

2.5 Representing Instructions in Computer

- Instructions are encoded in binary
 - Called machine code
- MIPS instructions
 - Encoded as **32-bit** instruction words

Representation of a Program

- High-level language
 - Level of abstraction closer to the problem domain
 - Provides productivity and portability
- Assembly language
 - Textual representation of instructions
- Hardware representation
 - Binary digits (bits)
 - Encoded instructions and data

```
void swap (int v[], int k){  
    int temp;  
    temp = v[k];  
    v[k] = v[k+1];  
    v[k+1] = temp;  
}
```

source file

⇓
compiler
⇓

```
swap :    sll    $2, $5, 2  
          add    $2, $4, $2  
          lw     $15, 0($2)  
          lw     $16, 4($2)  
          sw     $16, 0($2)  
          sw     $15, 4($2)  
          jr     $31
```

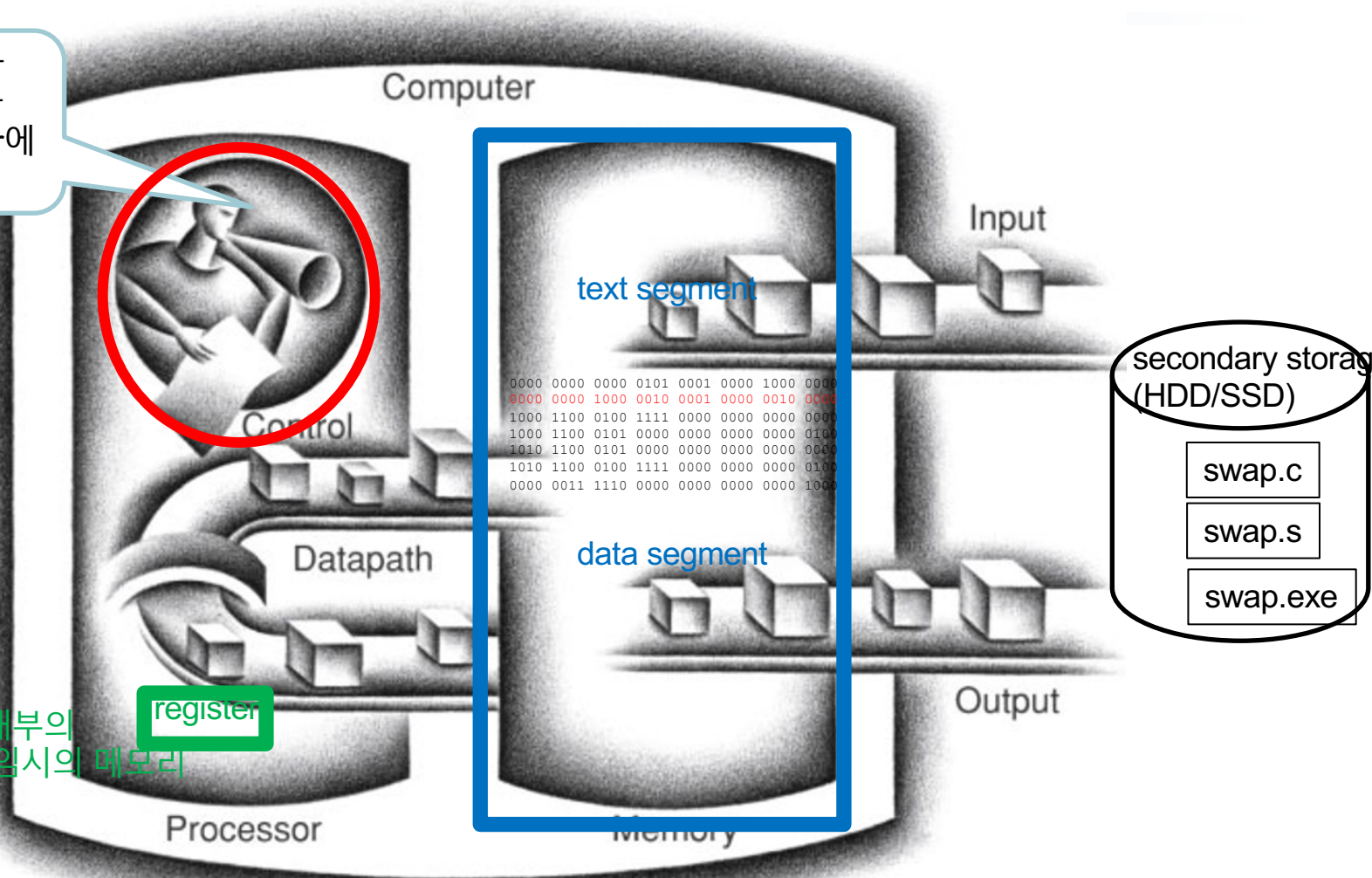
⇓
assembler
⇓

executable file

0000	0000	0000	0101	0001	0000	1000	0000
0000	0000	1000	0010	0001	0000	0010	0000
1000	1100	0100	1111	0000	0000	0000	0000
1000	1100	0101	0000	0000	0000	0000	0100
1010	1100	0101	0000	0000	0000	0000	0000
1010	1100	0100	1111	0000	0000	0000	0100
0000	0011	1110	0000	0000	0000	0000	1000

4번 register의 값과
2번 register의 값을
더해서 2번 register에
써라.

프로세서 내부의
작고 빠른 임시의 메모리



QtSpim

FP Regs

Int Regs [10]

Int Regs [10]

