



Chapter 2

Instructions: Language of the Computer

Instruction Set

- The repertoire of instructions of a computer
- Different computers have different instruction sets
 - But with many aspects in common
- Early computers had very simple instruction sets
 - Simplified implementation
- Many modern computers also have simple instruction sets

The MIPS Instruction Set

- Used as the example throughout the book
- Stanford MIPS commercialized by MIPS Technologies (www.mips.com)
- Large share of embedded core market
 - Applications in consumer electronics, network/storage equipment, cameras, printers, ...
- Typical of many modern ISAs
 - See MIPS Reference Data tear-out card, and Appendixes B and E

Arithmetic Operations

- Add and subtract, three operands
 - Two sources and one destination

add a, b, c # a gets b + c
- All arithmetic operations have this form
- *Design Principle 1: Simplicity favours regularity*
 - Regularity makes implementation simpler
 - Simplicity enables higher performance at lower cost



Arithmetic Example

- C code:

$f = (g + h) - (i + j);$

- Compiled MIPS code:

```
add t0, g, h    # temp t0 = g + h
add t1, i, j    # temp t1 = i + j
sub f, t0, t1   # f = t0 - t1
```

Register Operands

- Arithmetic instructions use register operands
- MIPS has a 32×32 -bit register file
 - Use for frequently accessed data
 - Numbered 0 to 31
 - 32-bit data called a “word”
- Assembler names
 - \$t0, \$t1, ..., \$t9 for temporary values
 - \$s0, \$s1, ..., \$s7 for saved variables
- *Design Principle 2: Smaller is faster*
 - c.f. main memory: millions of locations



Register Operand Example

- C code:

$f = (g + h) - (i + j);$

- f, \dots, j in $\$s0, \dots, \$s4$

- Compiled MIPS code:

add \$t0, \$s1, \$s2

add \$t1, \$s3, \$s4

sub \$s0, \$t0, \$t1

Memory Operands

- Main memory used for composite data
 - Arrays, structures, dynamic data
- To apply arithmetic operations
 - Load values from memory into registers
 - Store result from register to memory
- Memory is byte addressed
 - Each address identifies an 8-bit byte
- Words are aligned in memory
 - Address must be a multiple of 4
- MIPS is Big Endian
 - Most-significant byte at least address of a word
 - *c.f.* Little Endian: least-significant byte at least address
 - Access 0x2a4d77fe, what's difference between them?



Memory Operand Example 1

- C code:

```
g = h + A[8];
```

- g in \$s1, h in \$s2, base address of A in \$s3

- Compiled MIPS code:

- Index 8 requires offset of 32

- 4 bytes per word

```
lw    $t0, 32($s3)    # load word  
add   $s1, $s2, $t0
```

offset

base register

Memory Operand Example 2

- C code:

`A[12] = h + A[8];`

- `h` in `$s2`, base address of `A` in `$s3`

- Compiled MIPS code:

- Index 8 requires offset of 32

```
lw    $t0, 32($s3)    # load word
add   $t0, $s2, $t0
sw    $t0, 48($s3)    # store word
```

Registers vs. Memory

- Registers are faster to access than memory
- Operating on memory data requires loads and stores
 - More instructions to be executed
- Compiler must use registers for variables as much as possible
 - Only spill to memory for less frequently used variables
 - Register optimization is important!

Immediate Operands

- Constant data specified in an instruction

```
addi $s3, $s3, 4
```

- No subtract immediate instruction

- Just use a negative constant

```
addi $s2, $s1, -1
```

- *Design Principle 3: Make the common case fast*

- Small constants are common
- Immediate operand avoids a load instruction

The Constant Zero

- MIPS register 0 (\$zero) is the constant 0
 - Cannot be overwritten
- Useful for common operations
 - E.g., move between registers

```
add $t2, $s1, $zero
```

Unsigned Binary Integers

- Given an n-bit number

$$x = x_{n-1}2^{n-1} + x_{n-2}2^{n-2} + \dots + x_12^1 + x_02^0$$

- Range: 0 to $+2^n - 1$

- Example

- $0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 1011_2$
 $= 0 + \dots + 1 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 1 \times 2^0$
 $= 0 + \dots + 8 + 0 + 2 + 1 = 11_{10}$

- Using 32 bits

- 0 to +4,294,967,295

2's-Complement Signed Integers

- Given an n-bit number

$$x = -x_{n-1}2^{n-1} + x_{n-2}2^{n-2} + \dots + x_12^1 + x_02^0$$

- Range: -2^{n-1} to $+2^{n-1} - 1$

- Example

- $1111\ 1111\ 1111\ 1111\ 1111\ 1111\ 1111\ 1100_2$
 $= -1 \times 2^{31} + 1 \times 2^{30} + \dots + 1 \times 2^2 + 0 \times 2^1 + 0 \times 2^0$
 $= -2,147,483,648 + 2,147,483,644 = -4_{10}$

