CS 61C: Great Ideas in Computer Architecture

More MIPS,
MIPS Functions

Instructor: Justin Hsia
Review of Last Lecture (1/2)

• RISC Design Principles
  – Smaller is faster: 32 registers, fewer instructions
  – Keep it simple: rigid syntax, fixed word length

• MIPS Registers: \$s0-\$s7, \$t0-\$t9, \$0
  – Only operands used by instructions
  – No variable types, just raw bits

• Memory is byte-addressed
  – Watch endianness when dealing with bytes
Review of Last Lecture (2/2)

• MIPS Instructions
  – Arithmetic: add, sub, addi, mult, div  
    addu, subu, addiu
  – Data Transfer: lw, sw, lb, sb, lbu
  – Branching: beq, bne, j
  – Bitwise: and, andi, or, ori, nor, xor, xori
  – Shifting: sll, sllv, srl, srlv, sra, srav
Review of Last Lecture

• Fast string copy code:

```assembly
# copy String p to q
# p→$s0, q→$s1 (pointers)
Loop: lb  $t0,0($s0)  # $t0 = *p
      sb  $t0,0($s1)  # *q = $t0
      addi $s0,$s0,1  # p = p + 1
      addi $s1,$s1,1  # q = q + 1
      beq  $t0,$0,Exit  # if *p==0, go to Exit
      j  Loop  # go to Loop
Exit:  # N chars in p ⇒ N*6 instructions
```
Great Idea #1: Levels of Representation/Interpretation

- Higher-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)

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

• Inequalities
• Pseudo-Instructions
• Administrivia
• Implementing Functions in MIPS
• Function Calling Conventions
• Bonus: Remaining Registers
• Bonus: Memory Address Convention
• Bonus: Register Convention Analogy
Inequalities in MIPS

- Inequality tests: $<$, $<=$, $>$, and $>$=
  - RISC: implement all with 1 additional instruction

- Set on Less Than (\texttt{slt})
  - \texttt{slt dst,src1,src2}
  - Stores 1 in \texttt{dst} if value in \texttt{src1} < value in \texttt{src2} and stores 0 in \texttt{dst} otherwise

- Combine with \texttt{bne}, \texttt{beq}, and $\$0$
Inequalities in MIPS

• C Code:
  
  if (a < b) {
    ... /* then */
  }

  (let a→$s0, b→$s1)

• MIPS Code:
  
  slt $t0,$s0,$s1
  # $t0=1 if a<b
  
  bne $t0, $0, then
  # go to then
  # if $t0≠0
Inequalities in MIPS

• C Code:
  
  ```c
  if (a >= b) {
    ... /* then */
  }
  (let a \rightarrow s0, b \rightarrow s1)
  ```

  • MIPS Code:
  
  ```
  slt $t0,$s0,$s1
  # $t0=1 if a<b
  beq $t0, $0, then
  # go to then
  # if $t0=0
  ```

• Try to work out the other two on your own:
  – Swap src1 and src2
  – Switch beq and bne
Immediates in Inequalities

• Three variants of slt:
  – sltu  dst, src1, src2: unsigned comparison
  – slti  dst, src, imm: compare against constant
  – sltiu dst, src, imm: unsigned comparison against constant

• Example:
  addi  $s0,$0,-1  # $s0=0xFFFFFFFF
  slti  $t0,$s0,1  # $t0=1
  sltiu $t1,$s0,1  # $t1=0
Aside: MIPS Signed vs. Unsigned

• MIPS terms “signed” and “unsigned” appear in 3 different contexts:
  – Signed vs. unsigned bit extension
    • lb
    • lbu
  – Detect vs. don’t detect overflow
    • add, addi, sub, mult, div
    • addu, addiu, subu, multu, divu
  – Signed vs. unsigned comparison
    • slt, slti
    • sltu, sltiu
Question: What C code properly fills in the following blank?

do {i--;} while(__________);

Loop:               # i→$s0, j→$s1
addi $s0,$s0,-1     # i = i - 1
slti $t0,$s1,2      # $t0 = (j < 2)
beq  $t0,$0 ,Loop   # goto Loop if $t0==0
slt  $t0,$s1,$s0    # $t0 = (j < i)
bne $t0,$0 ,Loop   # goto Loop if $t0!=0

