

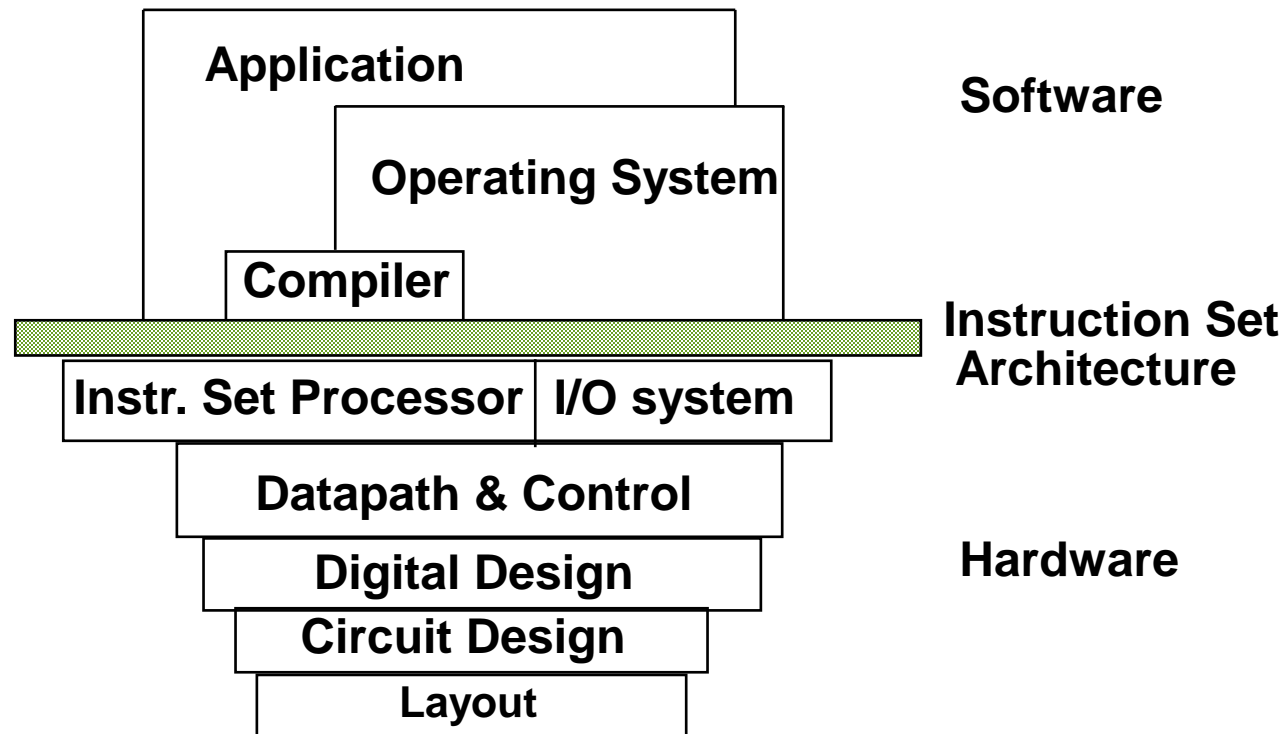
CSE 331

Computer Organization

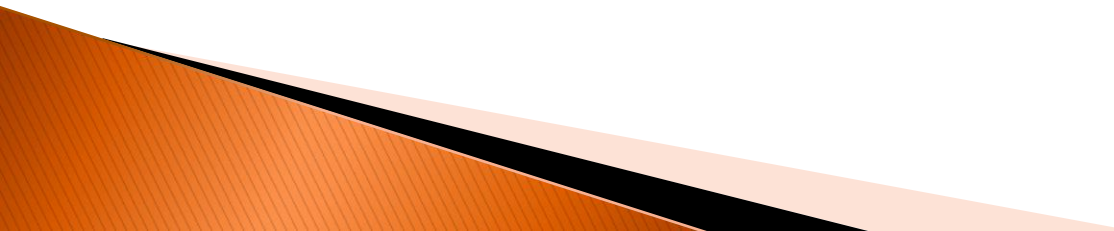
Lecture 2

Instruction Set Architecture

Instruction Set Architecture (ISA)



Instruction Set

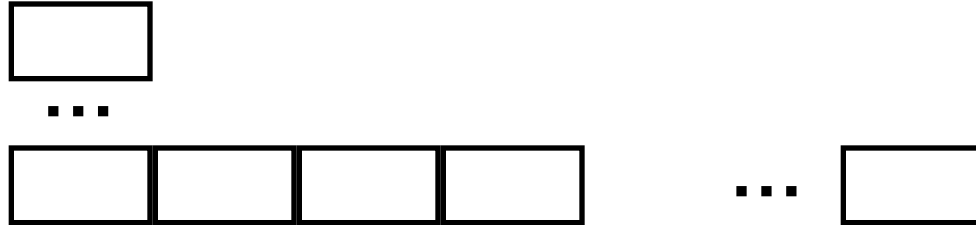
- ▶ The repertoire of instructions of a computer
 - ▶ Different computers have different instruction sets
 - But with many aspects in common
 - ▶ Early computers had very simple instruction sets
 - Simplified implementation
 - ▶ Many modern computers also have simple instruction sets
- 

The MIPS Instruction Set

- ▶ Used as the example throughout the book
- ▶ Stanford MIPS commercialized by MIPS Technologies (www.mips.com)
- ▶ Large share of embedded core market
 - Applications in consumer electronics, network/storage equipment, cameras, printers, ...
- ▶ Typical of many modern ISAs
 - See MIPS Reference Data tear-out card, and Appendixes B and E

Generic Examples of Instruction Format Widths

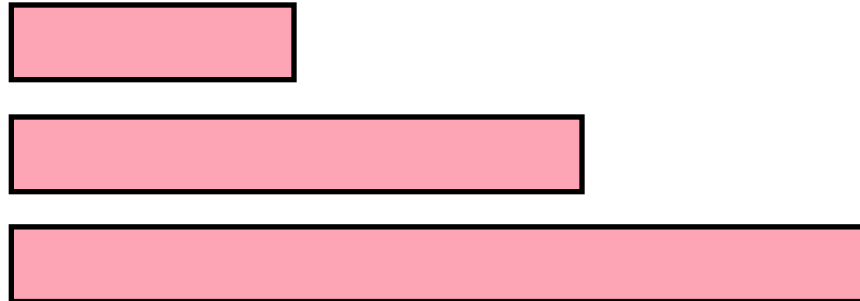
Variable:



Fixed:



Hybrid:

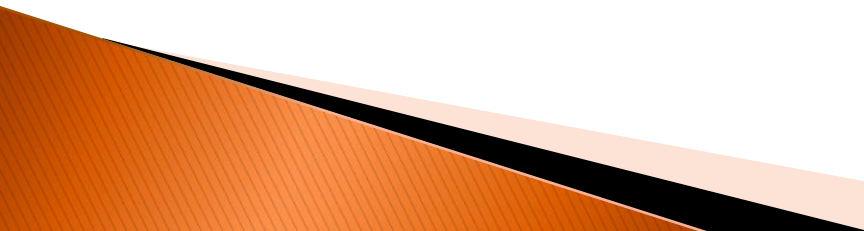


Basic ISA Classes

▶ Memory to Memory Machines

- We need storage for temporaries
- Memory is slow
- Memory is big (lots of address bits)

▶ Architectural Registers

- Registers can hold temporary variables
 - Registers are faster than memory
 - Memory traffic is reduced, so program is speed up (since registers are faster than memory)
 - Code density improves (since register named with fewer bits than memory location)
- 

Basic ISA Classes (cont'd)

- ▶ **Stack (not a register file but an operand stack)**

- 0 address add $\text{tos} = \text{tos} + \text{next}$

- ▶ **Accumulator (1 register):**

- 1 address add A $\text{acc} = \text{acc} + \text{mem}[A]$

- ▶ **General Purpose Register File (Register–Memory):**

- 2 address add A B $\text{EA}(A) = \text{EA}(A) + \text{EA}(B)$
- 3 address add A B C $\text{EA}(A) = \text{EA}(B) + \text{EA}(C)$

- ▶ **General Purpose Register File (Load/Store):**

- 3 address add Ra Rb Rc $\text{Ra} = \text{Rb} + \text{Rc}$
- load Ra Rb $\text{Ra} = \text{mem}[\text{Rb}]$
- store Ra Rb $\text{mem}[\text{Rb}] = \text{Ra}$

- ▶ **Comparison:**

- Bytes per instruction? Number of Instructions? Cycles per instruction?