- Using 32 bits

- $-2,147,483,648$ to $+2,147,483,647$

2's-Complement Signed Integers

- Bit 31 is sign bit
 - 1 for negative numbers
 - 0 for non-negative numbers
- $2^n - 1$ can't be represented
- Non-negative numbers have the same unsigned and 2's-complement representation
- Some specific numbers
 - 0: 0000 0000 ... 0000
 - -1: 1111 1111 ... 1111
 - Most-negative: 1000 0000 ... 0000
 - Most-positive: 0111 1111 ... 1111

Signed Negation

- Complement and add 1
 - Complement means $1 \rightarrow 0, 0 \rightarrow 1$

$$x + \bar{x} = 1111 \dots 111_2 = -1$$

$$\bar{x} + 1 = -x$$

- Example: negate +2
 - $+2 = 0000 \ 0000 \dots 0010_2$
 - $-2 = 1111 \ 1111 \dots 1101_2 + 1$
 $= 1111 \ 1111 \dots 1110_2$

Sign Extension 一整個重要

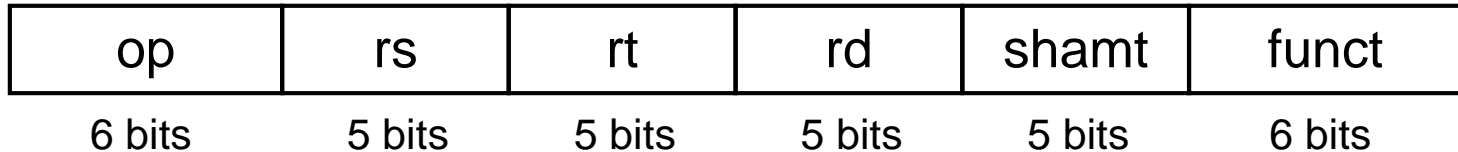
- Representing a number using more bits
 - Preserve the numeric value
- In MIPS instruction set
 - `addi`: extend immediate value
 - `lb`, `lh`: extend loaded byte/halfword
 - `beq`, `bne`: extend the displacement
- Replicate the sign bit to the left
 - c.f. unsigned values: extend with 0s
- Examples: 8-bit to 16-bit
 - `+2`: 0000 0010 => 0000 0000 0000 0010
 - `-2`: 1111 1110 => 1111 1111 1111 1110

Representing Instructions

- Instructions are encoded in binary
 - Called machine code
- MIPS instructions
 - Encoded as 32-bit instruction words
 - Small number of formats encoding operation code (opcode), register numbers, ...
 - Regularity!
- Register numbers
 - \$t0 – \$t7 are reg's 8 – 15
 - \$t8 – \$t9 are reg's 24 – 25
 - \$s0 – \$s7 are reg's 16 – 23



MIPS R-format Instructions



■ Instruction fields

- op: operation code (opcode)
- rs: first source register number
- rt: second source register number
- rd: destination register number
- shamt: shift amount (00000 for now)
- funct: function code (extends opcode)

R-format Example

op	rs	rt	rd	shamt	funct
6 bits	5 bits	5 bits	5 bits	5 bits	6 bits

add \$t0, \$s1, \$s2

special	\$s1	\$s2	\$t0	0	add
---------	------	------	------	---	-----

0	17	18	8	0	32
---	----	----	---	---	----

000000	10001	10010	01000	00000	100000
--------	-------	-------	-------	-------	--------

$00000010001100100100000000100000_2 = 02324020_{16}$

Hexadecimal

- Base 16
 - Compact representation of bit strings
 - 4 bits per hex digit

0	0000	4	0100	8	1000	c	1100
1	0001	5	0101	9	1001	d	1101
2	0010	6	0110	a	1010	e	1110
3	0011	7	0111	b	1011	f	1111

