COMP1521 24T2 — MIPS Control

https://www.cse.unsw.edu.au/~cs1521/24T2/

Jump Instructions

assembler	meaning	bit pattern
j *label*	pc = pc & 0xF0000000 | (X«2)	000010XXXXXXXXXXXXXXXXXXXXXXXX
jal *label*	ra = pc + 4; pc = pc & 0xF0000000 | (X«2)	000011XXXXXXXXXXXXXXXXXXXXXXXX
jr r_s	pc = r_s	000000sssss000000000000000001000
jalr r_s	ra = pc + 4; pc = r_s	000000sssss000000000000000001001

- jump instructions **unconditionally** transfer execution to a new location
  - in other word, jump instructions change the pc (program counter)
- for **j** ***label*** and **jal** ***label*** `mipsy` calculates correct value for *X* from location of ***label* in code
- **jal** & **jalr** set **$ra** ($31) to address of the next instruction
  - call to function *f* implemented by **jal f**
  - return can then be implemented with **jr $ra**
- **jr** & **jalr** can be used with any register
  - used to implement function pointer derefencing in C, and methods in object-oriented languages

Branch Instructions

b *label*	pc += I«2	pseudo-instruction
beq r_s, r_t, *label*	if (r_s == r_t) pc += I«2	000100ssssstttttIIIIIIIIIIIIIIII
bne r_s, r_t, *label*	if (r_s != r_t) pc += I«2	000101ssssstttttIIIIIIIIIIIIIIII
ble r_s, r_t, *label*	if (r_s <= r_t) pc += I«2	pseudo-instruction
bgt r_s, r_t, *label*	if (r_s > r_t) pc += I«2	pseudo-instruction
blt r_s, r_t, *label*	if (r_s < r_t) pc += I«2	pseudo-instruction
bge r_s, r_t, *label*	if (r_s >= r_t) pc += I«2	pseudo-instruction
blez r_s, *label*	if (r_s <= 0) pc += I«2	000110sssss00000IIIIIIIIIIIIIIII
bgtz r_s ,*label*	if (r_s > 0) pc += I«2	000111sssss00000IIIIIIIIIIIIIIII
bltz r_s ,*label*	if (r_s < 0) pc += I«2	000001sssss00000IIIIIIIIIIIIIIII
bgez r_s ,*label*	if (r_s >= 0) pc += I«2	000001sssss00001IIIIIIIIIIIIIIII
bnez r_s, *label*	if (r_s != 0) pc += I«2	pseudo-instruction
beqz r_s, *label*	if (r_s == 0) pc += I«2	pseudo-instruction

- branch instruction **conditionally** transfer execution to a new location (except **b** is unconditional)
- `mipsy` will calculate correct value for ***I*** from location of *label* in code
- `mipsy` allows second operand (r_t) to be replaced by a constant (fine to use in COMP1521)

Example Translation of Branch Pseudo-instructions

Pseudo-Instructions	Real Instructions
`bge  $t1, $t2, label`	`slt  $at, $t1, $t2` `beq  $at, $0, label`

`blt  $t1, 42, label`	`addi $at, $zero, 42`
	`slt  $at, $t1, $at`
	`bne  $at, $0, label`

`beqz $t3, label`	`beq  $t3, $0, label`
`bnez $t4, label`	`bne  $t4, $0, label`
`b label`	`beq  $0, $0, label`

Branch versus Jump

- jump instructions are unconditional
- branch instructions are conditional and can implement if and while
  - except **`b`** *label which has same effect as* **`j`** label
  - you can use either
- **`jal`** and **`jr`** instructions provides a simple function call & return implementations
  - no equivalent branch instructions
- branch instruction encode a 16-bit relative offset
  - target (label) must be within -32768..32767 instructions
  - not a problem in COMP1521 - we write small programs
- jump instruction encode a 28-bit value
  - allows jumps to be used for targets (labels) further away

goto in C

The **goto** statement allows transfer of control to any labelled point with a function. For example, this code:

```
for (int i = 1; i <= 10; i++) {
    printf("%d\n", i);
}
```

can be written as:

```
    int i = 1;
loop:
    if (i > 10) goto end;
        i++;
        printf("%d", i);
        printf("\n");
    goto loop;
end:
```

goto in C

- **goto** statements can result in very difficult to read programs.
- **goto** statements can also result in slower programs.
- In general, use of **goto** is considered **bad** programming style.
- Do not use **goto** without very good reason.
- kernel & embedded programmers sometimes use goto.

Writing correct assembler directly is hard.

