

## COMP1521 25T2 — MIPS Functions

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<https://www.cse.unsw.edu.au/~cs1521/25T2/>

### Functions

Functions define named pieces of code

- to whom you can supply values (arguments/parameters)
- which do some computation on those values
- and which return a result

E.g.

```
int timesTwo(int x) {  
    int two_x = x*2;  
    return two_x;  
}
```

### Function Signatures

Each function has a signature

- defining the number and types of parameters
- defining the type of the return value

E.g.

```
// timesTwo takes an int parameter and returns an int result  
int timesTwo(int);
```

A function call must supply an appropriate number of values, each with the correct type

You invoke/call a function

- by giving its name
- by giving values for the parameters
- by using the result

E.g.

```
int y;  
y = timesTwo(2);
```

In fact, C does not require you to use the result of a function

## Calling a Function (in more detail)

Example function call

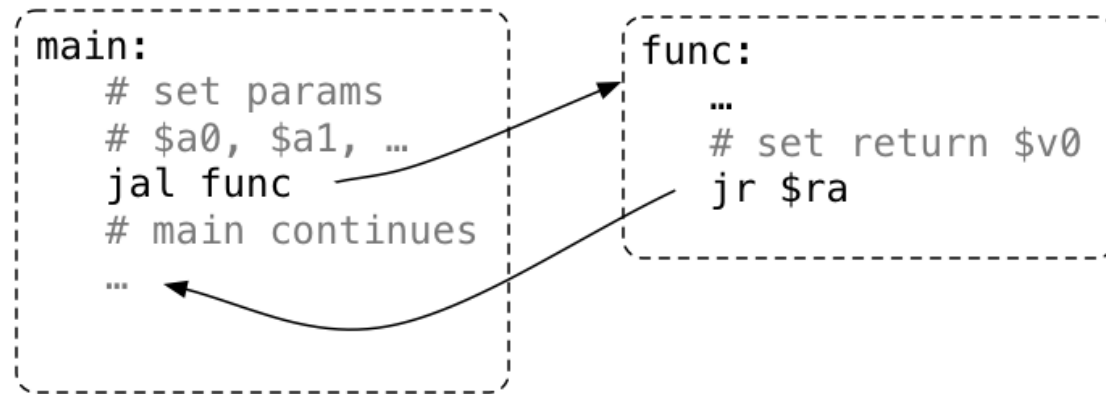
```
res = fun(expr1, expr2, ...)
```

- each expression is evaluated and its value associated to a parameter
- control transfers to the body of the function
- function local variables are created
- the function code executes
- when the result is returned, control returns to the caller

## Implementing Functions Calls in MIPS Assembler

When we call a function:

- in the caller code
  - the arguments are evaluated and set up for function (**\$a?**)
  - control is transferred to the code for the function (**jal fun**)
- in code at the start of the function, called the *prologue*
  - local variables are created (**\$t?**)
  - registers to be preserved are saved (**\$s?**)
- the code for the function body is then executed
- in code at the end of the function, called the *epilogue*
  - the return value is set up (**\$v0**)
  - control transfers back to where the function was called from (**jr \$ra**)
  - the caller receives the return value



## Function with No Parameters or Return Value

- `jal hello` sets `$ra` to address of following instruction, and transfers execution to `hello`
- `jr $ra` transfers execution to the address in `$ra`

```

int main(void) {
    hello();
    hello();
    hello();
    return 0;
}

void hello(void) {
    printf("hi\n");
}

```

```

main:
    ...
    jal hello
    jal hello
    jal hello
    ...

hello:
    la $a0, string
    li $v0, 4
    syscall
    jr $ra
.data
string:
    .asciiz "hi\n"

```

## Function with a Return Value but No Parameters

By convention, function return value is passed back in `$v0`

```

int main(void) {
    int a = answer();
    printf("%d\n", a);
    return 0;
}

int answer(void) {
    return 42;
}

