



# CS230: Digital Logic Design and Computer Architecture

## Lecture 6: MIPS instructions contd.

<https://www.cse.iitb.ac.in/~biswa/courses/CS230/main.html>

<https://www.cse.iitb.ac.in/~biswa/>



Phones (smart/non-smart)  
on silence plz, Thanks

# Logistics

When: Quiz-I, January 27, 11:15 AM

Where: LA-001 and CC-105

Report by 11.10 AM

Duration: 1 hour

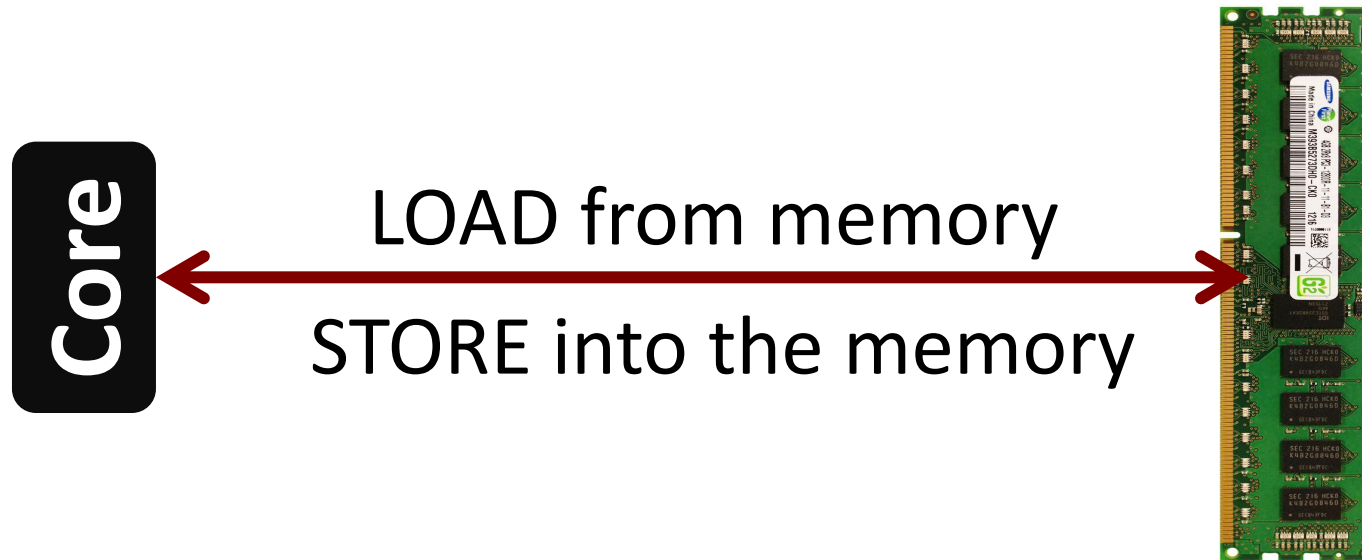
Make sure you clear all your doubts  
on

Monday 1:30 to 5:30 PM

# Recap

- ISA
- Assembly
- Machine level
- Instructions
-

# Memory Instructions



```
lw $t0, 1($a0)    # $t0 = Memory[$a0 + 1]  
sw $t0, 1($a0)    # Memory[$a0 + 1] = $t0
```

Stored  
Program  
&  
Von  
Neumann



# Memory



4GB of Memory (DRAM)

Say, a **word**: four bytes

How to  
access  
instructions:  
Program  
Counter (PC)

