The Memory Subsystem

- Memory subsystem typically provides capability to load or store bytes.
- Each byte has a unique address, think of:
  - Memory as implementing a gigantic array of bytes.
  - And the address is the array index.
- Typically, a small (1, 2, 4, 8, ...) group of bytes can be loaded/stored in a single operation.
- General purpose computers typically have complex cache systems to improve memory performance (not covered in this course).
- Operating systems on general purpose computers typically provide virtual memory (covered later in this course).

Address Size

- Most general purpose computers e.g. PCs running Windows, use 64-bit addresses.
- Still some using 32-bit addresses.
- CSE servers use 64-bit addresses.
- Special purpose (embedded) CPUs may use 64, 32, 16, 8-bit addresses.
- On the MIPS32 machine implemented by MIPSy & SPIM, all addresses are 32-bit.
- So in COMP1521 assembler we'll be using 32-bit addresses.
- There are 64-bit MIPS CPUs.
- addresses are 32 bit
- only load/store instructions access memory on the MIPS
- 1 byte (8-bit) loaded/stored with \texttt{lb/sb}
- 2 bytes (16-bit) called a half-word, loaded/stored with \texttt{lh/sh}
- 4 bytes (32-bits) called a word, loaded/stored with \texttt{lw/sw}
- memory address used for load/store instructions is sum of a specified register and a 16-bit constant (often 0) which is part of the instruction
- for \texttt{sb} & \texttt{sh} operations low (least significant) bits of source register are used.
- \texttt{lb/lh} assume byte/halfword contains a 8-bit/16-bit \texttt{signed} integer
  - high 24/16-bits of destination register set to 1 if 8-bit/16-bit integer negative
- unsigned equivalents \texttt{lbu} & \texttt{lu} assume integer is \texttt{unsigned}
  - high 24/16-bits of destination register always set to 0

### MIPS Load/Store Instructions

<table>
<thead>
<tr>
<th>assembly</th>
<th>meaning</th>
<th>bit pattern</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{lb} \texttt{rt}, I(\texttt{rs})</td>
<td>\texttt{rt} = \texttt{mem[rs+I]}</td>
<td>\texttt{10000sssssssssssssssss1111111111}</td>
</tr>
<tr>
<td>\texttt{lh} \texttt{rt}, I(\texttt{rs})</td>
<td>\texttt{rt} = \texttt{mem[rs+I]}</td>
<td>\texttt{10001sssssssssssssssss1111111111}</td>
</tr>
<tr>
<td>\texttt{lw} \texttt{rt}, I(\texttt{rs})</td>
<td>\texttt{rt} = \texttt{mem[rs+I]}</td>
<td>\texttt{10011sssssssssssssssss0000000000}</td>
</tr>
<tr>
<td>\texttt{sb} \texttt{rt}, I(\texttt{rs})</td>
<td>\texttt{mem[rs+I]} = \texttt{rt} &amp; 0xff</td>
<td>\texttt{10100sssssssssssssssss1111111111}</td>
</tr>
<tr>
<td>\texttt{sh} \texttt{rt}, I(\texttt{rs})</td>
<td>\texttt{mem[rs+I]} = \texttt{rt} &amp; 0xff</td>
<td>\texttt{10101sssssssssssssssss1111111111}</td>
</tr>
<tr>
<td>\texttt{sw} \texttt{rt}, I(\texttt{rs})</td>
<td>\texttt{mem[rs+I]} = \texttt{rt} &amp; 0xff</td>
<td>\texttt{10111sssssssssssssssss1111111111}</td>
</tr>
</tbody>
</table>

#### Code example: storing and loading a value (no labels)

```assembly
# simple example of load & storing a byte
# we normally use directives and labels
main:
    li $t0, 42
    li $t1, 0x10000000
    sb $t0, 0($t1)  # store 42 in byte at address 0x10000000
    lb $a0, 0($t1)  # load $a0 from same address
    li $v0, 1       # print $a0
    syscall
    li $a0, "\n"   # print \n'
    li $v0, 11
    syscall
    li $v0, 0       # return 0
    jr $ra
```

source code for load\_store\_no\_label.s

https://www.cse.unsw.edu.au/~cs1521/22T1/ COMP1521 22T1 — MIPS Data 6 / 36
MIPS & SPIM have directives to initialise memory, and to associate labels with addresses.

```
.text # following instructions placed in text segment
.data # following objects placed in data segment
.globl # make symbol available globally

a: .space 18  # int8_t a[18];
align 2 # align next object on 4-byte addr
i: .word 42  # int32_t i = 42;
v: .word 1,3,5 # int32_t v[3] = {1,3,5};
h: .half 2,4,6 # int16_t h[3] = {2,4,6};
b: .byte 7:5 # int8_t b[5] = {7,7,7,7,7};
f: .float 3.14 # float f = 3.14;
s: .asciiz "abc" # char s[4] {'a','b','c','\0'};
t: .ascii "abc" # char t[3] {'a','b','c'};
```

