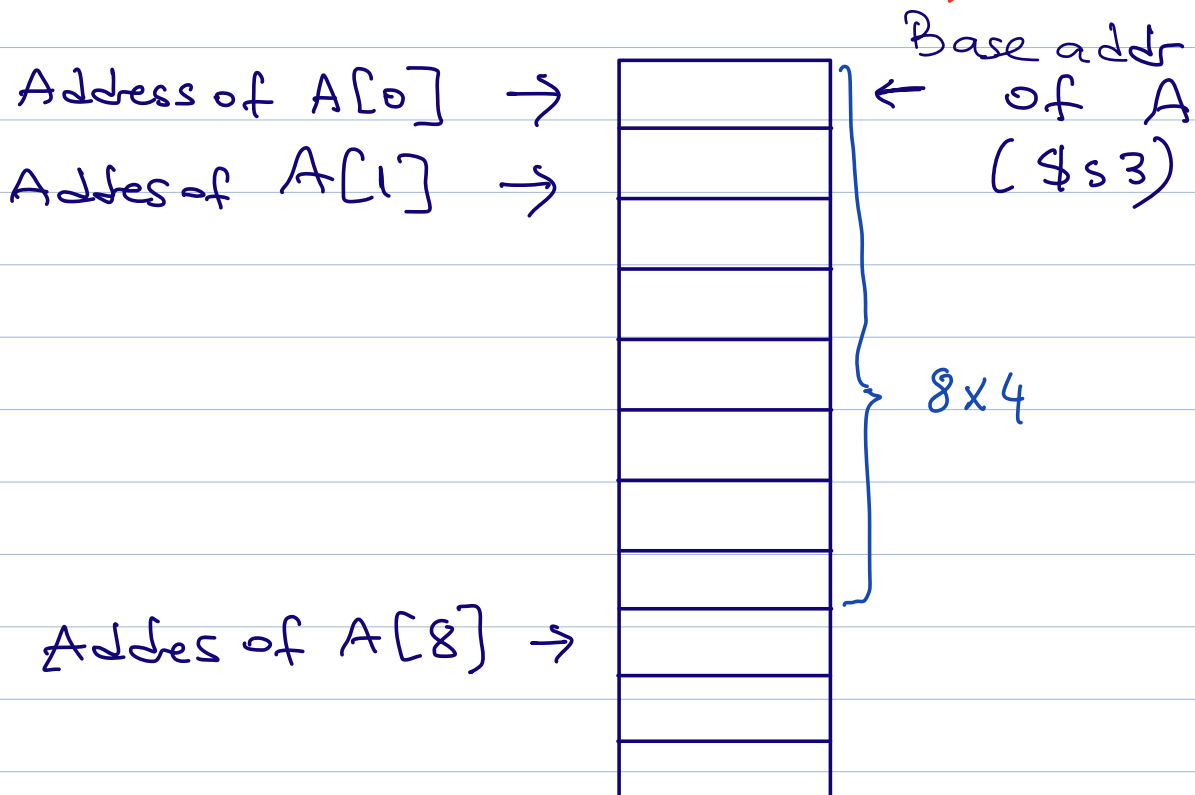


Instructions

(Slide 22)



$$\text{Address of } A[8] = \text{Base addr of } A + \text{offset}$$

$$= \$s3 + 8 \times 4$$

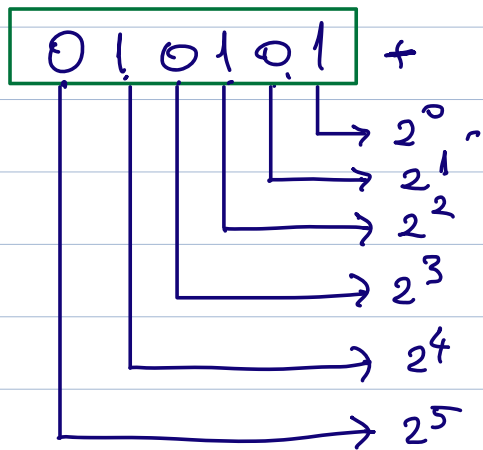
$$= \underline{\$s3} + \underline{32}$$

$A[8]$
Addr

Addr of A
Addr of $A[0]$

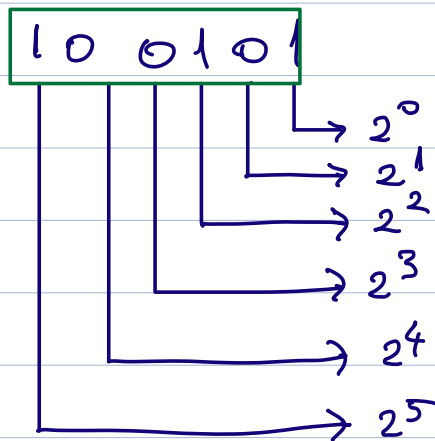
$$\text{Addr} \rightarrow \boxed{\$s3 + 32}$$

