CPSC 213

Introduction to Computer Systems

Unit 1d

Static Control Flow

Reading

- Companion
  - 2.7.1-2.7.3, 2.7.5-2.7.6
- Textbook
  - 3.6.1-3.6.5

Control Flow

- The flow of control is
  - the sequence of instruction executions performed by a program
  - every program execution can be described by such a linear sequence
- Controlling flow in languages like Java

Loops (S5-loop)

- In Java

```
public class Foo {
  static int s = 0;
  static int i;
  static int a[] = new int[10];

  static void foo () {
    for (i=0; i<10; i++)
      s += a[i];
  }
}
```

- In C

```
int  s=0;
int  i;
int a[] = {2,4,6,8,10,12,14,16,18,20};

void foo () {
  for (i=0; i<10; i++)
    s += a[i];
}
```

Implement loops in machine

```
int  s=0;
int  i;
int a[] = {2,4,6,8,10,12,14,16,18,20};

void foo () {
  for (i=0; i<10; i++)
    s += a[i];
}
```

- Can we implement ***this*** loop with the existing ISA?

Loop unrolling

- Using array syntax

```
int s=0;
int i;
int a[10] = {2,4,6,8,10,12,14,16,18,20};

void foo () {
  i = 0;
  s += a[i];
  i++;

  s += a[i];
  i++;

  ...

  s += a[i];
  i++;
}
```

- Using pointer-arithmetic syntax for access to a?
- Will this technique generalize
  - will it work for all loops? why or why not?

Control-Flow ISA Extensions

- Conditional branches
  - goto <address> if <condition>
- Options for evaluating condition
  - unconditional
  - conditional based on value of a register (==0, >0 etc.)
    - goto <address> if <register> <condition> 0
  - conditional check result of last executed ALU instruction
    - goto <address> if last ALU result <condition> 0
- Specifying target address
  - absolute 32-bit address
    - this requires a 6 byte instruction, which means jumps have high overhead
    - is this a serious problem? how would you decide?
    - are jumps for for/while/if etc. different from jumps for procedure call?

PC Relative Addressing

- Motivation
  - jumps are common and so we want to make them as fast as possible
  - small instructions are faster than large ones, so make some jumps be two bytes
- Observation
  - some jumps such as for/while/if etc. normally jump to a nearby instruction
  - so the jump distance can be described by a small number that could fit in a byte
- PC Relative Addressing
  - specifies jump target as a delta from address of current instruction (actually next)
  - in the execute stage ***pc register*** stores the address of next sequential instruction
  - the pc-relative jump delta is applied to the value of the pc register
    - jumping with a delta of 0 jumps to the next instruction
  - jump instructions that use pc-relative addressing are called ***branches***
- Absolute Addressing
  - specifies jump target using full 32-bit address
  - use when the jump distance too large to fit in a byte

ISA for Static Control Flow (part 1)

- ISA requirement (apparently)
  - at least one PC-relative jump
    - specify relative distance using real distance / 2 — why?
  - at least one absolute jumps
  - some conditional jumps (at least = and > 0)
    - make these PC-relative — why?
- New instructions (so far)

Name	Semantics	Assembly	Machine
branch	pc ← (a=pc+oo*2)	br a	8-oo
branch if equal	pc ← (a=pc+oo*2) if r[c]==0	beq rc, a	9coo
branch if greater	pc ← (a=pc+oo*2) if r[c]>0	bgt rc, a	acoo
jump	pc ← a (a specified as label)	j a	b--- aaaaaaaa

- jump assembly uses label, not direct hex number
- PC-relative count starts from next instruction, after fetch increments PC

Implementing *for* loops (S5-loop)

```
for (i=0; i<10; i++)
  s += a[i];
```

- General form
  - in C and Java

```
for (<init>; <continue-condition>; <step>) <statement-block>
```

  - pseudo-code template

```
      <init>
loop: if not <continue-condition> goto end_loop
      <statement-block>
      <step>
      goto loop
end_loop:
```