---

### Code example: storing and loading a value

```c
#include <stdio.h>

int main() {
    uint8_t b;
    uint32_t u;
    u = 0x03040506;
    // load first byte of u
    b = *(uint8_t *) &u;  // prints 6 if little-endian
    // and 3 if big-endian
    printf("%d\n", b);
    return 0;
}
```

```mips
li $t0, 0x03040506
la $t1, u
sw $t0, 0($t1)  # u = 0x03040506;
lb $a0, 0($t1)  # b = *(uint8_t *) &u;
li $v0, 1      # printf("%d", a0);
syscall
li $a0, '\n'  # printf("\n", b);
li $v0, 11    # printf("%c", '\n');
syscall
li $v0, 0     # return 0
jr $ra
```

---

### Testing Endian-ness

```c
#include <stdio.h>

int main() {
    uint8_t b;
    uint32_t u;
    u = 0x03040506;
    // load first byte of u
    b = *(uint8_t *) &u;
    // prints 6 if little-endian
    // and 3 if big-endian
    printf("%d\n", b);
    return 0;
}
```

```mips
li $t0, 0x03040506
la $t1, u
sw $t0, 0($t1)  # u = 0x03040506;
lb $a0, 0($t1)  # b = *(uint8_t *) &u;
li $v0, 1      # printf("%d", a0);
syscall
li $a0, '\n'  # printf("\n", b);
li $v0, 11    # printf("%c", '\n');
syscall
li $v0, 0     # return 0
jr $ra
```

---

### Source code for endian.c

```
#include <stdio.h>

int main() {
    uint8_t b;
    uint32_t u;
    u = 0x03040506;
    // load first byte of u
    b = *(uint8_t *) &u;
    // prints 6 if little-endian
    // and 3 if big-endian
    printf("%d\n", b);
    return 0;
}
```

---

### Source code for endian.s

```
li $t0, 0x03040506
la $t1, u
sw $t0, 0($t1)  # u = 0x03040506;
lb $a0, 0($t1)  # b = *(uint8_t *) &u;
li $v0, 1      # printf("%d", a0);
syscall
li $a0, '\n'  # printf("\n", b);
li $v0, 11    # printf("%c", '\n');
syscall
li $v0, 0     # return 0
jr $ra
```

---

### Source code for load_store.s

```
li $t0, 42
la $t1, x
sb $t0, 0($t1)  # store 42 in byte at address labelled x
lb $a0, 0($t1)  # load $a0 from same address
li $v0, 1      # print $a0
syscall
li $a0, '\n'  # printf ("\n")
li $v0, 11    # printf ("%d", a0)
syscall
li $v0, 0     # return 0
jr $ra
```

---

### Source code for load_store.s

```
li $t0, 42
la $t1, x
sb $t0, 0($t1)  # store 42 in byte at address labelled x
lb $a0, 0($t1)  # load $a0 from same address
li $v0, 1      # print $a0
syscall
li $a0, '\n'  # printf ("\n")
li $v0, 11    # printf ("%d", a0)
syscall
li $v0, 0     # return 0
jr $ra
```

---

### Source code for load_store.s

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li $t0, 42
la $t1, x
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li $v0, 11    # printf ("%d", a0)
syscall
li $v0, 0     # return 0
jr $ra
```

---

### Source code for load_store.s

```
li $t0, 42
la $t1, x
sb $t0, 0($t1)  # store 42 in byte at address labelled x
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li $v0, 1      # print $a0
syscall
li $a0, '\n'  # printf ("\n")
li $v0, 11    # printf ("%d", a0)
syscall
li $v0, 0     # return 0
jr $ra
```
Setting A Register to An Address

- Note the `la` (load address) instruction is used to set a register to a labelled memory address.

  ```
  la $t8, start
  ```

- The memory address will be fixed before the program is run, so this differs only syntactically from the `li` instruction.

- For example, if `vec` is the label for memory address `0x10000100` then these two instructions are equivalent:

  ```
  la $t7, vec
  li $t7, 0x10000100
  ```

- In both cases the constant is encoded as part of the instruction(s).

- Neither `la` or `li` access memory! They are very different to `lw` etc

Specifying Addresses: Some MIPSY/SPIM short-cuts

- MIPSY & SPIM allow the constant which is part of load & store instructions can be omitted in the common case it is 0.

