

ECE/CS 250 – Recitation #5 – Prof. Sorin

Assembly Programming Conventions

Objective: In this recitation, you will learn how to write MIPS assembly programs that use proper procedure calling conventions.

Complete as much of this as you can during recitation. If you run out of time, please complete the rest at home. This is likely to be one of the more challenging recitations—do not panic if you find this material difficult.

1. Task 1: Calling a Procedure, Passing Args and Return Values

Write a short MIPS program with a main function that calls (using “jal”) another function called foo. The foo function takes two arguments (both are ints) and returns one value (also an int). You must follow conventions for arguments and return values: you must pass the arguments through \$a0 and \$a1 registers and you must return the value from foo in \$v0. For now, let foo simply compute the sum of the two arguments and return that result. In main, please set \$a0=1 and \$a1=2.

2. Task 2: Saving the Caller-Saved Registers, Using the Stack

Now modify main so that it saves the caller-saved \$t registers before calling foo and then restores them after foo returns. You must modify main to use two \$t registers (\$t0 and \$t1) to initially hold the values it's going to pass to foo (but main still must pass them through the \$a registers, so they must be copied from \$t to \$a). (Instead of setting \$a0=1 and \$a1=2, set \$t0=1 and \$t1=2, then copy from the \$t regs to the \$a regs.) After foo returns to main, main should then compute the result from foo plus the sum of these two \$t registers. (main may not use the \$a registers for this purpose!) To make room for main to save these \$t registers, main must create space on the stack. You will move \$sp to make room for these two \$t regs, copy them there before calling foo, and then copy them back into the \$t registers after foo returns.

3. Task 3: Why Did We Do Task #2?

Note: you will un-do what you do in this task before proceeding to Task #4. **You may want to make a copy of your code for this purpose.**

Modify foo such that it sets all of the \$t registers to zero. Comment out the lines of code in main that save and restore the \$t registers. What happens? Do you still get a correct program result?

Reminder: before going to Task 4, please un-do what you just did in Task 3.

4. Task 4: Saving the Callee-Saved Registers

Modify main such that, before it calls foo, it sets two of the callee-saved \$s registers (\$s0 and \$s1) to the values 5 and 6. After foo returns to main, main should take the result from foo and add it to \$s0 and \$s1.

Now modify foo such that it saves the callee-saved \$s registers when it begins and restores them just before returning. You will modify foo to move \$sp, etc., just like you did with the caller-saved registers in main.

5. Task 5: Why Did We Do Task #4?

Note: you will un-do what you do in this task before proceeding to Task #6. **You may want to make a copy of your code for this purpose.**

Modify foo such that it sets all of the \$s registers to zero. Comment out the lines of code in foo that save and restore the \$s registers. What happens? Do you still get a correct program result?

Before going to Task #7, please un-do what you just did in Task #6 .

6. Thought Exercise

Why do we need these register usage conventions? Couldn't the programmer just manage all of the registers on his/her own without these conventions? If we know that foo won't modify any \$t registers, can't we skip saving/restoring the \$t registers in main?

7. Task 6: A Little Bit of Recursion

Note: it's unlikely you'll have much time left for this exercise. I recommend continuing this at home with or without a partner, because it will help with homework #2. However, it is not required that you do this exercise.

Modify foo such that it uses \$t2 to hold the sum of its arguments (\$a0 and \$a1). If \$t2 is greater than 10, then it simply returns that sum (in \$v0). Else, it calls itself with its arguments each incremented by 1 (i.e., \$a0 +1, \$a1+1).

Now foo is both a callee AND a caller. You'll have to modify foo to save its caller-saved register (\$t2) and \$ra on the stack.