Recommended strategy:

- develop a solution in C
- map down to "simplified" C
- translate simplified C statements to MIPS instructions

Simplified C

- does *not* have `while`, compound `if`, complex expressions
- *does* have simple `if`, `goto`, one-operator expressions

Simplified C makes extensive use of

- *labels* ... symbolic name for C statement
- *goto* ... transfer control to labelled statement

Mapping C into MIPS

Things to do:

- allocate variables to registers/memory
- place literals in data segment
- transform C program to:
  - break expression evaluation into steps
  - replace most control structures by `goto`

Conditionals — `if` from C to Simplified C

Standard C

```
if (i < 0) {
    n = n - i;

} else {
    n = n + i;
}
```

Simplified C

```
    if (i >= 0) goto else1;
    n = n - i;
    goto end1;
else1:
    n = n + i;
end1:
```

note: `else` is not a valid label name in C

Conditionals — `if` from Simplified C to MIPS

Simplified C

```
    if (i >= 0) goto else1;
    n = n - i;
    goto end1;
else1:
    n = n + i;
end1:
```

MIPS

```
    # assuming i in $t0,
    # assuming n in $t1...

    bge $t0, 0, else1
    sub $t1, $t1, $t0
    b   end1
else1:
    add $t1, $t1, $t0
end1:
```

Print If Even: C to simplified C

C

```c
int main(void) {
    int n;
    printf("Enter a number: ");
    scanf("%d", &n);
    if (n % 2 == 0) {
        printf("even\n");
    }
    return 0;
}
```

source code for print_if_even.c

Simplified C

```c
int main(void) {
    int n;
    printf("Enter a number: ");
    scanf("%d", &n);
    if (n % 2 != 0) goto epilogue;
        printf("even\n");
epilogue:
    return 0;
}
```

source code for print_if_even.simple.c

Print If Even: MIPS

```
# Print a message only if a number is even.
# Written by: Abiram Nadarajah <abiramn@cse.unsw.edu.au>
# Written as a COMP1521 lecture example
    .text
main:
    # Locals:
    # - $t0: int n
    # - $t1: n % 2
    li  $v0, 4          # syscall 4: print_string
    la  $a0, prompt_msg     #
    syscall             # printf("Enter a number: ");
    li  $v0, 5          # syscall 5: read_int
    syscall             #
    move    $t0, $v0        # scanf("%d", &n);
    rem $t1, $t0, 2     # if ((n % 2)
    bnez    $t1, epilogue   #     != 0) goto epilogue;
```

source code for print_if_even.s

Print If Even: MIPS

```
    rem $t1, $t0, 2     # if ((n % 2)
    bnez    $t1, epilogue   #     != 0) goto epilogue;
    li  $v0, 4          # syscall 4: print_string
    la  $a0, even_msg       #
    syscall             # printf("even\n");
epilogue:
    li  $v0, 0          #
    jr  $ra         # return 0;
    .data
prompt_msg:
    .asciiz "Enter a number: "
even_msg:
    .asciiz "even\n"
```

source code for print_if_even.s

Odd or Even: C to simplified C

C

```c
int main(void) {
    int n;
    printf("Enter a number: ");
    scanf("%d", &n);
    if (n % 2 == 0) {
        printf("even\n");
    } else {
        printf("odd\n");
    }
    return 0;
}
```

source code for odd_even.c

Simplified C

```c
int main(void) {
    int n;
    printf("Enter a number: ");
    scanf("%d", &n);
    if (n % 2 != 0) goto n_mod_2_ne_0;
    printf("even\n");
    goto epilogue;
n_mod_2_ne_0:
    printf("odd\n");
epilogue:
    return 0;
}
```

source code for odd_even.simple.c

Odd or Even: MIPS

```
# Print out whether a value is odd or even.
# Written by: Abiram Nadarajah <abiramn@cse.unsw.edu.au>
# Written as a COMP1521 lecture example
    .text
main:
    # Locals:
    # - $t0: int n
    # - $t1: n % 2
    li  $v0, 4          # syscall 4: print_string
    la  $a0, prompt_msg     #
    syscall             # printf("Enter a number: ");
    li  $v0, 5          # syscall 5: read_int
    syscall             #
    move    $t0, $v0        # scanf("%d", &n);
    rem $t1, $t0, 2     # if ((n % 2)
    bnez    $t1, n_mod_2_ne_0   #     != 0) goto n_mod_2_ne_0;
```

