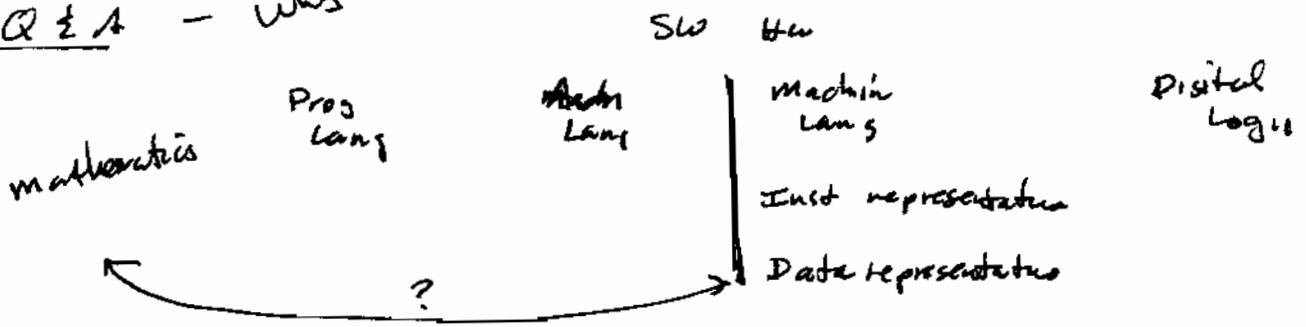


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Outline

- FP Q&A
- Conventions, contracts & protocols
- Starting a program,
- Turning on a machine

FP Q&A - why



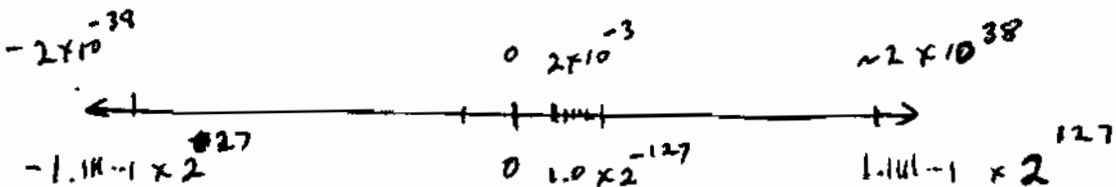
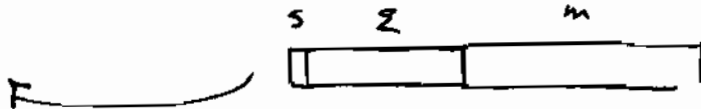
Q. what does a computer do?  
 - manipulates symbols

\* Big idea \*

Q: n bits  $\Rightarrow 2^n$  symbols

Q: what do they mean?  
 - depends what you do with them

$-1^S \times 1.M \times 2^{e-127}$



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# Special Symbols

$B = 0$

denorm  
 $0, \text{denorm } -1.0.M \times 2^{-127}$

$B = 255$

$+\infty, -\infty$   
 NAN

## Why

$$A \neq B \Rightarrow A - B \neq 0$$

ex:  $x / \frac{x}{A-B}$

IF  $x$  is denorm, what is  $1/x$ ?  $\pm \infty$

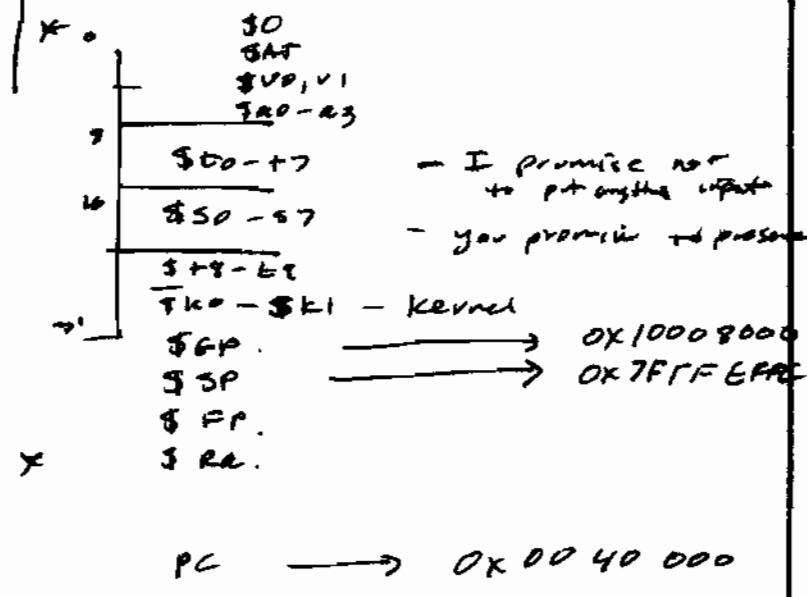
Q: Why does it matter?

