

MIPS Instruction Coding

Instruction Coding Formats

MIPS instructions are classified into four groups according to 3 coding formats, NO Pseudo-instructions or co-processor instructions required in Assignment1&2.

- [R-Type](#) - This group contains all instructions that do not require an immediate value, target offset, memory address displacement, or memory address to specify an operand. This includes arithmetic and logic with all operands in registers, shift instructions, and register direct jump instructions (`jalr` and `jr`).

All R-type instructions use opcode 000000.

- [I-Type](#) - This group includes instructions with an immediate operand, branch instructions, and load and store instructions. In the MIPS architecture, all memory accesses are handled by the main processor, so coprocessor load and store instructions are included in this group.

All opcodes except 000000, 00001x, and 0100xx are used for I-type instructions.

- [J-Type](#) - This group consists of the two direct jump instructions (`j` and `jal`). These instructions require a memory address to specify their operand.

J-type instructions use opcodes 00001x.

- [Coprocessor Instructions](#) - MIPS processors all have two standard coprocessors, CP0 and CP1. CP0 processes various kinds of program exceptions. CP1 is a floating point processor. The MIPS architecture makes allowance for future inclusion of two additional coprocessors, CP2 and CP3. All coprocessor instructions use opcodes 0100xx.

Note: ALL arithmetic immediate values are sign-extended. After that, they are handled as signed or unsigned 32-bit numbers, depending upon the instruction. Signed instructions can generate an overflow exception; unsigned cannot.

R-Type Instructions (Opcode 000000)

Main processor instructions that do not require a target address, immediate value, or branch displacement use an R-type

coding format. This format has fields for specifying of up to three registers and a shift amount. For instructions that do not use all of these fields, the unused fields are coded with all 0 bits. All R-type instructions use a 000000 opcode. The operation is specified by the function field.

opcode (6)	rs (5)	rt (5)	rd (5)	sa (5)	function (6)
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Alf Instruction	Function	Opcd	Funct	Description	Numeric Instruction	Function	Funct Hex
add	rd, rs, rt	100000	0x00 0x20	Add (with overflow)			
addu	rd, rs, rt	100001	0x00 0x21	Add unsigned (no overflow)			
and	rd, rs, rt	100100	0x00 0x24	Bitwise and			
div	rs, rt	011010	0x00 0x1A	Divide			
divu	rs, rt	011011	0x00 0x1B	Divide unsigned			
jalr	rd, rs	001001	0x00 0x09	Jump and link			
jr	rs	001000	0x00 0x08	Jump register			
mfhi	rd	010000	0x00 0x10	Move from HI			
mflo	rd	010010	0x00 0x12	Move from LO			
mthi	rs	010001	0x00 0x11	Move to HI			
mtlo	rs	010011	0x00 0x13	Move to LO			
mult	rs, rt	011000	0x00 0x18	Multiply			
multu	rs, rt	011001	0x00 0x19	Multiply unsigned			
nor	rd, rs, rt	100111	0x00 0x27	Bitwise nor			
or	rd, rs, rt	100101	0x00 0x25	Bitwise or			
sll	rd, rt, sa	000000	0x00 0x00	Shift left logical			
sllv	rd, rt, rs	000100	0x00 0x04	Shift left logical variable			
slt	rd, rs, rt	101010	0x00 0x2A	Set on less than (signed)			
sltu	rd, rs, rt	101011	0x00 0x2B	Set on less than unsigned			
sra	rd, rt, sa	000011	0x00 0x03	Shift right arithmetic			
srav	rd, rt, rs	000111	0x00 0x07	Shift right arithmetic variable			
srl	rd, rt, sa	000010	0x00 0x02	Shift right logical			
srlv	rd, rt, rs	000110	0x00 0x06	Shift right logical variable			
sub	rd, rs, rt	100010	0x00 0x22	Subtract			
subu	rd, rs, rt	100011	0x00 0x23	Subtract unsigned			
syscall		001100	0x00 0x0C	System call			
xor	rd, rs, rt	100110	0x00 0x26	Bitwise exclusive or			

Please note that the 'break' instructions is deleted

I-Type Instructions (All opcodes except 000000, 00001x, and 0100xx)

I-type instructions have a 16-bit immediate field that codes an immediate operand, a branch target offset, or a displacement for a memory operand. For a branch target offset, the immediate field contains the signed difference between the address of the following instruction and the target label, with the two low order bits dropped. The dropped bits are always 0 since instructions are word-aligned.

