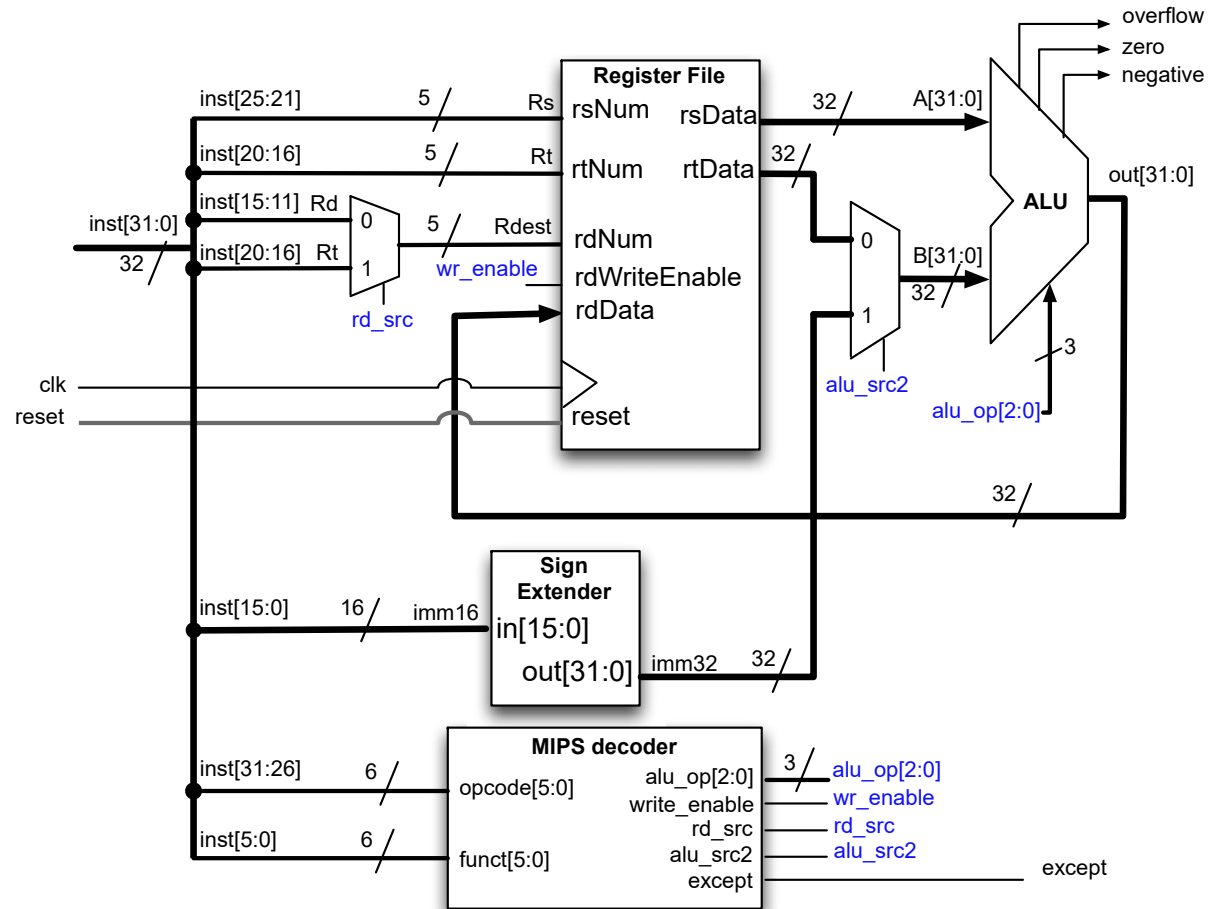


# **Instruction Decoding**

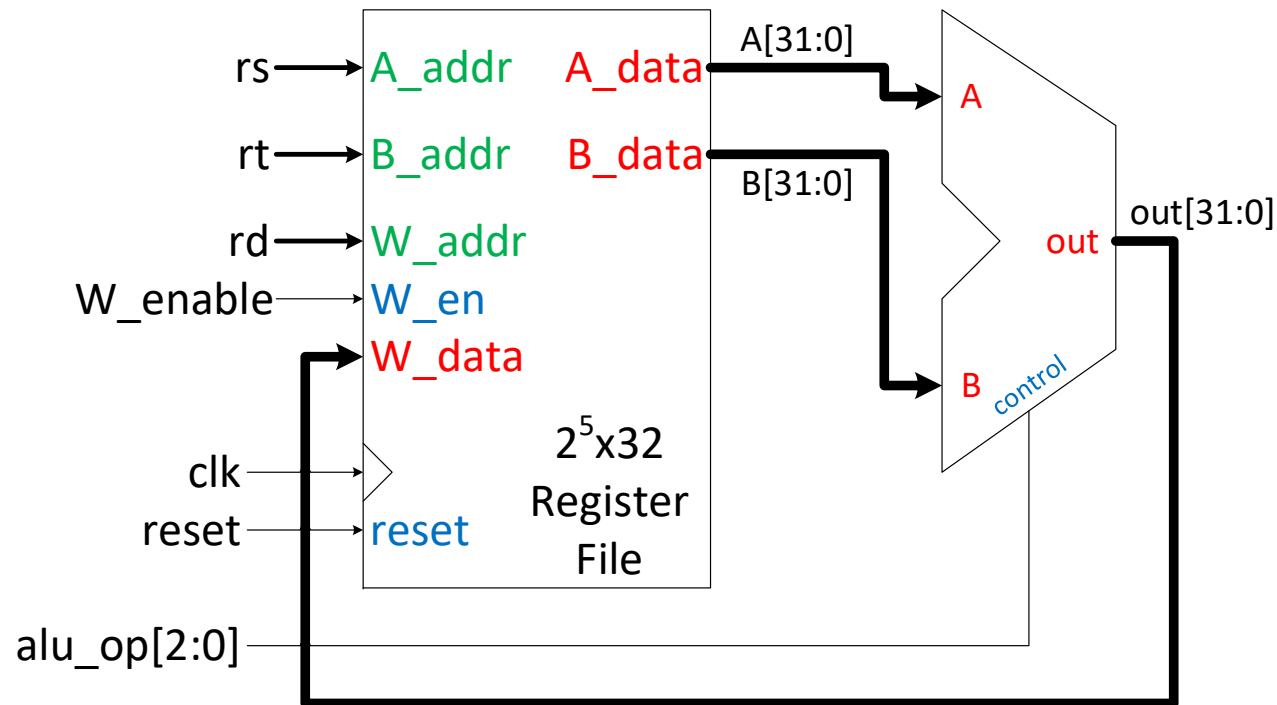
# By the End of Today's Lecture



# Today's lecture

- Instruction Encoding
  - R-type & I-type encodings
- Instruction Decoding
  - Operands
  - Sign-extending the immediate
