

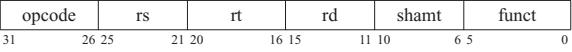
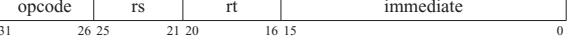
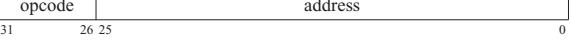
# MIPS reference card

				registers
<b>add</b>	rd, rs, rt	Add	rd = rs + rt	R 0 / 20
<b>sub</b>	rd, rs, rt	Subtract	rd = rs - rt	R 0 / 22
<b>addi</b>	rt, rs, imm	Add Imm.	rt = rs + imm <sub>±</sub>	I 8
<b>addu</b>	rd, rs, rt	Add Unsigned	rd = rs + rt	R 0 / 21
<b>subu</b>	rd, rs, rt	Subtract Unsigned	rd = rs - rt	R 0 / 23
<b>addiu</b>	rt, rs, imm	Add Imm. Unsigned	rt = rs + imm <sub>±</sub>	I 9
<b>mult</b>	rs, rt	Multiply	{hi, lo} = rs * rt	R 0 / 18
<b>div</b>	rs, rt	Divide	lo = rs / rt; hi = rs % rt	R 0 / 1a
<b>multu</b>	rs, rt	Multiply Unsigned	{hi, lo} = rs * rt	R 0 / 19
<b>divu</b>	rs, rt	Divide Unsigned	lo = rs / rt; hi = rs % rt	R 0 / 1b
<b>mfhi</b>	rd	Move From Hi	rd = hi	R 0 / 10
<b>mflo</b>	rd	Move From Lo	rd = lo	R 0 / 12
<b>and</b>	rd, rs, rt	And	rd = rs & rt	R 0 / 24
<b>or</b>	rd, rs, rt	Or	rd = rs   rt	R 0 / 25
<b>nor</b>	rd, rs, rt	Nor	rd = ~(rs   rt)	R 0 / 27
<b>xor</b>	rd, rs, rt	eXclusive Or	rd = rs ^ rt	R 0 / 26
<b>andi</b>	rt, rs, imm	And Imm.	rt = rs & imm <sub>0</sub>	I c
<b>ori</b>	rt, rs, imm	Or Imm.	rt = rs   imm <sub>0</sub>	I d
<b>xori</b>	rt, rs, imm	eXclusive Or Imm.	rt = rs ^ imm <sub>0</sub>	I e
<b>sll</b>	rd, rt, sh	Shift Left Logical	rd = rt << sh	R 0 / 0
<b>srl</b>	rd, rt, sh	Shift Right Logical	rd = rt >> sh	R 0 / 2
<b>sra</b>	rd, rt, sh	Shift Right Arithmetic	rd = rt >> sh	R 0 / 3
<b>sllv</b>	rd, rt, rs	Shift Left Logical Variable	rd = rt << rs	R 0 / 4
<b>srlv</b>	rd, rt, rs	Shift Right Logical Variable	rd = rt >> rs	R 0 / 6
<b>sraw</b>	rd, rt, rs	Shift Right Arithmetic Variable	rd = rt >> rs	R 0 / 7
<b>slt</b>	rd, rs, rt	Set if Less Than	rd = rs < rt ? 1 : 0	R 0 / 2a
<b>sltu</b>	rd, rs, rt	Set if Less Than Unsigned	rd = rs < rt ? 1 : 0	R 0 / 2b
<b>slti</b>	rt, rs, imm	Set if Less Than Imm.	rt = rs < imm <sub>±</sub> ? 1 : 0	I a
<b>sltiu</b>	rt, rs, imm	Set if Less Than Imm. Unsigned	rt = rs < imm <sub>±</sub> ? 1 : 0	I b
<b>j</b>	addr	Jump	PC = PC&0xF0000000   (addr <sub>0</sub> << 2)	J 2
<b>jal</b>	addr	Jump And Link	\$ra = PC + 8; PC = PC&0xF0000000   (addr <sub>0</sub> << 2)	J 3
<b>jr</b>	rs	Jump Register	PC = rs	R 0 / 8
<b>jalr</b>	rs	Jump And Link Register	\$ra = PC + 8; PC = rs	R 0 / 9
<b>beq</b>	rt, rs, imm	Branch if Equal	if (rs == rt) PC += 4 + (imm <sub>±</sub> << 2)	I 4
<b>bne</b>	rt, rs, imm	Branch if Not Equal	if (rs != rt) PC += 4 + (imm <sub>±</sub> << 2)	I 5
<b>syscall</b>		System Call	c0_cause = 8 << 2; c0_epc = PC; PC = 0x80000080	R 0 / c
<b>lui</b>	rt, imm	Load Upper Imm.	rt = imm << 16	I f
<b>lb</b>	rt, imm(rs)	Load Byte	rt = SignExt(M <sub>1</sub> [rs + imm <sub>±</sub> ])	I 20
<b>lbu</b>	rt, imm(rs)	Load Byte Unsigned	rt = M <sub>1</sub> [rs + imm <sub>±</sub> ] & 0xFF	I 24
<b>lh</b>	rt, imm(rs)	Load Half	rt = SignExt(M <sub>2</sub> [rs + imm <sub>±</sub> ])	I 21
<b>lhu</b>	rt, imm(rs)	Load Half Unsigned	rt = M <sub>2</sub> [rs + imm <sub>±</sub> ] & 0xFFFF	I 25
<b>lw</b>	rt, imm(rs)	Load Word	rt = M <sub>4</sub> [rs + imm <sub>±</sub> ]	I 23
<b>sb</b>	rt, imm(rs)	Store Byte	M <sub>1</sub> [rs + imm <sub>±</sub> ] = rt	I 28
<b>sh</b>	rt, imm(rs)	Store Half	M <sub>2</sub> [rs + imm <sub>±</sub> ] = rt	I 29
<b>sw</b>	rt, imm(rs)	Store Word	M <sub>4</sub> [rs + imm <sub>±</sub> ] = rt	I 2b
<b>ll</b>	rt, imm(rs)	Load Linked	rt = M <sub>4</sub> [rs + imm <sub>±</sub> ]	I 30
<b>sc</b>	rt, imm(rs)	Store Conditional	M <sub>4</sub> [rs + imm <sub>±</sub> ] = rt; rt = atomic ? 1 : 0	I 38

