

Low-Level Programming

ICOM 4036

Lecture 2

Prof. Bienvenido Velez

Part I

The Nature of Computing

Part II

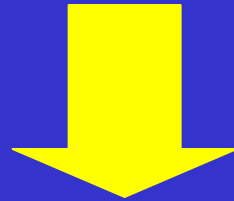
Practical Computing Devices

Some Inaccurate Yet Popular Perceptions of Computing

- Computing = Computers
- Computing = Programming
- Computing = Software

Computing = Computers

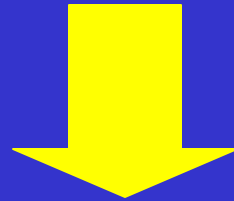
Computing is about solving
problems using computers



A.K.A. The Computing Device View of Computing

Computing = Programming

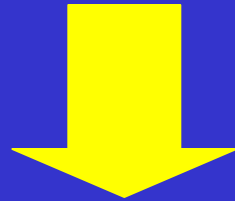
Computing is about writing
programs for computers



A.K.A. The Programming Language view of Computing

Computing = Software

Computing is not concerned with
hardware design

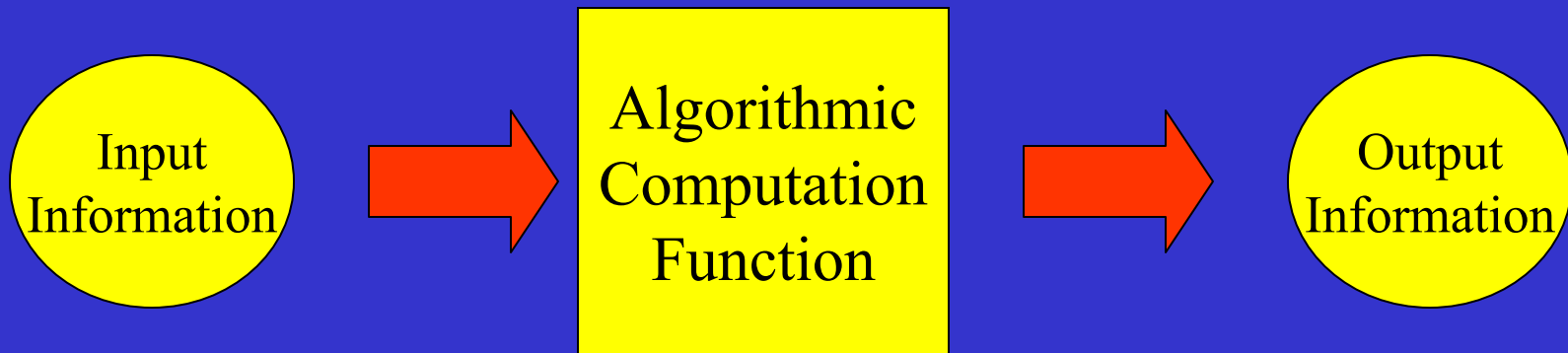


A.K.A. The “Floppy Disk” view of Computing

Outline

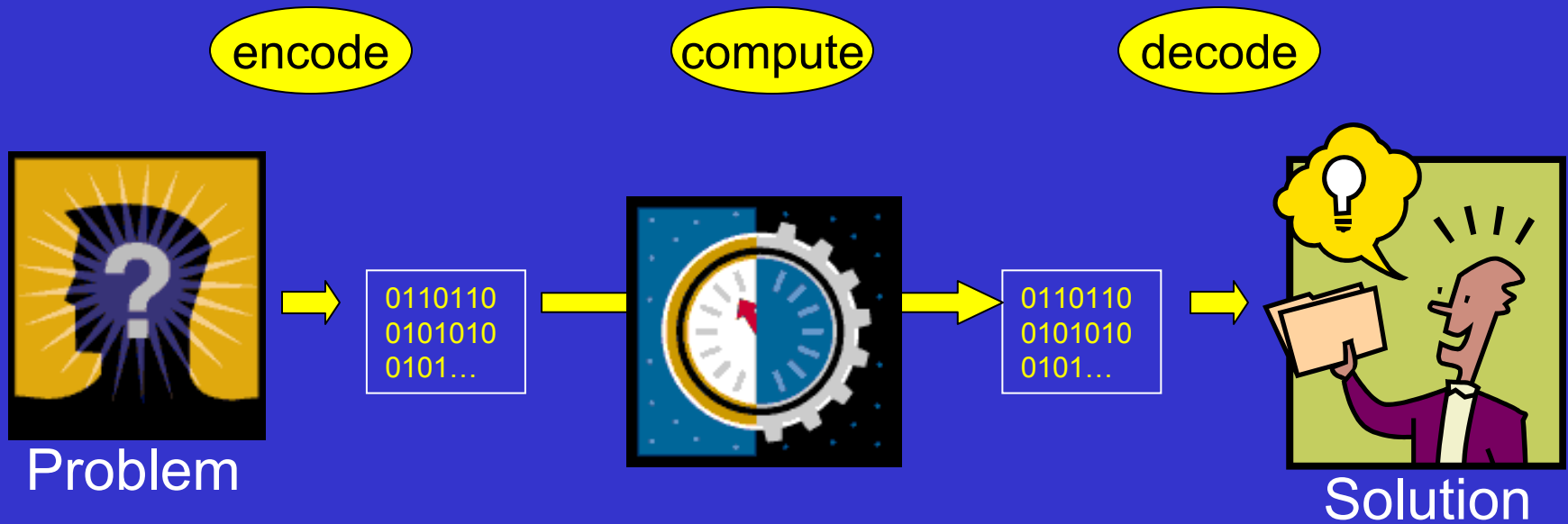
- What is Computing?
- Computing Models and Computability
- Interpretation and Universal Computers
- Abstraction and Building Blocks

What is computing then?



Computing is the study of Computation:
the process of **transforming information**

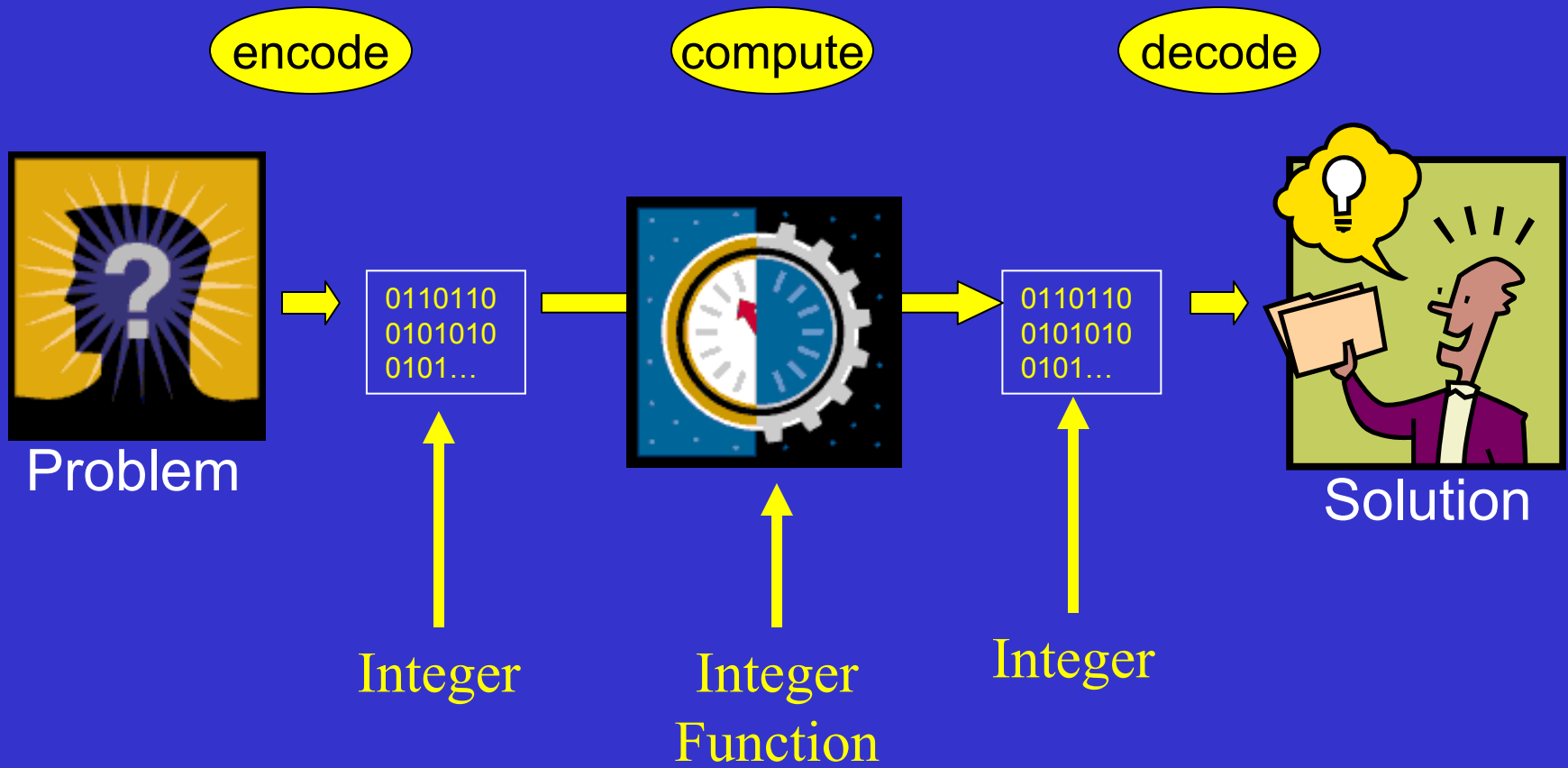
The Computation Process



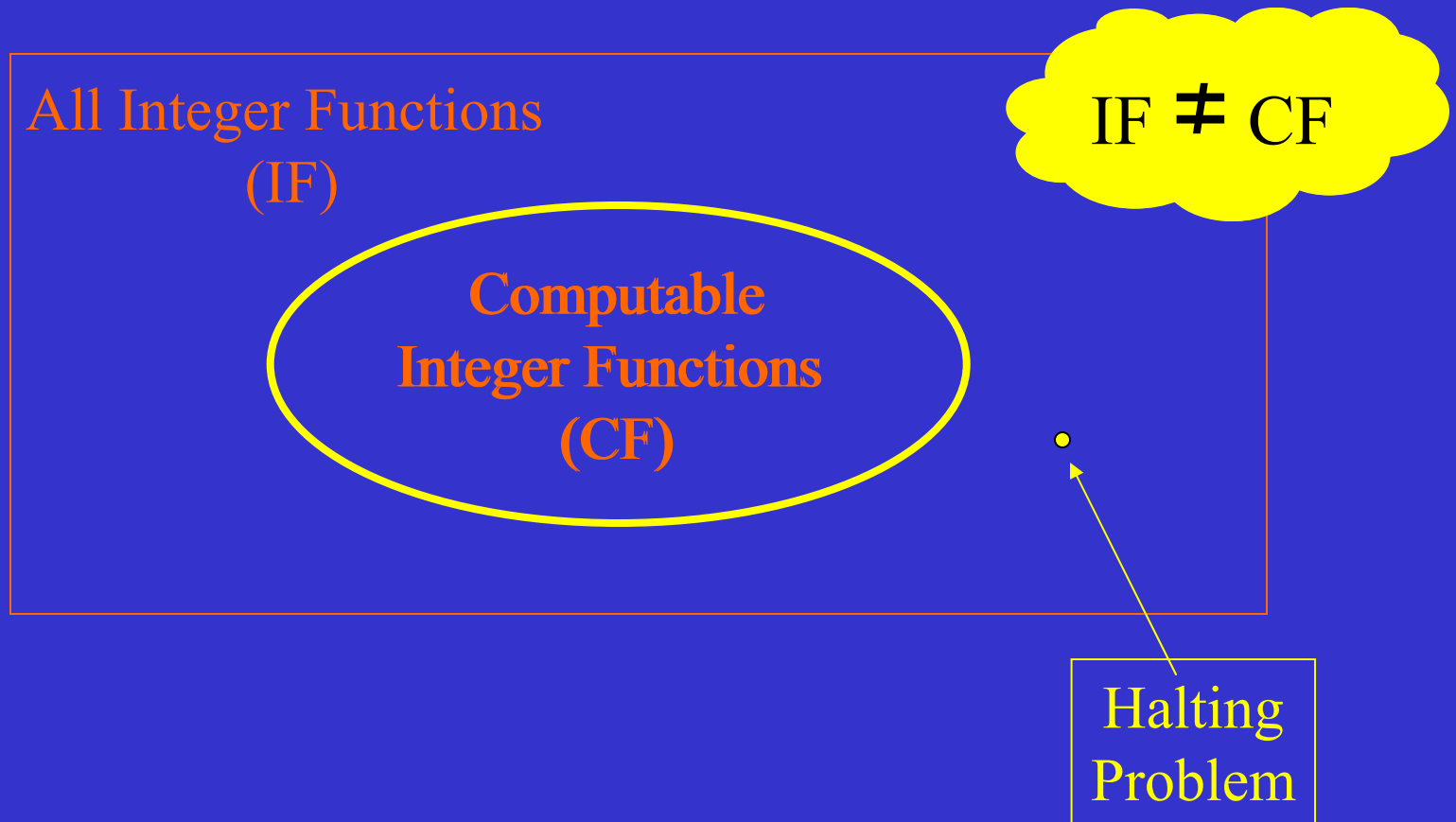
Fundamental Questions Addressed by the Discipline of Computing

- What is the nature of computation?
- What can be computed?
- What can be computed efficiently?
- How to build practical computing devices?