  - Decoding the ALU operation

# How do instructions **control** the **datapath**?

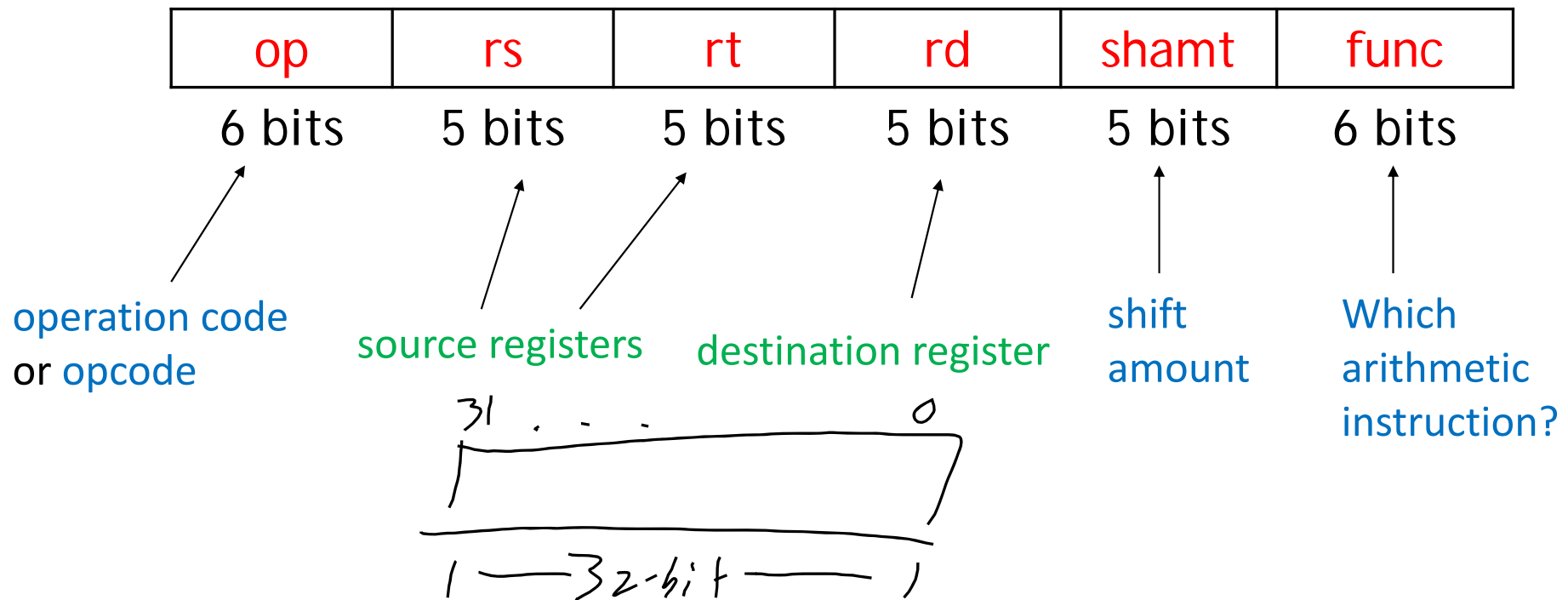


- First step is to learn how instructions are encoded

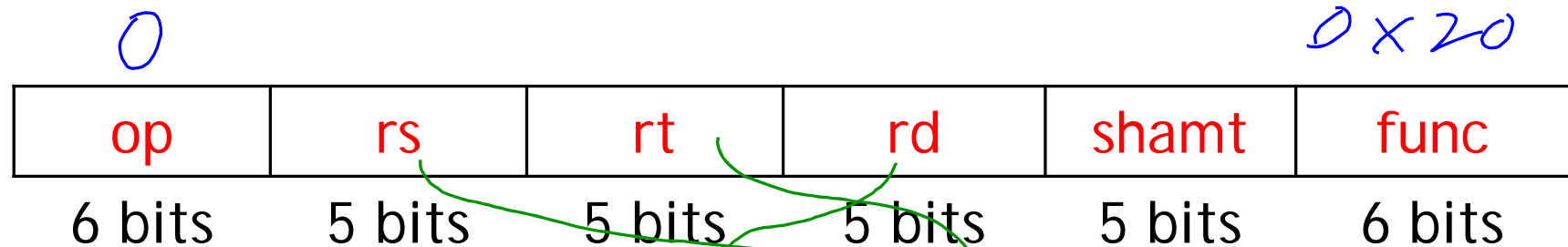
# **Machine language is a binary format that can be stored in memory**

