

Happy Friday!!  

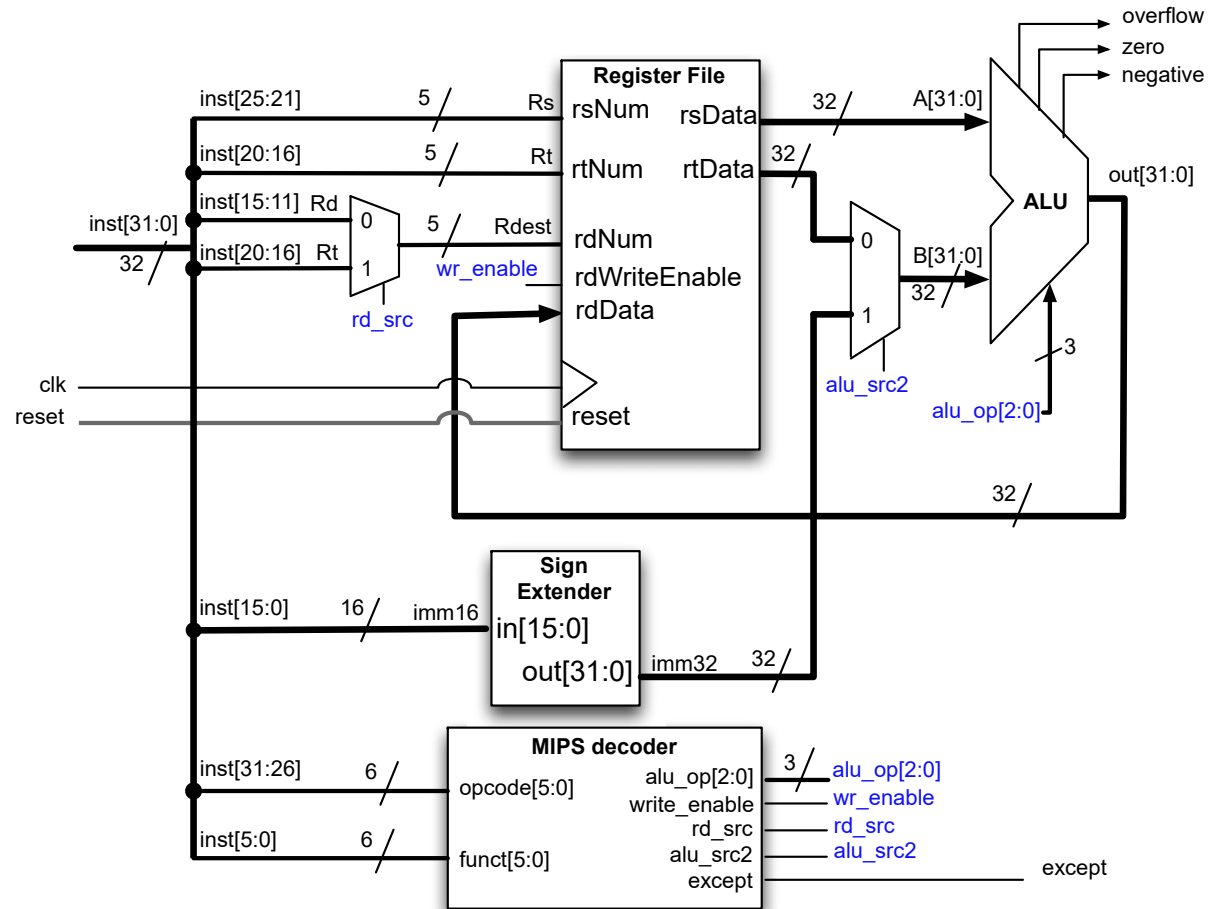

# Instruction Decoding

Example Control and Datapath problem on Piazza

Sign up for Second chance exam 1

Bring MIPS “Green Sheet” to lecture and discussion

# 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 can we write MIPS code to compute the following expression?

operation dest, src1, src2

$$z = 4 + (x * y - z)$$

Handwritten annotations for the expression above:

