MIPS Introduction

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History

MIPS TECHNOLOGIES

- Developed by MIPS Technologies in 1984, first product in 1986
- Used in
  - Silicon Graphics (SGI) Unix workstations
  - Digital Equipment Corporation (DEC) Unix workstation
  - Nintendo 64
  - Sony PlayStation
- Inspiration for ARM (esp. v8)

Overview

- 32 bit architecture (registers, memory addresses)
- 32 registers
- Similar types of instructions to 6502
- Multiply and divide instructions
- Floating point numbers

Example: Addition

- Mathematical view of addition

$$a = b + c$$

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- Mathematical view of addition

```
a = b + c
```

- MIPS instruction

```
add a,b,c
```

a, b, c are registers

32 Registers

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4-7	$a0-$a3	arguments for a function call

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8-15,24,25	$t0-$t9	temporaries, can be overwritten by function
16-23	$s0-$s7	saved, have to be preserved by function

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8-15,24,25	$t0-$t9	temporaries, can be overwritten by function
16-23	$s0-$s7	saved, have to be preserved by function
26-27	$k0-$k1	reserved for kernel
28	$gp	global area pointer
29	$sp	stack pointer
30	$fp	frame pointer

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0000	34	12
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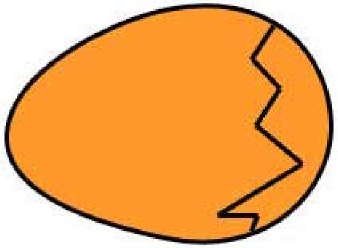
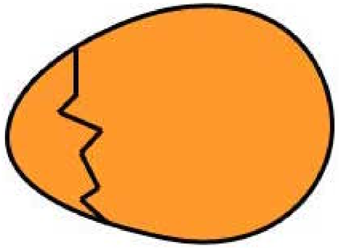
- From Jonathan Swift's "Gulliver's Travels" (1726):
  War over how to crack an egg:



Big Endian
People's tradition



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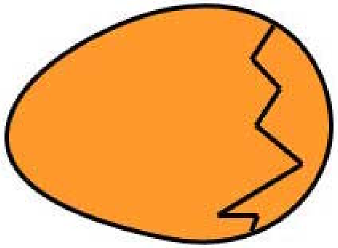

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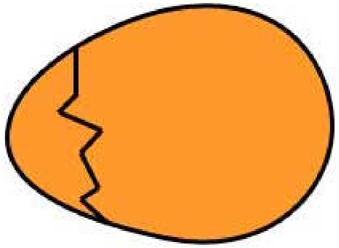

Little Endian
King's order

- Little Endian: 6502, x86
- Big Endian: MIPS, Internet transfer protocols

instruction formats

Instruction Format (R Type)

- All instructions are encoded in 4 bytes --- 32 bits

- Instruction format (register type)
  - 6 bits: op: operation code
  - 5 bits: rs: first source operand register
  - 5 bits: rt: second source operand register
  - 5 bits: rd: return operand register
  - 5 bits: shamt: shift amount (for shift instructions)
  - 6 bits: funct: function code, indicates variant of operation

- Examples
  - add: operation code 0, function code 32
  - sub: operation code 0, function code 34

Instruction Format (I Type)

- Some operations may directly use 16 bit values

- Example: addi $s1, $s2, 100
  (adds value of register $s2 and 100, stores result in register $s1)

- Instruction format (immediate type)
  - 6 bits: op: operation code
  - 5 bits: rd: return operand register
  - 5 bits: rs: source operand register
  - 16 bits: constant or address

32 Bit Values

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⇒ Solution: 2 instructions

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```
lui $s0, 0061h
```

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⇒ Solution: 2 instructions

- First load upper order 16 bits (**l**oad **u**pper **i**mmediate)

```
lui $s0, 0061h
```

- Then combine with lower order 16 bits (**or** **i**mmediate)