- MIPS machine language is easy to decode
  - Each MIPS instruction is 32 bits wide
  - There are three instruction formats

# Register-to-register arithmetic instructions use the R-type format



# Register-to-register arithmetic instructions use the R-type format

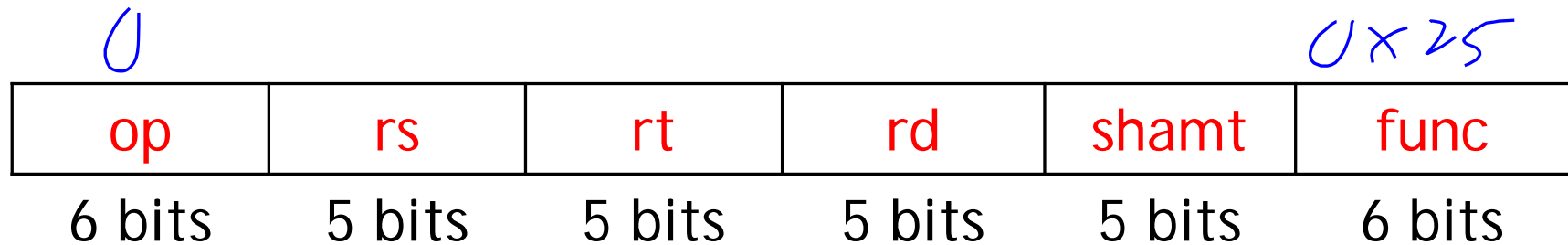


- Example:

**add** \$5, \$10, \$4

00 0000	01010	00100	00101	<del>xxxxx</del> 00000	10 0000
---------	-------	-------	-------	---------------------------	---------

# Register-to-register arithmetic instructions use the R-type format



▪ Example:

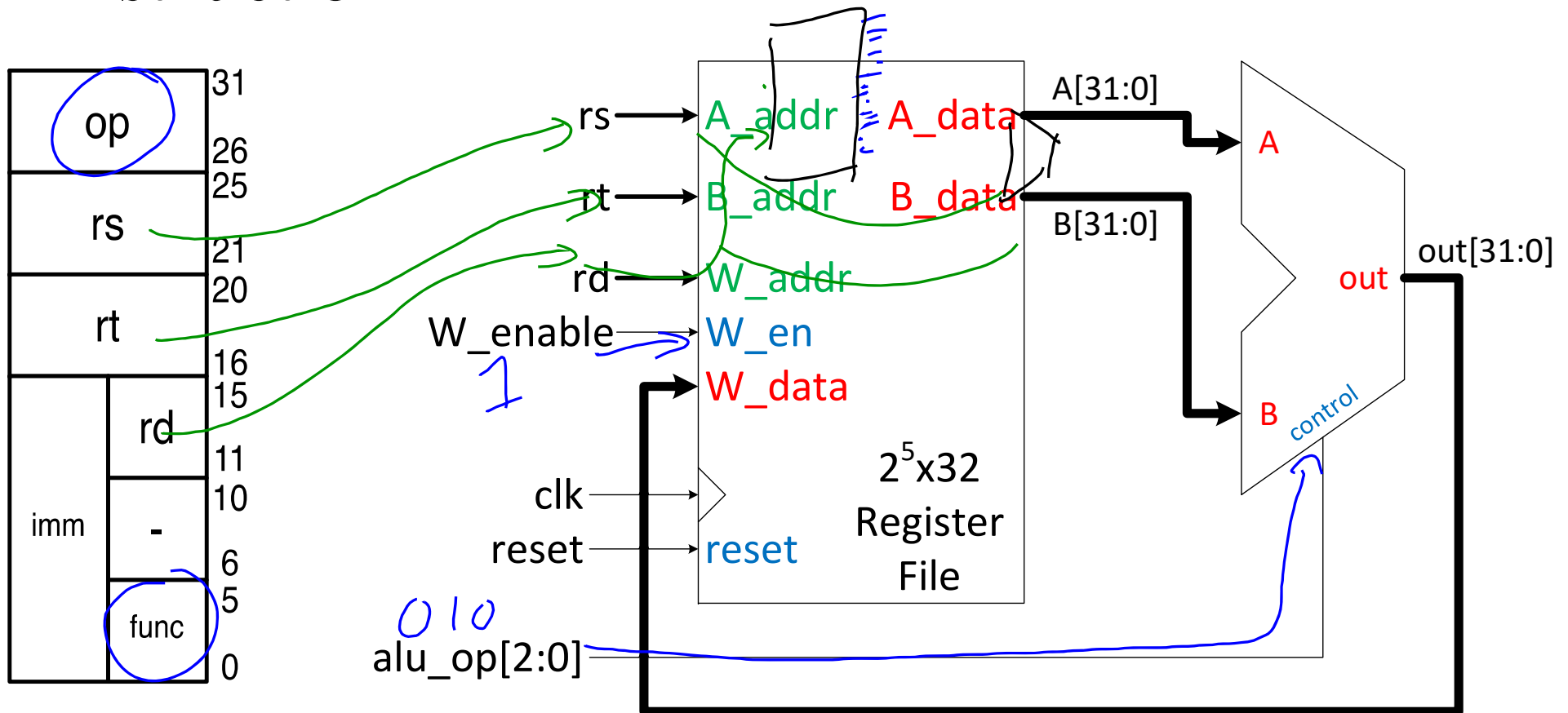
or \$22, \$13, \$8



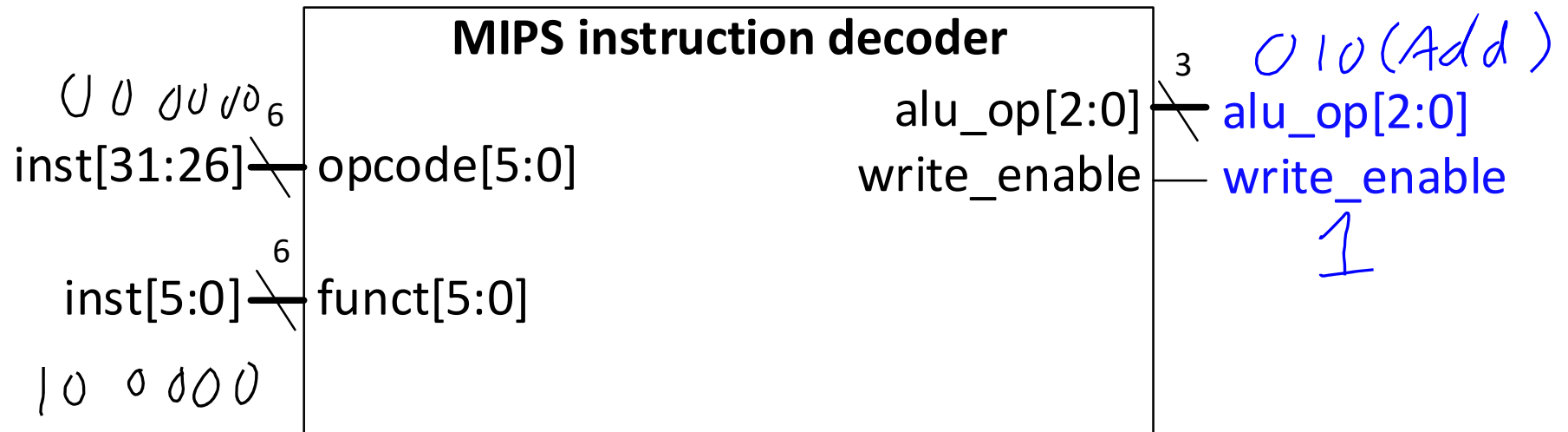
- a) xxxxx
- b) 01000
- c) 01101
- d) 10110



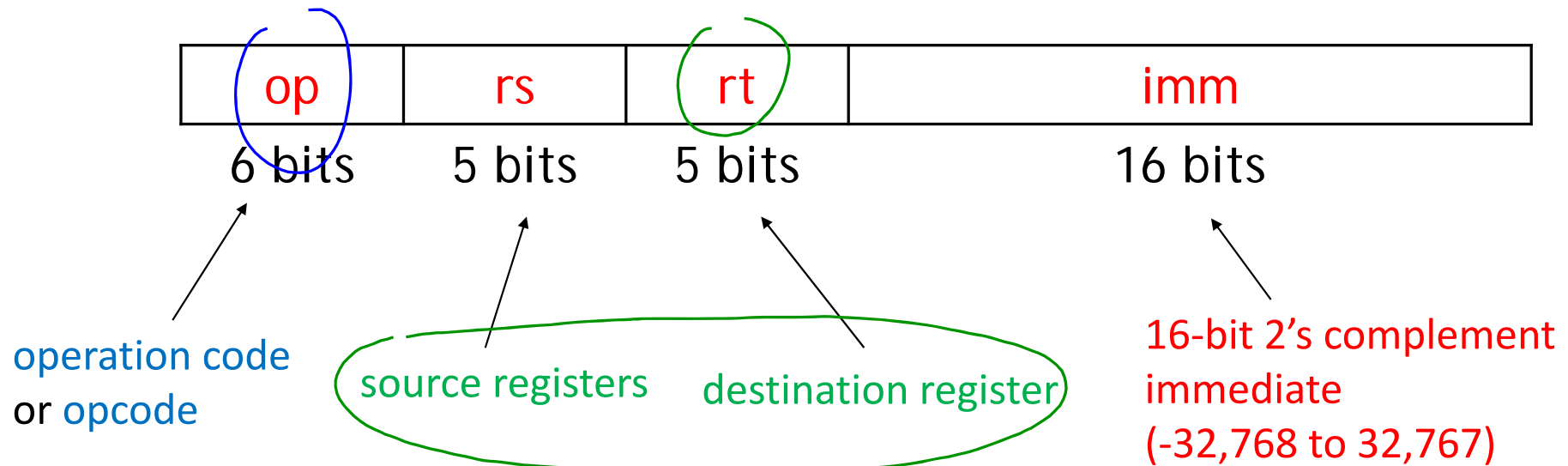
# Addresses can be extracted directly from the instruction



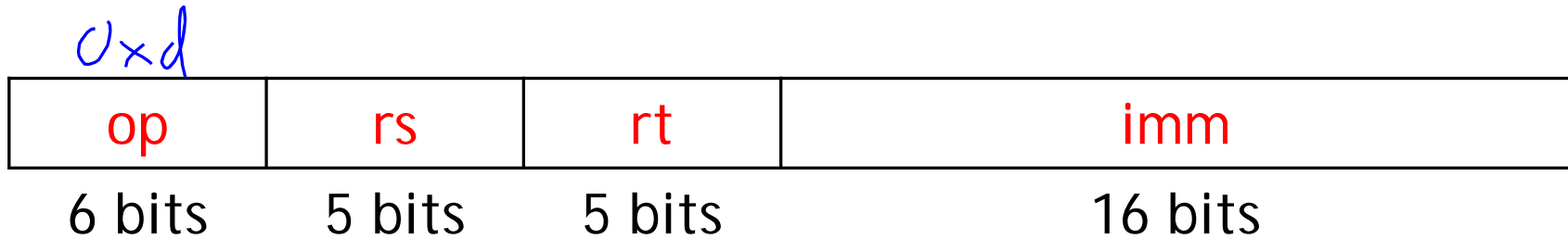
## Control signals are encoded in the instruction



