



MIPS ISA 32-BIT MICROPROCESSOR

# HARDWARE

We will deeply dive into the construction of MIPS microprocessor and learn the functionality of it and its instructions.

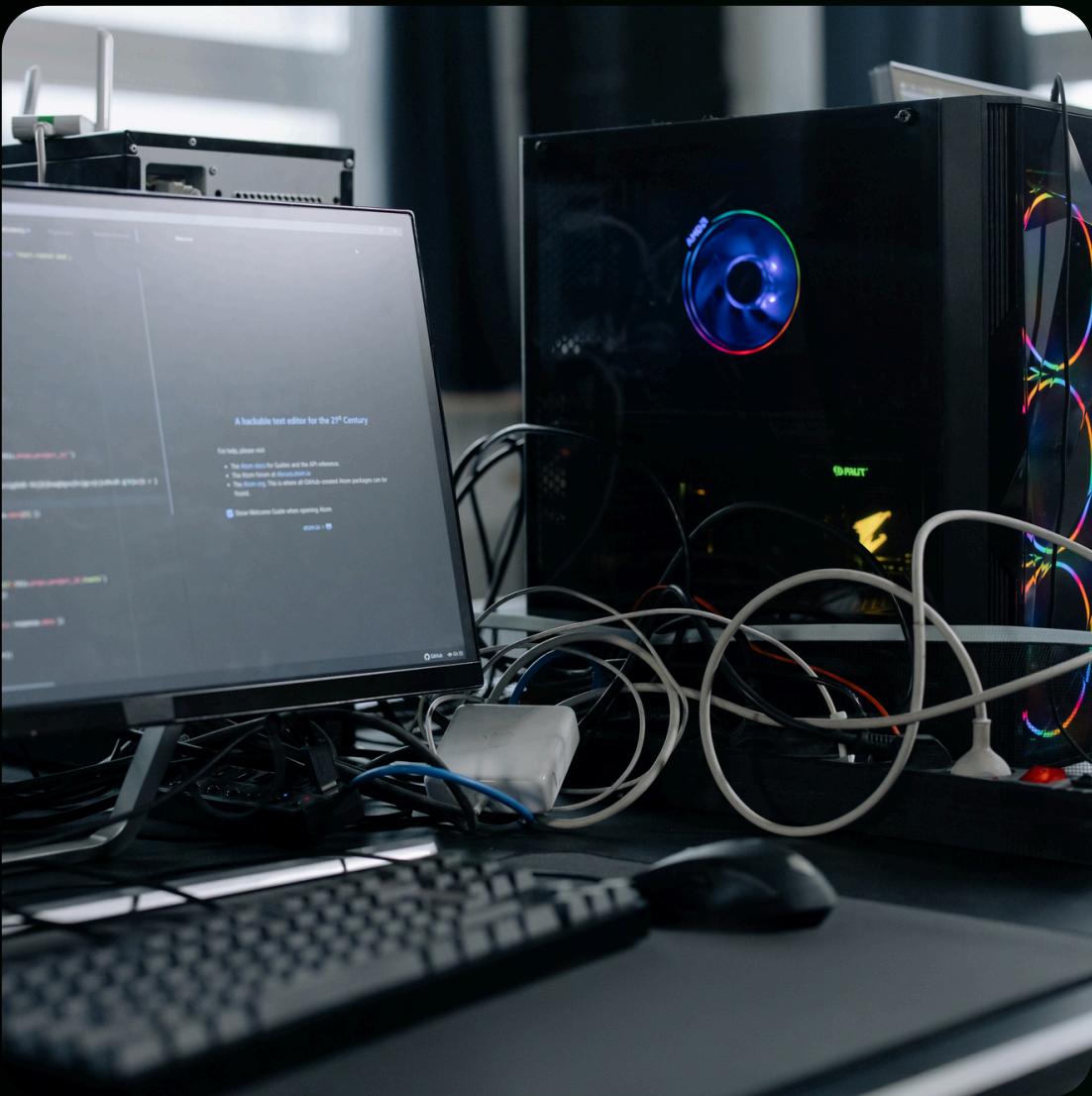
[Get Started](#)[Play Video](#)



# What is MIPS ?

The MIPS 32-bit Instruction Set Architecture (ISA) is a RISC-based design that uses fixed 32-bit instructions and a load/store architecture. It features three instruction formats—R-type for register operations, I-type for immediate and memory access, and J-type for jump instructions.

