MIPS Architecture

Registers

The MIPS processor has 32 general-purpose registers, plus one for the program counter (called PC) and two for the results of the multiplicationand division operations, called HI and LO, for the high 32 bits and the low 32 bits of the answer. The following chart summarizes the registers' usage.

Number	Name	Use
$0		always holds the value 0
$1	$at	reserved by the assembler
$2 … $3	$v0 … $v1	expression evaluation and function results
$4 … $7	$a0 … $a3	*first 4 function parameters
$8 … $15	$t0 … $t7	*temporaries
$16 … $23	$s0 … $s7	saved values
$24 … $25	$t8 … $t9	*temporaries
$26 … $27	$k0 … $k1	reserved for use by operating system
$28	$gp	global pointer
$29	$sp	stack pointer
$30	$s8	saved value
$31	$ra	return address

A * in the use column means the values in those registers are **not** preserved across procedure calls.

Opcode Formats

The MIPS processor uses 3 different types of instructions.

I-Type (Immediate) Instructions

- bits 31 … 26 opcode
- bits 25 … 21 source register
- bits 20 … 16 target (destination) register
- bits 15 … 0 immediate operand

J-Type (Jump) Instructions

- bits 31 … 26 opcode
- bits 25 … 0 target (destination) offset

R-Type (Register) Instructions

- bits 31 … 26 opcode
- bits 25 … 21 source register
- bits 20 … 16 target (source) register
- bits 15 … 11 destination register
- bits 10 … 6 shift amount
- bits 5 … 0 function information

Assembler Directives

.data [addr] : Indicates beginning of data section. If addr is provided, then the location counter is set to addr.
.text [addr]: Indicates beginning of code section. If addr is provided, then the location counter is set to addr.
.asciiz <string> : Allocates memory for string of chars. Terminated with '\0', and padded with '\0' to word boundary.
.space <number> : Allocates <number> of bytes of memory. <number> is increased to word boundary
.word [value] : Allocates a word. If value is provided, then the word is set to that value.
.end : Indicates end of program. (This is ignored).

Selection from MIPS-32 Instruction Set

Load/Store Instructions

LB	Load Byte
LBU	Load Byte Unsigned
LH	Load Halfword
LHU	Load Halfword Unsigned
LW	Load Word
LWL	Load Word Left
LWR	Load Word Right
SB	Store Byte
SH	Store Halfword
SW	Store Word
SWL	Store Word Left
SWR	Store Word Right

Arithmetic Instructions (ALU Immediate)

ADDI	Add Immediate
ADDIU	Add Immediate Unsigned
SLTI	Set on Less Than Immediate
SLTIU	Set on Less than Immediate Unsigned
ANDI	AND Immediate
ORI	OR Immediate
XORI	Exclusive OR Immediate

Arithmetic Instructions (3-operand, Register Type)

ADD	Add
ADDU	Add Unsigned
SUB	Subtract
SUBU	Subtract Unsigned
SLT	Set on Less Than
SLTU	Set on Less Than Unsigned
AND	Bitwise And
OR	Bitwise OR
XOR	Bitwise exclusive OR
NOR	NOR

Multiply/Divide Instructions

MULT	Multiply
MULTU	Multiply Unsigned
DIV	Divide
DIVU	Divide Unsigned
MFHI	Move From HI
MTHI	Move To HI
MFLO	Move From LO
MTLO	Move to LO

Jump & Branch Instructions

J	Jump
JAL	Jump and Link
JR	Jump to Register
JALR	Jump and Link Register
BEQ	Branch on Equal
BNE	Branch on Not Equal
BLEZ	Branch on Less than or Equal to Zero
BGTZ	Branch on Greater than Zero
BLTZ	Branch on Less than Zero
BGEZ	Branch on Zero
BLTZAL	Branch on Less than Zero and Link
BGEZAL	Branch on Zero and Link

Shift and Special Instructions

SLL	Shift Left Logical
SLLV	Shift Left Logical, Variable
SRA	Shift Right Arithmetic
SRAV	Shift Right Arithmetic, Variable
SRL	Shift Right Logical
SRLV	Shift Right Logical, Variable
BREAK	Break
SYSCALL	System Call

Rules on Delays and Interlocks

- There is one delay slot after any branch or jump instruction, i.e., the following instruction is executed even if the branch is taken. That following instruction must not be itself a jump or branch.
- There is one delay slot after a "load" no matter what size is being loaded. That is, the instruction after a "load" must *not* use the register being loaded.
- Multiplication will place its results in the LO and HI registers after an undefined number of following instructions have executed. There's a hardware interlock to stall further multiplications, divisions, or move from LO or HI to execute until the operation is finished.
- Division is like multiplication but most likely slower.