(A) j ≥ 2 || j < i
(B) j ≥ 2 && j < i
(C) j < 2 || j ≥ i
(D) j < 2 && j ≥ i
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Assembler Pseudo-Instructions

• Certain C statements are implemented unintuitively in MIPS
  – e.g. assignment \((a=b)\) via addition with 0

• MIPS has a set of “pseudo-instructions” to make programming easier
  – More intuitive to read, but get translated into actual instructions later

• Example:

  \begin{verbatim}
  move dst, src
  addi dst, src, 0
  \end{verbatim}
Assembler Pseudo-Instructions

• List of pseudo-instructions:  
  [Link: 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 more pseudo-instructions (see Help)  
  – Don’t go overboard: avoid confusing yourself!
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 \text{ 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
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Administrivia

- HW2 due Fri 7/5
- HW3 due Sun 7/7
- Project 1 posted by Friday, due 7/14
  - No homework next week (still labs)
- Special OH this week
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Six Steps of Calling a Function

1. Put *arguments* in a place where the function can access them
2. Transfer control to the function
3. The function will acquire any (local) storage resources it needs
4. The function performs its desired task
5. The function puts *return value* in an accessible place and “cleans up”
6. Control is returned to you
MIPS Registers for Function Calls

• Registers way faster than memory, so use them whenever possible

• $a0–a3$: four argument registers to pass parameters

• $v0–v1$: two value registers to return values

• $ra$: return address register that saves where a function is called from
MIPS Instructions for Function Calls

• **Jump and Link** (*jal*)
  – *jal label*
  – Saves the location of *following* instruction in register $ra and then jumps to *label* (function address)
  – Used to invoke a function

• **Jump Register** (*jr*)
  – *jr src*
  – Unconditional jump to the address specified in *src* (almost always used with $ra)
  – Used to return from a function
Instruction Addresses

• jal puts the *address* of an instruction in $ra

• Instructions are stored as data in memory!
  – **Recall**: Code section
  – More on this next lecture

• In MIPS, all instructions are 4 bytes long so each instruction differs in address by 4
  – **Recall**: Memory is byte-addressed

• Labels get converted to instruction addresses
Program Counter

- The **program counter** (PC) is a special register that holds the address of the current instruction being executed
  - This register is inaccessible to the programmer, but accessible to **jal**

- **jal stores** PC+4 into $ra
  - What would happen if we stored PC instead?

- All branches and jumps (**beq, bne, j, jal, jr**) work by storing an address into PC
Function Call Example

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

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

1000  addi $a0,$s0,0       # x = a
1004  addi $a1,$s1,0       # y = b
1008  addi $ra,$zero,1016 # $ra=1016
1012  j    sum  # jump to sum

Would we know this before compiling?

Otherwise we don’t know where we came from
Function Call Example

... sum(a,b); ... /* a→$s0, b→$s1 */

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

1000  addi $a0,$s0,0       # x = a
1004  addi $a1,$s1,0       # y = b
1008  jal sum             # $ra=1012, goto sum
1012
...
Six Steps of Calling a Function

1. Put *arguments* in a place where the function can access them
   \[ \text{\$a0-$a3} \]

2. Transfer control to the function
   \[ \text{jal} \]

3. The function will acquire any (local) storage resources it needs
   \[ \text{\$v0-$v1} \]

4. The function performs its desired task

5. The function puts *return value* in an accessible place and “cleans up”

6. Control is returned to you
   \[ \text{jr} \]
Saving and Restoring Registers

• Why might we need to save registers?
  – Limited number of registers for everyone to use
  – What happens if a function calls another function?
    ($ra$ would get overwritten!)

• Where should we save registers? The Stack

• $sp$ (stack pointer) register contains pointer to current bottom (last used space) of stack
Recall: Memory Layout

- Stack
- Heap
- Static data
- Code

- Dynamically allocated space
- Global variables, string literals
- Program instructions

Address $sp$ → $\infty$

Space for saved procedure information
Example: sumSquare

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

- What do we need to save?
  - Call to `mult` will overwrite `$ra`, so save it
  - Reusing `$a1` to pass 2\textsuperscript{nd} argument to `mult`, but need current value ($y$) later, so save `$a1$

- To save something to the Stack, move `$sp` down the required amount and fill the “created” space
Example: sumSquare

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

```
sumSquare:

```
`push`
```
    addi $sp,$sp,-8 # make space on stack
    sw $ra, 4($sp)  # save ret addr
    sw $a1, 0($sp)  # save y
    add $a1,$a0,$zero # set 2nd mult arg
    jal mult       # call mult
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Basic Structure of a Function

**Prologue**

```assembly
func_label:
addi $sp, $sp, -framesize
sw $ra, <framesize-4>($sp)
save other regs if need be
```

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

```
...
```

**Epilogue**

```assembly
restore other regs if need be
lw $ra, <framesize-4>($sp)
addi $sp, $sp, framesize
jr $ra
```
Local Variables and Arrays

• Any local variables the compiler cannot assign to registers will be allocated as part of the stack frame (Recall: spilling to memory)

• Locally declared arrays and structs are also allocated as part of the stack frame

• Stack manipulation is same as before
  – Move $sp down an extra amount and use the space it created as storage
Stack Before, During, After Call

Diagram showing the stack in different states:
- **a.** High address
  - $sp$ to low address
- **b.** Saved argument registers (if any)
  - Saved return address
  - Saved saved registers (if any)
  - Local arrays and structures (if any)
  - $sp$ to high address
- **c.** High address
  - $sp$ to low address
Get To Know Your Staff

• Category: Games
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- Inequalities
- Pseudo-Instructions
- Administrivia
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- **Function Calling Conventions**
- Bonus: Remaining Registers
- Bonus: Memory Address Convention
- Bonus: Register Convention Analogy
Register Conventions

• **CalleR**: the calling function
• **CalleE**: the function being called

• **Register Conventions**: A set of generally accepted rules as to which registers will be unchanged after a procedure call (jal) and which may have changed
Saved Registers

• These registers are expected to be the same before and after a function call
  — If calleE uses them, it must restore values before returning
  — This means save the old values, use the registers, then reload the old values back into the registers

• $s0-$s7 (saved registers)
• $sp (stack pointer)
  — If not in same place, the caller won’t be able to properly restore values from the stack
• $ra (return address)
Volatile Registers

• These registers can be freely changed by the calleE
  – If calleR needs them, it must save those values before making a procedure call
• $t0–t9 (temporary registers)
• $v0–v1 (return values)
  – These will contain the new returned values
• $a0–a3 (return address and arguments)
  – These will change if calleE invokes another function (nested function means calleE is also a calleR)
Register Conventions Summary

• One more time for luck:
  – CalleR must save any volatile registers it is using onto the stack before making a procedure call
  – CalleE must save any saved registers it intends to use before garbling up their values

• Notes:
  – CalleR and calleE only need to save the appropriate registers they are using (not all!)
  – Don’t forget to restore the values later
Example: Using Saved Registers

```assembly
myFunc: # Uses $s0 and $s1
    addiu $sp,$sp,-12 # This is the Prologue
    sw $ra,8($sp)   # Save saved registers
    sw $s0,4($sp)
    sw $s1,0($sp)

    ... # Do stuff with $s0 and $s1
    jal func1     # $s0 and $s1 unchanged by
    ... # function calls, so can keep
    jal func2     # using them normally
    ... # Do stuff with $s0 and $s1

    lw $s1,0($sp)  # This is the Epilogue
    lw $s0,4($sp)  # Restore saved registers
    lw $ra,8($sp)
    addiu $sp,$sp,12
    jr $ra         # return
```
Example: Using Volatile Registers

myFunc: # Uses $t0

