inst.eecs.berkeley.edu/~cs61c

UCB CS61C : Machine Structures

Lecturer SOE
Dan Garcia

Lecture 10
Introduction to MIPS : Decisions II

2008-02-10

Howdy to
Marcus Wilson
from Austin, TX!

THE NEXT BIG GAMING THING?

People are wondering what the next big thing after the Nintendo Wii will be. Microsoft and Sony think the future is webcam-based input. Others think it's games for mobile phone that make use of location-aware features. E.g., the "Hot Potato" game: If you've got it, you "throw" it to a nearby neighbor. If you don't, you run away.

www.technologyreview.com/blog/arxiv/24783/

Review

- Memory is byte-addressable, but `lw` and `sw` access one word at a time.
- A pointer (used by `lw` and `sw`) is just a memory address, so we can add to it or subtract from it (using offset).
- A Decision allows us to decide what to execute at run-time rather than compile-time.
- C Decisions are made using conditional statements within `if`, `while`, `do while`, `for`.
- MIPS Decision making instructions are the conditional branches: `beq` and `bne`.
- New Instructions:

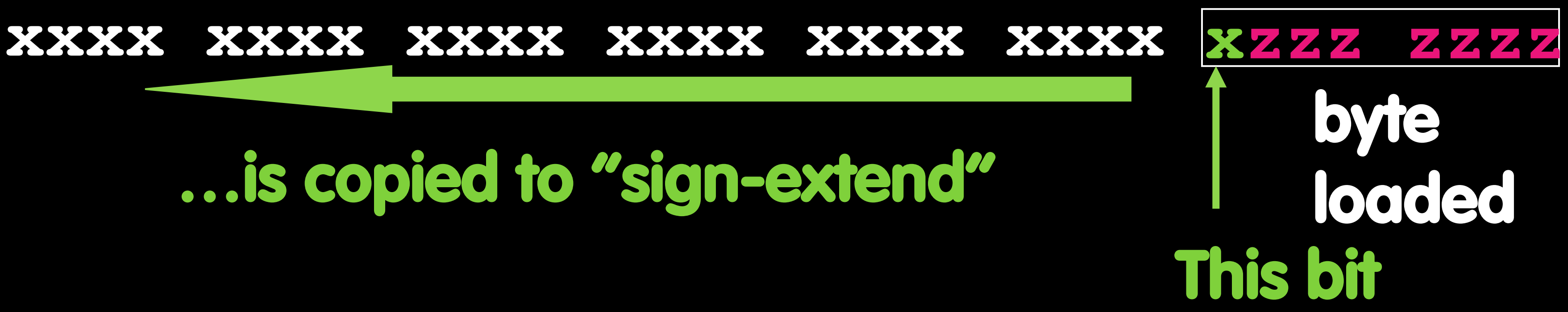
```
lw, sw, beq, bne, j
```

Last time: Loading, Storing bytes 1/2

- In addition to word data transfers (**`lw`**, **`sw`**), MIPS has byte data transfers:
  - load byte: **`lb`**
  - store byte: **`sb`**
- same format as `lw`, `sw`
- E.g., **`lb $s0, 3($s1)`**
  - *contents of memory location with address = sum of "3" + contents of register* **`s1`** *is copied to the low byte position of register* **`s0`**.

Loading, Storing bytes 2/2

- What do with other 24 bits in the 32 bit register?
  - lb: sign extends to fill upper 24 bits



- Normally don't want to sign extend chars
- MIPS instruction that doesn't sign extend when loading bytes:
  - load byte unsigned: `lbu`

Overflow in Arithmetic (1/2)

- Reminder: Overflow occurs when there is a mistake in arithmetic due to the limited precision in computers.
- Example (4-bit unsigned numbers):

```
  15        1111
+  3     +  0011
  18       10010
```

  - But we don't have room for 5-bit solution, so the solution would be `0010`, which is **+2**, and wrong.