MIPS Opcodes and Formats

These are synopses of many of the core MIPS instructions. Not all instructions are listed; in particular, those involving traps, floats, or memory management are omitted.

ADD rd, rs, rt *add* Opcode: 000000 Func: 100000
Adds rs and rt, puts result into rd. Exception on overflow.

ADDI rt, rs, immediate *add, immediate* Opcode: 001000
Sign-extends the 16-bit immediate to 32 bits, adds it to rs, puts result into rt. Exception on overflow.

ADDIU rt, rs, immediate *add, unsigned immediate* Opcode: 001001
Sign-extends the 16-bit immediate to 32 bits, adds it to rs, puts result into rt. Never causes an overflow.

ADDU rd, rs, rt *add, unsigned* Opcode: 000000 Func: 100001
Adds rs and rt, puts result into rd. Never causes an overflow.

AND rd, rs, rt *and* Opcode: 000000 Func: 100100
Bitwise and's rs and rt, puts result into rd.

ANDI rt, rs, immediate *and, immediate* Opcode: 001100
Sign-extends the 16-bit immediate to 32 bits, bitwise ands it with rs, puts result into rt.

BEQ rs, rt, offset *branch equal* Opcode: 000100
If rs == rt, branches to offset[after executing the following instruction]. For most assemblers, offset is a label.

BGEZ rs, offset *branch greater-equal-zero* Opcode: 000001 rt: 00001
If rs ≥ 0, branches to offset[after executing the following instruction]. For most assemblers, offset is a label.

BGEZAL rs, offset *branch greater-equal-zero, and link* Opcode: 000001 rt: 10001
If rs ≥ 0, branches to offset[after executing the following instruction].For most assemblers, offset is a label. Always places address of following instruction into r31. Note that rs may not itself be r31. (This is a subroutine call instruction)

BGTZ rs, offset *branch greater-than-zero* Opcode: 000111
If rs > 0, branches to offset[after executing the following instruction]. For most assemblers, offset is a label.

BLEZ rs, offset *branch less-equal-zero* Opcode: 000110
If rs ≤ 0, branches to offset[after executing the following instruction]. For most assemblers, offset is a label.

BLTZ rs, offset *branch less-than-zero* Opcode: 000001 rt: 00000

If rs < 0, branches to offset[after executing the following instruction]. For most assemblers, offset is a label.

BLTZAL, rs offset *branch less-than-zero, and link* Opcode: 00001 rt: 10000

If rs < 0, branches to offset [after executing the following instruction].
For most assemblers, offsetis a label. Always places address of following instruction into r31.
Note that rs may not itself be r31. (This is a subroutine call function.)

BNE rs, rt, label *branch not-equal* Opcode: 000101

If rs ≠ rt branches to offset [after executing the following instruction].
For most assemblers, offset is a label.

BREAK *break* Opcode: 000000 func: 001101

Causes a Breakpoint exception that transfers control to the exception handler.

DIV rs, rt *divide* Opcode: 000000 func: 011010

Divides rsby rt, treating both as (signed) 2's complement numbers. Quotient goes into special register LO and remainder into special register HI. Get them via the MFHI and MFLO instructions.
No overflow exception occurs, and the result is undefined if rtcontains 0.
Note that divides take an undefined amount of time; other instructions will execute in parallel. MFHI and MFLO will interlock until the division is complete.