  ```
  sb $t0, 0($t1) # store $t0 in byte at address in $t1
  sb $t0, ($t1)  # same
  ```

- For convenience, MIPSY & SPIM allow addresses to be specified in a few other ways and will generate appropriate real MIPS instructions

  ```
  sb $t0, x   # store $t0 in byte at address labelled x
  sb $t1, x+15 # store $t1 15 bytes past address labelled x
  sb $t2, x($t3) # store $t2 $t3 bytes past address labelled x
  ```

- These are effectively pseudo-instructions.

- You can use these short cuts but won’t help you much

- Most assemblers have similar short cuts for convenience

MIPS/SPIM Memory Layout

<table>
<thead>
<tr>
<th>Region</th>
<th>Address</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>.text</td>
<td>0x00400000..</td>
<td>instructions only; read-only; cannot expand</td>
</tr>
<tr>
<td>.data</td>
<td>0x10000000..</td>
<td>data objects; read/write; can be expanded</td>
</tr>
<tr>
<td>.stack</td>
<td>.0x7fffffffef</td>
<td>this address and below; read/write</td>
</tr>
<tr>
<td>.ktext</td>
<td>0x80000000..</td>
<td>kernel code; read-only; only accessible in kernel mode</td>
</tr>
<tr>
<td>.kdata</td>
<td>0x90000000..</td>
<td>kernel data; only accessible in kernel mode</td>
</tr>
</tbody>
</table>
Global and static variables need an appropriate number of bytes allocated in .data segment, using .space:

```
double val;   val: .space 8
char str[20]; str: .space 20
int vec[20]; vec: .space 80
```

Initialised to 0 by default … other directives allow initialisation to other values:

```
int val = 5;   val: .. double 5
int arr[4] = {9,8,7,6}; arr: .word 9, 8, 7, 6
char msg[7] = "Hello\n"; msg: .asciiz "Hello\n"
```

add: local variables in registers

```
C
int main(void) {
    int x, y, z;
    x = 17;
    y = 25;
    z = x + y;
    // ...
}
```

```
MIPS
main:
    # x in $t0
    # y in $t1
    # z in $t2
    li $t0, 17
    li $t1, 25
    add $t2, $t1, $t0
    # ...
```

add variables in memory (uninitialized)

```
C
int x, y, z;
int main(void) {
    x = 17;
    y = 25;
    z = x + y;
}
```

```
MIPS (text)
main:
    li $t0, 17    # x = 17;
    la $t1, x
    sw $t0, 0($t1)     # y = 25;
    li $t0, 25
    la $t1, y
    sw $t0, 0($t1)
    lw $t1, 0($t0)
    la $t0, y
    lw $t2, 0($t0)
    add $t3, $t1, $t2    # z = x + y
    la $t0, z
    sw $t3, 0($t0)
```

```
MIPS (.data)
.data
x: .space 4
y: .space 4
z: .space 4
```

source code for add_memory.s
add variables in memory (initialized)

```c
int x=17, y=25, z;
int main(void) {
    z = x + y;
}
```

MIPS text
```
main:
    la $t0, x
    lw $t1, 0($t0)
    la $t0, y
    lw $t2, 0($t0)
    add $t3, $t1, $t2 # z = x + y
    la $t0, z
    sw $t3, 0($t0)
```

MIPS data
```
.data
x: .word 17
y: .word 25
z: .space 4
```

add variables in memory (array)

```c
int x[] = {17,25,0};
int main(void) {
    x[2] = x[0] + x[1];
}
```

MIPS text
```
main:
    li $t0, 3 # each array element is 4 bytes
    mul $t0, $t0, 4
    la $t1, x
    add $t3, $t1, $t0
    li $t3, 17
    sw $t3, 0($t2)
```

MIPS data
```
data
x: .space 40
```

store value in array element — example 1

