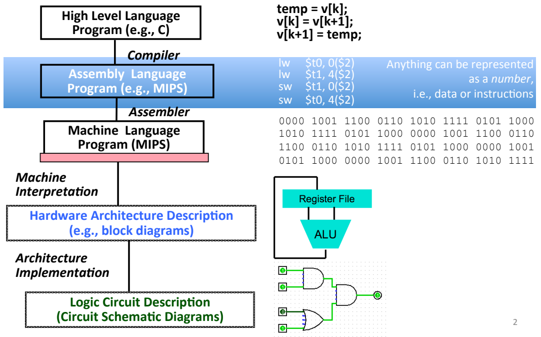
CS 61C:
Great Ideas in Computer Architecture
Intro to Assembly Language, MIPS Intro

Instructors:
Krste Asanovic & Vladimir Stojanovic
http://inst.eecs.Berkeley.edu/~cs61c/sp15

Levels of Representation/ Interpretation


High Level Language Program (e.g., C)

Compiler

Assembly Language Program (e.g., MIPS)

Assembler

Machine Language Program (MIPS)

Machine Interpretation

Hardware Architecture Description (e.g., block diagrams)

Architecture Implementation

Logic Circuit Description (Circuit Schematic Diagrams)

```
temp = v[k];
v[k] = v[k+1];
v[k+1] = temp;
```

```
lw   $t0, 0($2)
lw   $t1, 4($2)
sw   $t1, 0($2)
sw   $t0, 4($2)
```

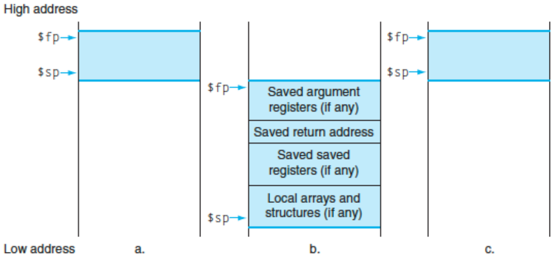
Anything can be represented as a *number*, i.e., data or instructions

```
0000 1001 1100 0110 1010 1111 0101 1000
1010 1111 0101 1000 0000 1001 1100 0110
1100 0110 1010 1111 0101 1000 0000 1001
0101 1000 0000 1001 1100 0110 1010 1111
```

Review: Allocating Space on Stack

- C has two storage classes: automatic and static
  - *Automatic* variables are local to function and discarded when function exits
  - *Static* variables exist across exits from and entries to procedures
- Use stack for automatic (local) variables that don't fit in registers
- *Procedure frame* or *activation record*: segment of stack with saved registers and local variables
- Some MIPS compilers use a frame pointer (`$fp`) to point to first word of frame

Stack Before, During, After Call


High address
$fp
$sp
$fp
Saved argument registers (if any)
Saved return address
Saved saved registers (if any)
Local arrays and structures (if any)
$sp
$fp
$sp
Low address
a.
b.
c.

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?

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

Using the Stack (2/2)