```

```

main:
    ...
    jal answer
    move $a0, $v0
    li $v0, 1
    syscall
    ...

answer:
    li $v0, 42
    jr $ra

```

## Function with a Return Value and Parameters

By convention, first 4 parameters are passed in **\$a0, \$a1, \$a2, \$a3**

If there are more parameters they are passed on the stack

Parameters too big to fit in a register, such as structs, also passed on the stack.

```
int main(void) {
    int a = product(6, 7);
    printf("%d\n", a);
    return 0;
}

int product(int x, int y) {
    return x * y;
}
```

```
main:
    ...
    li    $a0, 6
    li    $a1, 7
    jal   product
    move  $a0, $v0
    li    $v0, 1
    syscall
    ...
product:
    mul   $v0, $a0, $a1
    jr    $ra
```

## Function calling another function ... DO NOT DO THIS

Functions that do not call other functions - *leaf functions* - are easier to implement.

Function that call other function(s) are harder to implement, because they *must* save **\$ra** in their prologue and restore it in their epilogue.

The **jr \$ra** in main below **will fail**, because **jal hello** changed **\$ra**

```
int main(void) {
    hello();
    return 0;
}

void hello(void) {
    printf("hi\n");
}
```

```
main:
    jal   hello
    li    $v0, 0
    jr    $ra # THIS WILL FAIL
hello:
    la    $a0, string
    li    $v0, 4
    syscall
    jr    $ra
    .data
string: .asciiz "hi\n"
```

## Simple Function Call Example - C

```
void f(void);
int main(void) {
    printf("calling function f\n");
    f();
    printf("back from function f\n");
    return 0;
}

void f(void) {
    printf("in function f\n");
}
```

source code for call\_return.c

```

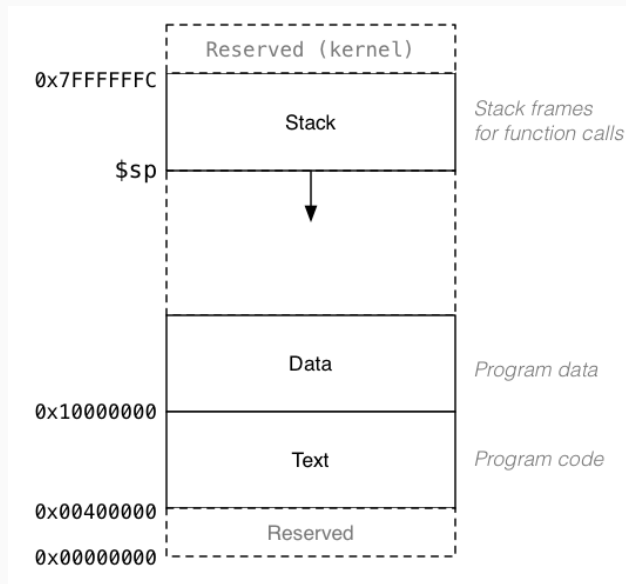
la $a0, string0      # printf("calling function f\n");
li $v0, 4
syscall
jal f                # set $ra to following address
la $a0, string1      # printf("back from function f\n");
li $v0, 4
syscall
li $v0, 0            # return from function main
jr $ra               # breaks because $ra has been changed since main called
f:
la $a0, string2      # printf("in function f\n");
li $v0, 4
syscall
jr $ra               # return from function f
.data

```

source code for call\_return\_broken.s

## The Stack: Where it is in Memory

Data associated with a function call placed on the stack:



## The Stack: Allocating Space

- `$sp` (stack pointer) initialized by operating system
- always 4-byte aligned (divisible by 4)
- points at currently used (4-byte) word
- grows downward (towards smaller addresses)
- a function can do this to allocate 40 bytes:

```
sub $sp, $sp, 40    # move stack pointer down
```

