

COMP1521 23T2 — MIPS Data

<https://www.cse.unsw.edu.au/~cs1521/23T2/>

The Memory Subsystem

- memory subsystem typically provides capability to load or store **bytes** (not bits)
 - 1 byte == 8 bits (on general purpose modern machines)
- each byte has unique **address**, think of:
 - memory as implementing a gigantic array of bytes
 - and the address is the array index
- typically, a small (1,2,4,8,...) group of bytes can be loaded/stored in a single operation
- general purpose computers typically have complex *cache systems* to improve memory performance
 - if we have time we'll look at cache systems a little, late in this course

Virtual Memory

- operating systems on general purpose computers typically provide **virtual memory**
- **virtual memory** is not covered in this course
- **virtual memory** make it look to every running program that it has entire address space
 - hugely convenient for multi-process systems
- disconnects addresses running programs (processes) use from actual RAM address.
- operating system translates (virtual) address a process uses to an physical (actual) RAM address.
- translation needs to be really fast - needs to be largely implemented in hardware (silicon)
- **virtual memory** can be several times larger than actual RAM size
- multiple processes can be in RAM, allowing fast switching
- part of processes can be load into RAM on demand.
- provides a mechanism to share memory between processes.

Address Size

- most modern general purpose computers use 64-bit addresses
 - CSE servers use 64-bit addresses
- some (older) general purpose computers use 32-bit addresses
- many special purpose (embedded) CPUs use 32-bit addresses
 - some use 64-bit addresses
 - some use 16-bit addresses
- on the MIPS32 machine implemented by mipsy, all addresses are 32-bit so in COMP1521 assembler we'll be using 32-bit addresses
- there are 64-bit MIPS CPUs

Accessing Memory on the MIPS

- addresses are 32 bit
- only load/store instructions access memory on the MIPS
- 1 byte (8-bit) loaded/stored with **lb/sb**
- 2 bytes (16-bit) called a **half-word**, loaded/stored with **lh/sh**
- 4 bytes (32-bits) called a **word**, loaded/stored with **lw/sw**
- memory address used for load/store instructions is sum of a specified register and a 16-bit constant (often 0) which is part of the instruction
- for **sb** & **sh** operations low (least significant) bits of source register are used.
- **lb/lh** assume byte/halfword contains a 8-bit/16-bit **signed** integer
 - high 24/16-bits of destination register set to 1 if 8-bit/16-bit integer negative
- unsigned equivalents **lbu** & **lhu** assume integer is **unsigned**
 - high 24/16-bits of destination register always set to 0
- signed and unsigned integer representations covered later in course

MIPS Load/Store Instructions

assembly	meaning	bit pattern
lb $r_t, I(r_s)$	$r_t = \text{mem}[r_s+I]$	100000sccccstttttIIIIIIIIIIIIIIIIII
lh $r_t, I(r_s)$	$r_t = \text{mem}[r_s+I] $ $\text{mem}[r_s+I+1] \ll 8$	100001sccccstttttIIIIIIIIIIIIIIIIII
lw $r_t, I(r_s)$	$r_t = \text{mem}[r_s+I] $ $\text{mem}[r_s+I+1] \ll 8 $ $\text{mem}[r_s+I+2] \ll 16 $ $\text{mem}[r_s+I+3] \ll 24$	100011sccccstttttIIIIIIIIIIIIIIIIII
sb $r_t, I(r_s)$	$\text{mem}[r_s+I] = r_t \& 0xff$	101000sccccstttttIIIIIIIIIIIIIIIIII
sh $r_t, I(r_s)$	$\text{mem}[r_s+I] = r_t \& 0xff$ $\text{mem}[r_s+I+1] = r_t \gg 8 \& 0xff$	101001sccccstttttIIIIIIIIIIIIIIIIII
sw $r_t, I(r_s)$	$\text{mem}[r_s+I] = r_t \& 0xff$ $\text{mem}[r_s+I+1] = r_t \gg 8 \& 0xff$ $\text{mem}[r_s+I+2] = r_t \gg 16 \& 0xff$ $\text{mem}[r_s+I+3] = r_t \gg 24 \& 0xff$	101011sccccstttttIIIIIIIIIIIIIIIIII