DIVU rs, rt *divide, unsigned* Opcode: 000000 func: 011011

Divides rsby rt, treating both as unsigned numbers. Quotient goes into special register LO and remainder into special register HI. Get them via the MFHI and MFLO instructions. No overflow exception occurs, and the result is undefined if rt contains 0.
Note that divides take an undefined amount of time; other instructions will execute in parallel. MFHI and MFLO will interlock until the division is complete. This instruction never causes an exception.

J label *jump* Opcode: 000010

Jump to label [after executing the following instruction].

JAL label *jump and link* Opcode: 000011

Jump to label[after executing the following instruction]. Places the address of the following instruction into r31. (This is a subroutine-call instruction.)

JALR rd, rs *jump and link, register* Opcode: 000000 func: 001001

Jump to address contained in rs [after executing the following instruction]. Places address of following instruction into rd. Note that rs and rd may not be the same register. If rd is omitted in the assembly language, it is register 31. (This is a subroutine-call instruction.)

JR rs *jump, register* Opcode: 000000 func: 001000

Jump to address contained in rs [after executing the following instruction].

LA rt, addr *load address into register* Pseudo instruction

This is a a pseudo instruction that is translated into:
lui $rt, addr(16..31) followed by ori $rt, $rt, addr(0..15)

LB rt, offset(rs) *load byte* Opcode: 100000

Sign-extend the 16-bit offsetto 32 bits, and add it to rsto get an effective address. Load the byte from this address into rt and sign-extend it to fill the entire register.

LBU rt, offset(rs) *load byte, unsigned* Opcode: 100100

Sign-extend the 16-bit offsetto 32 bits, and add it to rsto get an effective address. Load the byte from this address into rt and zero-extend it to fill the entire register.

LH rt, offset(rs) *load halfword* Opcode: 100001

Sign-extend the 16-bit offsetto 32 bits, and add it to rsto get an effective address. Load the halfword (16 bits) from this address into rt and sign-extend it to fill the entire register. Exception if odd address.

LHU rt, offset(rs) *load halfword, unsigned* Opcode: 100101

Sign-extend the 16-bit offsetto 32 bits, and add it to rsto get an effective address. Load the halfword (16 bits) from this address into rt and zero-extend it to fill the entire register. Exception if odd address.

LI rt, immediate *load a 32-bit immediate into a register* Pseudo instruction

This is a a pseudo instruction that is translated into:
lui $rt, immediate(16..31) followed by ori $rt, $rt, immediate(0..15)

LUI rt, immediate *load upper immediate* Opcode: 001111

Put 16-bit immediate in the top half of rtand fill the bottom half withzeros.

LW rt, offset(rs) *load word* Opcode: 100011

Sign-extend the 16-bit offsetto 32 bits, and add it to rsto get an effective address. Load the word (32 bits) from this address into rt. Exception if address is not word-aligned.

MFHI rd *move from HI* Opcode: 000000 func: 010000

Move contents of special register HIinto rd. Neither of the two instructions following this may modify the HIregister! Note that multiplicationand division put results into HI. MFHI stalls until that operation is complete.

MFLO rd *move from LO* Opcode: 000000 func: 010010

Move contents of special register LOinto rd. Neither of the two instructions following this may modify the LO register! Note that multiplicationand division put results into LO. MFLO stalls until that operation is complete.

MTHI rs *move to HI* Opcode: 000000 func: 010001

Move contents of rsinto special register HI. May cause contents of LO to become undefined; no need to get specific here; just be sure to do MTLO too.

MTLO rs *move to LO* Opcode: 000000 func: 010011

Move contents of rsinto special register LO. May cause contents of HI tobecome undefined; no need to get specific here; just be sure to do MTHI too.

MULT rs, rt *multiply* Opcode: 000000 func: 011000

Multiplies rsby rt, treating both as (signed) 2's complement numbers. Low word of result goes into special register LO and high word into special register HI. Get them via the MFHI and MFLO instructions. No over- flow exception occurs.

Note that multiplies take an undefined amount of time; other instructions will execute in parallel. MFHI and MFLO will interlock until the multiplication is complete.

