MIPS

Today:

Quick overview of the MIPS instruction set.

- We're going to be compiling to MIPS assembly language.
- So you need to know how to program at the MIPS level.
- Helps to have a bit of architecture background to understand *why* MIPS assembly is the way it is.

There's an online manual that describes things in gory detail.

Assembly vs Machine Code

- We write assembly language instructions
  - e.g., “**addi $r1, $r2, 42**”

- The machine interprets machine code *bits*
  - e.g., “**101011001100111…**”

  - Your next assignment is to build an interpreter for a subset of the MIPS machine code.

- The assembler takes care of compiling assembly language to bits for us.
  - It also provides a few conveniences as we’ll see.

Some MIPS Assembly

```
int sum(int n) {
  int s = 0;
  for (; n != 0; n--)
    s += n;
}
```

```
sum:    ori   $2,$0,$0
        b     test
loop:   add   $2,$2,$4
        subi  $4,$4,1
test:   bne   $4,$0,loop
        j     $31
```



```
int main() {
  return sum(42);
}
```

```
main:   ori   $4,$0,42
        move  $17,$31
        jal   sum
        jr    $17
```

An X86 Example (-O0):

```
_sum:
  pushq%rbp
  movq %rsp, %rbp
  movl %edi, -4(%rbp)
  movl $0, -12(%rbp)
  jmp  LBB1_2
LBB1_1:
  movl -12(%rbp), %eax
  movl -4(%rbp), %ecx
  addl %ecx, %eax
  movl %eax, -12(%rbp)
  movl -4(%rbp), %eax
  subl $1, %eax
  movl %eax, -4(%rbp)
LBB1_2:
  movl -4(%rbp), %eax
  cmpl $0, %eax
  jne  LBB1_1
  movl -8(%rbp), %eax
  popq %rbp
  ret
```

```
_main:
    pushq  %rbp
    movq   %rsp, %rbp
    subq   $16, %rsp
    movl   $42, %eax
    movl   %eax, %edi
    callq  _sum
    movl   %eax, %ecx
    movl   %ecx, -8(%rbp)
    movl   -8(%rbp), %ecx
    movl   %ecx, -4(%rbp)
    movl   -4(%rbp), %eax
    addq   $16, %rsp
    popq   %rbp
    ret
```

An X86 Example (-O3):