The Computation Process



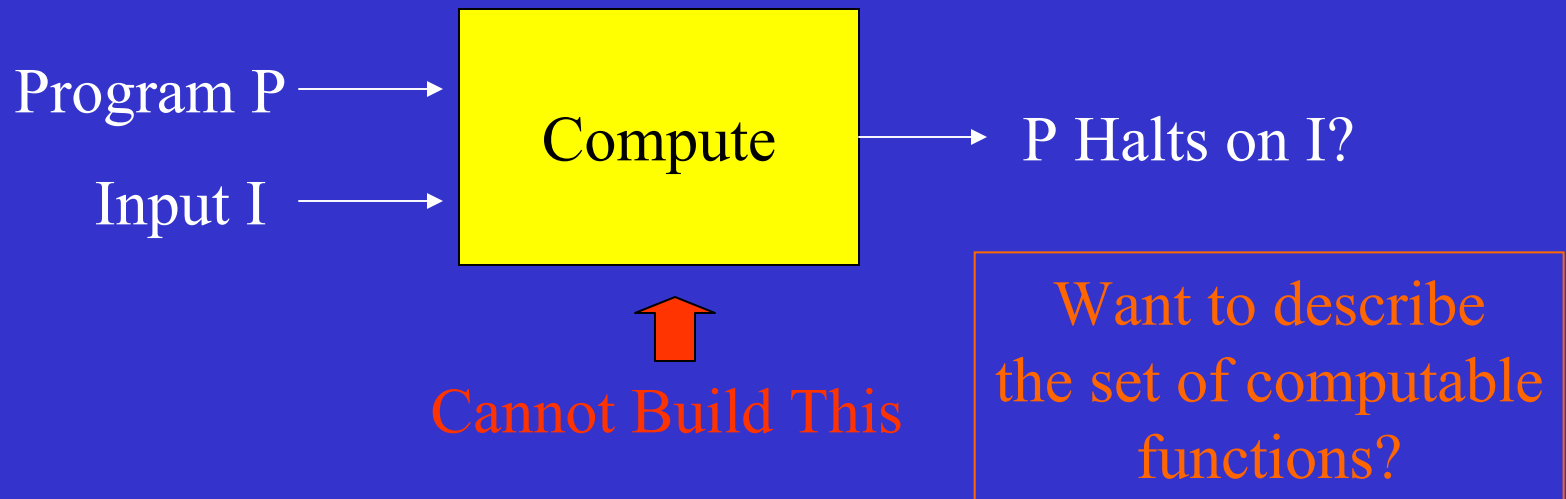
Computability



The Halting Problem

(Alan Turing 1936)

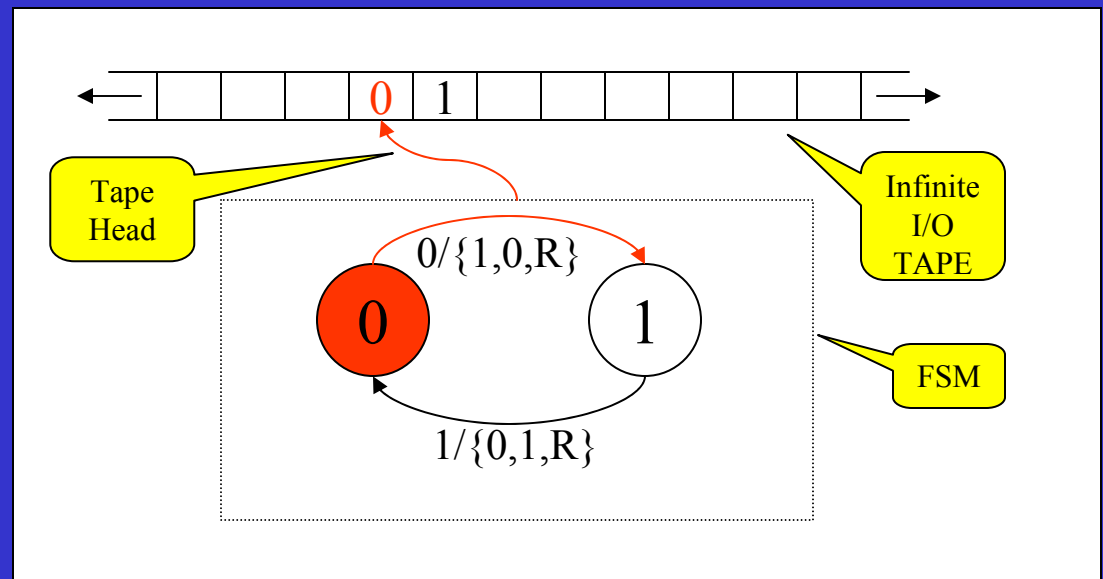
Given a program and an input to the program, determine if the program will eventually stop when it is given that input.



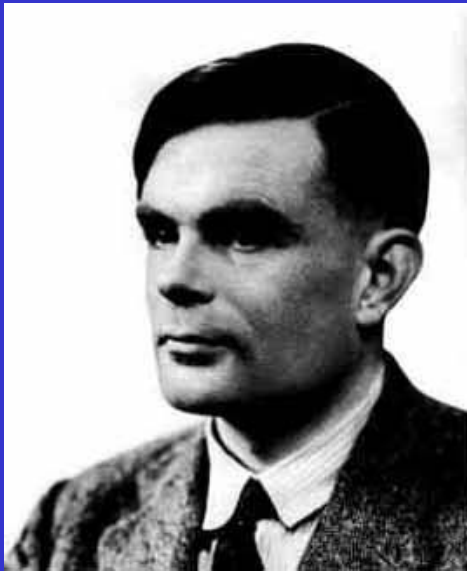
Mathematical Computers: The Turing Machine (1936)



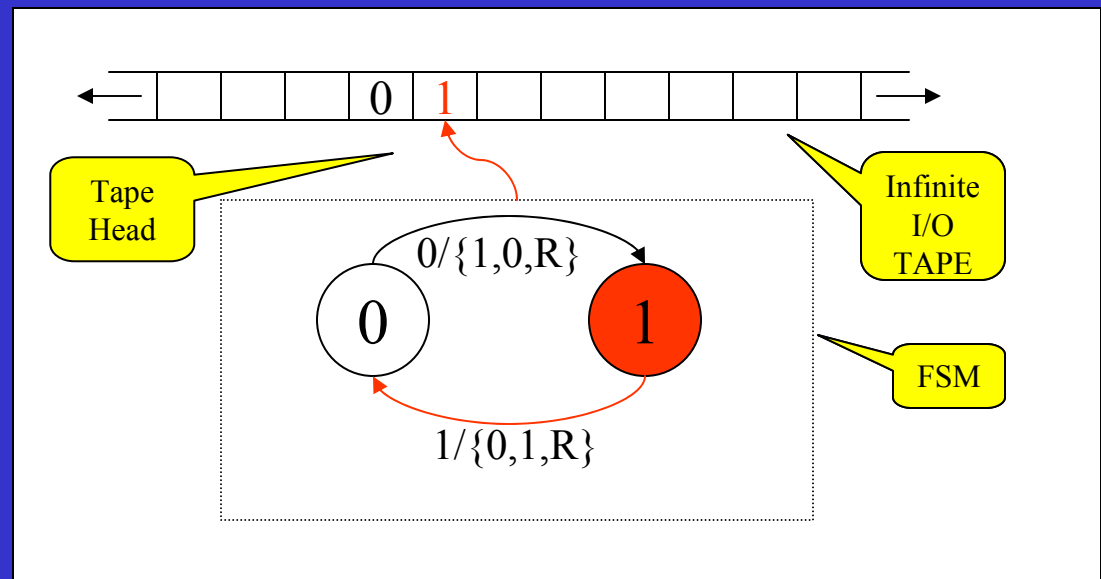
Alan Turing



Mathematical Computers: The Turing Machine (1936)

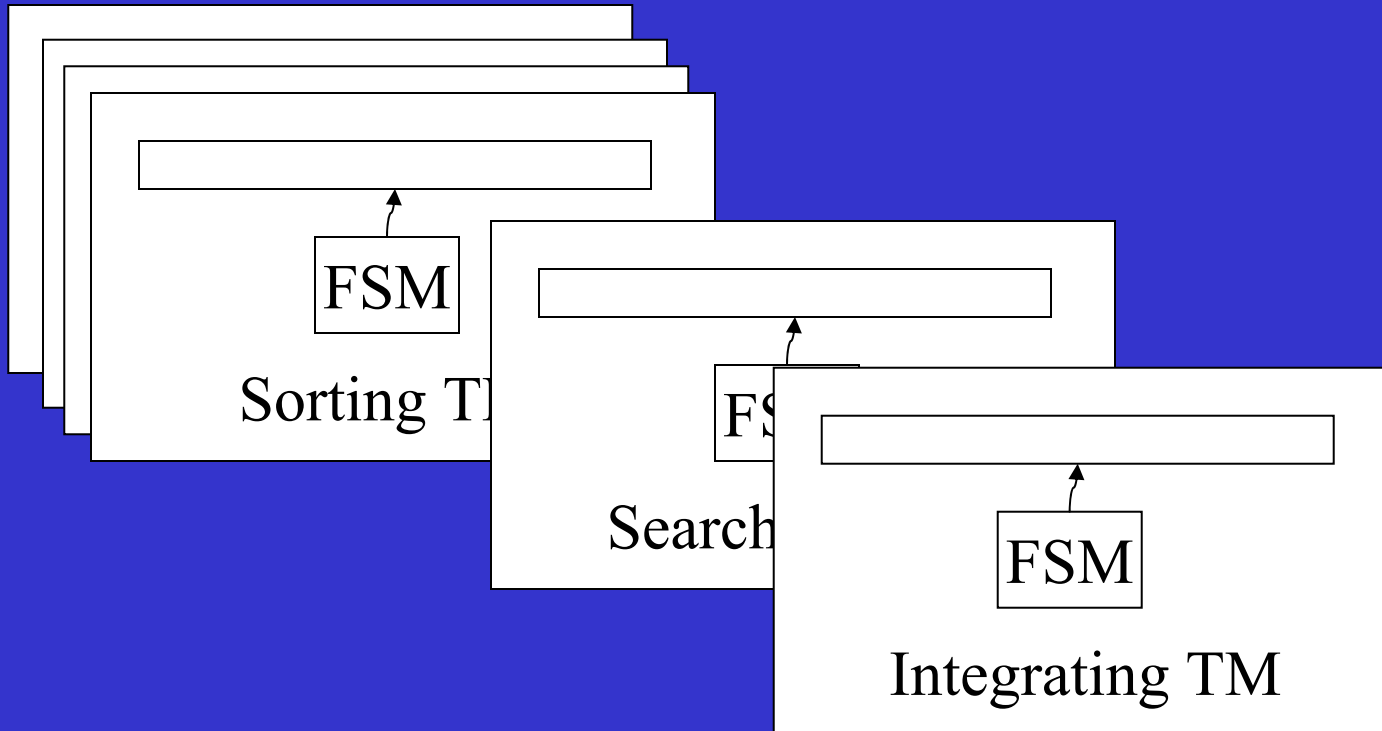


Alan Turing



Turing demonstrated how to solve several problems using his computing model

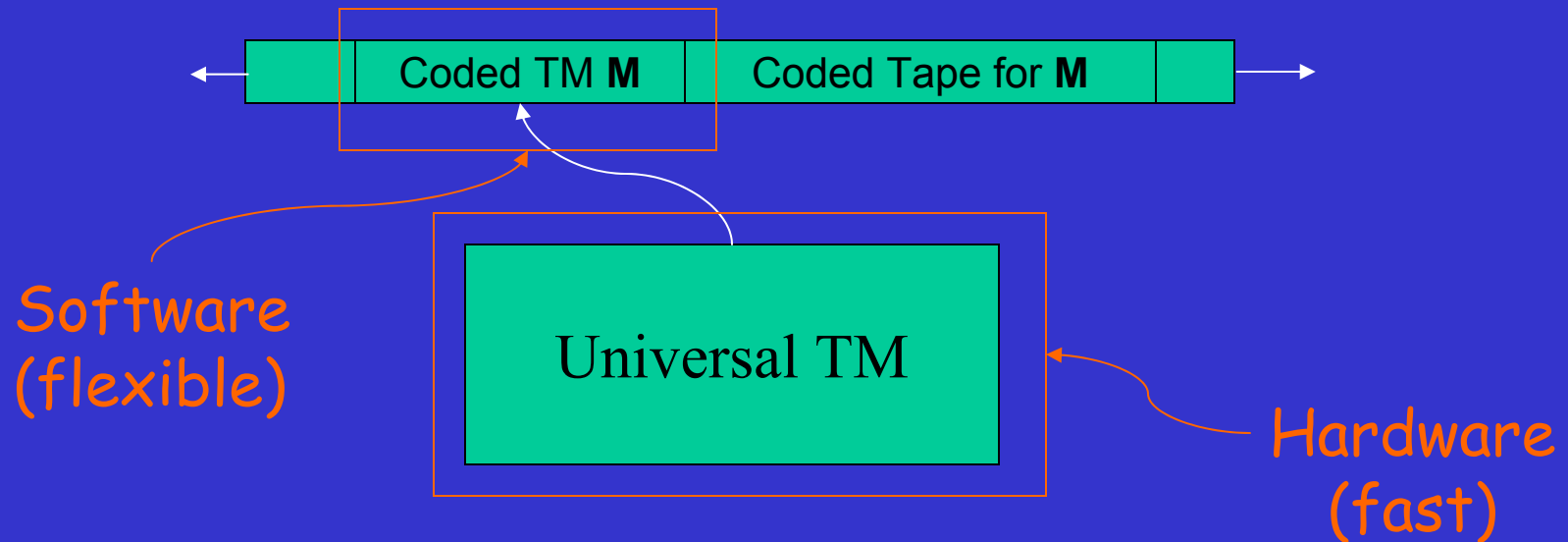
Ad-hoc Turing Machines



Can we build a general purpose TM?

The Universal Turing Machine (UTM)

The Paradigm for Modern General Purpose Computers



- Capable of Emulating Every other TM
- Shown possible by Alan Turing (1936)
- BIG IDEA: **INTERPRETATION!!!**

Other Familiar Models of Computation

- Combinational Circuits
- Sequential Circuits (FSM's)
- Pentium Instruction Set Architectures
- Lambda Calculus
- Recursive Functions
- C++

Can you tell which ones are Turing Universal?
That is, which ones can emulate any other Turing Machine?

Church's Thesis



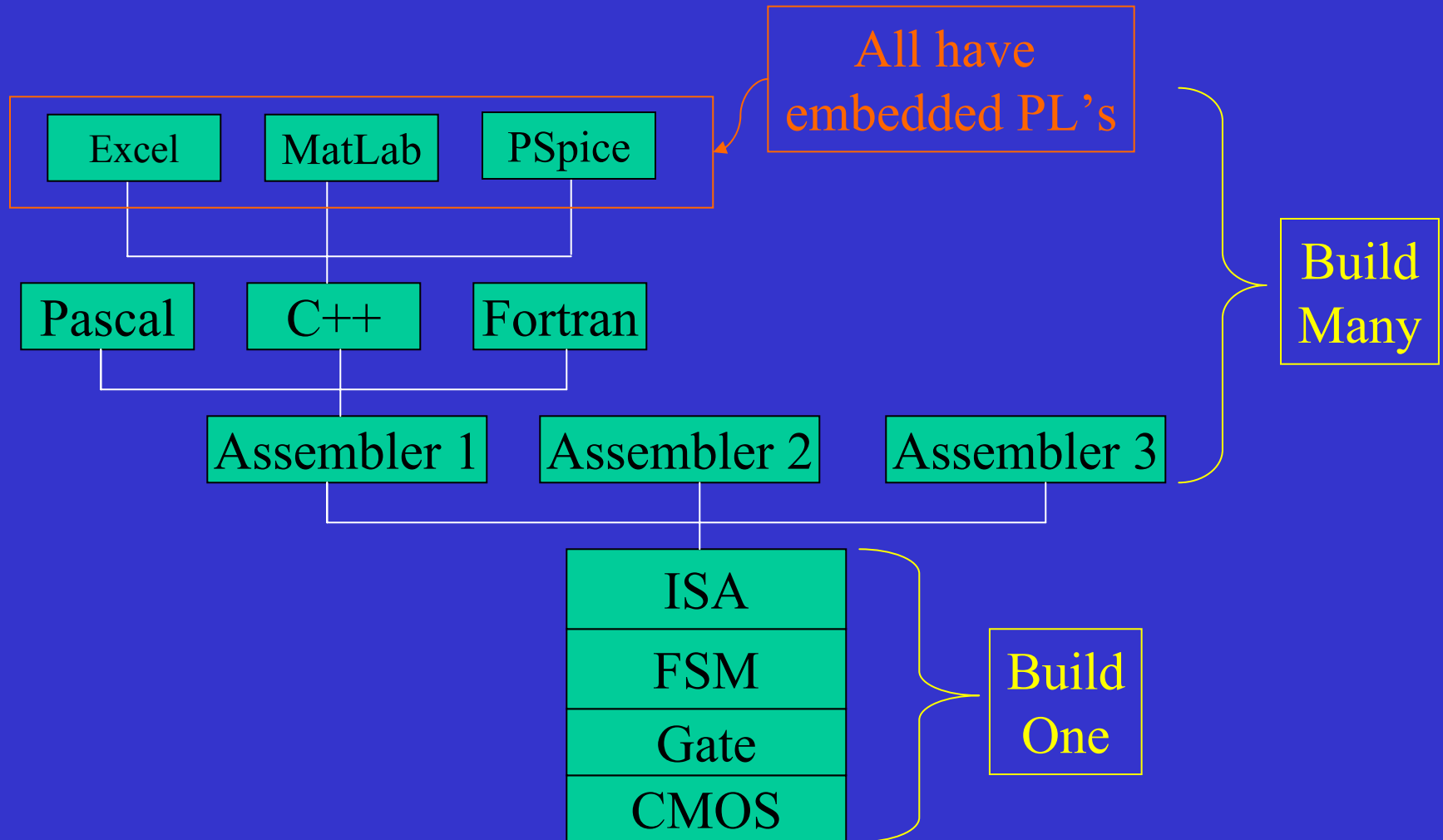
Alonso Church

“Any realizable computing device can be simulated by a Turing machine”

“All the models of computation yet developed, and all those that may be developed in the future, are equivalent in power.”