PC = 0

EPC = 0

Cause = 0

BadVAddr = 0

Status = 805371664

HI = 0

LO = 0

R0 [r0] = 0

R1 [at] = 0

R2 [v0] = 0

R3 [v1] = 0

R4 [a0] = 3

R5 [a1] = 2147483100

R6 [a2] = 2147483116

R7 [a3] = 0

R8 [t0] = 0

R9 [t1] = 0

R10 [t2] = 0

R11 [t3] = 0

R12 [t4] = 0

R13 [t5] = 0

R14 [t6] = 0

R15 [t7] = 0

R16 [s0] = 0

R17 [s1] = 0

R18 [s2] = 0

R19 [s3] = 0

R20 [s4] = 0

R21 [s5] = 0

R22 [s6] = 0

R23 [s7] = 0

Data

Text

User Text Segment [00400000]..[00440000]

[00400000] 8fa40000 lw \$4, 0(\$29)

[00400004] 27a50004 addiu \$5, \$29, 4

[00400008] 24a60004 addiu \$6, \$5, 4

[0040000c] 00041080 sll \$2, \$4, 2

[00400010] 00c23021 addu \$6, \$6, \$2

[00400014] 0c100009 jal 0x00400024 [main]

[00400018] 00000000 nop

[0040001c] 3402000a ori \$2, \$0, 10

[00400020] 0000000c syscall

[00400024] 200b0007 addi \$11, \$0, 7

[00400028] 200c0006 addi \$12, \$0, 6

[0040002c] 016c6820 add \$13, \$11, \$12

[00400030] 016c7022 sub \$14, \$11, \$12

[00400034] 200ffffa addi \$15, \$0, -6

[00400038] 016fc020 add \$24, \$11, \$15

Kernel Text Segment [80000000]..[80010000]

[80000180] 0001d821 addu \$27, \$0, \$1

[80000184] 3c019000 lui \$1, -28672

[80000188] ac220200 sw \$2, 512(\$1)

[8000018c] 3c019000 lui \$1, -28672

[80000190] ac240204 sw \$4, 516(\$1)