Code example: storing and loading a value (no labels)

```
# simple example of load & storing a byte
# we normally use directives and labels
main:
    li    $t0, 42
    li    $t1, 0x10000000
    sb    $t0, 0($t1) # store 42 in byte at address 0x10000000
    lb    $a0, 0($t1) # load $a0 from same address
    li    $v0, 1      # print $a0
    syscall
    li    $a0, '\n'   # print '\n'
    li    $v0, 11
    syscall
    li    $v0, 0      # return 0
    jr    $ra
```

source code for load_store_no_label.s

Assembler Directives

mipsy has directives to initialise memory, and to associate labels with addresses.

```
.text           # following instructions placed in text segment
```

```
.data          # following objects placed in data segment
```

```
a:  .space 18      # int8_t a[18];  
    .align 2      # align next object on 4-byte addr  
i:  .word 42      # int32_t i = 42;  
v:  .word 1,3,5   # int32_t v[3] = {1,3,5};  
h:  .half 2,4,6   # int16_t h[3] = {2,4,6};  
b:  .byte 7:5     # int8_t b[5] = {7,7,7,7,7};  
f:  .float 3.14   # float f = 3.14;  
s:  .asciiz "abc" # char s[4] {'a','b','c','\0'};  
t:  .ascii "abc"  # char t[3] {'a','b','c'};
```


Code example: storing and loading a value

```
# simple example of storing & loading a byte
main:
    li    $t0, 42
    la    $t1, x
    sb    $t0, 0($t1) # store 42 in byte at address labelled x
    lb    $a0, 0($t1) # load $a0 from same address
    li    $v0, 1      # print $a0
    syscall
    li    $a0, '\n'   # print '\n'
    li    $v0, 11
    syscall
    li    $v0, 0      # return 0
    jr    $ra
.data
x:      .space 1      # set aside 1 byte and associate label x with its address
```

source code for load_store.s

Setting A Register to An Address

- Note the **la** (load address) instruction is used to set a register to a labelled memory address.

```
la $t8, start
```

- The memory address will be fixed before the program is run, so this differs only syntactically from the **li** instruction.
- For example, if **vec** is the label for memory address **0x10000100** then these two instructions are equivalent:

```
la $t7, vec  
li $t7, 0x10000100
```

- In both cases the constant is encoded as part of the instruction(s).
- Neither **la** or **li** access memory!
They are very different to **lw** etc

Specifying Addresses: Some mipsy short-cuts

- mipsy allows the constant which is part of load & store instructions can be omitted in the common case it is 0.

```
sb $t0, 0($t1) # store $t0 in byte at address in $t1  
sb $t0, ($t1) # same
```

- For convenience, MIPSY allows addresses to be specified in a few other ways and will generate appropriate real MIPS instructions

```
sb $t0, x # store $t0 in byte at address labelled x  
sb $t1, x+15 # store $t1 15 bytes past address labelled x  
sb $t2, x($t3) # store $t2 $t3 bytes past address labelled x
```

- These are effectively pseudo-instructions.
- You can use these short cuts but won't help you much
- Most assemblers have similar short cuts for convenience

Region	Address	Notes
.text	0x00400000..	instructions only; read-only; cannot expand
.data	0x10000000..	data objects; read/write; can be expanded
.stack	..0x7ffffffef	this address and below; read/write
.ktext	0x80000000..	kernel code; read-only; only accessible in kernel mode
.kdata	0x90000000..	kernel data; only accessible in kernel mode

C data structures and their MIPS representations:

- `char ...` as byte in memory, or register
- `int ...` as 4 bytes in memory, or register
- `double ...` as 8 bytes in memory, or `$f?` register
- `arrays ...` sequence of bytes in memory, elements accessed by index (calculated on MIPS)
- `structs ...` sequence of bytes in memory, accessed by fields (constant offsets on MIPS)

A `char`, `int` or `double`

- can be stored in register if local variable and no pointer to it
- otherwise stored on stack if local variable
- stored in data segment if global variable

Global/Static Variables

Global and static variables need an appropriate number of bytes allocated in `.data` segment, using **`.space`**:

```
double val;           val: .space 8
char str[20];        str: .space 20
int vec[20];         vec: .space 80
```