Issues not considered: Size, Programmability, Performance
But they must be considered if one is to build ...

Computing in Perspective

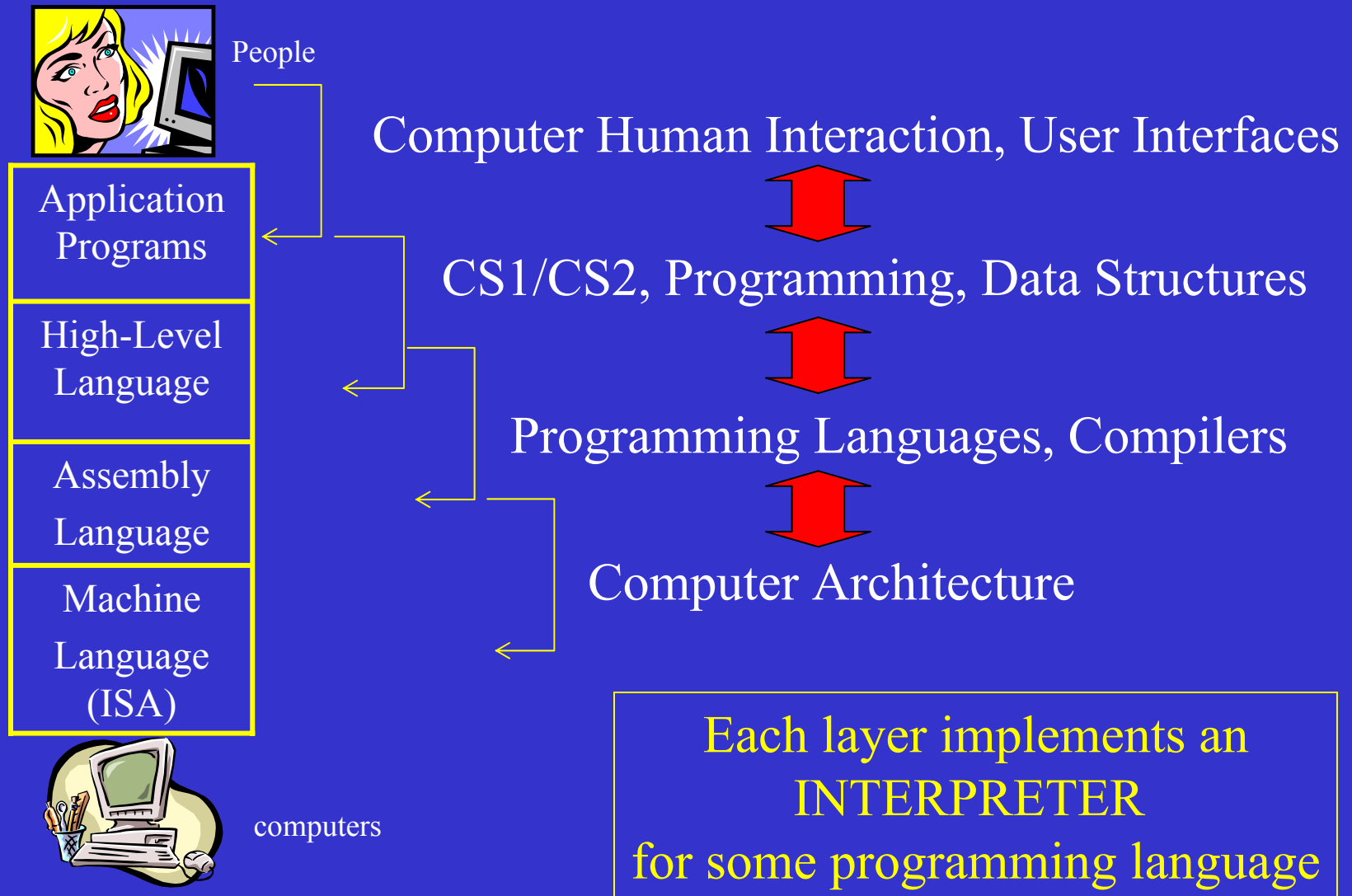


Interpreter Design Demands Programming Language Design

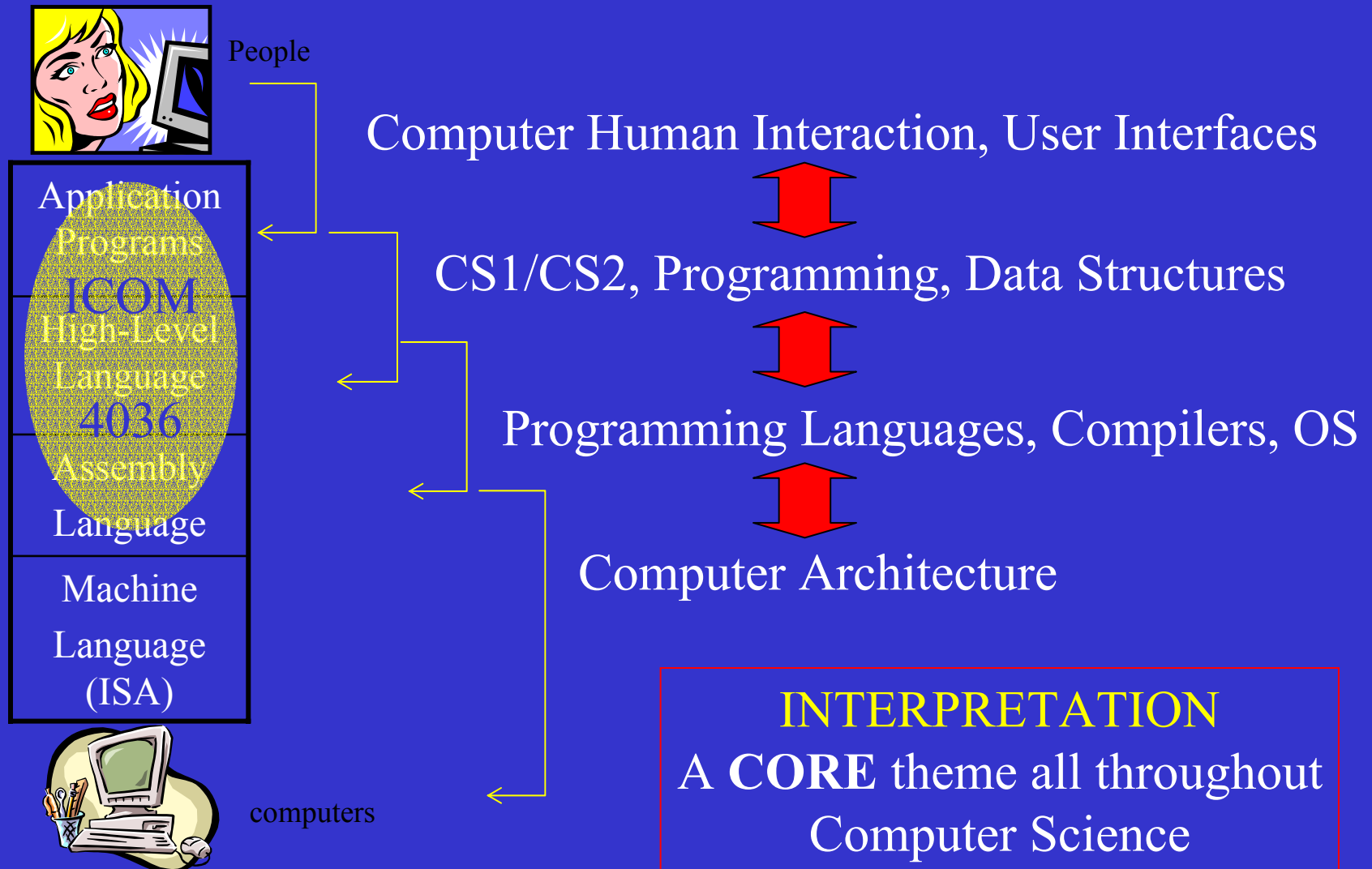
Virtual Machines (VM's)

Type of Virtual Machine	Examples	Instruction Elements	Data Elements	Comments
Application Programs	Spreadsheet, Word Processor	Drag & Drop, GUI ops, macros	cells, paragraphs, sections	Visual, Graphical, Interactive Application Specific Abstractions Easy for Humans Hides HLL Level
High-Level Language	C, C++, Java, FORTRAN, Pascal	if-then-else, procedures, loops	arrays, structures	Modular, Structured, Model Human Language/Thought General Purpose Abstractions Hides Lower Levels
Assembly-Level	SPIM, MASM	directives, pseudo-instructions, macros	registers, labelled memory cells	Symbolic Instructions/Data Hides some machine details like alignment, address calculations Exposes Machine ISA
Machine-Level (ISA)	MIPS, Intel 80x86	load, store, add, branch	bits, binary addresses	Numeric, Binary Difficult for Humans

Computing in Perspective



Computer Science in Perspective



Why Abstraction Layers?

- Resilience to change:
 - Each layer provides a level of indirection
- Divide and Conquer Approach:
 - Can work on one small semantic gap at a time
- Building Block Approach:
 - Can build many higher layer on same 1

Because we know of no
other way of doing
anything



Outline

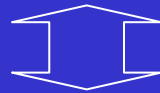
- Virtual Machines: Interpretation Revisited
- Example: From HLL to Machine Code
- Implementing HLL Abstractions
 - Control structures
 - Data Structures
 - Procedures and Functions

The (John) Von Neumann Architecture (late 40's)



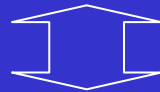
I/O
devices

Allow communication
with outside world



Central
Processing
Unit (CPU)

Interprets instructions



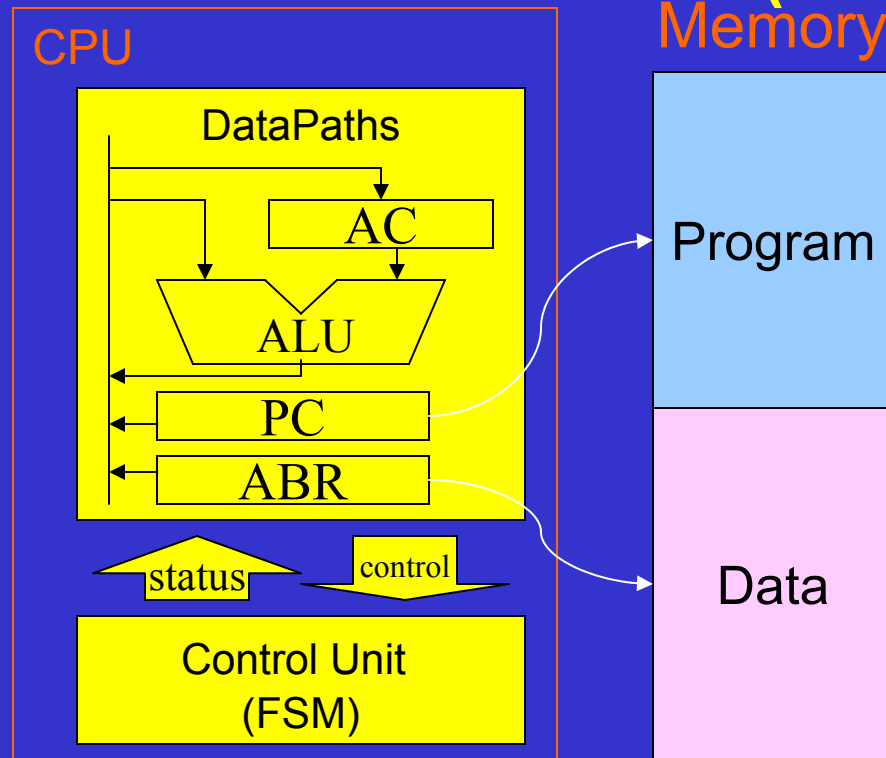
Memory

Stores both programs and data

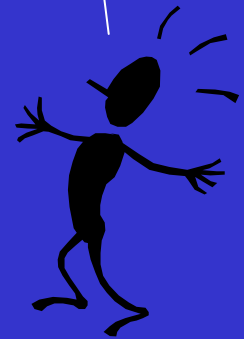
After 60 years ... most processors still look like this!

Practical Universal Computers

(John) Von Neumann Architecture (1945)



This looks just like a TM Tape

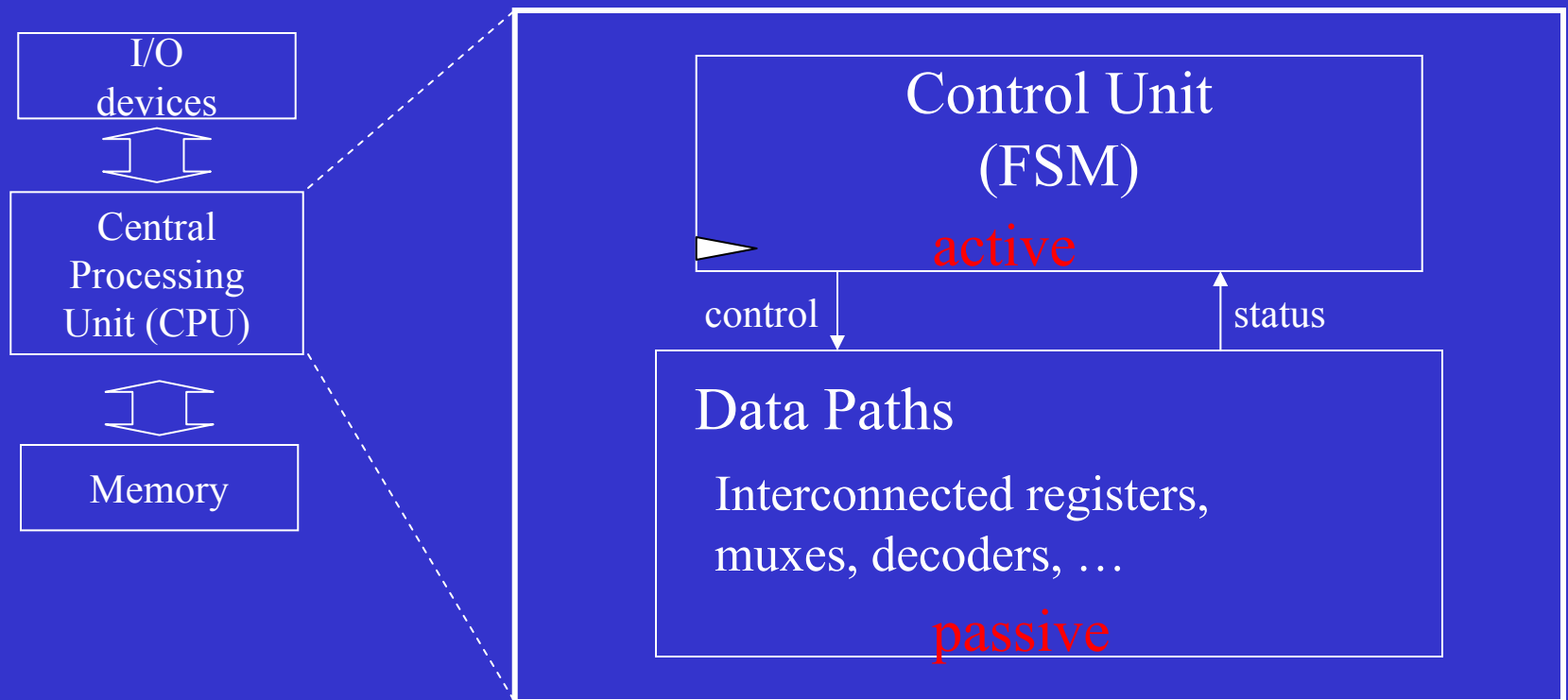


CPU is a universal TM

An interpreter of some programming language (PL)

