MIPS Assembly Workshop Summer - 2018

This workshop exercise is to allow you to practice your skills at the art of assembling MIPS Assembly Language program code.

The following page has a small copy routine written in MIPS Assembly Language.

Please fill in the spaces in the table as my example shows:

Please use decimal values for the OpCode row, and Hex digits for the Instruction rows. Use your Green Card to lookup the required values.

Location Counter

Program Counter

	ADD	\$t4	\$s6	\$s1	# \$t4 = \$s6 + \$s1	
		12	22	17		
	Opcode	Rs	Rt	Rd	Immediate field	
	0 / 32	22	17	12		
	000000	1011	0 10001	01100	00000 100000	
32			02D1	6020	}	36

Additionally, use the Left margin to keep track of the Location Counter, and the right margin to note the value that would be in the Program Counter.

The initial value of the Location Counter should be zero.

The first instruction below is worked.

LC		ADDI	\$v0,	\$zero,	0	# Initialize counter	PC	
/		8	2	0	0			
		001	000 00	000 000	10 0000	00000000000		
0	2002 0000							
	next:	LW	\$s1,	0	(\$a0)	# read the next word		
		35	17	0	4			
		100011	001	00 100	000	0000 0000 0000		
4	86910000							
		ADDI	\$v0,	\$v0,	1	# count the copied word	-	
	8	8	2	2	1			
		001000	000	10 000	010	0000 0000 0000 0001		
8	20420001							
		SW	\$s1,	0	(\$a1)	# copy / store		
		43	17	0	5			
		101011	001	01 100	01 (0000 0000 0000 0000		
12	ACB10000						16	
		ADDI	\$a0,	\$a0,	4	# next source word		
		8	4	4	4			
	C	00000	0010	0 0010	0000	0000 0000 0100		
16	20840004							
		ADDI	\$a1,	\$a1,	4	# next destination		
		8	5	5	4			
	0	01000	00101	00101	0000	0000 0000 0100		
20		20A50004						
		BNE	\$s1,	\$zero,	next	# if not zero value		
		5	17	0	4	# See attached		
		000101	10001	00000	1111	111 1010		
24		1620FFFA						
		JR	\$ra			# return to caller		
		0	31	-	3 -			
	000000 11111 00000 0000 0000 1000							
28	03E 00008						32	

	How to encode BNE jump to NEXT	
	current = LC + 4 = PC = 28	
	destination = LC = 4	
	alestimation = = = 1	
	$\triangle = 4 - 28 = -24$	
	-24 > 16 bit signed = 1111 1111 1110 1000	
	Need to align byte address so divide by 4 (shift	
	right 2 bits)	
4		
	-24/4 = -6 = 1111 1111 1010 = 0x FFFA	
		1
	This the II the BUE	
	This is the address relative to the BNE command.	
	Looking at the instructions, this makes sense.	
	1 ADDI We are moving six	
NE	XT 2 LW 5 6 instructions "back" hence	*
	3 ADDI) 5 The regative value for	
	4 SW) 4 the address. 5 ADDI) 3	
	7 BNE 51	
	8 JR.	