source code for odd_even.s

Odd or Even: MIPS

```
    li  $v0, 4          # syscall 4: print_string
    la  $a0, even_msg       #
    syscall             # printf("even\n");
    b   epilogue        # goto epilogue;
n_mod_2_ne_0:
    li  $v0, 4          # syscall 4: print_string
    la  $a0, odd_msg        #
    syscall             # printf("odd\n");
epilogue:
    li  $v0, 0          #
    jr  $ra         # return 0;
    .data
prompt_msg:
    .asciiz "Enter a number: "
even_msg:
    .asciiz "even\n"
odd_msg:
    .asciiz "odd\n"
```

source code for odd_even.s

Loops — `while` from C to Simplified C

Standard C

```
i = 0;
n = 0;
while (i < 5) {

   n = n + i;
   i++;
}
```

Simplified C

```
    i = 0;
    n = 0;
loop:
    if (i >= 5) goto end;
    n = n + i;
    i++;
    goto loop;
end:
```

Loops — `while` from Simplified C to MIPS

Simplified C

```
    i = 0;
    n = 0;
loop:
    if (i >= 5) goto end;
    n = n + i;
    i++;
    goto loop;
end:
```

MIPS

```
    li   $t0, 0  # i in $t0
    li   $t1, 0  # n in $t1
loop:
    bge  $t0, 5, end
    add  $t1, $t1, $t0
    addi $t0, $t0, 1
    j    loop
end:
```

Printing First 10 Integers: C to simplified C

C

```c
for (int i = 1; i <= 10; i++) {
    printf("%d\n", i);
}
```

source code for count_to_10.c

Simplified C

```c
loop_i_to_10__init:;
    int i = 1;
loop_i_to_10__cond:
    if (i > 10) goto loop_i_to_10__end;
loop_i_to_10__body:
    printf("%d", i);
    putchar('\n');
loop_i_to_10__step:
    i++;                          // i = i + 1
    goto loop_i_to_10__cond;
loop_i_to_10__end:
```

source code for count_to_10.simple.c

Printing First 10 Integers: MIPS

```
loop_i_to_10__init:
    li  $t0, 1              # int i = 1;
loop_i_to_10__cond:
    bgt $t0, 10, loop_i_to_10__end  # if (i > 10) goto loop_i_to_10__end;
loop_i_to_10__body:
    li  $v0, 1              # syscall 1: print_int
    move    $a0, $t0            #
    syscall                 # printf("%d", i);
    li  $v0, 11             # syscall 11: print_char
    li  $a0, '\n'           #
    syscall                 # putchar('\n');
loop_i_to_10__step:
    addi    $t0, $t0, 1         # i = i + 1;
    b   loop_i_to_10__cond
loop_i_to_10__end:
```

source code for count_to_10.s

Sum 100 Squares: C to simplified C

C

```c
int main(void) {
    int sum = 0;
    for (int i = 1; i <= 100; i++) {
        sum += i * i;
    }
    printf("%d\n", sum);
    return 0;
}
```

source code for sum_100_squares.c

Simplified C

```c
int main(void) {
    int sum = 0;
loop_i_to_100__init:;
    int i = 0;
loop_i_to_100__cond:
    if (i > UPPER_BOUND) goto loop_i_to_100_
loop_i_to_100__body:
    sum += i * i;
loop_i_to_100__step:
    i++;
    goto loop_i_to_100__cond;
loop_i_to_100__end:
    printf("%d", sum);
    putchar('\n');
    return 0;
}
```

Sum 100 Squares: MIPS

```
# Calculate 1*1 + 2*2 + ... + 99*99 + 100*100
# Written by: Abiram Nadarajah <abiramn@cse.unsw.edu.au>
# Written as a COMP1521 lecture example
UPPER_BOUND = 100
    .text
main:
    # Locals:
    # - $t0: int sum
    # - $t1: int i
    # - $t2: temporary value
    li  $t0, 0                  # int sum = 0;
loop_i_to_100__init:
    li  $t1, 1                  # int i = 0;
loop_i_to_100__cond:
    bgt $t1, UPPER_BOUND, loop_i_to_100__end    # while (i < UPPER_BOUND) {
loop_i_to_100__body:
```

source code for sum_100_squares.s

Sum 100 Squares: MIPS

```
loop_i_to_100__body:
    mul $t2, $t1, $t1               #   sum = (i * i) +
    add $t0, $t0, $t2               #         sum;
loop_i_to_100__step:
    addi    $t0, $t0, 1             #   i++;
    b   loop_i_to_100__cond         # }
loop_i_to_100__end:
    li  $v0, 1                  # syscall 1: print_int
    move    $a0, $t0                #
    syscall                     # printf("%d", sum);
    li  $v0, 11                 # syscall 11: print_char
    li  $a0, '\n'               #
    syscall                     # putchar('\n');
    li  $v0, 0
    jr  $ra                 # return 0;
```

source code for sum_100_squares.s

Conditionals — `if` and `&&`: from C to Simplified C

Standard C

```
if (i < 0 && n >= 42) {

    n = n - i;

} else {
    n = n + i;
}
```