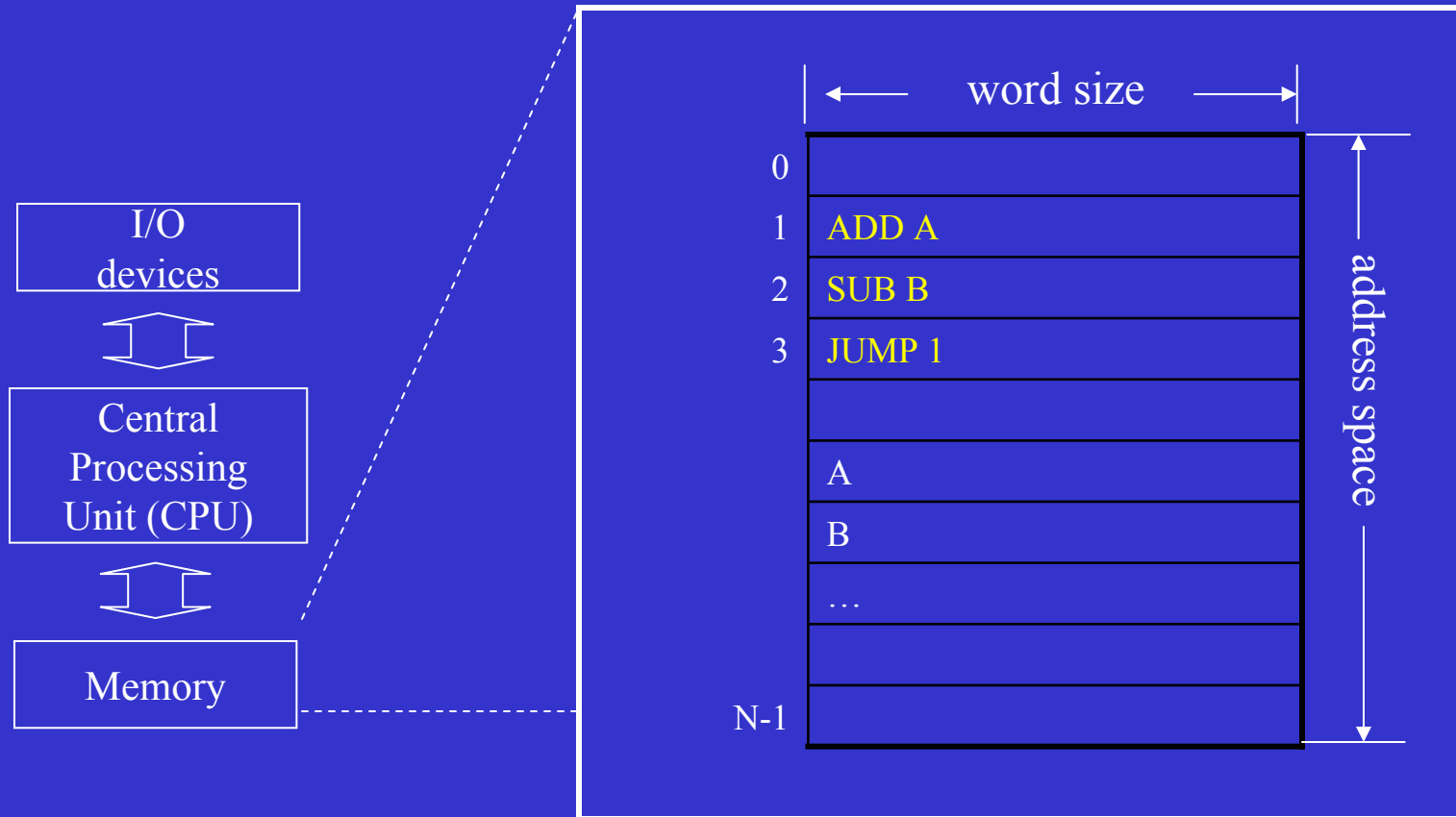
The von Neumann Architecture

Central Processing (CPU)



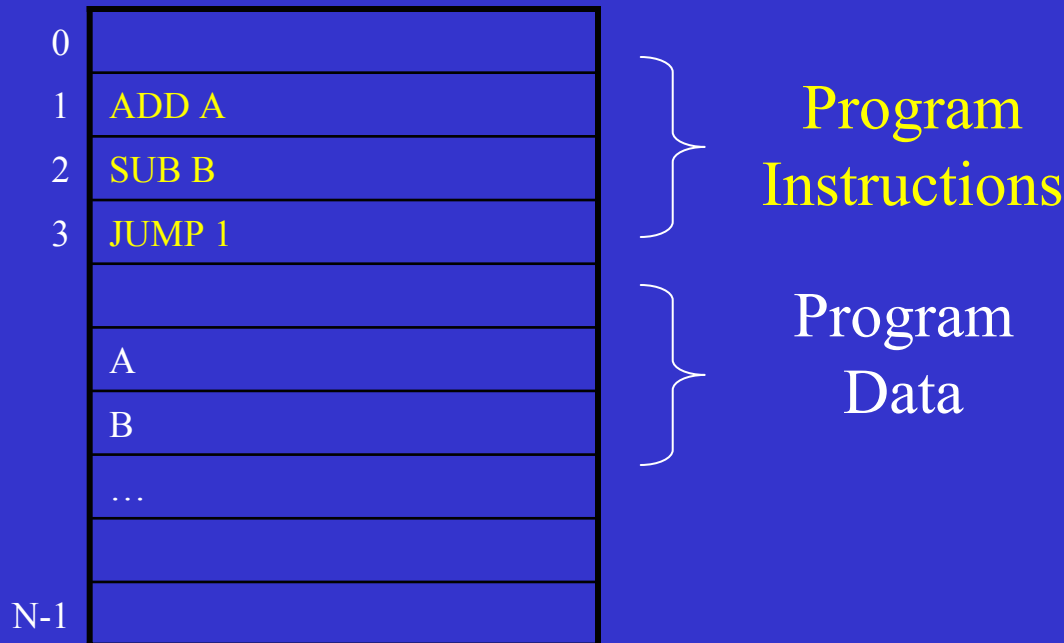
The (John) Von Neumann Architecture

The Memory Unit



The (John) Von Neumann Architecture

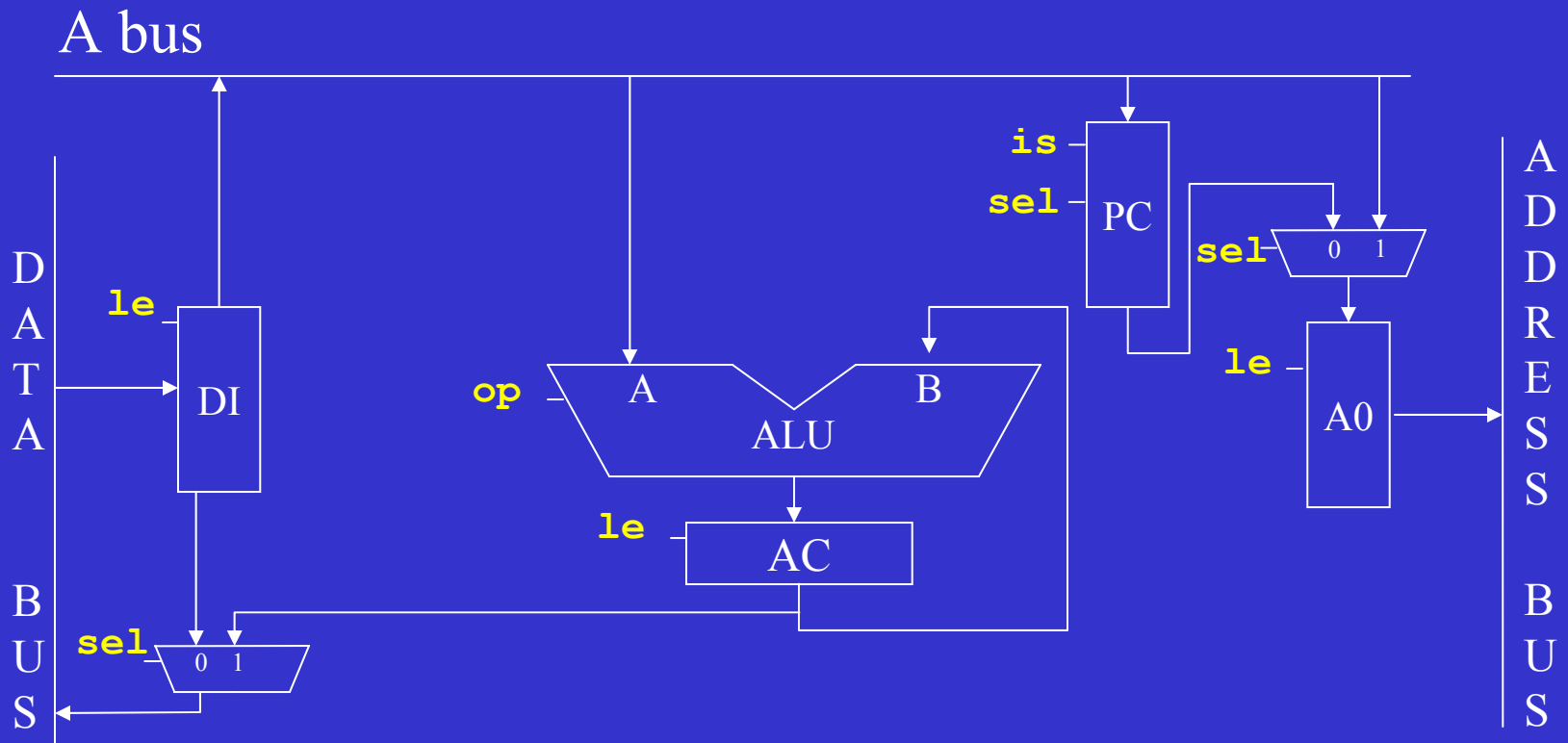
Stored Program Concept



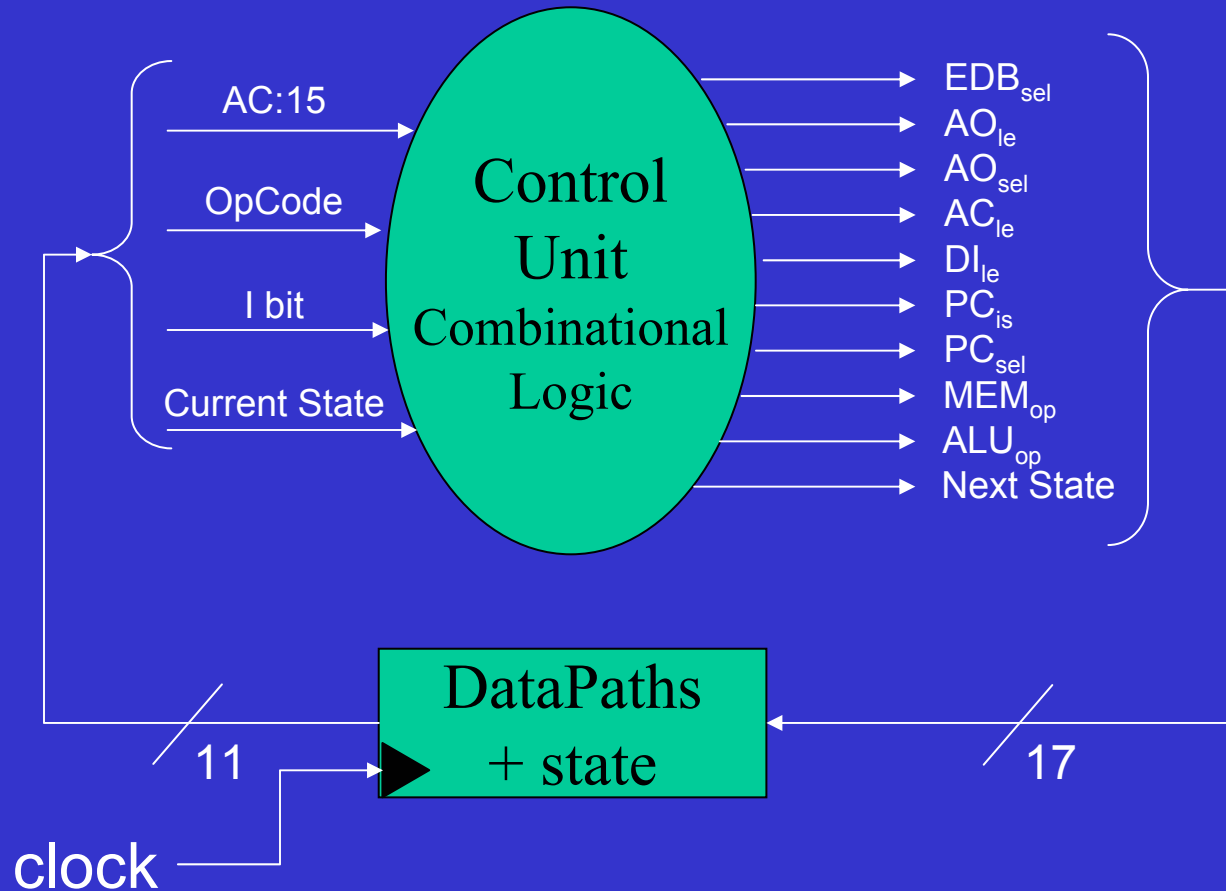
- Programs and their data coexist in memory
- Processor, under program control, keeps track of what needs to be interpreted as instructions and what as data.

