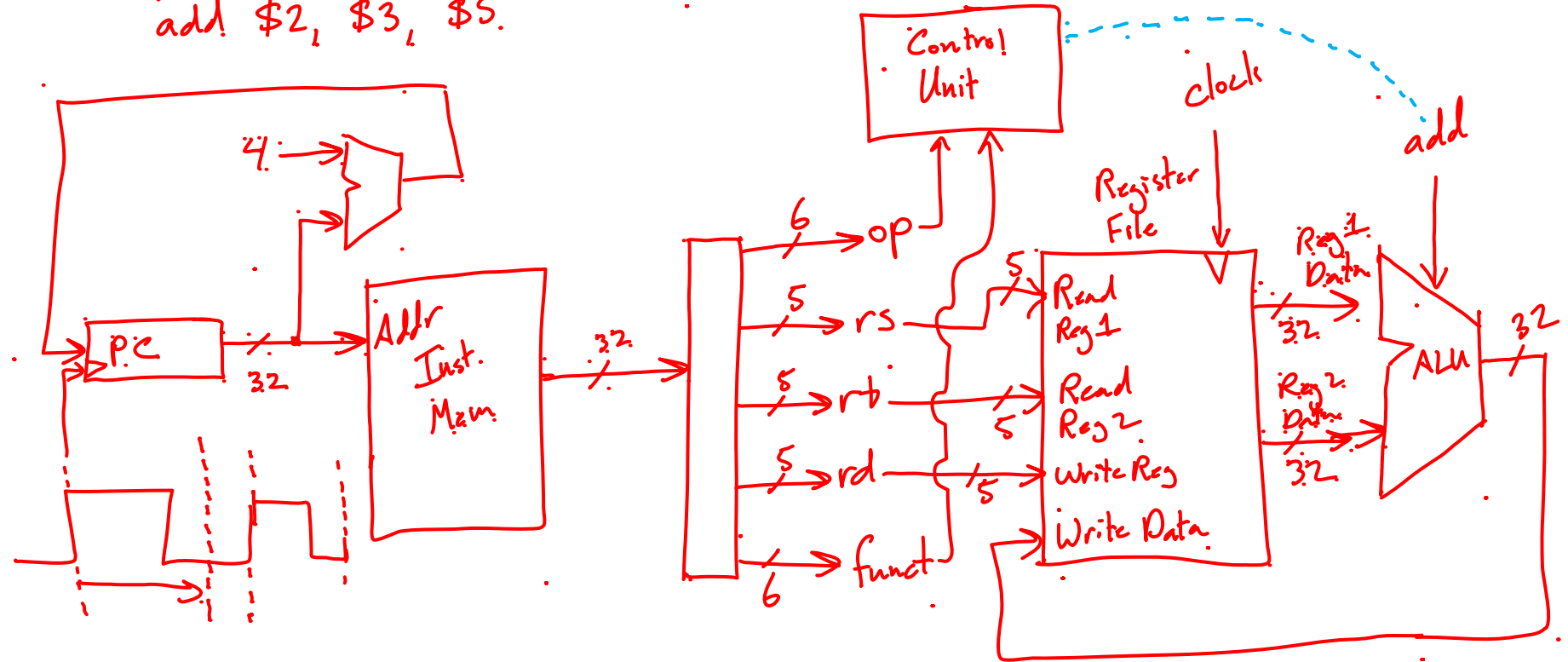


# Add Instruction

# “Add” Instruction

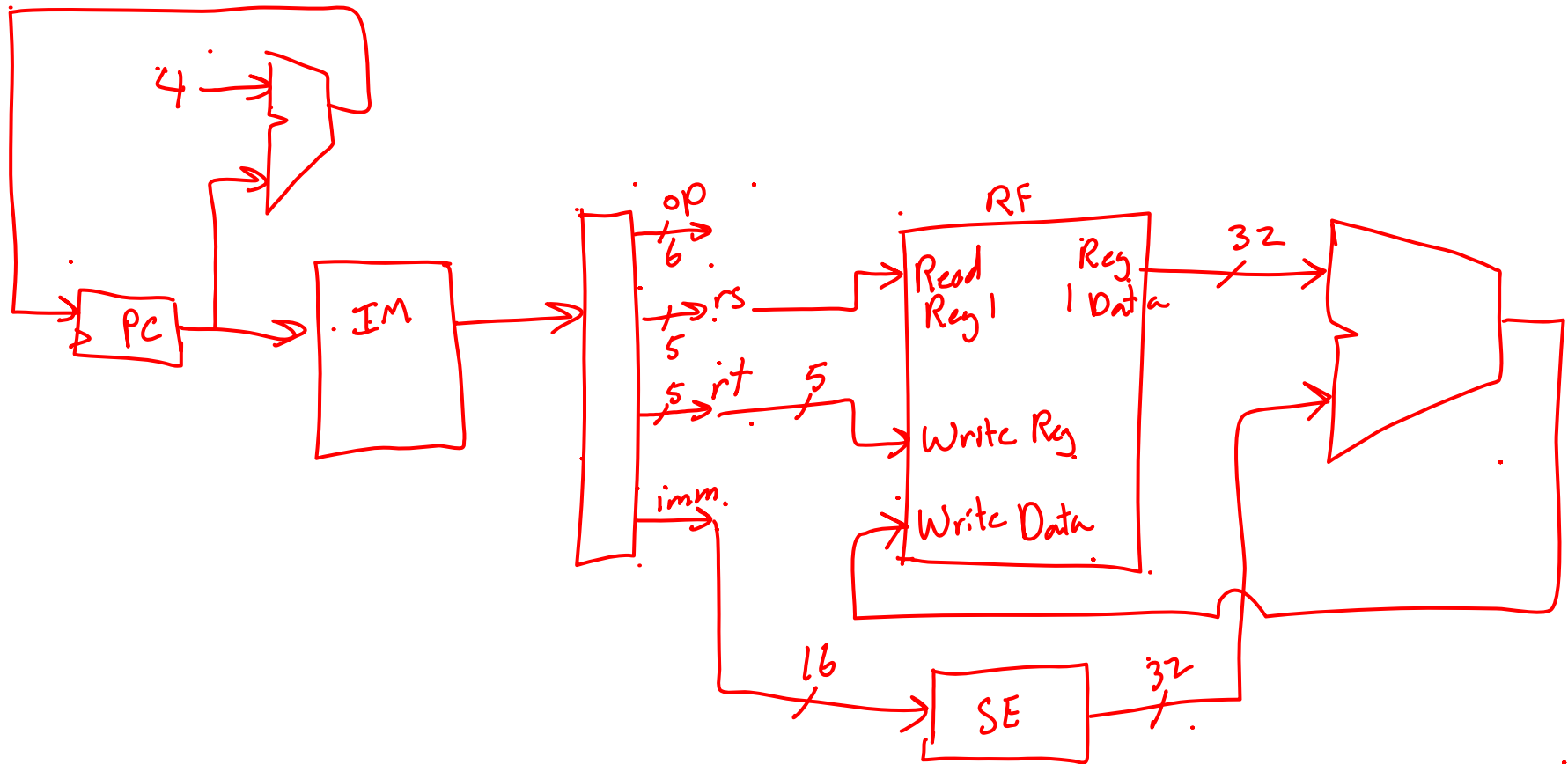
Operation	rs	rt	rd	shamt	funct	# meaning
<b>add</b>	3	5	2	0	32	# \$2 <- \$3 + \$5