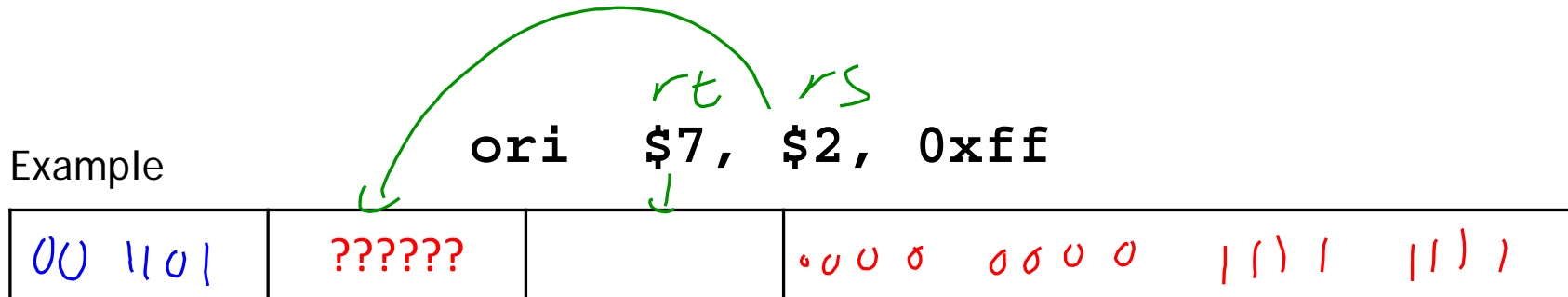
Instructions with immediates all use the I-  
type format.



Instructions with immediates all use the I-type format.