[80000194] 401a6800 mfc0 \$26, \$13

[80000198] 001a2082 srl \$4, \$26, 2

[8000019c] 3084001f andi \$4, \$4, 31

[800001a0] 34020004 ori \$2, \$0, 4

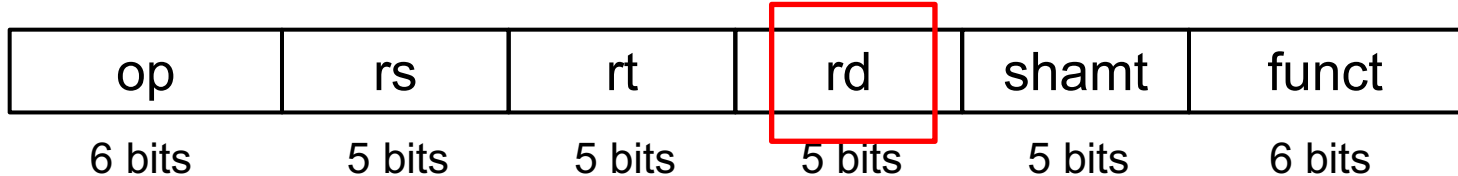
[800001a4] 3c049000 lui \$4, -28672 [__m1_]

[800001a8] 0000000c syscall

[800001ac] 34020001 ori \$2, \$0, 1

[800001b0] 001a2082 srl \$4, \$26, 2

MIPS R-format Instructions



- 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-format Example : add

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

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



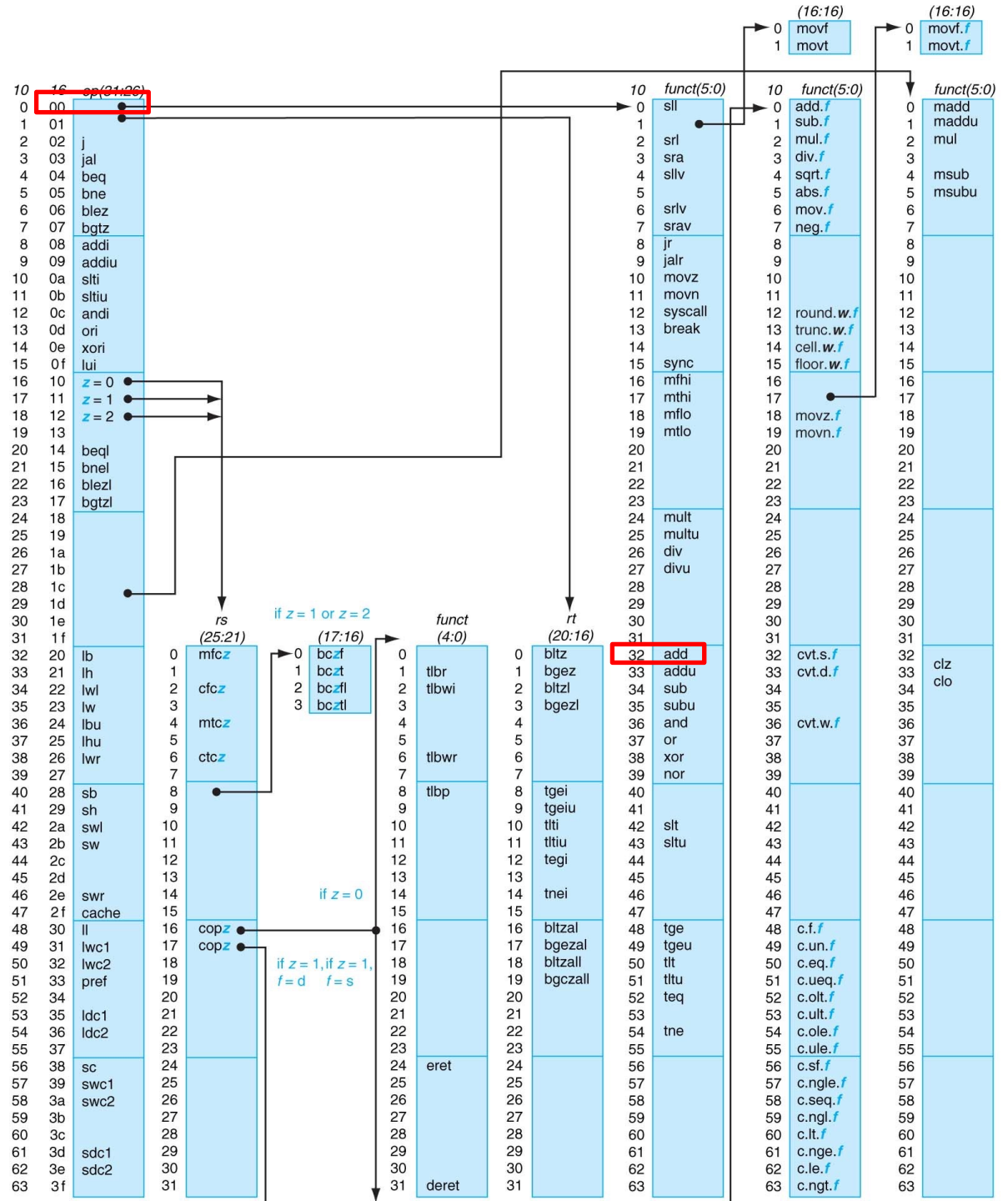
special	\$s1	\$s2	\$t0	0	add
---------	------	------	------	---	-----