- Hand-compile `int sumSquare(int x, int y) { return mult(x,x)+ y; }`

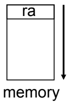
```
sumSquare:
         addi $sp,$sp,-8  # space on stack
"push"   sw $ra, 4($sp)   # save ret addr
         sw $a1, 0($sp)   # save y
         add $a1,$a0,$zero # mult(x,x)
         jal mult          # call mult
         lw $a1, 0($sp)   # restore y
         add $v0,$v0,$a1  # mult()+y
         lw $ra,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

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…)



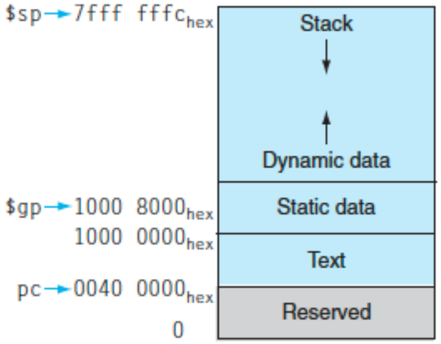
Epilogue

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

Where is the Stack in Memory?

- MIPS convention
- Stack starts in high memory and grows down
  - Hexadecimal (base 16) : 7fff fffc$_{hex}$
- MIPS programs (*text segment*) in low end
  - 0040 0000$_{hex}$
- *static data segment* (constants and other static variables) above text for static variables
  - MIPS convention *global pointer* ($gp) points to static
- *Heap* above static for data structures that grow and shrink ; grows up to high addresses

MIPS Memory Allocation



$sp → 7fff fffc$_{hex}$ Stack

Dynamic data

$gp → 1000 8000$_{hex}$ Static data

1000 0000$_{hex}$ Text

pc → 0040 0000$_{hex}$ Reserved

0

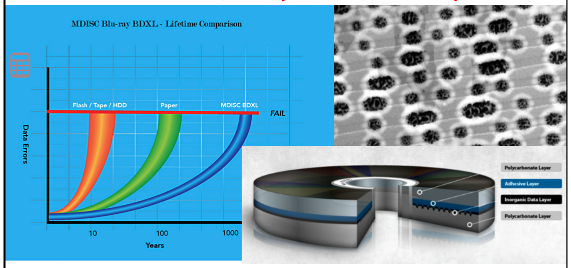
Register Allocation and Numbering

Name	Register number	Usage	Preserved on call?
$zero	0	The constant value 0	n.a.
$v0–$v1	2–3	Values for results and expression evaluation	no
$a0–$a3	4–7	Arguments tans	no
$t0–$t7	8–15	Temporaries	no
$s0–$s7	16–23	Saved	yes
$t8–$t9	24–25	More temporaries	no
$gp	28	Global pointer	yes
$sp	29	Stack pointer	yes
$fp	30	Frame pointer	yes
$ra	31	Return address	yes

Administrivia

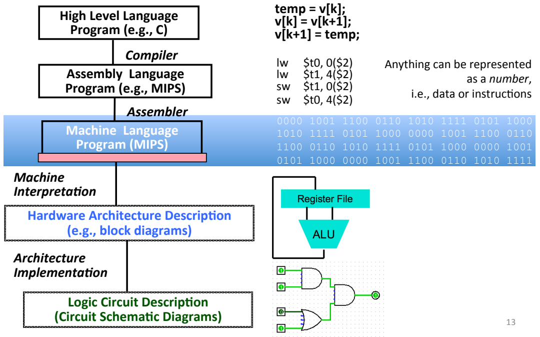
- HW2 due Sunday 2/15
  - Can resubmit HW1' given 80% weight, and clobber HW1 score
  - Autograder results only available after HW2 deadline

In the News: 1,000 year life Blu-Ray Discs



- Verbatim and Milleniata launch MDISC 100GB Blu-ray optical media with >1,000 year lifetime
- "average lifetime of significantly more than 2,000 years with no more than one failure per 100,000 discs expected, after more than 1,000 years at 250C (770F) and 50 per cent relative humidity."

Levels of Representation/ Interpretation



High Level Language Program (e.g., C)
Compiler
Assembly Language Program (e.g., MIPS)
Assembler
Machine Language Program (MIPS)
Machine Interpretation
Hardware Architecture Description (e.g., block diagrams)
Architecture Implementation
Logic Circuit Description (Circuit Schematic Diagrams)
Register File
ALU

```
temp = v[k];
v[k] = v[k+1];
v[k+1] = temp;
```

```
lw   $t0, 0($2)
lw   $t1, 4($2)
sw   $t1, 0($2)
sw   $t0, 4($2)
```

Anything can be represented as a *number*, i.e., data or instructions