Easy I

Data Paths (with control points)



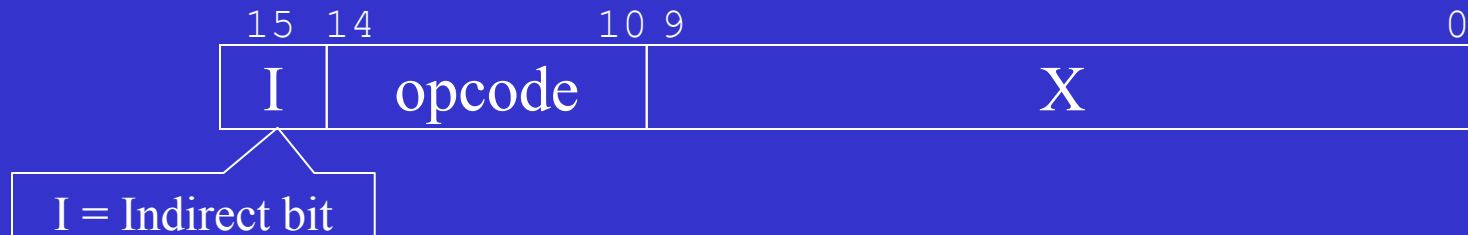
Easy I - Control Unit



Easy I

A Simple Accumulator Processor Instruction Set Architecture (ISA)

Instruction Format (16 bits)



Easy I

A Simple Accumulator Processor Instruction Set Architecture (ISA)

Instruction Set

Name	Opcode	Action I=0	Action I=1
Comp	00 000	$AC \leftarrow \text{not } AC$	$AC \leftarrow \text{not } AC$
ShR	00 001	$AC \leftarrow AC / 2$	$AC \leftarrow AC / 2$
BrN	00 010	$AC < 0 \Rightarrow PC \leftarrow X$	$AC < 0 \Rightarrow PC \leftarrow \text{MEM}[X]$
Jump	00 011	$PC \leftarrow X$	$PC \leftarrow \text{MEM}[X]$
Store	00 100	$\text{MEM}[X] \leftarrow AC$	$\text{MEM}[\text{MEM}[X]] \leftarrow AC$
Load	00 101	$AC \leftarrow \text{MEM}[X]$	$AC \leftarrow \text{MEM}[\text{MEM}[X]]$
And	00 110	$AC \leftarrow AC \text{ and } X$	$AC \leftarrow AC \text{ and } \text{MEM}[X]$
Add	00 111	$AC \leftarrow AC + X$	$AC \leftarrow AC + \text{MEM}[X]$

Easy all right ... but universal it is!

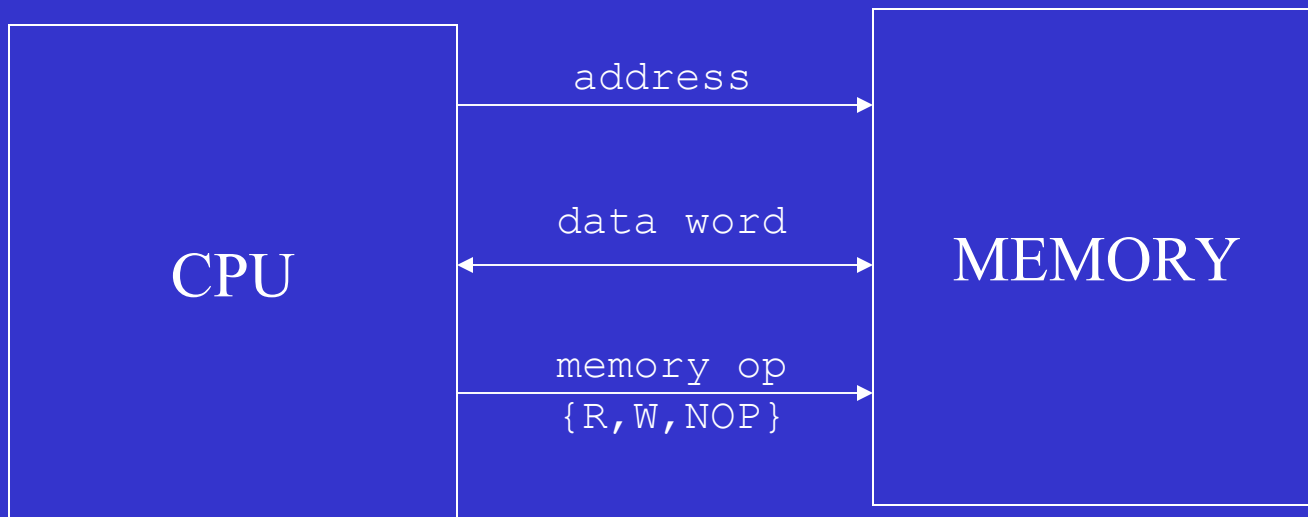
Easy I

A Simple Accumulator Processor Instruction Set Architecture (ISA)

Some Immediate Observations on the Easy I ISA

- Accumulator (AC) is implicit operand to many instructions. No need to use instruction bits to specify one of the operands. More bits left for address and opcodes.
- Although simple, **Easy I is universal**. (given enough memory). Can you see this?
- Immediate bit specifies level of indirection for the location of the operand. $I = 1$: operand in X field (immediate). $I=1$ operand in memory location X (indirect).

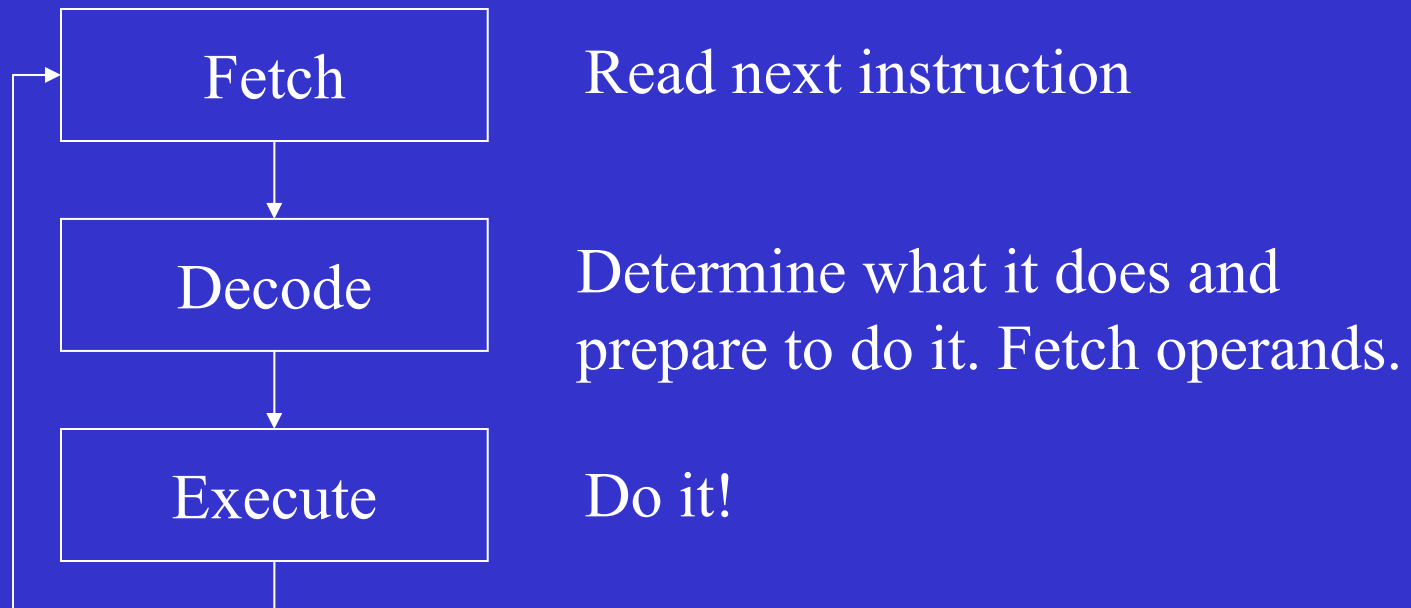
Easy I Memory Interface



Easy I

Control Unit

(Level 0 Flowcharts)

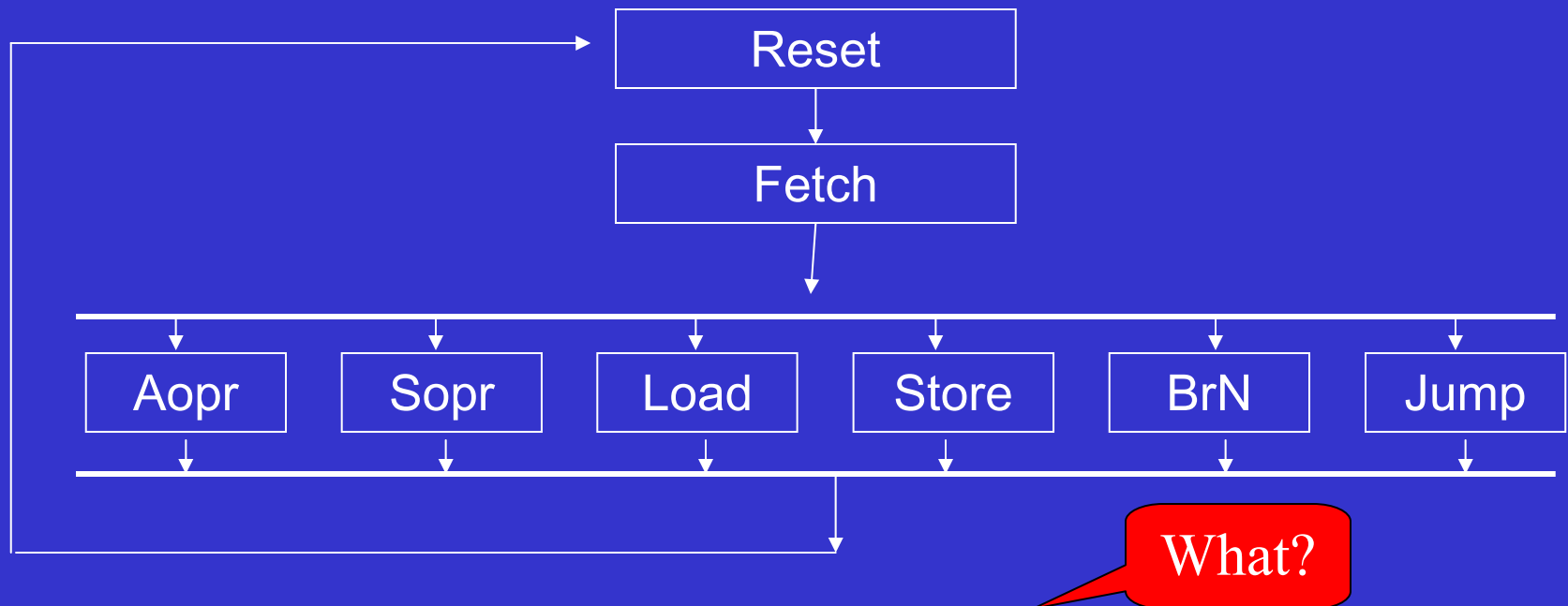


We will ignore indirect bit (assuming $I = 0$) for now

Easy I

Control Unit

(Level 1 Flowcharts)



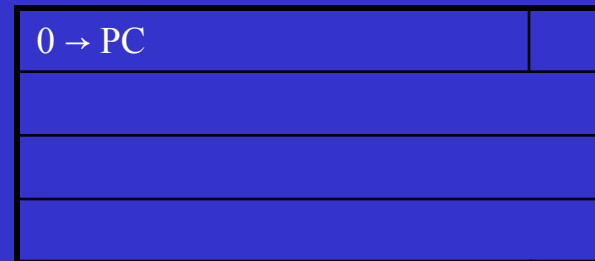
Level 1: Each box may take several CPU cycles to execute

Easy I

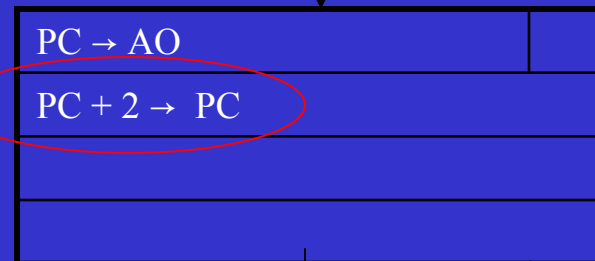
Control Unit

(Level 2 Flowcharts)

reset1



reset2



fetch

Byte
Addressable
Can you tell why?

Each box may take only one CPU cycle to execute

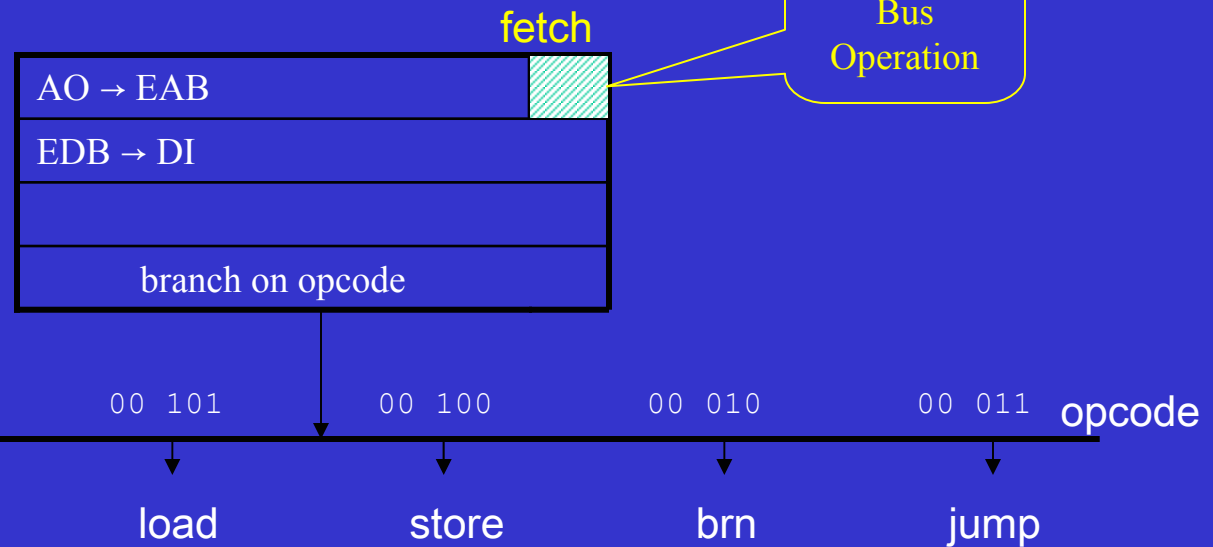
Easy I

Control Unit

(Level 3 Flowcharts)

Invariant

At the beginning of the fetch cycle
AO holds address of instruction to be
fetched and PC points to following
instruction

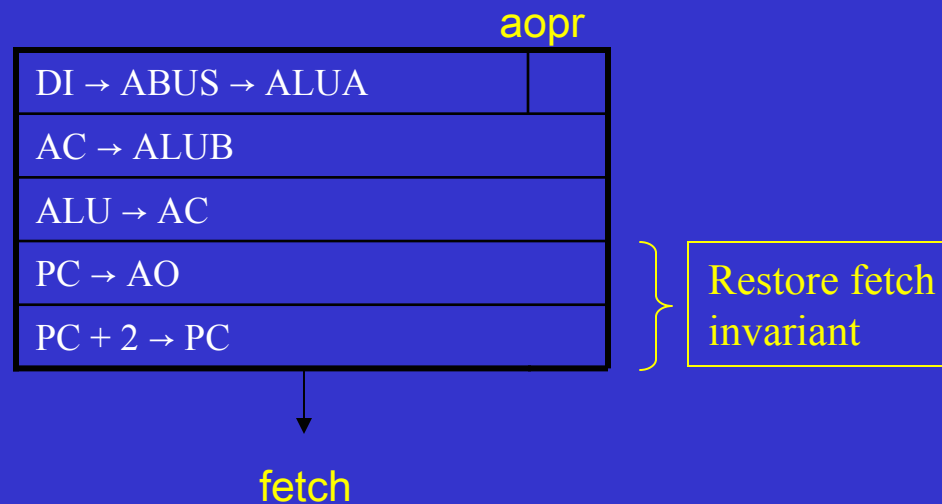


Opcode must be an input to CU's sequential circuit

Easy I

Control Unit

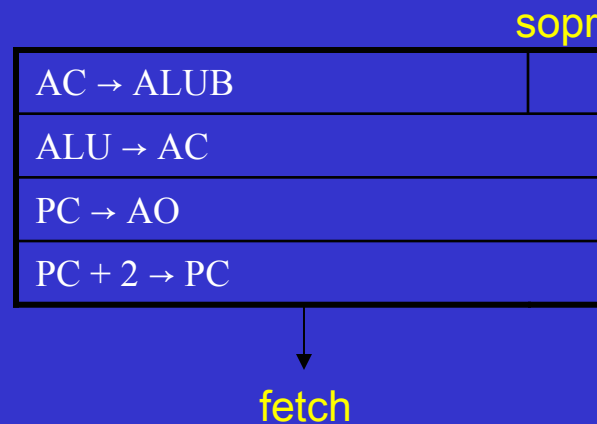
(Level 2 Flowcharts)



