

CSE 31

Computer Organization

Lecture 20 – Instruction Format (cont)

Announcements

- Labs

- Lab 7 grace period* ends this week
 - » Demo is REQUIRED to receive full credit
- Lab 8 due this week (with **7 days grace period*** after due date)
 - » Demo is REQUIRED to receive full credit
- Lab 9 out this week
 - » Due at 11:59pm on the same day of your lab after next (with 7 days grace period* after due date)
 - » You must demo your submission to your TA within 14 days from posting of lab
 - » Demo is REQUIRED to receive full credit

- Reading assignments

- Reading 06 (zyBooks 6.4 – 6.7) due **tonight**, 10-APR and Reading 07 (zyBooks 5.1 – 5.6) due 17-APR
 - » Complete **Participation Activities** in each section to receive grade
 - » IMPORTANT: Make sure to submit score to CatCourses by using the link provided on CatCourses

* A 10% penalty will be applied for late *submissions* during the grace period.

Announcements

- Homework assignment
 - Homework 05 (zyBooks 1.6 – 1.7) due **tonight**, 10-APR and Homework 06 (zyBooks 5.1 – 5.11) due 01-MAY
 - » Complete **Challenge Activities** in each section to receive grade
 - » IMPORTANT: Make sure to submit score to CatCourses by using the link provided on CatCourses
- Midterm 02
 - On 19-APR during class
 - Announcement and Sample Exam posted by tonight
- Project 02
 - Due 05-MAY
 - Can work in teams of 2 students
 - » Each team member must identify teammate in “Comments...” text-box at the submission page
 - » If working in teams, each student must submit code (can be the same as teammate) and demo individually
 - » Grade can vary among teammates depending on demo
 - Demo required for project grade
 - » No partial credit for submission without demo
 - **No grace period**
 - » **Must complete submission and demo by due date.**

R-Format Instructions (review)

- Define “fields” of the following number of bits each: $6 + 5 + 5 + 5 + 5 + 6 = 32$

6	5	5	5	5	6
---	---	---	---	---	---

- For simplicity, each field has a name:

opcode	rs	rt	rd	shamt	funct
--------	----	----	----	-------	-------

- Meaning of field:

- **opcode**: partially specifies what is the instruction (=0 for R-Format)
- **funct**: combined with `opcode`, exactly specifies the instruction
- **rs** (Source Register): **generally** specifies register containing **1st operand**
- **rt** (Target Register): **generally** specifies register containing **2nd operand**
- **rd** (Destination Register): **generally** specifies register that **receives result**

R-Format Example (1/2)

- MIPS Instruction:

add **\$t0, \$t1, \$t2**

add **\$8, \$9, \$10**

opcode = **0** (look up in table)

funct = **32** (look up in table)

rd = 8 (destination)

rs = 9 (first **operand**)

rt = 10 (second **operand**)

shamt = 0 (not a shift)

MIPS Reference Data

①



CORE INSTRUCTION SET

NAME, MNEMONIC	FOR-MAT	OPERATION (in Verilog)
Add	add	R R[rd] = R[rs] + R[rt]

OPCODE

/ FUNCT

(Hex)

(1) 0 / 20_{hex}

R-Format Example (2/2)

- MIPS Instruction:

add \$8, \$9, \$10

Decimal number per field representation:

0	9	10	8	0	32
---	---	----	---	---	----

Binary number per field representation:

000000	01001	01010	01000	00000	100000
--------	-------	-------	-------	-------	--------

hex

hex representation: 012A 4020_{hex}

decimal representation: 19, 546, 144_{ten}

Called a Machine Language Instruction

I-Format Instructions (1/4)

- What about instructions with immediates?
 - 5-bit field only represents numbers up to the value 31: immediates may be much larger than this
 - Ideally, MIPS would have only one instruction format (for simplicity): unfortunately, we need to compromise
- Define new instruction format that is partially consistent with R-format:
 - First notice that, if instruction has immediate, then it uses at most 2 registers.

I-Format Instructions (2/4)

- Define “fields” of the following number of bits each: $6 + 5 + 5 + 16 = 32$ bits

6	5	5	16
---	---	---	----

–Again, each field has a name:

opcode	rs	rt	immediate
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- Key Concept:** Only one field is inconsistent with R-format. Most importantly, `opcode` is still in same location.

I-Format Instructions (3/4)

- What do these fields mean?
 - **opcode**: same as before except that, since there's no `funct` field, `opcode` uniquely specifies an instruction in I-format
 - » This also answers question of why R-format has two 6-bit fields to identify instruction instead of a single 12-bit field: in order to be consistent as possible with other formats while leaving as much space as possible for immediate field.
 - **rs**: specifies a register operand (if there is one)
 - **rt**: specifies register which will receive result of computation (this is why it's called the **target** register "`rt`") or other operand for some instructions.

