

23/8

## R-Type instructions

9/6/16

Mainly used for Arithmetical Logical  
instructions

(Op R1, RL, R3)

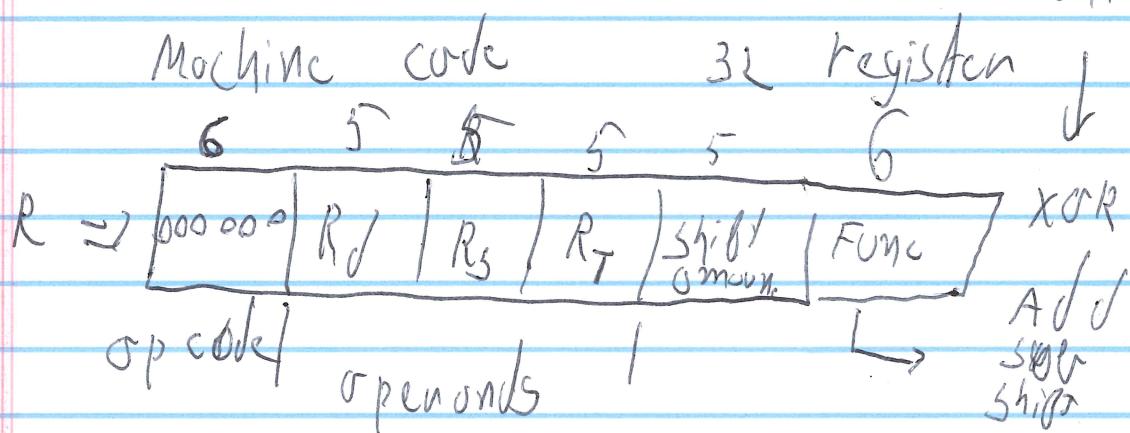
ALT

R1 ← RL op R3

Only with Op PR

32  
bit

Shift  
Add  
OR XOR



3 operand instruction (compiler "lives")

2

n objects represent each object

$$\lceil \log_2 n \rceil \text{ SC} \rightarrow 5$$

IL  $\Rightarrow$  4 bits

h bits how many unique objects  
can be encoded?

$$2^h$$

Consider a 2 operand op ALU

Add R1, R2      not in MIPS

$$R1 \leftarrow R1 + R2$$

op R1 R2       $R1 \leftarrow R1 \text{ op } R2$   
implies      dest source

$$j = (g+h) - (i+j)$$

so  $s_1 s_2 s_3 s_4$  — Register allocation

add \$RT, \$RS

sub \$RT, RS

$$RT \leftarrow RT + RS$$

Add \$5, \$6 ] only Register  
Sub \$11, \$21

Assume \$Zero = 0

other: sub \$t0, \$t0 \$t0 = 0

t0 = add \$t0, \$s1 \$t0  $\in s1(g)$

add \$t0, \$s2  $g \neq t0 \in g+h$

+1

[ some var i+j in \$tb

7

add AL, RC

$$AL \leftarrow R1 + RC$$

$$\stackrel{R}{\textcircled{1}} \quad \stackrel{S_5}{f} = (g + h) - (i + j)$$

to gets  $g + h$

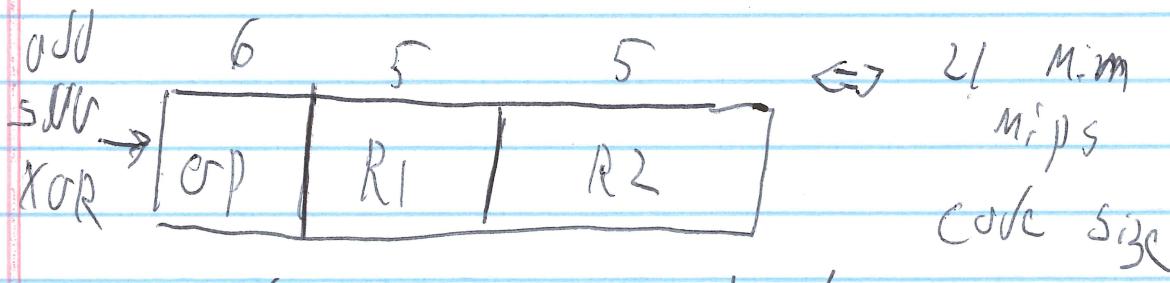
+1 get  $i + j$

, inst to get it all in to

must zero the reg for f

I ~~add~~ ~~f1, f0~~ place to in f

Why is 2 operand better than 3?



16 bit per instruction

5

2 operand

3 operand

Better code size

Better compiler support

ARM has 2 sets of ISA

1) good support for compiler

on the account of code size

2) Minimize code size

Real instructions

Pseudo instruction



Machine code

Real instruction(s)



Machine code

6

MIPS MOV pseudo inst.

or \$Rd, \$Rs, \$Rt Real

MOV \$Rd, \$Rs

MOV \$t1, \$zero

↓ can only use \$1 for temp

or \$t1, \$t2, \$0

\$t1 ← \$t2

neg a ← - (a)

neg \$t1, \$t2

sub \$t1, \$0, \$t2

\$t1 ← -(t2)

7

All sub, XOR, OR, ~~NOT~~ AND

NOR, ~~XOR~~, NAND  
bitwise

NOT \$t1, \$t2

$T_L - [ ]) D \rightarrow T_1$

Universal NOR \$t1, \$t2, \$t2

- NAND \$t1, \$t2, \$t2

$T_L - [ : ] D \rightarrow T_2'$

Universal

$T_L - [ : ) ) D \rightarrow T_2'$

Assignment take pseudo inst

convert into real

8

## Using Memory

(using data structures)

arrays

Mem is an array of

0



Consider Arrays

$\rightarrow \text{int } A[2^8]; - \text{ static}$

$g = h + A[8] \leftarrow$



Memory access

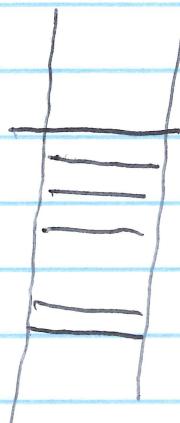
for loader

Allocate 8 bytes

$A \leftarrow 1000$

compiler

Table A is an array  
base address is 1000



9

int A[20];      Allocate memory Assign  
A as pointer  
 $g = h + A[8]$       (lose address)