MULTU rs, rt *multiply, unsigned* Opcode: 000000 func: 011001

Multiplies rsby rt, treating both as unsigned numbers. Low word of result goes into special register LO and high word into special register HI. Get them via the MFHI and MFLO instructions. No overflow exception occurs. Note that multiplies take an undefined amount of time; other instructions will execute in parallel. MFHI and MFLO will interlock until the multiplication is complete. This instruction never causes an exception.

NOP *no-op* Pseudo instruction

Do nothing for one cycle; good for filling a delay slot. Assemblers often use sll $0, $0, 0.

NOR rd, rs, rt *nor* Opcode: 000000 func: 100111

Performs bitwise logical nor of rsand rt, putting result into rd.

OR rd, rs, rt *or* Opcode: 000000 func: 100101

Performs bitwise logical or of rsand rt, putting result into rd.

ORI rt, rs, immediate *or, immediate* Opcode: 001101

Zero-extends 16-bit immediate to 32 bits, and bitwise ors it with rt, putting result into rd.

SB rt, offset(rs) *store byte* Opcode: 101000

Sign-extend the 16-bit offset to 32 bits, and add it to `rs` to get an effective address. Store least significant byte from rtinto this address.

SH rt, offset(rs) *store halfword* Opcode: 101001

Sign-extend the 16-bit offsetto 32 bits, and add it to `rs` to get an effective address. Store least significant byte from rt into this address. Exception if odd address.

SLL rd, rt, sa *shift left logical* Opcode: 000000 func: 000000

Shift contents of rt left by the amount indicated in `sa`, insertion zeroes into the emptied low order bits. Put the result into rd.

SLLV rd, rs, rt *shift left logical, variable* Opcode: 000000 func: 0001000

Shift contents of rt left by the amount indicated in the bottom five bitsof rs (0..4), inserting zeros into the low order bits. Put result into rd.

SLT rd, rs, rt *set on less-than* Opcode: 000000 func: 101010

If rs < rt with a signed comparison, put 1 into rd. Otherwise put 0 into rd.

SLTI rt, rs, immediate *set on less-than, immediate* Opcode: 001010

Sign-extend the 16-bit immediate to a 32-bit value. If rs is less than this value with a signed comparison, put 1 into rt. Otherwise put 0 into rt.

SLTIU rt, rs immediate *set on less-than, immediate unsigned* Opcode: 001011

Sign-extend the 16-bit immediateto a 32-bit value. If rs is less than this value with an unsigned comparison, put 1 into rt. Otherwise put 0 into rt.

SLTU rd, rs, rt *set on less-than, unsigned* Opcode: 000000 func: 101011

If rt < rs with an unsigned comparison, put 1 into rd. Otherwise put 0 into rd.

SRA rd, rt, sa *shift right arithmetic* Opcode: 000000 func: 000011

Shift contents of rt right by the amount indicated by `sa`, sign-extending the high order bits. Put result into rd.

SRAV rd, rs, rt *shift right arithmetic, variable* Opcode: 000000 func: 000111

Shift contents of rt right by the amount indicated in the bottom five bitsof rs (0..4), sign-extending the high order bits. Put result into rd.

SRL rd, rt, sa *shift right logical* Opcode: 000000 func: 000010

Shift contents of rt right by the amount indicated in `sa`, zero-filling the high order bits. Put result into rd.

SRLV rd, rs, rt *shift right logical, variable* Opcode: 000000 func: 000110

Shift contents of rt right by the amount indicated in the bottom five bits of rs(0..4), zero-filling the high order bits. Put result into rd.

SUB rd, rs, rt *subtract* Opcode: 000000 func: 100010

Put rs – rt into rd. Exception if overflow.

SUBU rd, rs, rt *subtract unsigned* Opcode: 000000 func: 100011

Put rs – rt into rd. Never causes exception.

SW rt, offset(rs) *store word* Opcode: 101011

Sign-extend the 16-bit offset to 32 bits, and add it to rs to get an effective address. Store rt into this address. Exception if address is not word-aligned.

SYSCALL *system call* Opcode: 000000 func: 001100

Causes a System Call exception. For ECS 50 the response is based on the value in $v0. 1 = print_int, 10 = exit.

XOR rd, rs, rt *exclusive or* Opcode: 000000 func: 100110

Performs bitwise exclusive xor of rs and rt, putting result into rd.