Comparing Number of Instructions

- ▶ Code sequence for $C = A + B$ for four classes of instruction sets:

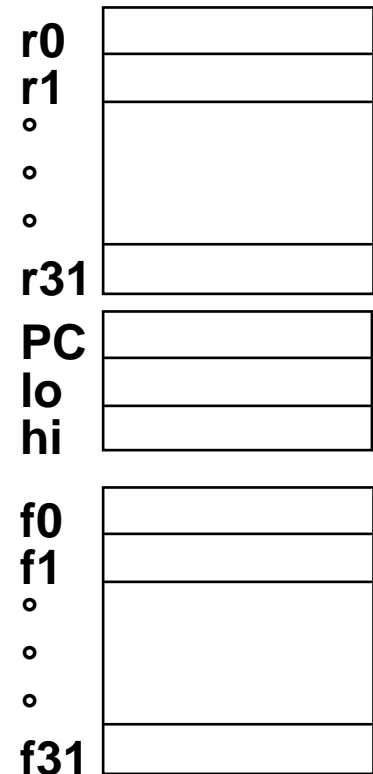
Stack	Accumulator	Register (register-memory)	Register (load-store)
Push A	Load A	Load R1, A	Load R1, A
Push B	Add B	Add R1, B	Load R2, B
Add	Store C	Store C, R1	Add R3, R1, R2
Pop C			Store C, R3

MIPS is one of these: this is what we'll be learning



MIPS Architecture – Registers

- ▶ The MIPS architecture is considered to be a typical RISC architecture.
 - Simplified instruction set => easier to study
 - Most new machines are RISC
- ▶ Programmable storage
 - 31 x 32-bit GPRs ($r0 = 0$)
 - special purpose – HI, LO, PC
 - 32 x 32-bit FP regs
 - 2^{32} x bytes of memory



Register Names in MIPS Assembly Language

- ▶ With MIPS, there is a convention for mapping register names into general purpose register numbers.

Name	Register Address	Usage	Preserved on call?
\$zero	0	the constant value 0	n.a.
\$v0-\$v1	2-3	values for result and expression evaluation	no
\$a0-\$a3	4-7	arguments	no
\$t0-\$t7	8-15	temporaries	no
\$s0-\$s7	16-23	saved	yes
\$t8-\$t9	24-25	more temporaries	no
\$gp	28	global pointer	yes
\$sp	29	stack pointer	yes
\$fp	30	frame pointer	yes
\$ra	31	return address	yes

MIPS Arithmetic

- ▶ Arithmetic instructions have 3 operands
 - Two sources and one destination
add a, b, c # a gets b + c
- ▶ Operand order is fixed (destination first)

Example:

C code: A = B + C

MIPS code: add \$s0, \$s1, \$s2

(associated with variables by compiler)

MIPS Arithmetic

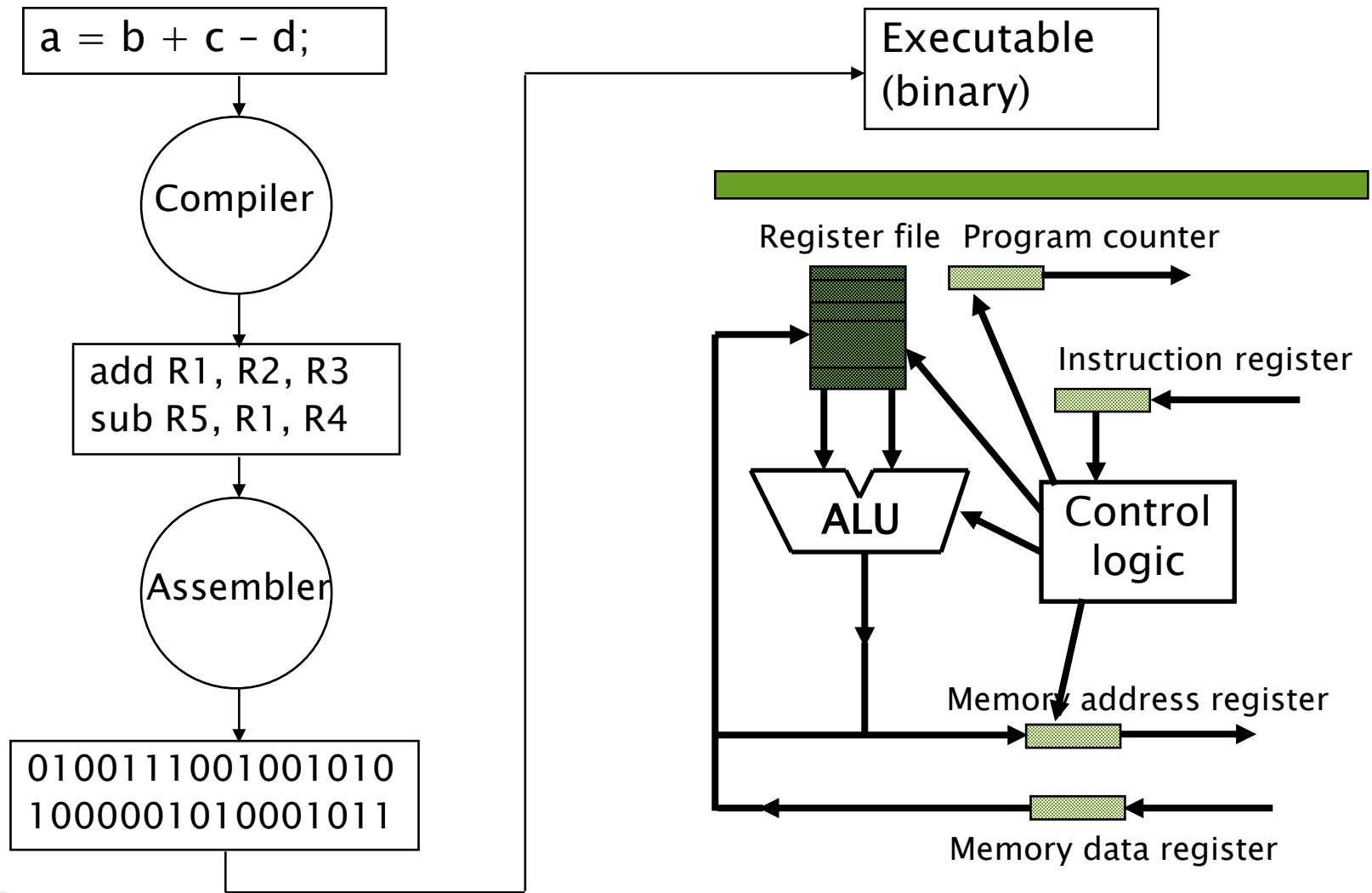
- ▶ *Design Principle:* Simplicity favours regularity
 - Regularity makes implementation simpler
 - Simplicity enables higher performance at lower cost
- ▶ Of course this complicates some things...

C code: $A = B + C + D;$
 $E = F - A;$

MIPS code: `add $t0, $s1, $s2`
 `add $s0, $t0, $s3`
 `sub $s4, $s5, $s0`

- ▶ Operands must be registers, only 32 registers provided
- ▶ *Design Principle:* Smaller is faster.

Big Picture



MIPS R-Type Instructions

instr \$rd, \$rs, \$rt

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

► Instruction fields

- op: operation code (opcode)
- rs: first source register number
- rt: second source register number
- rd: destination register number
- shamt: shift amount (00000 for now)
- funct: function code (extends opcode)

R-Type Example

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

add \$t0, \$s1, \$s2

special	\$s1	\$s2	\$t0	0	add
---------	------	------	------	---	-----

0	17	18	8	0	32
---	----	----	---	---	----

000000	10001	10010	01000	00000	100000
--------	-------	-------	-------	-------	--------

0000 0010 0011 0010 0100 0000 0010 0000₂ = 0232 4020₁₆

Hexadecimal

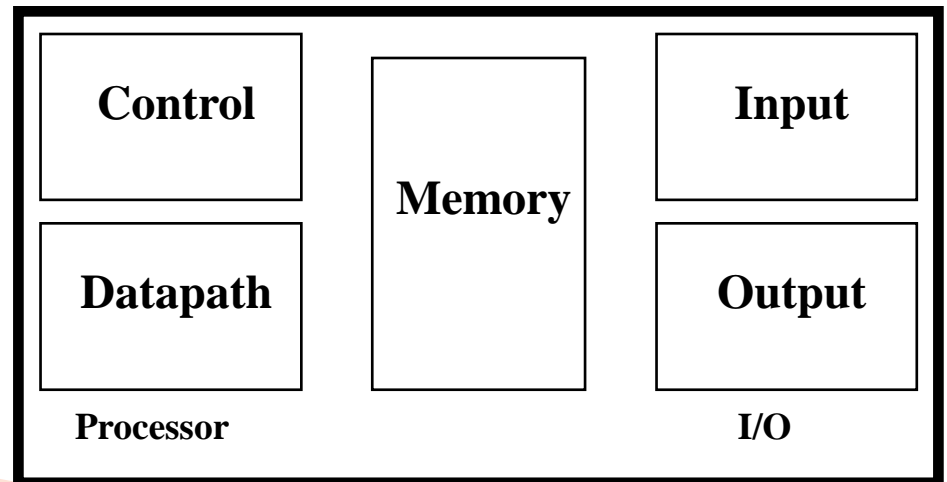
- ▶ Base 16
 - Compact representation of bit strings
 - 4 bits per hex digit