- This example
  - pseudo code template

```
        i=0
loop:   if not (i<10)  goto end_loop
        s+=a[i]
        i++
        goto loop
end_loop:
```

  - ISA suggest two transformations
    - only conditional branches we have compared to 0, not 10
    - no need to store i and s in memory in each loop iteration, so use *temp_* to indicate this

```
        temp_i=0
        temp_s=0
loop:     temp_t=temp_i-9
        if temp_t>0 goto end_loop
        temp_s+=a[temp_i]
        temp_i++
        goto loop
end_loop: s=temp_s
        i=temp_i
```



```
        temp_i=0
        temp_s=0
loop:     temp_t=temp_i-9
        if temp_t>0 goto end_loop
        temp_s+=a[temp_i]
        temp_i++
        goto loop
end_loop: s=temp_s
        i=temp_i
```

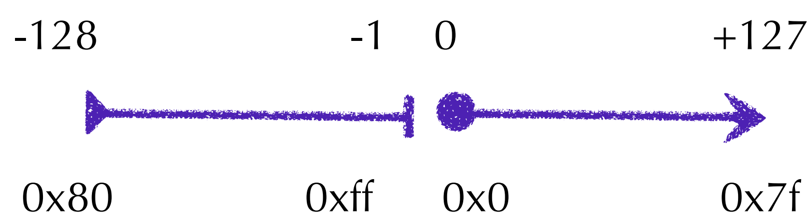
- assembly code   Assume that all variables are global variables

```
          ld   $0x0, r0          # r0 = temp_i = 0
          ld   $a, r1            # r1 = address of a[0]
          ld   $0x0, r2          # r2 = temp_s = 0
          ld   $0xfffffff7, r4   # r4 = -9
loop:       mov  r0, r5          # r5 = temp_i
          add  r4, r5            # r5 = temp_i-9
          bgt  r5, end_loop      # if temp_i>9 goto +4
          ld   (r1, r0, 4), r3   # r3 = a[temp_i]
          add  r3, r2            # temp_s += a[temp_i]
          inc  r0                # temp_i++
          br   loop              # goto -7
end_loop: ld   $s, r1            # r1 = address of s
          st   r2, 0x0(r1)       # s = temp_s
          st   r0, 0x4(r1)       # i = temp_i
```

Two's Complement: Reminder

- unsigned
  - all possible values interpreted as positive numbers
  - byte (8 bits)

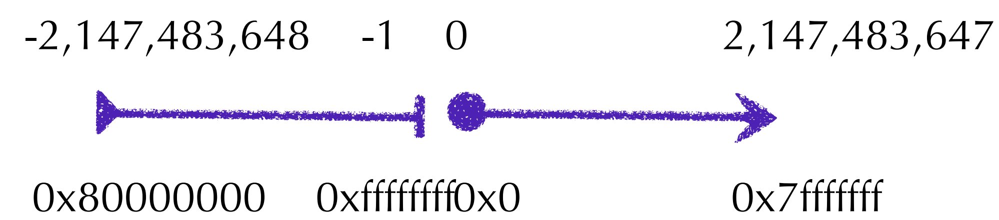
- signed: two's complement
  - the first half of the numbers are positive, the second half are negative
  - start at 0, go to top positive value, "wrap around" to most negative value, end up at -1



Two's Complement: Reminder

- unsigned
  - all possible values interpreted as positive numbers
  - int (32 bits)

- signed: two's complement
  - the first half of the numbers are positive, the second half are negative
  - start at 0, go to top positive value, "wrap around" to most negative value, end up at -1



Two's Complement and Sign Extension

- normally, pad with 0s when extending to larger size
  - 0x8b byte (139) becomes 0x0000008b int (139)
- but that would change value for negative 2's comp:
  - 0xff byte (-1) should not be 0x000000ff int (255)
- so: pad with Fs with negative numbers in 2's comp:
  - 0xff byte (-1) becomes 0xffffffff int (-1)
  - in binary: padding with 1, not 0
- reminder: why do all this?
  - add/subtract works without checking if number positive or negative