XORI rt, rs, immediate *xor immediate* Opcode: 001110

Zero-extends 16-bit immediate to 32 bits, and bitwise exclusive xors it with rs, putting result into rt.

MIPS Example: Initializing an Array

This shows an assembly language program which initializes the integer array *arr* such that each of its ten elements is equal to the index of that element. It also prints the value after it is inserted in the array.

```
# Written by: Matt Bishop and adapted by Sean Davis
# Registers used:
#          $0 -- to get a 0 (standard usage)
#          $a0 –- to choose system service
#          $t0 -- index of arr
#          $t1 -- offset of current element from base of arr
#          $t2 -- temporary (usually holds result of comparison)
#

          .data 0x40           # set start address of data section
arr:      .space 40            # allocate 10 words
          .text 0              # set start address of instructions
init:     addu $t0, $0, $0     # initialize index of array
loop:     sll $t1, $t0, 2      # go to offset of next element
          sw $t0, arr($t1)     # store integer into element
          add $a0, $t0, $0     # copy from $t0 to $a0
          addi $v0, $0, 1      # set $v0 to print_integer code for syscall
          syscall              # print the integer in $a0
          addiu $t0, $t0, 1    # add one to current array index
          slti $t2, $t0, 10    # see if the index is 10 yet
          bne $t2, $0, loop    # nope -- go back for another
          nop                  # for the delay slot
          addiu $v0, $0, 10    # set $v0 to exit code for syscall
          syscall              # exit
          .end
```

MIPS32 Encoding of the Opcode Field

opcode	*bits 28..26*							
		0	1	2	3	4	5	6	7
bits 31..29		000	001	010	011	100	101	110	111
0	000	*SPECIAL* δ	*REGIMM* δ	J	JAL	BEQ	BNE	BLEZ	BGTZ
1	001	ADDI	ADDIU	SLTI	SLTIU	ANDI	ORI	XORI	LUI
2	010	*COP0* δ	*COP1* δ	*COP2* θδ	*COP1X*[1] δ	BEQL φ	BNEL φ	BLEZL φ	BGTZL φ
3	011	β	β	β	β	*SPECIAL2* δ	JALX ε	ε	*SPECIAL3*[2] δ⊕
4	100	LB	LH	LWL	LW	LBU	LHU	LWR	β
5	101	SB	SH	SWL	SW	β	β	SWR	CACHE
6	110	LL	LWC1	LWC2 θ	PREF	β	LDC1	LDC2 θ	β
7	111	SC	SWC1	SWC2 θ	*	β	SDC1	SDC2 θ	β

MIPS32 *SPECIAL* Opcode Encoding of Function Field

function	*bits 2..0*								
		0	1	2	3	4	5	6	7
bits 5..3		000	001	010	011	100	101	110	111
0	000	SLL[1]	*MOVCI* δ	*SRL* δ	SRA	SLLV	*	*SRLV* δ	SRAV
1	001	JR[2]	JALR[2]	MOVZ	MOVN	SYSCALL	BREAK	*	SYNC
2	010	MFHI	MTHI	MFLO	MTLO	β	*	β	β
3	011	MULT	MULTU	DIV	DIVU	β	β	β	β
4	100	ADD	ADDU	SUB	SUBU	AND	OR	XOR	NOR
5	101	*	*	SLT	SLTU	β	β	β	β
6	110	TGE	TGEU	TLT	TLTU	TEQ	*	TNE	*
7	111	β	*	β	β	β	*	β	β

MIPS32 *REGIMM* Encoding of *rt* Field

rt	*bits 18..16*								
		0	1	2	3	4	5	6	7
bits 20..19		000	001	010	011	100	101	110	111
0	00	BLTZ	BGEZ	BLTZL φ	BGEZL φ	*	*	*	ε
1	01	TGEI	TGEIU	TLTI	TLTIU	TEQI	*	TNEI	*
2	10	BLTZAL	BGEZAL	BLTZALL φ	BGEZALL φ	*	*	*	*
3	11	*	*	*	*	ε	ε	*	SYNCI ⊕