- knowing where the illusion breaks down  $\Rightarrow$  good engineering, ex: roots of a quadratic

## II Conventions



- \$1 Asm temp
- \$2-\$7 \$V0, \$1
- 4-7 \$A0-\$A3
- 8-15 \$T0-\$T7
- 16-23



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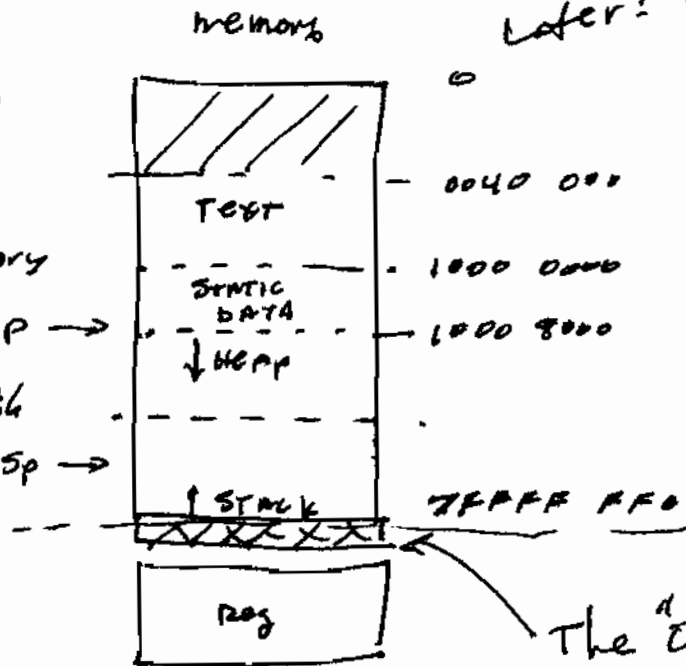
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### STARTING A PROGRAM

Today: physical address space  
Later: virtual address space

- A special program is "always running" called the operating system
- Reads a file into memory  
Jumps to start instructions  
- header of executable
- Language RT calls MAIN



foo.c

mips-gcc

foo.o

code

Static data  
symbols  
B-  
CALL

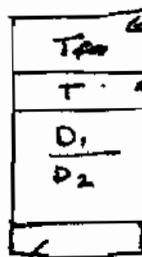


CALL



1.b-gcc.o

link



CRT0 ip main

main:  $\frac{1}{2}$

What the assumption this makes

symbols for debugger

- Registers
- Address space
- `sp, gp`
- Run Time data structures
- `malloc`
- `argv c`
- `argv v`
- `stdin, stdout, stderr`

CRT0

-- main

- tiny bit of assembly
- system calls

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~~How~~

Q: What function do you call?

- pgm know the name.
- machine needs an address
- ~~not~~ not known until all the objects are put together
- linker resolves the address

\* like what you did with forward references in assembler

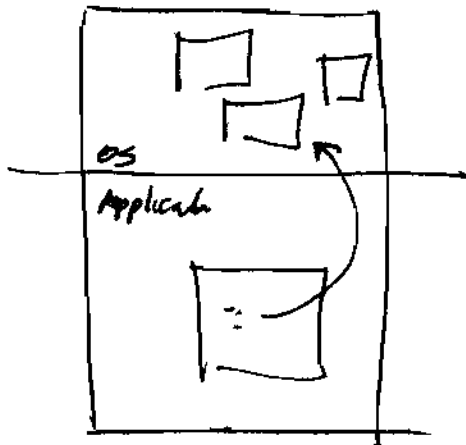
Language run time

- sets up machine state to meet ~~low~~ language conventions
- sets up data structures and application program state
- ⇒ System calls.