0	0000	4	0100	8	1000	c	1100
1	0001	5	0101	9	1001	d	1101
2	0010	6	0110	a	1010	e	1110
3	0011	7	0111	b	1011	f	1111

- Example: eca8 6420
 - 1110 1100 1010 1000 0110 0100 0010 0000

Registers vs. Memory

- ▶ Registers are faster to access than memory
- ▶ Arithmetic instructions operands must be registers,
— only 32 registers provided
- ▶ Operating on memory data requires loads and stores
 - More instructions to be executed
- ▶ Compiler associates variables with registers
- ▶ What about programs with lots of variables ??



Memory Organization

- ▶ Viewed as a large, single-dimension array, with an address.
- ▶ A memory address is an index into the array
- ▶ "Byte addressing" means that the index points to a byte of memory.

0	8 bits of data
1	8 bits of data
2	8 bits of data
3	8 bits of data
4	8 bits of data
5	8 bits of data
6	8 bits of data

...

Memory Organization

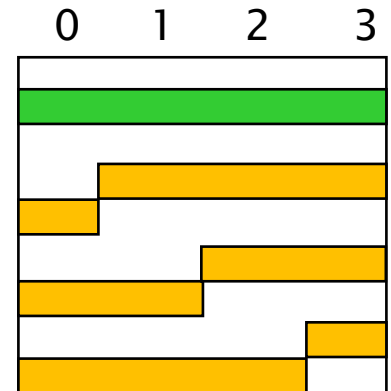
- ▶ Bytes are nice, but most data items use larger "words"
- ▶ For MIPS, a word is 32 bits or 4 bytes.

0	32 bits of data
4	32 bits of data
8	32 bits of data
12	32 bits of data

- ▶ 2^{32} bytes with byte addresses from 0 to $2^{32}-1$
- ▶ 2^{30} words with byte addresses 0, 4, 8, ... $2^{32} - 4$
- ▶ Words are aligned
i.e., what are the least 2 significant bits
of a word address?

Aligned

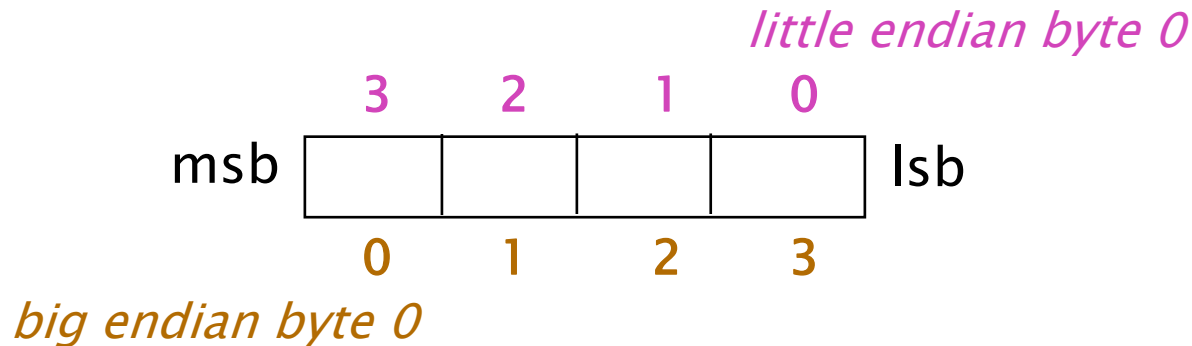
Not
aligned



Alignment: require that objects fall on address that is multiple of their size.

Addressing Objects: Endianness and Alignment

- ▶ **Big Endian**: address of most significant byte = word address (xx00 = Big End of word)
 - IBM 360/370, Motorola 68k, MIPS, Sparc, HP PA
- ▶ **Little Endian**: address of least significant byte = word address (xx00 = Little End of word)
 - Intel 80x86, DEC Vax, DEC Alpha



Memory Operand Example 1

- ▶ C code:

`g = h + A[8];`

- `g` in `$s1`, `h` in `$s2`, base address of `A` in `$s3`

- ▶ Compiled MIPS code:

- Index 8 requires offset of 32?
 - 4 bytes per word

```
lw  $t0, 32($s3)    # $t0 <= Mem[$s3 + 32]
add $s1, $s2, $t0
```

offset

base register

Memory Operand Example 2

- ▶ Arrays are often stored in memory – why?
- ▶ Replace the C code for
$$A[11] = A[10] + b$$
by equivalent MIPS instructions.
- ▶ Assume b is in register $\$s5$, the starting address for array A is in $\$s6$, using and 32-bit integer data.

Instruction

```
lw    $t3, 40($s6)
```

```
add   $t4, $t3, $s5
```

```
sw    $t4, 44($s6)
```

Comment

```
$t3 = A[10]
```

```
$t4 = A[10] + b
```

```
A[11] = $t4
```

- ▶ Why are array indices multiplied by 4?

MIPS I-Type Instructions



- ▶ Instruction fields
 - op: operation code (opcode)
 - rs: first source register number
 - rt: second source register number
 - immed: immediate value

lw \$t0, 32(\$s3) # \$t0 <= Mem[\$s3 + 32]



So far we've learned:

- ▶ MIPS
 - loading words but addressing bytes
 - arithmetic on registers only

Instruction

Meaning

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

$\$s1 = \$s2 + \$s3$

sub \$s1, \$s2, \$s3

$\$s1 = \$s2 - \$s3$

lw \$s1, 100(\$s2)

$\$s1 = \text{mem}[\$s2+100]$

sw \$s1, 100(\$s2)

$\text{mem}[\$s2+100] = \$s1$

Constants, i.e. Immediates

- ▶ Small constants are used quite frequently (50% of operands)

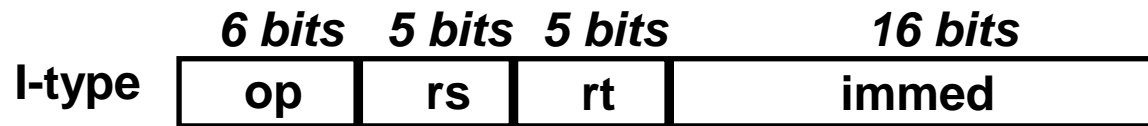
e.g., $A = A + 5;$
 $B = B + 1;$
 $C = C - 18;$

- ▶ MIPS Instructions:

```
addi $29, $29, 4
slti $8,  $18, 10
andi $29, $29, 6
ori  $29, $29, 4
```

- ▶ How do we make this work?

Immediate (I-Type) Arithmetic



- ▶ Constant data specified in an instruction

addi \$s1, \$s3, 4 (\$s1 <= \$s3 + 4)



- ▶ No subtract immediate instruction
 - Just use a negative constant
addi \$s2, \$s1, -1
- ▶ *Design Principle 3:* Make the common case fast
 - Small constants are common
 - Immediate operand avoids a load instruction

MIPS Arithmetic Instructions

<i>Instruction</i>	<i>Example</i>	<i>Meaning</i>	<i>Comments</i>
add	add \$1,\$2,\$3	$\$1 = \$2 + \$3$	3 operands; <u>exception possible</u>
subtract	sub \$1,\$2,\$3	$\$1 = \$2 - \$3$	3 operands; <u>exception possible</u>
add immediate	addi \$1,\$2,100	$\$1 = \$2 + 100$	+ constant; <u>exception possible</u>
add unsigned	addu \$1,\$2,\$3	$\$1 = \$2 + \$3$	3 operands; <u>no exceptions</u>
subtract unsigned	subu \$1,\$2,\$3	$\$1 = \$2 - \$3$	3 operands; <u>no exceptions</u>
add imm. unsign.	addiu \$1,\$2,100	$\$1 = \$2 + 100$	+ constant; <u>no exceptions</u>
multiply	mult \$2,\$3	Hi, Lo = $\$2 \times \3	64-bit signed product
multiply unsigned	multu \$2,\$3	Hi, Lo = $\$2 \times \3	64-bit unsigned product
divide	div \$2,\$3	Lo = $\$2 \div \3 , Hi = $\$2 \bmod \3	Lo = quotient, Hi = remainder
divide unsigned	divu \$2,\$3	Lo = $\$2 \div \3 , Hi = $\$2 \bmod \3	Unsigned quotient & remainder
Move from Hi	mfhi \$1	$\$1 = \text{Hi}$	Used to get copy of Hi
Move from Lo	mflo \$1	$\$1 = \text{Lo}$	Used to get copy of Lo