Simplified C

```
    if (i >= 0) goto else1;
    if (n < 42) goto else1;
    n = n - i;
    goto end1;
else1:
    n = n + i;
end1:
```

Conditionals — `if` and `&&`: from Simplified C to MIPS

Simplified C

```
    if (i >= 0) goto else1;
    if (n < 42) goto else1;
    n = n - i;
    goto end1;
else1:
    n = n + i;
end1:
```

MIPS

```
    # assume i in $t0
    # assume n in $t1

    bge $t0, 0, else1
    blt $t1, 42, else1
    sub $t1, $t1, $t0
    j   end1
else1:
    add $t1, $t1, $t0
end1:
```

Conditionals — `if` and `||`: from C to Simplified C

Standard C

```
if (i < 0 || n >= 42) {




    n = n - i;

} else {
    n = n + i;
}
```

Simplified C

```
    if (i < 0)   goto then1;
    if (n >= 42) goto then1;
    goto else1;
then1:
    n = n - i;
    goto end1;
else1:
    n = n + i;
end1:
```

Conditionals — `if` and `||`: from Simplified C to MIPS

Simplified C

```
    if (i < 0)   goto then1;
    if (n >= 42) goto then1;
    goto else1;
then1:
    n = n - i;
    goto end1;
else1:
    n = n + i;
end1:
```

MIPS

```
    # assume i in $t0
    # assume n in $t1

    blt $t0, 0, else1
    bge $t1, 42, else1
    sub $t1, $t1, $t0
    j   end1
else1:
    add $t1, $t1, $t0
end1:
```

The `break` statement

Sometimes it is useful to exit from the middle of a loop

- `break` allows you to check a condition mid-loop and quit

```
// read up to 100 characters
// stop if the next character is '!'
while (i <= 100) {
    int ch = getchar();
    if (ch == '!') break;
    putchar(ch);
}
```

The `continue` statement

Sometimes it is useful to go to next iteration and skip rest of loop

- `continue` allows you to go to next iteration from mid-loop

```
// iterate over integers 1..100
// skip every multiple of three
for (i = 1; i <= 100; i++) {
    if (i % 3 == 0) continue;
    printf(%d\n", i);
}
```

`continue` can simplify loops

```
while (Condition) {
    some_code_1
    if (Condition1) {
        some_code_2
        if (Condition2) {
            some_code_3
        }
    }
```

```
while (_Condition_) {
    some_code_1
    if (! Condition1) continue;
    some_code_2
    if (! Condition2) continue;
    some_code_3
}
```

&& example (six.c) : C to simplified C

C

```c
int main(void) {
    int n;
    printf("Enter a number: ");
    scanf("%d", &n);
    if (n % 2 == 0 && n % 3 == 0) {
        printf("six\n");
    }
    return 0;
}
```

source code for six.c

Simplified C

```c
int main(void) {
    int n;
    printf("Enter a number: ");
    scanf("%d", &n);
    if (n % 2 != 0) goto epilogue;
    if (n % 3 != 0) goto epilogue;
        printf("six-ish\n");
epilogue:
    return 0;
}
```

source code for six.simple.c

&& example (six.s) : MIPS (part 1)

```
main:
    # Locals:
    # - $t0: int n
    # - $t1: n % 2
    # - $t2: n % 3
    li  $v0, 4          # syscall 4: print_string
    la  $a0, prompt_msg     #
    syscall             # printf("Enter a number: ");
    li  $v0, 5          # syscall 5: read_int
    syscall             #
    move    $t0, $v0        # scanf("%d", &n);
    rem $t1, $t0, 2     # if ((n % 2)
    bnez    $t1, epilogue           #     != 0) goto epilogue;
```

source code for six.s

&& example (six.s) : MIPS (part 2)

```
    bnez    $t1, epilogue           #     != 0) goto epilogue;
    rem $t2, $t0, 3     # if ((n % 3)
    bnez    $t2, epilogue           #     != 0) goto epilogue;
    li  $v0, 4          # syscall 4: print_string
    la  $a0, six_msg            #
    syscall             # printf("six-ish\n");
epilogue:
    li  $v0, 0          #
    jr  $ra         # return 0;
    .data
prompt_msg:
    .asciiz "Enter a number: "
six_msg:
    .asciiz "six-ish\n"
```