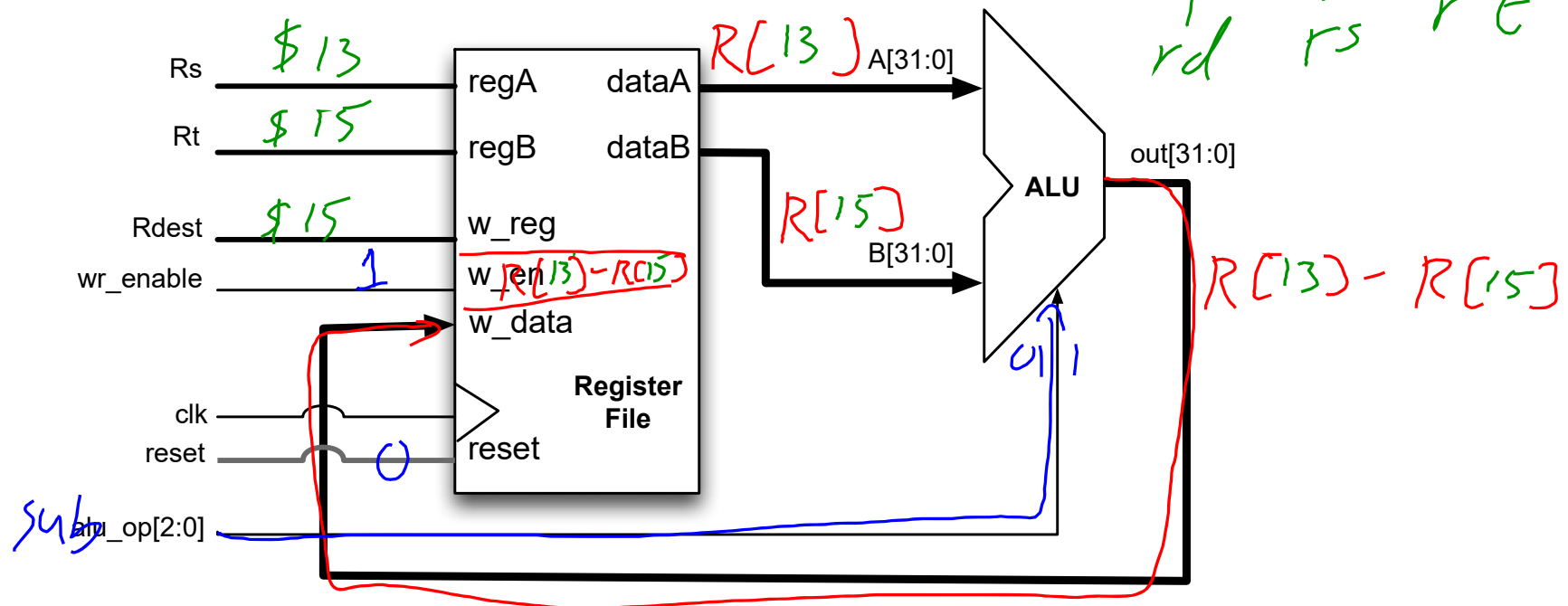
- A blue line under "add" is above the "+" sign.
- A blue line under "sub" is above the "-" sign.
- A blue line under "mult" is below the "\*" sign.
- Green arrows point from registers to variables: \$13 to x, \$20 to y, and \$15 to z.

- Assume the following register allocation:

- \$13 = x, \$20 = y, \$15 = z

```
mult    $13, $13, $20    # x * y
sub     $15, $13, $15    # (x * y) - z
add     $15, $15, 4
```