```
0000 1001 1100 0110 1010 1111 0101 1000
1010 1111 0101 1000 0000 1001 1100 0110
1100 0110 1010 1111 0101 1000 0000 1001
0101 1000 0000 1001 1100 0110 1010 1111
```

Big Idea: Stored-Program Computer

First Draft of a Report on the EDVAC
by
John von Neumann
Contract No. W–670–ORD–4926
Between the
United States Army Ordnance Department and the
University of Pennsylvania
Moore School of Electrical Engineering
University of Pennsylvania
June 30, 1945

- Instructions are represented as bit patterns - can think of these as numbers.
- Therefore, entire programs can be stored in memory to be read or written just like data.
- Can reprogram quickly (seconds), don't have to rewire computer (days)
- Known as the "von Neumann" computers after widely distributed tech report on EDVAC project

Consequence #1: Everything Addressed

- Since all instructions and data are stored in memory, everything has a memory address: instructions, data words
  - both branches and jumps use these
- C pointers are just memory addresses: they can point to anything in memory
  - Unconstrained use of addresses can lead to nasty bugs; up to you in C; limited in Java by language design
- One register keeps address of instruction being executed: **"Program Counter" (PC)**
  - Basically a pointer to memory: Intel calls it Instruction Pointer (a better name)

Consequence #2: Binary Compatibility

- Programs are distributed in binary form
  - Programs bound to specific instruction set
  - Different version for Macintoshes and PCs
- New machines want to run old programs ("binaries") as well as programs compiled to new instructions
- Leads to "backward-compatible" instruction set evolving over time
- Selection of Intel 8086 in 1981 for 1st IBM PC is major reason latest PCs still use 80x86 instruction set (Pentium 4); could still run program from 1981 PC today

Instructions as Numbers (1/2)

- Currently all data we work with is in words (32-bit chunks):
  - 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/RISC seeks simplicity: since data is in words, make instructions be fixed-size 32-bit words also

Instructions as Numbers (2/2)

- One word is 32 bits, so divide instruction word into "fields".
- Each field tells processor something about instruction.
- We could define different fields for each instruction, but MIPS seeks simplicity, so define 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 offset counts as an immediate), and branches (`beq` and `bne`),
  - (but not the shift instructions; later)
- J-format: used for `j` and `jal`
- R-format: used for all other instructions
- It will soon become clear why the instructions have been partitioned in this way.

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.
  - Consequence: 5-bit fields can represent any number 0-31, while 6-bit fields can represent any number 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
- Question: Why aren't `opcode` and `funct` a single 12-bit field?
  - We'll answer this later.

R-Format Instructions (3/5)

- More fields:
  - `rs` (Source Register): *usually* used to specify register containing first operand
  - `rt` (Target Register): *usually* used to specify register containing second operand (note that name is misleading)
  - `rd` (Destination Register): *usually* 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 "usually" 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`
    - `mfhi` and `mflo` have nothing important in the `rs` and `rt` fields since the source is determined by the instruction (see COD)

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 (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)

  `rd` = 8 (destination)

  `rs` = 9 (first *operand*)

  `rt` = 10 (second *operand*)

  `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

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?
  - 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:
  - First notice that, if instruction has 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 as possible with other formats while leaving as much space as possible for immediate field.
  - **`rs`**: specifies a 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`**") or other operand for some instructions.

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.
  - Later, we'll see what to do when a value is too big for 16 bits

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 in assembly code)

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`**$_{\text{hex}}$

decimal representation: **`584,449,998`**$_{\text{ten}}$

Clicker/Peer Instruction

Which instruction has same representation as integer 35_{ten}?

a) add $0, $0, $0	opcode	rs	rt	rd	shamt	funct
b) subu $s0,$s0,$s0	opcode	rs	rt	rd	shamt	funct
c) lw $0, 0($0)	opcode	rs	rt	offset		
d) addi $0, $0, 35	opcode	rs	rt	immediate		
e) subu $0, $0, $0	opcode	rs	rt	rd	shamt	funct

Registers numbers and names:
0: $0, .. 8: $t0, 9:$t1, ..15: $t7, 16: $s0, 17: $s1, .. 23: $s7

Opcodes and function fields (if necessary)

`add`: opcode = 0, funct = 32
`subu`: opcode = 0, funct = 35
`addi`: opcode = 8
`lw`: opcode = 35

Dealing With Large Immediates

- How do we deal with 32-bit immediates?
  - Sometimes want to use immediates > ± 2^{15} with `addi`, `lw`, `sw` and `slti`
  - Bitwise logic operations with 32-bit immediates
- **Solution:** Don't mess with instruction formats, just add a new instruction
- Load Upper Immediate (`lui`)
  - `lui reg,imm`
  - Moves 16-bit `imm` into upper half (bits 16-31) of `reg` and zeros the lower half (bits 0-15)

`lui` Example

- Want: `addiu $t0,$t0,0xABABCDCD`
  - This is a pseudo-instruction!
- Translates into:

```
 lui  $at,0xABAB    # upper 16
ori  $at,$at,0xCDCD # lower 16
addu $t0,$t0,$at    # move
```

Only the assembler gets to use $at

- Now we can handle everything with a 16-bit immediate!

Branching Instructions

- `beq` and `bne`
  - Need to specify a target address if branch taken
  - Also specify two registers to compare
- Use I-Format:

31			0
opcode	rs	rt	immediate

  - `opcode` specifies `beq` (4) vs. `bne` (5)
  - `rs` and `rt` specify registers
  - How to best use `immediate` to specify addresses?

Branching Instruction Usage

- Branches typically used for loops (`if-else`, `while`, `for`)
  - Loops are generally small (< 50 instructions)
  - Function calls and unconditional jumps handled with jump instructions (J-Format)
- **Recall:** Instructions stored in a localized area of memory (Code/Text)
  - Largest branch distance limited by size of code
  - Address of current instruction stored in the program counter (PC)

PC-Relative Addressing

- PC-Relative Addressing: Use the `immediate` field as a two's complement offset to PC
  - Branches generally change the PC by a small amount
  - Can specify ± 2^{15} addresses from the PC
- So just how much of memory can we reach?

Branching Reach

- **Recall:** MIPS uses 32-bit addresses
  - Memory is byte-addressed
- Instructions are *word-aligned*
  - Address is always multiple of 4 (in bytes), meaning it ends with `0b00` in binary
  - Number of bytes to add to the PC will always be a multiple of 4
- Immediate specifies words instead of bytes
  - Can now branch ± 2^{15} words
  - We can reach 2^{16} instructions = 2^{18} bytes around PC

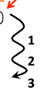
Branch Calculation

- If we don't take the branch:
  - `PC = PC + 4` = next instruction
- If we do take the branch:
  - `PC = (PC+4) + (immediate*4)`
- **Observations:**
  - `immediate` is number of instructions to jump (remember, specifies words) either forward (+) or backwards (–)
  - Branch from `PC+4` for hardware reasons; will be clear why later in the course

Branch Example (1/2)

- MIPS Code:

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



Start counting from instruction AFTER the branch

- I-Format fields:

`opcode` = 4	(look up on Green Sheet)
`rs` = 9	(first operand)
`rt` = 0	(second operand)
`immediate` = 3	

Branch Example (2/2)

- MIPS Code:

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

Field representation (decimal):

31			0
4	9	0	3

Field representation (binary):

31			0
000100	01001	00000	0000000000000011

Questions on PC-addressing

- Does the value in branch immediate field change if we move the code?
  - If moving individual lines of code, then yes
  - If moving all of code, then no
- What do we do if destination is > 2^{15} instructions away from branch?
  - Other instructions save us
  - beq $s0,$0,far → bne $s0,$0,next