```
ori $s0, $s0, 2304h
```

- Stored value: 00612304h

Addressing in Jumps

- Jump instruction uses J Type format
  - 6 bits: operation code
  - 26 bits: address (relative)
- 26 bits, 4 byte increments $\rightarrow$ 256 MB address space
- There is also a "jump register" instruction

instructions

Instruction Types

- Arithmetic: add, sub, mult, div
- Memory access: lb, sb
- Logic: and, or, not, xor
- Comparison: slt
- Branch: beq, bne
- Jumps: j, jal

Data Types

- Instructions operate on varying data types

- 8 bits = 1 byte
- 16 bits = 2 bytes = 1 half word
- 32 bits = 4 bytes = 1 word
- 64 bits = 8 bytes = 2 words = 1 double word

Arithmetic

- Load immediately one number (s0 = 2)

```
li $s0, 2
```

- Add 4 (s1 = s0 + 4)

```
addi $s1, $s0, 4
```

- Subtract 3 (s2 = s1 - 3)

```
addi $s2, $s1, -3
```

Memory Access

- So far, assign absolute value to register

```
li $s0, 2
```

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```
li $s0, 2
```

- Load value from memory address stored in register

```
lw $s0, 0($s1)
```

  - lw = load word (4 bytes)
  - $s1 contains memory address
  - 0(...) = offset 0

Memory Access

- So far, assign absolute value to register

```
li $s0, 2
```

- Load value from memory address stored in register

```
lw $s0, 0($s1)
```

  - lw = load word (4 bytes)
  - $s1 contains memory address
  - 0(...) = offset 0

- Bigger offset example: `lw $s0, 8($s1)`

  - word takes 4 bytes
  - offset 8

  → 32 memory positions added

Direct Memory Access?

- Cannot specify address directly
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- Workaround: store address in register first
- 2 instructions needed:

```
lui $s1, 3264h
ori $s1, $s1, 8278h
```

  - address: 32648278h
  - first load upper memory address halfword (lui)
  - combine with lower memory address halfword (ori)

Direct Memory Access?

- Cannot specify address directly
  - address takes 32 bits
  - instruction size is 32 bits

- Workaround: store address in register first

- 2 instructions needed:

```
lui $s1, 3264h
ori $s1, $s1, 8278h
```

  - address: 32648278h
  - first load upper memory address halfword (lui)
  - combine with lower memory address halfword (ori)

- Now retrieve value from that memory address

```
lw $s0, 0($s1)
```

Boolean Logic

- We already encountered Boolean OR:

```
ori $s1, $s1, 8278h
```

- Register only version (s1 = s2 OR s3)

```
or $s1, $s2, $s3
```

- Note: bitwise operation

01010101 OR 11110000 → 11110101

Other Boolean Operators

- AND

```
and $s1, $s2, $s3
```

- NOT

```
not $s1, $s2
```

- NOR

```
nor $s1, $s2, $s3
```

- XOR

```
xor $s1, $s2, $s3
```

Shift

- Shift left logical

```
sll $s1, $s2, 4
```

  - shifts all bits left by 4 positions
  - 0000 1001 $\rightarrow$ 1001 0000
  - equivalent to multiplication with 2^4

- Corresponding command: shift right logical (srl)

Branches

- No flags!
- Branch includes test
- Example

```
beq $s1, $s2, address
```

  - beq = branch if equal
  - branches if registers $s1 and $s2 have same value
- Corresponding command: branch if not equal (bne)

Testing Inequality

- Another useful test: `$s0 < $s1 ?`

- Instruction: set on less than

```
slt $s2, $s0, $s1
```

- Result: `$s0 < $s1` $\rightarrow$ `$s2 = 1` (otherwise 0)

- Can be used in branching

```
slt $s2, $s0, $s1
bne $s2, $zero, address
```

Addressing in Branches

- Comparison of register values

```
beq register1, register2, address
```

Addressing in Branches

- Comparison of register values

```
beq register1, register2, address
```

- Format: I Type → address has 16 bits

- Address relative to current program counter

- Branches are typically local: 16 bits typically enough
  (also in 6502: 1 byte relative addressing)

spim

Simulator

- Available at http://spimsimulator.sourceforge.net/
  - versions for Windows, Linux, Mac, etc.