- a function **must** leave `$sp` at original value
- so if you allocated 40 bytes, before return (`jr $ra`)

```
add $sp, $sp, 40    # move stack pointer back
```

```
f:
    # function prologue code
    sub $sp, $sp, 12    # allocate 12 bytes
    sw  $ra, 8($sp)     # save $ra on $stack
    sw  $s1, 4($sp)     # save $s1 on $stack
    sw  $s0, 0($sp)     # save $s0 on $stack

    ...                # function body code

    # function epilogue code
    lw  $s0, 0($sp)     # restore $s0 from $stack
    lw  $s1, 4($sp)     # restore $s1 from $stack
    lw  $ra, 8($sp)     # restore $ra from $stack
    add $sp, $sp, 12    # move stack pointer back
    jr  $ra             # return
```

## The Stack: Saving and Restoring Registers - the Easy way

```
f:
    # function prologue code
    push $ra           # save $ra on $stack
    push $s1           # save $s1 on $stack
    push $s0           # save $s0 on $stack

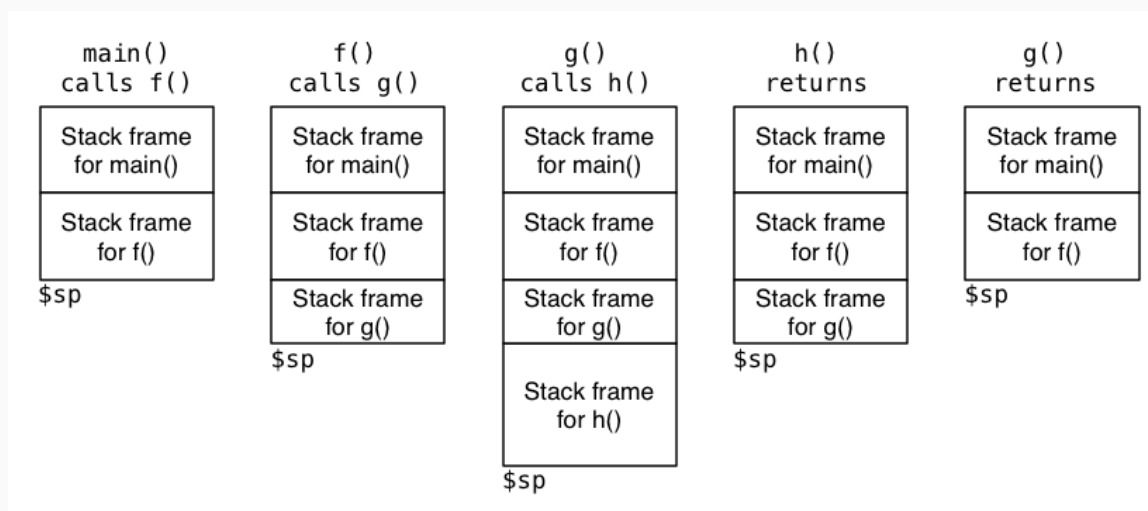
    ...                # function body code

    # function epilogue code
    pop  $s0           # restore $s0 from $stack
    pop  $s1           # restore $s1 from $stack
    pop  $ra           # restore $ra from $stack
```

- note must **pop** everything **push**-ed, must be in reverse order
- **push** & **pop** are pseudo-instructions
  - **push** & **pop** available only on mipsy, not other MIPS emulators
  - but **push** & **pop** can be real instructions or pseudo-instructions on other architectures

## The Stack: Growing & Shrinking

How stack changes as functions are called and return:



A function that calls another function must save `$ra`.

```
main:
    # prologue
    push    $ra          # save $ra on $stack

    jal    hello          # call hello

    # epilogue
    pop     $ra          # recover $ra from $stack
    li     $v0, 0         # return 0
    jr     $ra            #
```

