, $6, 1
[00400050] 0810000f j 0x0040003c [addLoop]
[00400054] 34020001 ori $2, $0, 1
[00400058] 21040000 addi $4, $8, 0
[0040005c] 0000000c syscall
  
```

**B) Include the following numbers in the array data segment of question 1.**

10,20,30,40,50,77

Now you have 16 numbers residing in the array (data memory). Add these numbers and display the result.

Count the total number of instructions.

Compare and analyse the relation between the number of data elements and total number of machine instructions executed.

**In Decimal –**

QtSpim

File Simulator Registers Text Segment Data Segment Window Help

FP Regs Int Regs [10] Data Text

Int Regs [10]

```
HI = 0
LO = 0
R0 [r0] = 0
R1 [at] = 268500992
R2 [v0] = 0
R3 [v1] = 0
R4 [a0] = 2
R5 [a1] = 2147481036
R6 [a2] = 2147481048
R7 [a3] = 0
R8 [t0] = 0
R9 [t1] = 0
R10 [t2] = 0
R11 [t3] = 268501056
R12 [t4] = 77
R13 [t5] = 16
R14 [t6] = 0
R15 [t7] = 16
R16 [s0] = 0
R17 [s1] = 340
R18 [s2] = 0
R19 [s3] = 0
R20 [s4] = 0
R21 [s5] = 0
R22 [s6] = 0
```

User Text Segment [00400000]..[00440000]

```
[00400000] 8fa40000 lw $4, 0($29) ; 183: lw $a0 0($sp) # argc
[00400004] 27a50004 addiu $5, $29, 4 ; 184: addiu $a1 $sp 4 # argv
[00400008] 24a60004 addiu $6, $5, 4 ; 185: addiu $a2 $a1 4 # envp
[0040000c] 00041080 sll $2, $4, 2 ; 186: sll $v0 $a0 2
[00400010] 00c23021 addu $6, $6, $2 ; 187: addu $a2 $a2 $v0
[00400014] 0c100009 jal 0x00400024 [main] ; 188: jal main
[00400018] 00000000 nop ; 189: nop
[0040001c] 3402000a ori $2, $0, 10 ; 191: li $v0 10
[00400020] 0000000c syscall ; 192: syscall # syscall 10 (exit)
[00400024] 3c0b1001 lui $11, 4097 [array] ; 8: la $t3,array # load base address of the array
[00400028] 3c011001 lui $1, 4097 ; 9: lw $15,length #Load the length of the array in $15
[0040002c] 8c2f0040 lw $15, 64($1)
[00400030] 3c011001 lui $1, 4097 ; 10: lw $17,sum #Load the initial value of the sum in $17
[00400034] 8c310044 lw $17, 68($1)
[00400038] 34030000 ori $3, $0, 0 ; 12: li $3,0 # Initialize a counter to 0
[0040003c] 11af0006 beq $13, $15, 24 [endLoop-0x0040003c]
[00400040] 8d6c0000 lw $12, 0($11) ; 16: lw $12,0($t3) # Load the $t3 into $12
[00400044] 022c9820 add $17, $17, $12 ; 17: add $17,$17,$12 # Add the current number to the sum
[00400048] 216b0004 addi $11, $11, 4 ; 19: addi $t3,$t3,4 # Increment address pointer to next number in the array
[0040004c] 21ad0001 addi $13, $13, 1 ; 20: addi $13,$13,1 # Increment the counter
[00400050] 0810000f j 0x0040003c [addLoop] ; 21: j addLoop # Jump back to the start
[00400054] 3c011001 lui $1, 4097 ; 23: sw $17,sum # Store the Sum
[00400058] ac310044 sw $17, 68($1)
```

Kernel Text Segment [80000000]..[80010000]

Memory and registers cleared

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Attempt to execute non-instruction at 0x0040005c

In Hexa Decimal –

QtSpim

File Simulator Registers Text Segment Data Segment Window Help

FP Regs Int Regs [16] Data Text

Int Regs [16]