Initialised to 0 by default ... other directives allow initialisation to other values:

```
int val = 5;          val: .word 5
int arr[4] = {9,8,7,6}; arr: .word 9, 8, 7, 6
char msg[7] = "Hello\n"; msg: .asciiz "Hello\n"
```

add: local variables in registers

C

```
int main(void) {  
    int x, y, z;  
    x = 17;  
    y = 25;  
    z = x + y;  
    // ...  
}
```

MIPS

```
main:  
    # x in $t0  
    # y in $t1  
    # z in $t2  
    li    $t0, 17  
    li    $t1, 25  
    add   $t2, $t1, $t0  
  
    # ...
```

add variables in memory (uninitialized)

C

```
int x, y, z;
int main(void) {
    x = 17;
    y = 25;
    z = x + y;
}
```

MIPS (.data)

```
.data
x:
    .space 4
y:
    .space 4
z:
    .space 4
```

MIPS (.text)

```
main:
    li  $t0, 17
    la  $t1, x
    sw  $t0, ($t1) # x = 17;
    li  $t0, 25
    la  $t1, y
    sw  $t0, ($t1) # y = 25;
    la  $t0, x      # (x
    lw  $t1, ($t0)  #
                    # +
    la  $t0, y      #
    lw  $t2, ($t0) # y)
    add $t3, $t1, $t2
    la  $t0, z
    sw  $t3, 0($t0) # z = x + y;
```

source code for add_memory.s

add variables in memory (initialized)

C

```
int x=17, y=25, z;  
int main(void) {  
    z = x + y;  
}
```

MIPS .data

```
.data  
x:  
    .word    17  
y:  
    .word    25  
z:  
    .space   4
```

MIPS .text

```
main:  
    la  $t0, x      # (x  
    lw  $t1, ($t0)  #  
                        # +  
    la  $t0, y      #  
    lw  $t2, ($t0)  # y)  
    add $t3, $t1, $t2  
    la  $t0, z  
    sw  $t3, 0($t0) # z = x + y;
```

source code for add_memory_initialized.s

add variables in memory (array)

C

```
int x[] = {17,25,0};
int main(void) {
    x[2] = x[0] + x[1];
}
```

MIPS .data

```
.data
x: .word 17, 25, 0    # int x[] = {17, 25, 0}
```

MIPS .text

```
main:
    la $t0, x
    lw $t1, 0($t0)
    lw $t2, 4($t0)
    add $t3, $t1, $t2    # z = x + y;
    sw $t3, 8($t0)
```

source code for add_memory_array.s

Address of C 1-d Array Elements - Code

```
double array[10];
for (int i = 0; i < 10; i++) {
    printf("&array[%d]=%p\n", i, &array[i]);
}
printf("\nExample computation for address of array element\n");
uintptr_t a = (uintptr_t)&array[0];
printf("&array[0] + 7 * sizeof (double) = 0x%lx\n",      a + 7 * sizeof (double));
printf("&array[0] + 7 * %lx                = 0x%lx\n", sizeof (double), a + 7 * sizeof (double));
printf("0x%lx + 7 * %lx                    = 0x%lx\n", a, sizeof (double), a + 7 * sizeof (double));
printf("&array[7]                            = %p\n", &array[7]);
```

source code for array_element_address.c

- this code uses types covered later in the course

Address of C 1-d Array Elements - Output

```
$ gcc array_element_address.c -o array_element_address
$ ./array_element_address
&array[0]=0x7fffdd841d00
&array[1]=0x7fffdd841d08
&array[2]=0x7fffdd841d10
&array[3]=0x7fffdd841d18
&array[4]=0x7fffdd841d20
&array[5]=0x7fffdd841d28
&array[6]=0x7fffdd841d30
&array[7]=0x7fffdd841d38
&array[8]=0x7fffdd841d40
&array[9]=0x7fffdd841d48
```

