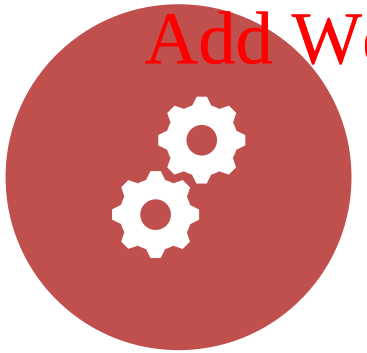
Logical erations



Up Until Now

- Up until now, we've done
  - Arithmetic: `add`, `sub`, `addi`
  - Memory access: `lw`
  - branches and jumps:
- These instructions view contents of register as a **single quantity** (such as a signed or unsigned integer)

Bitwise Operations

- View contents of register as 32 **independent bits**
  - Since registers are composed of 32 bits, we may want to access individual bits (or groups of bits) rather than the whole.

- Two new classes of MIPS instruc bitwise operations:
  - Logical Operators
  - Shift Operators

Bitwise Operations

- Truth Table: lists all combinations of inputs and outputs

A	B	AND	OR	NOR
0	0	0	0	1
0	1	0	1	0
1	0	0	1	0
1	1	1	1	0

NOR: **if both inputs are 1**
if at least one input is 1
if both inputs are 0

Bitwise Operations

- Bitwise result **applies function to each bit independently**
- The i^{th} bit of inputs produce the i^{th} bit of outputs

A	B	AND	OR	NO
0	0	0	0	1
0	1	0	1	0
1	0	0	1	0
1	1	1	1	0

Bit-wise OR

```
AND( 01101001,          OR ( 01101001,
     11001100 )              11001100 )
   = 01001000              = 11101101
```

Boolean function applied at each bit position

MIP ators

MIPS Logical Operations

- MIPS Logical Operators are ***bitwise operations***
- Basic MIPS logical operators


```
and TargetReg, Source          urceReg2
or  TargetReg, Source          urceReg2
nor TargetReg, SourceReg1, SourceReg2
```


- Like many MIPS instructions, logical operations accept exactly 2 inputs and produce 1 output

Use Logical Operator in Conditional Statement

- Conditional statements

```
// C
if ( A < 0 && B < 0 ) {
     ...
}
```



```
$t0 = 0000 0000 0000 0000 0000 0000 0000 0001
      0000 0000 0000 0000 0000 0000 0000 0000
      0000 0000 0000 0000 0000 0000 0000 0000
```

```
                # MIPS code
slt $t0, $s0, $zero   # $t0 = $s0 < 0?
slt $t1, $s1, $zero   # $t1 = $s1 < 0?
and $t2, $t0, $t1     # $t2 = ( $s0 < 0 && $s1 < 0)?
```

Use Logical Operator in Conditional Statement

- Conditional statements

```
// C
if ( A < 0 || B < 0 ) {
     ...
}
```



```
$t0 = 0000 0000 0000 0000 0000 0000 0000 0001
      0000 0000 0000 0000 0000 0000 0000 0000
      0000 0000 0000 0000 0000 0000 0000 0001
```

```
                # MIPS code
slt $t0, $s0, $zero   # $t0 = $s0 < 0?
slt $t1, $s1, $zero   # $t1 = $s1 < 0?
or  $t2, $t0, $t1     # $t2 = ( $s0 < 0 || $s1 < 0)?
```

Logical Operators with Immediate

- Similar to and, or, nor, but the third argument is an immediate


```
Syntax                                  ediate
andi  TargetReg                         edia
ori   TargetReg
```

NOR for NOT

- Boolean expressions are made with AND and OR and NOT
- Why is NOT not a MIPS instruction?
  - NOT takes one oper
    keeping with the thr
    result, which is not in
    other instructions
  - How do we do NOT with NOR?


```
nor $t1, $t0, $zero
```

$zero	Input	NOR
0	0	1
0	1	0

No, not this one

An Application of I.

Use AND for Mask

- Any bit `and` 0 produces an output 0

0	Input	AND
0	0	
0	1	

This can be used to create a *mask*.