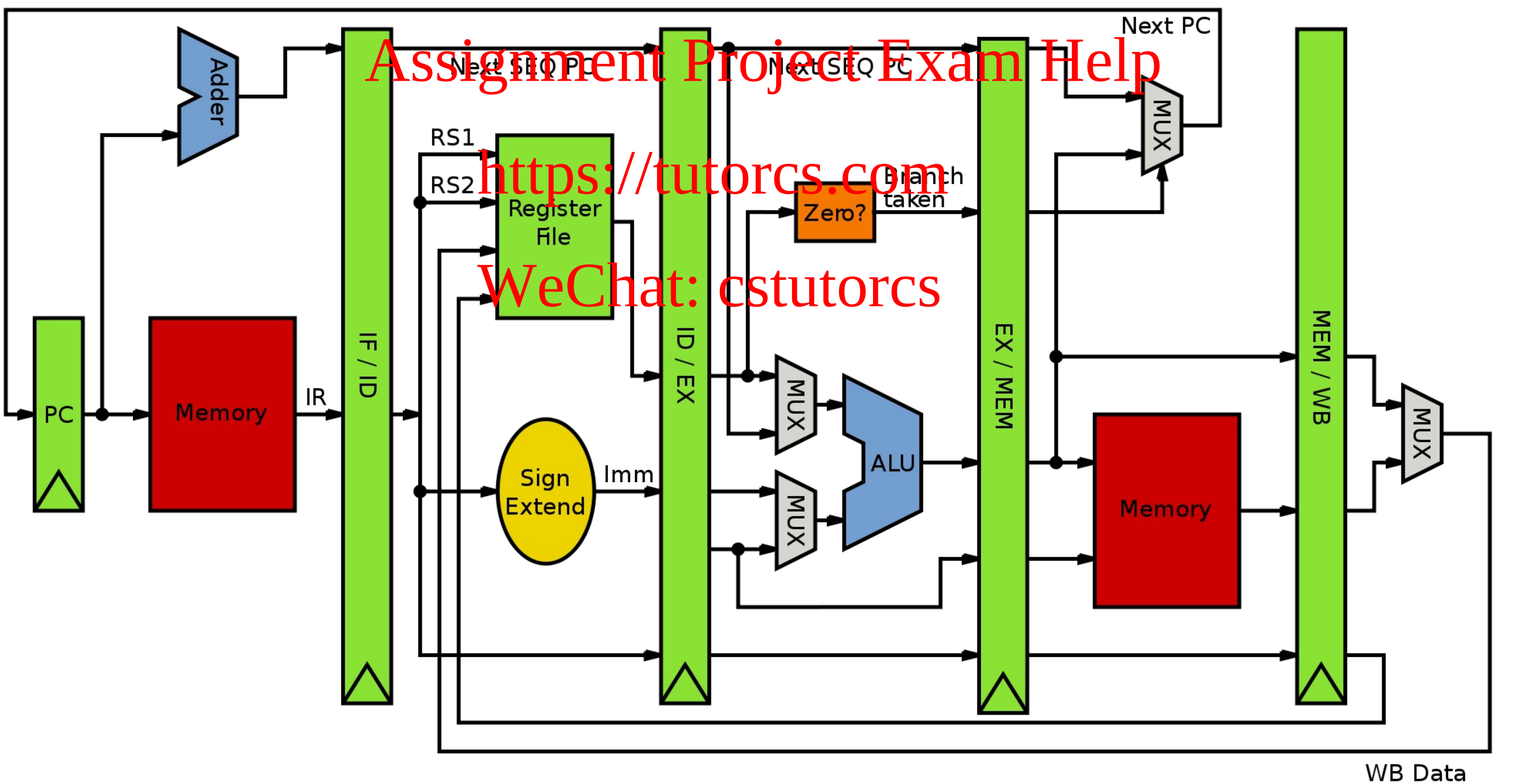
```
_sum:
    pushq   %rbp
    movq %rsp, %rbp
    popq %rbp
    ret

_main:
    pushq   %rbp
    movq %rsp, %rbp
    popq %rbp
    ret
```

MIPS

- Reduced Instruction Set Computer (RISC)
  - Load/store architecture
  - All operands are either registers or constants
  - All instructions same size (4 bytes) and aligned on 4-byte boundary.
  - Simple, orthogonal instructions
    - e.g., no **`subi`**, (**`addi`** and negate value)
  - All registers (except $0) can be used in all instructions.
    - Reading $0 always returns the value 0
- Easy to make fast: pipeline, superscalar

MIPS Datapath

Instruction Fetch	Instruction Decode Register Fetch	Execute Address Calc.	Memory Access	Write Back
IF	ID	EX	MEM	WB



x86

- Complex Instruction Set Computer (CISC)
  - Instructions can operate on memory values
    - e.g., add [eax],ebx
  - Complex, multi-cycle instructions
    - e.g., string-copy, call
  - Many ways to do the same thing
    - e.g., add eax,1 inc eax, sub eax,-1
  - Instructions are variable-length (1-10 bytes)
  - Registers are not orthogonal
- Hard to make fast…(but they do anyway)

Tradeoffs

- x86 (as opposed to MIPS):
  - Lots of existing software.
  - Harder to decode (i.e., parse).
  - Harder to assemble/compile to.
  - Code can be more compact (3 bytes on avg.)
  - I-cache is more effective…
  - Easier to add new instructions.
- Today's implementations have the best of both:
  - Intel & AMD chips take in x86 instructions and remap them to "micro-ops", caching the results.
  - Core execution engine more like MIPS.

MIPS instructions:

- Arithmetic & logical instructions:
  - **`add`**, **`sub`**, **`and`**, **`or`**, **`sll`**, **`srl`**, **`sra`**, …
  - Register and immediate forms:
  - **`add`** $*rd*, $*rs*, $*rt*
  - **`addi`** $*rd*, $*rs*, *<16-bit-immed>*
  - Any registers (except $0 returns 0)
  - Also a distinction between overflow and no-overflow (we'll ignore for now.)

