# MIPS

MIPS I-Format instructions

* Keep formats as similar as possible and keep the same length
  + I type instructions (addi = add immediate)
  + Lw = load word
  + Sw = store word
  + Lui = load upper immediate
  + Ori = or immediate
* J-Type Instructions
  + 6-bits op code
  + 26-bits addr
* OVERVIEW OF MIPS
  + Simple instructions all 32 bits wide
  + Very structured, no unnecessary baggage
  + Only three instruction formats
    - R
    - I
    - J
  + Rely on compiler to achieve performance
  + Help compiler where we can