*add \$2, \$3, \$5.*

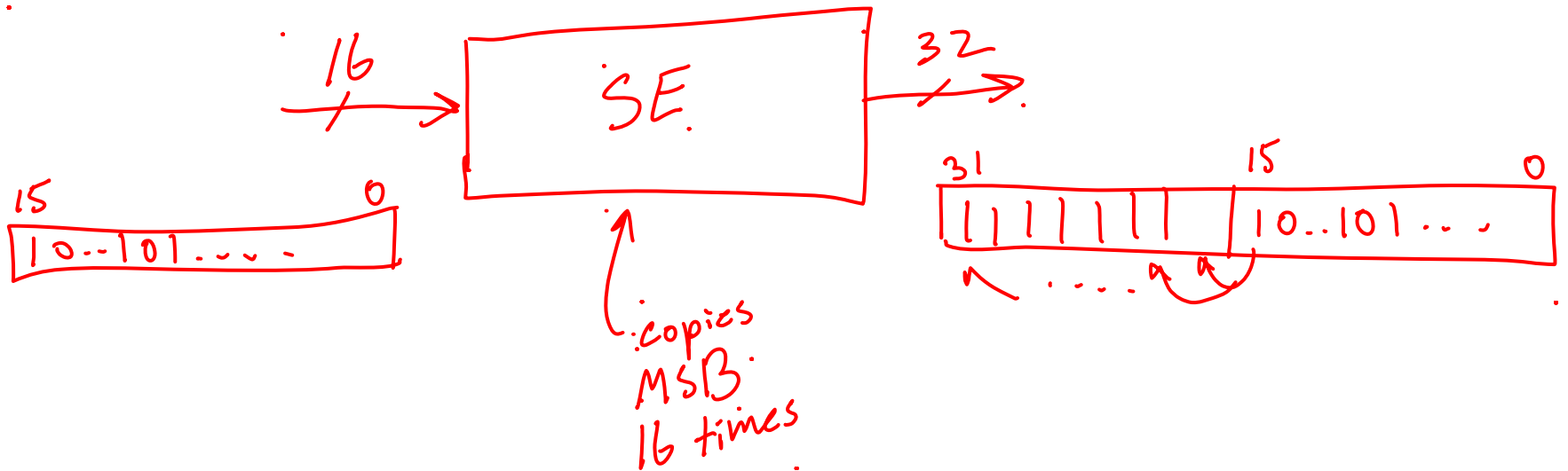


# “Addi” Instruction