HW support

mode

EPC



- OS:
  - provides a convenient abstraction of physical resources
    - disks ⇒ files
  - Protected access to shared resources

How does appln "call" a system function

- don't have address of routine
- "separate" address space
- system protects itself
- not on user stack

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- return address

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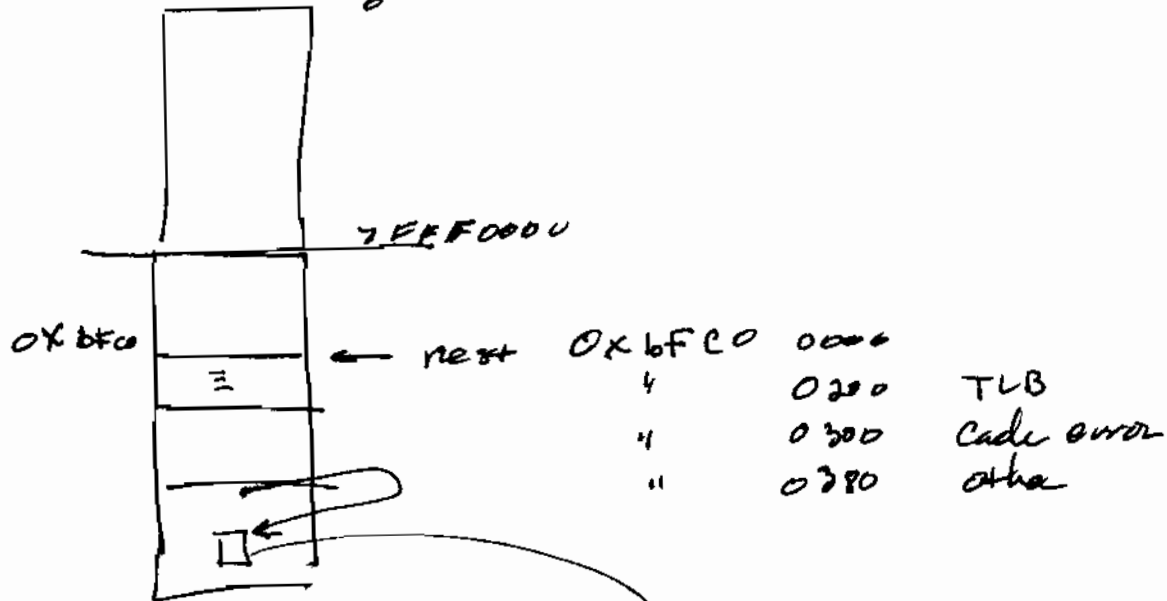
3 ~~two~~ kinds of entries

Traps (synchronous to inst)   
 ↳ syscall   
 ↳ exception

Interrupts

MIPS

Interrupt vector



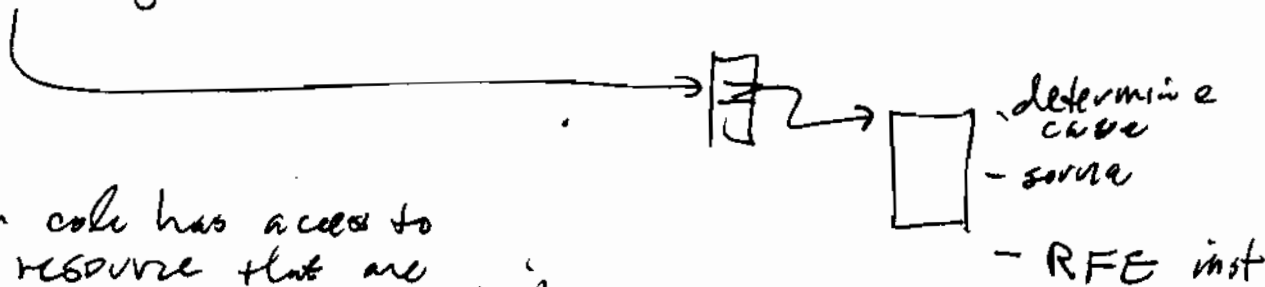
General form PC = 0xbfc0

code to determine & l  
- cause of the  
trap or interrupt  
series of

Syscall

Place arguments in register  
create syscall inst

os int vector



- system code has access to  
HW resource that are  
not accessible to application

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What happens when you turn it on?

PC  $\leftarrow$  0xbFC0 0000

registers undefined

$\Rightarrow$  OS boot strap

- verify hw is operational
- bring up all the subsystems
- start process schedule

How did os get there

- prom eg. BIOS
- boot loader - reads blocks w from disk

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