- Example: eca8 6420
 - 1110 1100 1010 1000 0110 0100 0010 0000

MIPS I-format Instructions

ex : addi \$s2, \$s1, -1

addi: 6

\$s2: 5 -> 32 bits

\$s1: 5 -> 32 bits

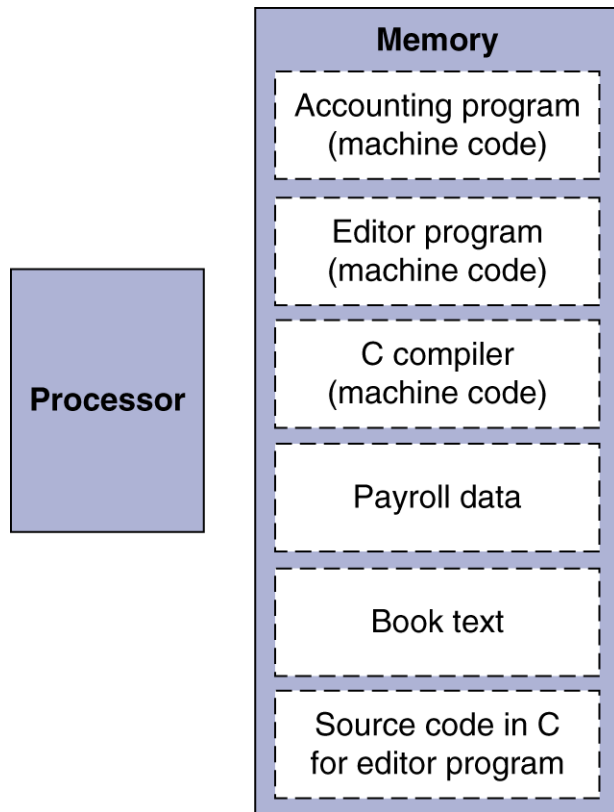
-1: 16 -> sign extension



- Immediate arithmetic and load/store instructions
 - rt: destination (e.g., lw) or source (e.g. sw) register number
 - Constant: -2^{15} to $+2^{15} - 1$
 - Address: offset added to base address in rs
- *Design Principle 4: Good design demands good compromises*
 - Different formats complicate decoding, but allow 32-bit instructions uniformly
 - Keep formats as similar as possible

Stored Program Computers

The BIG Picture



- Instructions represented in binary, just like data
- Instructions and data stored in memory
- Programs can operate on programs
 - e.g., compilers, linkers, ...
- Binary compatibility allows compiled programs to work on different computers
 - Standardized ISAs

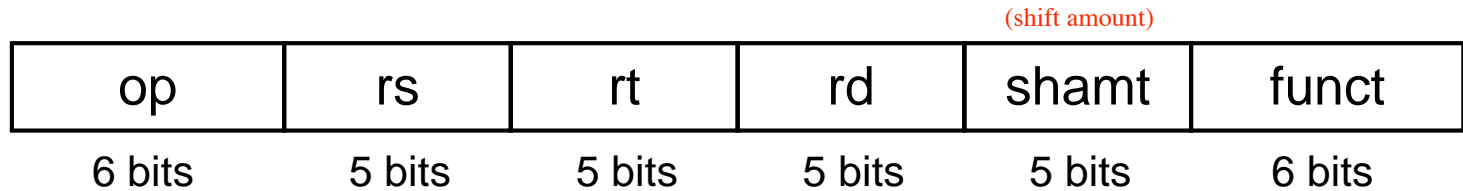
Logical Operations

- Instructions for bitwise manipulation

Operation	C	Java	MIPS
Shift left	<<	<<	sll
Shift right	>>	>>>	srl
Bitwise AND	&	&	and, andi
Bitwise OR			or, ori
Bitwise NOT	~	~	nor

- Useful for extracting and inserting groups of bits in a word

Shift Operations



2⁵ bits can be shift

- shamt: how many positions to shift
- Shift left logical
 - Shift left and fill with 0 bits
 - srl by i bits multiplies by 2^i
- Shift right logical
 - Shift right and fill with 0 bits
 - srl by i bits divides by 2^i (unsigned only)

AND Operations

- Useful to mask bits in a word
 - Select some bits, clear others to 0

and \$t0, \$t1, \$t2

\$t2	0000 0000 0000 0000 0000 1101 1100 0000
\$t1	0000 0000 0000 0000 0011 1100 0000 0000
\$t0	0000 0000 0000 0000 0000 1100 0000 0000

OR Operations

- Useful to include bits in a word
 - Set some bits to 1, leave others unchanged
- or \$t0, \$t1, \$t2

\$t2 0000 0000 0000 0000 0000 1101 1100 0000

\$t1 0000 0000 0000 0000 0011 1100 0000 0000

\$t0 0000 0000 0000 0000 0011 1101 1100 0000

NOT Operations

- Useful to invert bits in a word
 - Change 0 to 1, and 1 to 0 Use nor represent not
- MIPS has NOR 3-operand instruction
 - $a \text{ NOR } b == \text{NOT} (a \text{ OR } b)$

```
nor $t0, $t1, $zero
```

← Register 0: always read as zero

\$t1 0000 0000 0000 0000 0011 1100 0000 0000

\$t0 1111 1111 1111 1111 1100 0011 1111 1111

Conditional Operations

- Branch to a labeled instruction if a condition is true
 - Otherwise, continue sequentially
- `beq rs, rt, L1`
 - if (`rs == rt`) branch to instruction labeled L1;
- `bne rs, rt, L1`
 - if (`rs != rt`) branch to instruction labeled L1;
- `j L1`
 - unconditional jump to instruction labeled L1



Compiling If Statements

- C code:

```
if (i==j) f = g+h;  
else f = g-h;
```

- f, g, ... in \$s0, \$s1, ...