Example computation for address of array element

```
&array[0] + 7 * sizeof (double) = 0x7fffdd841d38
&array[0] + 7 * 8                = 0x7fffdd841d38
0x7fffdd841d00 + 7 * 8           = 0x7fffdd841d38
&array[7]                       = 0x7fffdd841d38
```

store value in array element — example 1

C

```
int x[10];

int main(void) {
    // sizeof x[0] == 4
    x[3] = 17;
}
```

MIPS

```
main:
    li    $t0, 3

    # each array element is 4 bytes
    mul   $t0, $t0, 4
    la    $t1, x
    add   $t2, $t1, $t0
    li    $t3, 17
    sw    $t3, 0($t2)

.data
x:      .space 40
```

store value in array element - example 2

C

```
#include <stdint.h>

int16_t x[30];

int main(void) {
    // sizeof x[0] == 2
    x[13] = 23;
}
```

MIPS

```
main:
    li    $t0, 13

    # each array element is 2 bytes
    mul  $t0, $t0, 2
    la   $t1, x
    add  $t2, $t1, $t0
    li   $t3, 23
    sh   $t3, 0($t2)

.data
x:     .space 60
```

Printing Array: C to simplified C

C

```
int main(void) {  
    int i = 0;  
    while (i < 5) {  
        printf("%d\n", numbers[i]);  
        i++;  
    }  
    return 0;  
}
```

source code for print5.c

Simplified C

```
int main(void) {  
    int i = 0;  
loop:  
    if (i >= 5) goto end;  
    printf("%d", numbers[i]);  
    printf("%c", '\n');  
    i++;  
    goto loop;  
end:  
    return 0;  
}
```

source code for print5.simple.c

Printing Array: MIPS

```
# print array of ints
# i in $t0
main:
    li    $t0, 0           # int i = 0;
loop:
    bge  $t0, 5, end      # if (i >= 5) goto end;
    la   $t1, numbers     # int j = numbers[i];
    mul  $t2, $t0, 4
    add  $t3, $t2, $t1
    lw   $a0, 0($t3)      # printf("%d", j);
    li   $v0, 1
    syscall
    li   $a0, '\n'        # printf("%c", '\n');
    li   $v0, 11
    syscall
    addi $t0, $t0, 1      # i++
    b    loop             # goto loop
end:
```

source code for print5.s

Printing Array: MIPS (continued)

```
end:
    li    $v0, 0           # return 0
    jr    $ra
.data
numbers:                # int numbers[10] = { 3, 9, 27, 81, 243};
    .word 3, 9, 27, 81, 243
```

source code for print5.s

Reading and Printing 10 Numbers #1

C

```
int i = 0;
while (i < 10) {
    printf("Enter a number: ");
    scanf("%d", &numbers[i]);
    i++;
}
```

source code for read10.c

MIPS

```
li    $t0, 0           # i = 0
loop0:
bge   $t0, 10, end0   # while (i < 10) {
la    $a0, string0    #   printf("Enter
li    $v0, 4
syscall
li    $v0, 5           #   scanf("%d", &n
syscall                #
mul   $t1, $t0, 4     #   calculate &num
la    $t2, numbers    #
add   $t3, $t1, $t2   #
sw    $v0, ($t3)      #   store entered
addi  $t0, $t0, 1     #   i++;
b     loop0           # }
```

end0:

source code for read10.s

Reading and Printing 10 Numbers #2

C

```
i = 0;
while (i < 10) {
    printf("%d\n", numbers[i]);
    i++;
}
```

source code for read10.c

MIPS

```
    li    $t0, 0           # i = 0
loop1:
    bge   $t0, 10, end1   # while (i < 10)
    mul   $t1, $t0, 4     # calculate &nu
    la    $t2, numbers    #
    add   $t3, $t1, $t2   #
    lw    $a0, ($t3)      # load numbers[
    li    $v0, 1          # printf("%d",
    syscall
    li    $a0, '\n'       # printf("%c",
    li    $v0, 11
    syscall
    addi  $t0, $t0, 1     # i++
    b     loop1           # }
end1:
    li    $v0, 0          # return 0
    jr   $ra
data
```

