Lab Report

ECPE 170 – Computer Systems and Networks – Spring 2021

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Lab Topic: MIPS Assembly Programming (Basic) (Lab #: 10)

Question #1:

Take two screenshots of the MIPS register panel: one before your program runs, and one after your program finishes. Put the register panel in Decimal mode (right-click) so it is easy to see register values.

Answer:

Before:

R8	[t0]	=	0
R9	[t1]	=	0
R10	[t2]	=	0
R11	[t3]	=	0
R12	[t4]	=	0
R13	[t5]	=	0
R14	[t6]	=	0
R15	[t7]	=	0
R16	[s0]	=	0
R17	[s1]	=	0
R18	[s2]	=	0
R19	[s3]	=	0
R20	[s4]	=	0
R21	[s5]	=	0
R22	[s6]	=	0
R23	[s7]	=	0
R24	[t8]	=	0
R25	[t9]	=	0

After:

```
R8 [t0] = 30
R9 [t1] = 5
R10 [t2] = 7
R11 [t3] = 8
R12 [t4] = 0
R13 [t5] = 0
R14 [t6] = 0
R15 [t7] = 0
R16 [s0] = 15
R17 [s1] = 10
R18 [s2] = 7
R19 [s3] = 2
R20 [s4] = 18
R21 [s5] = -3
R22 [s6] = 37
R23 [s7] = 0
R24 [t8] = 0
R25 [t9] = 0
```

Question #2:

Take two screenshots of the MIPS memory panel (data tab): one before your program runs, and one after your program finishes. Put the memory panel in Decimal mode (right-click), so it is easy to see memory values. In the after-execution capture, circle the memory location (not register) that contains the final calculated value of Z.

Answer:

Before:

```
User data segment [10000000]..[10040000] [100000000]..[1003ffff] 00000000
```

After:

Question #3:

Take two screenshots of the MIPS register panel: one before your program runs, and one after your program finishes. Put the register panel in Decimal mode (right-click) so it is easy to see register values.

Answer:

Before:

```
R8 [t0] = 0
R9 [t1] = 0
R10 [t2] = 0
R11 [t3] = 0
R12 [t4] = 0
R13 [t5] = 0
R14 [t6] = 0
R15 [t7] = 0
R16 [s0] = 0
R17 [s1] = 0
R18 [s2] = 0
R19 [s3] = 0
R20 [s4] = 0
R21 [s5] = 0
R22 [s6] = 0
R23 [s7] = 0
R24 [t8] = 0
R25 [t9] = 0
```

After:

```
R8 [t0] = 2
R9 [t1] = 0
R10 [t2] = 0
R11 [t3] = 0
R12 [t4] = 0
R13 [t5] = 0
R14 [t6] = 0
R15 [t7] = 0
R16 [s0] = 10
R17 [s1] = 15
R18 [s2] = 6
R19 [s3] = 0
R20 [s4] = 268501004
R21 [s5] = 0
R22 [s6] = 0
R23 [s7] = 0
R24 [t8] = 0
R25 [t9] = 0
```

Question #4:

Take two screenshots of the MIPS memory panel (data tab): one before your program runs, and one after your program finishes. Put the memory panel in Decimal mode (right-click), so it is easy to see memory values. In the after-execution capture, circle the memory location (not register) that contains the final calculated value of Z

Answer:

```
Before:
```

Ouestion #5:

Take a screenshot of the MIPS register panel after your program finishes. Put the register panel in Decimal mode (right-click) so it is easy to see register values.