For the `bgez`, `bgtz`, `blez`, and `bltz` instructions, the `rt` field is used as an extension of the opcode field.

opcode (6)	rs (5)	rt (5)	immediate (16)
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Alf Instruction	Opcode	Notes	Opcd	Description
addi	rt, rs, immediate	001000	0x08	Add immediate (with overflow)
addiu	rt, rs, immediate	001001	0x09	Add immediate unsigned (no overflow)
andi	rt, rs, immediate	001100	0x0C	Bitwise and immediate
beq	rs, rt, label	000100	0x04	Branch on equal
bgez	rs, label	000001	rt=00001	0x01 Branch on greater than or equal to zero
bgtz	rs, label	000111	rt=00000	0x07 Branch on greater than zero
blez	rs, label	000110	rt=00000	0x06 Branch on less than or equal to zero
bltz	rs, label	000001	rt=00000	0x01 Branch on less than zero
bne	rs, rt, label	000101		0x05 Branch on not equal
lb	rt, immediate(rs)	100000		0x20 Load byte
lbu	rt, immediate(rs)	100100		0x24 Load byte unsigned
lh	rt, immediate(rs)	100001		0x21 Load halfword
lhu	rt, immediate(rs)	100101		0x25 Load halfword unsigned
lui	rt, immediate	001111		0x0F Load upper immediate
lw	rt, immediate(rs)	100011		0x23 Load word
ori	rt, rs, immediate	001101		0x0D Bitwise or immediate
sb	rt, immediate(rs)	101000		0x28 Store byte
slti	rt, rs, immediate	001010		0x0A Set on less than immediate (signed)
sltiu	rt, rs, immediate	001011		0x0B Set on less than immediate unsigned
sh	rt, immediate(rs)	101001		0x29 Store halfword
sw	rt, immediate(rs)	101011		0x2B Store word
xori	rt, rs, immediate	001110		0x0E Bitwise exclusive or immediate
lwl	rt, immediate(rs)	100010		0x22 Load word left (unaligned)
lwr	rt, immediate(rs)	100110		0x26 Load word right (unaligned)
swl	rt, immediate(rs)	101010		0x2A Store word left (unaligned)
swr	rt, immediate(rs)	101110		0x2E Store word right (unaligned)

Please note that the last 4 instructions are updated (lwl, lwr, swl, swr)

J-Type Instructions (Opcode 00001x)

The only J-type instructions are the jump instructions `j` and `jal`. These instructions require a 26-bit coded address field to specify the target of the jump. The coded address is formed from the bits at positions 27 to 2 in the binary representation of the address. The bits at positions 1 and 0 are always 0 since instructions are word-aligned.

When a J-type instruction is executed, a full 32-bit jump target address is formed by concatenating the high order four bits of the PC (the address of the instruction following the jump), the 26 bits of the target field, and two 0 bits.

opcode (6)	target (26)
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Instruction	Opcode	Target	Opcd	Description
j	label	000010	coded address of label	0x02 Jump
jal	label	000011	coded address of label	0x03 Jump and link

Syscalls you need to support in Project2(not required in project1)

The syscalls you need to support are: **1, 4, 5, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17** in the following chart.

Service	System call code	Arguments	Result
print_int	1	\$a0 = integer	
print_float	2	\$f12 = float	
print_double	3	\$f12 = double	
print_string	4	\$a0 = string	
read_int	5		integer (in \$v0)
read_float	6		float (in \$f0)
read_double	7		double (in \$f0)
read_string	8	\$a0 = buffer, \$a1 = length	
sbrk	9	\$a0 = amount	address (in \$v0)
exit	10		
print_char	11	\$a0 = char	
read_char	12		char (in \$v0)
open	13	\$a0 = filename (string), \$a1 = flags, \$a2 = mode	file descriptor (in \$a0)
read	14	\$a0 = file descriptor, \$a1 = buffer, \$a2 = length	num chars read (in \$a0)
write	15	\$a0 = file descriptor, \$a1 = buffer, \$a2 = length	num chars written (in \$a0)
close	16	\$a0 = file descriptor	
exit2	17	\$a0 = result	

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Page Author: extensions by Larry Wittie from original no-hex instruction lists by Gary Shute

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Comments to: lw AT ic DOT sunysb DOT edu (Original instruction list author was gshute@d.umn.edu)

How syscall works?

Recall that you will read in a MIPS file as input in your project 1, and you will need to run the code (Read Project 1 instruction first if you do not understand). In your assembling part, you simply need to put the binary code:

[illegible][illegible]

The input MIPS code format

You will need to consider the following situations while reading the input MIPS file:

1. There will only be `.data` and `.text` sections.
2. There could be spaces or tabs before and after each line.
3. There could be spaces before and after each element within a line. e.g. `add $t0, $t0`
4. There could be empty lines.
5. There could be comments after the line of code. There could also be a line with only comments.
Comments are always following a `"#"`.
6. Labels can be followed by a line of code, or can have it's own line. Labels are labeling the same line of `code` in both situations.

```
case1
label1: add $t0, $t1, $t2

case2
label1:
add $t0, $t1, $t2
```

The data types you need to support (for project 2)

The data types you need to support are:

1. ascii
2. asciiz
3. word
4. byte
5. half