## Simple Function Call Example - correct hard way

```
la    $a0, string0      # printf("calling function f\n");
li    $v0, 4
syscall
jal    f                 # set $ra to following address
la    $a0, string1      # printf("back from function f\n");
li    $v0, 4
syscall
lw     $ra, 0($sp)       # recover $ra from $stack
addi   $sp, $sp, 4       # move stack pointer back to what it was
li     $v0, 0            # return 0 from function main
jr     $ra               #

f:
la    $a0, string2      # printf("in function f\n");
li    $v0, 4
syscall
jr     $ra               # return from function f
```

## Simple Function Call Example - correct easy way

```
la    $a0, string0      # printf("calling function f\n");
li    $v0, 4
syscall
jal    f                 # set $ra to following address
la    $a0, string1      # printf("back from function f\n");
li    $v0, 4
syscall
pop     $ra              # recover $ra from $stack
li     $v0, 0            # return 0 from function main
jr     $ra               #

# f is a leaf function so it doesn't need an epilogue or prologue
f:
la    $a0, string2      # printf("in function f\n");
li    $v0, 4
syscall
jr     $ra               # return from function f
```

- `$a0..$a3` contain first 4 arguments
- `$v0` contains return value
- `$ra` contains return address
- if function changes `$sp, $fp, $s0..$s7` it restores their value
- callers assume `$sp, $fp, $s0..$s7` unchanged by call (`jal`)
- a function may destroy the value of other registers e.g. `$t0..$t9`
- callers must assume value in e.g. `$t0..$t9` changed by call (`jal`)

## MIPS Register usage conventions (not covered in COMP1521)

- floating point registers used to pass/return float/doubles
- similar conventions for saving floating point registers
- stack used to pass arguments after first 4
- stack used to pass arguments which do not fit in register
- stack used to return values which do not fit in register
- for example a struct can be a C function argument or function return value but a struct can be any number of bytes

## Example - Returning a Value - C

```
int answer(void);
int main(void) {
    int a = answer();
    printf("%d\n", a);
    return 0;
}
int answer(void) {
    return 42;
}
```

source code for `return_answer.c`

## Example - Returning a Value - MIPS

```
# code for function main
main:
    begin                # move frame pointer
    push    $ra          # save $ra onto stack
    jal answer           # call answer(), return value will be in $v0
    move    $a0, $v0      # printf("%d", a);
    li     $v0, 1        #
    syscall              #
    li     $a0, '\n'      # printf("%c", '\n');
    li     $v0, 11       #
    syscall              #
    pop     $ra           # recover $ra from stack
    end                # move frame pointer back
    li     $v0, 0        # return
    jr     $ra           #

# code for function answer
answer:
```

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COMP1521 25T2 — MIPS Functions

25 / 41

## Example - Argument & Return - C

```
void two(int i);
int main(void) {
    two(1);
}
void two(int i) {
    if (i < 1000000) {
        two(2 * i);
    }
    printf("%d\n", i);
}
```

source code for two\_powerful.c

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COMP1521 25T2 — MIPS Functions

26 / 41

## Example - Argument & Return - MIPS (main)

```
main:
    begin                # move frame pointer
    push    $ra          # save $ra onto stack
    li     $a0, 1
    jal two              # two(1);
    pop     $ra           # recover $ra from stack
    end                # move frame pointer back
    li     $v0, 0        # return 0
    jr     $ra           #
```

source code for two\_powerful.s

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COMP1521 25T2 — MIPS Functions

27 / 41

## Example - Argument & Return - MIPS (two)

```
two:
    begin                # move frame pointer
    push    $ra          # save $ra onto stack
    push    $s0          # save $s0 onto stack
    move    $s0, $a0
    bge $a0, 1000000, two_end_if
    mul $a0, $a0, 2
    jal two
two_end_if:
    move    $a0, $s0
    li $v0, 1            # printf("%d");
    syscall
    li $a0, '\n'         # printf("%c", '\n');
    li $v0, 11
    syscall
    pop $s0              # recover $s0 from stack
    pop $ra              # recover $ra from stack
    end              # move frame pointer back
    jr $ra              # return from two
```

source code for two\_powerful.s

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COMP1521 25T2 — MIPS Functions

