

5.2 addi, add: Add instructions

Add with immediate instruction: addi

A program often needs to add a specific value to a register, such as adding register \$t3 and 4. An **add immediate (addi)** instruction adds a register's value and an immediate value. An **immediate** is a value specified within an instruction. In MIPS, the immediate is that can range from -32,768 to 32,767. A MIPS addi instruction format is shown below, which computes $\text{regA} = \text{regB} + \text{immediate}$

```
addi regA, regB, immediate
```

PARTICIPATION ACTIVITY

5.2.1: Add immediate (addi) instruction.

Start ☐ 2x speed

```
addi $t1, $t0, 4  
addi $t3, $t2, -10
```

Register file

\$t0	20
\$t1	24
\$t2	40
\$t3	30

40	+	-10
ALU		
30		

**PARTICIPATION
ACTIVITY**

5.2.2: addi instruction.

For each question, assume initial register values of:

- \$t0: 20
- \$t1: 50
- \$t2: 60

1) After the following, what is \$t4?

```
addi $t4, $t2, 1
```

Check[Show answer](#)

2) After the following, what is \$t3?

```
addi $t3, $t1, -5
```

Check[Show answer](#)

3) After the following, what is \$t2?

```
addi $t2, $t2, 6
```

Check[Show answer](#)

4) Type an addi instruction that writes \$t5 with the sum of \$t4 and 17.

Check

Show answer

- 5) Type an instruction that adds 3 to \$t4, writing the sum to \$t4.

Check

Show answer

Commonly, a specific value needs to be written to a register. The addi instruction format below computes $\text{regA} = \text{immediate}$

`addi regA, $zero, immediate`

Since \$zero always holds the value 0, the sum is equal to the immediate value, and the immediate value is written to the register.

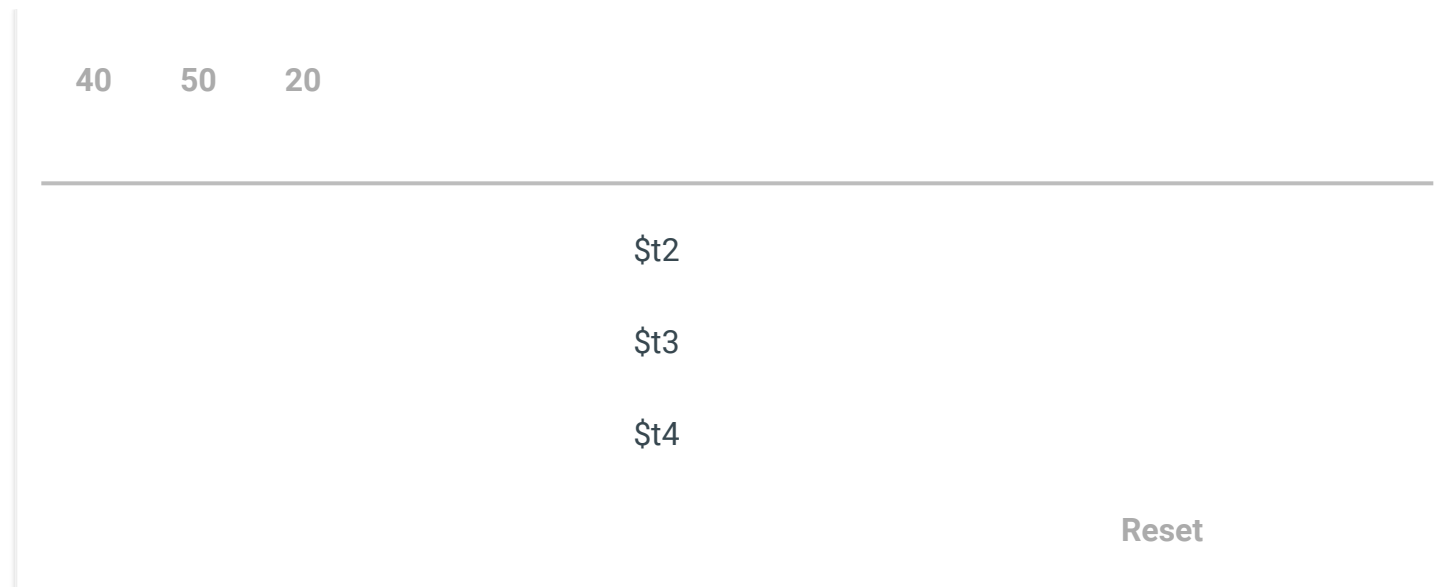
PARTICIPATION ACTIVITY

5.2.3: Initializing registers with addi.

Given the following register file contents, match the register to the value held in the register as the provided instructions.

Register file	
\$zero	0
\$t0	20
\$t1	30
\$t2	40
\$t3	50
\$t4	
\$t5	
\$t6	

```
addi $t4, $zero, 40
addi $t3, $t0, 0
addi $t2, $zero, 50
```



Add instruction: add

An **add instruction** computes the sum of two register values, and writes the sum into a register. A MIPS add instruction for example, below, which computes $\text{regA} = \text{regB} + \text{regC}$.

```
add regA, regB, regC
```

The register written by an instruction is called the **destination register**. A register read by an instruction is called a **source register**. In the add instruction, regA is the destination register, and regB and regC are source registers.

PARTICIPATION ACTIVITY

5.2.4: Add instruction.

Assume initial register values of

- \$t0: 20
- \$t1: 30
- \$t2: 40

1) After the following, what is \$t0?

```
add $t0, $t1, $t2
```

Check**Show answer**

2) After the following, what is \$t2?

```
add $t0, $t1, $t2
```

Check**Show answer**

3) After the following, what is \$t2?

```
add $t2, $t1, $t0
```

Check**Show answer**

4) After the following, what is \$t2?

```
add $t2, $t0, $t1
```

Check**Show answer**

5) Type an instruction that writes \$t3 with the sum of \$t5 and \$t6.

Check**Show answer**

Table 5.2.1: Instruction summary: addi, add.

Instruction	Format	Description	Example
addi	<code>addi \$a, \$b, C</code>	Add immediate: Adds register \$b and the immediate value C, and writes the sum into register \$a.	<code>addi \$t3, \$t2, 7</code>
add	<code>add \$a, \$b, \$c</code>	Add: Computes the sum of registers \$b and \$c, and writes the sum into register \$a.	<code>add \$t4, \$t1, \$t2</code>

**CHALLENGE
ACTIVITY**

5.2.1: Add immediate and add instructions.

Start

Compute: $\$t6 = \$t5 + 3$
 , ,

Registers

\$t5	2
\$t6	0

1	2	3	4
---	---	---	---

Check

Next

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