- Any bit `and` 1 produces the original bit

1	Input	AND
1	0	0
1	1	1

Use AND for Mask

Example:

```
      A = 1011 0110 1010 0100 0011 1101 1001 1010
      B = 0000 0000 0000 0000 0000 0000 1111 1111
A and B= 0000 000                    0 0000 1001 1010
```


- In this example, **B** is called a **ma**
- **B** is used to isolate the rightmost 8 bits of **A** by *masking* out the rest of the string (e.g., setting it to all 0s)
- Thus, the `and` operator can be used to set certain portions of a bitstring to 0s, while leaving the rest alone.

Use AND for Mask

Example: If A = 0xB6A43D9A is saved in $t0, then what is $t1 and $t2 after the following instructions?

```
andi $t1, $t0, 0xFF
```



```
$t0 = 1011 01                    1101 1001 1010
0xFF = 0000 00                   0000 1111 1111
$t1 = 0000 0000 0000 0000 0000   0000 1001 1010   = 0x9A
```



```
andi $t2, $t0, 0x000000FF
```

```
$t0 = 1011 0110 1010 0100 0011 1101 1001 1010
0x000000FF = 0000 0000 0000 0000 0000 0000 1111 1111
$t2 = 0000 0000 0000 0000 0000 0000 1001 1010   = 0x9A
```

Uses OR for Mask

- Any bit `or` 0 produces the original bit

0	Input	OR
0	0	0
0	1	1

- Any bit `or` 1 produces 1

0	Input	OR
1	0	1
1	1	1

This can also be used to create a *mask*.

Uses OR for Mask

- Can be used to force certain bits of a string to 1s.

  Example: if $t0 contains 0x12345678, then after


```
ori $
```


  $t1 contains 0x1234FFFF (high-order bits untouched, low-order 16 bits are forced to 1s).

```
   $t0 = 0001 0010 0011 0100 0101 0110 0111 1000
0xFFFF = 0000 0000 0000 0000 1111 1111 1111 1111
   $t1 = 0001 0010 0011 0100 1111 1111 1111 1111
```

Shift Operators

Shift Logical Instructions

- Shift Instruction Syntax:

```
Operation TargetReg, SourceReg, ShiftAmount
```

1) **Operation:**
2) **TargetReg:** r e value
3) **SourceReg:** register that c s original value
4) **ShiftAmount:** shift amount (non-negative constant < 32)

Shift Logical Instructions

- Shift left logical **sll**
  - shifts left and fills emptied bits with 0s


```
sll TargetRe                                    iftAmount
```


- Shift right logical **srl**
  - shifts right and fills emptied bits with 0s

```
srl TargetReg, SourceReg, ShiftAmount
```

Shift Logical Instructions

Example:

Assume $t0 contains 0001 0010 0011 0100 0101 0110 0111 1000

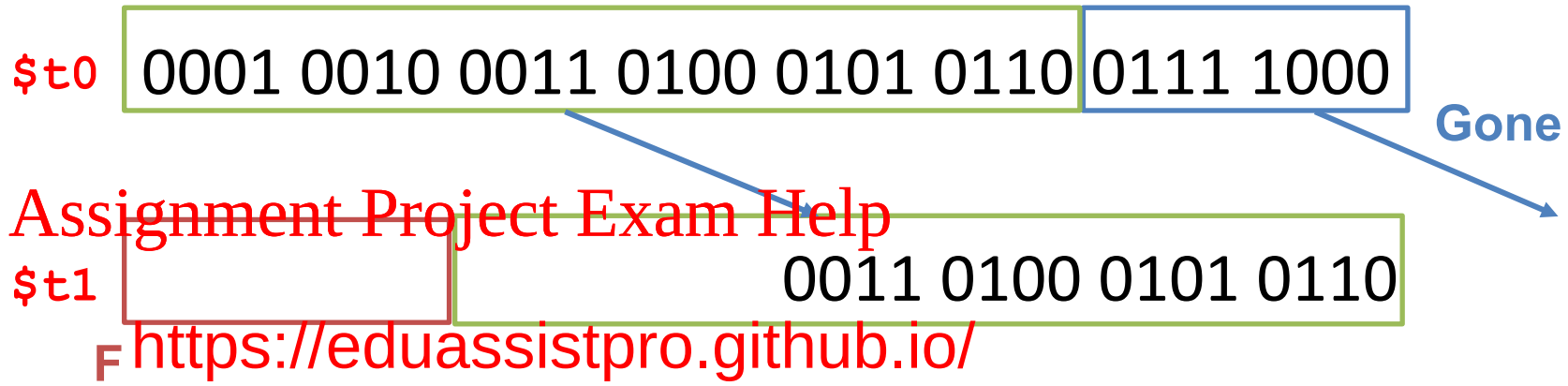
What are $t1 and $t2


```
# shift right
srl $t1, $t0, 8
```