28 / 41

## Example - More complex Calls - C

```
int main(void) {
    int z = sum_product(10, 12);
    printf("%d\n", z);
    return 0;
}

int sum_product(int a, int b) {
    int p = product(6, 7);
    return p + a + b;
}

int product(int x, int y) {
    return x * y;
}
```

source code for more\_calls.c

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COMP1521 25T2 — MIPS Functions

29 / 41

## Example - more complex Calls - MIPS (main)

```
main:
    begin                # move frame pointer
    push    $ra          # save $ra onto stack
    li $a0, 10           # sum_product(10, 12);
    li $a1, 12
    jal sum_product
    move    $a0, $v0      # printf("%d", z);
    li $v0, 1
    syscall
    li $a0, '\n'         # printf("%c", '\n');
    li $v0, 11
    syscall
    pop $ra              # recover $ra from stack
    end              # move frame pointer back
    li $v0, 0            # return 0 from function main
    jr $ra              # return from function main
```

source code for more\_calls.s

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COMP1521 25T2 — MIPS Functions

30 / 41

```

sum_product:
    begin                # move frame pointer
    push    $ra          # save $ra onto stack
    push    $s0          # save $s0 onto stack
    push    $s1          # save $s1 onto stack
    move    $s0, $a0      # preserve $a0 for use after function call
    move    $s1, $a1      # preserve $a1 for use after function call
    li      $a0, 6        # product(6, 7);
    li      $a1, 7
    jal     product
    add     $v0, $v0, $s0  # add a and b to value returned in $v0
    add     $v0, $v0, $s1  # and put result in $v0 to be returned
    pop     $s1          # recover $s1 from stack
    pop     $s0          # recover $s0 from stack
    pop     $ra          # recover $ra from stack
    end      # move frame pointer back
    jr      $ra          # return from sum_product

```

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COMP1521 25T2 — MIPS Functions

31 / 41

## Example - more complex Calls - MIPS (product)

- a function which doesn't call other functions is called a *leaf function*
- its code *can* be simpler...

```

int product(int x, int y) {
    return x * y;
}

```

source code for more\_calls.c

```

product:                # product doesn't call other functions
                        # so it doesn't need to save any registers
    mul     $v0, $a0, $a1    # return argument * argument 2
    jr      $ra             #

```

source code for more\_calls.s

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COMP1521 25T2 — MIPS Functions

32 / 41

## Example - strlen using array - C

C

```

int main(void) {
    int i = my_strlen("Hello");
    printf("%d\n", i);
    return 0;
}

int my_strlen(char *s) {
    int length = 0;
    while (s[length] != 0) {
        length++;
    }
    return length;
}

```

source code for strlen\_array.c

Simple C

```

int main(void) {
    int i = my_strlen("Hello");
    printf("%d\n", i);
    return 0;
}

int my_strlen(char *s) {
    int length = 0;
loop:;
    if (s[length] == 0) goto end;
    length++;
    goto loop;
end:;
    return length;
}

```

source code for strlen\_array.simple.c

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COMP1521 25T2 — MIPS Functions

33 / 41

## Example - strlen using array - MIPS (my\_strlen)

```
my_strlen:                # length in t0, s in $a0
    li $t0, 0
loop:                    # while (s[length] != 0) {
    add $t1, $a0, $t0      # calculate &s[length]
    lb $t2, 0($t1)         # load s[length] into $t2
    beq $t2, 0, end        #
    addi $t0, $t0, 1       # length++;
    b loop                 # }
end:
    move $v0, $t0          # return length
    jr $ra                 #
```

