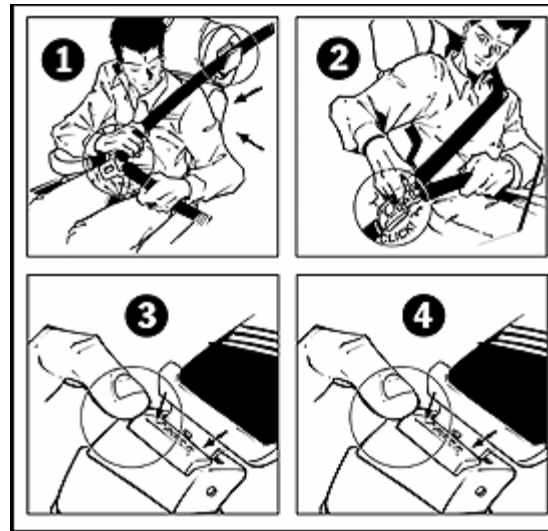


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CS61C : Machine Structures

Lecture #9: MIPS Instruction Format



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Big Idea: Stored-Program Concept

Computers built on 2 key principles:

- 1) Instructions are represented as data.**
- 2) Therefore, entire programs can be stored in memory to be read or written just like data.**



Consequence: Everything Addressed

- **Everything has a memory address: instructions, data words**
- **One register keeps address of instruction being executed: “Program Counter” (PC)**
 - **Basically a pointer to memory: Intel calls it Instruction Address Pointer, a better name**
 - **Computer “brain” executes the instruction at PC**
 - **Jumps and branches modify PC**



Instructions as Numbers (1/2)

- **Currently all data we work with is in words (32-bit blocks):**
 - **Each register is a word.**
 - **`lw` and `sw` both access memory one word at a time.**
- **So how do we represent instructions?**
 - **Remember: Computer only understands 1s and 0s, so “`add $t0, $0, $0`” is meaningless.**
 - **MIPS wants simplicity: since data is in words, make instructions be words too**



Instructions as Numbers (2/2)

- One word is 32 bits, so divide instruction word into “**fields**”.
- Each field tells computer something about instruction.
- 3 basic types of instruction formats:
 - R-format
 - I-format
 - J-format



Instruction Formats

- **I-format**: used for instructions with immediates, `lw` and `sw` (since the offset counts as an immediate), and the branches (`beq` and `bne`),
 - (but not the shift instructions; later)
- **J-format**: used for `j` and `jal`
- **R-format**: used for all other instructions



R-Format Instructions (1/5)

- Define “**fields**” of the following number of bits each: $6 + 5 + 5 + 5 + 5 + 6 = 32$

6	5	5	5	5	6
---	---	---	---	---	---

- For simplicity, each field has a name:

opcode	rs	rt	rd	shamt	funct
--------	----	----	----	-------	-------

- **Important:** On these slides and in book, each field is viewed as a 5- or 6-bit unsigned integer, not as part of a 32-bit integer.

5-bit fields → 0-31, 6-bit fields → 0-63.



R-Format Instructions (2/5)

- **What do these field integer values tell us?**
 - **opcode**: partially specifies what instruction it is
 - **Note: This number is equal to 0 for all R-Format instructions.**
 - **funct**: combined with `opcode`, this number exactly specifies the instruction for R-Format instructions



R-Format Instructions (3/5)

- **More fields:**

- **rs** (**S**ource **R**egister): *generally* used to specify register containing first operand
- **rt** (**T**arget **R**egister): *generally* used to specify register containing second operand (note that name is misleading)
- **rd** (**D**estination **R**egister): *generally* used to specify register which will receive result of computation



R-Format Instructions (4/5)