Easy I

Control Unit

(Level 2 Flowcharts)

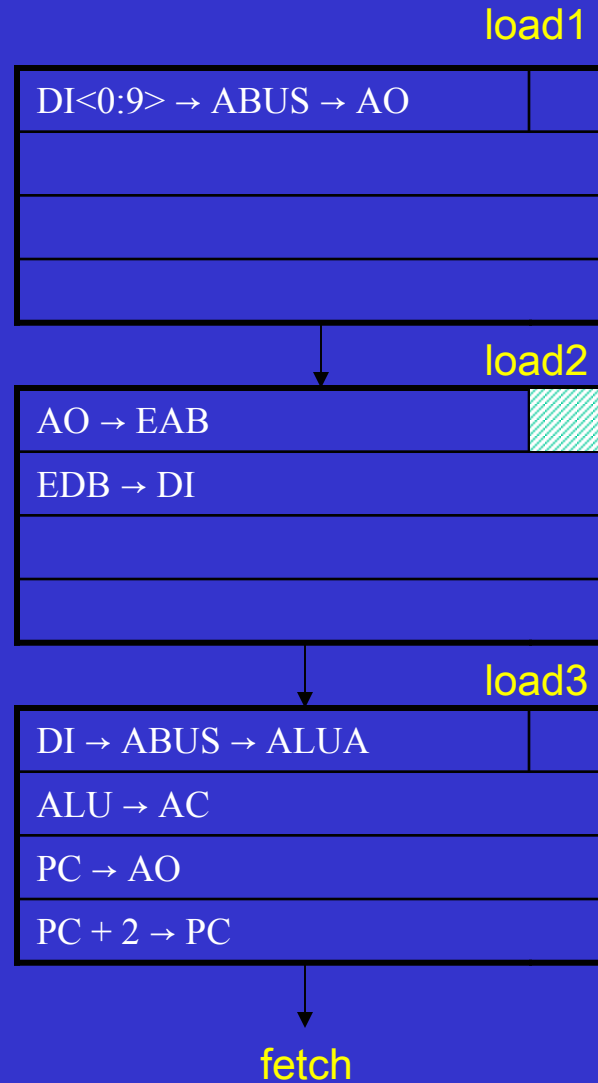


Easy I

Control Unit

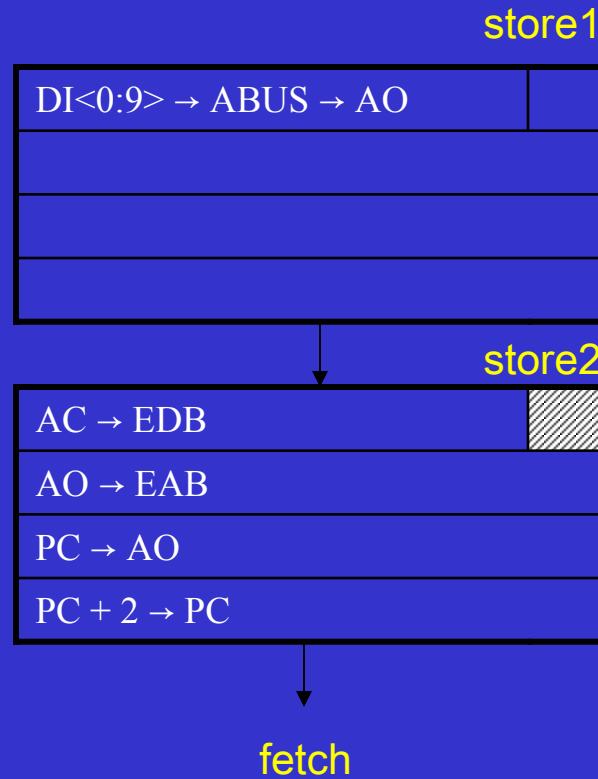
(Level 2 Flowcharts)

Load



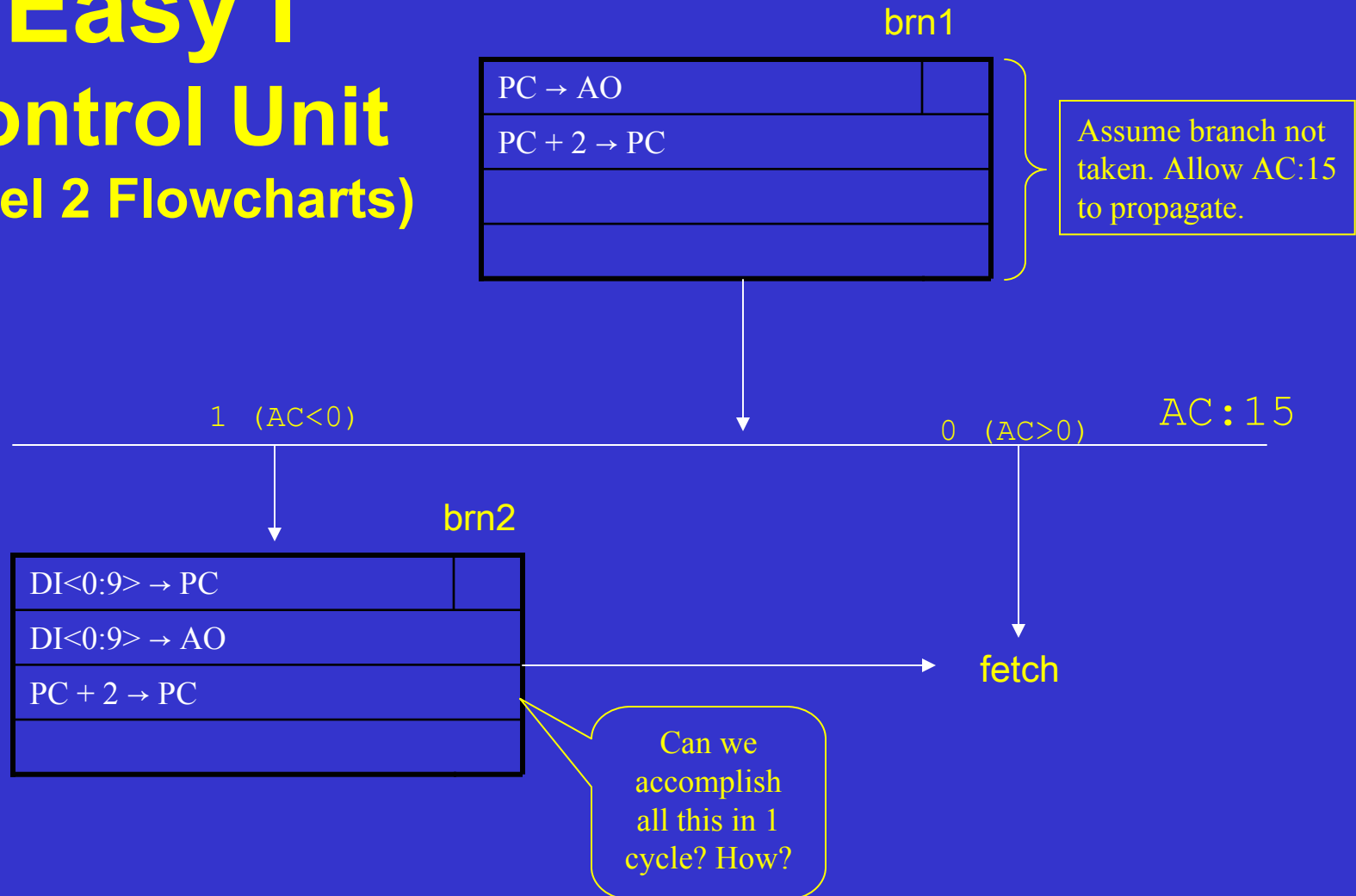
Easy I Control Unit (Level 2 Flowcharts)

Store



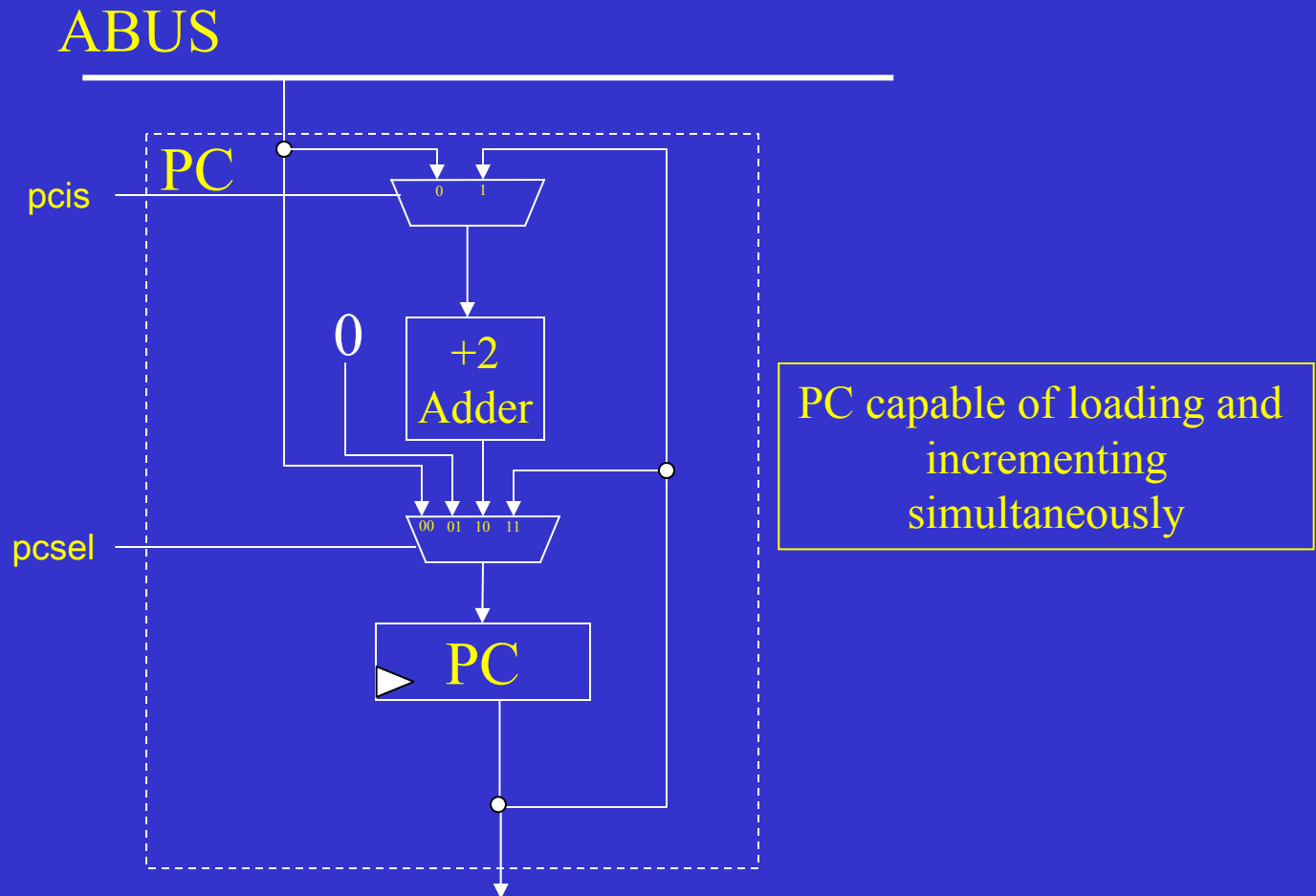
Easy I Control Unit (Level 2 Flowcharts)

BrN



Bit 15 of AC input to the CU's sequential circuit

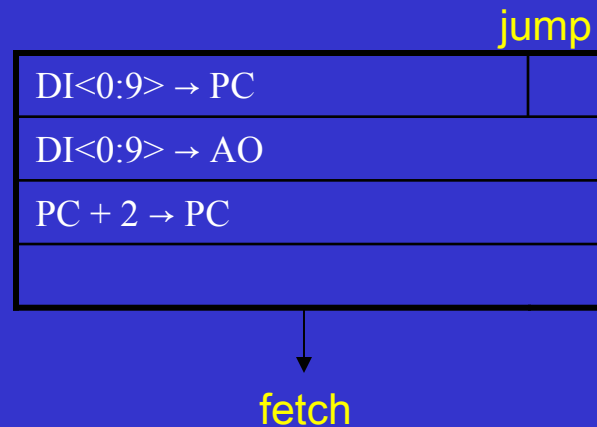
Inside the Easy-I PC



Easy I

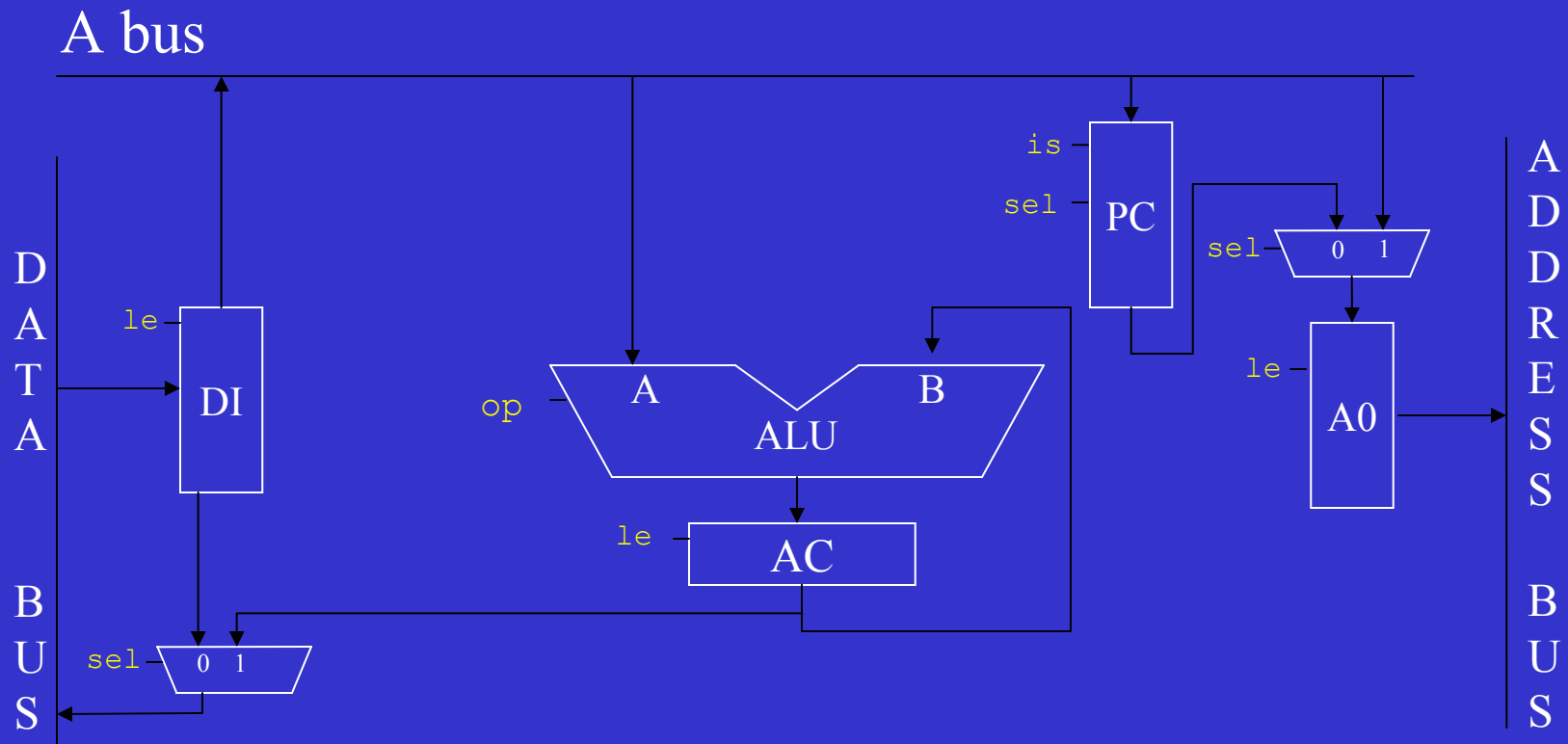
Control Unit

(Level 2 Flowcharts)



