

COMP1047 Lab Week 03

1. Work out the unsigned binary representation for the following decimal numbers by hand.

(a) 45 (b) 1026

remainder

45 / 2 1

22 / 2 0

11 / 2 1

5 / 2 1

2 / 2 0

1 / 2 1

0

The result is 101101

remainder

1026 / 2 0

513 / 2 1

256 / 2 0

128 / 2 0

64 / 2 0

32 / 2 0

16 / 2 0

8 / 2 0

4 / 2 0

2 / 2 0

1 / 2 1

0

The result is 10000000010

2. Write a MIPS program to load the numbers above into registers \$s0 and \$s1 as unsigned numbers. You can place the binary value directly in the data memory segment and then use `lw` instruction to load them into registers. For example, the following program stores two unsigned integers `0000000A16` and `1000000016` in the data segment of the memory and then loads the first integer in \$s0 using `lw` instruction.

```
.data
uint: .word 0x0000000A 0x10000000
.text
.globl main
main:
    la $t0, uint          #load the base address
    lw $s0, 0($t0)        #load the first integer into $s0
```

Note that here we use assembler directive **.word**. You can find more assembler directives from pages A-47 to A-49 of the textbook. Now print out both numbers to the console using the **syscall** function. Check the output to see whether it is expected.

Solution

In QtSpim, change the register to binary,
run the program step by step, and see the value change
in R16 [s0], R17 [s1] and R4[a0].

```
.data
uint: .word 45 1026
      #.word 0x0000002D 0x00000402 # 101101 10000000010
nl:   .asciiz "\n"
.text
.globl main
main:
    la $t0, uint    #load the base address
    lw $s0, ($t0)   #load the first integer into $s0
    lw $s1, 4($t0)  #load the second integer into $s1

    move $a0, $s0   # move $s0 to $a0 for printing
    li $v0, 1
    syscall

    la $a0, nl      # print a new line
    li $v0, 4
    syscall

    move $a0, $s1   # move $s1 to $a0 for printing
    li $v0, 1
    syscall

    li $v0, 10      # exit
    syscall
```

3. Work out the 2's complement representation for the following decimal numbers by hand.
(a) 45 (b) -130

Write a similar program in the previous question, load both numbers into registers and print them out to the QtSpim console, check whether your outputs are correct.

Solution

In QtSpim, change the register to binary,
run the program step by step, and see the value change
in R16 [s0], R17 [s1] and R4[a0].

```
.data
uint: .word 45 -130
      #.word 0x0000002D 0xFFFFFFFFFFFFF7E
      #.word 00...00101101 00...00111111101111110 (16 bits each)
nl:   .asciiz "\n"
      .text
      .globl main

main:
      la $t0, uint      #load the base address
      lw $s0, ($t0)     #load the first integer into $s0
      lw $s1, 4($t0)    #load the second integer into $s1

      move $a0, $s0     # move $s0 to $a0 for printing
      li $v0, 1
      syscall

      la $a0, nl        # print a new line
      li $v0, 4
      syscall

      move $a0, $s1     # move $s1 to $a0 for printing
      li $v0, 1
      syscall

      li $v0, 10 # exit
      syscall
```

4. Write a program in MIPS32 assembly language which reads two integer numbers x and y from the console, calculates, then prints $x - 2y - 40$. *Hint: no multiplication is necessary and proper user prompts are expected.*

To read an integer from the console:

```
li $v0, 5    # read_int
syscall
# $v0 contains the number just entered
```

To print an integer to the console:

```
# $a0 contains the number to be printed
li $v0, 1    # print_int
syscall
```

Solution

```
.data
prompt1: .asciiz "Please input x: "
prompt2: .asciiz "Please input x: "
rs_string: .asciiz "The result of (x - 2y - 40) is: "
.text
.globl main

main:
    # prompt for input
    la $a0, prompt1 # prompt x
    li $v0, 4
    syscall

    li $v0, 5        # read input x
    syscall

    or $s0, $zero, $v0 # Save x to s0

    la $a0, prompt2   # prompt y
    li $v0, 4
    syscall

    li $v0, 5        # read input y
    syscall

    or $s1, $zero, $v0 # Save y to s1

    la $a0, rs_string # The result is
    li $v0, 4
    syscall

    # calculation
    sll $s1, $s1, 1    # 2y
    sub $s0, $s0, $s1  # x - 2y
    addi $a0, $s0, -40  # a0 = x - 2y - 40
```

```
li $v0, 1      # output result  
syscall
```

```
# exit  
li $v0, 10  
syscall
```