I-Format Instructions (4/4)

- The Immediate Field:
 - **addi**, **slti**, **sltiu**, the immediate is **sign-extended** to 32 bits. Thus, it's treated as a signed integer.
 - 16 bits → can be used to represent immediate up to 2^{16} different values
 - This is large enough to handle the offset in a typical **lw** or **sw**, plus a vast majority of values that will be used in the **slti** instruction.
 - We'll see what to do when the number is too big later

I-Format Example (1/2)

- MIPS Instruction:

addi **\$s5, \$s6, -50**

addi **\$21, \$22, -50**

opcode = **8** (look up in table MIPS_Reference_Sheet.pdf)

rs = 22 (register containing operand)

rt = 21 (target register)

immediate = -50 (by default, this is decimal)

Add Immediate

addi

I

$R[rt] = R[rs] + \text{SignExtImm}$

(1,2)

8_{hex}

I-Format Example (2/2)

- MIPS Instruction:

addi \$21 , \$22 , -50

Decimal/field representation:

8	22	21	-50
---	----	----	-----

Binary/field representation:

001000	10110	10101	1111111111001110
--------	-------	-------	------------------

hexadecimal representation: 22D5 FFCE_{hex}

decimal representation: 584, 449, 998_{ten}

Quiz

Which instruction has same representation as 35_{ten} ?

- a) add \$0, \$0, \$0
- b) subu \$s0,\$s0,\$s0
- c) lw \$0, 0(\$0)
- d) addi \$0, \$0, 35
- e) subu \$0, \$0, \$0

opcode	rs	rt	rd	shamt	funct
opcode	rs	rt	rd	shamt	funct
opcode	rs	rt	offset		
opcode	rs	rt	immediate		
opcode	rs	rt	rd	shamt	funct

Registers numbers and names:

0: \$0

8: \$t0, 9: \$t1, 10: \$t2, 11: \$t3, 12: \$t4, 13: \$t5, 14: \$t6, 15: \$t7
16: \$s0, 17: \$s1, 18: \$s2, 19: \$s3, 20: \$s4, 21: \$s5, 22: \$s6, 23: \$s7

Opcodes and function fields (if necessary)

add: opcode = 0, funct = 32

subu: opcode = 0, funct = 35

addi: opcode = 8

lw: opcode = 35

Quiz

Which instruction has same representation as 35_{ten} ?

- a) add \$0, \$0, \$0
- b) subu \$s0,\$s0,\$s0
- c) lw \$0, 0(\$0)
- d) addi \$0, \$0, 35
- e) subu \$0, \$0, \$0**

opcode	rs	rt	rd	shamt	funct
opcode	rs	rt	rd	shamt	funct
opcode	rs	rt	offset		
opcode	rs	rt	immediate		
opcode	rs	rt	rd	shamt	funct

Registers numbers and names:

0: \$0

8: \$t0, 9: \$t1, 10: \$t2, 11: \$t3, 12: \$t4, 13: \$t5, 14: \$t6, 15: \$t7
16: \$s0, 17: \$s1, 18: \$s2, 19: \$s3, 20: \$s4, 21: \$s5, 22: \$s6, 23: \$s7

Opcodes and function fields (if necessary)

add: opcode = 0, funct = 32

subu: opcode = 0, funct = 35

addi: opcode = 8

lw: opcode = 35

I-Format Problem (1/3)

- Problem:

- Chances are that `addi`, `lw`, `sw` and `slti` will use immediates small enough to fit in the immediate field.
- ...but what if it is too big?
 - » `addi $s0, $s1, 400000000`
 - » We need a way to deal with a 32-bit immediate in any I-format instruction.

I-Format Problem (2/3)

- Solution to Problem:

- Handle it in software + new instruction
- Don't change the current instructions: instead, add a new instruction to help out

- New instruction:

`lui register, immediate`

- stands for ***Load Upper Immediate***
- takes 16-bit immediate and puts these bits in the upper half (high order half) of the register
- sets lower half to 0s

I-Format Problems (3/3)

- Solution to Problem (continued):

- So how does `lui` help us?

- Example:

```
addiu $t0,$t0, 0xABABCD
```

...becomes

```
lui $at 0xABAB
```

```
ori $at, $at, 0xCD
```

```
addu $t0,$t0,$at
```

R-format!

- Now each I-format instruction has only a 16-bit immediate.
 - Wouldn't it be nice if the assembler would do this for us automatically? (later)