Easy I

Data Paths (with control points)



Easy I

Control Unit State Transition Table (Part I)

Curr State	opcode	AC:15		Next State	ALU op	Mem OP	PC sel	PC is	DI le	AC le	AO sel	AO le	EDB sel
reset1	xx xxx	x		reset2	XXX	NOP	01	X	0	0	X	0	X
reset2	xx xxx	x		fetch	XXX	NOP	10	1	0	0	0	1	X
fetch	00 00x	x		sopr	XXX	NOP	11	X	1	0	X	0	X
fetch	00 010	x		brn1	XXX	RD	11	X	1	0	X	0	X
fetch	00 011	x		jump	XXX	RD	11	X	1	0	X	0	X
fetch	00 100	x		store1	XXX	RD	11	X	1	0	X	0	X
fetch	00 101	x		load1	XXX	RD	11	X	1	0	X	0	X
fetch	00 11x	x		aopr	XXX	RD	11	X	1	0	X	0	X
aopr	00 110	x		fetch	AND	NOP	10	1	0	1	0	1	X
aopr	00 111	x		fetch	ADD	NOP	10	1	0	1	0	1	X
sopr	00 000	x		fetch	NOTB	NOP	10	1	0	1	0	1	X
sopr	00 001	x		fetch	SHRB	NOP	10	1	0	1	0	1	X

Easy I

Control Unit State Transition Table (Part II)

Current State	opcode	AC:15		Next State	ALU op	Mem OP	PC sel	PC is	DI le	AC le	AO sel	AO le	EDB sel
store1	xx xxx	x		store2	XXX	NOP	11	X	0	0	1	1	X
store2	xx xxx	x		store3	XXX	WR	10	1	0	0	0	1	1
load1	xx xxx	x		load2	XXX	NOP	11	X	0	0	1	1	X
load2	xx xxx	x		load3	XXX	RD	11	X	1	0	X	0	X
load3	xx xxx	x		fetch	XXX	NOP	10	1	0	1	0	1	X
brn1	xx xxx	0		fetch	XXX	NOP	10	1	0	0	0	1	X
brn1	xx xxx	1		brn2	XXX	NOP	10	1	0	0	0	1	X
brn2	xx xxx	x		fetch	XXX	NOP	10	0	0	0	1	1	X
jump	xx xxx	x		fetch	XXX	NOP	10	0	0	0	1	1	X

CU with 14 states => 4 bits of state

Easy-I Control Unit – Some missing details

4-bit Encodings for States

State	Encoding
reset1	0000
reset2	0001
fetch	0010
aopr	0011
sopr	0100
store1	0101
store2	0110
store3	0111
load1	1000
load2	1001
load3	1010
brn1	1011
brn2	1100
jump	1101

ALU Operation Table

Operation	Code	Output
A	000	A
NOTB	001	not B
AND	010	A and B
ADD	011	A + B
SHRB	100	B / 2



We know how to implement this ALU !

Control Bus Operation Table

Operation	Code
NOP	00
ReaD	01
WRite	10

Easy I

Control Unit State Transition Table (Part I)

Curr State	opcode	AC:15		Next State	ALU op	Mem OP	PC sel	PC is	DI le	AC le	AO sel	AO le	EDB sel
0000	xx xxx	x		0001	XXX	00	01	X	0	0	X	0	X
0001	xx xxx	x		0010	XXX	00	10	1	0	0	0	1	X
0010	00 00x	x		0100	XXX	00	11	X	1	0	X	0	X
0010	00 010	x		1011	XXX	01	11	X	1	0	X	0	X
0010	00 011	x		1101	XXX	01	11	X	1	0	X	0	X
0010	00 100	x		0101	XXX	01	11	X	1	0	X	0	X
0010	00 101	x		1000	XXX	01	11	X	1	0	X	0	X
0010	00 11x	x		0011	XXX	01	11	X	1	0	X	0	X
0011	00 110	x		0010	010	00	10	1	0	1	0	1	X
0011	00 111	x		0010	011	00	10	1	0	1	0	1	X
0100	00 000	x		0010	001	00	10	1	0	1	0	1	X
0100	00 001	x		0010	100	00	10	1	0	1	0	1	X

Easy I

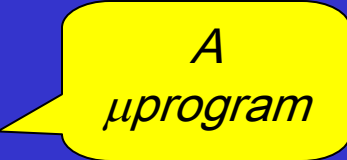
Control Unit State Transition Table (Part II)

Current State	opcode	AC:15		Next State	ALU op	Mem OP	PC sel	PC is	DI le	AC le	AO sel	AO le	EDB sel
0101	xx xxx	x		0110	XXX	00	11	X	0	0	1	1	X
0110	xx xxx	x		0111	XXX	10	10	1	0	0	0	1	1
1000	xx xxx	x		1001	XXX	00	11	X	0	0	1	1	X
1001	xx xxx	x		1010	XXX	01	11	X	1	0	X	0	X
1010	xx xxx	x		0010	XXX	00	10	1	0	1	0	1	X
1011	xx xxx	0		0010	XXX	00	10	1	0	0	0	1	X
1011	xx xxx	1		1100	XXX	00	10	1	0	0	0	1	X
1100	xx xxx	x		0010	XXX	00	10	0	0	0	1	1	X
1101	xx xxx	x		0010	XXX	00	10	0	0	0	1	1	X

Building the Easy-I C-Unit

2 Approaches

- Harwired
 - Apply well known sequential circuit techniques
- Micro-programmed
 - Treat state transition table as a program
 - Build a new abstraction layer

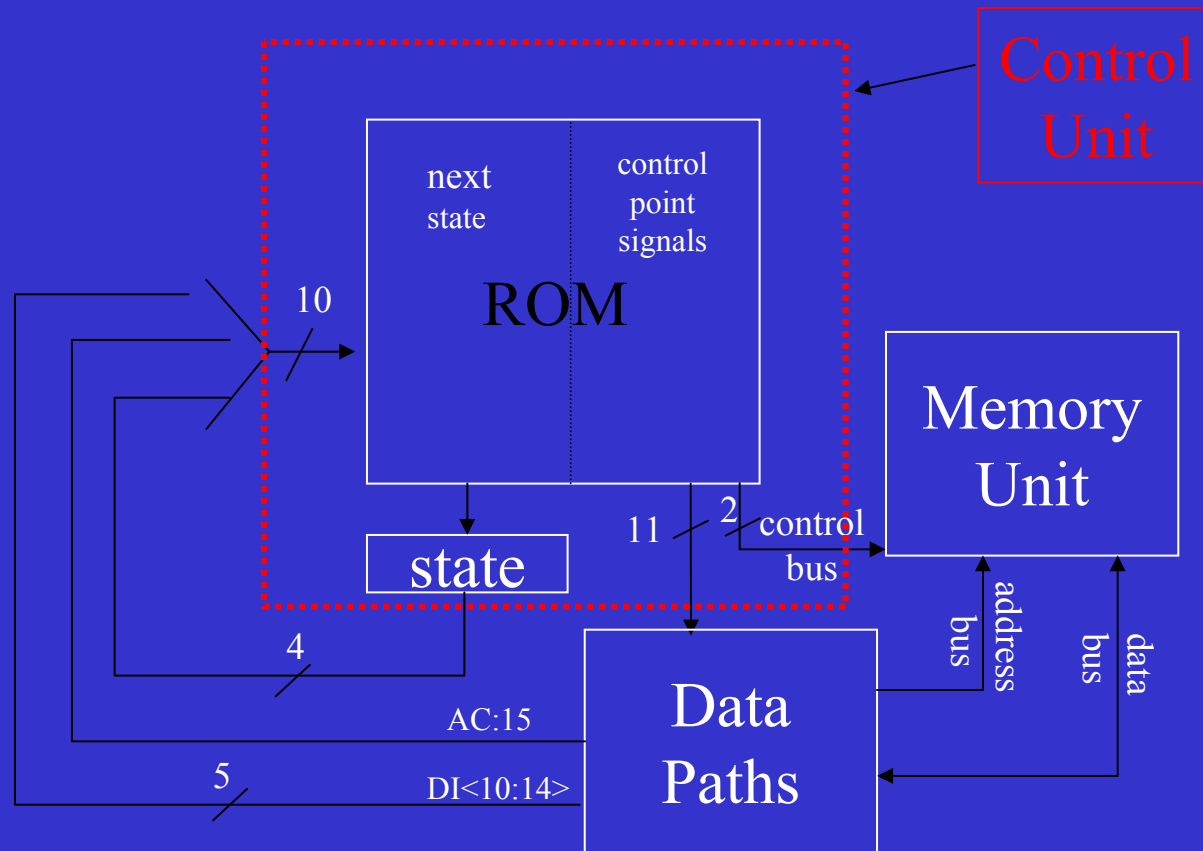


*A
μprogram*

The Microprogramming abstraction level

Building the Easy-I C-Unit

Hardwired Approach



Computing Integer Division

Iterative C++ Version

```
int a = 12;
int b = 4;
int result = 0;
main () {
    if (a >= b) {
        while (a > 0) {
            a = a - b;
            result ++;
        }
    }
}
```

We ignore procedures and I/O for now

Definition

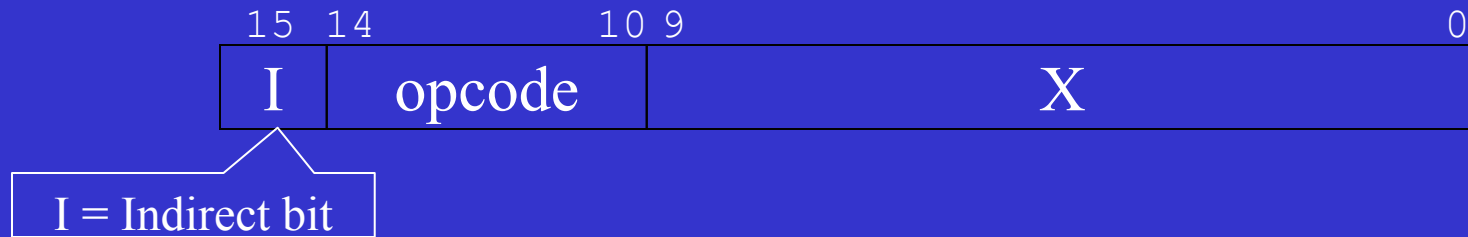
Instruction Set Architecture

- What it is:
 - The programmers view of the processor
 - Visible registers, instruction set, execution model, memory model, I/O model
- What it is not:
 - How the processors if build
 - The processor's internal structure

Easy I

A Simple Accumulator Processor Instruction Set Architecture (ISA)

Instruction Format (16 bits)



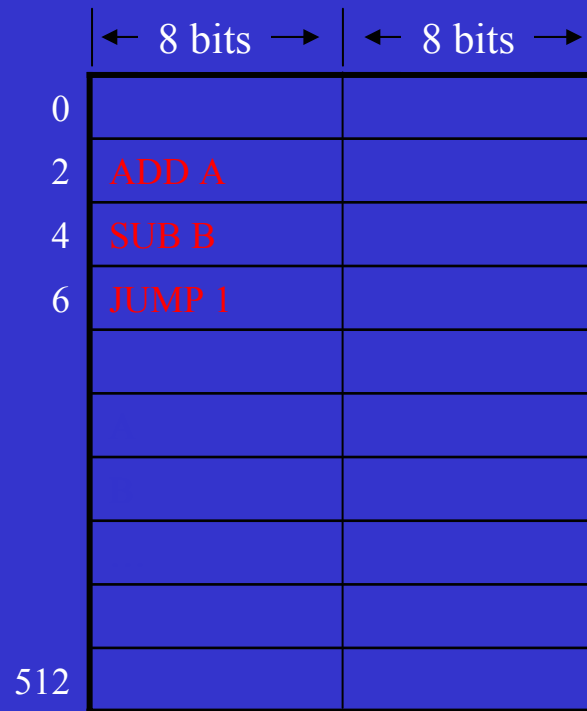
Easy I

A Simple Accumulator Processor Instruction Set Architecture (ISA)

Instruction Set

Symbolic Name	Opcode	Action I=0	Symbolic Name	Action I=1
Comp	00 000	$AC \leftarrow \text{not } AC$	Comp	$AC \leftarrow \text{not } AC$
ShR	00 001	$AC \leftarrow AC / 2$	ShR	$AC \leftarrow AC / 2$
BrNi	00 010	$AC < 0 \Rightarrow PC \leftarrow X$	BrN	$AC < 0 \Rightarrow PC \leftarrow \text{MEM}[X]$
Jump <i>i</i>	00 011	$PC \leftarrow X$	Jump	$PC \leftarrow \text{MEM}[X]$
Store <i>i</i>	00 100	$\text{MEM}[X] \leftarrow AC$	Store	$\text{MEM}[\text{MEM}[X]] \leftarrow AC$
Load <i>i</i>	00 101	$AC \leftarrow \text{MEM}[X]$	Load	$AC \leftarrow \text{MEM}[\text{MEM}[X]]$
And <i>i</i>	00 110	$AC \leftarrow AC \text{ and } X$	And	$AC \leftarrow AC \text{ and } \text{MEM}[X]$
Add <i>i</i>	00 111	$AC \leftarrow AC + X$	Add	$AC \leftarrow AC + \text{MEM}[X]$

Easy I Memory Model



Computing Integer Division

Iterative C++ Version

```
int a = 12;
int b = 4;
int result = 0;
main () {
    if (a >= b) {
        while (a > 0) {
            a = a - b;
            result ++;
        }
    }
}
```

C++

HLL

Easy-I

Assembly Language

Computing Integer Division

Iterative C++ Version

```
int a = 12;
int b = 4;
int result = 0;
main () {
    if (a >= b) {
        while (a > 0) {
            a = a - b;
            result ++;
        }
    }
}
```