- **Notes about register fields:**
 - Each register field is exactly 5 bits, which means that it can specify any unsigned integer in the range 0-31. Each of these fields specifies one of the 32 registers by number.
 - The word “generally” was used because there are exceptions that we’ll see later.
E.g.,
 - `mult` and `div` have nothing important in the `rd` field since the dest registers are `hi` and `lo`
 - `mghi` and `mglo` have nothing important in the `rs` and `rt` fields since the source is determined by the instruction (p. 264 P&H)



R-Format Instructions (5/5)

- **Final field:**
 - **shamt**: This field contains the amount a shift instruction will shift by. Shifting a 32-bit word by more than 31 is useless, so this field is only 5 bits (so it can represent the numbers 0-31).
 - This field is set to 0 in all but the shift instructions.
- For a detailed description of field usage for each instruction, see green insert in COD 3/e
 - (You can bring with you to all exams)



R-Format Example (1/2)

- **MIPS Instruction:**

`add $8, $9, $10`

`opcode = 0` (look up in table in book)

`funct = 32` (look up in table in book)

`rs = 9` (first *operand*)

`rt = 10` (second *operand*)

`rd = 8` (destination)

`shamt = 0` (not a shift)



R-Format Example (2/2)

- **MIPS Instruction:**

add \$8, \$9, \$10

Decimal number per field representation:

0	9	10	8	0	32
---	---	----	---	---	----

Binary number per field representation:

000000	01001	01010	01000	00000	100000
--------	-------	-------	-------	-------	--------

hex representation: 012A 4020_{hex}

decimal representation: 19,546,144_{ten}

- Called a Machine Language Instruction



I-Format Instructions (1/4)

- **What about instructions with immediates (e.g. addi and lw)?**
 - **5-bit field only represents numbers up to the value 31: immediates may be much larger than this**
 - **Ideally, MIPS would have only one instruction format (for simplicity): unfortunately, we need to compromise**
- **Define new instruction format that is partially consistent with R-format:**
 - **Notice that, if instruction has an immediate, then it uses at most 2 registers.**



I-Format Instructions (2/4)

- Define “fields” of the following number of bits each: $6 + 5 + 5 + 16 = 32$ bits

6	5	5	16
---	---	---	----

- Again, each field has a name:

opcode	rs	rt	immediate
--------	----	----	-----------

- **Key Concept:** Only one field is inconsistent with R-format. Most importantly, opcode is still in same location.



I-Format Instructions (3/4)

- What do these fields mean?
 - **opcode**: same as before except that, since there's no **funct** field, **opcode** uniquely specifies an instruction in I-format
 - This also answers question of why R-format has two 6-bit fields to identify instruction instead of a single 12-bit field: in order to be consistent with other formats.
 - **rs**: specifies the *only* register operand (if there is one)
 - **rt**: specifies register which will receive result of computation (this is why it's called the *target* register "rt")



I-Format Instructions (4/4)

- **The Immediate Field:**
 - `addi`, `slti`, `sltiu`, the immediate is **sign-extended** to 32 bits. Thus, it's treated as a signed integer.
 - 16 bits → can be used to represent immediate up to 2^{16} different values
 - This is large enough to handle the offset in a typical `lw` or `sw`, plus a vast majority of values that will be used in the `slti` instruction.



I-Format Example (1/2)

- **MIPS Instruction:**

`addi $21,$22,-50`

`opcode = 8` (look up in table in book)

`rs = 22` (register containing operand)

`rt = 21` (target register)

`immediate = -50` (by default, this is decimal)



I-Format Example (2/2)

- **MIPS Instruction:**

`addi $21, $22, -50`

Decimal/field representation:

8	22	21	-50
---	----	----	-----

Binary/field representation:

001000	10110	10101	1111111111001110
--------	-------	-------	------------------

hexadecimal representation: 22D5 FFCE_{hex}

decimal representation: 584,449,998_{ten}



I-Format Problems (0/3)