- Compiled MIPS code:

```
bne $s3, $s4, Else
```

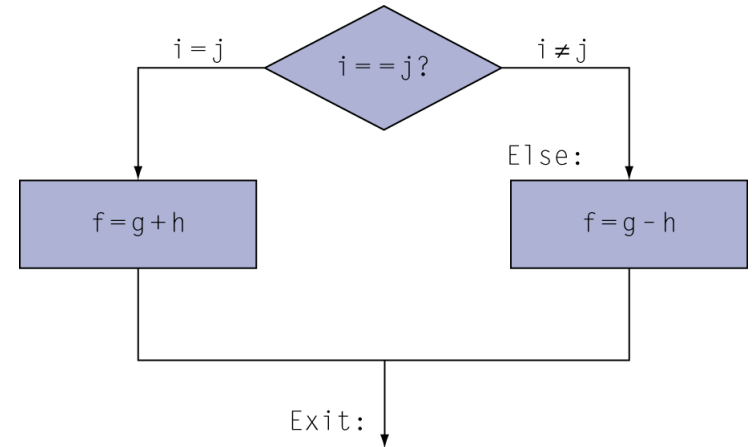
```
add $s0, $s1, $s2
```

```
j Exit
```

```
Else: sub $s0, $s1, $s2
```

```
Exit: ...
```

Assembler calculates addresses



Compiling Loop Statements

- C code:

```
while (save[i] == k) i += 1;
```

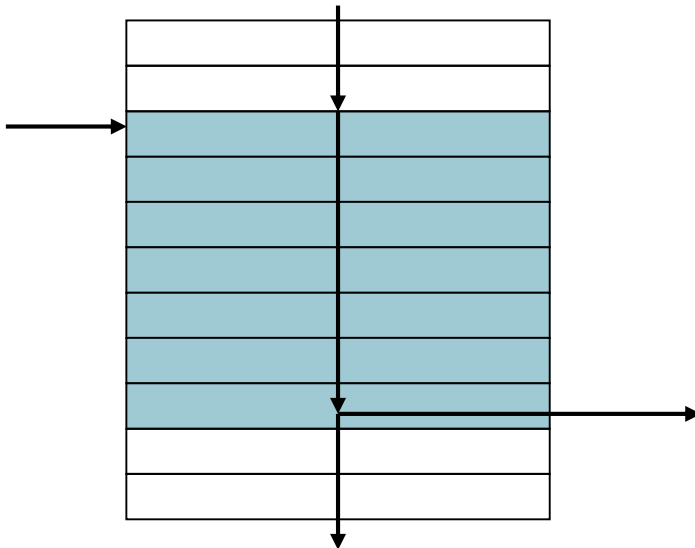
- i in \$s3, k in \$s5, address of save in \$s6

- Compiled MIPS code:

```
Loop: sll    $t1, $s3, 2
      add    $t1, $t1, $s6
      lw     $t0, 0($t1)
      bne    $t0, $s5, Exit
      addi   $s3, $s3, 1
      j      Loop
Exit: ...
```


Basic Blocks

- A basic block is a sequence of instructions with
 - No embedded branches (except at end)
 - No branch targets (except at beginning)



- A compiler identifies basic blocks for optimization
- An advanced processor can accelerate execution of basic blocks

More Conditional Operations

- Set result to 1 if a condition is true
 - Otherwise, set to 0
- `slt rd, rs, rt`
 - if $(rs < rt)$ $rd = 1$; else $rd = 0$;
- `slti rt, rs, constant`
 - if $(rs < \text{constant})$ $rt = 1$; else $rt = 0$;
- Use in combination with `beq`, `bne`

```
slt $t0, $s1, $s2    # if ($s1 < $s2)
bne $t0, $zero, L     # branch to L
```

Branch Instruction Design

- Why not b1t, bge, etc?
- Hardware for $<$, \geq , ... slower than $=$, \neq
 - Combining with branch involves more work per instruction, requiring a slower clock
 - All instructions penalized!
- beq and bne are the common case
- This is a good design compromise

Signed vs. Unsigned

- Signed comparison: `slt`, `slti`
- Unsigned comparison: `sltu`, `sltui`
- Example
 - `$s0 = 1111 1111 1111 1111 1111 1111 1111 1111`
 - `$s1 = 0000 0000 0000 0000 0000 0000 0000 0001`
 - `slt $t0, $s0, $s1 # signed`
 - $-1 < +1 \Rightarrow \$t0 = 1$
 - `sltu $t0, $s0, $s1 # unsigned`
 - $+4,294,967,295 > +1 \Rightarrow \$t0 = 0$

Procedure Calling

- Steps required
 1. Place parameters in registers
 2. Transfer control to procedure
 3. Acquire storage for procedure
 4. Perform procedure's operations
 5. Place result in register for caller
 6. Return to place of call

Register Usage

- \$zero (reg 0)
- \$at (reg 1, reserved for assembler)
- \$v0, \$v1: result values (reg's 2 and 3)
- \$a0 – \$a3: arguments (reg's 4 – 7)
- \$t0 – \$t9: temporaries
 - Can be overwritten by callee without saving
- \$s0 – \$s7: saved
 - Must be saved/restored by callee
- \$k0, \$k1 (reg's 26 and 27, reserved for OS)
- \$gp: global pointer for static data (reg 28)
- \$sp: stack pointer (reg 29) (for 4+ arguments)
- \$fp: frame pointer (reg 30)
- \$ra: return address (reg 31)