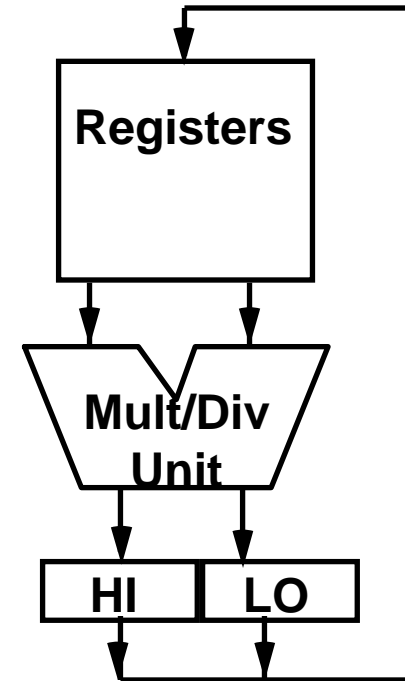
Note: Move from Hi and Move from Lo are really data transfers

Branch Instruction Design

- ▶ Why not b1t, bge, etc?
- ▶ Hardware for $<$, \geq , ... slower than $=$, \neq
 - Combining with branch involves more work per instruction, requiring a slower clock
 - All instructions penalized!
- ▶ beq and bne are the common case
- ▶ This is a good design compromise

Multiply / Divide

- ▶ Perform multiply, divide
 - `mult rs, rt`
 - `multu rs, rt`
 - `div rs, rt`
 - `divu rs, rt`
- ▶ Move result from multiply, divide
 - `mfhi rd`
 - `mflo rd`



Logical Operations

- ▶ Instructions for bitwise manipulation

Operation	C	MIPS
Shift left	<<	sll
Shift right	>>	srl
Bitwise AND	&	and, andi
Bitwise OR		or, ori

- Useful for extracting and inserting groups of bits in a word

Shift Operations

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

- ▶ shamt: how many positions to shift
- ▶ Shift left logical
 - Shift left and fill with 0 bits
 - `sll` by i bits multiplies by 2^i
 - Ex: `sll $t0, $t0, 5`
- ▶ Shift right logical
 - Shift right and fill with 0 bits
 - `srl` by i bits divides by 2^i (unsigned only)

AND Operations

- ▶ Useful to mask bits in a word
 - Select some bits, clear others to 0

and \$t0, \$t1, \$t2

\$t2	0000 0000 0000 0000 0000 1101 1100 0000
\$t1	0000 0000 0000 0000 0011 1100 0000 0000
\$t0	0000 0000 0000 0000 0000 1100 0000 0000

OR Operations

- ▶ Useful to include bits in a word
 - Set some bits to 1, leave others unchanged

or \$t0, \$t1, \$t2

\$t2	0000 0000 0000 0000 0000 1101 1100 0000
\$t1	0000 0000 0000 0000 0011 1100 0000 0000
\$t0	0000 0000 0000 0000 0011 1101 1100 0000

NOT Operations

- ▶ Useful to invert bits in a word
 - Change 0 to 1, and 1 to 0
- ▶ MIPS has NOR 3–operand instruction
 - $a \text{ NOR } b == \text{NOT} (a \text{ OR } b)$

`nor $t0, $t1, $zero`

Register 0: always
read as zero

\$t1 0000 0000 0000 0000 0011 1100 0000 0000

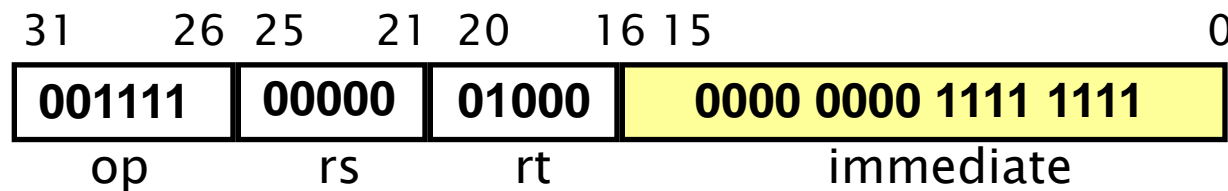
\$t0 1111 1111 1111 1111 1100 0011 1111 1111

MIPS logical instructions

<i>Instruction</i>	<i>Example</i>	<i>Meaning</i>	<i>Comment</i>
and	and \$1,\$2,\$3	$\$1 = \$2 \ \& \ \$3$	3 reg. operands; Logical AND
or	or \$1,\$2,\$3	$\$1 = \$2 \ \ \$3$	3 reg. operands; Logical OR
xor	xor \$1,\$2,\$3	$\$1 = \$2 \ \oplus \ \$3$	3 reg. operands; Logical XOR
nor	nor \$1,\$2,\$3	$\$1 = \sim(\$2 \ \ \$3)$	3 reg. operands; Logical NOR
and immediate	andi \$1,\$2,10	$\$1 = \$2 \ \& \ 10$	Logical AND reg, constant
or immediate	ori \$1,\$2,10	$\$1 = \$2 \ \ 10$	Logical OR reg, constant
xor immediate	xori \$1, \$2,10	$\$1 = \$2 \ \oplus \ 10$	Logical XOR reg, constant
shift left logical	sll \$1,\$2,10	$\$1 = \$2 \ \ll \ 10$	Shift left by constant
shift right logical	srl \$1,\$2,10	$\$1 = \$2 \ \gg \ 10$	Shift right by constant
shift right arit.	sra \$1,\$2,10	$\$1 = \$2 \ \gg \ 10$	Shift right (sign extend)
shift left logical	sllv \$1,\$2,\$3	$\$1 = \$2 \ \ll \ \$3$	Shift left by variable
shift right logical	srlv \$1,\$2, \$3	$\$1 = \$2 \ \gg \ \$3$	Shift right by variable
shift right arit.	srav \$1,\$2, \$3	$\$1 = \$2 \ \gg \ \$3$	Shift right arith. by variable

Load Upper Immediate

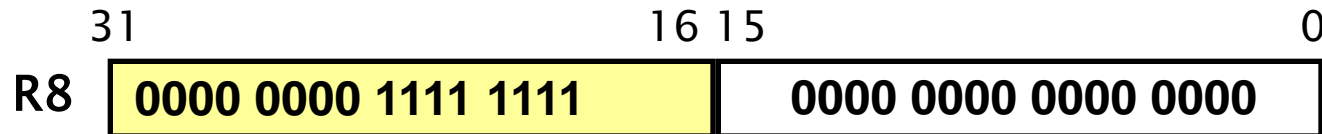
- ▶ Example: **lui R8, 255**



- ▶ Transfers the immediate field into the register's top 16 bits and fills the register's lower 16 bits with zeros