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

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

$$00000010001100100100000000100000_2 = 02324020_{16}$$

- **Appendix A-50**



MIPS Reference Data

①



CORE INSTRUCTION SET

NAME, MNEMONIC	FOR-MAT	OPERATION (in Verilog)	OPCODE / FUNCT (Hex)
Add	add	R $R[rd] = R[rs] + R[rt]$	(1) 0 / 20 _{hex}
Add Immediate	addi	I $R[rt] = R[rs] + \text{SignExtImm}$	(1,2) 8 _{hex}
Add Imm. Unsigned	addiu	I $R[rt] = R[rs] + \text{SignExtImm}$	(2) 9 _{hex}
Add Unsigned	addu	R $R[rd] = R[rs] + R[rt]$	0 / 21 _{hex}
And	and	R $R[rd] = R[rs] \& R[rt]$	0 / 24 _{hex}
And Immediate	andi	I $R[rt] = R[rs] \& \text{ZeroExtImm}$	(3) c _{hex}
Branch On Equal	beq	I $\text{if}(R[rs] == R[rt])$ $PC = PC + 4 + \text{BranchAddr}$	(4) 4 _{hex}
Branch On Not Equal	bne	I $\text{if}(R[rs] != R[rt])$ $PC = PC + 4 + \text{BranchAddr}$	(4) 5 _{hex}
Jump	j	J $PC = \text{JumpAddr}$	(5) 2 _{hex}
Jump And Link	jal	J $R[31] = PC + 8; PC = \text{JumpAddr}$	(5) 3 _{hex}
Jump Register	jr	R $PC = R[rs]$	0 / 08 _{hex}
Load Byte Unsigned	lbu	I $R[rt] = \{24'b0, M[R[rs] + \text{SignExtImm}](7:0)\}$	(2) 24 _{hex}
Load Halfword Unsigned	lhu	I $R[rt] = \{16'b0, M[R[rs] + \text{SignExtImm}](15:0)\}$	(2) 25 _{hex}
Load Linked	ll	I $R[rt] = M[R[rs] + \text{SignExtImm}]$	(2,7) 30 _{hex}
Load Upper Imm.	lui	I $R[rt] = \{\text{imm}, 16'b0\}$	f _{hex}
Load Word	lw	I $R[rt] = M[R[rs] + \text{SignExtImm}]$	(2) 23 _{hex}
Nor	nor	R $R[rd] = \sim (R[rs] R[rt])$	0 / 27 _{hex}
Or	or	R $R[rd] = R[rs] R[rt]$	0 / 25 _{hex}
Or Immediate	ori	I $R[rt] = R[rs] \text{ZeroExtImm}$	(3) d _{hex}

Pseudoinstructions follow roughly the same conventions, but omit instruction encoding information. For example:

Multiply (without overflow)

```
mul rdest, rsrc1, src2    pseudoinstruction
```

In pseudoinstructions, `rdest` and `rsrc1` are registers and `src2` is either a register or an immediate value. In general, the assembler and SPIM translate a more general form of an instruction (e.g., `add $v1, $a0, 0x55`) to a specialized form (e.g., `addi $v1, $a0, 0x55`).