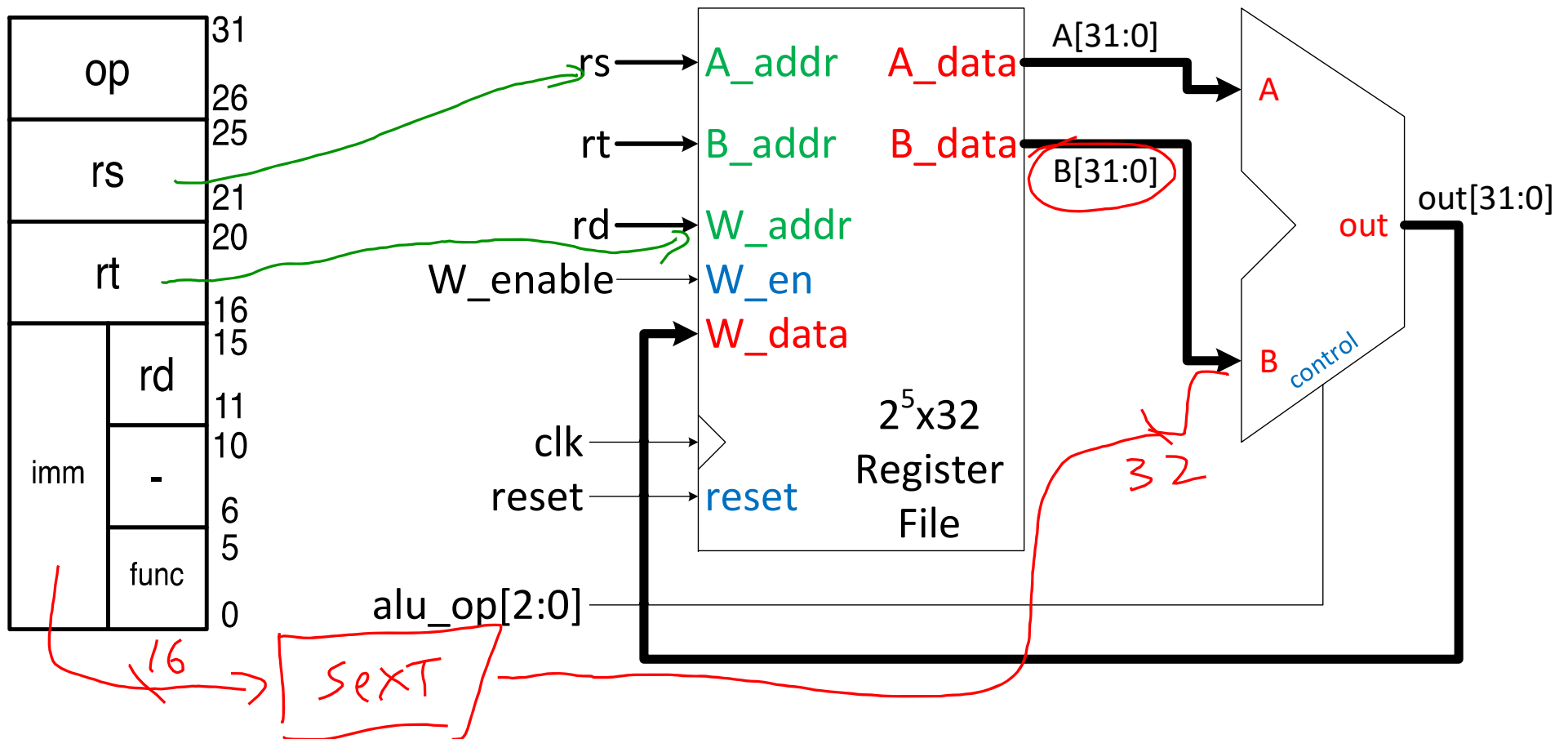


■ Example

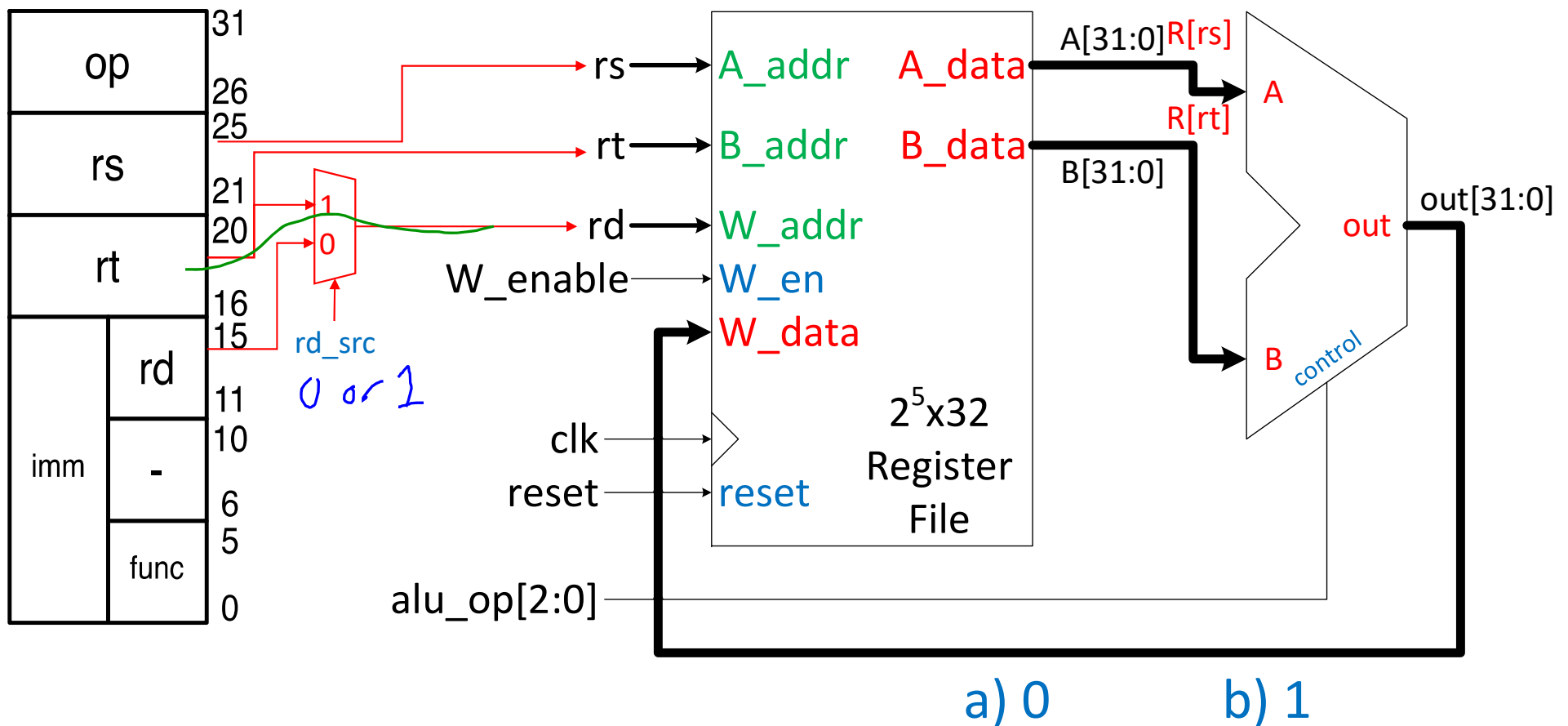


- a) 01101
- b) 00111
- c) 00010
- d) 11111

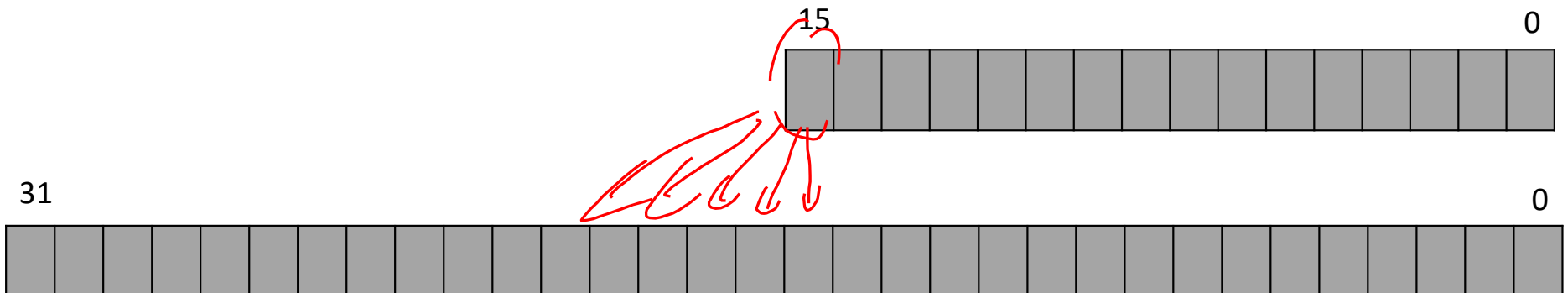
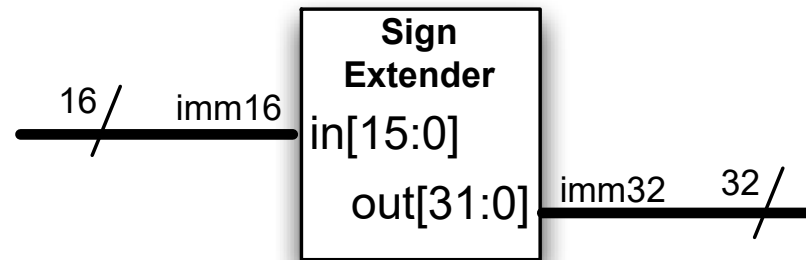
**Addresses** and **data** can be extracted directly from the instruction



