IN-CAR ALGORITHM COULD DISSOLVE TRAFFIC!

“If cars broadcast their speeds to other vehicles” … (and the speeds of cars were automatically controlled – you could still steer) … ”a simple in-car algorithm could help dissolve traffic jams as soon as they occur!”. Key idea – be optimistic leaving the jam and defensive leading into it.

www.technologyreview.com/blog/arxiv/27166/
MIPS Machine Language Instruction: 32 bits representing a single instruction

<table>
<thead>
<tr>
<th>opcode</th>
<th>rs</th>
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<th>shamt</th>
<th>funct</th>
</tr>
</thead>
<tbody>
<tr>
<td>opcode</td>
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<td>opcode</td>
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<td>immediate</td>
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<tr>
<td>opcode</td>
<td></td>
<td></td>
<td></td>
<td>target address</td>
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</tbody>
</table>

- Branches use PC-relative addressing, Jumps use absolute addressing.
- Disassembly is simple and starts by decoding opcode field. (more on Wednesday)
C functions

```c
main() {
    int i, j, k, m;
    ...
    i = mult(j, k); ...
    m = mult(i, i); ...
}

/* really dumb mult function */
int mult (int mcand, int mlier){
    int product = 0;
    while (mlier > 0) {
        product = product + mcand;
        mlier = mlier -1; }
    return product;
}
```

What information must compiler/programmer keep track of?

What instructions can accomplish this?
Function Call Bookkeeping

- Registers play a major role in keeping track of information for function calls.

- **Register conventions:**
  - Return address: $ra
  - Arguments: $a0, $a1, $a2, $a3
  - Return value: $v0, $v1
  - Local variables: $s0, $s1, ..., $s7

- The stack is also used; more later.
... sum(a,b); ... /* a,b:$s0,$s1 */
}

int sum(int x, int y) {
    return x+y;
}

address (shown in decimal)

1000 1004 1008 1012 1016 ...
2000 2004

In MIPS, all instructions are 4 bytes, and stored in memory just like data. So here we show the addresses of where the programs are stored.
Instruction Support for Functions (2/6)

... sum(a,b);... /* a,b:$s0,$s1 */
}

int sum(int x, int y) {
    return x+y;
}

address (shown in decimal)
1000 add $a0,$s0,$zero  # x = a
1004 add $a1,$s1,$zero  # y = b
1008 addi $ra,$zero,1016 # $ra=1016
1012 j sum  # jump to sum
1016 ...
2000 sum: add $v0,$a0,$a1
2004 jr $ra  # new instruction
Instruction Support for Functions (3/6)

```c
... sum(a,b);... /* a,b:$s0,$s1 */
}
int sum(int x, int y) {
    return x+y;
}
```

- Question: Why use `jr` here? Why not use `j`?
- Answer: `sum` might be called by many places, so we can’t return to a fixed place. The calling proc to `sum` must be able to say “return here” somehow.

2000 `sum:` add $v0,$a0,$a1
2004 `jr` $ra          # new instruction
Instruction Support for Functions (4/6)

- Single instruction to jump and save return address: jump and link (jal)
- Before:
  \[
  \begin{align*}
  1008 & \text{ addi } $ra,$zero,1016 \quad #$ra=1016 \\
  1012 & \text{ j sum} \quad #\text{goto sum}
  \end{align*}
  \]
- After:
  \[
  \begin{align*}
  1008 & \text{ jal sum} \quad # \text{$ra=1012, goto sum}
  \end{align*}
  \]
- Why have a jal?
  - Make the common case fast: function calls very common.
  - Don’t have to know where code is in memory with jal!
Instruction Support for Functions (5/6)

- Syntax for `jal` (jump and link) is same as for `j` (jump):
  
  \[ \text{jal label} \]

- `jal` should really be called `laj` for “link and jump”:
  - Step 1 (link): Save address of next instruction into $ra
    - Why next instruction? Why not current one?
  - Step 2 (jump): Jump to the given label
Instruction Support for Functions (6/6)

- Syntax for `jr` (jump register):
  
  \[
  \text{jr register}
  \]

- Instead of providing a label to jump to, the `jr` instruction provides a register which contains an address to jump to.

- Very useful for function calls:
  - `jal` stores return address in register ($ra)
  - `jr $ra` jumps back to that address
int sumSquare(int x, int y) {
    return mult(x,x) + y;
}

- Something called `sumSquare`, now `sumSquare` is calling `mult`.
- So there’s a value in $ra$ that `sumSquare` wants to jump back to, but this will be overwritten by the call to `mult`.
- Need to save `sumSquare` return address before call to `mult`. 
Nested Procedures (2/2)

- In general, may need to save some other info in addition to $ra.
- When a C program is run, there are 3 important memory areas allocated:
  - **Static**: Variables declared once per program, cease to exist only after execution completes. E.g., C globals
  - **Heap**: Variables declared dynamically via `malloc`
  - **Stack**: Space to be used by procedure during execution; this is where we can save register values
C Memory Allocation

- **Address**: $\infty$
- **Heap**: Space for local vars, saved procedure information
- **Static**: Explicitly created space, i.e., `malloc()`
  - Variables declared once per program; e.g., globals
  - Doesn’t change size
- **Code**: Program (doesn’t change size)
- **Stack Pointer**: $sp$