Arithmetic and Logical Instructions

Absolute value

```
abs rdest, rsrc    pseudoinstruction
```

Put the absolute value of register `rsrc` in register `rdest`.

Addition (with overflow)

<code>add rd, rs, rt</code>	0	rs	rt	rd	0	0x20
	6	5	5	5	5	6

Disassemble the following MIPS instruction (기계어 → 어셈블리어)

- 0x00853022

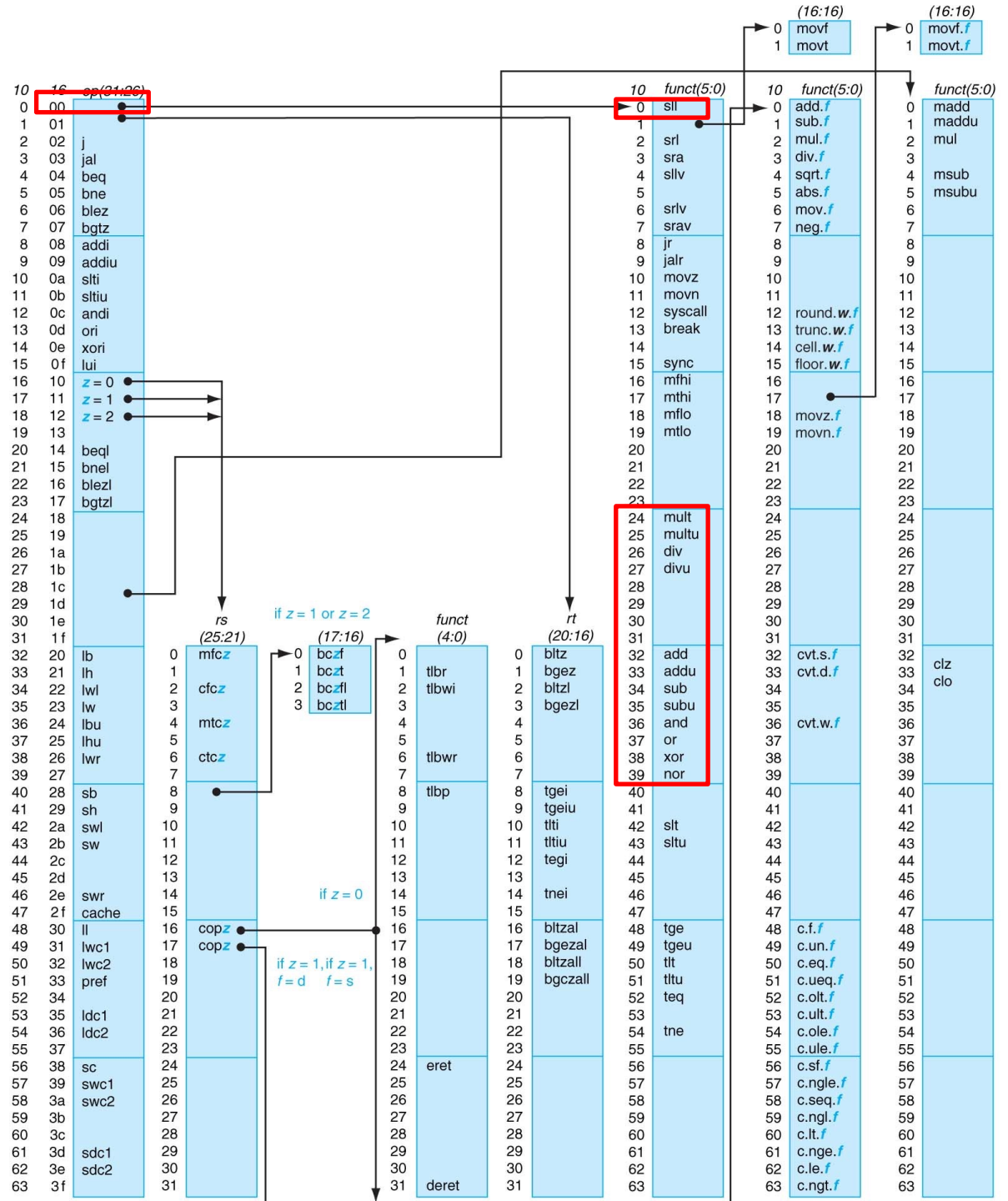
= 0000 0000 1000 0101 0011 0000 0010 0010