[Learn More](#)



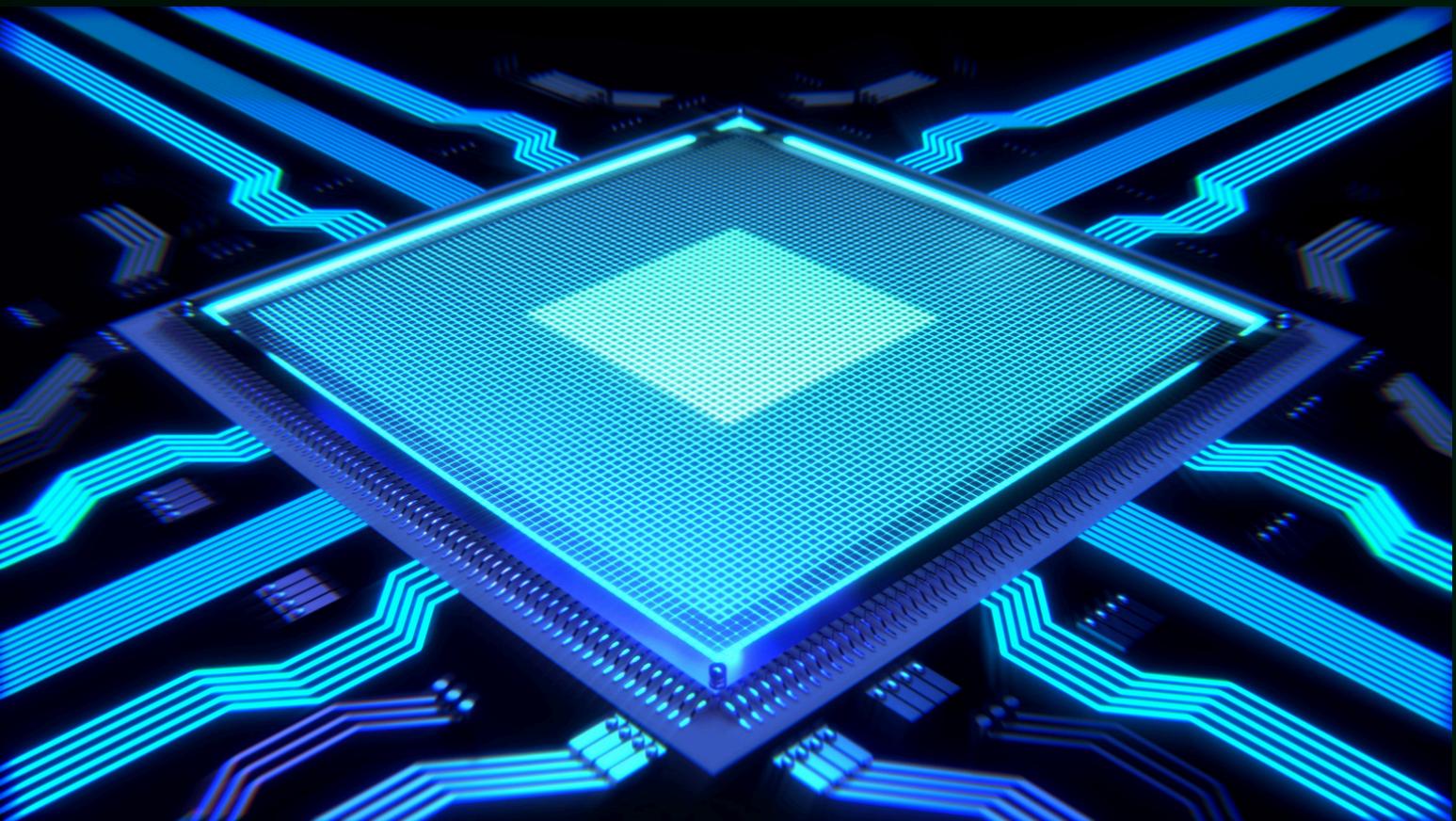
# Introduction

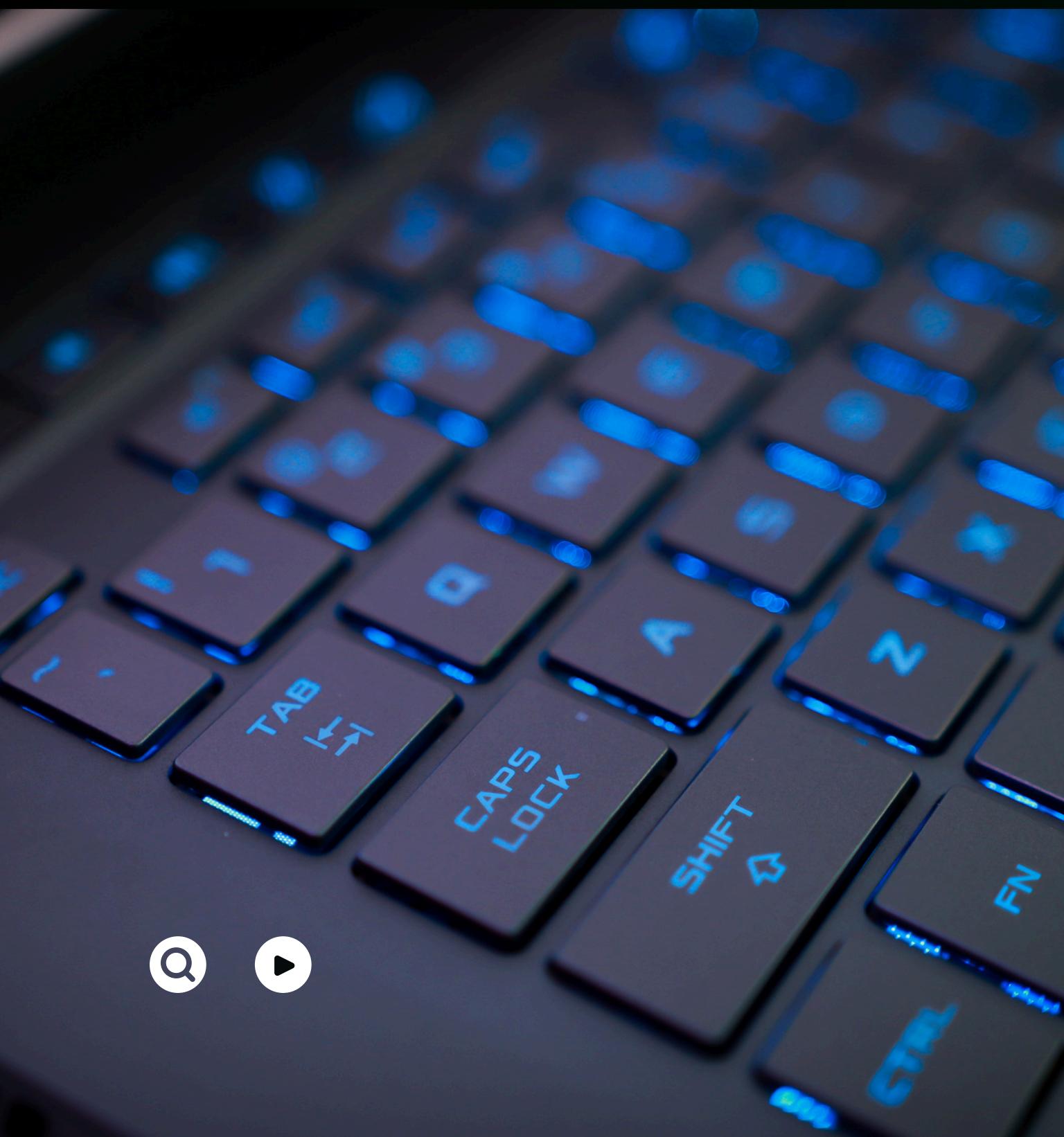
MIPS is a 32-bit RISC architecture known for its simplicity, fixed instruction format, and efficient execution. It uses a load/store model and is widely used in education and embedded systems.