Diagram:
- Stack: Space for local vars, saved procedure information
- Heap: Explicitly created space, i.e., `malloc()`
- Static: Variables declared once per program; e.g., globals
- Code: Program (doesn’t change size)
Using the Stack (1/2)

- So we have a register $sp$ which always points to the last used space in the stack.
- To use stack, we decrement this pointer by the amount of space we need and then fill it with info.
- So, how do we compile this?

```c
int sumSquare(int x, int y) {
    return mult(x, x) + y;
}
```
Using the Stack (2/2)

- Hand-compile

```c
int sumSquare(int x, int y) {
    return mult(x,x)+ y;
}
```

**sumSquare:**

```
addi $sp,$sp,-8  # space on stack
sw $ra, 4($sp)    # save ret addr
sw $a1, 0($sp)    # save y
add $a1,$a0,$zero # mult(x,x)
jal mult          # call mult
lw $a1, 0($sp)    # restore y
add $v0,$v0,$a1   # mult()+y
```

**"push"**

```
lw $ra, 4($sp)    # get ret addr
addi $sp,$sp,8    # restore stack
jr $ra
```

**"pop"**

```
mult: ...
```

---

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Steps for Making a Procedure Call

1. Save necessary values onto stack.
2. Assign argument(s), if any.
3. `jal` call
4. Restore values from stack.
Rules for Procedures

- Called with a `jal` instruction, returns with a `jr $ra`
- Accepts up to 4 arguments in `$a0`, `$a1`, `$a2` and `$a3`
- Return value is always in `$v0` (and if necessary in `$v1`)
- Must follow register conventions

So what are they?
Basic Structure of a Function

**Prologue**

```
entry_label:
addi $sp,$sp, -framesize
sw $ra, framesize-4($sp)  # save $ra
save other regs if need be
```

**Body** . . . (call other functions...)

**Epilogue**

```
restore other regs if need be
lw $ra, framesize-4($sp)  # restore $ra
addi $sp,$sp, framesize
jr $ra
```
### MIPS Registers

<table>
<thead>
<tr>
<th>Category</th>
<th>Registers</th>
</tr>
</thead>
<tbody>
<tr>
<td>The constant 0</td>
<td>$0</td>
</tr>
<tr>
<td>Reserved for Assembler</td>
<td>$1</td>
</tr>
<tr>
<td>Return Values</td>
<td>$2-$3</td>
</tr>
<tr>
<td>Arguments</td>
<td>$4-$7</td>
</tr>
<tr>
<td>Temporary</td>
<td>$8-$15</td>
</tr>
<tr>
<td>Saved</td>
<td>$16-$23</td>
</tr>
<tr>
<td>More Temporary</td>
<td>$24-$25</td>
</tr>
<tr>
<td>Used by Kernel</td>
<td>$26-27</td>
</tr>
<tr>
<td>Global Pointer</td>
<td>$28</td>
</tr>
<tr>
<td>Stack Pointer</td>
<td>$29</td>
</tr>
<tr>
<td>Frame Pointer</td>
<td>$30</td>
</tr>
<tr>
<td>Return Address</td>
<td>$31</td>
</tr>
<tr>
<td>$zero</td>
<td></td>
</tr>
<tr>
<td>$at</td>
<td></td>
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<tr>
<td>$v0-$v1</td>
<td></td>
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<tr>
<td>$a0-$a3</td>
<td></td>
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<tr>
<td>$t0-$t7</td>
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</tr>
<tr>
<td>$s0-$s7</td>
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<tr>
<td>$t8-$t9</td>
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<tr>
<td>$k0-$k1</td>
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<tr>
<td>$gp</td>
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<tr>
<td>$sp</td>
<td></td>
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<tr>
<td>$fp</td>
<td></td>
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<tr>
<td>$ra</td>
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</tr>
</tbody>
</table>

(From COD green insert)

*Use names for registers -- code is clearer!*
Other Registers

- **$at**: may be used by the assembler at any time; unsafe to use
- **$k0–$k1**: may be used by the OS at any time; unsafe to use
- **$gp, $fp**: don’t worry about them
- Note: Feel free to read up on $gp and $fp in Appendix A, but you can write perfectly good MIPS code without them.


int fact(int n) {
  if(n == 0) return 1; else return (n*fact(n-1));
}

When translating this to MIPS...

1) We COULD copy $a0 to $a1 (& then not store $a0 or $a1 on the stack) to store n across recursive calls.

2) We MUST save $a0 on the stack since it gets changed.

3) We MUST save $ra on the stack since we need to know where to return to...
“And in Conclusion…”

- Functions called with `jal`, return with `jr $ra`.
- The stack is your friend: Use it to save anything you need. Just leave it the way you found it!
- Instructions we know so far…
  - Arithmetic: `add, addi, sub, addu, addiu, subu`
  - Memory: `lw, sw, lb, sb`
  - Decision: `beq, bne, slt, slti, sltu, sltiu`
  - Unconditional Branches (Jumps): `j, jal, jr`
- Registers we know so far
  - All of them!