



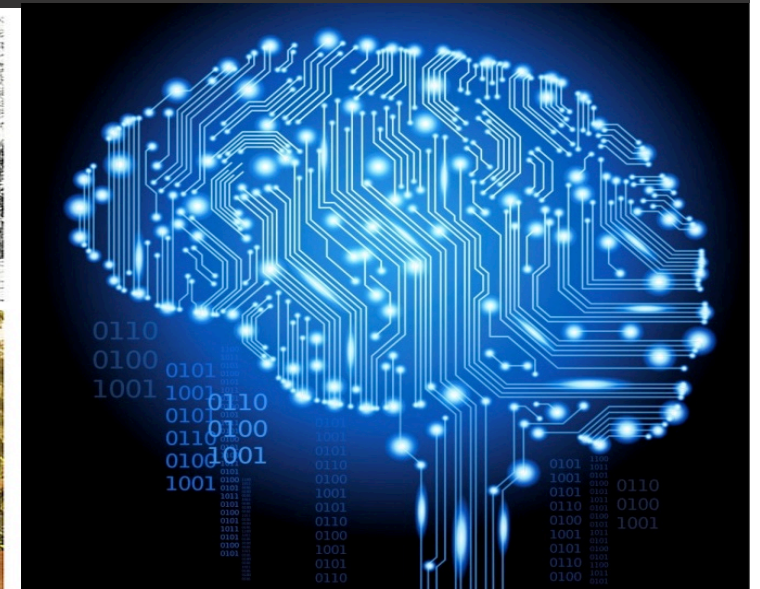
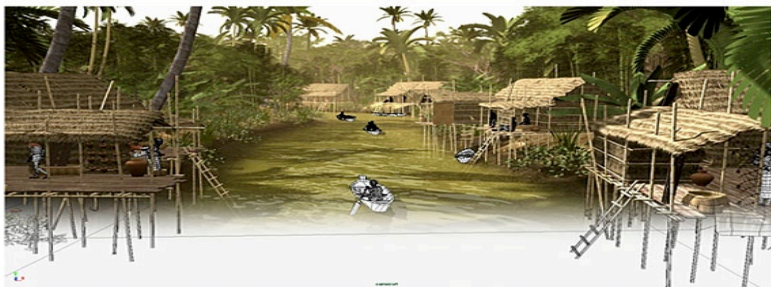
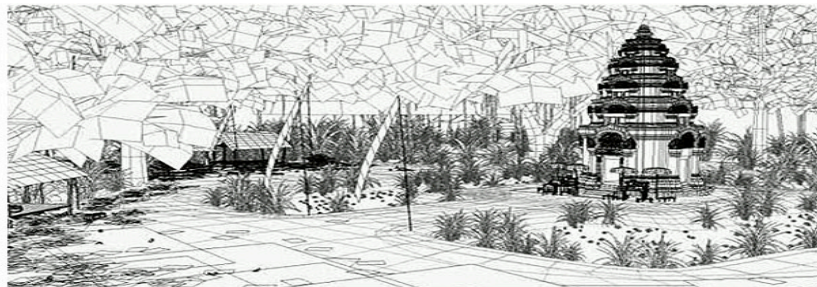
FIT1008/2085

MIPS – Selection

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Where are we up to?

- Know the MIPS R2000 architecture and can name the main parts
- Understand the fetch-decode-execute cycle
- Able to use assembler directives
- Can program in assembly using the MIPS instruction set we will use
- Know the basics of the instruction formats
- Know how to translate simple programs with if-then constructs
- Know how to do it faithfully

FLUX: B23U3R

We must translate the condition of the if-then `if x == y`

Assume the value of `x` is already loaded in `$t0` and that of `y` in `$t1`. The translation can be achieved in MIPS as:

A) `beq $t0, $t1, endif`

B) `bne $t0, $t1, endif`

C) `slt $t2, $t0, $t1 and beq $t2, $0, endif`

D) `slt $t2, $t0, $t1 and bneq $t2, $0, endif`

FLUX: B23U3R

What are the following instructions implementing:

```
slt $t0, $t1, $t2  
bne $t0, $0, label
```

- A) if \$t1 >= \$t2:
- B) if \$t1 < \$t2:
- C) if \$t1 <= \$t2:
- D) if \$t1 > \$t2:
- E) None of the above

