Characters, Bits and Addresses

CSE 410, Spring 2004

Computer Systems

http://www.cs.washington.edu/education/courses/410/04sp/

Readings and References

- Reading
  - » Sections 3.7 through 3.8, *Computer Organization & Design, Patterson and Hennessy*
    - note error in figure page 149, address 80012 repeated

Beyond Numbers

- Most computers today use 8-bit bytes to represent characters
- How many characters can you represent in an 8-bit byte?
  - » 256
- How many characters are needed to represent all the languages in the world?
  - » a gazillion, approximately

char

- American Standard Code for Information Interchange (ASCII)
  - » published in 1968
  - » defines 7-bit character codes ...
  - » which means only the first 128 characters
  - » after that, it's all "extensions" and "code pages"
- ISO 8859-x
  - » codify the extensions to 8 bits (256 characters)

ISO 8859-x

- Each "language" defines the extended chars
  - » Latin1 (West European) , Latin2 (East European), Latin3 (South European), Latin4 (North European), Cyrillic, Arabic, Greek, Hebrew, Latin5 (Turkish), Latin6 (Nordic)
  - » http://www.microsoft.com/globaldev/reference/iso.mspx
- How many languages are there?
  - » a gazillion, approximately

Unicode

- Universal character encoding standard
  - » http://www.unicode.org/
- 16 bits should cover just about everything ...
  - » "original goal was to use a single 16-bit encoding that provides code points for more than 65,000 characters"
  - » the Java char type is a 16-bit character
- How many characters are needed? ...

Unicode does a million

Table 3-1. UTF-8 Bit Distribution

Scalar Value	UTF-16	1st Byte	2nd Byte	3rd Byte	4th Byte
000000000xxxxxxx	000000000xxxxxxx	0xxxxxxx			
00000yyyyyxxxxxx	00000yyyyyxxxxxx	110yyyyy	10xxxxxx		
zzzzyyyyyyxxxxxx	zzzzyyyyyyxxxxxx	1110zzzz	10yyyyyy	10xxxxxx	
uuuuuzzzzyyyyyyxxxxxx	110110wwwwzzzzyy+ 110111yyyyxxxxxx	11110uuu[a]	10uuzzzz	10yyyyyy	10xxxxxx

unicode scalar value:

a number N from 0 to $10FFFF_{16}$ ($1,114,111_{10}$)

Some character URLs

- ANSI X3.4 (ASCII)
  - » http://czyborra.com/charsets/iso646.html
- ISO 8859 (International extensions)
  - » http://czyborra.com/charsets/iso8859.html
- Unicode
  - » http://www.unicode.org/
  - » http://www.unicode.org/iuc/iuc10/x-utf8.html

czyborra.com seems to be offline right now ...

Moving bytes

- A byte can contain an 8-bit character
- A byte can contain really small numbers

  0 to 255_{10} or -128_{10} to 127_{10}
- Sign extension desired effect:
  - » sign bit not extended for characters
  - » sign bit extended for numbers

Loading bytes

- Unsigned: **`lbu $reg, a($reg)`**
  - » the byte is 0-extended into the register

0000 0000	0000 0000	0000 0000	xxxx xxxx

- Signed: **`lb $reg, a($reg)`**
  - » bit 7 is extended through bit 31

0000 0000	0000 0000	0000 0000	0xxx xxxx

1111 1111	1111 1111	1111 1111	1xxx xxxx

Storing bytes

- No sign bit considerations
  - » the right most byte in the register is jammed into the byte address given
  - » **`sb $t0, 2($sp)`**

$t0 →	0000 0000	0000 0000	0000 0000	xxxx xxxx

$sp

	3	2	1	0
0x7FFFEFFC →	0000 0000	xxxx xxxx	0000 0000	0000 0000

Storing strings

- Counted strings (for example Pascal strings)
  - » byte str[0] holds length: max 255 char
- Counted strings (for example Java strings)
  - » int variable holds length: max 2B char
- Terminated strings (for example C strings)
  - » no length variable, must count: max n/a