R8[31:16] <-- 255

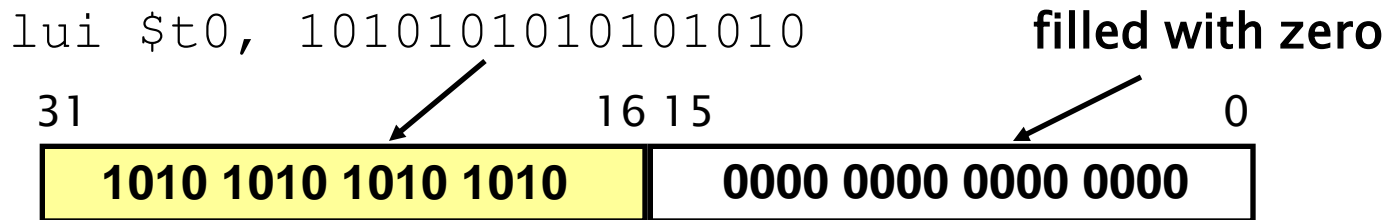
R8[15:0] <-- 0





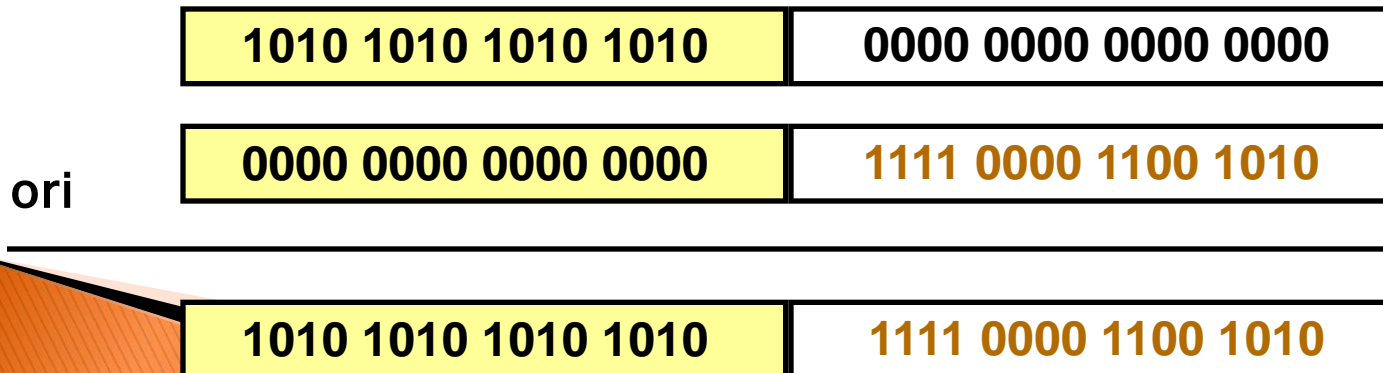
Large Constants

- ▶ We'd like to be able to load a 32 bit constant into a register
- ▶ Must use two instructions, new "load upper immediate" instruction



- ▶ Then must get the lower order bits right, i.e.,

ori \$t0, \$t0, 1111000011001010



Unsigned Binary Integers

- ▶ Given an n-bit number

$$x = x_{n-1}2^{n-1} + x_{n-2}2^{n-2} + \dots + x_12^1 + x_02^0$$

- Range: 0 to $+2^n - 1$

- Example

- $$\begin{aligned} &0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 1011_2 \\ &= 0 + \dots + 1 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 1 \times 2^0 \\ &= 0 + \dots + 8 + 0 + 2 + 1 = 11_{10} \end{aligned}$$

- Using 32 bits

- 0 to $+4,294,967,295$

Signed Negation

- ▶ Complement and add 1
 - Complement means $1 \rightarrow 0, 0 \rightarrow 1$

$$x + \bar{x} = 1111 \dots 111_2$$

$$\bar{x} + 1 = -x$$

■ Example: negate +2

- $+2 = 0000 \ 0000 \ \dots \ 0010_2$

- $-2 = 1111 \ 1111 \ \dots \ 1101_2 + 1$
 $= 1111 \ 1111 \ \dots \ 1110_2$

2s-Complement Signed Integers

- ▶ Given an n-bit number

$$x = -x_{n-1}2^{n-1} + x_{n-2}2^{n-2} + \dots + x_12^1 + x_02^0$$

- Range: -2^{n-1} to $+2^{n-1} - 1$

- Example

- $$\begin{aligned} &1111\ 1111\ 1111\ 1111\ 1111\ 1111\ 1111\ 1100_2 \\ &= -0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0100_2 \\ &= -4_{10} \end{aligned}$$

- Using 32 bits

- $-2,147,483,648$ to $+2,147,483,647$

2s-Complement Signed Integers

- ▶ Bit 31 is sign bit
 - 1 for negative numbers
 - 0 for non-negative numbers
- ▶ $-(-2^n - 1)$ can't be represented
- ▶ Non-negative numbers have the same unsigned and 2s-complement representation
- ▶ Some specific numbers
 - 0: 0000 0000 ... 0000
 - -1: 1111 1111 ... 1111
 - Most-negative: 1000 0000 ... 0000
 - Most-positive: 0111 1111 ... 1111

Sign Extension

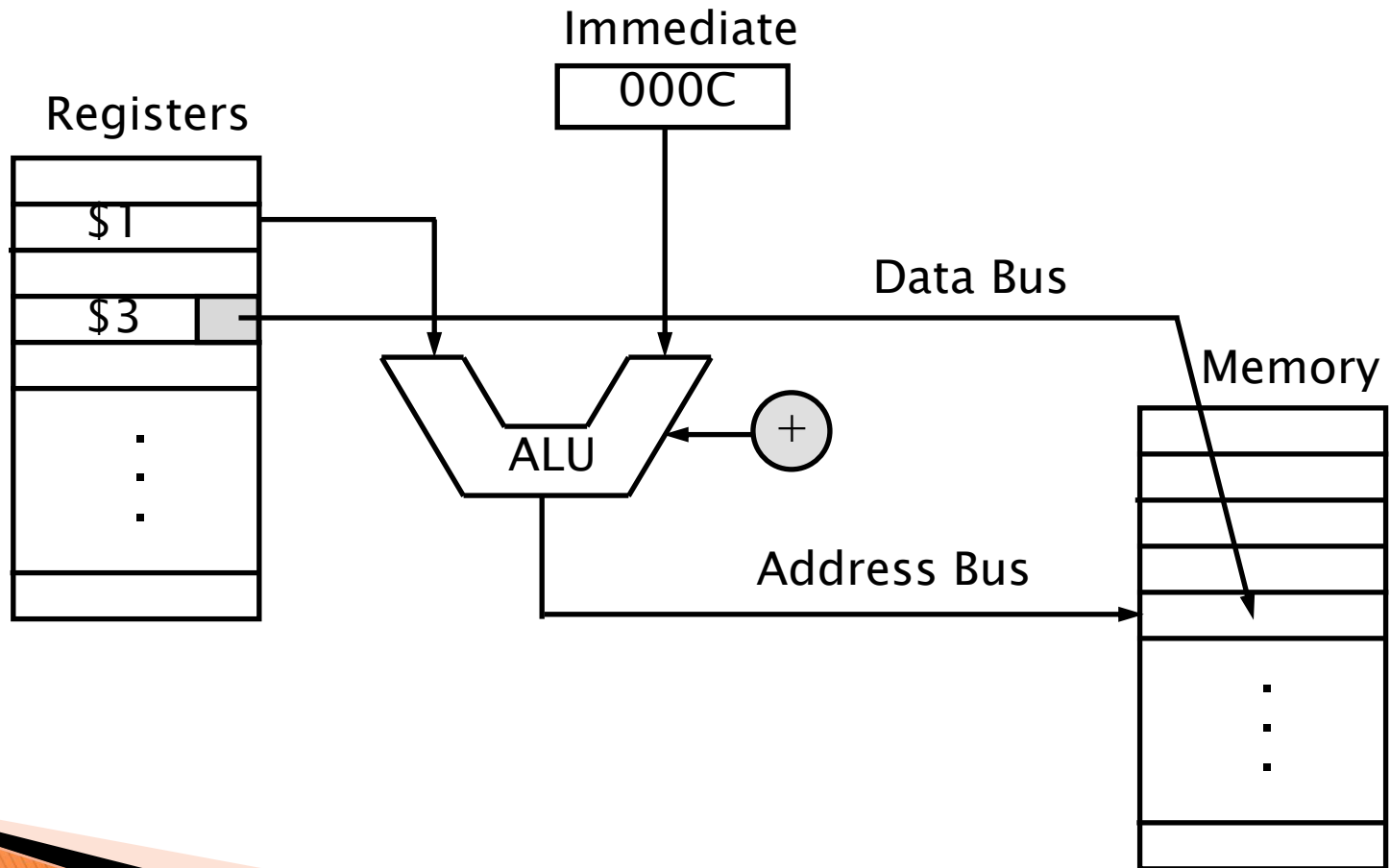
- ▶ Representing a number using more bits
 - Preserve the numeric value
- ▶ In MIPS instruction set
 - addi: extend immediate value
 - lb, lh: extend loaded byte/halfword
 - beq, bne: extend the displacement
- ▶ Replicate the sign bit to the left
 - c.f. unsigned values: extend with 0s
- ▶ Examples: 8-bit to 16-bit
 - +2: 0000 0010 => 0000 0000 0000 0010
 - -2: 1111 1110 => 1111 1111 1111 1110

MIPS Data Transfer Instructions

<i>Instruction</i>	<i>Comment</i>
sw \$3, 500(\$4)	Store word
sh \$3, 502(\$2)	Store half
sb \$2, 41(\$3)	Store byte
lw \$1, 30(\$2)	Load word
lh \$1, 40(\$3)	Load halfword
lhu \$1, 40(\$3)	Load halfword unsigned
lb \$1, 40(\$3)	Load byte
lbu \$1, 40(\$3)	Load byte unsigned
lui \$1, 40	Load Upper Immediate (16 bits shifted left by 16)