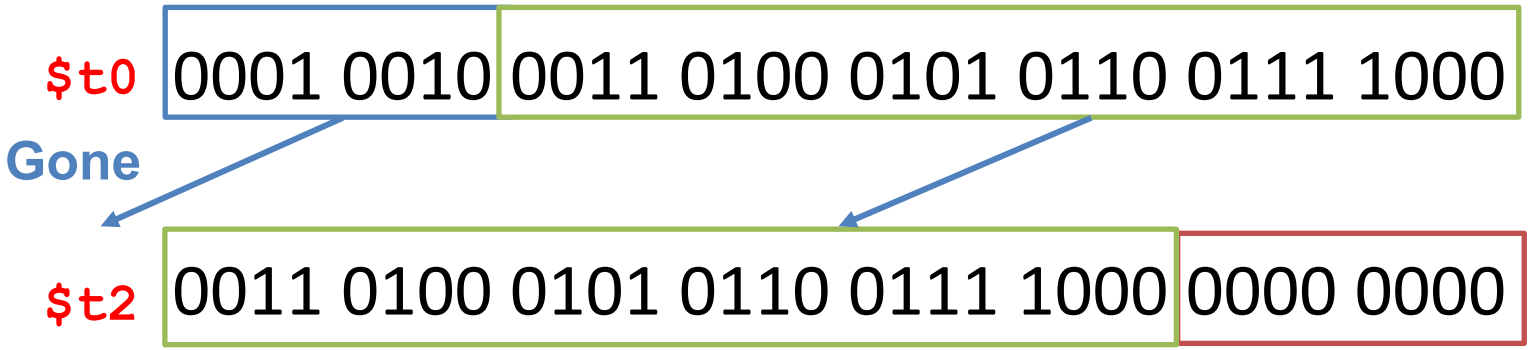
```
left
$t0, 8
```

Shift Logical Instructions

```
# shift right
srl $t1, $t0, 8
```




```
# shift left
sll $t2, $t0, 8
```



Shift Arithmetic Instructions

- Shift right arithmetic **sra**
  - Shifts right and fills emptied bits by sign extending


```
sra TargetReg                    iftAmount
```


- Why? A negative number should ative after shifting
  - If MSB = 0, shift and fill the new bits with 0s
  - If MSB = 1, shift and fill the new bits with 1s

Shift Arithmetic Instructions

Example: SRA (shift right arithmetic) by 8 bits

$t3 = 0001 0010 0011 0100 0101 0110 0111 1000

$t4 = 1001 0010 0 0111 1000

What happen after shift right arith 8 bits?

