Bài 3 :

lw $s0, 8($a0) # load $s0 from memory at address $t2 + 8

|  |  |  |
| --- | --- | --- |
| **Tín hiệu** | **Giá trị** | **Giải thích** |
| RegDest | 0 |  |
| RegWrite | 1 |  |
| MemRead | 1 |  |
| MemWrite | 0 |  |
| MemtoReg | 1 |  |
| Beq | 0 |  |
| Bne | 0 |  |
| ExtOp | 1 |  |
| Jump | x |  |
| ALUSrc | 1 |  |

sw $s0, 8($a0) # store $s0 to memory at address $a0 + 8

|  |  |  |
| --- | --- | --- |
| **Tín hiệu** | **Giá trị** | **Giải thích** |
| RegDest | x |  |
| RegWrite | 0 |  |
| MemRead | 0 |  |
| MemWrite | 1 |  |
| MemtoReg | x |  |
| Beq | 0 |  |
| Bne | 0 |  |
| ExtOp | 1 |  |
| Jump | 0 |  |
| ALUSrc | 0 |  |

add $s0, $s1, $s2 # add s0 = s1 + s2

|  |  |
| --- | --- |
| **Tín hiệu** | **Giá trị** |
| RegDest | 1 |
| RegWrite | 1 |
| MemRead | 1 |
| MemWrite | 0 |
| MemtoReg | 1 |
| Beq | 0 |
| Bne | 0 |
| ExtOp | 0 |
| Jump | 0 |
| ALUSrc | 0 |

beq $t2, $t1, label # branch on equal, if $t2 == $t1 branch to label

|  |  |
| --- | --- |
| **Tín hiệu** | **Giá trị** |
| RegDest | x |
| RegWrite | 0 |
| MemRead | 0 |
| MemWrite | 0 |
| MemtoReg | 1 |
| Beq | 1 |
| Bne | 0 |
| ExtOp | x |
| Jump | 0 |
| ALUSrc | x |

j label

|  |  |
| --- | --- |
| **Tín hiệu** | **Giá trị** |
| RegDest | x |
| RegWrite | 0 |
| MemRead | 0 |
| MemWrite | 0 |
| MemtoReg | x |
| Beq | 0 |
| Bne | 0 |
| ExtOp | x |
| Jump | 1 |
| ALUSrc | x |