

# MIPS Floating Point Architecture

- **Instructions:** Single Precision, Double Precision versions of add, subtract, multiply, divide, compare
  - **Single** `add.s`, `sub.s`, `mul.s`, `div.s`, `c.lt.s`
  - **Double** `add.d`, `sub.d`, `mul.d`, `div.d`, `c.lt.d`
- **Registers:** MIPS provides 32 32-bit FP reg: `$f0`, `$f1`, `$f2` ...
  - FP data transfers: **`l.s`, `l.d`, `s.s`, and `s.d` # pseudoinstructions**
    - **`lwc1`** [Load word coprocessor 1], **`swc1`**
  - **Double Precision?**
    - Even-odd pair of registers (**`$f0#f1`**) act as 64-bit register: **`$f0`**, **`$f2`**, **`$f4`**, ...

# FP Instructions: Arithmetic and Comparison

```
add.s $f0,$f1,$f2 # $f0=$f1+$f2 FP Add (single)
add.d $f0,$f2,$f4 # $f0=$f2+$f4 FP Add (double)
sub.s $f0,$f1,$f2 # $f0=$f1-$f2 FP Subtract (single)
sub.d $f0,$f2,$f4 # $f0=$f2-$f4 FP Subtract (double)
mul.s $f0,$f1,$f2 # $f0=$f1x$f2 FP Multiply (single)
mul.d $f0,$f2,$f4 # $f0=$f2x$f4 FP Multiply (double)
div.s $f0,$f1,$f2 # $f0=$f1÷$f2 FP Divide (single)
div.d $f0,$f2,$f4 # $f0=$f2÷$f4 FP Divide (double)
c.X.s $f0,$f1      # flag1= $f0 X $f1 FP Compare (single)
c.X.d $f0,$f2      # flag1= $f0 X $f2 FP Compare (double)

# where X is: eq (equal), lt (less than), le (less than
# equal) to test flag value:
# bclt - floating-point branch true [it's digital '1' in
#       bclt, NOT letter '1' in bclt; 't' means true]
# bclf - floating-point branch false (flag1 was set false)
```



# FP Instructions: compare / branch

## Hints

### Comments on compare / branch with floating number

- 1) Paired instructions are normally used
- 2) We can compare floating values and branch depending on the results. The compare is done by coprocessor, which generates a 'status' of true or false. Then the special branch instructions, 'branch on coprocessor condition flag' are used to effect the branch.

Compare	Branch
<b>c.condition.s FR, FR</b> e.g. c.eq.s c.lt.s c.le.s Set flag internally	<b>bc1t</b> label #branch if flag is true [note: it's digital '1' in bc1t, not letter 'l' in bclt; 't' means true.]  <b>bc1f</b> label #branch if flag is false [note: 'f' false]

# Handling **FP** immediate numbers

Lecture05\_Numbers.pdf

Lecture05 [Supplement]\_fpNumbers.pdf

## 1) From users' input:

**Use syscall service 6 - read\_float**

```
li $v0,6           #input decimal fraction number and save
syscall           #float input is in $f0
mov.s $f12,$f0    #there's also mov.d instruction
```

## 2) Define fp numbers in memory and data transfer between c1 and memory:

```
.data
pi: .double 3.141592653589793
hundredth: .float 0.01
epsilon: .float 1.0e-7

la $a0, pi
l.d $f12, 0($a0) # pseudoinstructions
```

```
lwc1 ft, address # Load word coprocessor 1
ldc1 ft, address # Load doublewords coprocessor 1
swc1 ft, address # Store word coprocessor 1
sdc1 ft, address # Store doublewords coprocessor 1
```

**l.s, l.d, s.s, and s.d # pseudoinstructions for convenience**

# 'CPU – FPU' data transfer and format conversion

3) li.d:

```
li.s $f7, 1.0
```

```
li.d $f8, 2.0
```

Working for 0: mtc1 \$0, \$f5

4) FPU to CPU transfer and vice versa:

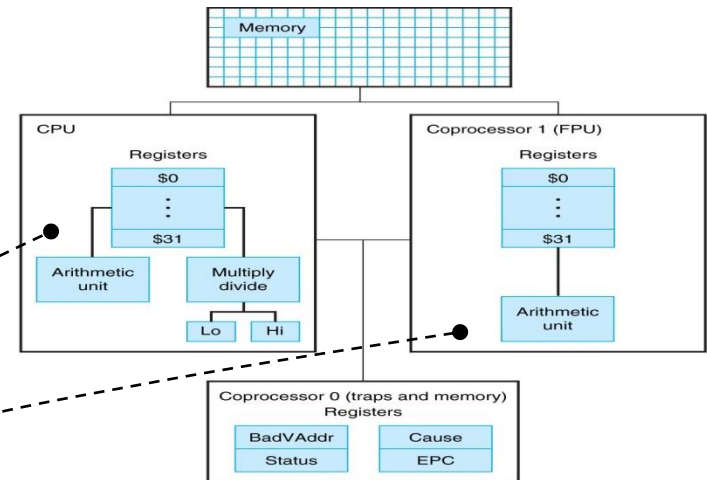
```
mfc1 dst, fsrc # move from coprocessor 1, dst := fsrc  
mtc1 src, fdst # move to fp single reg, fdst := src  
mtc1.d src, fdst # move to fp double reg, fdst := src
```

5) Format Conversion: Word pattern to fp number conversion – **value** equivalent

```
cvt.TO.FROM (or vcvr.TO.FROM)
```

```
cvt.s.w $f2, $f2 # $f2=convert_from_int_to_sngle($f2)
```

```
vcvt.d.w $f2, $f2 # $f2=convert_from_int_to_double($f2)
```



But only the **bit pattern**, not the value!  
[Working for 0; e.g. mtc1 \$0, \$f5]



# 'CPU – FPU' data transfer and format conversion

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4) and 5) are used together to transfer and convert an integer in a general purpose register into an equivalent FP value in an FP register.

```
addi    $t1, $0, 2           # Initialise: with 2
mfc1    $t1, $f2            # move int to $f2 register
cvt.d.w $f2, $f2          # Convert to fp number
```