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



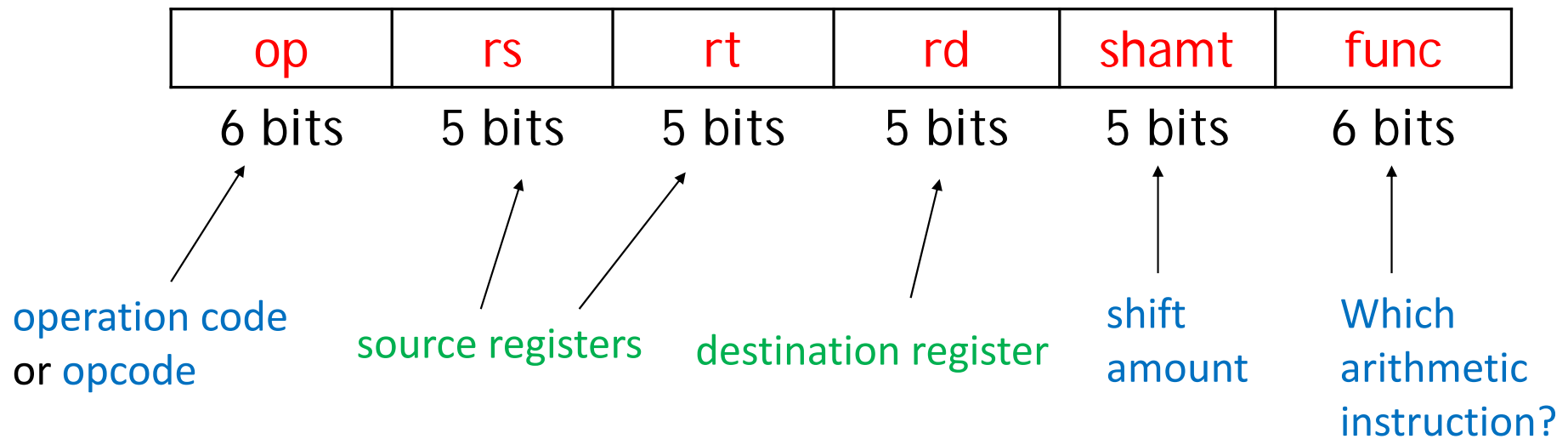
- First step is to learn how instructions are encoded

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

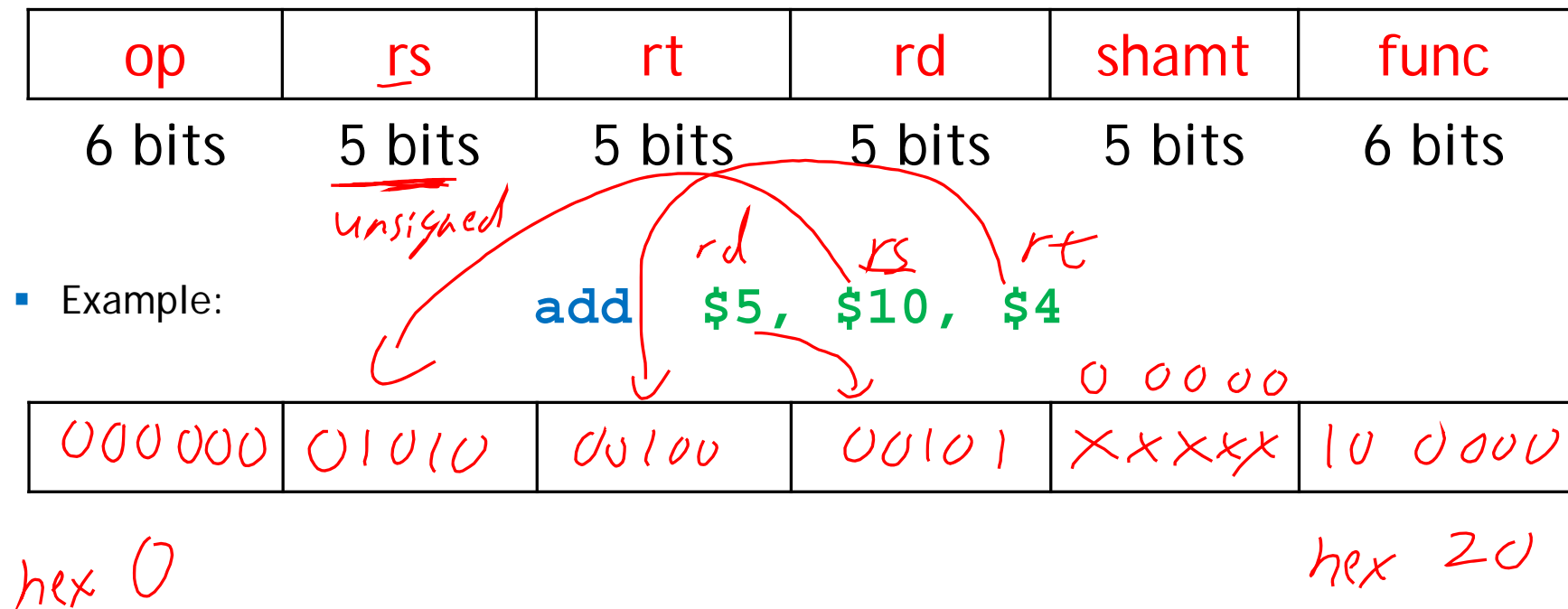
- MIPS machine language is easy to decode
  - Each MIPS instruction is 32 bits wide
  - There are three instruction formats