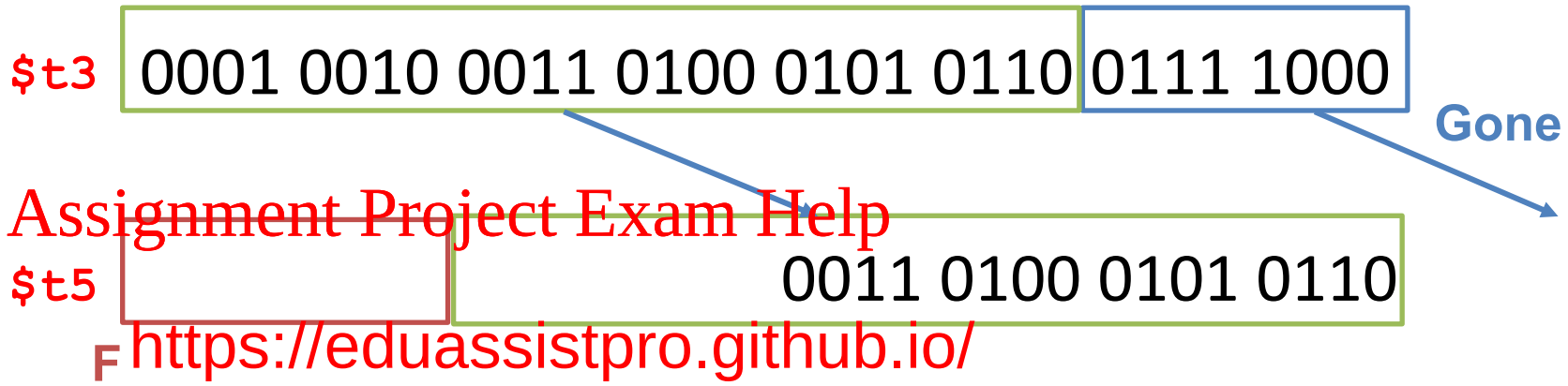
```
sra $t5, $t3, 8
```

```
sra $t5, $t4, 8
```

Shift Arithmetic Instructions

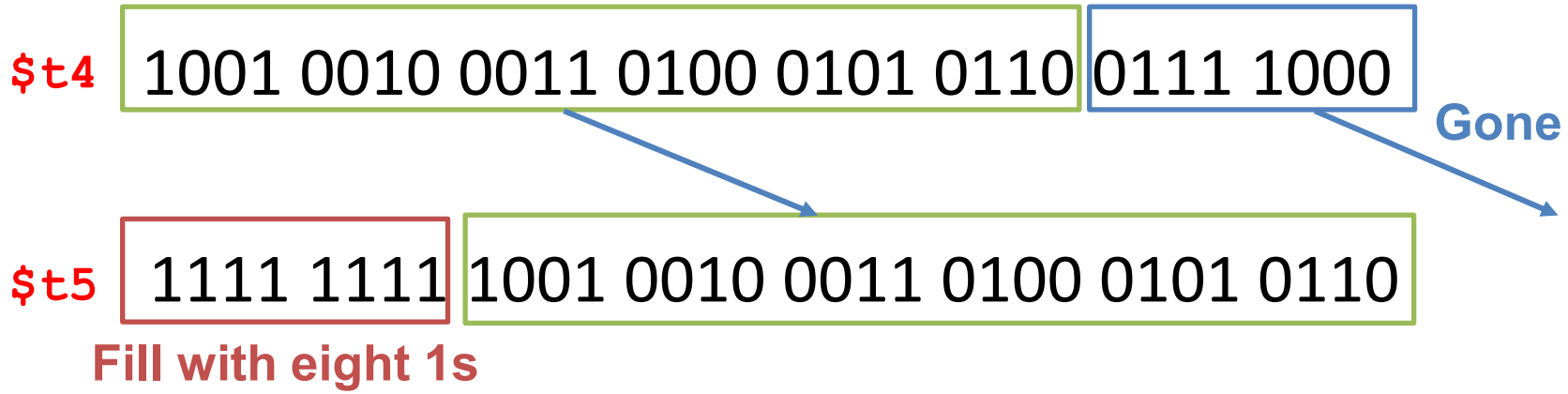
```
# shift right
sra $t5, $t3, 8
```

If MSB = 0, the new bit after shifting = 0




```
# shift right
sra $t5, $t4, 8
```

If MSB = 1, the new bit after shifting = 1



Use Shift Instructions in Multiplication

- In decimal:
  - Multiplying by 10 = shifting left by 1: $714_{10} \times 10_{10} = 7140_{10}$
  - Multiplying by 100 = $_{0} \times 100_{10} = 71400_{10}$
  - Multiplying by 10^n =
- In binary:
  - Multiplying by 2 = shifting left by 1: $11_2 \times 10_2 = 110_2$
  - Multiplying by 4 = shifting left by 2: $11_2 \times 100_2 = 1100_2$
  - Multiplying by 2^n = shifting left by n