Answer:

Before:

```
R8 [t0] = 0
R9 [t1] = 0
R10 [t2] = 0
R11 [t3] = 0
R12 [t4] = 0
R13 [t5] = 0
R14 [t6] = 0
R15 [t7] = 0
R16 [s0] = 0
R17 [s1] = 0
R18 [s2] = 0
R19 [s3] = 0
R20 [s4] = 0
R21 [s5] = 0
R22 [s6] = 0
R23 [s7] = 0
R24 [t8] = 0
R25 [t9] = 0
```

After:

```
R8 [t0] = 100
R9 [t1] = 0
R10 [t2] = 0
R11 [t3] = 0
R12 [t4] = 0
R13 [t5] = 0
R14 [t6] = 0
R15 [t7] = 0
R16 [s0] = 0
R17 [s1] = 78
R18 [s2] = 268500992
R19 [s3] = 268500996
R20 [s4] = 0
R21 [s5] = 0
R22 [s6] = 0
R23 [s7] = 0
R24 [t8] = 0
R25 [t9] = 0
```

Question #6:

Take a screenshot of the MIPS memory panel (data tab) after your program finishes. Put the memory panel in Decimal mode (right-click), so it is easy to see memory values. Circle the memory location (not register) that contains the final calculated values of I and Z.

Answer:

Before:

```
User data segment [10000000]..[10040000]
[10000000]..[10010003] 00000000
[10010004] 000000002 000000000 0000000000
[10010010]..[1003ffff] 00000000
After:
    User data segment [10000000]..[10040000]
    [10000000]..[10010003] 00000000
  [10010004] 000000078 000000000 000000000
                                                                N . . . . . . . . . . . .
Z [10010010]..[1003ffff] 00000000
```

Question #7:

Take a screenshot of the MIPS register panel after your program finishes. Put the register panel in Decimal mode (right-click) so it is easy to see register values.

Answer:

Before:

R8 [t0] = 0R9 [t1] = 0R10 [t2] = 0R11 [t3] = 0R12 [t4] = 0R13 [t5] = 0R14 [t6] = 0R15 [t7] = 0R16 [s0] = 0R17 [s1] = 0R18 [s2] = 0R19 [s3] = 0R20 [s4] = 0R21 [s5] = 0R22 [s6] = 0R23 [s7] = 0R24 [t8] = 0R25 [t9] = 0

After:

R8 [t0] = 4R9 [t1] = 0R10 [t2] = 268501012R11 [t3] = 26R12 [t4] = 5R13 [t5] = 17R14 [t6] = 0R15 [t7] = 0R16 [s0] = 268500992R17 [s1] = 268501012R18 [s2] = 12R19 [s3] = -1R20 [s4] = 0R21 [s5] = 0R22 [s6] = 0R23 [s7] = 0R24 [t8] = 0R25 [t9] = 0

Ouestion #8:

Take a screenshot of the MIPS memory panel (data tab) after your program finishes. Put the memory panel in Decimal mode (right-click), so it is easy to see memory values. Circle the final values of array A.

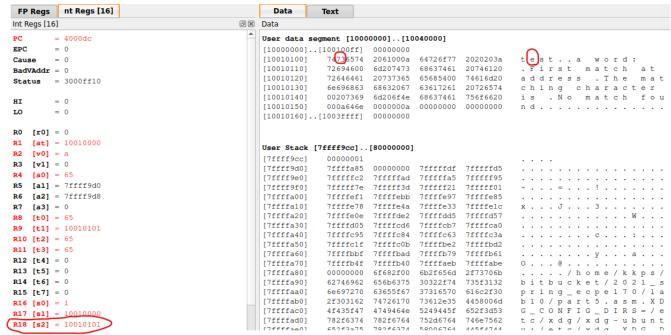
Answer:

Before:

Question #9:

Take a screenshot of the MIPS memory panel (data tab) after your program finishes. Put the memory panel in Hex mode (right-click), since Decimal mode will not allow us to distinguish between bytes. Circle two things: the final value of the pointer 'result' in memory, and the corresponding location that result points to. Does that location in memory contain the ASCII code for the character 'e'? (If not, you had better check your work!)

Answer:



(1) How would you suggest improving this lab in future semesters?

Variations on load and store also exist for smaller data sizes:

- 16-bit halfword: 1h and sh
- 8-bit byte: 1b and sb

This section on the MIPS Instruction Set page should be placed inside a table so that it is more visible.