Learning objectives for this lecture

- To be able to translate more complex **selection**: `if-then-else`
- To be able to translate **iteration**: `for` and `while` loops

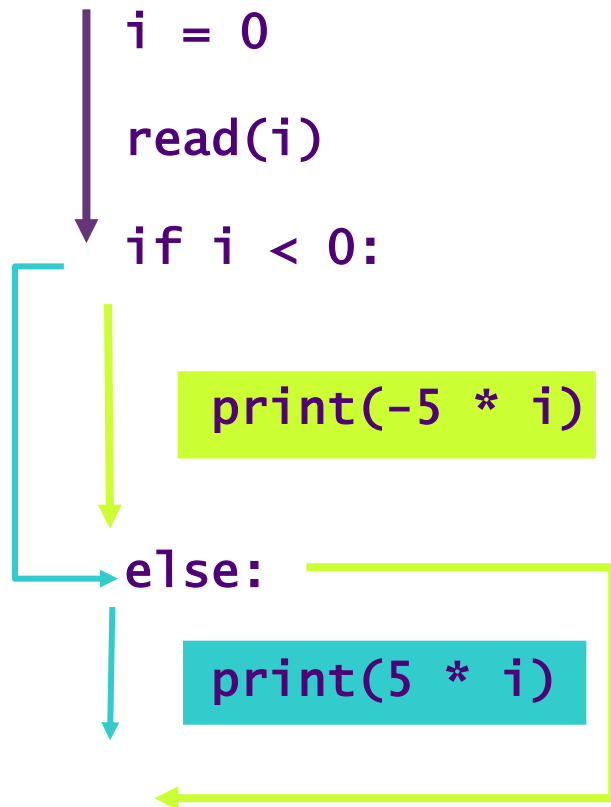


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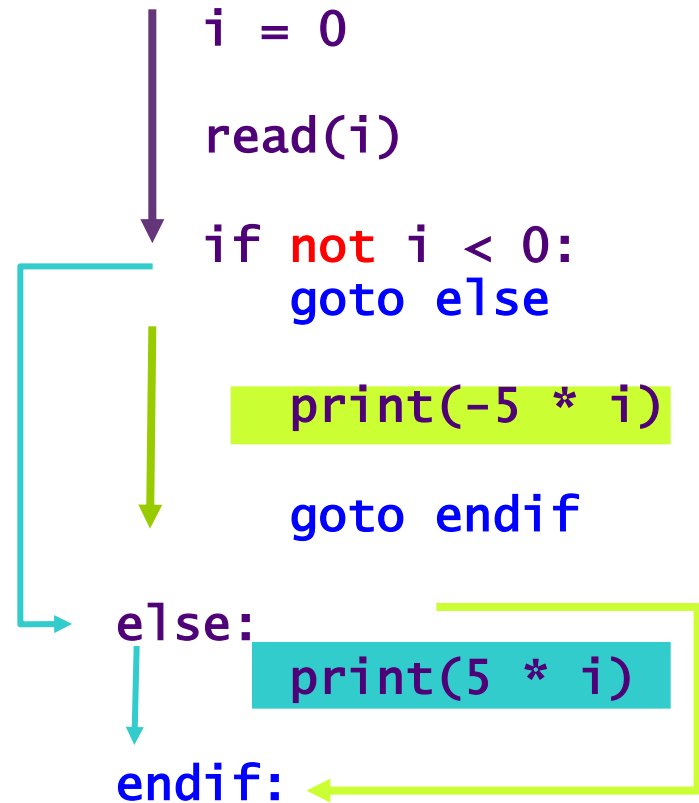
Translating if-then-elses

Selection: if-then-else

Sane people write
code like this.



if Python had "goto" you
could write it like this
(ugh)



if-then-else in MIPS

We will again treat it as a global variable

`i = 0`

`read(i)`

`if i < 0:`

`print(-5 * i)`

`else:`

`print(5 * i)`

`.data`

`i: .word 0`

`.text`

`# Read integer and store it in i`

`addi $v0, $0, 5`

`syscall`

`sw $v0, i`

`# Comparison part: if not i < 0: goto else`

`lw $t0, i # load i`

`slt $t1, $t0, $0 # is i<0?`

`beq $t1, $0, else # if not, go to else`

`# fall through.`

`# and print out -5*i`

`# continued next column ...`

Service	Code	Arg	Res
Print integer	1	\$a0	n/a
Print string	4	\$a0	n/a
Read integer	5	n/a	\$v0
Read string	8	\$a0 \$a1	n/a
Allocate memory	9	\$a0	\$v0
Exit program	10	n/a	n/a