Procedure Call Instructions

- Procedure call: jump and link
`jal ProcedureLabel`
 - Address of following instruction put in `$ra`
 - Jumps to target address
- Procedure return: jump register
`jr $ra` return address (a register) ->(R type instruction) 他媽怪題目
 - Copies `$ra` to program counter
 - Can also be used for computed jumps
 - e.g., for case/switch statements

Leaf Procedure Example

- C code:

```
int leaf_example (int g, h, i, j)
{ int f;
  f = (g + h) - (i + j);
  return f;
}
```

argument passing register

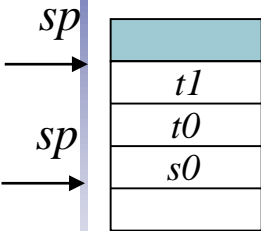
- Arguments g, ..., j in \$a0, ..., \$a3
- f in \$s0 (hence, need to save \$s0 on stack)
- Result in \$v0

register for returning value

Example for Procedure Call

```
int leaf_example (int g, int h, int i, int j)
{
    $a0 $a1 $a2 $a3
```

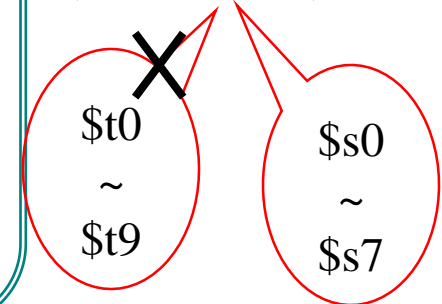
Save register!!
(in callee)



```
    int f; $s0
    f = (g + h) - (i + j);
    return f; $t1
```

把stack point backward 3個4=12

用stack是因為用完之後要回復成原來的樣子



leaf_example:

```
    addi    $sp, $sp, -12  -4
    ....
    sw      $t1, 8($sp)
    ....
    sw      $t0, 4($sp)
    ....
    sw      $s0, 0($sp)
    add     $t0, $a0, $a1
    add     $t1, $a2, $a3
    sub     $s0, $t0, $t1
```

We don't and we don't need to care about TEMP register

->不用管\$t0, \$t1在哪

```
    add     $v0, $s0, $zero
    lw      $s0, 0($sp)
    復原-> lw      $t0, 4($sp)
    ....
    lw      $t1, 8($sp)
    addi    $sp, $sp, 12  4
    jr      $ra
```



Leaf Procedure Example

- MIPS code:

leaf_example:			
addi	\$sp,	\$sp, -4	Save \$s0 on stack
sw	\$s0,	0(\$sp)	
add	\$t0,	\$a0, \$a1	Procedure body
add	\$t1,	\$a2, \$a3	
sub	\$s0,	\$t0, \$t1	
add	\$v0,	\$s0, \$zero	Result
lw	\$s0,	0(\$sp)	Restore \$s0
addi	\$sp,	\$sp, 4	
jr	\$ra		Return

Non-Leaf Procedures

- Procedures that call other procedures
- For nested call, caller needs to save on the stack:
 - Its return address
 - Any arguments and temporaries needed after the call
- Restore from the stack after the call

Non-Leaf Procedure Example

- C code:

```
int fact (int n)
{
    if (n < 1) return 1;
    else return n * fact(n - 1);
}
```

- Argument n in \$a0
- Result in \$v0

Non-Leaf Procedure Example

■ MIPS code:

```
int fact (int n) {  
    if (n < 1) return 1;  
    else return n * fact(n - 1); }
```

fact:

addi	\$sp, \$sp, -8	# adjust stack for 2 items
sw	\$ra, 4(\$sp)	# save return address
sw	\$a0, 0(\$sp)	# save argument
slti	\$t0, \$a0, 1	# test for n < 1
beq	\$t0, \$zero, L1	
addi	\$v0, \$zero, 1	# if so, result is 1
addi	\$sp, \$sp, 8	# pop 2 items from stack
jr	\$ra	# and return
L1:	addi \$a0, \$a0, -1	# else decrement n
	jal fact	# recursive call
lw	\$a0, 0(\$sp)	# restore original n
lw	\$ra, 4(\$sp)	# and return address
addi	\$sp, \$sp, 8	# pop 2 items from stack
mul	\$v0, \$a0, \$v0	# multiply to get result
jr	\$ra	# and return

Nested Procedure: How to Keep Register Integrity

♦ Problem: registers are sequentially used by nested procedures.

```
Int fact (int n)
{
    $a0
    if (n < 1) return (1);
    else return (n * fact (n-1));
}
```