Address of C 2-d Array Elements - Code

```
int array[X][Y];
printf("sizeof array[2][3] = %lu\n", sizeof array[2][3]);
printf("sizeof array[1] = %lu\n", sizeof array[1]);
printf("sizeof array = %lu\n", sizeof array);
printf("&array=%p\n", &array);
for (int x = 0; x < X; x++) {
    printf("&array[%d]=%p\n", x, &array[x]);
    for (int y = 0; y < Y; y++) {
        printf("&array[%d][%d]=%p\n", x, y, &array[x][y]);
    }
}
```

source code for 2d_array_element_address.c

- this code uses types covered later in the course

Address of 2-d C Array Elements - Output

```
$ gcc 2d_array_element_address.c -o 2d_array_element_address
$ ./2d_array_element_address
sizeof array[2][3] = 4
sizeof array[1] = 16
sizeof array = 48
&array=0x7ffd93bb16c0
&array[0]=0x7ffd93bb16c0
&array[0][0]=0x7ffd93bb16c0
&array[0][1]=0x7ffd93bb16c4
&array[0][2]=0x7ffd93bb16c8
&array[0][3]=0x7ffd93bb16cc
&array[1]=0x7ffd93bb16d0
&array[1][0]=0x7ffd93bb16d0
&array[1][1]=0x7ffd93bb16d4
&array[1][2]=0x7ffd93bb16d8
&array[1][3]=0x7ffd93bb16dc
&array[2]=0x7ffd93bb16e0
&array[2][0]=0x7ffd93bb16e0
&array[2][1]=0x7ffd93bb16e4
&array[2][2]=0x7ffd93bb16e8
&array[2][3]=0x7ffd93bb16ec
```

Computing sum of 2-d Array : C

Assume we have a 2d-array:

```
int32_t matrix[6][5];
```

We can sum its value like this in C

```
int row, col, sum = 0;
// row-by-row
for (row = 0; row < 6; row++) {
    // col-by-col within row
    for (col = 0; col < 5; col++) {
        sum += matrix[row][col];
    }
}
```

MIPS directives for an equivalent 2d-array

```
.data
matrix: .space 120 # 6 * 5 == 30 array elements each 4 bytes
```

Computing sum of 2-d Array : MIPS

```
    li    $t0, 0           # sum = 0
    li    $t1, 0           # row = 0
loop1: bge  $t1, 6, end1    # if (row >= 6) break
    li    $t2, 0           # col = 0
loop2: bge  $t2, 5, end2    # if (col >= 5) break
    la    $t3, matrix
    mul   $t4, $t1, 20      # t1 = row*rowsize
    mul   $t5, $t2, 4       # t2 = col*intsize
    add   $t6, $t3, $t4     # offset = t0+t1
    add   $t7, $t6, $t5     # offset = t0+t1
    lw    $t5, 0($t7)       # t0 = *(matrix+offset)
    add   $t0, $t0, $t5     # sum += t0
    addi  $t2, $t2, 1       # col++
    j     loop2
end2:   addi $t1, $t1, 1     # row++
    j     loop1
end1:
```

Printing 2-d Array: C to simplified C

C

```
int main(void) {
    int i = 0;
    while (i < 3) {
        int j = 0;
        while (j < 5) {
            printf("%d", numbers[i][j]);
            printf("%c", ' ');
            j++;
        }
        printf("%c", '\n');
        i++;
    }
    return 0;
}
```

source code for print2d.c

Simplified C

```
int main(void) {
    int i = 0;
loop1:
    if (i >= 3) goto end1;
    int j = 0;
loop2:
    if (j >= 5) goto end2;
    printf("%d", numbers[i][j]);
    printf("%c", ' ');
    j++;
    goto loop2;
end2:
    printf("%c", '\n');
    i++;
    goto loop1;
end1:
    return 0;
}
```


Printing 2-d Array: MIPS

```
# print a 2d array
# i in $t0
# j in $t1
# $t2..$t6 used for calculations
main:
    li    $t0, 0           # int i = 0;
loop1:
    bge   $t0, 3, end1    # if (i >= 3) goto end1;
    li    $t1, 0           # int j = 0;
loop2:
    bge   $t1, 5, end2    # if (j >= 5) goto end2;
    la    $t2, numbers    # printf("%d", numbers[i][j]);
    mul   $t3, $t0, 20
    add   $t4, $t3, $t2
    mul   $t5, $t1, 4
    add   $t6, $t5, $t4
    lw    $a0, 0($t6)
    li    $v0, 1
    syscall
```