A register that stores the address of the instruction

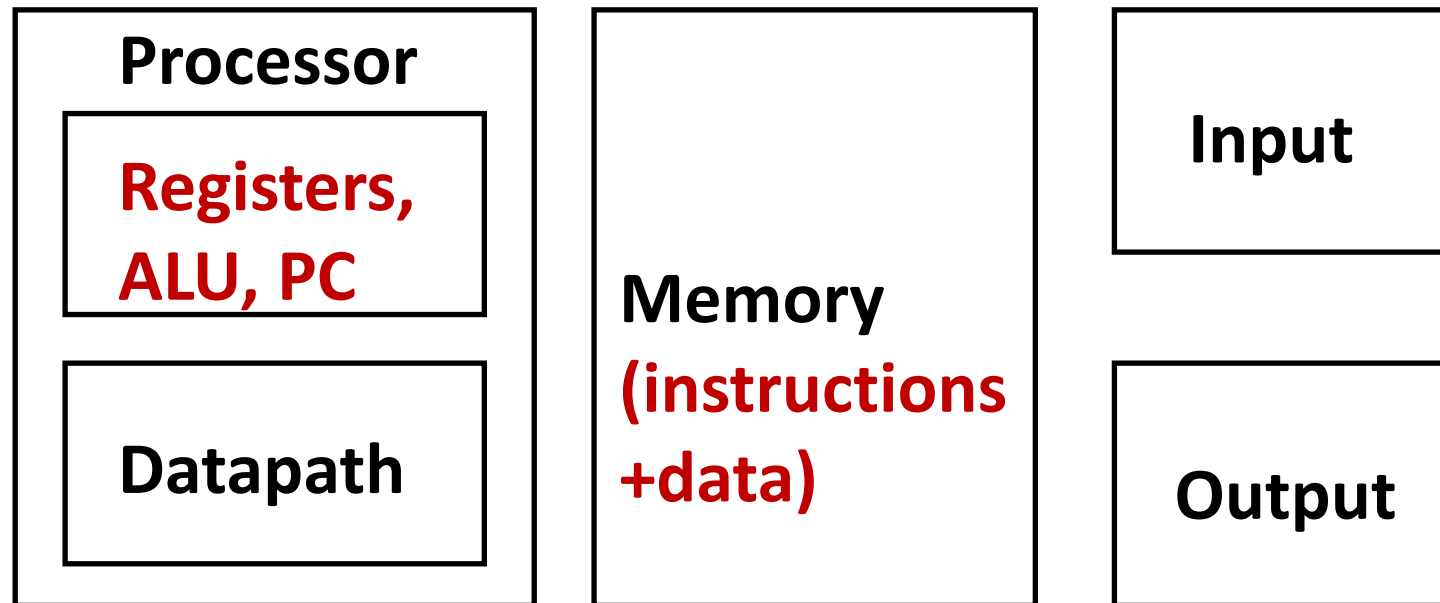
32-bit processor: addresses are of width 32 bits (devil is in the details 😊 )

So the processor fetches PC, PC+4, PC+8, ..... in a sequential order



# 1946 onwards

Since 1946 all computers have had 5 components



Example (Remember PC for the time being)