Spilling register

- Caller
 - \$a0~\$a3
 - \$t0~\$t9
- Callee
 - \$ra
 - \$s0~\$s7

fact:

```
• addi $sp, $sp, -8
  sw   $ra, 4($sp)
  sw   $a0, 0($sp)
  slti $t0, $a0, 1
  beq  $t0, $zero, L1
  addi $v0, $zero, 1
  • addi $sp, $sp, 8
    jr  $ra
```

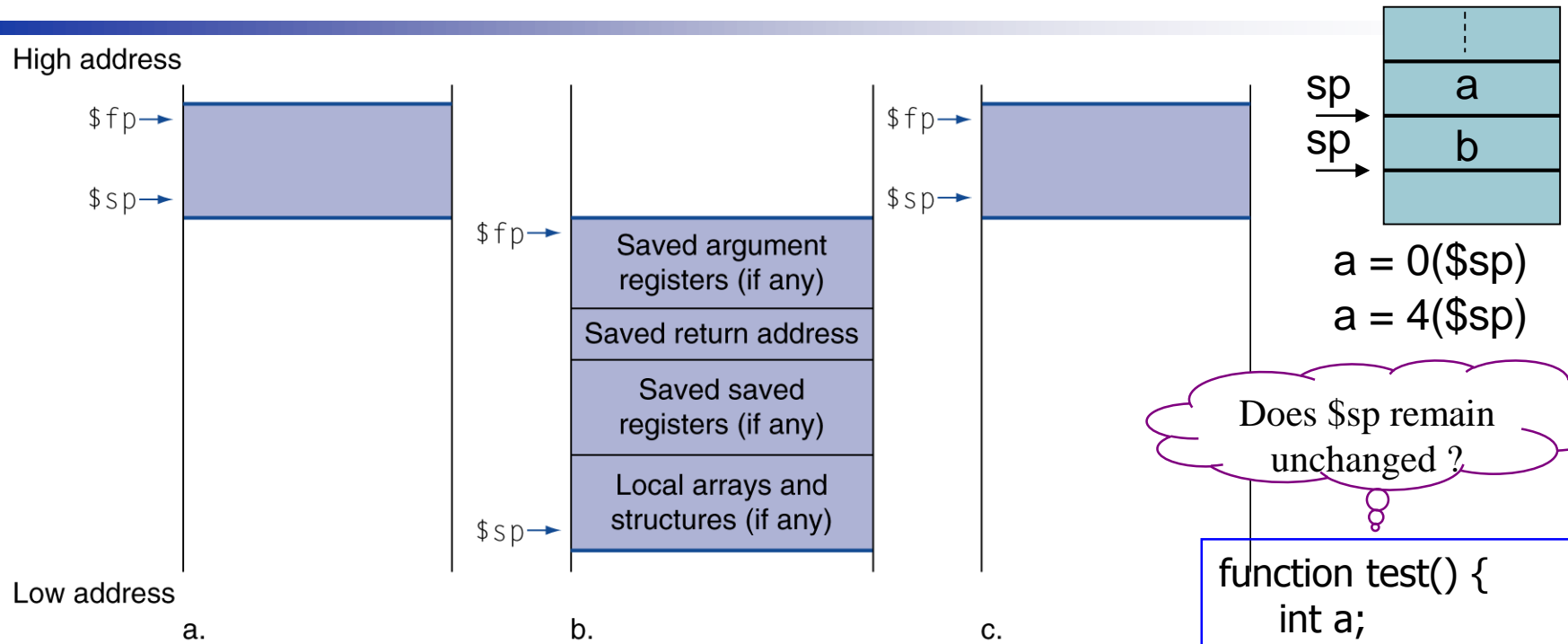
1st
return

L1:

```
addi $a0, $a0, -1
jal  fact
lw   $a0, 0($sp)
lw   $ra, 4($sp)
• addi $sp, $sp, 8
  mul $v0, $a0, $v0
  jr  $ra
```

subsequent
return

Local Data on the Stack

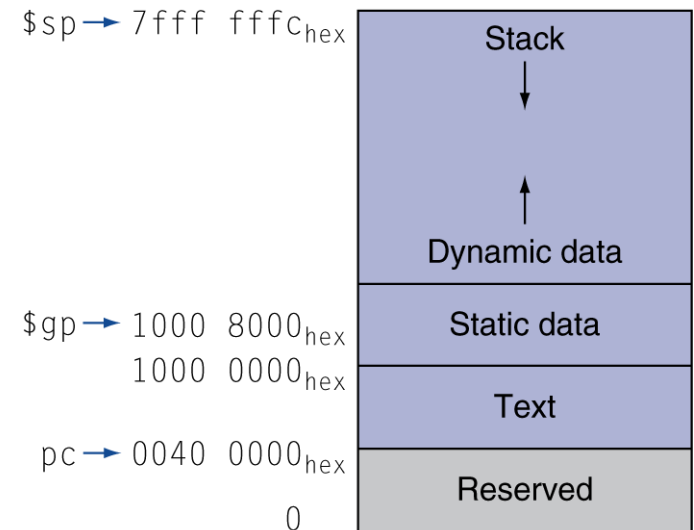


- Local data allocated by callee
 - e.g., C automatic variables
- Procedure frame (activation record)
 - Used by some compilers to manage stack storage

```
function test() {  
    int a;  
    ..... //statements  
    int b,c;  
    ..... //statements  
    int ary[10];  
    .....//statements  
}
```