Overflow in Arithmetic (2/2)

- Some languages detect overflow (Ada), some don't (C)
- MIPS solution is 2 kinds of arithmetic instructs:
  - These cause overflow to be detected
    - add (`add`)
    - add immediate (`addi`)
    - subtract (`sub`)
  - These do not cause overflow detection
    - add unsigned (`addu`)
    - add immediate unsigned (`addiu`)
    - subtract unsigned (`subu`)
- Compiler selects appropriate arithmetic
  - MIPS C compilers produce `addu, addiu, subu`

Two "Logic" Instructions

- Here are 2 more new instructions
- Shift Left: `sll $s1,$s2,2 #s1=s2<<2`
  - Store in `$s1` the value from `$s2` shifted 2 bits to the left (they fall off end), inserting 0's on right; << in C.
  - Before: $\texttt{0000 0002}_{hex}$

    $\texttt{0000 0000 0000 0000 0000 0000 0000 0010}_{two}$
  - After: $\texttt{0000 000}\underline{\texttt{8}}_{hex}$

    $\texttt{0000 0000 0000 0000 0000 0000 0000 10}\underline{\texttt{00}}_{two}$
  - What arithmetic effect does shift left have?
- Shift Right: `srl` is opposite shift; >>

Loops in C/Assembly (1/3)

- Simple loop in C; `A[]` is an array of `int`s

```
do {  g = g + A[i];
       i = i + j;
} while (i != h);
```

- Rewrite this as:

```
Loop: g = g + A[i];
      i = i + j;
      if (i != h) goto Loop;
```

- Use this mapping:

```
   g,   h,   i,   j, base of A
 $s1, $s2, $s3, $s4, $s5
```

Loops in C/Assembly (2/3)

- Final compiled MIPS code:

```
Loop: sll  $t1,$s3,2     # $t1= 4*I
      addu $t1,$t1,$s5   # $t1=addr A+4i
      lw   $t1,0($t1)    # $t1=A[i]
      addu $s1,$s1,$t1   # g=g+A[i]
      addu $s3,$s3,$s4   # i=i+j
      bne  $s3,$s2,Loop  # goto Loop
                         # if i!=h
```

- Original code:

```
   Loop: g = g + A[i];
         i = i + j;
         if (i != h) goto Loop;
```

Loops in C/Assembly (3/3)

- There are three types of loops in C:
  - `while`
  - `do… while`
  - `for`
- Each can be rewritten as either of the other two, so the method used in the previous example can be applied to these loops as well.
- Key Concept: Though there are multiple ways of writing a loop in MIPS, the key to decision-making is conditional branch

Administrivia

- Project 1 due Friday!
  - (ok, Saturday, but tell your brain it's Friday!)
- Details about Faux Exam 1, 2010-02-17 (a week)
  - Covers everything before (but not including) MIPS
    - Number rep, C, *Memory management*
  - We pull actual exam questions from Dan's midterms
  - We make a "faux exam" that you study for and take just like a real exam. You'll swap with your neighbor to grade it, and the TA explains the answer. If you can't make it to the actual faux exam, the exam & answers will be online.
  - All the benefits of a real exam with no downsides!
- Other administrivia?

Inequalities in MIPS (1/4)

- Until now, we've only tested equalities (`==` and `!=` in C). General programs need to test < and > as well.
- Introduce MIPS Inequality Instruction:
  - "Set on Less Than"
  - Syntax: `slt reg1,reg2,reg3`
  - Meaning: `reg1 = (reg2 < reg3);`

```
if (reg2 < reg3)
       reg1 = 1;
else reg1 = 0;
```

Same thing…

"set" means "change to 1",
"reset" means "change to 0".

Inequalities in MIPS (2/4)

- How do we use this? Compile by hand:

```
if (g < h) goto Less; #g:$s0, h:$s1
```

- Answer: compiled MIPS code…

```
slt $t0,$s0,$s1 # $t0 = 1 if g<h
bne $t0,$0,Less # goto Less
                # if $t0!=0
                # (if (g<h)) Less:
```

- Register `$0` always contains the value 0, so `bne` and `beq` often use it for comparison after an `slt` instruction.
- A `slt` → `bne` pair means `if(… < …)goto…`

Inequalities in MIPS (3/4)

- Now we can implement <,
  but how do we implement >, ≤ and ≥ ?
- We could add 3 more instructions, but:
  - MIPS goal: Simpler is Better
- Can we implement ≤ in one or more instructions using just `slt` and branches?
  - What about >?
  - What about ≥?