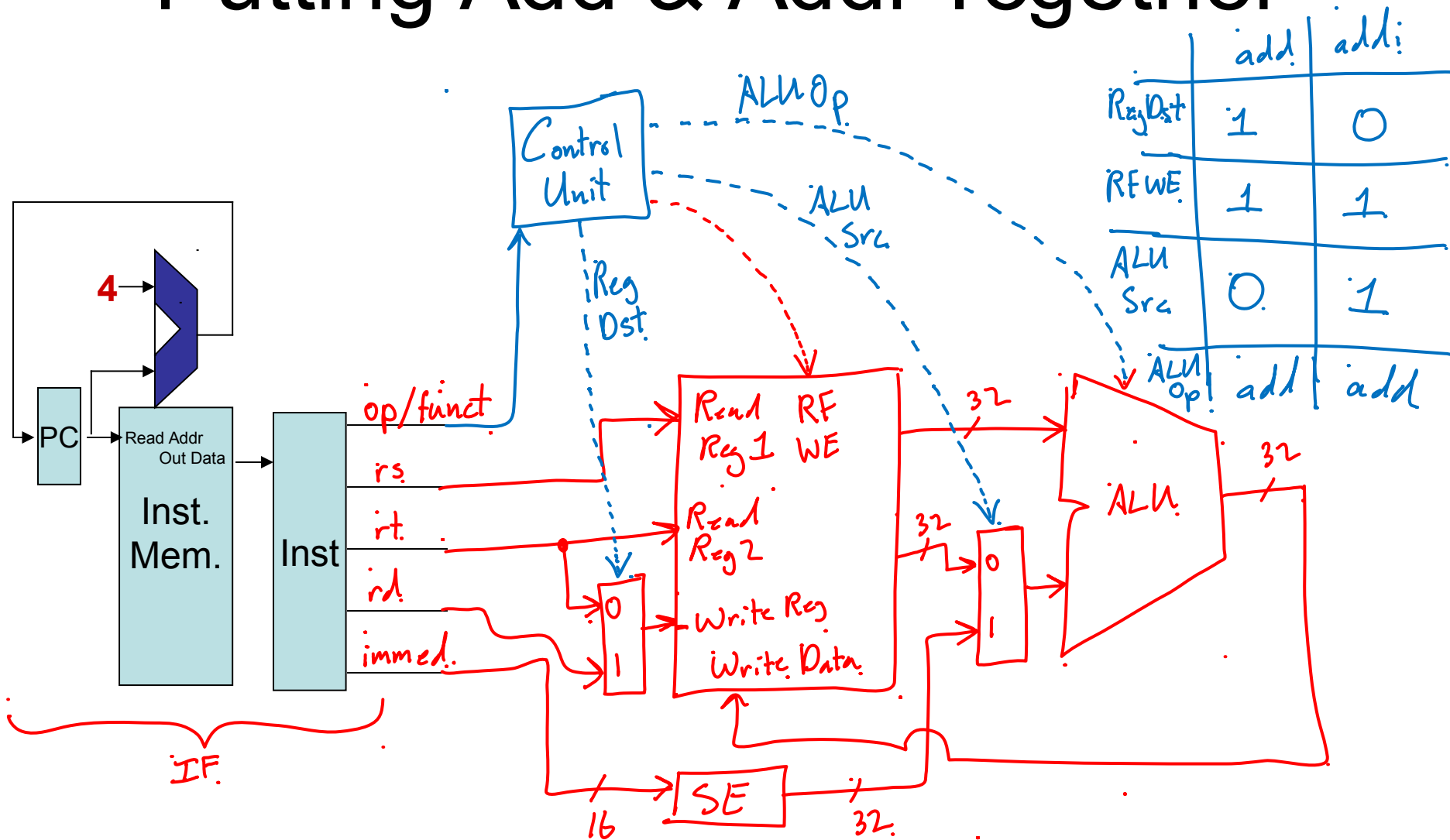
Operation	rs	rt	imm	# meaning
<b>addi \$5,\$3,6</b>	3	5	6	# \$5 <- <b>\$3</b> + 6