R I

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



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





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

op	rs	rt	rd	shamt	func
6 bits	5 bits	5 bits	5 bits	5 bits	6 bits

- Example:

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

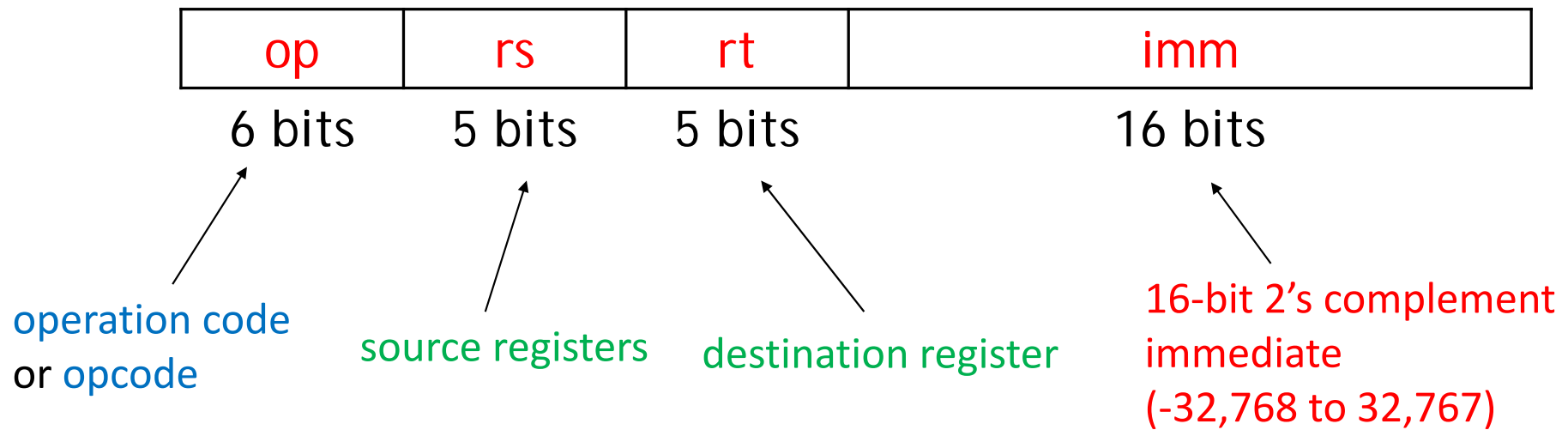
000000	01101	01000	?????	xxxxx	100101
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x0

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

x 25

Instructions with immediates all use the I-  
type format.



Instructions with immediates all use the I-type format.