Inequalities in MIPS (4/4)

```
# a:$s0, b:$s1
slt $t0,$s0,$s1 # $t0 = 1 if a<b
beq $t0,$0,skip # skip if a >= b
    <stuff>     # do if a<b
skip:
```

Two independent variations possible:

- Use `slt $t0,$s1,$s0` instead of `slt $t0,$s0,$s1`
- Use `bne` instead of `beq`

Immediates in Inequalities

- There is also an immediate version of `slt` to test against constants: `slti`
  - Helpful in `for` loops

C

```
    if (g >= 1) goto Loop
```

MIPS

```
Loop:    . . .

slti $t0,$s0,1      # $t0 = 1 if
                    # $s0<1 (g<1)
beq  $t0,$0,Loop    # goto Loop
                    # if $t0==0
                    # (if (g>=1))
```

An `slt` ➔ `beq` pair means `if` (… ≥ …) `goto`…

What about unsigned numbers?

- Also unsigned inequality instructions:

  `sltu`, `sltiu`

…which sets result to `1` or `0` depending on unsigned comparisons

- What is value of `$t0`, `$t1`?

(`$s0 = FFFF FFFA`$_{hex}$, `$s1 = 0000 FFFA`$_{hex}$)

```
slt $t0, $s0, $s1
sltu $t1, $s0, $s1
```

MIPS Signed vs. Unsigned – diff meanings!

- MIPS terms Signed/Unsigned "overloaded":
  - Do/Don't sign extend
    - `(lb, lbu)`
  - Do/Don't overflow
    - `(add, addi, sub, mult, div)`
    - `(addu, addiu, subu, multu, divu)`
  - Do signed/unsigned compare
    - `(slt, slti/sltu, sltiu)`

Peer Instruction

```
Loop: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
```

`($s0=i, $s1=j)`

What C code properly fills in the blank in loop below?

```
do {i--;} while(__);
```

```
a)  j < 2 && j < i
a)  j ≥ 2 && j < i
b)  j < 2 && j ≥ i
b)  j ≥ 2 && j ≥ i
c)  j > 2 && j < i
c)  j < 2 || j < i
d)  j ≥ 2 || j < i
d)  j < 2 || j ≥ i
e)  j ≥ 2 || j ≥ i
e)  j > 2 || j < i
```

"And in conclusion…"

- To help the conditional branches make decisions concerning inequalities, we introduce: "Set on Less Than" called
  `slt`, `slti`, `sltu`, `sltiu`
- One can store and load (signed and unsigned) bytes as well as words with `lb`, `lbu`
- Unsigned add/sub don't cause overflow
- New MIPS Instructions:

```
sll, srl, lb, lbu
slt, slti, sltu, sltiu
addu, addiu, subu
```

Bonus Slides

Example: The C Switch Statement (1/3)

- Choose among four alternatives depending on whether `k` has the value 0, 1, 2 or 3. Compile this C code:

```
switch (k) {
  case 0: f=i+j; break; /* k=0 */
  case 1: f=g+h; break; /* k=1 */
  case 2: f=g-h; break; /* k=2 */
  case 3: f=i-j; break; /* k=3 */
}
```

Example: The C Switch Statement (2/3)

- This is complicated, so simplify.
- Rewrite it as a chain of if-else statements, which we already know how to compile:

```
if(k==0) f=i+j;
   else if(k==1) f=g+h;
      else if(k==2) f=g-h;
         else if(k==3) f=i-j;
```

- Use this mapping:

```
f:$s0, g:$s1, h:$s2,
i:$s3, j:$s4, k:$s5
```

Example: The C Switch Statement (3/3)

- Final compiled MIPS code:

```
     bne  $s5,$0,L1      # branch k!=0
     add  $s0,$s3,$s4 #k==0 so f=i+j
     j    Exit        # end of case so Exit
L1:  addi $t0,$s5,-1  # $t0=k-1
     bne  $t0,$0,L2   # branch k!=1
     add  $s0,$s1,$s2 #k==1 so f=g+h
     j    Exit        # end of case so Exit
L2:  addi $t0,$s5,-2  # $t0=k-2
     bne  $t0,$0,L3   # branch k!=2
     sub  $s0,$s1,$s2 #k==2 so f=g-h
     j    Exit        # end of case so Exit
L3:  addi $t0,$s5,-3  # $t0=k-3
     bne  $t0,$0,Exit # branch k!=3
     sub  $s0,$s3,$s4 # k==3 so f=i-j
Exit:
```