```
HI = 0
LO = 0
R0 [r0] = 0
R1 [at] = 10010000
R2 [v0] = 0
R3 [v1] = 0
R4 [a0] = 2
R5 [a1] = 7ffff5cc
R6 [a2] = 7ffff5d8
R7 [a3] = 0
R8 [t0] = 0
R9 [t1] = 0
R10 [t2] = 0
R11 [t3] = 10010040
R12 [t4] = 4d
R13 [t5] = 10
R14 [t6] = 0
R15 [t7] = 10
R16 [s0] = 0
R17 [s1] = 154
R18 [s2] = 0
R19 [s3] = 0
R20 [s4] = 0
R21 [s5] = 0
R22 [s6] = 0
```

User Text Segment [00400000]..[00440000]

```
[00400000] 8fa40000 lw $4, 0($29) ; 183: lw $a0 0($sp) # argc
[00400004] 27a50004 addiu $5, $29, 4 ; 184: addiu $a1 $sp 4 # argv
[00400008] 24a60004 addiu $6, $5, 4 ; 185: addiu $a2 $a1 4 # envp
[0040000c] 00041080 sll $2, $4, 2 ; 186: sll $v0 $a0 2
[00400010] 00c23021 addu $6, $6, $2 ; 187: addu $a2 $a2 $v0
[00400014] 0c100009 jal 0x00400024 [main] ; 188: jal main
[00400018] 00000000 nop ; 189: nop
[0040001c] 3402000a ori $2, $0, 10 ; 191: li $v0 10
[00400020] 0000000c syscall ; 192: syscall # syscall 10 (exit)
[00400024] 3c0b1001 lui $11, 4097 [array] ; 8: la $t3,array # load base address of the array
[00400028] 3c011001 lui $1, 4097 ; 9: lw $15,length #Load the length of the array in $15
[0040002c] 8c2f0040 lw $15, 64($1)
[00400030] 3c011001 lui $1, 4097 ; 10: lw $17,sum #Load the initial value of the sum in $17
[00400034] 8c310044 lw $17, 68($1)
[00400038] 34030000 ori $3, $0, 0 ; 12: li $3,0 # Initialize a counter to 0
[0040003c] 11af0006 beq $13, $15, 24 [endLoop-0x0040003c]
[00400040] 8d6c0000 lw $12, 0($11) ; 16: lw $12,0($t3) # Load the $t3 into $12