op	rs	rt	imm
6 bits	5 bits	5 bits	16 bits

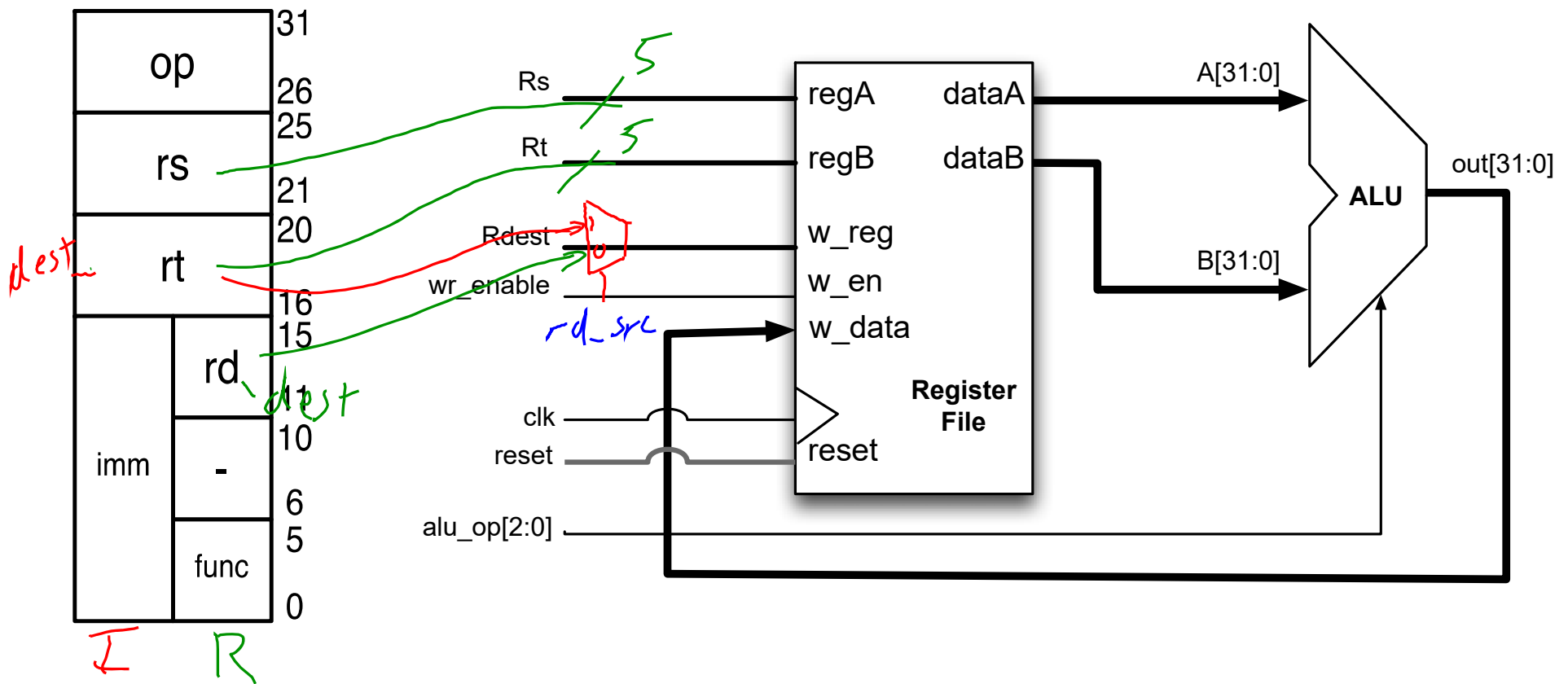
- Example *rt* *rs* *imm*  
`ori $7, $2, 0xff`

00 1101	??????	00 111	0000 0000 1111 1111
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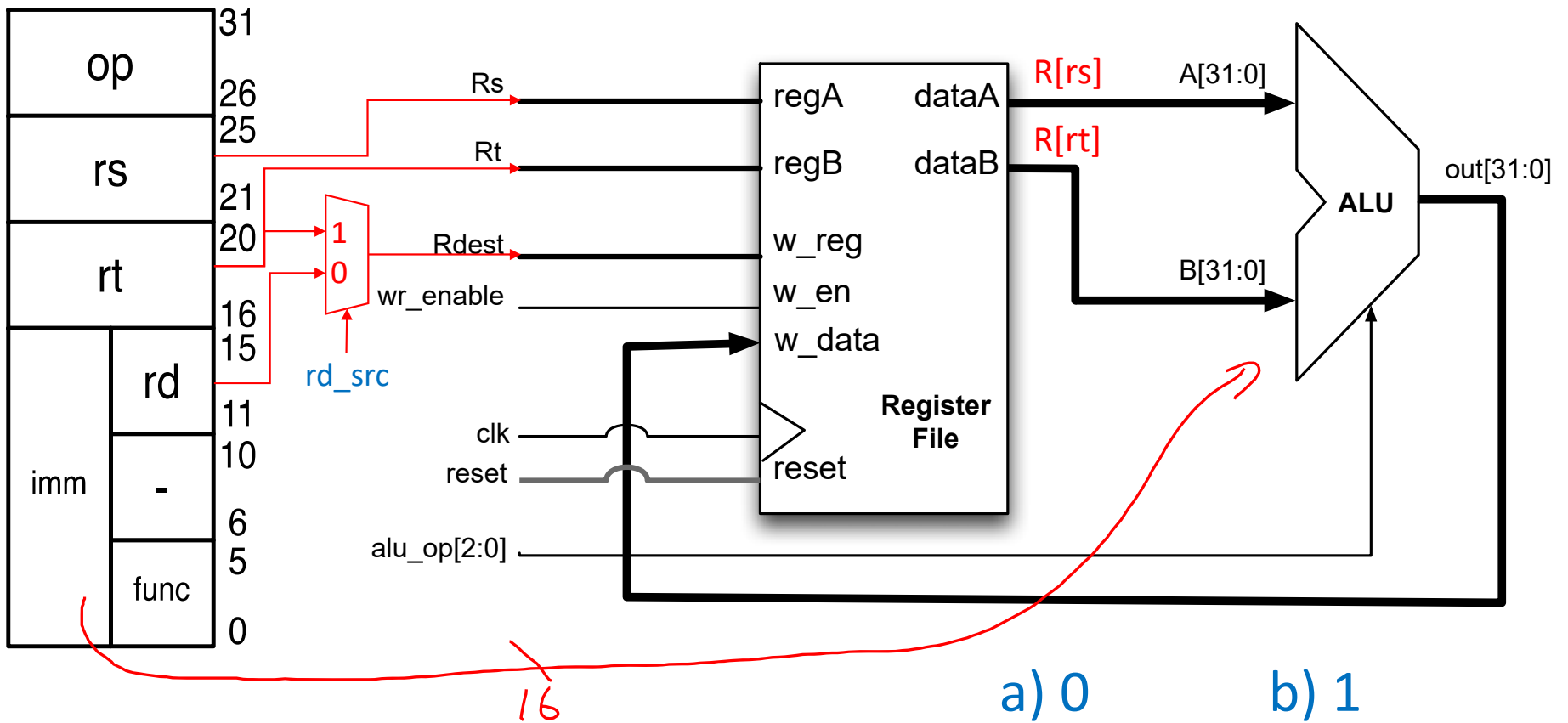
x d