```
beq $s0,$0,far            bne $s0,$0,next
# next instr      →       j    far
                     next: # next instr
```

J-Format Instructions (1/4)

- For branches, we assumed that we won't want to branch too far, so we can specify a *change* in the PC
- For general jumps (`j` and `jal`), we may jump to *anywhere* in memory
  - Ideally, we would 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

J-Format Instructions (2/4)

- Define two "fields" of these bit widths:

31	0
6	26

- As usual, each field has a name:

31	0
opcode	target address

- **Key Concepts:**
  - Keep `opcode` field identical to R-Format and I-Format for consistency
  - Collapse all other fields to make room for large target address

J-Format Instructions (3/4)

- We can specify 2^{26} addresses
  - Still going to word-aligned instructions, so add `0b00` as last two bits (multiply by 4)
  - This brings us to 28 bits of a 32-bit address
- Take the 4 highest order bits from the PC
  - Cannot reach *everywhere*, but adequate almost all of the time, since programs aren't that long
  - Only problematic if code straddles a 256MB boundary
- If necessary, use 2 jumps or `jr` (R-Format) instead

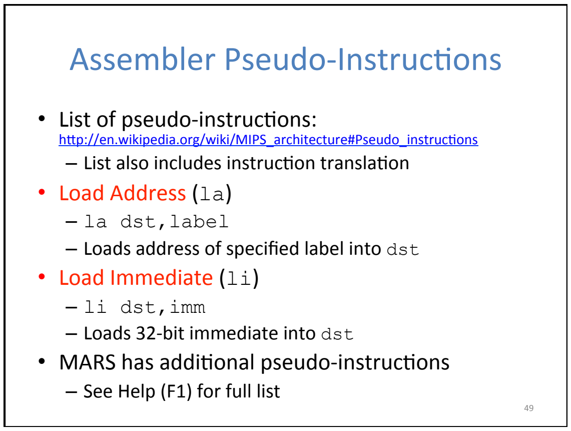
J-Format Instructions (4/4)

- Jump instruction:
  - New PC = { (PC+4)[31..28], target address, 00 }
- Notes:
  - { , , } means concatenation
    { 4 bits , 26 bits , 2 bits } = 32 bit address
    - Book uses || instead
  - Array indexing: [31..28] means highest 4 bits
  - For hardware reasons, use PC+4 instead of PC

Assembler Pseudo-Instructions

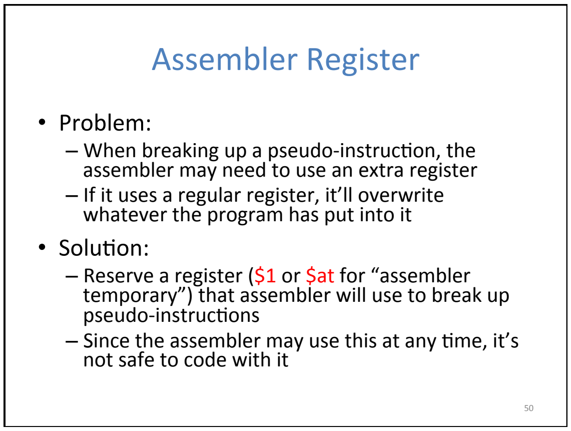
- Certain C statements are implemented unintuitively in MIPS
  - e.g. assignment (`a=b`) via add zero
- MIPS has a set of "pseudo-instructions" to make programming easier
  - More intuitive to read, but get translated into actual instructions later
- Example:

  `move dst,src` translated into
  `addi dst,src,0`



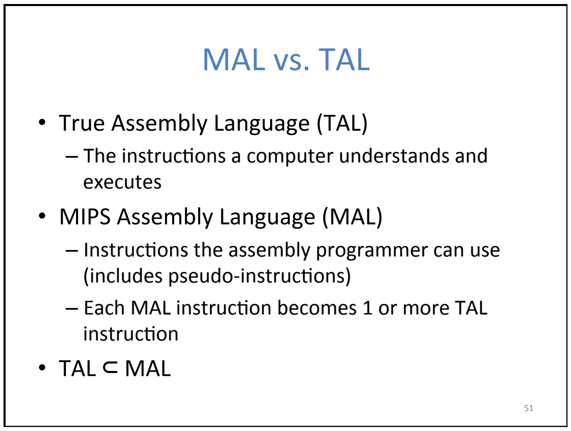
Assembler Pseudo-Instructions

- List of pseudo-instructions: http://en.wikipedia.org/wiki/MIPS_architecture#Pseudo_instructions
  - List also includes instruction translation
- Load Address (`la`)
  - `la dst,label`
  - Loads address of specified label into `dst`
- Load Immediate (`li`)
  - `li dst,imm`
  - Loads 32-bit immediate into `dst`
- MARS has additional pseudo-instructions
  - See Help (F1) for full list



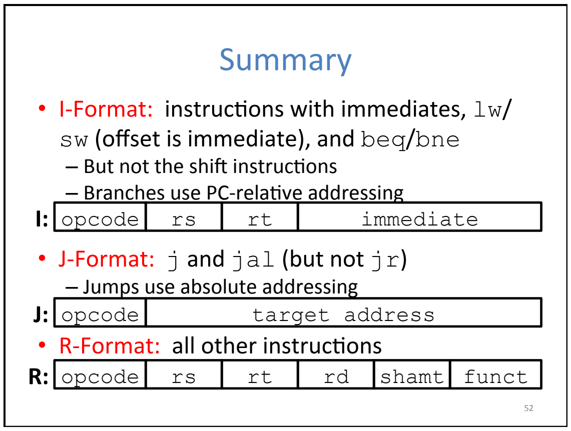
Assembler Register

- Problem:
  - When breaking up a pseudo-instruction, the assembler may need to use an extra register
  - If it uses a regular register, it'll overwrite whatever the program has put into it
- Solution:
  - Reserve a register ($1 or $at for "assembler temporary") that assembler will use to break up pseudo-instructions
  - Since the assembler may use this at any time, it's not safe to code with it



MAL vs. TAL

- True Assembly Language (TAL)
  - The instructions a computer understands and executes
- MIPS Assembly Language (MAL)
  - Instructions the assembly programmer can use (includes pseudo-instructions)
  - Each MAL instruction becomes 1 or more TAL instruction
- TAL ⊂ MAL



Summary

- I-Format: instructions with immediates, `lw`/`sw` (offset is immediate), and `beq`/`bne`
  - But not the shift instructions
  - Branches use PC-relative addressing

I:	opcode	rs	rt	immediate

- J-Format: `j` and `jal` (but not `jr`)
  - Jumps use absolute addressing

J:	opcode	target address

- R-Format: all other instructions

R:	opcode	rs	rt	rd	shamt	funct