```c
int x[10];
int main(void) {
    // sizeof x[0] == 4
    x[3] = 17;
}
```

MIPS
```
main:
    li $t0, 3 # each array element is 4 bytes
    mul $t0, $t0, 4
    la $t1, x
    add $t3, $t1, $t0
    li $t3, 17
    sw $t3, 0($t2)
data
x: .space 40
```
store value in array element - example 2

C
#include <stdint.h>

int16_t x[30];

int main(void) {
    // sizeof x[0] == 2
    x[13] = 23;
}

MIPS
main:
    li $t0, 13
    # each array element is 2 bytes
    mul $t0, $t0, 2
    la $t1, x
    add $t2, $t1, $t0
    li $t3, 23
    sh $t3, 0($t2)
.data
x: .space 60

Printing Array: C to simplified C

C
int main(void) {
    int i = 0;
    while (i < 5) {
        printf("%d
", numbers[i]);
        i++;
    }
    return 0;
}

Simplified C
int main(void) {
    int i = 0;
    loop:
        if (i >= 5) goto end;
        printf("%d", numbers[i]);
        printf("%c", '\n');
        i++;
        goto loop;
    end:
        return 0;
}

Printing Array: MIPS

# print array of ints
# i in $t0
main:
    li $t0, 0 # int i = 0;
loop:
    bge $t0, 5, end # if (i >= 5) goto end;
    la $t1, numbers # int j = numbers[i];
    mul $t2, $t0, 4
    add $t3, $t2, $t1
    lw $a0, 0($t3) # printf("%d", j);
    li $v0, 1
    syscall
    li $a0, '\n' # printf("%c", '\n');
    li $v0, 11
    syscall
    addi $t0, $t0, 1 # i++
    b loop # goto loop
end:
    source code for print5.s
Implementing Pointers in MIPS

C

int i;
int *p;
p = &answer;
i = *p;
// prints 42
printf("%d\n", i);
*p = 27;
// ... from function main
source code for pointer.s

MIPS

la $t0, answer # p = &answer;
lw $t1, ($t0) # i = *p;
move $a0, $t1 # printf("%d\n", i);
li $v0, 1 syscall
li $a0, \n # printf("\n");
li $v0, 11 syscall
li $t2, 27 # *p = 27;
sw $t2, ($t0) #
lw $a0, answer # printf("%d\n", answer);
li $v0, 1 syscall
li $a0, \n # printf("\n");
li $v0, 11 syscall
li $v0, 0 # return 0 from function main

Printing Array with Pointers: C to simplified C

C

int main(void) {
    int *p = &numbers[0];
    int *q = &numbers[4];
    while (p <= q) {
        printf("%d\n", *p);
        p++;
    }
    return 0;
}

source code for pointer5.c

Simplified C

int main(void) {
    int *p = &numbers[0];
    int *q = &numbers[4];
    loop:
    if (p > q) goto end;
    int j = *p;
    printf("%d", j);
    printf("%c", '\n');
    p++;
    goto loop;
end:
    return 0;
}

source code for pointer5.simple.c
Printing Array with Pointers: MIPS

# p in $t0, q in $t1

main:
    la $t0, numbers # int *p = &numbers[0];
    la $t0, numbers # int *q = &numbers[4];
    addi $t1, $t0, 16 #

loop:
    bgt $t0, $t1, end # if (p > q) goto end;
    lw $a0, 0($t0) # int j = *p;
    li $v0, 1
    syscall
    li $a0, 
    # printf("%c", 
    li $v0, 11
    syscall
    addi $t0, $t0, 4 # p++
    b loop # goto loop

end:

source code for pointer5.s

https://www.cse.unsw.edu.au/~cs1521/22T1/ COMP1521 22T1 — MIPS Data

Printing 1-d Arrays in MIPS - v1

C

int vec[5]={0,1,2,3,4};
// ...
int i = 0
while (i < 5) {
    printf("%d", vec[i]);
    i++;
} // ....

i in $s0

MIPS

# ...
    li $s0, 0

loop:
    bge $s0, 5, end
    la $t0, vec
    mul $t1, $s0, 4
    add $t2, $t1, $t0
    lw $a0, ($t2)
    li $v0, 1
    syscall
    addi $s0, $s0, 1
    b loop

end:

# ...
.data
vec: .word 0, 1, 2, 3, 4

Example C with unaligned accesses

uint8_t bytes[32];
uint32_t *i = (int *)&bytes[1];
// illegal store - not aligned on a 4-byte boundary
*i = 0x08040506;
printf("%d\n", bytes[1]);

source code for unalign.c

https://www.cse.unsw.edu.au/~cs1521/22T1/ COMP1521 22T1 — MIPS Data
Example MIPS with unaligned accesses