Unsigned Binary Integers (slide 27)



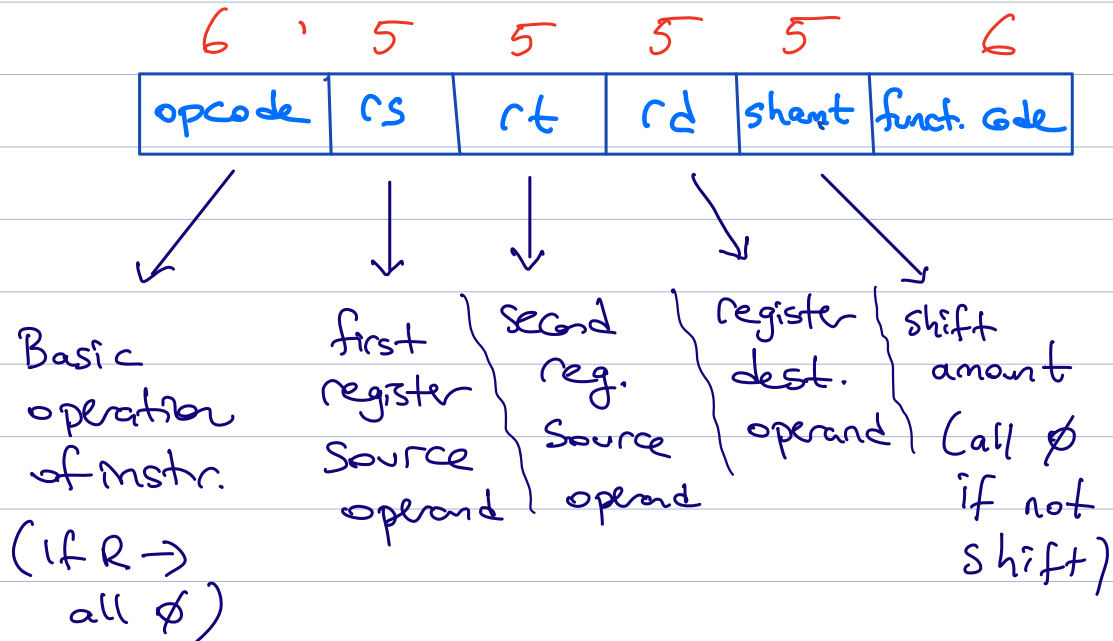
$$\begin{aligned} 010101 &= 0 \times 2^5 + 1 \times 2^4 + 0 \times 2^3 + \\ &\quad 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 \\ &= 16 + 4 + 1 = 21 \end{aligned}$$

2's Complement Signed Integers



$$\begin{aligned} 100101 &= (-1) \times 2^5 + 0 \times 2^4 + 0 \times 2^3 + \\ &\quad 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 \\ &= -32 + 4 + 1 = -27 \end{aligned}$$

R-Format



add \$s1, \$s2, \$s3

Select specific variant of the operation

Name	Register Number	Usage	Preserve on call?
\$zero	0	constant 0	n.a.
\$at	1	reserved for assembler	n.a.
\$v0 - \$v1	2-3	returned values	no
\$a0 - \$a3	4-7	arguments	yes
\$t0 - \$t7	8-15	temporaries	no
\$s0 - \$s7	16-23	saved values	yes
\$t8 - \$t9	24-25	temporaries	no
\$gp	28	global pointer	yes
\$sp	29	stack pointer	yes
\$fp	30	frame pointer	yes
\$ra	31	return addr	yes

I-format



rs : base register
(lw & sw)

rt: destination
register for
lw

↓
load/store any
word within
a region of
 $\pm 2^{15}$ bytes of base
register.

lw \$s2, 20(\$s3)

$\$s2 \leftarrow \text{Memory}[20 + \$s3]$

sw \$s4, 40(\$s5)

