Lecture 5: More Instructions, Procedure Calls

- Today's topics:
  - Memory layout, numbers, control instructions
  - Procedure calls

  - Recaps: cycle time and frequency, addr/value

Example

Convert to assembly:

C code: d[3] = d[2] + a;

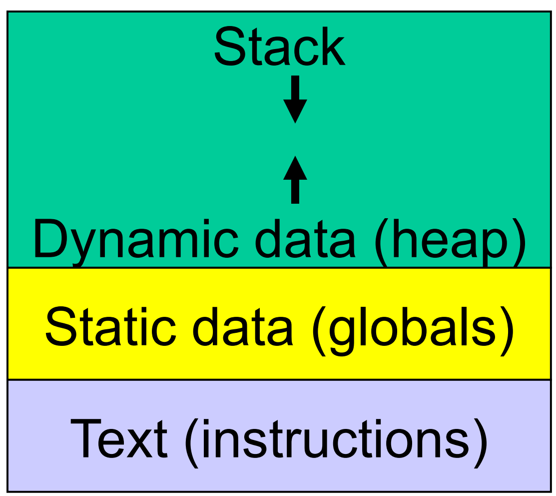
Assembly (same assumptions as previous example):

```
lw    $s0, 0($gp)     #  a is brought into $s0
lw    $s1, 20($gp)    #  d[2] is brought into $s1
add   $t1, $s0, $s1   #  the sum is in $t1
sw    $t1, 24($gp)    #  $t1 is stored into d[3]
```

Assembly version of the code continues to expand!

Memory Organization

- The space allocated on stack by a procedure is termed the activation record (includes saved values and data local to the procedure) – frame pointer points to the start of the record and stack pointer points to the end – variable addresses are specified relative to $fp as $sp may change during the execution of the procedure
- $gp points to area in memory that saves global variables
- Dynamically allocated storage (with malloc()) is placed on the heap



Recap – Numeric Representations

- Decimal $35_{10} = 3 \times 10^1 + 5 \times 10^0$
- Binary $00100011_2 = 1 \times 2^5 + 1 \times 2^1 + 1 \times 2^0$
- Hexadecimal (compact representation)

  0x 23 or $23_{hex} = 2 \times 16^1 + 3 \times 16^0$

0-15 (decimal) ☾ 0-9, a-f (hex)

Dec	Binary	Hex	Dec	Binary	Hex	Dec	Binary	Hex	Dec	Binary	Hex
0	0000	00	4	0100	04	8	1000	08	12	1100	0c
1	0001	01	5	0101	05	9	1001	09	13	1101	0d
2	0010	02	6	0110	06	10	1010	0a	14	1110	0e
3	0011	03	7	0111	07	11	1011	0b	15	1111	0f

Instruction Formats

Instructions are represented as 32-bit numbers (one word), broken into 6 fields

R-type instruction add $t0, $s1, $s2

000000	10001	10010	01000	00000	100000
6 bits	5 bits	5 bits	5 bits	5 bits	6 bits
op	rs	rt	rd	shamt	funct
opcode	source	source	dest	shift amt	function

I-type instruction lw $t0, 32($s3)

6 bits	5 bits	5 bits	16 bits
opcode	rs	rt	constant

Logical Operations

Logical ops	C operators	Java operators	MIPS instr
Shift Left	<<	<<	sll
Shift Right	>>	>>>	srl
Bit-by-bit AND	&	&	and, andi
Bit-by-bit OR	|	|	or, ori
Bit-by-bit NOT	~	~	nor

Control Instructions

- Conditional branch: Jump to instruction L1 if register1 equals register2: beq register1, register2, L1
  Similarly, bne and slt (set-on-less-than)
  set ค่าใหม่หากน้อยกว่า

- Unconditional branch:
  j L1
  jr $s0 (useful for big jumps and procedure returns)

Convert to assembly:

```
if  (i == j)
    f = g+h;
else
    f = g-h;
```

Control Instructions

- Conditional branch: Jump to instruction L1 if register1 equals register2:   beq register1, register2, L1
  Similarly, bne and slt (set-on-less-than)

- Unconditional branch:
  j   L1
  jr $s0   (useful for big jumps and procedure returns)

Convert to assembly:

```
if  (i == j)                  bne   $s3, $s4, Else
   f = g+h;                   add   $s0, $s1, $s2
else                          j     Exit
   f = g-h;             Else: sub   $s0, $s1, $s2
                        Exit:
```

Example

Convert to assembly:

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

Values of i and k are in $s3 and $s5 and base of array save[] is in $s6

Example

Shift ซ้ายสองครั้งเพื่อคูณสี่

Convert to assembly:

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

Values of i and k are in $s3 and $s5 and base of array save[] is in $s6

save[0] → $s6
save[1] → ($s6) +4

```
Loop:  sll    $t1, $s3, 2
       add    $t1, $t1, $s6
       lw     $t0, 0($t1)
       bne    $t0, $s5, Exit
       addi   $s3, $s3, 1
       j      Loop
Exit:
```

```
       sll    $t1, $s3, 2
       add    $t1, $t1, $s6
Loop:  lw     $t0, 0($t1)
       bne    $t0, $s5, Exit
       addi   $s3, $s3, 1
       addi   $t1, $t1, 4
       j      Loop
Exit:
```

Registers

- The 32 MIPS registers are partitioned as follows:
  - Register 0 : $zero always stores the constant 0
  - Regs 2-3 : $v0, $v1 return values of a procedure
  - Regs 4-7 : $a0-$a3 input arguments to a procedure
  - Regs 8-15 : $t0-$t7 temporaries
  - Regs 16-23: $s0-$s7 variables
  - Regs 24-25: $t8-$t9 more temporaries
  - Reg 28 : $gp global pointer
  - Reg 29 : $sp stack pointer
  - Reg 30 : $fp frame pointer
  - Reg 31 : $ra return address

- Local variables, AR, $fp, $sp
- Scratchpad and saves/restores
- Arguments and returns
- jal and $ra