= 000000 00100 00101 00110 00000 100010

000000	00100	00101	00110	00000	100010
op	rs	rt	rd	shamt	funct

= sub \$6, \$4, \$5

- **Appendix A-50**



R-format instructions

- **add / addu**
- **sub / subu**
- **or / and / nor**
- **sll / srl**

op	rs	rt	rd	shamt	funct
0	0	16	10	4	0

sll \$10, \$16, 4



000000 00000 10000 01010 00100 000000

0000 0000 0001 0000 0101 0001 0000 0000

= 0x00105100

FP Regs		Int Regs [16]		Data		Text	
		Int Regs [16]				Text	
PC	= 0	User Text Segment [00400000]..[00440000]					
EPC	= 0	[00400000]	8fa40000	lw \$4, 0(\$29)		; 183: lw \$a0 0(\$sp) # argc	
Cause	= 0	[00400004]	27a50004	addiu \$5, \$29, 4		; 184: addiu \$a1 \$sp 4 # argv	
BadVAddr	= 0	[00400008]	24a60004	addiu \$6, \$5, 4		; 185: addiu \$a2 \$a1 4 # envp	
Status	= 3000ff10	[0040000c]	00041080	sll \$2, \$4, 2		; 186: sll \$v0 \$a0 2	
		[00400010]	00c23021	addu \$6, \$6, \$2		; 187: addu \$a2 \$a2 \$v0	
HI	= 0	[00400014]	0c100009	jal 0x00400024 [main]		; 188: jal main	
LO	= 0	[00400018]	00000000	nop		; 189: nop	
		[0040001c]	3402000a	ori \$2, \$0, 10		; 191: li \$v0 10	
R0 [r0]	= 0	[00400020]	0000000c	syscall		; 192: syscall # syscall 10 (exit)	
R1 [at]	= 0	[00400024]	02324020	add \$8, \$17, \$18		; 4: add \$t0, \$s1, \$s2 # 0x2324020	
R2 [v0]	= 0	[00400028]	00853022	sub \$6, \$4, \$5		; 5: sub \$6, \$4, \$5 # 0x00853022	
R3 [v1]	= 0	[0040002c]	00105100	sll \$10, \$16, 4		; 6: sll \$10, \$16, 4 # 0x00105100	
R4 [a0]	= 0	Kernel Text Segment [80000000]..[80010000]					
R5 [a1]	= 0	[80000180]	0001d821	addu \$27, \$0, \$1		; 90: move \$k1 \$at # Save \$at	
R6 [a2]	= 7ffffe3c	[80000184]	3c019000	lui \$1, -28672		; 92: sw \$v0 s1 # Not re-entrant a	
R7 [a3]	= 0	we can't trust \$sp					
R8 [t0]	= 0	[80000188]	ac220200	sw \$2, 512(\$1)			
R9 [t1]	= 0	[8000018c]	3c019000	lui \$1, -28672		; 93: sw \$a0 s2 # But we need to u	
R10 [t2]	= 0	these registers					
R11 [t3]	= 0	[80000190]	ac240204	sw \$4, 516(\$1)			
R12 [t4]	= 0	[80000194]	401a6800	mfc0 \$26, \$13		; 95: mfc0 \$k0 \$13 # Cause registe	
R13 [t5]	= 0	[80000198]	001a2082	srl \$4, \$26, 2		; 96: srl \$a0 \$k0 2 # Extract	
R14 [t6]	= 0	ExcCode Field					
R15 [t7]	= 0						