PCX: lw

PCY: add

PCZ: lui

PCZ=PCY+4 and PCY = PCX+4

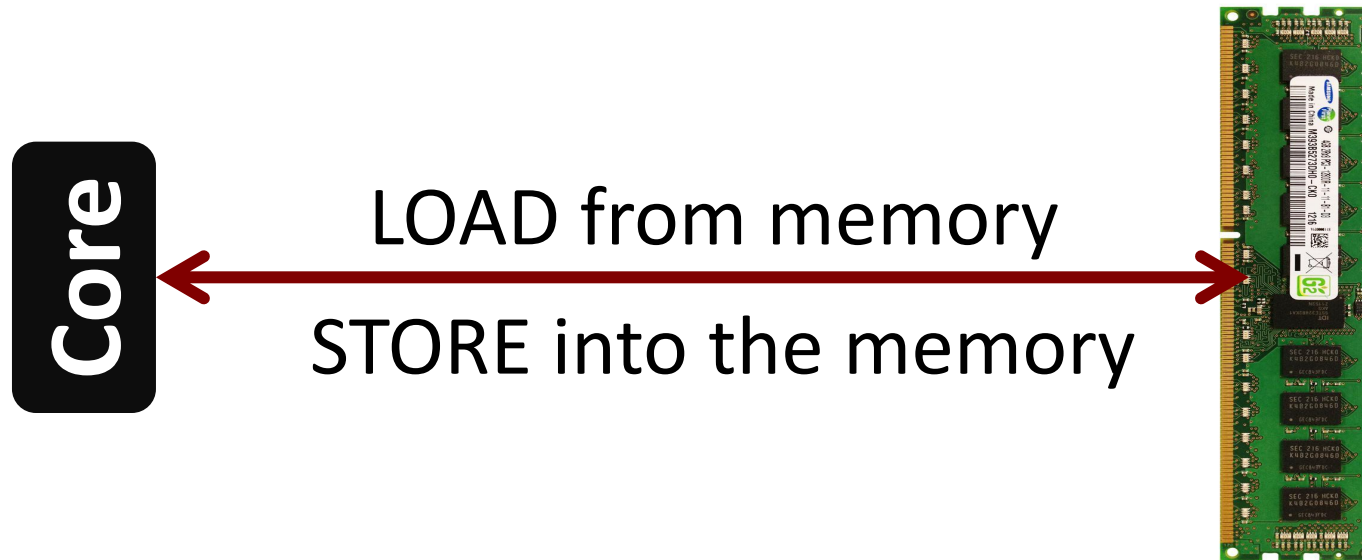




# Why Memory? Why Not Registers?

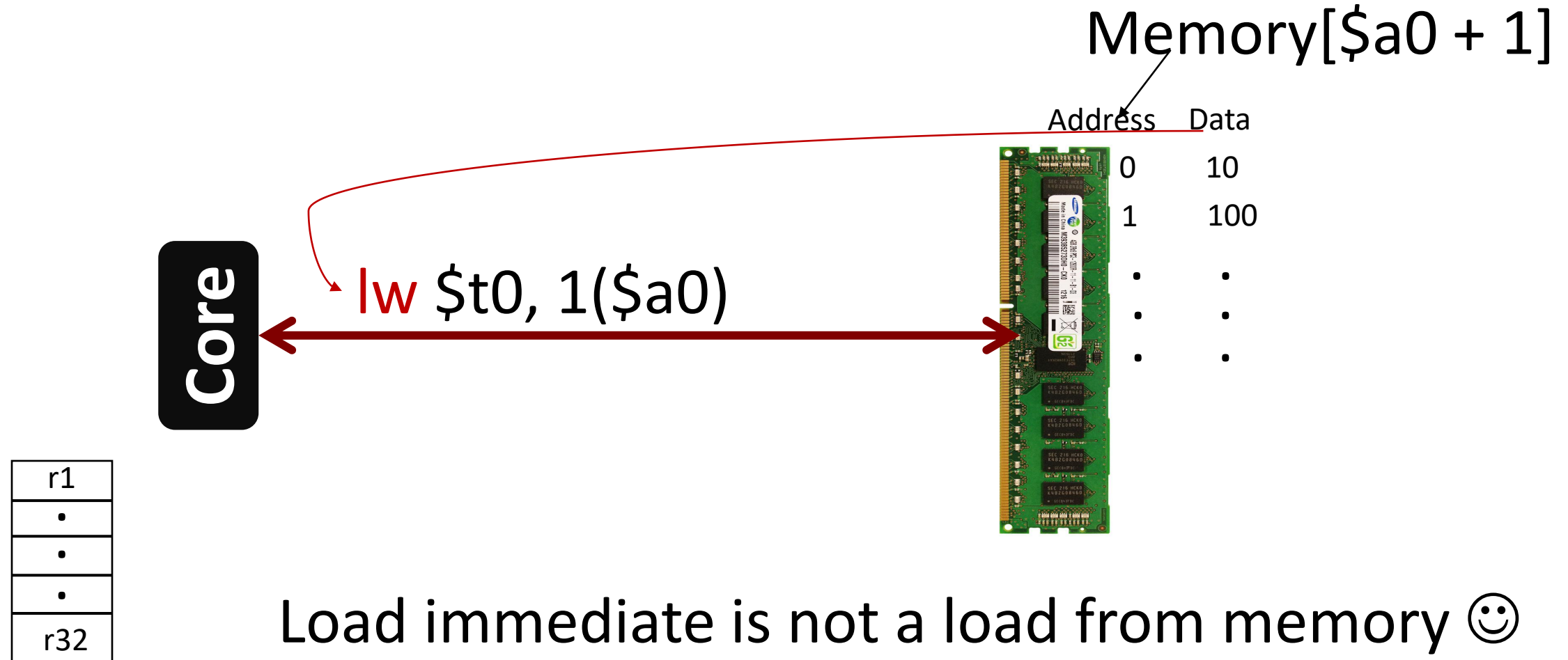
- Registers are limited. More #registers, higher access time.
- How? we will see sooner than later.
- Let's focus on the data part now. How to access data for our instructions?