Implementing if-then-else (S6-if)

```
if (a>b)
  max = a;
else
  max = b;
```

- General form
  - in Java and C
    - if <condition> <then-statements> else <else-statements>
  - pseudo-code template

```
        temp_c = not <condition>
        goto then if (temp_c==0)
else:   <else-statements>
        goto end_if
then:   <then-statements>
end_if:
```

This example

- pseudo-code template

```
        temp_a=a
        temp_b=b
        temp_c=temp_a-temp_b
        goto then if (temp_c>0)
else:   temp_max=temp_b
        goto end_if
then:   temp_max=temp_a
end_if: max=temp_max
```

- assembly code

```
        ld   $a, r0          # r0 = &a
        ld   0x0(r0), r0     # r0 = a
        ld   $b, r1          # r1 = &b
        ld   0x0(r1), r1     # r1 = b
        mov  r1, r2          # r2 = b
        not  r2              # temp_c = ! b
        inc  r2              # temp_c = - b
        add  r0, r2          # temp_c = a-b
        bgt  r2, then        # if (a>b) goto +2
else:   mov  r1, r3          # temp_max = b
        br   end_if          # goto +1
then:   mov  r0, r3          # temp_max = a
end_if: ld   $max, r0        # r0 = &max
        st   r3, 0x0(r0)     # max = temp_max
```


Static Procedure Calls

Code Examples (S6-static-call)

```
public class A {
  static void ping () {}
}

public class Foo {
  static void foo () {
    A.ping ();
  }
}
```

```
void ping () {}

void foo () {
  ping ();
}
```

Java

- a ***method*** is a sub-routine with a name, arguments and local scope
- method ***invocation*** causes the sub-routine to run with values bound to arguments and with a possible result bound to the invocation

C

- a ***procedure*** is ...
- a procedure ***call*** is ...

Diagraming a Procedure Call

```
void foo () {
  ping ();
}
```

```
void ping () {}
```

Caller

- goto ping
  - j ping
- continue executing

Callee

- do whatever ping does
- goto foo just after call to ping()
  - ??????

Questions

How is RETURN implemented?

It's a jump, but is the address a static property or a dynamic one?

Implementing Procedure *Return*

- return address is
  - the address the procedure jumps to when it completes
  - the address of the instruction following the call that caused it to run
  - a dynamic property of the program
- questions
  - how does procedure know the return address?
  - how does it jump to a dynamic address?

- saving the return address
  - only the caller knows the address
  - so the caller must save it before it makes the call
    - caller will save the return address in **r6**
      - there is a bit of a problem here if the callee makes a procedure call, more later ...
  - we need a new instruction to read the PC
    - we'll call it gpc
- jumping back to return address
  - we need new instruction to jump to an address stored in a register
    - callee can assume return address is in r6

ISA for Static Control Flow (part 2)

- New requirements
  - read the value of the PC
  - jump to a dynamically determined target address
- Complete new set of instructions

Name	Semantics	Assembly	Machine
branch	pc ← (a==pc+pp*2)	br a	8-pp
branch if equal	pc ← (a==pc+pp*2) if r[c]==0	beq a	9cpp
branch if greater	pc ← (a==pc+pp*2) if r[c]>0	bgt a	acpp
jump	pc ← a (a specified as label)	j a	b--- aaaaaaaa
get pc	r[d] ← pc + (o==p*2)	gpc $o,rd	6fpd
indirect jump	pc ← r[t] + (o==pp*2)	j o(rt)	ctpp

- jump assembly uses label, not direct hex number

Compiling Procedure Call / Return

```
void foo () {
  ping ();
}
```

```
foo:   gpc  $6, r6        # r6 = pc of next instruction
       j    ping          # goto ping ()
```

```
void ping () {}
```

```
ping:  j    (r6)          # return
```