Memory and registers cleared

SPIM Version 9.1.20 of August 29, 2017
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QtSpim

FP Regs

Int Regs [10]

Int Regs [10]

PC = 0

EPC = 0

Cause = 0

BadVAddr = 0

Status = 805371664

HI = 0

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R2 [v0] = 0

R3 [v1] = 0

R4 [a0] = 3

R5 [a1] = 2147483100

R6 [a2] = 2147483116

R7 [a3] = 0

R8 [t0] = 0

R9 [t1] = 0

R10 [t2] = 0

R11 [t3] = 0

R12 [t4] = 0

R13 [t5] = 0

R14 [t6] = 0

R15 [t7] = 0

R16 [s0] = 0

R17 [s1] = 0

R18 [s2] = 0

R19 [s3] = 0

R20 [s4] = 0

R21 [s5] = 0

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Data

Text

User Text Segment [00400000]..[00440000]

[00400000] 8fa40000 lw \$4, 0(\$29)

[00400004] 27a50004 addiu \$5, \$29, 4

[00400008] 24a60004 addiu \$6, \$5, 4

[0040000c] 00041080 sll \$2, \$4, 2

[00400010] 00c23021 addu \$6, \$6, \$2

[00400014] 0c100009 jal 0x00400024 [main]

[00400018] 00000000 nop

[0040001c] 3402000a ori \$2, \$0, 10

[00400020] 0000000c syscall

[00400024] 200b0007 addi \$11, \$0, 7

[00400028] 200c0006 addi \$12, \$0, 6

[0040002c] 016c6820 add \$13, \$11, \$12

[00400030] 016c7022 sub \$14, \$11, \$12

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[80000194] 401a6800 mfc0 \$26, \$13

[80000198] 001a2082 srl \$4, \$26, 2

[8000019c] 3084001f andi \$4, \$4, 31

[800001a0] 34020004 ori \$2, \$0, 4

[800001a4] 3c049000 lui \$4, -28672 [__m1_]

[800001a8] 0000000c syscall

[800001ac] 34020001 ori \$2, \$0, 1

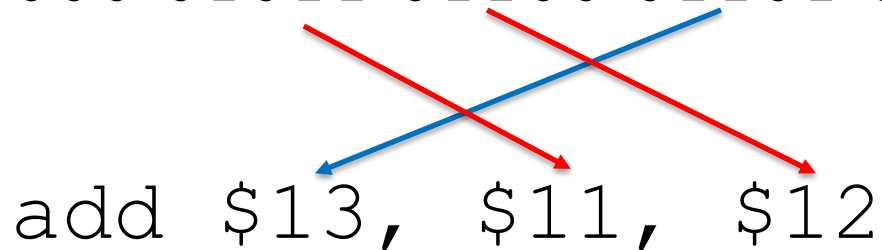
[800001b0] 001a2082 srl \$4, \$26, 2

Disassemble

0x016C6820

= 0000 0001 0110 1100 0110 1000 0010 0000

000000 01011 01100 01101 00000 100000



add \$13, \$11, \$12

The diagram illustrates the bit-level mapping of the assembly instruction 'add \$13, \$11, \$12' to the binary representation '000000 01011 01100 01101 00000 100000'. A blue arrow points from the '01011' field to the destination register '\$13'. Two red arrows point from the '01100' and '01101' fields to the source registers '\$11' and '\$12' respectively.

R-format Example : add

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

add \$t5, \$t3, \$t4



special	\$t3	\$t4	\$t5	0	add
---------	------	------	------	---	-----

0	11	12	13	0	32
---	----	----	----	---	----

000000	01011	01100	01101	00000	100000
--------	-------	-------	-------	-------	--------

0000 0001 0110 1100 0110 1000 0010 0000₂ = 016c6820₁₆