- Installed on CS machines

- We will use this for homeworks

Basic Usage

- Write assembly program as text file

- Start the spim simulator

```
% spim
SPIM Version 7.3. of August 28, 2006
Copyright 1990-2004 by James R. Larus (larus@cs.wisc.edu).
(spim)
```

- Load program and step through the program

- Useful instructions:
  - load "countdown.s"
  - step
  - print $s0
  - reinitialize

Example Program

- Text file "countdown.s"

```
        .text

    main:
        li $s0, 10              # store 10 in register $s0

     loop:
        addi $s0, $s0, -1       # decrement counter
        bne  $s0, $zero,loop    # != 0 ? then loop

    exit:
        jr   $ra                # return to callee
```

- Loops through numbers 10 ... 0 in register $s0

Step through Example

- Ignore initial header code:

```
(spim) step
[0x00400000] 0x8fa40000  lw $4, 0($29)                  ; 175: lw $a0 0($sp) # argc
(spim)
[0x00400004] 0x27a50004  addiu $5, $29, 4               ; 176: addiu $a1 $sp 4 # argv
(spim)
[0x00400008] 0x24a60004  addiu $6, $5, 4                ; 177: addiu $a2 $a1 4 # envp
(spim)
[0x0040000c] 0x00041080  sll $2, $4, 2                  ; 178: sll $v0 $a0 2
(spim)
[0x00400010] 0x00c23021  addu $6, $6, $2                ; 179: addu $a2 $a2 $v0
(spim)
[0x00400014] 0x0c100009  jal 0x00400024 [main]          ; 180: jal main
```

- This handles parameters from the command line

Step through Example

- First instruction

```
(spim) step
[0x00400024] 0x3410000a  ori $16, $0, 10     ; 4: li $s0, 10    # store 10 in register $s0
```

Step through Example

- First instruction

```
(spim) step
[0x00400024] 0x3410000a  ori $16, $0, 10     ; 4: li $s0, 10    # store 10 in register $s0
```

- Inspect value of register $s0

```
(spim) print $s0
Reg 16 = 0x0000000a (10)
```

Step through Example

- First instruction

```
(spim) step
[0x00400024] 0x3410000a  ori $16, $0, 10     ; 4: li $s0, 10    # store 10 in register $s0
```

- Inspect value of register $s0

```
(spim) print $s0
Reg 16 = 0x0000000a (10)
```

- Decrease loop index variable

```
(spim) step
[0x00400028] 0x2210ffff  addi $16, $16, -1   ; 7: addi $s0, $s0, -1     # decrement counter
(spim) print $s0
Reg 16 = 0x00000009 (9)
```

Step through Example

- Check loop termination condition

```
(spim) step
[0x0040002c] 0x1600ffff  bne $16, $0, -4 [loop-0x0040002c]; 8: bne  $s0, $zero,loop  # != 0 ? then loop
```

Step through Example

- Check loop termination condition

```
(spim) step
[0x0040002c] 0x1600ffff  bne $16, $0, -4 [loop-0x0040002c]; 8: bne  $s0, $zero,loop  # != 0 ? then loop
```

- Next iteration

```
(spim) step
[0x00400028] 0x2210ffff  addi $16, $16, -1  ; 7: addi $s0, $s0, -1     # decrement counter
(spim) print $s0
Reg 16 = 0x00000008 (8)

[...]

(spim)
[0x00400028] 0x2210ffff  addi $16, $16, -1  ; 7: addi $s0, $s0, -1     # decrement counter
(spim)
[0x0040002c] 0x1600ffff  bne $16, $0, -4 [loop-0x0040002c]; 8: bne  $s0, $zero,loop  # != 0 ? then loop
(spim)
[0x00400030] 0x03e00008  jr $31             ; 11: jr   $ra              # return to callee
```

- Termination

Print on Screen

- Print value of register $s0

- Place in loop:

```
move $a0, $s0          # value to print in $a0
li   $v0, 1            # print int
syscall
```

- Run in spim

```
(spim) reinitialize
(spim) load "countdown-and-print.s"
(spim) run
9876543210
```