Use Shift Instructions in Multiplication

- Shifting maybe faster than multiplication!
  - a good compiler usually notices when C code multiplies by a power of 2 and compiles it to a shift instruction:


```
a = a * 8 ; // C
```

```
sll $s0, $s0, 3 # MIPS
```

- Likewise, shift right to divide by powers of 2
  - Use `sra` but watch out for negative numbers as the result is rounded down

```
b = b / 2 ; // C
```

→

```
sra $s1, $s1, 1 # MIPS
```

with $s1 = -3 answer is -2

Use Shift to Extract Information

- Suppose we want to isolate byte 0 (rightmost 8 bits) of a word stored in $t0

```
andi $t0, $t0, 0xFF
```

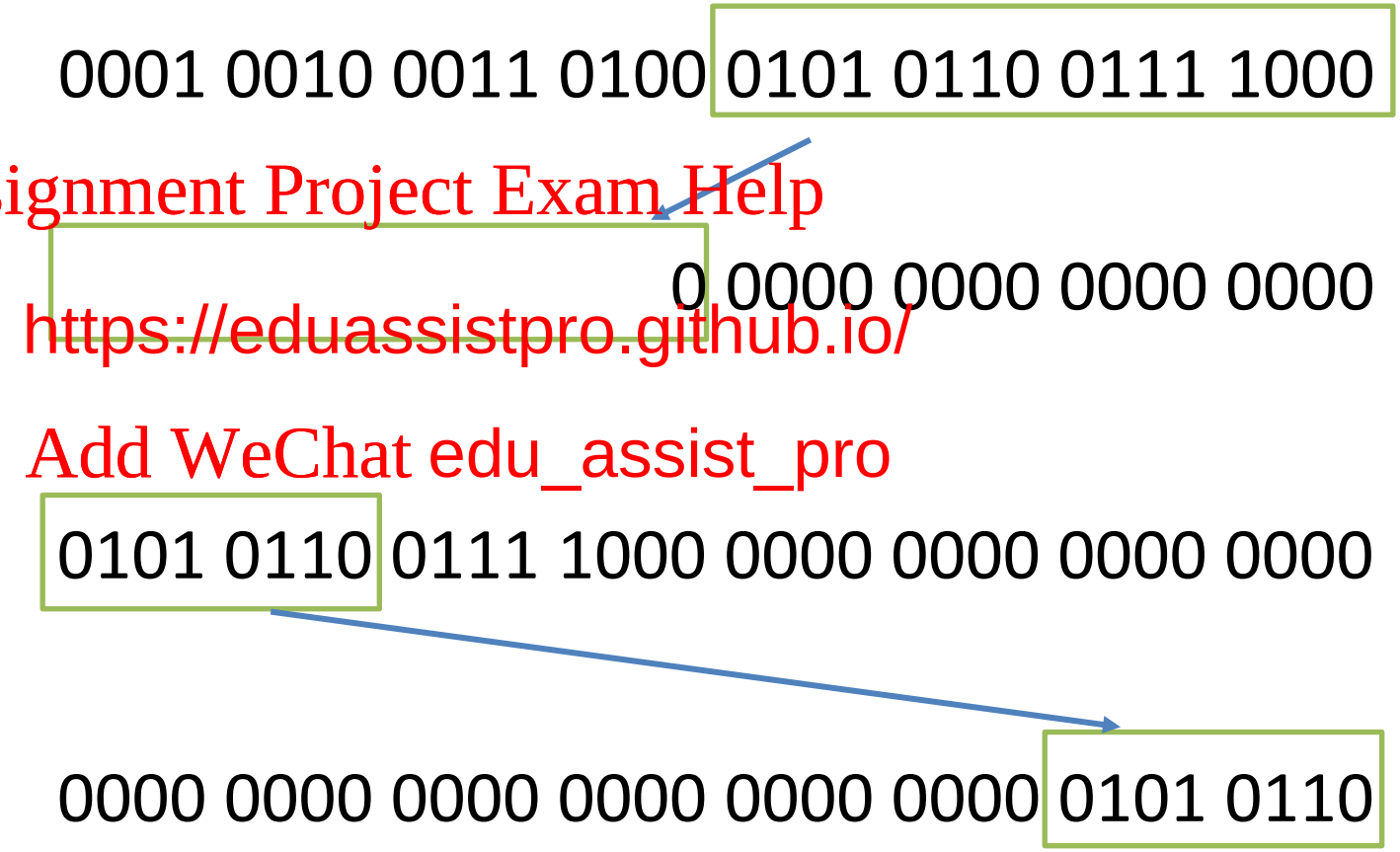
- Suppose we want to [illegible] to b [illegible] word stored in $t0.

```
andi $t0, $t0, 0xFF00
```

- How do we “extract” the information?

