

MIPS Programming Note

Program Layout

- Data segment (.data)
 - Data label (msg_str:) +
 - data type (.asciiz) +
 - Data ("Enter some...")
- Text segment (.text)
 - .globl main
 - Main label (main:)
 - Instruction label-1 (fac:)
 - Instruction label-2 (loophead:)

```
.data
msg_str:          .asciiz "Enter some number: "
```

```
.text

.globl main

main:
    la      $a0, msg_str      # load the address of msg_str
    li      $v0, 4            # prepare for syscall 4
    syscall                                # syscall 4
    li      $v0, 5            # prepare for syscall 5
    ....
    ....

fac:
    bne     $a0, $zero, loophead # If input is not zero, go to loophead
    li      $v0, 1              # return value 1
    jr      $ra                  # return value

loophead:
    move     $v0, $a0           # copy input to $v0
    # until loop ends
    li      $t0, 1              # load value 1
```

Data type

- **.word (int)**
- .half (short)
- .byte (char)
- **.ascii (null terminated)**
- .ascii
- .double
- .float

Registers

- \$zero
- \$v0, \$v1
- \$a0 ~ \$a3
- \$t0 ~ \$t9
- \$s0 ~ \$s7
- \$sp, \$fp
- \$ra

Syscall (kernel mode, OS service)

print integer	1	\$a0 = integer to print	
print float	2	\$f12 = float to print	
print double	3	\$f12 = double to print	
print string	4	\$a0 = address of null-terminated string to print	
read integer	5		\$v0 contains integer read
read float	6		\$f0 contains float read
read double	7		\$f0 contains double read
read string	8	\$a0 = address of input buffer \$a1 = maximum number of characters to read	
sbrk (allocate heap memory)	9	\$a0 = number of bytes to allocate	\$v0 contains address of allocated memory
exit (terminate execution)	10		

Find N! with function call & program control

```
main :
    la      $a0 , msg_str
    li      $v0 , 4
    syscall
    li      $v0 , 5
    syscall
    move     $a0 , $v0
           function call
    jal      fac
    move     $a0 , $v0
           syscall 1
    li      $v0 , 1
    syscall
    li      $v0 , 10
    syscall
```

```
fac :
    beq      $a0 , $zero , ret_one

    addi     $sp , $sp , -8
           call
    sw       $a0 , 0( $sp )
    sw       $ra , 4( $sp )
    addi     $a0 , $a0 , -1
    jal      fac
    lw       $t0 , 0( $sp )
    lw       $ra , 4( $sp )
    addi     $sp , $sp , 8

    mul      $v0 , $v0 , $t0
    j        ret
ret_one :
    li      $v0 , 1
ret :
    jr      $ra
```

Find $Q1^3$ with memory allocation

```
.data
Q1:      .word 1, 1, 1, 0
msg_str: .asciiz "Q3 =\n"
.text
.globl main
main:
la      $a0, Q1
la      $a1, Q1
jal     mmul
move    $a0, $v0
la      $a1, Q1
jal     mmul
move    $t0, $v0
```

Result are in memory:

0(\$t0), 4(\$t0), 8(\$t0), 12(\$t0)

mmul:

```
move    $t0, $a0
move    $t1, $a1
li      $a0, 16
li      $v0, 9
syscall
```

(Calculate 1st element...)

```
sw      $t7, 0($v0)
```

(Calculate 2nd element...)

```
sw      $t7, 4($v0)
```

(Calculate 4th element...)

```
sw      $t7, 12($v0)
```

(Calculate 3rd element...)

```
sw      $t7, 8($v0)
```

```
jr      $ra
```