```
addiu $sp,$sp,-4    # This is the Prologue
sw $ra,0($sp)       # Save saved registers
...
addiu $sp,$sp,-4    # Save volatile registers
sw $t0,0($sp)       # before calling a function
jal func1           # Function may change $t0
lw $t0,0($sp)       # Restore volatile registers
addiu $sp,$sp,4     # before you use them again
...
lw $ra,0($sp)       # This is the Epilogue
addiu $sp,$sp,4     # Restore saved registers
jr $ra              # return
```
Choosing Your Registers

• Minimize register footprint
  – Optimize to reduce number of registers you need to save by choosing which registers to use in a function
  – Only save when you absolutely have to

• Function does NOT call another function
  – Use only $t0$–$t9$ and there is nothing to save!

• Function calls other function(s)
  – Values you need throughout go in $s0$–$s7$, others go in $t0$–$t9$
  – At each function call, check number arguments and return values for whether you or not you need to save
Question: Which statement below is FALSE?

(A) MIPS uses `jal` to invoke a function and `jr` to return from a function

(B) `jal saves PC+1 in $ra`

(C) The callee can use temporary registers ($t$) without saving and restoring them

(D) The caller can rely on save registers ($s$) without fear of callee changing them
Summary (1/2)

• Inequalities done using $slt$ and allow us to implement the rest of control flow

• Pseudo-instructions make code more readable
  – Count as MAL, later translated into TAL

• MIPS function implementation:
  – Jump and link ($jal$) invokes, jump register ($jr$ $ra$) returns
  – Registers $a0–a3$ for arguments, $v0–v1$ for return values
Summary (2/2)

• Register conventions preserves values of registers between function calls
  — Different responsibilities for calleeR and calleeE
  — Registers classified as saved and volatile

• Use the Stack for spilling registers, saving return address, and local variables
You are responsible for the material contained on the following slides, though we may not have enough time to get to them in lecture.

They have been prepared in a way that should be easily readable and the material will be touched upon in the following lecture.
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# MIPS Registers

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

• $at (assembler)
  – Used for intermediate calculations by the assembler (pseudo-code); unsafe to use

• $k0-$k1 (kernel)
  – May be used by the OS at any time; unsafe to use

• $gp (global pointer)
  – Points to global variables in Static Data; rarely used

• $fp (frame pointer)
  – Points to top of current frame in Stack; rarely used
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• **Bonus:** Register Convention Analogy
Memory Address Convention

![Diagram showing memory address convention]

- **Stack**
- **Dynamic data**
- **Static data**
- **Text**
- **Reserved**

- $sp \rightarrow 7ffe \ fffe_{hex}$
- $pc \rightarrow 0040 \ 0000_{hex}$

**Heap**

**Code**
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Register Convention Analogy (1/5)

• Parents (*calleeR*) leave for the weekend and give the keys to the house to their kid (*calleeE*)

• Before leaving, they lay down a set of rules (*calling conventions*):
  – You can trash the temporary rooms like the den and basement if you want; we don’t care about them (*volatile registers*)
  – BUT you’d better leave the rooms for guests (living, dining, bed, etc.) untouched (*saved registers*): “These rooms better look the same when we return!”
Register Convention Analogy (2/5)

• Kid now “owns” all of the rooms \((\text{registers})\)
• Kid is going to throw a wild, wild party \((\text{computation})\) and wants to use the guest rooms \((\text{saved registers})\)
• So what does the kid \((\text{calleeE})\) do?
  – Takes stuff from guest rooms and moves it to the shed in the backyard \((\text{memory})\)
  – Throws the party and \textbf{everything in the house gets trashed} (shed is outside, so it survives)
  – Restores guest rooms by replacing the items from the backyard shed
Register Convention Analogy (3/5)

• Same scenario, except that during the party, the kid needs to run to the store for supplies
  – Kid (*calleE*) has left valuable stuff (*data*) all over the house
  – The *party will continue*, meaning the valuable stuff might get destroyed

• Kid leaves friend (*2nd calleE*) in charge, instructing him/her on the rules of the house (*conventions*)
  – Here the kid has become the “heavy” (*calleR*)
Register Convention Analogy (4/5)

• If kid has valuable stuff (*data*) in the temporary rooms (*volatile registers*) that are going to be trashed, there are three options:
  
  1) Move stuff to the backyard shed (*memory*)
  2) Move stuff to guest rooms (*saved registers*) whose contents have already been moved to the shed
  3) Optimize lifestyle (*code*) so that the amount you’ve got to schlep back and forth from shed is minimized.
    • Mantra: “Minimize register footprint”

• Otherwise: “Dude, where’s my data?!”
Register Convention Analogy (5/5)

• Friend now “owns” all of the rooms (*registers*)
• Friend decides to allow the wild, wild party (*computation*) to use the guest rooms (*saved registers*)
• What does the friend (*2nd calleE*) do?
  – Takes stuff from guest rooms and moves it to the shed in the backyard (*memory*)
  – Throws the party and *everything in the house gets trashed* (shed is outside, so it survives)
  – Restores guest rooms by replacing the items from the backyard shed