[00400044] 022c9820 add $17, $17, $12 ; 17: add $17,$17,$12 # Add the current number to the sum
[00400048] 216b0004 addi $11, $11, 4 ; 19: addi $t3,$t3,4 # Increment address pointer to next number in the array
[0040004c] 21ad0001 addi $13, $13, 1 ; 20: addi $13,$13,1 # Increment the counter
[00400050] 0810000f j 0x0040003c [addLoop] ; 21: j addLoop # Jump back to the start
[00400054] 3c011001 lui $1, 4097 ; 23: sw $17,sum # Store the Sum
[00400058] ac310044 sw $17, 68($1)
```

Kernel Text Segment [80000000]..[80010000]

Memory and registers cleared

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Attempt to execute non-instruction at 0x0040005c

### 3) Compute the Euler Phi function for the number 21.

Euler's Phi function for an input  $n$ , denoted as  $\phi(n)$  is the count of numbers in  $\{1, 2, 3, \dots, n\}$  that

are relatively prime to  $n$ , i.e, the numbers whose GCD (Greatest Common Divisor) with  $n$  is 1.

Examples:

$\phi(1)=1$ , ( $\gcd(1,1)=1$ )

$\phi(2)=1$ , ( $\gcd(1,2)=1$ , but  $\gcd(2,2)=2$ )

$\phi(3)=2$ , ( $\gcd(1,3)=1$ ,  $\gcd(2,3)=1$ ,  $\gcd(3,3)=3$ )

$\phi(4)=2$ , ( $\gcd(1,4)=1$ ,  $\gcd(2,4)=2$ ,  $\gcd(3,4)=1$ ,  $\gcd(4,4)=4$ )

$\phi(5)=4$ , ( $\gcd(1,5)=1$ ,  $\gcd(2,5)=1$ ,  $\gcd(3,5)=1$ ,  $\gcd(4,5)=1$ ,  $\gcd(5,5)=5$ )

(Hint: The logic for your code would be as follows

$\phi = 0$ ;

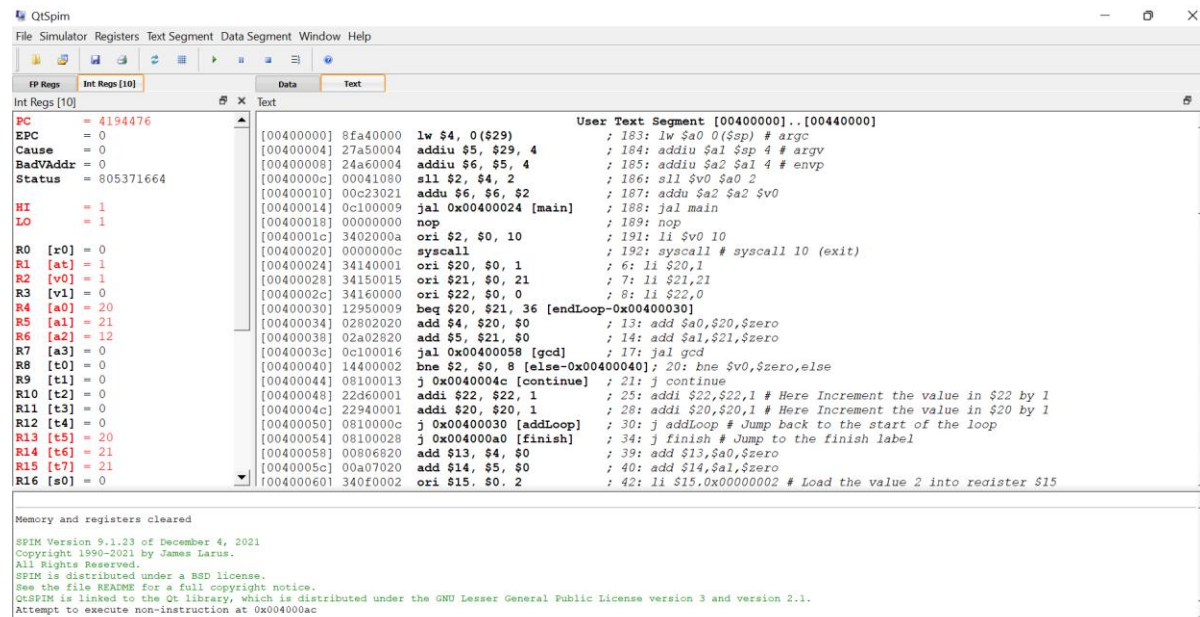
trial = 1;

while ( trial <= N ) #where N is the number under consideration (given : 21)