[Learn More](#)

# Key Features of MIPS

- 32-bit instruction width (fixed size)
- Load/store architecture
- 32 general-purpose registers (\$0 to \$31)
- Three instruction formats: R-type, I-type, J-type
- Simple and efficient pipelining





# Instruction Types

**R-type :**

Register operations (e.g., add, sub)

**I-type :**

Immediate and memory operations (e.g., lw, addi)

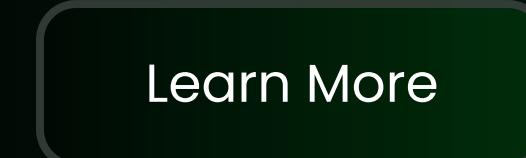
**J-type :**

Jump operations (j, jal)



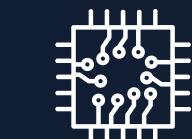
# Instruction Format

- **R-type : opcode (6) | rs (5) | rt (5) | rd (5) | shamt (5) | funct (6)**
- **I-type : opcode (6) | rs (5) | rt (5) | immediate (16)**
- **J-type : opcode (6) | address (26)**

Learn More



# MIPS Registers



32 registers: each 32 bits :-

- \$0: always 0
- \$t0–\$t9: temporaries
- \$s0–\$s7: saved across calls
- \$a0–\$a3: arguments
- \$v0–\$v1: return values
- \$sp, \$ra: stack pointer, return address



# ALU Instructions

- add, sub, and, or, slt
- addi, andi, ori for immediate versions
- All use registers as operands
- No flag registers (unlike x86)





# Memory Access Instructions

Only lw (load word), sw (store word) access memory

Load/store model

Syntax: lw \$t0, 4(\$sp)

Word-aligned addresses (multiples of 4)



# Branch and Jump Instructions

1. Conditional branches: beq, bne
2. Unconditional jumps: j, jal, jr
3. PC-relative addressing for branches
4. Jump register (jr) for function returns



# Function Calls and Stack

- Calling convention
- \$a0-\$a3 for arguments
- \$v0, \$v1 for return values
- \$ra stores return address (jal)
- Stack used for local storage and saving registers



# Pipelining in MIPS

- 5-stage pipeline: IF, ID, EX, MEM, WB
- Increases instruction throughput
- Simplifies control logic
- Hazards: data, control, structural
- Forwarding and hazard detection used