# Memory Instructions

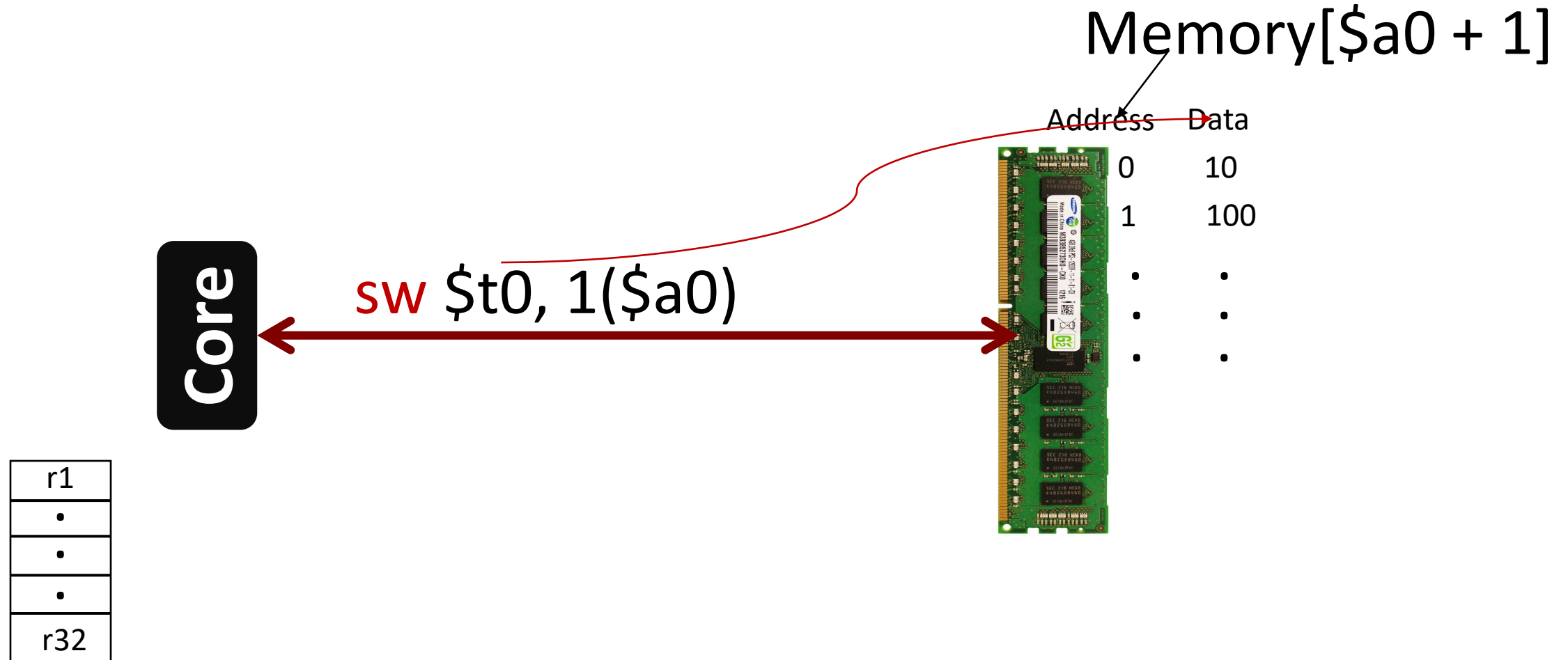


```
lw $t0, 1($a0)    # $t0 = Memory[$a0 + 1]  
sw $t0, 1($a0)    # Memory[$a0 + 1] = $t0
```