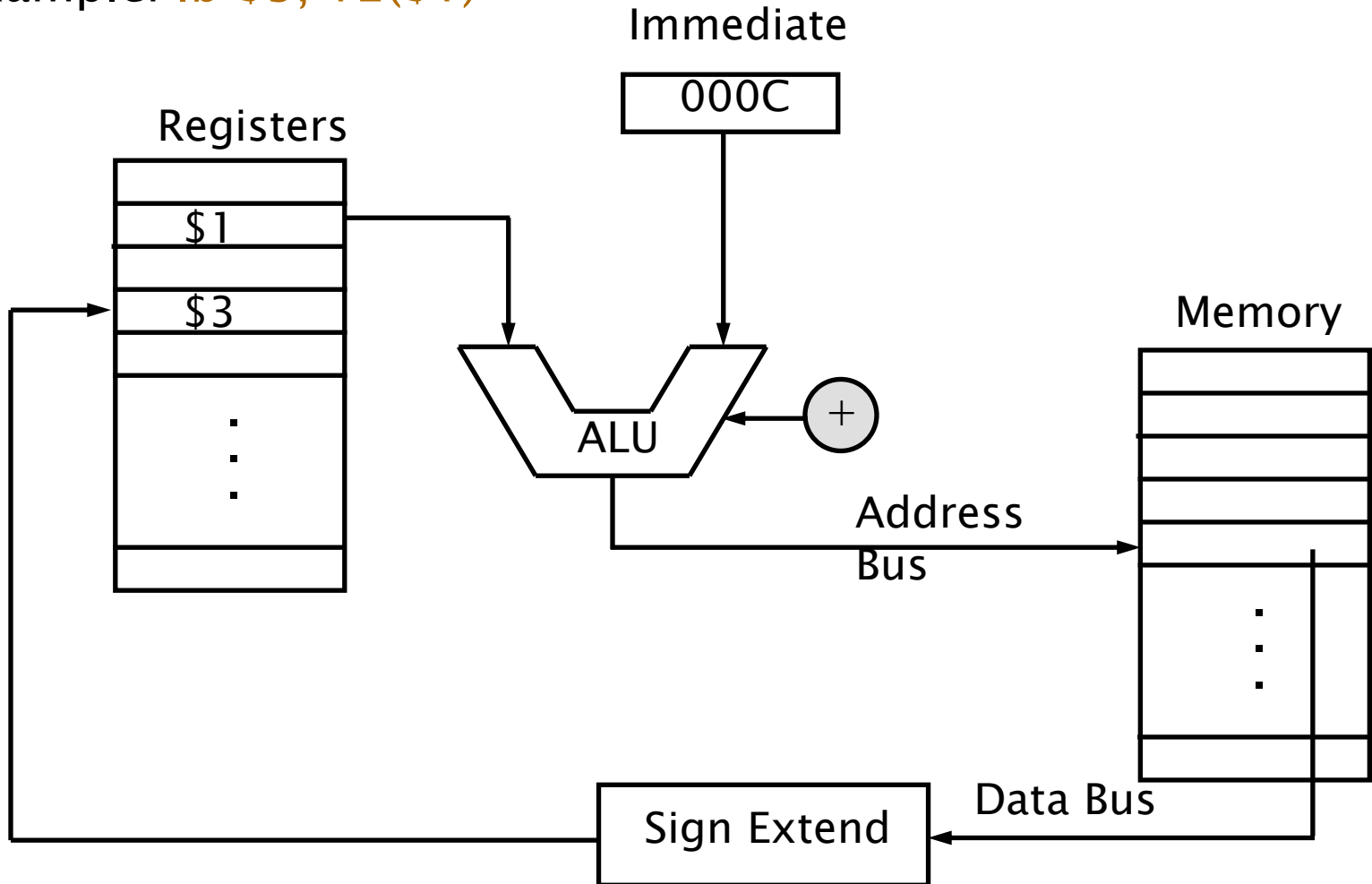
Store Byte (sb) instruction

- Example: **sb \$3, 12(\$1)**



Load Byte (lb) instruction

- Example: **lb \$3, 12(\$1)**



Conditional Operations

- ▶ Branch to a labeled instruction if a condition is true
 - Otherwise, continue sequentially
- ▶ `beq $rs, $rt, L1`
 - if (`rs == rt`) branch to instruction labeled L1;
- ▶ `bne $rs, $rt, L1`
 - if (`rs != rt`) branch to instruction labeled L1;
- ▶ `j L1`
 - unconditional jump to instruction labeled L1

Instruction

`bne $t0, $t1, Label`

`beq $t0, $t1, Label`

Comment

`if (t0 != t1) goto Label`

`if (t0 == t1) goto Label`

Compiling If Statements

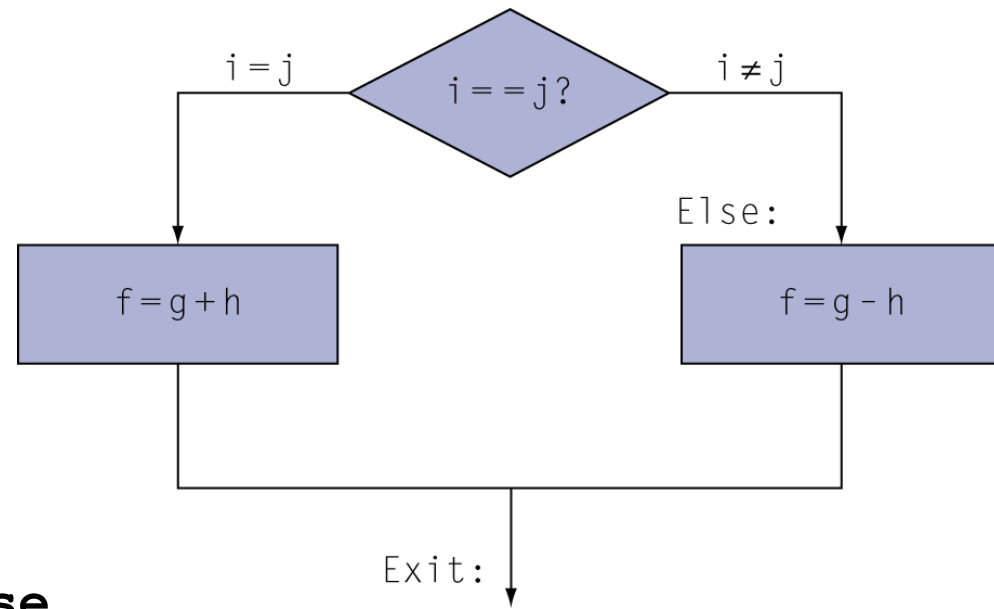
- ▶ C code:

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

- f, g, ... in \$s0, \$s1, ...

- ▶ Compiled MIPS code:

```
        bne $s3, $s4, Else  
        add $s0, $s1, $s2  
        j   Exit  
Else:   sub $s0, $s1, $s2  
Exit:   ...
```



Assembler calculates addresses

Compiling Loop Statements

- ▶ C code:

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

- i in \$s3, k in \$s5, address of save in \$s6

- ▶ Compiled MIPS code:

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

Branch Instructions

- ▶ Branch instructions end up the way we implement C-style loops

```
for (j = 0; j < 10; j++) {  
    a = a + j;  
}
```

```
assume s0 == j;    s1 == a;    t0 == temp;
```

```
                                and $s0, $s0, $zero  
                                addi $t1, $zero, 10  
portakal:                      beq $s0, $t1, armut  
                                add $s1, $s1, $s0  
                                addi $s0, $s0, 1  
                                j portakal
```

```
armut:
```

More Conditional Operations

- ▶ Set result to 1 if a condition is true
 - Otherwise, set to 0
- ▶ `slt $rd, $rs, $rt`
 - if ($\$rs < \rt) $\$rd = 1$; else $\$rd = 0$;
- ▶ `slti $rt, $rs, constant`
 - if ($\$rs < \text{constant}$) $\$rt = 1$; else $\$rt = 0$;
- ▶ Use in combination with `beq, bne` (branch if $s1 \leq s2$)
 - `slt $t0, $s2, $s1 # if ($\$s1 \leq \$s2$)`
 - `beq $t0, $zero, L # branch to L`

Signed vs. Unsigned

- ▶ Signed comparison: `slt`, `slti`
- ▶ Unsigned comparison: `sltu`, `sltui`
- ▶ Example
 - `$s0 = 1111 1111 1111 1111 1111 1111 1111 1111`
 - `$s1 = 0000 0000 0000 0000 0000 0000 0000 0001`
 - `slt $t0, $s0, $s1 # signed`
 - $-1 < +1 \Rightarrow \$t0 = 1$
 - `sltu $t0, $s0, $s1 # unsigned`
 - $+4,294,967,295 > +1 \Rightarrow \$t0 = 0$

Signed vs. Unsigned Comparison Example

$R1 = 0\dots00\ 0000\ 0000\ 0000\ 0001_2 = 1_{10}$

$R2 = 0\dots00\ 0000\ 0000\ 0000\ 0010_2 = 2_{10}$

$R3 = 1\dots11\ 1111\ 1111\ 1111\ 1000_2 = -8_{10}$

- ▶ After executing these instructions:

`slt R4,R2,R1 ; if (R2 < R1) R4=1; else R4=0`

`slt R5,R3,R1 ; if (R3 < R1) R5=1; else R5=0`

`sltu R6,R2,R1 ; if (R2 < R1) R6=1; else R6=0`

`sltu R7,R3,R1 ; if (R3 < R1) R7=1; else R7=0`

- ▶ What are values of registers R4 – R7? Why?