Printing 2-d Array: MIPS (continued)

```
li    $a0, ' '      #    printf("%c", ' ');
li    $v0, 11
syscall
addi $t1, $t1, 1   #    j++;
b     loop2         #    goto loop2;
end2:
li    $a0, '\n'     #    printf("%c", '\n');
li    $v0, 11
syscall
addi $t0, $t0, 1   #    i++
b     loop1         #    goto loop1
end1:
li    $v0, 0        #    return 0
jr   $ra

.data
# int numbers[3][5] = {{3,9,27,81,243},{4,16,64,256,1024},{5,25,125,625,3125}};
numbers:
    .word 3, 9, 27, 81, 243, 4, 16, 64, 256, 1024, 5, 25, 125, 625, 3125
```

- C standard requires simple types of size N bytes to be stored only at addresses which are divisible by N
 - if `int` is 4 bytes, must be stored at address divisible by 4
 - if `double` is 8 bytes, must be stored at address divisible by 8
- compound types (arrays, structs) must be aligned so their components are aligned
- MIPS requires this alignment
- on other architectures aligned access faster

Example C with unaligned accesses

```
char bytes[32];  
int *i = (int *)&bytes[1];  
// illegal store - not aligned on a 4-byte boundary  
*i = 42;  
printf("%d\n", *i);
```

source code for unalign.c

Example MIPS with unaligned accesses

.data

```
# data will be aligned on a 4-byte boundary  
# most likely on at least a 128-byte boundary  
# but safer to just add a .align directive
```

```
.align 2
```

```
.space 1
```

```
v1: .space 1
```

```
v2: .space 4
```

```
v3: .space 2
```

```
v4: .space 4
```

```
.space 1
```

```
.align 2 # ensure e is on a 4 (2**2) byte boundary
```

```
v5: .space 4
```

```
.space 1
```

```
v6: .word 0 # word directive aligns on 4 byte boundary
```

source code for unalign.s

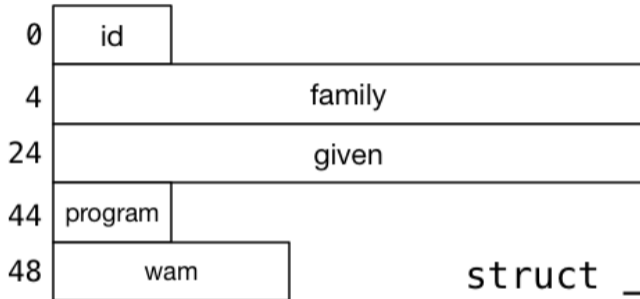
Example MIPS with unaligned accesses

```
li    $t0, 1
sb    $t0, v1  # will succeed because no alignment needed
sh    $t0, v1  # will fail because v1 is not 2-byte aligned
sw    $t0, v1  # will fail because v1 is not 4-byte aligned
sh    $t0, v2  # will succeed because v2 is 2-byte aligned
sw    $t0, v2  # will fail because v2 is not 4-byte aligned
sh    $t0, v3  # will succeed because v3 is 2-byte aligned
sw    $t0, v3  # will fail because v3 is not 4-byte aligned
sh    $t0, v4  # will succeed because v4 is 2-byte aligned
sw    $t0, v4  # will succeed because v4 is 4-byte aligned
sw    $t0, v5  # will succeed because v5 is 4-byte aligned
sw    $t0, v6  # will succeed because v6 is 4-byte aligned
li    $v0, 0
jr    $ra     # return
```

source code for unalign.s

Structs in MIPS

Offset



```
struct _student {  
    int    id;  
    char   family[20];  
    char   given[20];  
    int    program;  
    double wam;  
};
```

Implementing Structs in MIPS

C **struct** definitions effectively define a new type.

```
// new type called "struct student"  
struct student {...};  
  
// new type called student_t  
typedef struct student student_t;
```