source code for strlen\_arrays

## Example - strlen using pointer - C

```
int main(void) {
    int i = my_strlen("Hello Andrew");
    printf("%d\n", i);
    return 0;
}

int my_strlen(char *s) {
    int length = 0;
    while (*s != 0) {
        length++;
        s++;
    }
    return length;
}
```

source code for strlen\_pointer.c

## Example - strlen using pointer - MIPS (my\_strlen)

```
my_strlen:                # length in t0, s in $a0
    li $t0, 0
loop:                    #
    lb $t1, 0($a0)        # load *s into $t1
    beq $t1, 0, end        #
    addi $t0, $t0, 1       # length++
    addi $a0, $a0, 1       # s++
    b loop                 #
end:
    move $v0, $t0          # return length
    jr $ra                 #
```

source code for strlen\_pointer.s

- some local (function) variables must be stored on stack
- e.g. variables such as arrays and structs

```
int main(void) {
    int squares[10];
    int i = 0;
    while (i < 10) {
        squares[i] = i * i;
        i++;
    }
}
```

source code for squares.c

```
main:
    sub    $sp, $sp, 40
    li     $t0, 0
loop0:
    mul    $t1, $t0, 4
    add    $t2, $t1, $sp
    mul    $t3, $t0, $t0
    sw     $t3, ($t2)
    add    $t0, $t0, 1
    b      loop0
```

end0:

source code for squares.s

## What is a Frame Pointer

- frame pointer **\$fp** is a second register pointing to stack
- by convention, set to point at start of stack frame
- provides a fixed point during function code execution
- useful for functions which grow stack (change **\$sp**) during execution
- makes it easier for debuggers to forensically analyze stack
  - e.g if you want to print stack backtrace after error
- using a frame pointer is optional - both in COMP1521 and generally
- a frame pointer is often omitted when fast execution or small code a priority

## Example of Growing Stack Breaking Function Return

```
void f(int a) {
    int length;
    scanf("%d", &length);
    int array[length];
    // ... more code ...
    printf("%d\n", a);
}
```

source code for frame\_pointer.c

```
f:
    # prologue
    sub    $sp, $sp, 4
    sw     $ra, 0($sp)
    li     $v0, 5
    syscall
    # allocate space for
    # array on stack
    mul    $t0, $v0, 4
    sub    $sp, $sp, $t0
    # ... more code ...
    # epilogue
    # breaks because $sp has changed
    lw     $ra, 0($sp)
    add    $sp, $sp, 4
    jr     $ra
```

source code for frame\_pointer.broken.s

## Example of Frame Pointer Use - Hard Way

```
void f(int a) {  
    int length;  
    scanf("%d", &length);  
    int array[length];  
    // ... more code ...  
    printf("%d\n", a);  
}
```

source code for frame\_pointer.c

```
f:  
    # prologue  
    sub $sp, $sp, 8  
    sw $fp, 4($sp)  
    sw $ra, 0($sp)  
    add $fp, $sp, 8  
  
    li $v0, 5  
    syscall  
    mul $t0, $v0, 4  
    sub $sp, $sp, $t0  
    # ... more code ...  
  
    # epilogue  
    lw $ra, -4($fp)  
    move $sp, $fp  
    jr $ra
```

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COMP1521 25T2 — MIPS Functions

40 / 41

## Example of Frame Pointer Use - Easy Way

```
void f(int a) {  
    int length;  
    scanf("%d", &length);  
    int array[length];  
    // ... more code ...  
    printf("%d\n", a);  
}
```

source code for frame\_pointer.c

```
f:  
    # prologue  
    begin  
    push $ra  
  
    li $v0, 5  
    syscall  
    mul $t0, $v0, 4  
    sub $sp, $sp, $t0  
    # ... more code ...  
  
    # epilogue  
    pop $ra  
    end  
    jr $ra
```

source code for frame\_pointer.s

- `begin` & `end` are pseudo-instructions available only on mipsy

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COMP1521 25T2 — MIPS Functions

41 / 41