```
.data
# data will be aligned on a 4-byte boundary
# most likely on at least a 128-byte boundary
# but safer to just add a .align directive
.align 2
.space 1
v1: .space 1
v2: .space 4
v3: .space 2
v4: .space 4
.space 1
.align 2 # ensure e is on a 4 (2**2) byte boundary
v5: .space 4
.space 1
v6: .word 0 # word directive aligns on 4 byte boundary
```

source code for `unalign.s`

https://www.cse.unsw.edu.au/~cs1521/22T1/}

Example MIPS with unaligned accesses

```
li $t0, 1
sb $t0, v1  # will succeed because no alignment needed
sh $t0, v2  # will fail because v1 is not 2-byte aligned
sw $t0, v2  # will fail because v1 is not 4-byte aligned
sh $t0, v3  # will succeed because v2 is 2-byte aligned
sw $t0, v3  # will fail because v2 is not 4-byte aligned
sh $t0, v3  # will succeed because v3 is 2-byte aligned
sw $t0, v4  # will succeed because v4 is 2-byte aligned
sw $t0, v4  # will succeed because v4 is 4-byte aligned
sw $t0, v5  # will succeed because v5 is 4-byte aligned
sw $t0, v6  # will succeed because v6 is 4-byte aligned
li $v0, 0
jr $ra  # return
```

source code for `unalign.s`

Data Structures and MIPS

C data structures and their MIPS representations:

- **char** ... as byte in memory, or register
- **int** ... as 4 bytes in memory, or register
- **double** ... as 8 bytes in memory, or $f? register
- **arrays** ... sequence of bytes in memory, elements accessed by index (calculated on MIPS)
- **structs** ... sequence of bytes in memory, accessed by fields (constant offsets on MIPS)

A char, int or double

- can be stored in register if local variable and no pointer to it
- otherwise stored on stack if local variable
- stored in data segment if global variable
Printing 1-d Array in MIPS - v2

C

```c
int vec[5]={0,1,2,3,4};
// ...
int *p = &vec[0];
int *end = &vec[4];
while (p <= end) {
    int y = *p;
    printf("%d", y);
    p++;
}
```

- p in $s0
- end in $s1

MIPS

```mips
li $s0, vec
la $t0, vec
add $s1, $t0, 16
loop:
bgt $s0, $s1, end
lw $a0, 0($s0)
li $v0, 1
syscall
addi $s0, $s0, 4
b loop
end:
.data
vec: .word 0, 1, 2, 3, 4
```

Computing sum of 2-d Array : C

Assume we have a 2d-array:

```c
int32_t matrix[6][5];
```

We can sum its value like this in C

```c
int row, col, sum = 0;
// row-by-row
for (row = 0; row < 6; row++) {
    // col-by-col within row
    for (col = 0; col < 5; row++) {
        sum += matrix[row][col];
    }
}
```

MIPS directives for an equivalent 2d-array

```mips
.data
matrix: .space 120 # 6 * 5 == 30 array elements each 4 bytes
```

Computing sum of 2-d Array : MIPS

```mips
li $s0, 0 # sum = 0
li $s2, 0 # row = 0
loop1: bge $s2, 6, end1 # if (row >= 6) break
li $s4, 0 # col = 0
loop2: bge $s4, 5, end2 # if (col >= 5) break
la $t0, matrix
mul $t1, $s2, 20 # t1 = row*rowsize
mul $t2, $s4, 4 # t2 = col*intsize
add $t3, $t0, $t1 # offset = t0+t1
add $t4, $t3, $t2 # offset = t0+t1
lw $t5, 0($t4) # t0 = *(matrix+offset)
add $s0, $s0, $t5 # sum += t0
addi $s4, $s4, 1 # col++
j loop2
end2: addi $s2, $s2, 1 # row++
j loop1
end1:
```
Implementing Structs in MIPS

\textbf{C} \textbf{struct} definitions effectively define a new type.

```c
// new type called "struct student"
struct student {...};

// new type called student_t
typedef struct student_t;
```

Instances of structures can be created by allocating space:

```c
stu1: # sizeof(Student) == 56
   .space 56 # student_t stu1;

stu2: # student_t stu2;
   .space 56

stu: # student_t *stu;
   .space 4
```

Accessing structure components is by offset, not name

```c
li $t0 5012345
la $t1, stu1
sw $t0, 0($t1) # stu1.id = 5012345;
li $t0, 3778
sw $t0, 44($t1) # stu1.program = 3778;
la $s1, stu2 # stu = &stu2;
li $t0, 3707
sw $t0, 44($s1) # stu->program = 3707;
li $t0, 5034567
sw $t0, 0($s1) # stu->id = 5034567;
```