$\text{Memory}[40 + \$s5] \leftarrow \$s4$

R-type opcode = \emptyset

I-type

lw: op = 35

sw: op = 43

Shift Operation

sll & srl \Rightarrow R-format

opcode = \emptyset

function code

sll = \emptyset

srl = 2

op	rs	rt	rd	shamt	funct
6 bits	5 bits	5 bits	5 bits	5 bits	6 bits

Example: `sll $t2, $s0, 4`

\emptyset	\emptyset	16	10	4	\emptyset
-------------	-------------	----	----	---	-------------

↳ since R-format

↓
for \$s0

↙
for \$t2

↓
shamt

opcode = \emptyset
for sll

(rs field is unused. set to \emptyset)

and : R-format (function code = 36)

or : R-format (function code = 37)

nor : R-format (function code = 39)

* MIPS does not have NOT operation
($1 \rightarrow 0$ & $0 \rightarrow 1$)

$a \text{ NOR } b = \text{NOT}(a \text{ OR } b)$

$a \text{ NOR } \emptyset = \text{NOT}(a \text{ OR } \emptyset)$
 $= \text{NOT}(a)$

↘
\$zero register

Example: (Page 84 - textbook)

Assume that \$t1 has base address of array A and \$s2 corresponds to h. The assignment given below:

$$A[300] = h + A[300];$$

is compiled into:

lw \$t0, 1200(\$t1) (I)

add \$t0, \$s2, \$t0 (R)

sw \$t0, 1200(\$t1) (I)

What is the machine language code?

6	5	5	16
op	rs	rt	rd shamt funct.
35	9	8	Constant / Ad 1200
0	18	8	8 0 32
43	9	8	1200

(lw)

opcode = 35

base register 9 (\$t1)

dest reg: 8 (\$t0)

offset to select A[300] ($300 \times 4 = 1200$)

sw opCode = 43
base register 9 (\$t1)

add opCode = ϕ functCode = 32
 \$s2, \$t0
 | |
 18 8

For Constants

→ andi \$s1, \$s2, 100 ⇒ \$s1 = \$s2 & 100

12	18	17	100	(I-type)
----	----	----	-----	----------

opCode = 12

→ and \$s1, \$s2, \$s3 ⇒ \$s1 = \$s2 & \$s3

ϕ	18	19	17	ϕ	36	(R-type)
--------	----	----	----	--------	----	----------

opCode = ϕ functCode = 36

ori ⇒ opCode = 13

or ⇒ opCode = ϕ functCode = 37

BEQ & BNE instructions

beq \$s1, \$s2, Label (If $\$s1 == \$s2$)
 goto Label

bne \$s1, \$s2, Label (If $\$s1 \neq \$s2$)
 goto Label

beq & bne = I-type
 ↓ ↓
Op = 4 Op = 5

J-type

opcode	Address
6 bits	26-bits

Alternative Code for Slide 44 (beq in place of bne)

```
beq $s3, $s4, If-Part
sub $s0, $s1, $s2
j Exit
If-Part: add $s0, $s1, $s2
Exit:
```


Slide 46

while (save[i] == k) i += 1;

i → \$s3

Base Addr → \$s6

k → \$s5

Store "save[i]" in a register

Address of save[i] = Address of array save + offset

Address of save[i] = \$s6 + 4 × i

lw
instr \$t0 ← Memory [\$s6 + 4 × i]

if no mult ⇒ shl by 2
bits

SLT Instruction

slt \$s1, \$s2, \$s3 → R-format

If (\$s2 < \$s3) then \$s1 = 1
otherwise \$s1 = 0

SLTI \$s1, \$s2, Constant

→ I-format

if ($\$s2 < \text{Constant}$) then $\$s1 = 1$
otherwise $\$s1 = 0$

BLT instruction

blt \$s1, \$s2, label

→ pseudo instruction

if ($\$s1 < \$s2$) go to label

Pseudo instructions: Assembly language instructions that do not have a direct machine language equivalent.

During assembly → assembler translates each pseudo instruction into one or more machine language instructions.

How to perform blt?

slt \$t0, \$s1, \$s2
bne \$t0, \$zero, L

(if $\$s1 < \$s2$
 $\$t0 = 1$)

$\$t0$: either \emptyset or 1 .

$\$s1 = \$s2$
 \approx
 $\$s1 > \$s2$

$\$s1 < \$s2$