$R4 = 0$; $R5 = 1$; $R6 = 0$; $R7 = 0$;

MIPS Compare and Branch

▶ Compare and Branch

- **beq rs, rt, offset** if $R[rs] == R[rt]$ then PC-relative branch
- **bne rs, rt, offset** $<>$

▶ Compare to Zero and Branch

- **blez rs, offset** if $R[rs] \leq 0$ then PC-relative branch
- **bgtz rs, offset** $>$
- **bltz rs, offset** $<$
- **bgez rs, offset** \geq

▶ Remaining set of compare and branch take two instructions

MIPS Compare and Jump Instructions

<i>Instruction</i>	<i>Example</i>	<i>Meaning</i>
set on less than	slt \$1,\$2,\$3 <i>Compare less than; 2's complement</i>	if ($\$2 < \3) $\$1=1$; else $\$1=0$
set less than imm	slti \$1,\$2,100 <i>Compare < constant; 2's complement</i>	if ($\$2 < 100$) $\$1=1$; else $\$1=0$
set less than uns.	sltu \$1,\$2,\$3 <i>Compare less than; unsigned numbers</i>	if ($\$2 < \3) $\$1=1$; else $\$1=0$
set l. t. imm. uns.	sltiu \$1,\$2,100 <i>Compare < constant; unsigned numbers</i>	if ($\$2 < 100$) $\$1=1$; else $\$1=0$
jump	j 10000 <i>Jump to target address</i>	go to (PC[31,28], 40000)
jump and link	jal 10000 <i>For procedure/subroutine call</i>	$\$31 = PC + 4$; go to (PC[31,28], 40000)
jump register	jr \$31 <i>For switch, procedure/subroutine return</i>	go to \$31

J-Type Operands



- ▶ Constant data specified in an instruction

j 10000 (\$PC <= \$PC[31:28]:40000)



- ▶ No subtract immediate instruction
 - Just use a negative constant
addi \$s2, \$s1, -1
- ▶ *Design Principle 3:* Make the common case fast
 - Small constants are common
 - Immediate operand avoids a load instruction

Target Addressing Example

- ▶ Loop code from earlier example
 - Assume Loop at location 80000

```
Loop: sll    $t1, $s3, 2    80000
      add    $t1, $t1, $s6  80004
      lw     $t0, 0($t1)    80008
      bne    $t0, $s5, Exit 80012
      addi   $s3, $s3, 1    80016
      j      Loop          80020
Exit: ...                  80024
```

0	0	19	9	2	0
0	9	22	9	0	32
35	9	8	0		
5	8	21	2		
8	19	19	1		
2	20000				

Branching Far Away

- ▶ If branch target is too far to encode with 16-bit offset, assembler rewrites the code
- ▶ Example

```
        beq $s0,$s1, L1
           ↓
        bne $s0,$s1, L2
        j  L1
L2:      ...
```

MIPS Instruction Types



Field

op

rs

rt

rd

shamt

funct

immed

Meaning

Basic operation of the instruction (opcode)

First register source operand

Second register source operand

Register destination operand (gets result)

Shift amount

Function field – selects the variant of the operation in the op field (function code)

Immediate value

Translating MIPS Assembly into Machine Language

- ▶ Humans see instructions as words (assembly language), but the computer sees them as ones and zeros (machine language).
- ▶ An **assembler** translates from assembly language to machine language.
- ▶ For example, the MIPS instruction **add \$t0, \$s1, \$s2** is translated as follows:

<u>Assembly</u>	<u>Comment</u>
add	op = 0, shamt = 0, funct = 32
\$t0	rd = 8
\$s1	rs = 17
\$s2	rt = 18

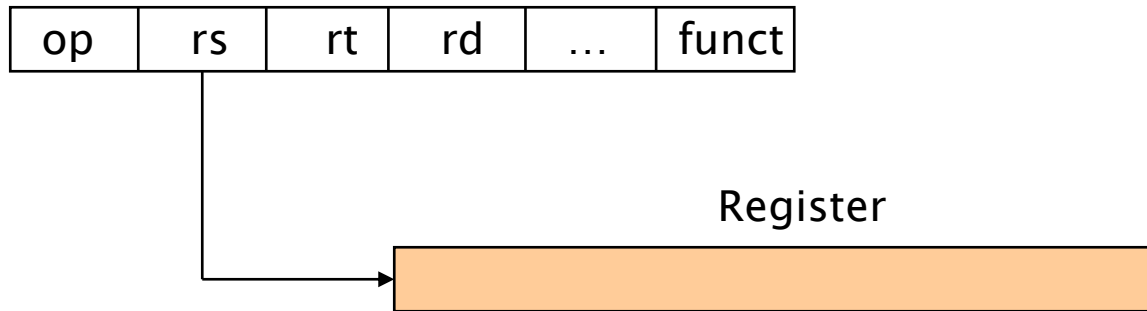
000000	10001	10010	01000	00000	100000
op	rs	rt	rd	shamt	funct

MIPS Addressing Modes

- ▶ Addressing modes specify where the data used by an instruction is located.
- ▶ Often, the type of addressing mode depends on the type of operation being performed (e.g., branches all use PC relative)
- ▶ Five addressing modes are used in MIPS 3000:
 - Register addressing
 - Immediate addressing
 - Base addressing
 - PC-relative addressing
 - Pseudodirect addressing

MIPS Addressing Modes (Cont'd)

1. Register addressing (R-Type)



Example:

add \$s1, \$s2, \$s3 \longrightarrow \$s1 = \$s2 + \$s3

0	18	19	17	0	32
---	----	----	----	---	----

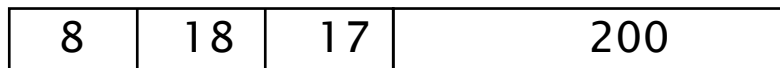
MIPS Addressing Modes (Cont'd)

2. Immediate addressing (I-Type)



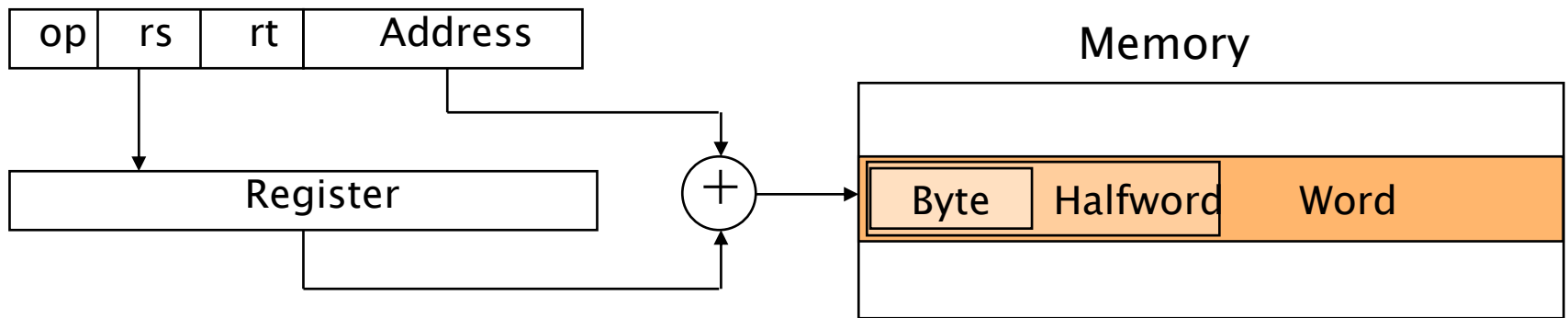
Example:

addi \$s1, \$s2, 200 \longrightarrow $\$s1 = \$s2 + 200$



MIPS Addressing Modes (Cont'd)