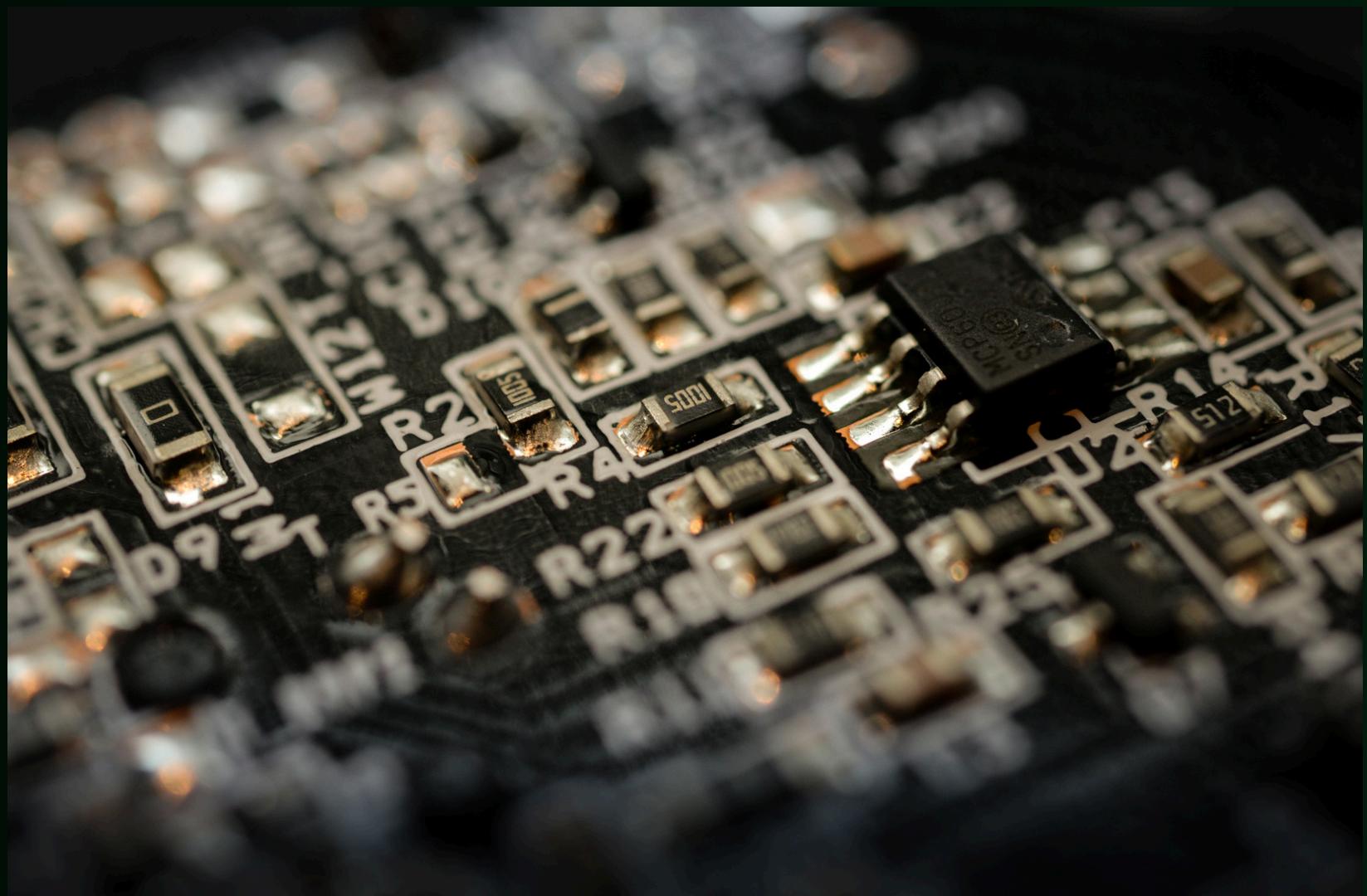
# MIPS in Practice

Widely used in embedded systems (routers, set-top boxes)