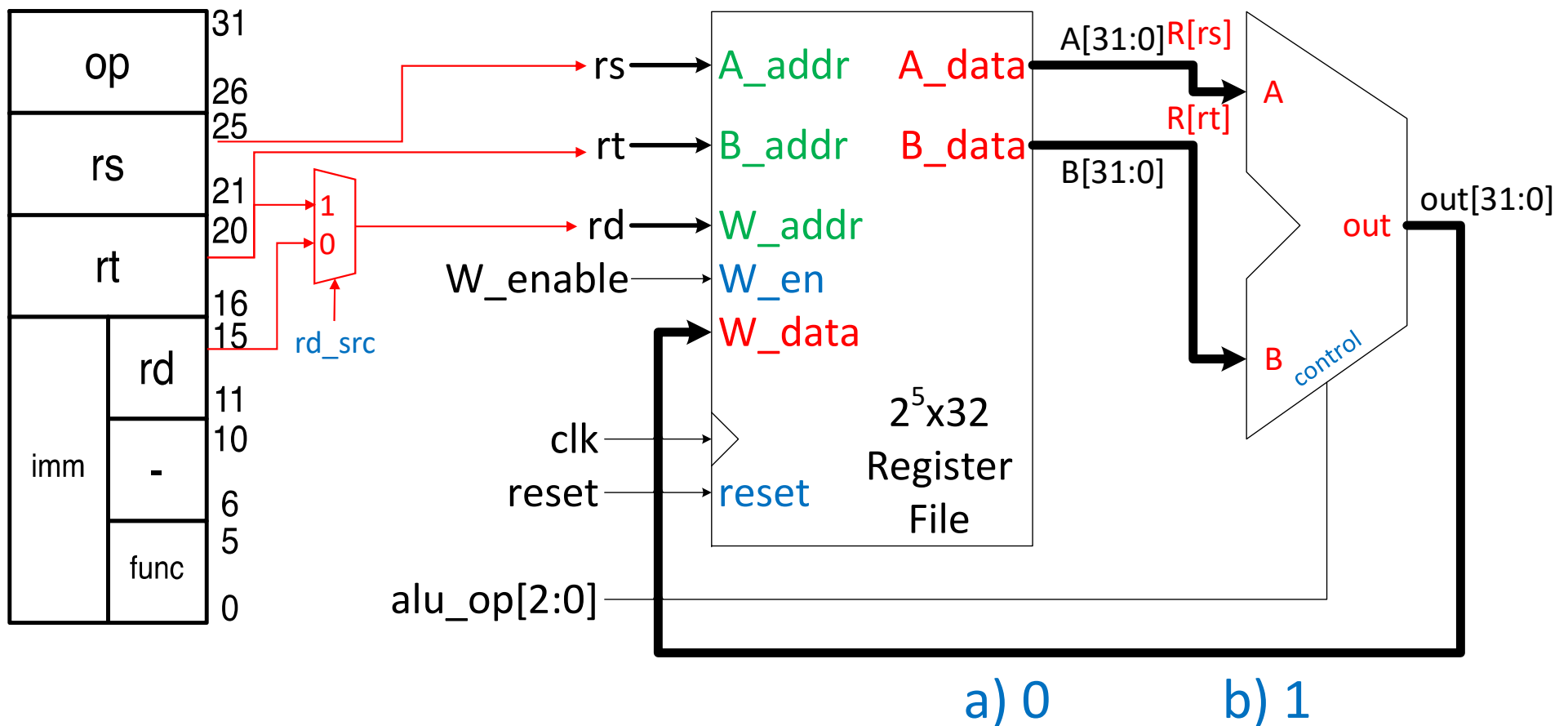
If we have an **I-type** instruction, what should the control signal **rd\_src** be?



