

# Lecture 5: More Instructions, Procedure Calls

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- Today's topics:
  - Memory layout, numbers, control instructions
  - Procedure calls
  - Recaps: cycle time and frequency, addr/value

# Example

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Convert to assembly:

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

Assembly (same assumptions as previous example):

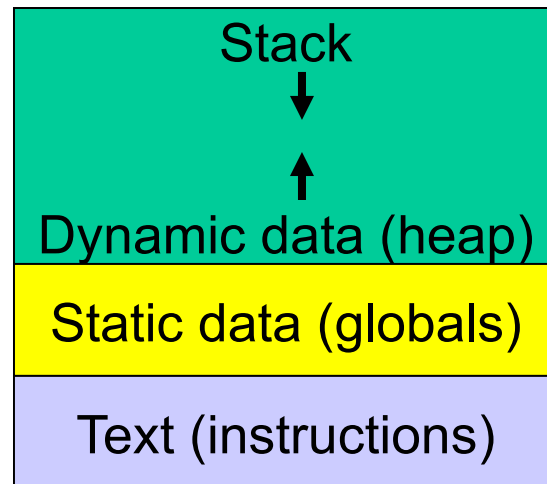
```
lw    $s0, 0($gp)    # a is brought into $s0
lw    $s1, 20($gp)   # d[2] is brought into $s1
add   $t1, $s0, $s1  # the sum is in $t1
sw    $t1, 24($gp)   # $t1 is stored into d[3]
```

Assembly version of the code continues to expand!

# Memory Organization

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- 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

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

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

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

<i>R-type instruction</i>			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>I-type instruction</i>			lw    \$t0, 32(\$s3)
6 bits	5 bits	5 bits	16 bits
opcode	rs	rt	constant

# Logical Operations

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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

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- 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

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- 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)	<code>bne \$s3, \$s4, Else</code>
f = g+h;	<code>add \$s0, \$s1, \$s2</code>
else	<code>j Exit</code>
f = g-h;	Else: <code>sub \$s0, \$s1, \$s2</code>
	Exit:



# Example

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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

*Handwritten notes:*  
save[i] → \$s6  
save[i+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

→ global region  
} activation record

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