Encodings:

add $*rd*, $*rs*, $*rt*

Op1:6	rs:5	rt:5	rd:5	0:5	Op2:6

addi $*rt*, $*rs*, <*imm*>

Op1:6	rs:5	rt:5	imm:16

Movement:

- Assembler provides pseudo-instructions:

`move` \$*rd*, \$*rs* → **`or`** \$*rd*, \$*rs*, \$0

`li` \$*rd*, *<32-bit-imm>* →

  `lui` \$*rd*, *<hi-16-bits>*

  `ori` \$*rd*, \$*rd*, *<lo-16-bits>*

MIPS instructions:

- Multiply and Divide
  - Use two special registers **`mflo`**, **`mfhi`**
  - i.e., **`mul`** $3, $5 produces a 64-bit value which is placed in **`mfhi`** and **`mflo`**.
  - Instructions to move values from **`mflo`**/**`hi`** to the general purpose registers $7 and back.
  - Assembler provides pseudo-instructions:
  - **`mult`** $2, $3, $5 expands into:

    `mul` $3,$5

    `mflo` $2

MIPS instructions:

- Load/store
  - **`lw`** $*rd*, <*imm*>($*rs*) ; *rd* := Mem[*rs*+*imm*]

  - **`sw`** $*rs*, <*imm*>($*rt*) ; Mem[*rt*+*imm*] := rs

- Traps (fails) if *rs*+*imm* is not word-aligned.

- Other instructions to load bytes and half-words.

Conditional Branching:

- **beq** $*rs*,$*rt*,<*imm16*>

  if $*rs* == $*rt* then pc := pc + *imm16*

- **bne** $rs,$rt, <*imm16*>

- **b** <*imm16*> == **beq** $0,$0, <*imm16*>

- **`bgez`** $*rs*, <*imm16*>

  if $*rs* >= 0 then pc := pc + *imm16*

- Also **`bgtz`**, **`blez`**, **`bltz`**

In Practice:

Assembler lets us use symbolic labels instead of having to calculate the offsets.

Just as in BASIC, you put a label on an instruction and then can branch to it:

LOOP: …

bne $3, $2, **LOOP**

Assembler figures out actual offsets.

Tests:

- **`slt`** $*rd*, $*rs*, $*rt* ; rd := (rs < rt)
- **`slt`** $*rd*, $*rs*, <*imm16*>

- Additionally: **`sltu`**, **`sltiu`**

- Assembler provides pseudo-instructions for **`seq`**, **`sge`**, **`sgeu`**, **`sgt`**, **`sne`**, …

Unconditional Jumps:

- **j** <*imm26*> ; pc := (imm26 << 2)
- **jr** $*rs* ; pc := $rs
- **jal** <*imm26*> ; $31 := pc+4 ;
  pc := (imm26 << 2)
- Also, **jalr** and a few others.
- Again, in practice, we use labels:

```
fact:  ...
main:  ...
       jal fact
```

Other Kinds of Instructions:

- Floating-point (separate registers $*fi*)
- Traps
- OS-trickery

Our Example:

```
int  sum(int n) {
  int s = 0;
  for (; n != 0; n--)
    s += n;
}
```

```
sum:   ori  $2,$0,$0
       b    test
loop:  add  $2,$2,$4
       subi $4,$4,1
test:  bne  $4,$0,loop
       jr   $31
```



```
int main() {
  return sum(42);
}
```

```
main:  ori  $4,$0,42
       move $17,$31
       jal  sum
       jr   $17
```

Better:

```
int  sum(int n) {
  int s = 0;
  for (; n != 0; n--)
    s += n;
}
```

```
sum:    ori  $2,$0,$0
        b     test
loop:   add  $2,$2,$4
        subi $4,$4,1
test:   bne  $4,$0,loop
        jr    $31
```



```
int main() {
  return sum(42);
}
```

```
main:   ori  $4,$0,42
        j sum
```

One Final Point

We're going to program to the MIPS *virtual* machine which is provided by the assembler.

- lets us use macro instructions, labels, etc.
- (but we must leave a scratch register for the assembler to do its work.)

- lets us ignore *delay slots*.
- (but then we pay the price of not scheduling those slots.)