Instances of structures can be created by allocating space:

```
                # sizeof(Student) == 56  
stu1:           # student_t stu1;  
    .space 56  
stu2:           # student_t stu2;  
    .space 56  
stu:            # student_t *stu;  
    .space 4
```


Implementing Structs in MIPS

Accessing structure components is by offset, not name

```
li $t0 5012345
la $t1, stu1
sw $t0, 0($t1)      # stu1.id = 5012345;
li $t0, 3778
sw $t0, 44($t1)     # stu1.program = 3778;

la $t2, stu2        # stu = &stu2;
li $t0, 3707
sw $t0, 44($t2)     # stu->program = 3707;
li $t0, 5034567
sw $t0, 0($t2)      # stu->id = 5034567;
```

Implementing Pointers in MIPS

C

```
int i;  
int *p;  
p = &answer;  
i = *p;  
// prints 42  
printf("%d\n", i);  
*p = 27;  
// prints 27  
printf("%d\n", answer);
```

source code for pointer.c

MIPS

```
la    $t0, answer # p = &answer;  
lw    $t1, ($t0)  # i = *p;  
move  $a0, $t1    # printf("%d\n", i);  
li    $v0, 1  
syscall  
li    $a0, '\n'   # printf("%c", '\n');  
li    $v0, 11  
syscall  
li    $t2, 27     # *p = 27;  
sw    $t2, ($t0) #  
lw    $a0, answer # printf("%d\n", answer);  
li    $v0, 1  
syscall  
li    $a0, '\n'   # printf("%c", '\n');  
li    $v0, 11  
syscall  
li    $v0, 0      # return 0 from function
```

source code for pointers

Printing Array with Pointers: C to simplified C

C

```
int main(void) {
    int *p = &numbers[0];
    int *q = &numbers[4];
    while (p <= q) {
        printf("%d\n", *p);
        p++;
    }
    return 0;
}
```

source code for pointer5.c

Simplified C

```
int main(void) {
    int *p = &numbers[0];
    int *q = &numbers[4];
loop:
    if (p > q) goto end;
    int j = *p;
    printf("%d", j);
    printf("%c", '\n');
    p++;
    goto loop;
end:
    return 0;
}
```

source code for pointer5.simple.c

Printing Array with Pointers: MIPS

```
# p in $t0, q in $t1
main:
    la    $t0, numbers    # int *p = &numbers[0];
    la    $t0, numbers    # int *q = &numbers[4];
    addi $t1, $t0, 16    #
loop:
    bgt  $t0, $t1, end   # if (p > q) goto end;
    lw   $a0, 0($t0)     # int j = *p;
    li   $v0, 1
    syscall
    li   $a0, '\n'      # printf("%c", '\n');
    li   $v0, 11
    syscall
    addi $t0, $t0, 4    # p++
    b    loop           # goto loop
end:
```

source code for pointer5.s

Printing Array with Pointers: MIPS - faster

```
# this is closer to the code a compiler might produce
# p in $t0
# q in $t1
main:
    la    $t0, numbers    # int *p = &numbers[0];
    addi  $t1, $t0, 16    # int *q = &numbers[4];
loop:
    lw    $a0, ($t0)      # printf("%d", *p);
    li    $v0, 1
    syscall
    li    $a0, '\n'       # printf("%c", '\n');
    li    $v0, 11
    syscall
    addi  $t0, $t0, 4     # p++
    ble  $t0, $t1, loop  # if (p <= q) goto loop;
```

source code for pointer5.faster.s

Testing Endian-ness

C

```
uint8_t b;  
uint32_t u;  
u = 0x03040506;  
// load first byte of u  
b = *(uint8_t *)&u;  
// prints 6 if little-endian  
// and 3 if big-endian  
printf("%d\n", b);
```

source code for endian.c

MIPS

```
li    $t0, 0x03040506  
la    $t1, u  
sw    $t0, 0($t1) # u = 0x03040506;  
lb    $a0, 0($t1) # b = *(uint8_t *)&u;  
li    $v0, 1      # printf("%d", a0);  
syscall  
li    $a0, '\n'   # printf("%c", '\n');  
li    $v0, 11  
syscall  
li    $v0, 0      # return 0  
jr    $ra  
.data  
u:  
.space 4
```

source code for endian.s