`strcpy` example

```
char *strcpy(char *dst, const char *src) {
  char *s = dst;
  while ((*dst++ = *src++) != '\0')
      ;
  return s;
}
```

Compared to example in the book:

- prototype matches libc
- pointers, not arrays
- better loop

`strcpy` compiled

```
strcpy:
        move    $v1,$a0           # remember initial dst
loop:
        lbu     $v0,0($a1)        # load a byte
        sb      $v0,0($a0)        # store it
        sll     $v0,$v0,24        # toss the extra bytes
        addu    $a1,$a1,1         # src++
        addu    $a0,$a0,1         # dst++
        bne     $v0,$zero,loop    # loop if not done
        move    $v0,$v1           # return initial dst
        j       $ra               # return
```


Manipulating the bits

- Shift Logical
  - » sll, srl, sllv, srlv - shift bits in word, 0-extend
  - » use these to isolate bits in a word
  - » shift amount in instruction or in register
- Bit by bit
  - » and, andi - clear bits in destination
  - » or, ori - set bits in destination

Shift to the left, shift to the right, push down, pop up, byte, byte, byte!

Example: bit manipulation

```
sll  $t1,$t1,24
0000 0000 0000 0000 0000 1111 1010 1111
1010 1111 0000 0000 0000 0000 0000 0000

srl  $t1,$t1,28
1010 1111 0000 0000 0000 0000 0000 0000
0000 0000 0000 0000 0000 0000 0000 1010

ori  $t1,$t1,0x100
0000 0000 0000 0000 0000 0000 0000 1010
0000 0000 0000 0000 0000 0001 0000 1010
```

Example: C bit fields

- Example in the book on page 229 is a typical application of bit fields

`... unused ...`	`received byte`	`e`	`r`

- But, note poor choice of field locations
  - » the received byte is not aligned
  - » the byte must be shifted before it can be used
- To: EE designers of interfaces
  - » please consider alignment when selecting fields

Multiply and Divide

- There is a separate integer multiply unit
- Use pseudo-instructions to access

```
mul   $t0,$t1,$t2   # t0 = t1*t2
div   $t0,$t1,$t2   # t0 = t1/t2
```

- These are relatively slow
  - » multiply 5-12 clock cycles
  - » divide 35-80 clock cycles

Addressing modes

- Register `jr $ra`
- Offset + Register `lw $t0,0($sp)`
- Immediate `addi $t0,17`
- PC relative `bnez $t0,loop`
- Pseudodirect `jal proc`

Register only

- Use the 32 bits of the specified register as the desired address
- Can specify anywhere in the program address space, without limitation
- `jr $ra`
  - » return to caller after procedure completes

Offset + Register

- Specify 16-bit signed offset to add to the base register
- Transfer (lw, sw) base register is specified
  - » `lw    $t0,4($sp)`
  - » `sw    $t0,40($gp)`

Immediate

- The 16-bit field holds the constant value

```
0x34080001  ori $8, $0, 1         ; 4: li $t0,1
0x3c01ffff  lui $1, -1            ; 5: li $t0,-1
0x3428ffff  ori $8, $1, -1
0x3408ffff  ori $8, $0, -1        ; 6: li $t0,0xFFFF
0x3c010001  lui $1, 1             ; 7: li $t0,0x1FFFF
0x3428ffff  ori $8, $1, -1
0x3c015555  lui $1, 21845         ; 8: li $t0,0x5555AAAA
0x3428aaaa  ori $8, $1, -21846
0x3c010040  lui $1, 64 [main]     ; 9: la $t0,main
0x34280020  ori $8, $1, 32 [main]
```


PC relative

- Branch (beq, bne) base register is PC
  - » `beq   $t0,$t1,skip`
- The 16-bit value stored in the instruction is considered to be a word offset
  - » multiplied by 4 before adding to PC
  - » can branch over ± 32 K instruction range

Pseudodirect

- The specified offset is 26 bits long
  - » Considered to be a word offset
  - » multiplied by 4 before use
- The top 4 bits of the PC are concatenated with the new 28 bit offset to give a 32-bit address
- Can jump within 256 MB segment