



King Fahd University of Petroleum and Minerals  
College of Computer Sciences and Engineering  
Computer Engineering Department  
COE 301: Computer Architecture

# LAB 03: Integer Arithmetic

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# Agenda

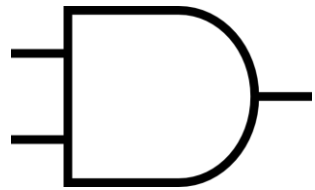
- Overflow
- Logical Bitwise Instructions
- Shift Instructions
- Pseudo Instructions
- Live Examples
- Tasks

# Overflow

- Maximum positive integer number represented in 4-bit:  $(+7)_{10} = (0111)_2$
- Minimum negative integer number represented in 4-bit:  $(-8)_{10} = (1000)_2$
- Maximum positive integer number represented in 32-bit:  $(0x7FFFFFFF)_{16}$
- Minimum negative integer number represented in 32-bit:  $(0x80000000)_{16}$
- add/sub causes/raises arithmetic exception in the case of overflow and result is not written.
- addu/subu ignores overflow and writes result to destination register

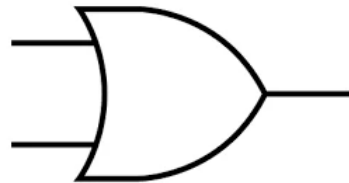
# Logical Bitwise Instructions

- AND



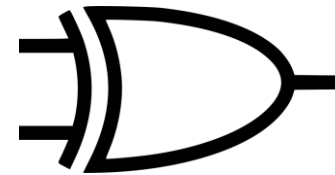
A	0	1	0	1
B	1	1	0	0
A & B	0	1	0	0

- OR



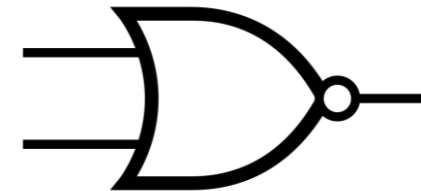
A	0	1	0	1
B	1	1	0	0
A   B	1	1	0	1

- XOR



A	0	1	0	1
B	1	1	0	0
A xor B	1	0	0	1

- NOR



A	0	1	0	1
B	1	1	0	0
A nor B	0	0	1	0

# Shift Instructions (Left Shift)

Shift Every bit to the left by 1



Shift Every bit to the left by 1

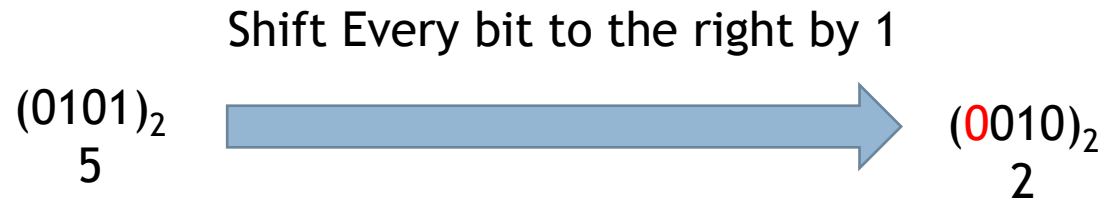
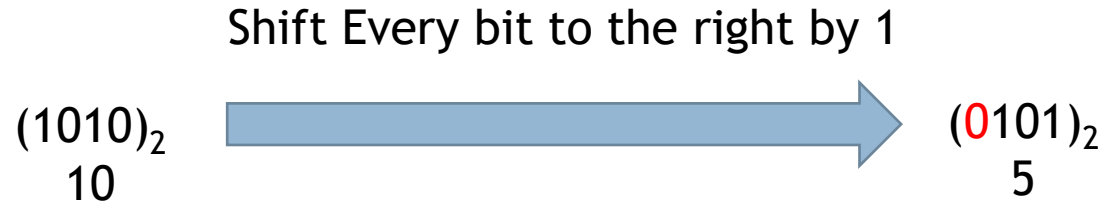


This is called Shift Left Logical (sll)

Every single shift left logical is equivalent to multiplying by 2

MIPS instruction: sll \$dst, \$src, shift\_amount

# Shift Instructions (Logical Right Shift)

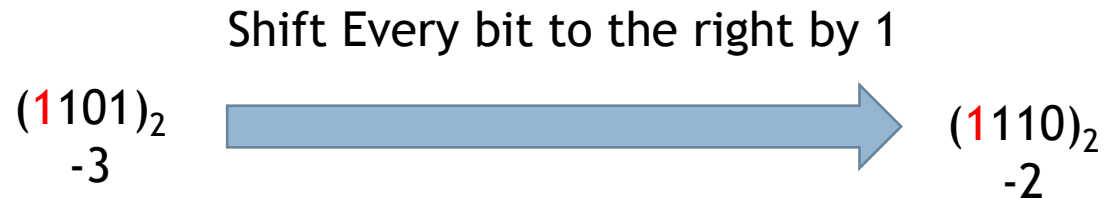
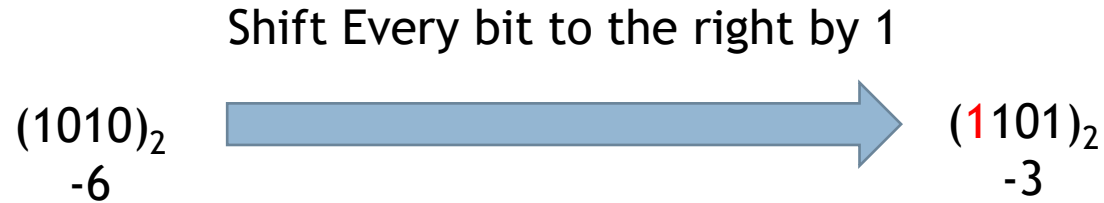


This is called Shift Right Logical (srl)

Every single shift right logical is equivalent to dividing by 2 (with floor)

MIPS instruction: srl \$dst, \$src, shift\_amount

# Shift Instructions (Arithmetic Right Shift)



This is called Shift Right Arithmetic (sra)

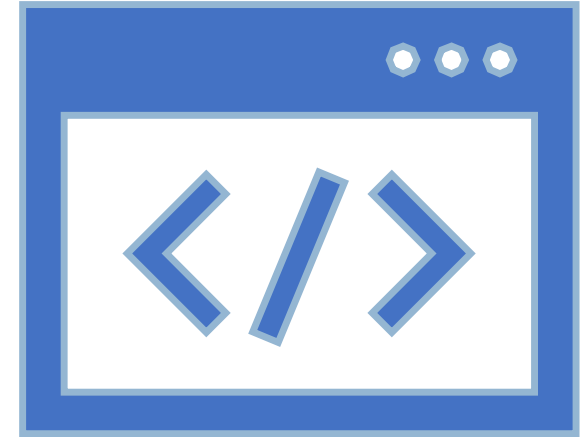
Every single shift right arithmetic is equivalent to dividing by **2** (with floor) for signed numbers

MIPS instruction: sra \$dst, \$src, shift\_amount

# Pseudo Instructions

- Maps to one or more basic simple assembly instruction(s)
- Eases the programmer's tasks in writing applications.
- Common pseudo instructions: li, la, abs
  - `li $t0, 0xABCD => addi $t0, $0, 0xABCD`
  - `li $t0, 0x89AB_CDEF => lui $t0, 0x89AB  
ori $t0, $t0, 0xCDEF`

Load upper 16 bit	Clear lower 16 bit	
0x89AB	0x0000	\$t0
0x89AB	0xCDEF	\$t0
Keep upper 16 bit	Or lower 16 bit with immediate value	





# Live Examples