Memory Layout

- Text: program code
- Static data: global variables
 - e.g., static variables in C, constant arrays and strings
 - \$gp initialized to address allowing \pm offsets into this segment
- Dynamic data: heap
 - E.g., malloc in C, new in Java
- Stack: automatic storage



Character Data

- Byte-encoded character sets
 - ASCII: 128 characters
 - 95 graphic, 33 control
 - Latin-1: 256 characters
 - ASCII, +96 more graphic characters
- Unicode: 32-bit character set
 - Used in Java, C++ wide characters, ...
 - Most of the world's alphabets, plus symbols
 - UTF-8 (Unicode Transformation Format), UTF-16: variable-length encodings



Byte/Halfword Operations

- Could use bitwise operations
- lw: load word-> 32bits
記憶體 : word
暫存器 : byte

- MIPS byte/halfword load/store

- String processing is a common case

lb rt, offset(rs) lh rt, offset(rs)
byte halfword

- Sign extend to 32 bits in rt

lbu rt, offset(rs) lhu rt, offset(rs)

- Zero extend to 32 bits in rt

sb rt, offset(rs) sh rt, offset(rs)

- Store just rightmost byte/halfword

String Copy Example

- C code (naïve):

- Null-terminated string

```
void strcpy (char x[], char y[])  
{ int i;  
  i = 0;  
  while ((x[i]=y[i])!='\0')  
    i += 1;  
}
```

- Addresses of x, y in \$a0, \$a1
- i in \$s0

String Copy Example

- MIPS code:

strcpy:		
	addi \$sp, \$sp, -4	# adjust stack for 1 item
	sw \$s0, 0(\$sp)	# save \$s0
	add \$s0, \$zero, \$zero	# i = 0
L1:	add \$t1, \$s0, \$a1	# addr of y[i] in \$t1
	lbu \$t2, 0(\$t1)	# \$t2 = y[i]
	add \$t3, \$s0, \$a0	# addr of x[i] in \$t3
	sb \$t2, 0(\$t3)	# x[i] = y[i]
	beq \$t2, \$zero, L2	# exit loop if y[i] == 0
	addi \$s0, \$s0, 1	# i = i + 1
	j L1	# next iteration of loop
L2:	lw \$s0, 0(\$sp)	# restore saved \$s0
	addi \$sp, \$sp, 4	# pop 1 item from stack
	jr \$ra	# and return

[NOTE] no need to x4 for indexing the next character

32-bit Constants

- Most constants are small
 - 16-bit immediate is sufficient
- For the occasional 32-bit constant

`lui rt, constant`

 - Copies 16-bit constant to left 16 bits of `rt`
 - Clears right 16 bits of `rt` to 0

u: load到前半 (I type)

`lui $s0, 61`

0000 0000 0011 1101	0000 0000 0000 0000
---------------------	---------------------

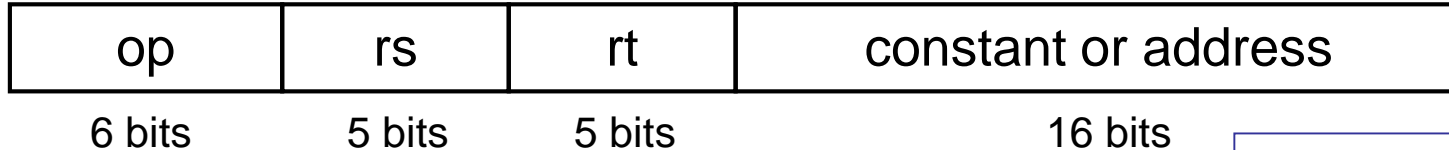
`ori $s0, $s0, 2304`

0000 0000 0011 1101	0000 1001 0000 0000
---------------------	---------------------



Branch Addressing

- Branch instructions specify
 - Opcode, two registers, target address
- Most branch targets are near branch
 - Forward or backward

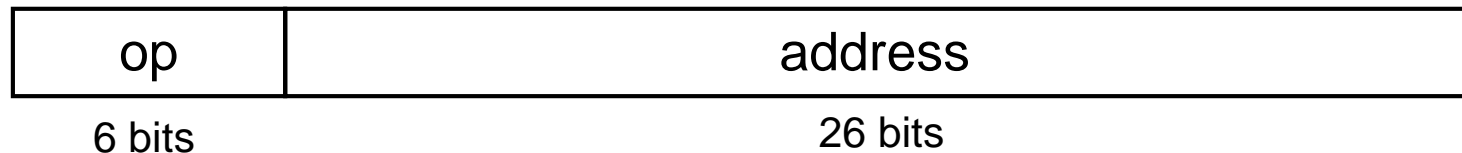


Adr.	Inst.
0(0000)	beq \$t0 \$t1 L1
4(0100)	lw ...
8(1000)	add ...
12(1100)	L1: ...