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

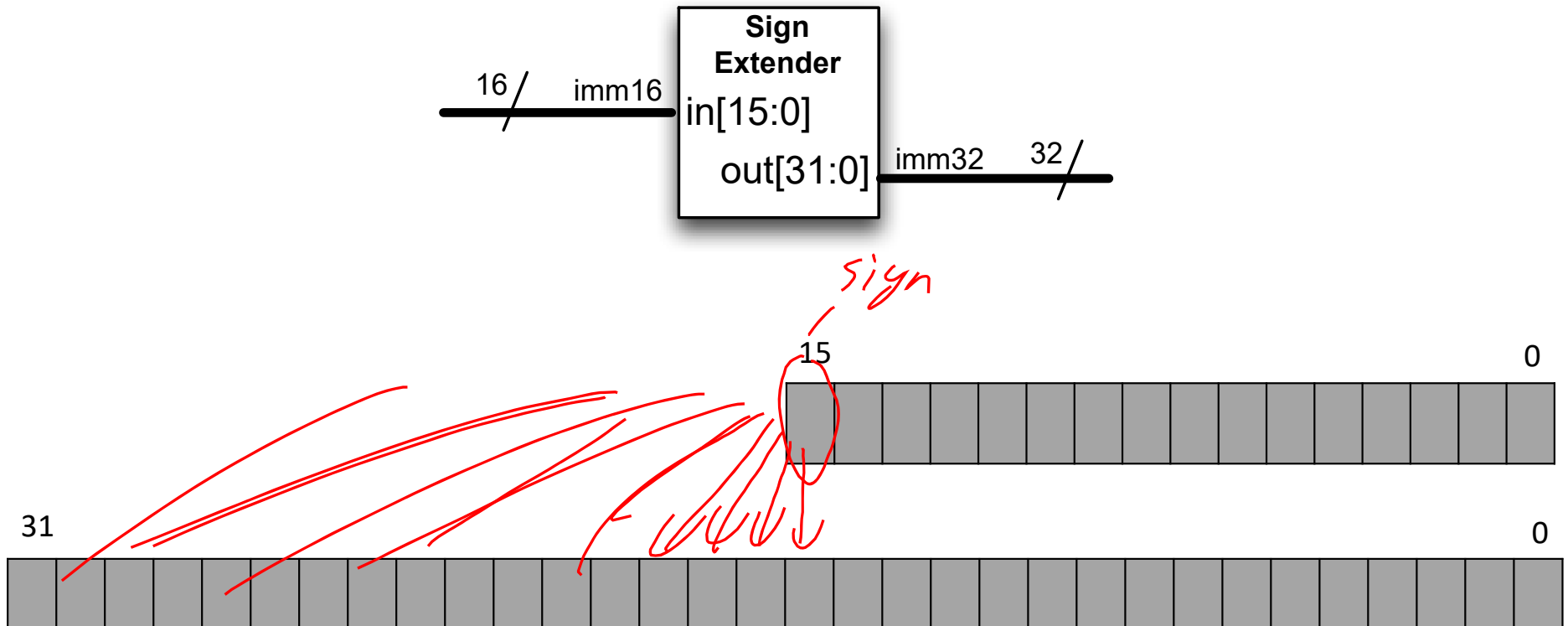
# Some **control** signals are encoded in the instruction