# Sign Extension replicates the MSb of imm16

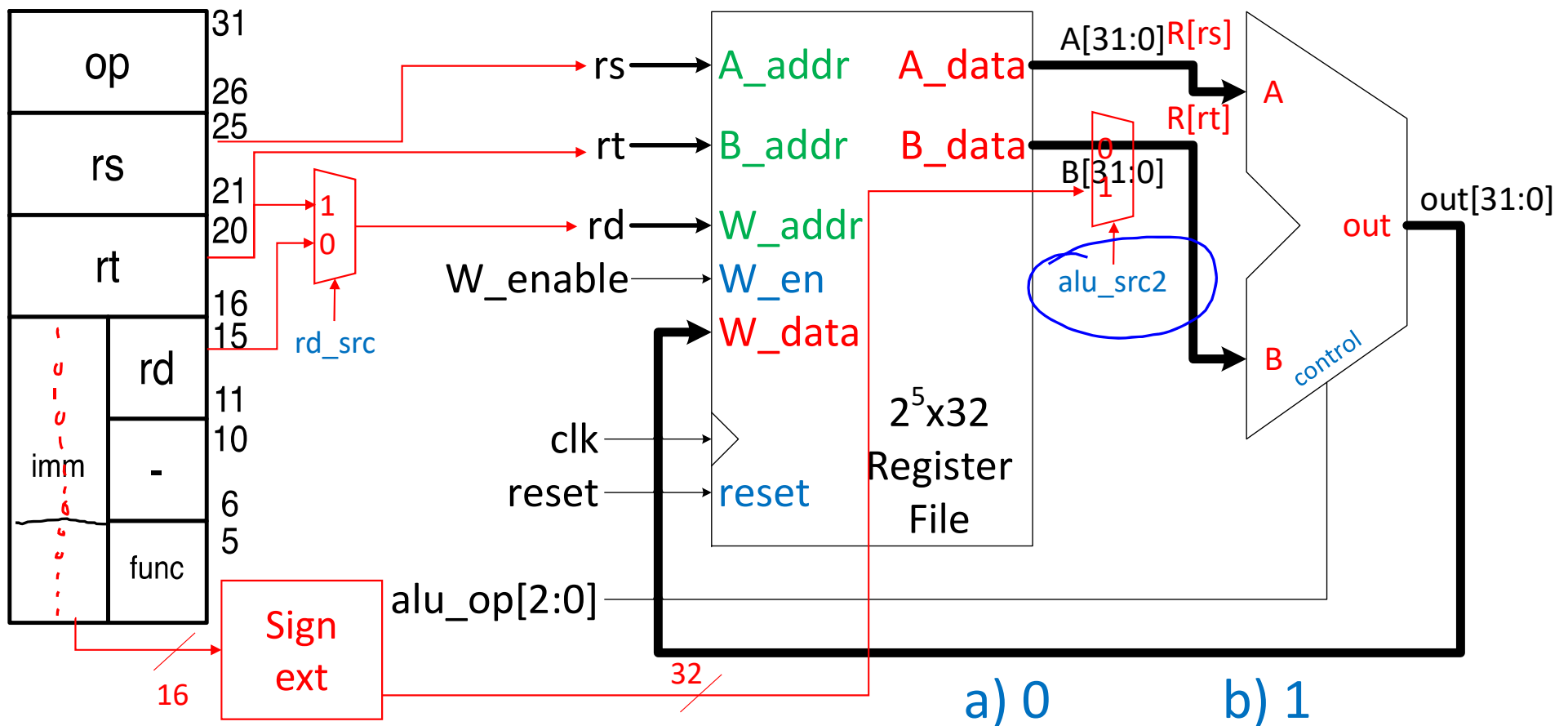


# Select behavior of the ALU B input based on instruction type

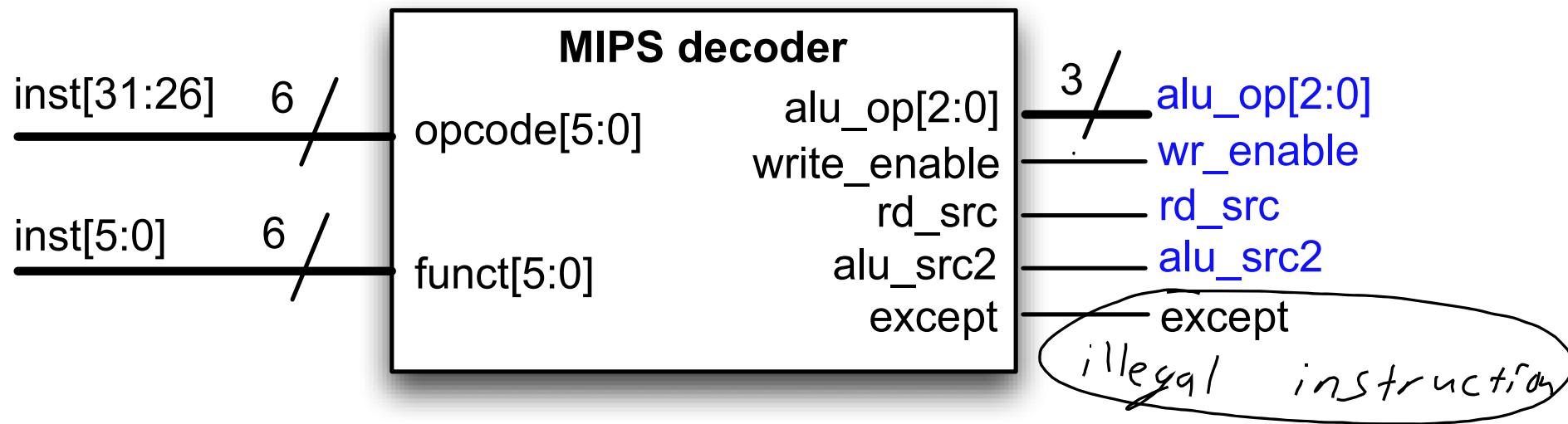




If we have an **R-type** instruction, what should the control signal **alu\_src2** be?



The instruction decoder translates bits from the instruction into **control** signals



# Use a table to decode **instructions** into **control signals**

Instruction	opcode	func	alu_op	rd_src	alu_src2	wr_enable
add	000000	100000	010	0	0	1
sub	000000	100010	011	0	0	1
and						
or						
nor						
xor						
addi						
andi						
ori	001101	<del>100000</del>	101	1	1	1
xori						