

## VE370 Review class (Week 2)

### CPU Time

#### Equations

CPU Time = CPU Clock Cycle per program \* Clock Cycle Time

= CPU Clock Cycles/ Clock Rate

Clock Cycles = Instruction Count (IC) \* Clock Cycle per Instruction(CPI)

CPU Time = Instruction Count (IC) \* CPI \* Clock Cycle Time

= IC \*CPI / Clock Rate

CPU Time = (Instruction / Program) \* (Clock cycles / Instruction) \* (Seconds/Clock cycle)

#### Exercise

Calculate their CPU time

PROCESSOR	CLOCK RATE	CPI	NO. INSTR
P1	4GHz	0.9	$5.0 \cdot 10^6$
P2	3GHz	0.75	$1.0 \cdot 10^6$

P1:  $5 \cdot 10^6 \cdot 0.9 / (4 \cdot 10^9) = 0.001125s$

P1:  $1 \cdot 10^6 \cdot 0.75 / (3 \cdot 10^9) = 0.00025s$

### Registers

#### \$zero

number: 0, Use: The constant value 0

#### \$v0, \$v1

number: 2-3, Use: value for function results and Expression Evaluation

#### \$a0-\$a3

number: 4-7, Use: Arguments

#### \$t0-\$t7, \$t8,\$t9

number: 8-15, 24,25Use: temporaries

## **\$s0-\$s7**

number: 16-23, Use: saved temporaries

## **\$gp**

number: 28, Use: global pointers

## **\$sp**

number: 29, Use: stack pointers

## **\$ra**

number: 31, Use: return address

## **MIPS Instruction**

(refer to MIPS Instruction card)

### **Addition and subtraction**

add/addi/addiu/addu/sub/subu

#### **Example**

add \$t1, \$t2, \$t3

$\$t1 = \$t2 + \$t3$

addi \$t1, \$t2, 10

$\$t1 = \$t2 + 10$

### **Multiply and divide**

sll rd, rt, shamt

sll \$s0, s1, 2

$\$s0 = s1 * 4$

srl rd, rt, shamt

srl \$s0, s1, 2

$\$s0 = s1 / 4$

## Memory operands

### *Big Endian vs little Endian*

32bit number 1020A0B0

Big Endian

Most significant byte at least address of a word

ADDRESS	0xFFFF0000	0xFFFF0001	0xFFFF0002	0xFFFF0003
Content	10	20	A0	B0

little Endian

ADDRESS	0xFFFF0000	0xFFFF0001	0xFFFF0002	0xFFFF0003
Content	B0	A0	20	10

lw/sw/lb/sb/lbu....

load word

lw \$s1, 100(\$s2)

\$s1 = Mem[100+\$s2]

sw \$s1, 100(\$s2)

Mem[100+\$s2]= \$s1

### **Exercise: load 32-bit constant**

Combine use lui and ori

( lui: load the immediate to the upper 16bit of the register

lui \$s1, 100

\$s1 = 100\*2<sup>16</sup>

ori : or immediate

ori \$t1, \$t2, 10

\$t1= \$t2| ZeroExtImm

If we want to load 0x56781234 to register \$s3

The MIPS assembly will be

```
lui $s3, 0x5678
```

```
ori $s3, $s3, 0x1234
```

### Difference between lb and lbu

lb:load byte

$$R[rt] = \text{SignExt}(M[R[rs] + \text{SignExtImm}])$$

lbu: load byte unsigned

$$R[rt] = \{24b'0, M[R[rs] + \text{SignExtImm}] (7:0)\}$$

### Exercise

	0	1	2	3
0x10007896	26	78	99	20

how to load byte 99 to \$s2, load byte 26 to \$s5?

### Solution

```
lui $s1, 4096
```

```
ori $s1, $s1, 0x7896
```

```
lbu $s2, 2($s1)
```

```
lb $s5, 0($s1) [or lbu $s5, 0($s1)]
```

For the number stored in a byte if its value is larger than **(10000000) or (80)hex**. If we want to load its original value to a new register, we need to use lbu. If we use lb at this time, the value stored in the new register will be negative.

### Branch/Jump operation

```
beq rs,rt, L1
```

if rs==rt branch to instruction labeled L1

```
bne rs,rt, L1
```

if  $rs \neq rt$  branch to instruction labeled L1

j L1

unconditionally jump to instruction labeled L1

### **other instructions**

blt, bgt, ble, bge

Take blt as an example

blt rs, rt, L1

if  $rs < rt$ , branch to instruction labeled L1

it equals to the following MIPS instruction

slt \$s1, rs, rt

bne \$s1, \$0, L1

slt rd, rs, rt

if  $rs < rt$ ,  $rd = 1$ , else  $rd = 0$

### **Tips about Project 1**

1. add meaningless instruction like add \$t0, \$t0, \$0 before/ after jump/jal/ jr instructions
2. Strictly follow the function calling convention