- PC-relative addressing
 - Target address = $PC + \text{offset} \times 4$
 - PC already incremented by 4 by this time

Jump Addressing

- Jump (j and jal) targets could be anywhere in text segment
 - Encode full address in instruction



- (Pseudo)Direct jump addressing
 - Target address = $\underbrace{PC_{31..28}}_{4 \text{ bits}} : \underbrace{(\text{address} \times 4)}_{28 \text{ bits}}$

Target Addressing Example

- Loop code from earlier example
 - Assume Loop at location 80000

Loop: sll	\$t1, \$s3, 2	80000	0	0	19	9	2	0
add	\$t1, \$t1, \$s6	80004	0	9	22	9	0	32
lw	\$t0, 0(\$t1)	80008	35	9	8	0		
bne	\$t0, \$s5, Exit	80012	5	8	21	2		
addi	\$s3, \$s3, 1	80016	8	19	19	1		
j	Loop	80020	2	20000				
Exit: ...		80024						

Branching Far Away

- If branch target is too far to encode with 16-bit offset, assembler rewrites the code
- Example

```
beq $s0,$s1, L1
```

↓

```
bne $s0,$s1, L2
```

```
j L1
```

```
L2: ...
```

Addressing Mode Summary

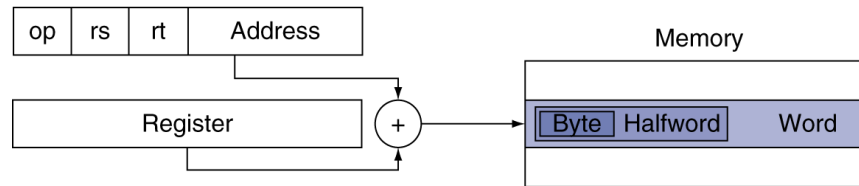
1. Immediate addressing



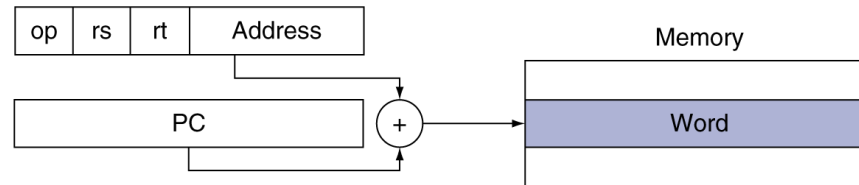
2. Register addressing



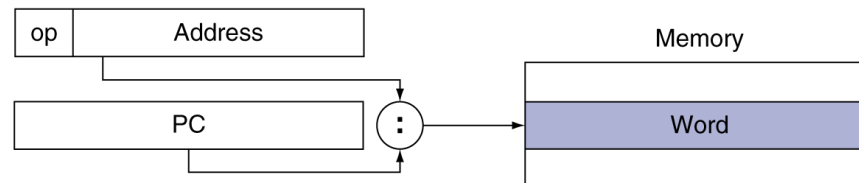
3. Base addressing



4. PC-relative addressing



5. Pseudodirect addressing



MIPS Instruction Encoding

Op (31:26)								
28-26 31-29	0(000)	1(001)	2(010)	3(011)	4(100)	5(101)	6(110)	7(111)
0(000)	R-format	Bltz/gez	Jump	Jal	Beq	Bne	Blez	Bgtz
1(001)	Addi	Addiu	Slti	Sltiu	Andi	Ori	Xori	Lui
2(010)	TLB	FIPt						
3(011)								
4(100)	Lb	Lh	Lwl	Lw	Lbu	Lhu	lwr	
5(101)	Sb	Sh	Swl	Sw			Swr	
6(110)	Lwc0	Lwc1						
7(111)	Swc0	swc1						
Op (31:26)=010000 (TLB), rs(25:21)								
23-21 25-24	0(000)	1(001)	2(010)	3(011)	4(100)	5(101)	6(110)	7(111)
0(00)	mfc0		cfc0		mtc0		ctc0	
1(01)								
2(10)								
3(11)								
Op(31:26)=000000 (R-format), funct(5:0)								
2-0 5-3	0(000)	1(001)	2(010)	3(011)	4(100)	5(101)	6(110)	7(111)
0(000)	Sll		Srl	Sra	Sllv		Srlv	Srav
1(001)	Jump reg.	Jalr			Syscall	Break		
2(010)	Mfhi	Mthi	Mflo	Mtlo				
3(011)	Mult	Multu	Div	Divu				
4(100)	Add	Addu	Subtract	Aubu	And	Or	Xor	Nor
5(101)			Set l.t.					
6(110)								
7(111)								

Decoding Machine Code

- What's the assembly language statement :
00af8020 (hex)

