Organização de Computadores

Aritmética de ponto flutuante no MIPS

Floating Point Addition

- Suppose $f_0 = m_0 \times 2^{e_0}$, $f_1 = m_1 \times 2^{e_1}$ and $e_0 \geq e_1$
  - Then $f_0 + f_1 = (m_0 + m_1 \times 2^{e_1 - e_0}) \times 2^{e_0}$

1. Shift the smaller number right until exponents match
2. Add/subtract the mantissas, depending on sign
3. Normalise the sum by adjusting exponent
4. Check for overflow
5. Round to available bits
6. Result may need further normalisation; if so, goto step 3

Floating Point Multiplication

- Suppose $f_0 = m_0 \times 2^{e_0}$ and $f_1 = m_1 \times 2^{e_1}$
  - Then $f_0 \times f_1 = m_0 \times m_1 \times 2^{e_0+e_1}$

1. Add the exponents (be careful, excess-*n* encoding!)
2. Multiply the mantissas, setting the sign of the product
3. Normalise the product by adjusting exponent
4. Check for overflow
5. Round to available bits
6. Result may need further normalisation; if so, goto step 3

IEEE 754 Rounding

- Hardware needs two extra bits (round, guard) for rounding
- IEEE 754 defines four rounding modes

  Round Up Always toward $+\infty$
  Round Down Always toward $-\infty$
  Towards Zero Round down if positive, up if negative
  Round to Even Rounds to nearest even value: in a tie, pick the closest 'even' number: e.g. 1.5 rounds to 2.0, but 4.5 rounds to 4.0
- MIPS and Java uses *round to even* by default

Exercise: Rounding

- Round off the last two digits from the following
  - Interpret the numbers as 6-bit sign and magnitude

Number	To $+\infty$	To $-\infty$	To Zero	To Even
+0001.01	+0010	+0001	+0001	+0001
−0001.11	−0001	−0010	−0001	−0010
+0101.10	+0110	+0101	+0101	+0110
+0100.10	+0101	+0100	+0100	+0100
−0011.10	−0011	−0100	−0011	−0100

- Give 2.2 to two bits after the binary point: 10.01_2
- Round 1.375 and 1.125 to two places: 1.10_2 and 1.00_2

IEEE 754 for MIPS

- IEEE operations performed by Floating Point Unit (FPU)
  - MIPS core refers to the FPU as *coprocessor 1*
  - Previously a separate chip, now usually integrated
- FPU features 32 single precision (32-bit) registers
  - `$f0`, `$f1`, `$f2`, . . . , `$f31`
- *Or as 16 pairs* of double precision (64-bit) registers
  - `$f0`, `$f2`, `$f4`, . . . , `$f30` (even registers only!)
  - Here `$f`i actually stands for the pair `$f`i and `$f`$(i + 1)$
- Eight condition code flags for comparison and branching
- FPU instructions does not raise exceptions
  - May need to check for $\pm\infty$ or *NaN*
- MIPS FPU defaults to *round to even*

MIPS Floating Point Arithmetic

- Single- and double-precision: *mmm*`.s` and *mmm*`.d`

`add.s` *fdst*, *fsrc*$_0$, *fsrc*$_1$ – addition, single-precision

- $fdst := fsrc_0 + fsrc_1$
- Example: `add.s $f0, $f1, $f2`
  `$f0 := $f1 + $f2`

- Double: `add.d $f0, $f2, $f4`
  `($f0,$f1) := ($f2,$f3) + ($f4,$f5)`
- Other instructions include: `sub.`*f*, `mul.`*f*, `div.`*f*
  where *f* is `s` or `d`
- See *H&P* Appendix A-73 for more

Load / Store for Floating Point

- No encoding for immediate floating-point operands
  - Too many bytes – must be placed in `.data` segment
  - Assembler directives: `.single` *n* or `.double` *n*

`l.s` *fdst*, *n* (*src*) – load single

- Load 32-bit word at address *src*+*n* into register *fdst*

`s.d` *fdst*, *n* (*src*) – store double

- Store 64-bit double-word to *src*+*n* from register pair *fdst*
- Address *src*+*n* must be *double-word aligned*!