C++
HLL

Easy-I
Assembly Language

Translate Data: Global Layout

```
0:      andi    0          # AC = 0
      addi    12
      storei  1000        # a = 12 (a stored @ 1000)
      andi    0          # AC = 0
      addi    4
      storei  1004        # b = 4 (b stored @ 1004)
      andi    0          # AC =
      storei  1008        # result = 0 (result @ 1008)
```

Issues

- Memory allocation
- Data Alignment
- Data Sizing

Computing Integer Division

Iterative C++ Version

Translate Code: Conditionals

If-Then

```
int a = 12;
int b = 4;
int result = 0;
main () {
    if (a >= b) {
        while (a > 0) {
            a = a - b;
            result ++;
        }
    }
}
```

C++
HLL

Easy-I
Assembly Language

```
0:      andi    0            # AC = 0
      addi    12
      storei  1000          # a = 12 (a stored @ 1000)
      andi    0            # AC = 0
      addi    4
      storei  1004          # b = 4 (b stored @ 1004)
      andi    0            # AC = 0
      storei  1008          # result = 0 (result @ 1008)
main:   loadi    1004        # compute a - b in AC
      comp
      addi    1            # using 2's complement add
      add     1000
      brni    exit         # exit if AC negative
```

Issues

- Must translate HLL boolean expression into ISA-level branching condition

exit:

Computing Integer Division

Iterative C++ Version

Translate Code: Iteration (loops)

```
int a = 12;
int b = 4;
int result = 0;
main () {
    if (a >= b) {
        while (a > 0) {
            a = a - b;
            result ++;
        }
    }
}
```

C++
HLL

Easy-I
Assembly Language

Fall 2003

```
0:      andi    0            # AC = 0
        addi    12
        storei 1000         # a = 12 (a stored @ 1000)
        andi    0            # AC = 0
        addi    4
        storei 1004         # b = 4 (b stored @ 1004)
        andi    0            # AC = 0
        storei 1008         # result = 0 (result @ 1008)
main:   loadi   1004         # compute a - b in AC
        comp
        addi    1            # using 2's complement add
        add     1000
        brni    exit        # exit if AC negative

loop:   loadi   1000
        brni    endloop

        jump    loop

endloop:
exit:
```

Computing Integer Division

Iterative C++ Version

Translate Code: Arithmetic Ops

```
int a = 12;
int b = 4;
int result = 0;
main () {
    if (a >= b) {
        while (a > 0) {
            a = a - b;
            result ++;
        }
    }
}
```

C++
HLL

Easy-I
Assembly Language

Fall 2003

```
0:      andi    0          # AC = 0
      addi    12
      storei  1000        # a = 12 (a stored @ 1000)
      andi    0          # AC = 0
      addi    4
      storei  1004        # b = 4 (b stored @ 1004)
      andi    0          # AC = 0
      storei  1008        # result = 0 (result @ 1008)
main:   loadi   1004        # compute a - b in AC
      comp    # using 2's complement add
      addi    1
      add     1000
      brni    exit        # exit if AC negative
loop:   loadi   1000
      brni    endloop
      loadi   1004        # compute a - b in AC
      comp              # using 2's complement add
      addi    1
      add     1000        # Uses indirect bit I = 1

      jumpi   loop
endloop:
exit:
```

Computing Integer Division

Iterative C++ Version

Translate Code: Assignments

```
int a = 12;
int b = 4;
int result = 0;
main () {
    if (a >= b) {
        while (a > 0) {
            a = a - b;
            result ++;
        }
    }
}
```

C++
HLL

Easy-I
Assembly Language

```
0:      andi    0          # AC = 0
        addi    12
        storei 1000       # a = 12 (a stored @ 1000)
        andi    0          # AC = 0
        addi    4
        storei 1004       # b = 4 (b stored @ 1004)
        andi    0          # AC = 0
        storei 1008       # result = 0 (result @ 1008)
main:   loadi   1004       # compute a - b in AC
        comp    # using 2's complement add
        addi    1
        add     1000
        brni    exit      # exit if AC negative
loop:   loadi   1000
        brni    endloop
        loadi   1004       # compute a - b in AC
        comp    # using 2's complement add
        addi    1
        add     1000       # Uses indirect bit I = 1
        storei 1000

        jump   loop
endloop:
exit:
```

Computing Integer Division

Iterative C++ Version

Translate Code: Increments

```
int a = 12;
int b = 4;
int result = 0;
main () {
    if (a >= b) {
        while (a > 0) {
            a = a - b;
            result ++;
        }
    }
}
```

C++
HLL

Easy-I
Assembly Language

```
0:      andi    0          # AC = 0
        addi    12
        storei 1000       # a = 12 (a stored @ 1000)
        andi    0          # AC = 0
        addi    4
        storei 1004       # b = 4 (b stored @ 1004)
        andi    0          # AC = 0
        storei 1008       # result = 0 (result @ 1008)
main:   loadi   1004       # compute a - b in AC
        comp    # using 2's complement add
        addi    1
        add     1000
        brni    exit      # exit if AC negative
loop:   loadi   1000
        brni    endloop
        loadi   1004       # compute a - b in AC
        comp    # using 2's complement add
        addi    1
        add     1000       # Uses indirect bit I = 1
        storei 1000
        loadi   1008       # result = result + 1
        addi    1
        storei 1008
        jumpi   loop
endloop:
exit:
```

Computing Integer Division

Easy I Machine Code

Data

Address	Contents
1000	a
1004	b
1008	result

Challenge

Make this program as
small and fast as possible

Address	I Bit	Opcode (binary)	X (base 10)
0	0	00 110	0
2	0	00 111	12
4	0	00 100	1000
6	0	00 110	0
8	0	00 111	4
10	0	00 100	1004
12	0	00 110	0
14	0	00 100	1008
16	0	00 101	1004
18	0	00 000	unused
20	0	00 111	1
22	1	00 111	1000
24	0	00 010	46
26	0	00 101	1000
28	0	00 010	46
30	0	00 101	1004
32	0	00 000	unused
34	0	00 111	1
36	0	00 100	1000
38	0	00 101	1008
40	0	00 111	1
42	0	00 100	1008
44	0	00 011	26

Program

The MIPS Architecture

ISA at a Glance

- Reduced Instruction Set Computer (RISC)
- 32 general purpose 32-bit registers
- Load-store architecture: Operands in registers
- Byte Addressable
- 32-bit address space

The MIPS Architecture

32 Register Set (32-bit registers)

Register #	Reg Name	Function
r0	r0	Zero constant
r4-r7	a0-a3	Function arguments
r1	at	Reserved for Operating Systems
r30	fp	Frame pointer
r28	gp	Global memory pointer
r26-r27	k0-k1	Reserved for OS Kernel
r31	ra	Function return address
r16-r23	s0-s7	Callee saved registers
r29	sp	Stack pointer
r8-r15	t0-t7	Temporary variables
r24-r25	t8-t9	Temporary variables
r2-r3	v0-v1	Function return values

The MIPS Architecture

Main Instruction Formats

Simple and uniform 32-bit 3-operand instruction formats

–**R Format**: Arithmetic/Logic operations on registers

opcode 6 bits	rs 5 bits	rt 5 bits	rd 5 bits	shamt 5 bits	funct 6 bits
------------------	--------------	--------------	--------------	-----------------	-----------------

–**I Format**: Branches, loads and stores

opcode 6 bits	rs 5 bits	rt 5 bits	Address/Immediate 16 bits
------------------	--------------	--------------	------------------------------

–**J Format**: Jump Instruction

opcode 6 bits	rs 5 bits	rt 5 bits	Address/Immediate 16 bits
------------------	--------------	--------------	------------------------------

The MIPS Architecture

Examples of Native Instruction Set

Instruction Group	Instruction	Function
Arithmetic/ Logic	<code>add \$s1,\$s2,\$s3</code>	<code>\$s1 = \$s2 + \$s3</code>
	<code>addi \$s1,\$s2,K</code>	<code>\$s1 = \$s2 + K</code>
Load/Store	<code>lw \$s1,K(\$s2)</code>	<code>\$s1 = MEM[\$s2+K]</code>
	<code>sw \$s1,K(\$s2)</code>	<code>MEM[\$s2+K] = \$s1</code>
Jumps and Conditional Branches	<code>beq \$s1,\$s2,K</code>	<code>if (\$s1=\$s2) goto PC + 4 + K</code>
	<code>slt \$s1,\$s2,\$s3</code>	<code>if (\$s2<\$s3) \$s1=1 else \$s1=0</code>
	<code>j K</code>	<code>goto K</code>
Procedures	<code>jal K</code>	<code>\$ra = PC + 4; goto K</code>
	<code>jr \$ra</code>	<code>goto \$ra</code>

The SPIM Assembler

Examples of Pseudo-Instruction Set

Instruction Group	Syntax	Translates to:
Arithmetic/ Logic	<code>neg \$s1, \$s2</code>	<code>sub \$s1, \$r0, \$s2</code>
	<code>not \$s1, \$s2</code>	<code>nor \$t7, \$t8, \$0</code>
Load/Store	<code>li \$s1, K</code>	<code>ori \$s1, \$0, K</code>
	<code>la \$s1, K</code>	<code>lui \$at, 152</code> <code>ori \$s1, \$at, -27008</code>
	<code>move \$s1, \$s2</code>	
Jumps and Conditional Branches	<code>bgt \$s1, \$s2, K</code>	<code>slt \$at, \$s1, \$s2</code> <code>bne \$at, \$0, K</code>
	<code>sge \$s1, \$s2, \$s3</code>	<code>bne \$s3, \$s2, foo</code> <code>ori \$s1, \$0, 1</code> <code>beq \$0, \$0, bar</code> <code>foo: slt \$s1, \$s3, \$s2</code> <code>bar:</code>

Pseudo Instructions: translated to native instructions by Assembler

The SPIM Assembler

Examples of Assembler Directives

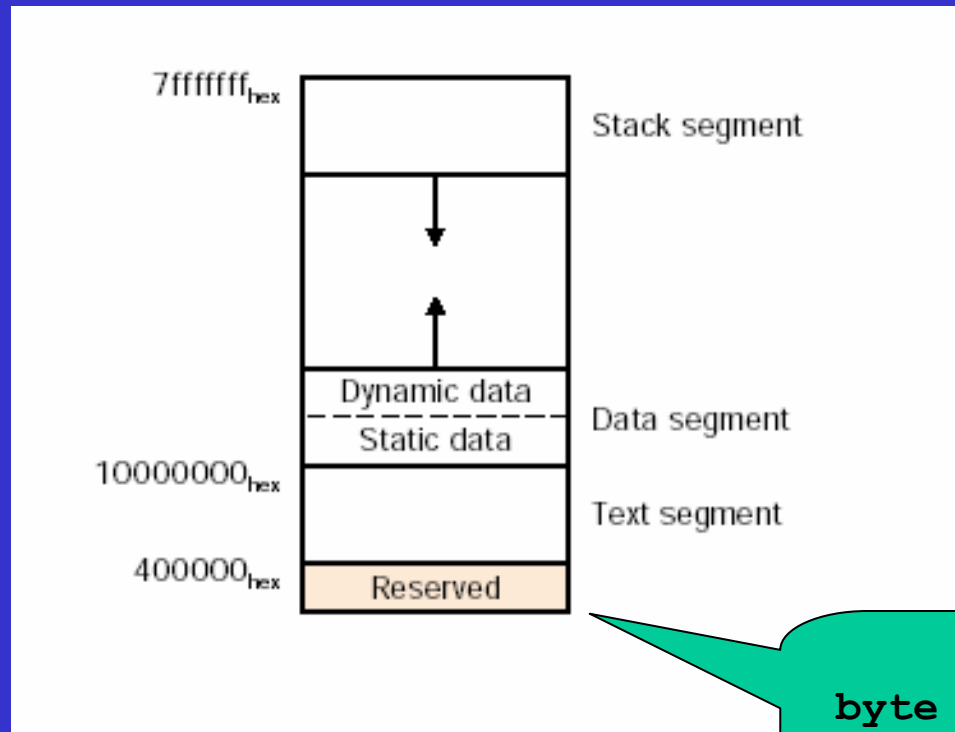
Group	Directive	Function
Memory Segmentation	<code>.data <addr></code>	Data Segment starting at
	<code>.text <addr></code>	Text (program) Segment
	<code>.stack <addr></code>	Stack Segment
	<code>.ktext <addr></code>	Kernel Text Segment
	<code>.kdata <addr></code>	Kernel Data Segment
Data Allocation	<code>x: .word <value></code>	Allocates 32-bit variable
	<code>x: .byte <value></code>	Allocates 8-bit variable
	<code>x: .ascii "hello"</code>	Allocates 8-bit cell array
Other	<code>.globl x</code>	x is external symbol

Assembler Directives: Provide assembler additional info to generate machine code

Handy MIPS ISA References

- Appendix A: Patterson & Hennessy
- SPIM ISA Summary on class website
- Patterson & Hennessy Back Cover

The MIPS Architecture Memory Model



32-bit
byte addressable
address space

Computing Integer Division

Iterative C++ Version

MIPS/SPIM Version

```
int a = 12;
int b = 4;
int result = 0;
main () {
    while (a >= b)
        a = a - b;
        result ++;
    }
}
```

C++

MIPS
Assembly Language

```
.data                                # Use HLL program as a comment
x:      .word      12                # int x = 12;
y:      .word      4                 # int y = 4;
res:    .word      0                 # int res = 0;

.globl  main

.text

main:   la          $s0, x            # Allocate registers for globals
        lw          $s1, 0($s0)      #   x in $s1
        lw          $s2, 4($s0)      #   y in $s2
        lw          $s3, 8($s0)      #   res in $s3

while:  bgt         $s2, $s1, endwhile # while (x >= y) {
        sub         $s1, $s1, $s2    #       x = x - y;
        addi        $s3, $s3, 1      #       res ++;
        j           while           # }

endwhile:

        la          $s0, x            # Update variables in memory
        sw          $s1, 0($s0)
        sw          $s2, 4($s0)
        sw          $s3, 8($s0)
```

Computing Integer Division

Iterative C++ Version

MIPS/SPIM Version

Input/Output in SPIM

```
int a = 12;
int b = 4;
int result = 0;
main () {
    while (a >= b) {
        a = a - b;
        result ++;
    }
    printf("Result = %d\n", result);
}
```

C++

MIPS
Assembly Language

```
.data                                # Use HLL program as a comment
x:      .word      12                # int x = 12;
y:      .word      4                 # int y = 4;
res:     .word      0                 # int res = 0;
pf1:     .asciiz    "Result = "
        .globl     main
        .text
main:    la         $s0, x            # Allocate registers for globals
        lw         $s1, 0($s0)        #   x in $s1
        lw         $s2, 4($s0)        #   y in $s2
        lw         $s3, 8($s0)        #   res in $s3
while:   bgt        $s2, $s1, endwhile # while (x >= y) {
        sub        $s1, $s1, $s2      #   x = x - y;
        addi       $s3, $s3, 1        #   res ++;
        j          while              # }
endwhile:
        la         $a0, pf1           # printf("Result = %d \n");
        li         $v0, 4             # //system call to print_str
        syscall
        move       $a0, $s3           # //system call to print_int
        li         $v0, 1
        syscall
        la         $s0, x            # Update variables in memory
        sw         $s1, 0($s0)
        sw         $s2, 4($s0)
        sw         $s3, 8($s0)
```

SPIM Assembler Abstractions

- Symbolic Labels
 - Instruction addresses and memory locations
- Assembler Directives
 - Memory allocation
 - Memory segments
- Pseudo-Instructions
 - Extend native instruction set without complicating architecture
- Macros