```
{
if ( gcd(N,trial) == 1 ) phi++;
}
```

The computed value, which is  $\phi(21)$ , should be printed on the screen.

In Decimal –



The screenshot shows the QtSpim MIPS simulator. The 'Registers' window on the left displays the state of MIPS registers. The 'Text' window on the right shows the assembly code for the 'User Text Segment'. The code implements the Euler's Phi function for  $n=21$ . It starts by setting  $\phi=0$  and  $\text{trial}=1$ , then enters a loop where it checks if  $\gcd(21, \text{trial}) == 1$ . If true, it increments  $\phi$ . The loop continues until  $\text{trial} \leq 21$ . Finally, it prints the value of  $\phi$  and exits.

```
PC = 4194476
EPC = 0
Cause = 0
BadVAddr = 0
Status = 805371664
HI = 1
LO = 1
R0 [r0] = 0
R1 [at] = 1
R2 [v0] = 1
R3 [v1] = 0
R4 [a0] = 20
R5 [a1] = 21
R6 [a2] = 12
R7 [a3] = 0
R8 [t0] = 0
R9 [t1] = 0
R10 [t2] = 0
R11 [t3] = 0
R12 [t4] = 0
R13 [t5] = 20
R14 [t6] = 21
R15 [t7] = 21
R16 [s0] = 0
```

```
00000000 8fa40000 lw $4, 0($29) ; 183: lw $a0 0($sp) # argc
00000004 27a50004 addiu $5, $29, 4 ; 184: addiu $a1 $sp 4 # argv
00000008 24a60004 addiu $6, $5, 4 ; 185: addiu $a2 $a1 4 # envp
0000000c 00041080 sll $2, $4, 2 ; 186: sll $v0 $a0 2
00000010 00c23021 addu $6, $6, $2 ; 187: addu $a2 $a2 $v0
00000014 0c100009 jal 0x00400024 [main] ; 188: jal main
00000018 00000000 nop ; 189: nop
0000001c 3402000a ori $2, $0, 10 ; 191: li $v0 10
00000020 0000000c syscall ; 192: syscall # syscall 10 (exit)
00000024 34140001 ori $20, $0, 1 ; 6: li $20, 1
00000028 34150015 ori $21, $0, 21 ; 7: li $21, 21
0000002c 34160000 ori $22, $0, 0 ; 8: li $22, 0
00000030 12950009 beq $20, $21, 36 [endLoop-0x00400030] ; 9: beq $20, $21, 36
00000034 02802020 add $4, $20, $0 ; 13: add $a0, $20, $zero
00000038 02a02820 add $5, $21, $0 ; 14: add $a1, $21, $zero
0000003c 0c100016 jal 0x00400058 [gcd] ; 17: jal gcd
00000040 14400002 bne $2, $0, 8 [else-0x00400040] ; 20: bne $v0, $zero, else
00000044 08100013 j 0x0040004c [continue] ; 21: j continue
00000048 22360001 addi $22, $22, 1 ; 25: addi $22, $22, 1 # Here Increment the value in $22 by 1
0000004c 22940001 addi $20, $20, 1 ; 28: addi $20, $20, 1 # Here Increment the value in $20 by 1
00000050 0810000c j 0x00400030 [addLoop] ; 30: j addLoop # Jump back to the start of the loop
00000054 08100028 j 0x004000a0 [finish] ; 34: j finish # Jump to the finish label
00000058 00806820 add $13, $4, $0 ; 39: add $13, $a0, $zero
0000005c 00a07020 add $14, $5, $0 ; 40: add $14, $a1, $zero
00000060 340f0002 ori $15, $0, 2 ; 42: li $15, 0x00000002 # Load the value 2 into register $15
```

The screenshot displays the QSPIN simulator interface, which is divided into several sections:

- Top Bar:** Contains the title "QSPIN" and a menu bar with options: File, Simulator, Registers, Text Segment, Data Segment, Window Help.
- Toolbar:** A row of icons for file operations (open, save, print, etc.) and simulation controls (run, step, etc.).
- Registers Panel (Left):** A list of registers (PC, EPC, Cause, BadVAddr, Status, HI, LO, R0-R16) with their current values. For example, PC is 400044, Status is 3000fff10, and R0-R16 are mostly 0.
- Main Assembly View (Center):**
  - Int Regs [16]:** A dropdown menu showing the selected register (R0).
  - Text:** The assembly code being executed. It is divided into two segments:
    - User Text Segment [00400000]..[00440000]:** Contains instructions like `lw $4, 0($29)`, `addiu $5, $29, 4`, `addiu $6, $5, 4`, `sll $2, $4, 2`, `addu $6, $6, $2`, `jal 0x00400024 [main]`, `nop`, `ori $2, $0, 10`, `syscall`, `ori $7,$0,2`, `ori $8,$0,18`, `ori $9,$0,3`, `mult $7,$8`, `mflo $10`, `add $11,$10,$9`, `mult $11,$11`, `mflo $12`.
    - Kernel Text Segment [80000000]..[80010000]:** Contains instructions like `addu $27,$0,$1` and `lui $1, -26672`.
- Bottom Panel:**
  - Memory and registers cleared:** A message indicating the state of memory and registers.
  - SPIM Version 9.1.23 of December 4, 2021:** Copyright information and license details.
  - Attempt to execute non-instruction at 0x00400044:** A warning message at the bottom.