- **Problem 0: Unsigned # sign-extended?**
 - `addiu`, `sltiu`, **sign-extends** immediates to 32 bits. Thus, # is a “signed” integer.
- **Rationale**
 - `addiu` so that can add w/out overflow
 - See K&R pp. 230, 305
 - `sltui` suffers so that we can have ez HW
 - Does this mean we'll get wrong answers?
 - Nope, it means assembler has to handle any unsigned immediate $2^{15} \leq n < 2^{16}$ (i.e., with a 1 in the 15th bit and 0s in the upper 2 bytes) as it does for numbers that are too large. \Rightarrow



I-Format Problems (1/3)

- **Problem 1:**

- **Chances are that `addi`, `lw`, `sw` and `slti` will use immediates small enough to fit in the immediate field.**
- **...but what if it's too big?**
- **We need a way to deal with a 32-bit immediate in any I-format instruction.**



I-Format Problems (2/3)

- **Solution to Problem 1:**
 - Handle it in software + new instruction
 - Don't change the current instructions: instead, add a new instruction to help out
- **New instruction:**

```
lui    register, immediate
```

 - stands for **L**oad **U**pper **I**mmediate
 - takes 16-bit immediate and puts these bits in the upper half (high order half) of the specified register
 - sets lower half to 0s



I-Format Problems (3/3)

- **Solution to Problem 1 (continued):**
 - So how does `lui` help us?

- **Example:**

```
addi    $t0,$t0, 0xABABCD
```

becomes:

```
lui     $at, 0xABAB
ori     $at, $at, 0xCDCD
add     $t0,$t0,$at
```

- Now each I-format instruction has only a 16-bit immediate.
- Wouldn't it be nice if the assembler would do this for us automatically? (later)



J-Format Instructions (0/5)

Jumps modify the PC:

“j <label>”

means

“Set the next PC = the address of the instruction pointed to by <label>”



J-Format Instructions (1/5)

Jumps modify the PC:

- **j and jal jump to labels**
 - **but a label is just a name for an address!**
 - **so, the ML equivalents of j and jal use addresses**
-
- **Ideally, we could specify a 32-bit memory address to jump to.**
 - **Unfortunately, we can't fit both a 6-bit opcode and a 32-bit address into a single 32-bit word, so we compromise:**



J-Format Instructions (2/5)

- Define fields of the following number of bits each:

6 bits	26 bits
--------	---------

- As usual, each field has a name:

opcode	target address
--------	----------------

- **Key Concepts**

- Keep opcode field identical to R-format and I-format for consistency.
- Combine all other fields to make room for large target address.



J-Format Instructions (3/5)

- target has 26 bits of the 32-bit bit address.
- Optimization:
 - jumps will only jump to word aligned addresses,
 - so last two bits of address are always 00 (in binary).
 - let's just take this for granted and not even specify them.



J-Format Instructions (4/5)

- **Now : we have 28 bits of a 32-bit address**
- **Where do we get the other 4 bits?**
 - **By definition, take the 4 highest-order bits from the PC.**
 - **Technically, this means that we cannot jump to *anywhere* in memory, but it's adequate 99.9999...% of the time, since programs aren't that long**
 - **only if jump straddles a 256 MB boundary**
 - **If we absolutely need to specify a 32-bit address, we can always put it in a register and use the `jr` instruction.**



J-Format Instructions (5/5)

- **Summary:**
 - **Next PC = { PC[31..28], target address, 00 }**
- **Understand where each part came from!**
- **Note: { , , } means concatenation**
{ 4 bits , 26 bits , 2 bits } = 32 bit address
 - **{ 1010, 11111111111111111111111111111111, 00 }**
= 101011111111111111111111111111111111100
 - **Note: Book uses ||, Verilog uses { , , }**
 - **We won't actually be learning Verilog, but it is useful to know a little of its notation**



Other Jumps and Branches

- We have j and jal
- What about jr?
 - J-format won't work (no reg field)
 - So, use R-format and ignore other regs:

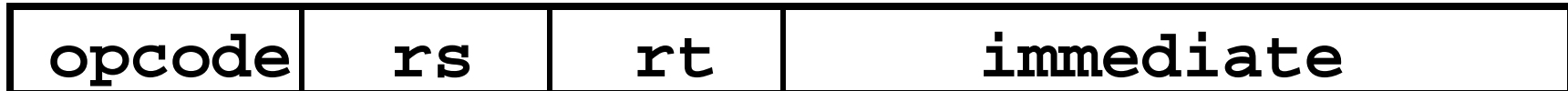
opcode	rs	rt	rd	shamt	funct
0	\$reg	0	0	0	8

- What about beq and bne?
 - Tight fit: 2 regs and an immediate (address)



Branches: PC-Relative Addressing (1/4)

- **Use I-Format**



- **opcode specifies beq v. bne**
- **rs and rt specify registers to compare**
- **What can immediate specify?**
 - **Immediate is only 16 bits**
 - **Using word-align trick, we can get 18 bits**
 - **Still not enough!**
 - **Would have to use jr if straddling a 256KB.**



Branches: PC-Relative Addressing (2/4)

- **How do we usually use branches?**
 - **Answer: `if-else`, `while`, `for`**
 - **Loops are generally small: typically up to 50 instructions**
 - **Function calls and unconditional jumps are done using jump instructions (`j` and `jal`), not the branches.**
- **Conclusion: may want to branch to anywhere in memory, but a branch often changes **PC** by a small amount...**



Branches: PC-Relative Addressing (3/4)

- Solution to branches in a 32-bit instruction: **PC-Relative Addressing**
- Let the 16-bit `immediate` field be a signed two's complement integer to be **added** to the PC if we take the branch.
- Now we can branch $\pm 2^{15}$ words from the PC, which should be enough to cover almost any loop.



Branches: PC-Relative Addressing (4/4)

- **Branch Calculation:**

- If we **don't** take the branch:

$$\text{next PC} = \text{PC} + 4$$

PC+4 = byte address of next instruction

- If we **do** take the branch:

$$\text{next PC} = (\text{PC} + 4) + (\text{immediate} * 4)$$

- **Observations**

- **Immediate** field specifies the number of words to jump, which is simply the number of instructions to jump.
- **Immediate** field can be positive or negative.
- Due to hardware, add **immediate** to (PC+4), not to PC; will be clearer why later in course



Branch Example (1/3)

- **MIPS Code:**

```
Loop: beq    $9, $0, End
      add    $8, $8, $10
      addi   $9, $9, -1
      j     Loop
End:   sub    $2, $3, $4
```

- **beq branch is I-Format:**

opcode = 4 (look up in table)

rs = 9 (first operand)

rt = 0 (second operand)

immediate = ???



Branch Example (2/3)

- **MIPS Code:**

```
Loop: beq    $9, $0, End
      addi   $8, $8, $10
      addi   $9, $9, -1
      j     Loop

End:  sub    $2, $3, $4
```

- **Immediate Field:**

- Number of **instructions** to add to (or subtract from) the PC, starting at the instruction **following** the branch (“+4”).
- In beq case, **immediate = 3**



Branch Example (3/3)

- **MIPS Code:**

```
Loop: beq    $9, $0, End
      addi   $8, $8, $10
      addi   $9, $9, -1
      j     Loop
End:   sub    $2, $3, $4
```

decimal representation:

4	9	0	3
---	---	---	---

binary representation:

000100	01001	00000	000000000000000011
--------	-------	-------	--------------------



Questions on PC-addressing

- Does the value in branch field change if we move the code?
- What do we do if destination is $> 2^{15}$ instructions away from branch?



MIPS So Far:

- **MIPS Machine Language Instruction:**
32 bits representing a single instruction

R	opcode	rs	rt	rd	shamt	funct
I	opcode	rs	rt	immediate		
J	opcode	target address				

- Branches use PC-relative addressing,
Jumps use PC-absolute addressing.