if-then-else in MIPS

i = 0

read(i)

if i < 0:

print(-5 * i)

else:

print(5 * i)

```
# print -5*i
addi $t1, $0, -5
lw    $t0, i      # load i
mult  $t0, $t1    # -5*i
mflo  $a0         #$a0 = -5*i
addi  $v0, $0, 1  # print int
syscall
j endif           #jump over else
```

```
else: # Print 5*i
addi $t1, $0, 5
lw    $t0, i      # load i
mult  $t0, $t1    # 5*i
mflo  $a0         # $a0 = 5*i
addi  $v0, $0, 1  # print int
syscall
```

```
endif: # Join up here to exit
```

```
addi $v0, $0, 10
syscall
```

Your turn – what does this do?

```
        .text
1020  main: addi $t1,$0,5           # $t1 ← 5
1024          slti $t0,$t1,2       # $t1 < 2? No, so: $t0←0
1028          beq  $t0,$0,foo
102c          addi $t1,$t1,1
1030          j    end
1034  foo:  addi $t1,$t1,-1        # $t1 ← 4
1038  end:  ...
```

What does it do?

If $\$t1 < 2$, it adds 1 to $\$t1$, otherwise it subtracts 1 from it

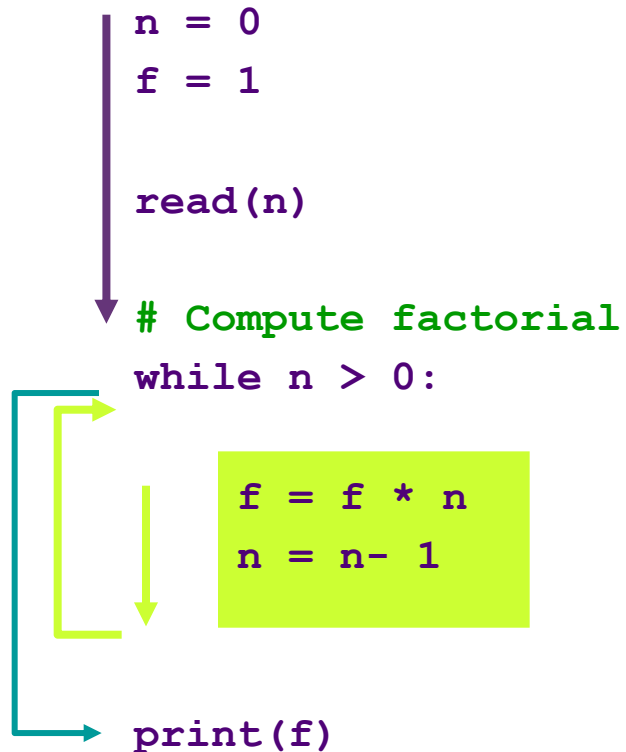
Translating loops

Reminder: Iteration

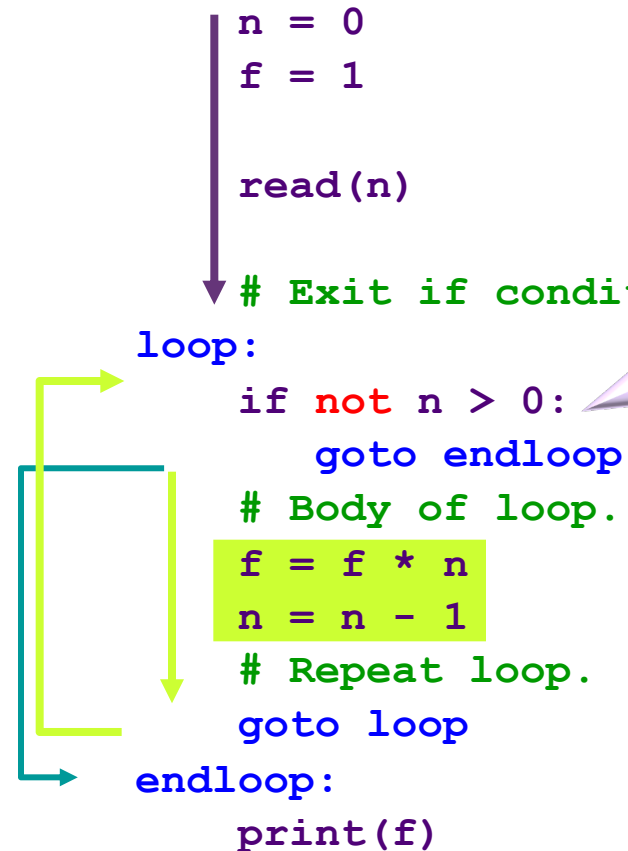
- **Iteration is the repetition of a section of code**
 - In Python, with `while`, `for`
 - `while` tests condition before loop entry
 - `for` is a shorthand for `while`
- **Achieved by sending control from the end of the loop back to the beginning**
 - Test some condition to prevent infinite loop

