

## Lab# 3 LOOP & BRANCH INSTRUCTIONS

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**Objectives:**

Learn to implement loops and conditional expressions in assembly language programs.

**Method:**

Translate an algorithm from pseudo-code into assembly language.

**Preparation:**

Read the chapter 2 of lecture textbook.

### 3.1 DEVELOP THE ALGORITHM IN PSEUDOCODE

Obviously most of you have been familiar to develop algorithms using Java construct such as the following:

```
if(condition){
    this block of code executed if condition is true
} else {
    this block of code executed if condition is false
}
```

The key to making MIPS assembly language programming easy is to initially develop the algorithm using a high-level pseudo-code notation with which we are already familiar. Then in the final phase we translate these high-level pseudo-code expressions into MIPS assembly language. In other words, in the final phase we are performing the similar function that a compiler performs, which is to translate high-level code into the equivalent assembly language.

### 3.2 CONDITIONAL AND UNCONDITIONAL BRANCH INSTRUCTIONS

| Instructions   | Description  |
|----------------|--|
| bgez rs, L     | <b>if</b> ( $rs \geq 0$ ) go to L;   |
| bgtz rs, L     | <b>if</b> ( $rs > 0$ ) go to L;  |
| blez rs, L     | <b>if</b> ( $rs \leq 0$ ) go to L;   |
| bltz rs, L     | <b>if</b> ( $rs < 0$ ) go to L;  |
| bne rs, rt, L  | <b>if</b> ( $rs \neq rt$ ) go to L;  |
| beq rs, rt, L  | <b>if</b> ( $rs == rt$ ) go to L;  |
| slt rd, rs, rt | <b>if</b> ( $rs < rt$ ) $rd=1$ ; <b>else</b> $rd=0$ ;<br><i>rs and rt are signed integers.</i> |

| Instructions |                   | Description  |
|--------------|-------------------|--|
| sltu         | rd, rs, rt        | Same as <b>slt</b> except rs and rt are <i>unsigned</i> integers.    |
| slti         | rt, rs, immediate | <b>if</b> ( rs < <i>signed</i> immediate ) rd=1; <b>else</b> rd=0;   |
| sltiu        | rt, rs, immediate | <b>if</b> ( rs < <i>unsigned</i> immediate ) rd=1; <b>else</b> rd=0; |
| j            | L                 | go to L  |

### 3.3 EXAMPLES

#### A. Example 1:

Write a MIPS assembly language program that calculates the sum of all positive integers less than or equal to N and displays the result in the monitor. Assume that N is stored in the register \$t0.

| Algorithm                           | Assembly Language           |
|-------------------------------------|-----------------------------|
| \$t0 ← N;                           | li \$t0, N                  |
| \$t1 ← 1;                           | li \$t1, 1                  |
| \$a0 ← 0;                           | add \$a0, \$zero, \$zero    |
| loop: if (\$t1 > \$t0) go to print; | loop: sltu \$t2, \$t0, \$t1 |
| \$a0 ← \$a0 + \$t1;                 | bgtz \$t2, print            |
| \$t1 ← \$t1 + 1;                    | addu \$a0, \$a0, \$t1       |
| go to loop;                         | addi \$t1, \$t1, 1          |
| print: display \$a0;                | j loop                      |
| exit;                               | print:                      |

#### B. Example 2:

Write a MIPS assembly language program that displays all the first N Fibonacci numbers.

| Algorithm            | Assembly Language |
|----------------------|-------------------|
| \$t0 ← N - 1;        |                   |
| \$t1 ← 1;            |                   |
| \$a0 ← 1;            |                   |
| display \$a0;        |                   |
| loop: display \$a0;  |                   |
| \$t0 ← \$t0 - 1;     |                   |
| if (\$t0 == 0) stop; |                   |
| \$a0 ← \$a0 + \$t1;  |                   |
| \$t1 ← \$a0 - \$t1;  |                   |
| go to loop;          |                   |
| stop:                |                   |

### **3.4 LAB EXERCISES:**

1. Write the complete code of example 1 and 2. Try running the program with both the run command and the step command.
2. What is the hexadecimal representation of the instruction **bgtz \$t2, print?**
3. Exit from MARS.

### **3.5 EVALUATION**

Review the material for any evaluation questions.