

# Mips 1 Simulator Documentation

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## 1 About this library

This library is intended to act as a complete simulator for the MIPS 1 processor architecture. The only exception to this is the SYSCALL command, which cannot be implemented using the present layout.

This library allows the user to write a binary file ending ".bin" using a hex editor, then a driver to go with it which will set up arguments and place the program in memory, before stepping it to completion and then exiting.

## 2 Implemented commands

The list of implemented commands can be found in full in the file "implemented\_functions.csv". Every command from the MIPS 1 instruction set, save for the SYSCALL command, has been implemented

## 3 Usage

In order to use the library, the commands must be read into memory, then the function "mips\_step(state)" must be called - this will return a 0 when execution is running normally, and a 1 when an error (such as an overflow, or an illegal instruction) has occurred.

The files involved in each driver are: tn\_driver.c, tn\_input-mips.bin, and driver\_helper.c. If the file tn\_driver.c file is included in the makefile, then the entire library can be linked and tested in one go by cding into the ./inputs directory and using the "make all" command. Each of the tests should only return any output if there is an error; otherwise they will execute without outputting. The exceptions to these are the t6\_driver and t7\_driver files, which were written by myself and will print out the contents of the registers after each instruction. However, a similar error message will be thrown if there is any error in execution, giving the arguments, the simulation's returned value, and the correct value.

## 4 Testing

Testing was done with the 5 driver files included with the project skeleton, and with the use of my own driver files, t6\_driver and t7\_driver.

T6\_driver is the most complete, and its operation is documented in the T6\_LOG.xlsx file included in the .zip file. In this file, BOLD outputs indicate a desired output. Only three registers are used - \$4, \$5, and \$6. Output is always written to \$6, and the program will indicate a pass or a fail for each test it runs. In addition, it will print out the contents of the registers immediately after executing each instruction, for further debugging use.