- Others instructions: `l.d` and `s.s`

Floating Point I/O

- How do we input/output floating point numbers?
- Complete list in *Hennessey and Patterson*, Appendix A-44

syscall	$v0	Arguments	Result
print_float	2	$f12	*none*
print_double	3	($f12,$f13)	*none*
read_float	6	*none*	$f0
read_double	7	*none*	($f0,$f1)

Example: Area of a Circle

```
        .data
pi:     .double 3.141592653589793
        .text
        .globl main
main:   li $v0, 7  # read_double
        syscall                # radius <- user input
        la $a0, pi
        l.d $f12, 0($a0)       # a := pi
        mul.d $f12, $f12, $f0  # a := a * r
        mul.d $f12, $f12, $f0  # a := a * r
        li $v0, 3  # print_double
        syscall                # print area
        jr $ra
```

Floating Point Comparison

- Eight independent condition code (*cc*) flags, from `0` to `7`

`c.eq.d` $cc\ fsrc_0,\ fsrc_1$ – compare double for equality

- flag $cc := fsrc_0 == fsrc_1\ ?$ true : false

- General form: `c.`rel`.`$f\ cc\ fsrc_0,\ fsrc_1$

Relation	Name	Abbr. *rel*
=	*equals*	`eq`
≤	*less than or equals*	`le`
<	*less than*	`lt`

- Example: `c.le.s 4 $f0, $f1`
  set flag 4 if `$f0` ≤ `$f1`

Branching on FPU Flags

`bc1t` *cc label* – branch on coprocessor 1 true

- `if` (flag *cc* true) `then goto` *label*

- Similarly, there's `bc1f` – branch on coprocessor 1 false
  - With this we can implement /=, > and ≥ comparisons
- Remember `0.1 * 0.1 != 0.01`?
- One final useful instruction: `abs.`*f* – absolute value

`abs.d` *fdst*, *fsrc* – single precision absolute value

- $fdst := fsrc < 0 \ ? \ -fsrc : fsrc$ or $fdst := |fsrc|$

Floating Point ↔ Integers Conversion

`round.w.`*f* *fdst*, *fsrc* – round to nearest word

- Round *fsrc* to nearest 32-bit integer
- *fdst* receives bit pattern of a two's complement integer

Instruction		Description
`cvt.d.s`	*fdst*, *fsrc*	Convert to double from single
`cvt.s.d`	*fdst*, *fsrc*	Convert to single from double
`cvt.w.`*f*	*fdst*, *fsrc*	Round to integer, towards zero
`ceil.w.`*f*	*fdst*, *fsrc*	Round to integer, towards $+\infty$
`floor.w.`*f*	*fdst*, *fsrc*	Round to integer, towards $-\infty$
`round.w.`*f*	*fdst*, *fsrc*	Round to nearest integer (not even)

- FPU does not understand two's complement integers
  - Must move to CPU for processing

FPU ↔ CPU

`mfc1` *dst*, *fsrc* – move from coprocessor 1

- *dst* := *fsrc*

`mtc1` *dst*, *fsrc* – move to coprocessor 1

- *fsrc* := *dst*

- Words can be transferred between the FPU and CPU
  - e.g. set `$f12 := 0` using `mtc1 $zero, $f12`
  - But only the bit pattern, not the value!
- Can be manipulated or stored like any other data
  - e.g. to flip the sign of the single precision `$f7`:

```
mfc1 $t0, $f7
xor $t0, $t0, 0x80000000
mtc1 $t0, $f7
```

Example: Approximately Equal

```
.text                        |                 .data
la $a0, decimo               |   decimo:      .float 0.1
la $a1, centesimo            |   centesimo:   .float 0.01
la $a2, epsilon              |   epsilon:     .float 1.0e-7
l.s $f0, ($a0)               |
l.s $f1, ($a1)               +----------------------------
l.s $f2, ($a2)
mul.s $f0, $f0, $f0   # $f0 := 0.1 * 0.1
sub.s $f3, $f0, $f1   # $f3 := (0.1 * 0.1) - 0.01
abs.s $f3, $f3        # $f3 := |(0.1 * 0.1) - 0.01|
c.lt.s 6 $f3, $f2     # flag 6 = $f3 < 1.0e-7 ?
bc1f 6 not_quite      # if(not flag 6) goto not_quite

        # approximately equal!
not_quite:
```

Exercício (moodle)

Modificar o exercício de calculo para média do vetor, para utilizar ponto flutuante.