Iteration: while

```
# while loops written  
# like this ...
```



```
# ... could also be written  
# like this if Python had goto
```



Notice again the
negation of the
condition

```

n = 0
f = 1
read(n)
while n > 0:
    f = f * n
    n = n - 1
print(f)

```

while in MIPS

```

.data
n: .word 0
f: .word 1

```

```

.text
# Read int, store in n
addi $v0, $0, 5
syscall
sw $v0, n

```

```

# Now comes the loop.
# Exit loop if not n > 0
loop: lw $t0, n          # load n
      slt $t1, $0, $t0  # is n>0?
      beq $t1, $0, endloop #if not,go
# ... else fall through.

```

Continued at right ...

```

# ... Continued from left
# Body of while loop.
# f = f * n
lw $t0, f      # load f
lw $t1, n      # load n
mult $t0, $t1  # f*n
mflo $t0       # $t0=f*n
sw $t0, f      # f = f*n
# n-- (n = n - 1)
lw $t0, n      # load n
addi $t0, $t0, -1
sw $t0, n      # n=n-1

# End of loop, go back
j loop

endloop: # Print integer f
addi $v0, $0, 1
lw $a0, f
syscall

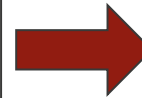
addi $v0, $0, 10 # exit
syscall

```

Iteration: for

- A **for** loop is essentially a simpler version of a **while** loop:
 - Initialization, condition and increment code all in one place
- To translate a **for** loop into MIPS, write it as a **while** loop

```
for i in range(start, stop, step):  
    body
```



```
i = start  
while i != stop:  
    body  
    i = i + step
```

Might need
to be > or <
depending
on step

Iteration: for

turn this for loop...

into this while loop

```
n = 0  
read(n)
```

```
n = 0  
read(n)
```

```
# Print n 9 times  
for counter in
```

```
range(10,  
1,  
-1):
```

```
print(n)
```

```
# Print n 9 times
```

```
counter = 10  
while counter != 1:
```

```
print(n)
```

```
counter -= 1
```

For now, we
will treat it
as a global

for in MIPS

```
n = 0
counter = 10
read(n)
while counter != 1:
    print(n)
    counter = counter - 1
```

... Continued from left

For loop body: print n

```
addi $v0, $0, 1
```

```
lw $a0, n
```

```
syscall
```

For loop decrement counter.

```
lw $t0, counter
```

```
addi $t0, $t0, -1
```

```
sw $t0, counter
```

Return to loop start.

```
j loop
```

.data

```
n: .word 0
```

```
counter: .word 10
```

.text

Read integer, store in n

```
addi $v0, $0, 5
```

```
syscall
```

```
sw $v0, n
```

loop: # For loop: condition.

If counter == 1 go endloop

```
lw $t0, counter # load counter
```

```
addi $t1, $0, 1
```

```
beq $t0, $t1, endloop
```

Continued at right ...

endloop:

Exit program

```
addi $v0, $0, 10
```

```
syscall
```

Summary

- Now able to translate more complex **selection**: `if-then-else`
- Now able to translate **iteration**: `for` and `while` loops

Going further

- **if-elif-else statement (switch)**

- Efficiently selecting one of many options
- Sometimes implemented with jump table (array of target addresses)

- **MIPS jump/branch delay slots**

- Related to the instruction pipeline
- Real MIPS CPU executes instruction after a branch or jump because it has already entered the instruction pipeline
- Ignored in SPIM (not sure about MARS): configured for no delay slots