Educational tool in computer architecture courses

Implemented in simulators like MARS, QtSPIM

Inspired modern RISC-V architecture





# Advantages and Limitations

✓ Simplicity, speed, regular instruction format

✓ Easy to learn and teach

✗ Not widely used in general-purpose desktop CPUs

✗ Less powerful than CISC in code density



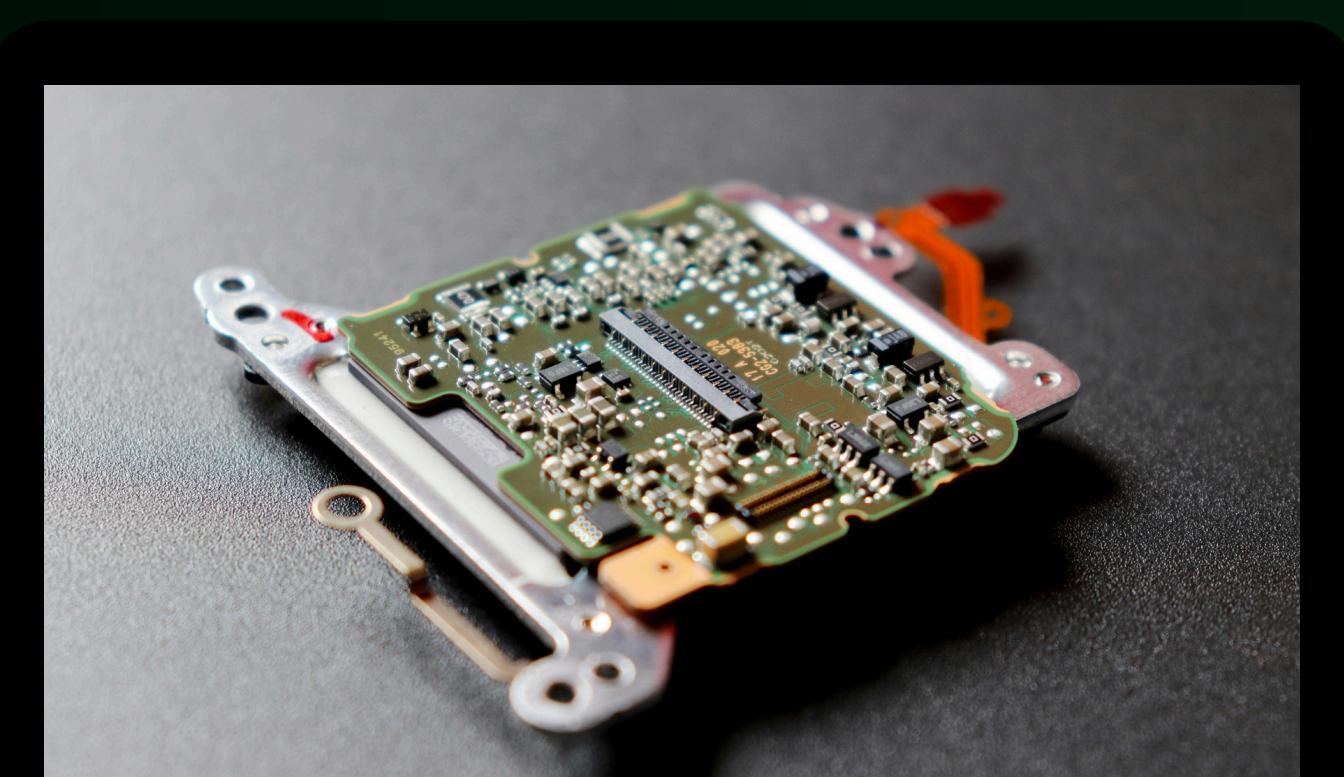
# Conclusion

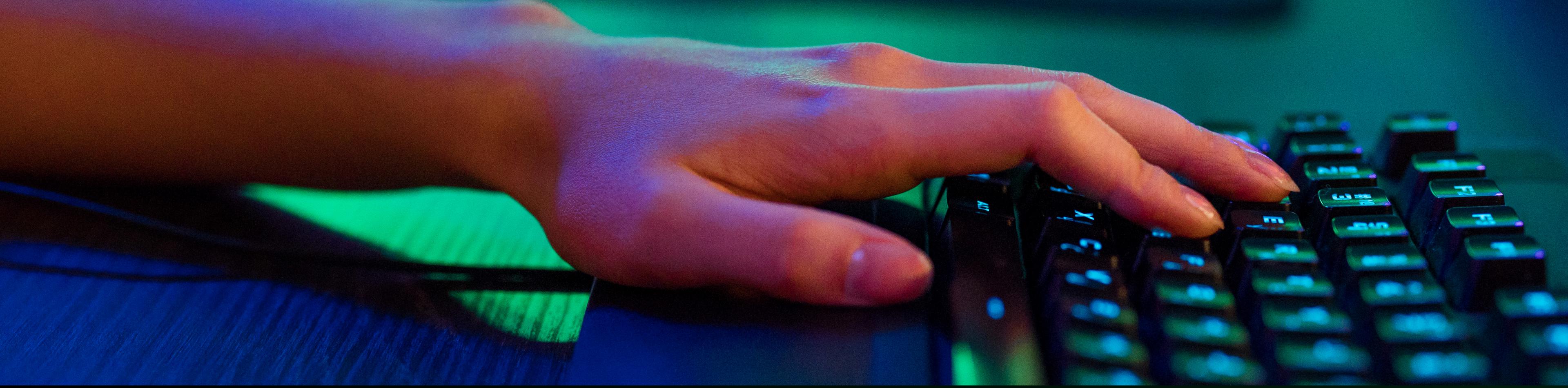
MIPS exemplifies the RISC design philosophy

Strong foundation for understanding CPU architecture

Continues to be relevant in teaching and specialized hardware

Precursor to modern RISC architectures like RISC-V





# THANK YOU

FOR YOUR ATTENTION