Use Shift to Extract Information

```
sll $t0, $t0, 16
srl $t0, $t0, 24
```



Application: Pixel Data for Images

Example: Packing pixel data for images

PNG

- Suppose each pixel of an image
  - *Red r* [0 ~ 255]
  - *Green g* [0 ~ 255]
  - *Blue b* [0 ~ 255]
  - *Alpha a*, transparency value [0 ~ 255]

Each of them can be represeted by a byte (8-bit)

Example: Packing pixel data for images

PNG

- Instead of using 4 registers for r, g, b, a, we **pack** each of 8 bits into a 32-bit integer

```
// C code
int packARGB ( int r, int g, int b, int a ) {
    return a << 24 | r << 16 | g << 8 | b ;
}
```

Example: Packing pixel data for images

```
// C code
int packARGB ( int r, int g, int b, int a ) {
    return a << 24 | r << 16 | g << 8 | b ;
}
```

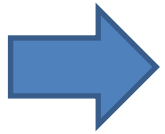


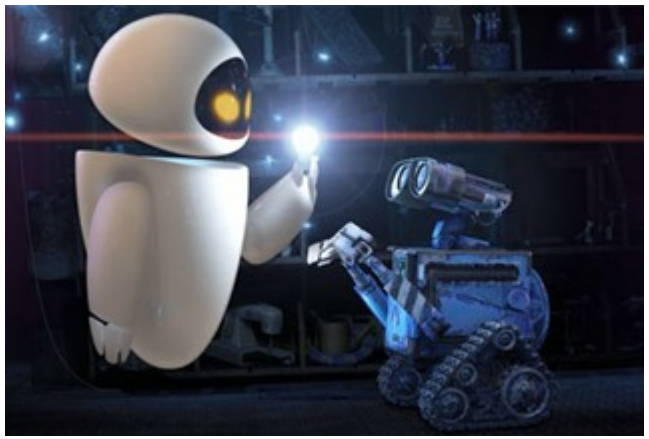
```
# MIPS
sll   $t0, $a3, 24      # s              the left
or    $v0, $t0, $zero   # c              with $v0
sll   $t0, $a2, 16      # shift r to the left
or    $v0, $t0, $v0     # combine r with $v0
sll   $t0, $a1, 8       # shift g to the left
or    $v0, $t0, $v0     # combine g with $v0
or    $v0, $a0, $v0     # combine b with $v0
jr    $ra               # return to $ra
```

Example 2: Changing pixel formats

- ***ARGB to ABGR***
  - Write a conversion function (C or Java syntax):

    int argb2abgr(int ARGB)
  - Write function **process** ixels
  - Convert to MIPS assembly





```
.data
# reserve space for 256x256 display
display: .space 0x40000
# filename of image to load
fname: .asciiz "wall-eImage.bin"

.text
main:       jal loadImage
            jal touchDisplay
            jal processImage
            li $v0, 10    # exit
            syscall

argb2abgr:
    # TODO: finish this function
    jr $ra

processImage:
    # TODO: finish this function
    jr  $ra
```

MARS Bitmap Display Tool

- Open and connect to
- For this example, change width t
- Base address is static .data segment
- Display updates when memory written
  - Loading sets the memory, but not the display
  - Must call another function to touch the memory for image to show

Review

- Logical and Shift Instructions operate on bits individually, unlike arithmetic, which operate on entire word
- Use Logical and Shift I fields, either by masking or by shift
- New Instructions:
  - `Logical: and, andi, or, ori, nor`
  - `Shift: sll, srl, sra`
- Practice: try writing MIPS functions
- Textbook 2.6