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# CS251: Intro to Computer Organization and Design

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May 4th, 2015

## Guiding Principals

- Abstraction to simplify design
- Moores Law: Expect Rapid change in technology
  - IC resources doubles every 18-24 months
  - # of transistors can fit on a circuit board will double
- Improvement via Parallelism
- Improve Performance via Pipelining
- Improve Performance via Prediction

## Big Picture:

- Computer
- Control -i registers
- Datapath
- Processor
- Memory
- Input
- Output

## Instruction Set Architecture

To connect to the hardware you must speak its language (machine language/bytecode)

## Basic MIPS

\$S1: f \$S2: g \$S3: h \$S4: i \$S5: j \$S6 = TEMP \$S7 = TEMP

$$f = (g + h) - (i + j)$$