# Sign Extension

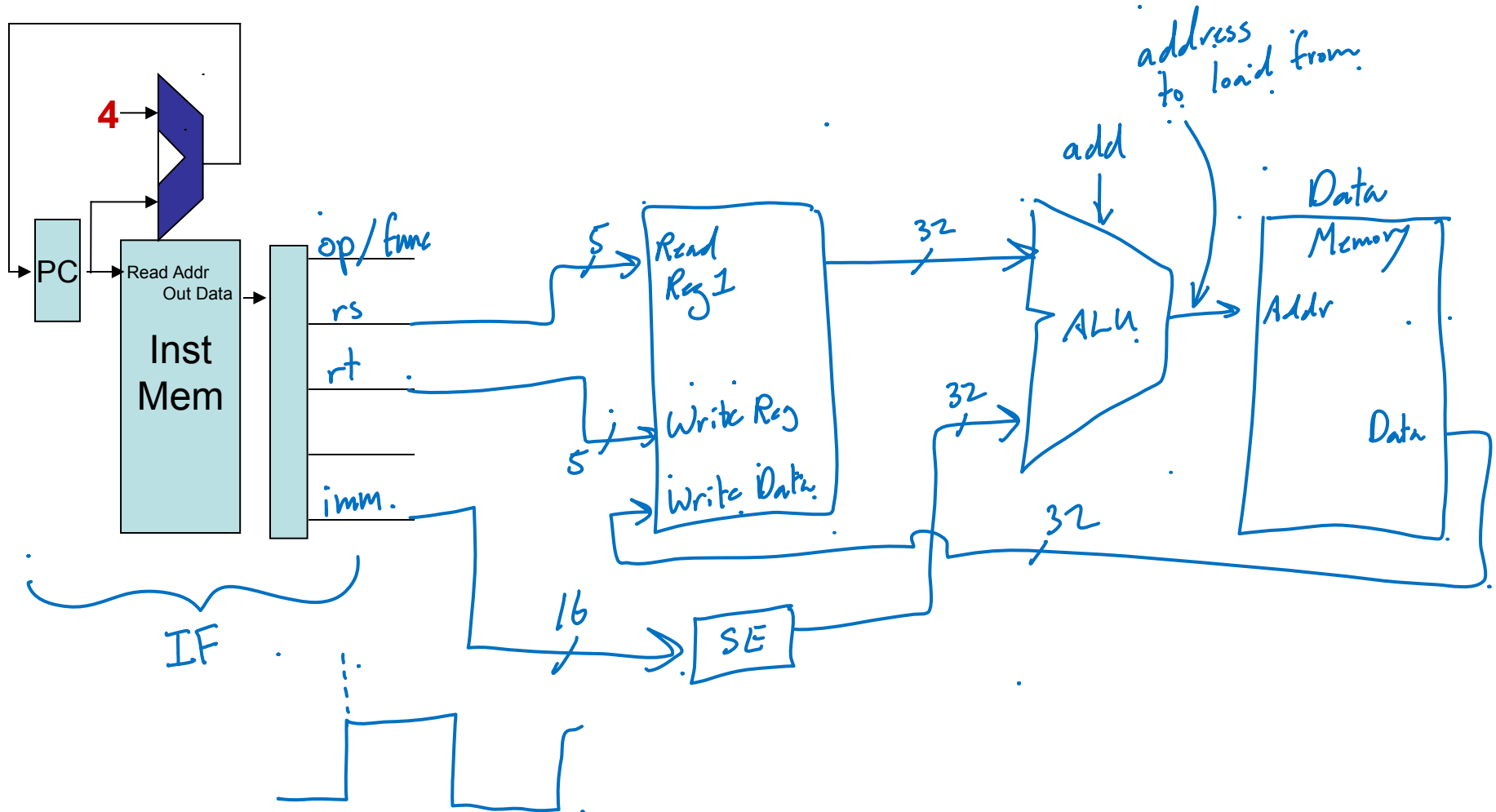


# Putting Add & Addi Together



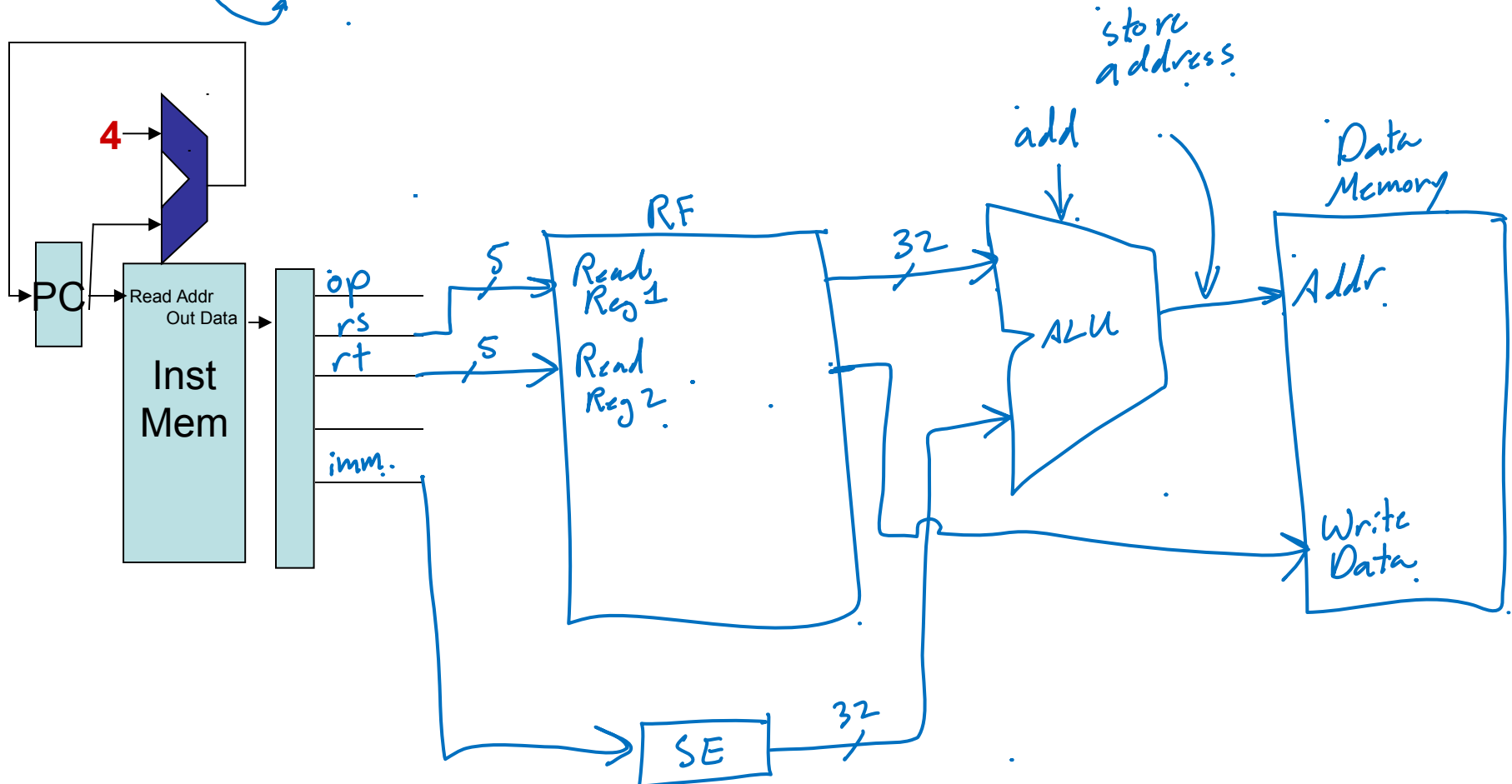
# Load Operation

Operation	rs	rt	imm	# meaning
<b>lw \$5,8(\$3)</b>	3	5	8	# $\$5 \leftarrow M[\$3 + 8]$

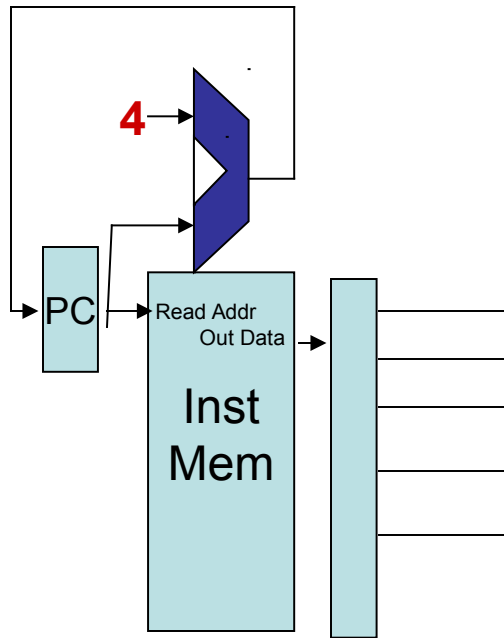


# Store Operation

Operation	rs	rt	imm	# meaning
sw \$5,8(\$3)	3	5	8	# <b>M</b> [\$3 <b>+</b> 8] <- \$5



# Putting load/store together





lab3. file.asm.

- Lab 3 (10/25/14)  
Sat.

## Interactive

$$\cdot \text{mips} > c$$

clear register

$$mips > d$$
$$p_C = 0$$
$$p_2$$
$$a_0 = 0 \quad a_1 = 0 \dots$$

mips > S ← step 1 inst.

mips > 3.5 ← step 5 inst:

$\text{mips} > 100 \cdot 10^5$

$$[100] = 0.$$
$$[101] = 0.$$

$\text{mips} > h_i \leftarrow \text{help}$

$q \leftarrow \text{quit}$

PL

RF

\$40

\$a1

RAM.

c

8171

int

## Script

lab 3 file.asm.

optional script file

C

4

S.



5.



# Machine Speed

- What determines the clock rate of a machine? \_\_\_\_\_
- Making something bigger makes it:
  - 1.
  - 2.