3. Base addressing (I-Type)



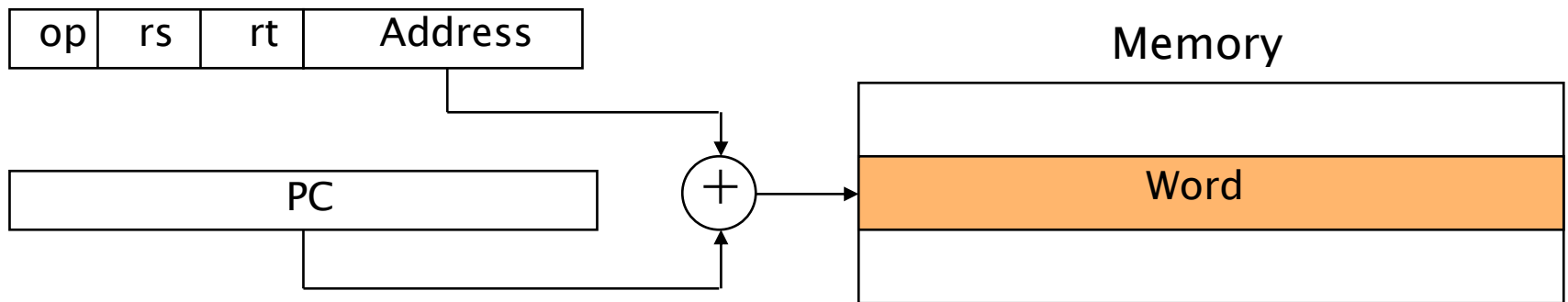
Example:

`lw $s1, 200($s2)` \longrightarrow `$s1 = mem[200 + $s2]`

35	18	17	200
----	----	----	-----

MIPS Addressing Modes (Cont'd)

4. PC-relative addressing (I-Type)



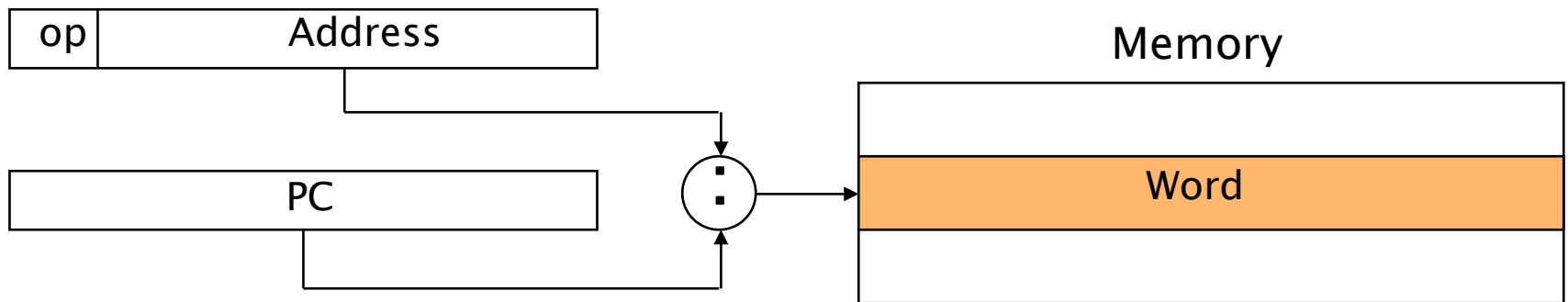
Example:

`beq $s1, $s2, 200` \longrightarrow if ($\$s1 == \$s2$) $PC = PC + 4 + 200 * 4$

4	18	17	200
---	----	----	-----

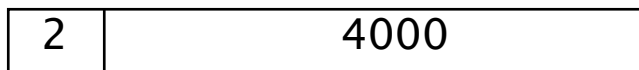
MIPS Addressing Modes (Cont'd)

5. Pseudodirect addressing (J-Type)



Example:

j 4000 \longrightarrow PC = (PC[31:28], 4000*4)



Addressing Mode Summary

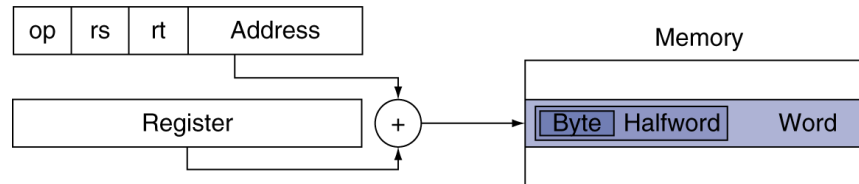
1. Immediate addressing



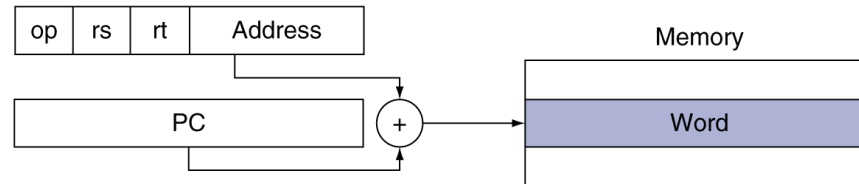
2. Register addressing



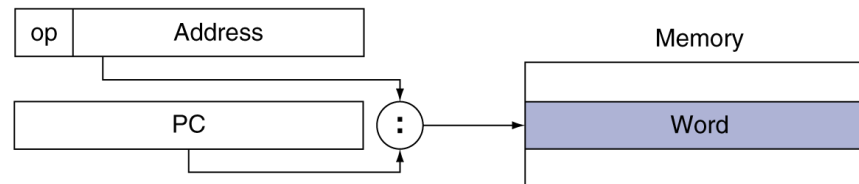
3. Base addressing



4. PC-relative addressing



5. Pseudodirect addressing



An Assembly Example

```
int A[100], B[100], C[100];
```

```
for (i=1; i < 99; i++) {  
    if (A[i] == B[i])  
        C[i] = A[i];  
    else  
        C[i] = A[i-1];  
}
```

Assume base address of A is in
\$a0, B is in \$a1, C is in \$a2.
Use \$t0 for variable i.

**Find bugs in this code and
correct**

```
        addi $t0, $zero, 1  
        addi $t5, $zero, 99  
  
loop:  
        lw  $t1, 4($a0)  
        lw  $t2, 4($a1)  
        beq $t1, $t2, equ  
        lw  $t1, 0($a0)  
  
equ:  
        sw  $t1, 0($a2)  
        addi $t0, $t0, 1  
        addi $a0, $a0, 4  
        addi $a1, $a1, 4  
        bne $t0, $t5, loop  
  
exit:  
        nop
```

Pseudo-instructions

- ▶ The MIPS assembler supports several **pseudo-instructions**:
 - not directly supported in hardware
 - implemented using one or more supported instructions
 - simplify assembly language programming and translation

- ▶ For example, the pseudo-instruction

move \$t0, \$t1

is implemented as

add \$t0, \$zero, \$t1

- ▶ The pseudo-instruction

blt \$s0, \$s1, Else

is implemented as

slt \$at, \$s0, \$s1

bne \$at, \$zero, Else

Details of The MIPS Instruction Set

- ▶ Register zero always has the value zero (even if you try to write it)
- ▶ Branch/jump and link put the return addr. PC+4 into the link register (R31)
- ▶ All instructions change all 32 bits of the destination register (including lui, lb, lh) and all read all 32 bits of sources (add, sub, and, or, ...)
- ▶ Immediate arithmetic and logical instructions are extended as follows:
 - logical immediates ops are zero extended to 32 bits
 - arithmetic immediates ops are sign extended to 32 bits
- ▶ The data loaded by the instructions lb and lh are extended as follows:
 - lbu, lhu are zero extended
 - lb, lh are sign extended
- ▶ Overflow can occur in these arithmetic and logical instructions:
 - add, sub, addi
- ▶ it cannot occur in
 - addu, subu, addiu, and, or, xor, nor, shifts, mult, multu, div, divu

Summary: Features of MIPS ISA

- ▶ **32-bit fixed format inst (3 formats)**
- ▶ **31 32-bit GPR (R0 contains zero) and 32 FP registers (and PC, HI, and LO)**
- ▶ **3-address, reg-reg arithmetic instr.**
- ▶ **Single address mode for load/store:
base+displacement**
- ▶ **Simple branch conditions**
 - compare one register against zero or two registers for $=, \neq$