source code for six.s

|| example (two_three.c) : C to simplified C

C

```c
int main(void) {
    int n;
    printf("Enter a number: ");
    scanf("%d", &n);
    if (n % 2 == 0 || n % 3 == 0) {
        printf("two-three-ish\n");
    }
    return 0;
}
```

source code for two_three.c

Simplified C

```c
int main(void) {
    int n;
    printf("Enter a number: ");
    scanf("%d", &n);
    if (n % 2 == 0) goto two_three_print;
    if (n % 3 == 0) goto two_three_print;
    goto epilogue;
two_three_print:
        printf("two-three-ish\n");
epilogue:
    return 0;
}
```

source code for two_three.simple.c

|| example (two_three.s) : MIPS (part 1)

```
main:
    # Locals:
    # - $t0: int n
    # - $t1: n % 2
    # - $t2: n % 3
    li  $v0, 4          # syscall 4: print_string
    la  $a0, prompt_msg     #
    syscall             # printf("Enter a number: ");
    li  $v0, 5          # syscall 5: read_int
    syscall             #
    move    $t0, $v0        # scanf("%d", &n);
    rem $t1, $t0, 2     # if ((n % 2)
    beqz    $t1, two_three_print    #     == 0) goto two_three_print;
```

source code for two_three.s

```
    beqz    $t1, two_three_print    #     == 0) goto two_three_print;
    rem $t2, $t0, 3     # if ((n % 3)
    beqz    $t2, two_three_print    #     == 0) goto two_three_print;
    b epilogue              # goto epilogue;
two_three_print:
    li  $v0, 4          # syscall 4: print_string
    la  $a0, two_three_msg  #
    syscall             # printf("two-three-ish\n");
epilogue:
    li  $v0, 0          #
    jr  $ra         # return 0;
    .data
prompt_msg:
    .asciiz "Enter a number: "
two_three_msg:
    .asciiz "two-three-ish\n"
```

source code for two_three.s

break/continue example (forever_23.c) : C to simplified C

C

```c
int main(void) {
    for (int n = 0; n < 100; n++) {
        if (n % 3 == 0) {
            continue;
        }
        if (n % 23 == 0) {
            break;
        }
        printf("%d\n", n);
    }
    return 0;
}
```

source code for forever_23.c

Simplified C

```c
int main(void) {
    int n;
    n = 0;
forever_23_loop_top:
    if (n > 100) goto forever_23_loop_end;
        if (n % 3 == 0) goto forever_23_loop
        if (n % 23 == 0) goto forever_23_loo
        printf("%d", n);
        putchar('\n');
forever_23_loop_next:
    n = n + 1;
    goto forever_23_loop_top;
forever_23_loop_end:
    return 0;
}
```

source code for forever_23.simple.c

break/continue example (forever_23.s) : MIPS (part 1)

```
main:
    # Locals:
    # - $t0: int n
    # - $t1: n % 2
    # - $t2: n % 23
forever_23_loop_init:
    li  $t0, 0              # int n = 0;
forever_23_loop_top:
    rem $t2, $t0, 3             # if ((n % 3)
    beqz    $t2, forever_23_loop_next   #     == 0) goto forever_23_loop_next;
    rem $t1, $t0, 23                # if ((n % 23)
    beqz    $t1, forever_23_loop_end    #     == 0) goto forever_23_loop_end;
```

source code for forever_23.s

break/continue example (forever_23.s) : MIPS (part 2)

```
    beqz    $t1, forever_23_loop_end    #     == 0) goto forever_23_loop_end;
    li  $v0, 1              # syscall 1: print_int
    move    $a0, $t0            #
    syscall                 # printf("%d", n);
    li  $v0, 11             # syscall 11: print_char
    li  $a0, '\n'           #
    syscall                 # putchar('\n');
forever_23_loop_next:
    addi    $t0, $t0, 1         #   n++;
        b forever_23_loop_top;                  # goto forever_23_loop_top;
forever_23_loop_end:
epilogue:
    li  $v0, 0                  #
    jr  $ra                 # return 0;
```

source code for forever_23.s

Side Topic: C do/while

C has a different while loop - do/while (post-test).

- loop condition checked at bottom of loop - always executed once
- many programmers do not use it

```
do {
    printf("%d\n", i);
    i++;
} while (i < 10);
```

can be written as:

```
    int i = 1;
loop:
    printf("%d", i);
    printf("\n");
    i++;
    if (i < 10) goto loop;
```