An Arithmetic Logic Unit (ALU)

The ALU is the 'brawn' of the computer

- What does it do?
- How wide does it need to be?
- What outputs do we need for MIPS?
### ALU Control and Symbol

<table>
<thead>
<tr>
<th>ALU Control Lines</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000</td>
<td>AND</td>
</tr>
<tr>
<td>0001</td>
<td>OR</td>
</tr>
<tr>
<td>0010</td>
<td>Add</td>
</tr>
<tr>
<td>0110</td>
<td>Subtract</td>
</tr>
<tr>
<td>0111</td>
<td>Set on less than</td>
</tr>
<tr>
<td>1100</td>
<td>NOR</td>
</tr>
</tbody>
</table>

### Multiplication

- More complicated than addition
  - accomplished via shifting and addition
- Example: grade-school algorithm

\[
\begin{array}{c}
0010 \\
\times 1011
\end{array}
\]

### Multiplication: Simple Implementation

- Multiply m * n bits, How wide (in bits) should the product be?
Using Multiplication

- Product requires 64 bits
  - Use dedicated registers
  - HI – more significant part of product
  - LO – less significant part of product
- MIPS instructions
  - `mult $s2, $s3`
  - `multu $s2, $s3`
  - `mfhi $t0`
  - `mflo $t1`
- Division
  - Can perform with same hardware! (see book)
  - divergence: $\text{Lo} = \frac{s2}{s3}$
  - $\text{Hi} = s2 \bmod s3$
  - `div $s2, $s3`
  - `divu $s2, $s3`

Floating Point

- We need a way to represent
  - numbers with fractions, e.g., 3.1416
  - very small numbers, e.g., .000000001
  - very large numbers, e.g., 3.15576 × 10^{23}
- Representation:
  - sign, exponent, significand:
    - $(-1)^\text{sign} \times \text{significand} \times 2^{\text{exponent (some power)}}$
  - Significand always in normalized form:
    - Yes:
    - No:
    - more bits for significand gives more
    - more bits for exponent increases

IEEE754 Standard

Single Precision (float): 8 bit exponent, 23 bit significand

<table>
<thead>
<tr>
<th>S</th>
<th>Exponent (8 Bits)</th>
<th>Significand (23 bits)</th>
</tr>
</thead>
</table>

Double Precision (double): 11 bit exponent, 52 bit significand

<table>
<thead>
<tr>
<th>S</th>
<th>Exponent (11 Bits)</th>
<th>Significand (20 bits)</th>
</tr>
</thead>
<tbody>
<tr>
<td>More Significand (32 more bits)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

IEEE 754 – Optimizations

- Significand
  - What’s the first bit?
  - So...

- Exponent is “biased” to make sorting easier
  - Smallest exponent represented by:
  - Largest exponent represented by:
  - Bias values
    - 127 for single precision
    - 1023 for double precision

- Summary: $(-1)^\text{sign} \times (1+\text{significand}) \times 2^{\text{exponent – bias}}$
Example:

- Represent \(-9.75_{10}\) in binary, single precision form:

  - Strategy
    - Transfer into binary notation (fraction)
    - Normalize significand (if necessary)
    - Compute exponent
      - \((\text{Real exponent}) = (\text{Stored exponent}) - \text{bias}\)
    - Apply results to formula
      \((-1)^\text{sign} \times (1+\text{significand}) \times 2^{\text{exponent} - \text{bias}}\)

Example continued:

Represent \(-9.75_{10}\) in binary single precision:

- Compute the exponent:
  - Remember \((2^{\text{exponent} - \text{bias}})\)
  - Bias \(= 127\)

- Formula\((-1)^\text{sign} \times (1+\text{significand}) \times 2^{\text{exponent} - \text{bias}}\)

Floating Point Complexities

- Operations are somewhat more complicated (see text)
- In addition to overflow we can have "underflow"
- Accuracy can be a big problem
  - IEEE 754 keeps two extra bits, guard and round
  - four rounding modes
  - positive divided by zero yields "infinity"
  - zero divide by zero yields "not a number"
  - other complexities
- Implementing the standard can be tricky

MIPS Floating Point Basics

- Floating point registers
  
  \(\$f0, \$f1, \$f2, \ldots, \$f31\)

  Used in pairs for double precision \((f0, f1) (f2, f3) \ldots\)

  \(\$f0\) not always zero

- Register conventions:
  - Function arguments passed in
  - Function return value stored in
  - Where are addresses (e.g. for arrays) passed?

- Load and store:

  \(\text{lwc1} \ \$f2, 0(\$sp)\)

  \(\text{swc1} \ \$f4, 4(\$t2)\)
MIPS FP Arithmetic

- Addition, subtraction: add.s, add.d, sub.s, sub.d
  - add.s $f1, $f2, $f3
  - add.d $f2, $f4, $f6

- Multiplication, division: mul.s, mul.d, div.s, div.d
  - mul.s $f2, $f3, $f4
  - div.s $f2, $f4, $f6

MIPS FP Control Flow

- Pattern of a comparison: c.___.s (or c.___.d)
  - c.lt.s $f2, $f3
  - c.ge.d $f4, $f6

- Where does the result go?

- Branching:
  - bc1t
  - bc1f

Example #1

- Convert the following C code to MIPS:

```c
float max (float A, float B) {
    if (A <= B) return A;
    else return B;
}
```

Example #2

- Convert the following C code to MIPS:

```c
void setArray (float F[], int index, float val) {
    F[index] = val;
}
```
Chapter Three Summary

- Computer arithmetic is constrained by limited precision
- Bit patterns have no inherent meaning but standards do exist
  - two’s complement
  - IEEE 754 floating point
- Computer instructions determine “meaning” of the bit patterns
- Performance and accuracy are important so there are many complexities in real machines (i.e., algorithms and implementation).

- We are (almost!) ready to move on (and implement the processor)

Chapter Goals

- Introduce 2’s complement numbers
  - Addition and subtraction
  - Sketch multiplication, division
- Overview of ALU (arithmetic logic unit)
- Floating point numbers
  - Representation
  - Arithmetic operations
  - MIPS instructions