Decoding Machine Language

- How do we convert 1s and 0s to C code?

Machine language \Rightarrow C?

- For each 32 bits:
 - Look at opcode: 0 means R-Format, 2 or 3 mean J-Format, otherwise I-Format.
 - Use instruction type to determine which fields exist.
 - Write out MIPS assembly code, converting each field to name, register number/name, or decimal/hex number.
 - Logically convert this MIPS code into valid C code. Always possible? Unique?



Decoding Example (1/7)

- Here are six machine language instructions in hexadecimal:

00001025_{hex}
0005402A_{hex}
11000003_{hex}
00441020_{hex}
20A5FFFF_{hex}
08100001_{hex}

- Let the first instruction be at address 4,194,304_{ten} (0x00400000_{hex}).
- Next step: convert hex to binary



Decoding Example (2/7)

- The six machine language instructions in binary:

```

000000000000000000000000010000000100101
0000000000000000010101000000000101010
0001000100000000000000000000000000011
0000000001000100000010000001000000100000
0010000001010010111111111111111111111
00001000000010000000000000000000000001
    
```

- Next step: identify opcode and format

R	0	rs	rt	rd	shamt	funct
I	1, 4-31	rs	rt	immediate		
J	2 or 3	target address				



Decoding Example (3/7)

- Select the opcode (first 6 bits) to determine the format:

Format:

R	000000	00000000000000001000000100101
R	000000	00000001010100000000101010
I	000100	01000000000000000000000011
R	000000	000100010000010000001000000
I	001000	00101001011111111111111111
J	000010	00000100000000000000000001

- Look at opcode:
0 means R-Format,
2 or 3 mean J-Format,
otherwise I-Format.



• Next step: separation of fields

Decoding Example (4/7)

- Fields separated based on format/opcode:

Format:

R	0	0	0	2	0	37
R	0	0	5	8	0	42
I	4	8	0	+3		
R	0	2	4	2	0	32
I	8	5	5	-1		
J	2	1,048,577				

- Next step: translate (“disassemble”) to MIPS assembly instructions



Decoding Example (5/7)

- **MIPS Assembly (Part 1):**

Address:

Assembly instructions:

0x00400000	or	\$2, \$0, \$0
0x00400004	slt	\$8, \$0, \$5
0x00400008	beq	\$8, \$0, 3
0x0040000c	add	\$2, \$2, \$4
0x00400010	addi	\$5, \$5, -1
0x00400014	j	0x100001

- **Better solution: translate to more meaningful MIPS instructions (fix the branch/jump and add labels, registers)**



Decoding Example (6/7)

- MIPS Assembly (Part 2):

```
Loop:      or      $v0,$0,$0
           slt     $t0,$0,$a1
           beq     $t0,$0,Exit
           add     $v0,$v0,$a0
           addi    $a1,$a1,-1
           j      Loop
Exit:
```

- Next step: translate to C code (be creative!)



Decoding Example (7/7)

Before Hex:

```
00001025hex  
0005402Ahex  
11000003hex  
00441020hex  
20A5FFFFhex  
08100001hex
```

• After C code (Mapping below)

```
$v0: product  
$a0: multiplicand  
$a1: multiplier
```

```
product = 0;  
while (multiplier > 0) {  
    product += multiplicand;  
    multiplier -= 1;  
}
```

```
    or    $v0,$0,$0  
Loop:  slt  $t0,$0,$a1  
       beq $t0,$0,Exit  
       add $v0,$v0,$a0  
       addi $a1,$a1,-1  
       j   Loop
```

Exit:

Demonstrated Big 61C
Idea: Instructions are just numbers, code is treated like data

Peer Instruction Question

(for A,B) When combining two C files into one executable, recall we can compile them independently & then merge them together.

- A. **Jump** insts don't require any changes.
- B. **Branch** insts don't require any changes.
- C. You now have all the tools to be able to "decompile" a stream of 1s and 0s into C!