## pseudo-instructions

<b>bge</b>	rx, ry, imm	Branch if Greater or Equal
<b>bgt</b>	rx, ry, imm	Branch if Greater Than
<b>ble</b>	rx, ry, imm	Branch if Less or Equal
<b>blt</b>	rx, ry, imm	Branch if Less Than
<b>la</b>	rx, label	Load Address
<b>li</b>	rx, imm	Load Immediate
<b>move</b>	rx, ry	Move register
<b>nop</b>		No Operation

## BASIC INSTRUCTION FORMATS

<b>R</b>	
<b>I</b>	
<b>J</b>	

## syscall codes for MARS/SPIM

1	print integer
2	print float
3	print double
4	print string
5	read integer
6	read float
7	read double
8	read string
9	sbrk/alloc. mem.
10	exit
11	print character
12	read character
13	open file
14	read file
15	write to file
16	close file

## exception causes

0	interrupt
1	TLB protection
2	TLB miss L/F
3	TLB miss S
4	bad address L/F
5	bad address S
6	bus error F
7	bus error L/S
8	syscall
9	break
a	a reserved instr.
b	coproc. unusable
c	arith. overflow

F: fetch instr.

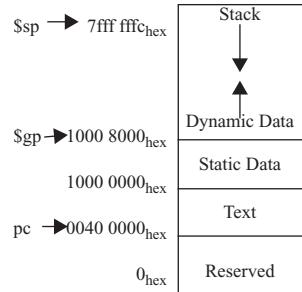
L: load data

S: store data

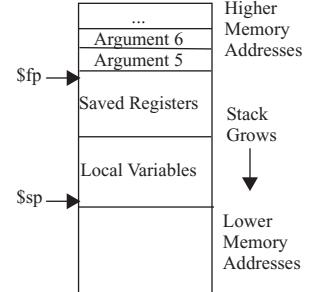
## REGISTER NAME, NUMBER, USE, CALL CONVENTION

NAME	NUMBER	USE	PRESERVED ACROSS A CALL?
\$zero	0	The Constant Value 0	N.A.
\$at	1	Assembler Temporary	No
\$v0-\$v1	2-3	Values for Function Results and Expression Evaluation	No
\$a0-\$a3	4-7	Arguments	No
\$t0-\$t7	8-15	Temporaries	No
\$s0-\$s7	16-23	Saved Temporaries	Yes
\$t8-\$t9	24-25	Temporaries	No
\$k0-\$k1	26-27	Reserved for OS Kernel	No
\$gp	28	Global Pointer	Yes
\$sp	29	Stack Pointer	Yes
\$fp	30	Frame Pointer	Yes
\$ra	31	Return Address	No

## MEMORY ALLOCATION



## STACK FRAME



## ASSEMBLER DIRECTIVES

.data [addr]*	Subsequent items are stored in the data segment
.kdata [addr]*	Subsequent items are stored in the kernel data segment
.ktext [addr]*	Subsequent items are stored in the kernel text segment
.text [addr]*	Subsequent items are stored in the text * starting at [addr] if specified
.ascii str	Store string str in memory, but do not null-terminate it
.asciiz str	Store string str in memory and null-terminate it
.byte b <sub>1</sub> ,...,b <sub>n</sub>	Store the n values in successive bytes of memory
.double d <sub>1</sub> ,...,d <sub>n</sub>	Store the n floating-point double precision numbers in successive memory locations
.float f <sub>1</sub> ,...,f <sub>1</sub>	Store the n floating-point single precision numbers in successive memory locations
.half h <sub>1</sub> ,...,h <sub>n</sub>	Store the n 16-bit quantities in successive memory halfwords
.word w <sub>1</sub> ,...,w <sub>n</sub>	Store the n 32-bit quantities in successive memory words
.space n	Allocate n bytes of space in the current segment
.extern symsize	Declare that the datum stored at sym is size bytes large and is a global label
.globl sym	Declare that label sym is global and can be referenced from other files
.align n	Align the next datum on a 2 <sup>n</sup> byte boundary, until the next .data or .kdata directive
.set at	Tells SPIM to complain if subsequent instructions use \$at
.set noat	Prevents SPIM from complaining if subsequent instructions use \$at

## SYSCALLS

SERVICE	\$v0	ARGS	RESULT
print_int	1	integer \$a0	
print_float	2	float \$f12	
print_double	3	double \$f12/\$f13	
print_string	4	string \$a0	
read_int	5		integer (in \$v0)
read_float	6		float (in \$f0)
read_double	7		double (in \$f0)
read_string	8	buf \$a0, buflen \$a1	
sbrk	9	amount \$a	address (in \$v0)
exit	10		