# LOAD From the Memory (data-transfer insts)



# STORE



Both instructions and data from memory

$g = h + A[8];$

**PCX:** `lw $t0, 8($3) # A[8]`

**PCY:** `add $s1, $s2, $t0 # g = h + t0`

$PCY = PCX + 4$





# A quick recap

Von Neumann (stored program) concept

As registers are limited, data can be there in the registers or in the memory

Register accesses are through register names/numbers

Memory accesses are through addresses stored in registers



Let's move  
on: Decision  
Making  
Instructions

- Decisions: if, else ....

Two instructions:

beq (branch equals to) and

bne (branch not equals to)

beq \$t0, \$t1, L1

bne \$t0, \$t1, L1

# Branch Instructions: Conditional branches

**beq** \$t0, \$t1, L1

*goto* L1 (statements labeled as L1) if \$t0 equals \$t1

**bne** \$t0, \$t1, L1

*goto* L1 (statements labeled as L1) if \$t0 does not equal to \$t1

The slt  
instruction  
(Set on less  
than)

if (a < b) // beq and bne won't work  
here

c=1

else

c=0

slt \$t3, \$t1, \$t2 // t1 and t2 contain a  
and b

We can slti too; one of the operand will  
be a constant

Loops: How  
to deal with  
it?

```
while(CS230[i] == k)  
    i+=1;
```

say  $i$  and  $k$  are in  $\$s3$  and  $\$s5$ , and  
the

base of CS230 in  $\$s6$

# Loops continued

```
while(CS230[i] == k)
```

```
    i+=1;
```

1. LOAD CS230[i], base address of CS230 is in \$s6
2. We need to go to CS230[i]
3. Assuming CS230 is an integer array, each index is of 4 bytes. We need to go to CS230 [i\*4 bytes]

Loops contd. ( $\$s3=i$ ,  $\$s5=k$ ,  $\$s6$ =base address)

```
sll $t1, $s3, 2    // i*4
add $t1, $t1, $s6  // address of CS230[i]
lw  $t0, 0($t1)   // t0 = CS230[i]
bne $t0, $s5, Exit // go to Exit if CS230[i] not equals to k
addi $s3, $s3, 1  // i=i+1
```

while(CS230[i] == k)  
i+=1;

```
Exit:                // do nothing
```

Where is the Loop?

# Loops continued

```
Loop: sll $t1, $s3, 2    // i*4
      add $t1, $t1, $s6 // address of CS230[i]
      lw  $t0, 0($t1)   // t0 = CS230[i]
      bne $t0, $s5, Exit // go to Exit if CS230[i] not equals to k
      addi $s3, $s3, 1 // i=i+1
```

```
while(CS230[i] == k)
    i+=1;
```

```
Exit: // do nothing
```

How to jump to the Loop?

# Loops continued

```
Loop: sll $t1, $s3, 2    // i*4                while(CS230[i] == k)
      add $t1, $t1, $s6 // address of CS230[i]    i+=1;
      lw  $t0, 0($t1)   // t0 = CS230[i]
      bne $t0, $s5, Exit // go to Exit if CS230[i] not equals to k
      addi $s3, $s3, 1 // i=i+1
      j   Loop         // go to loop. j here is jump
```

```
Exit:           // do nothing
```



# Textbook

## Chapter 2 P&H



# Coffee Credits

Lisan 210050076



haben Sie einen guten Tag