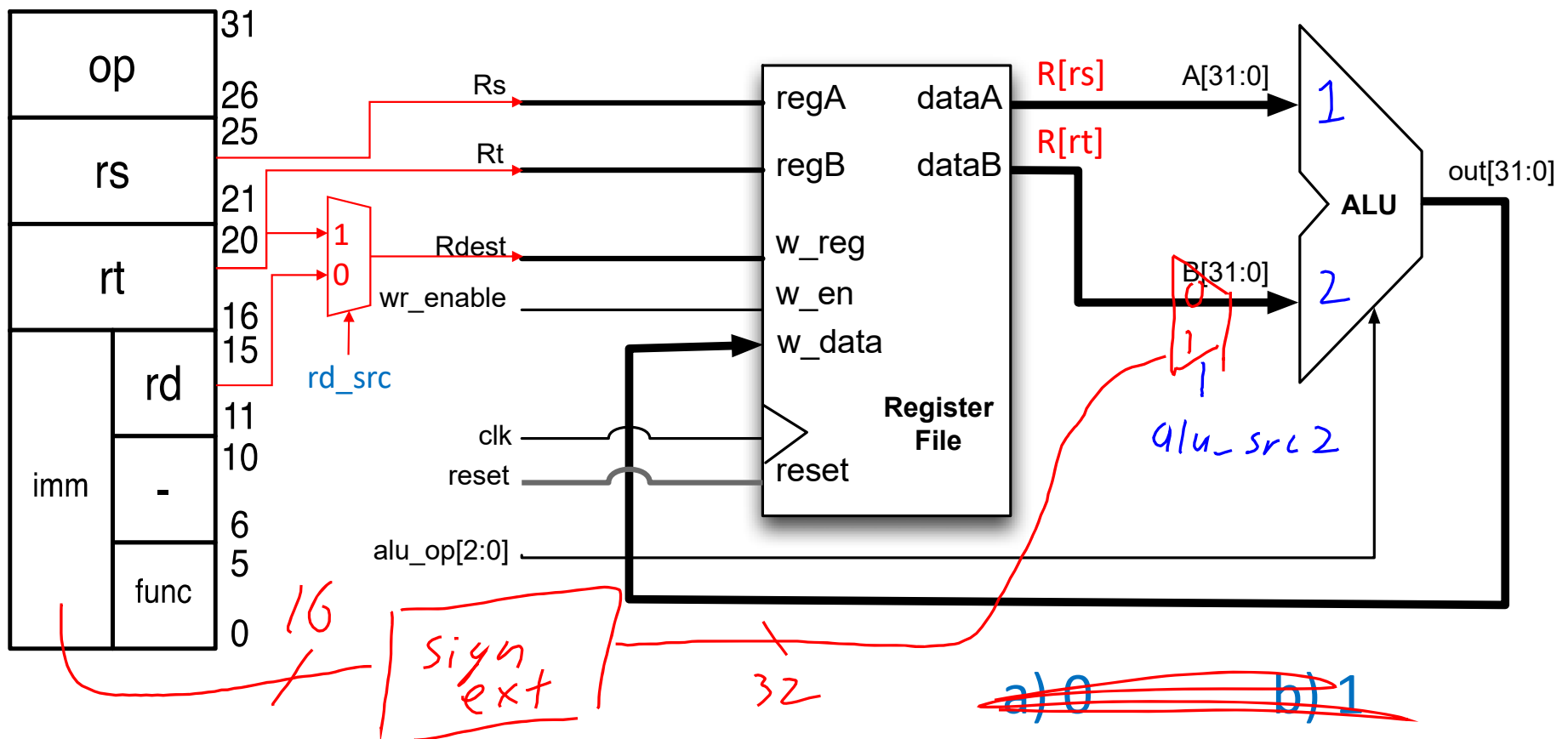
**If we have an I-type instruction, what should the control signal `rd_src` be?**



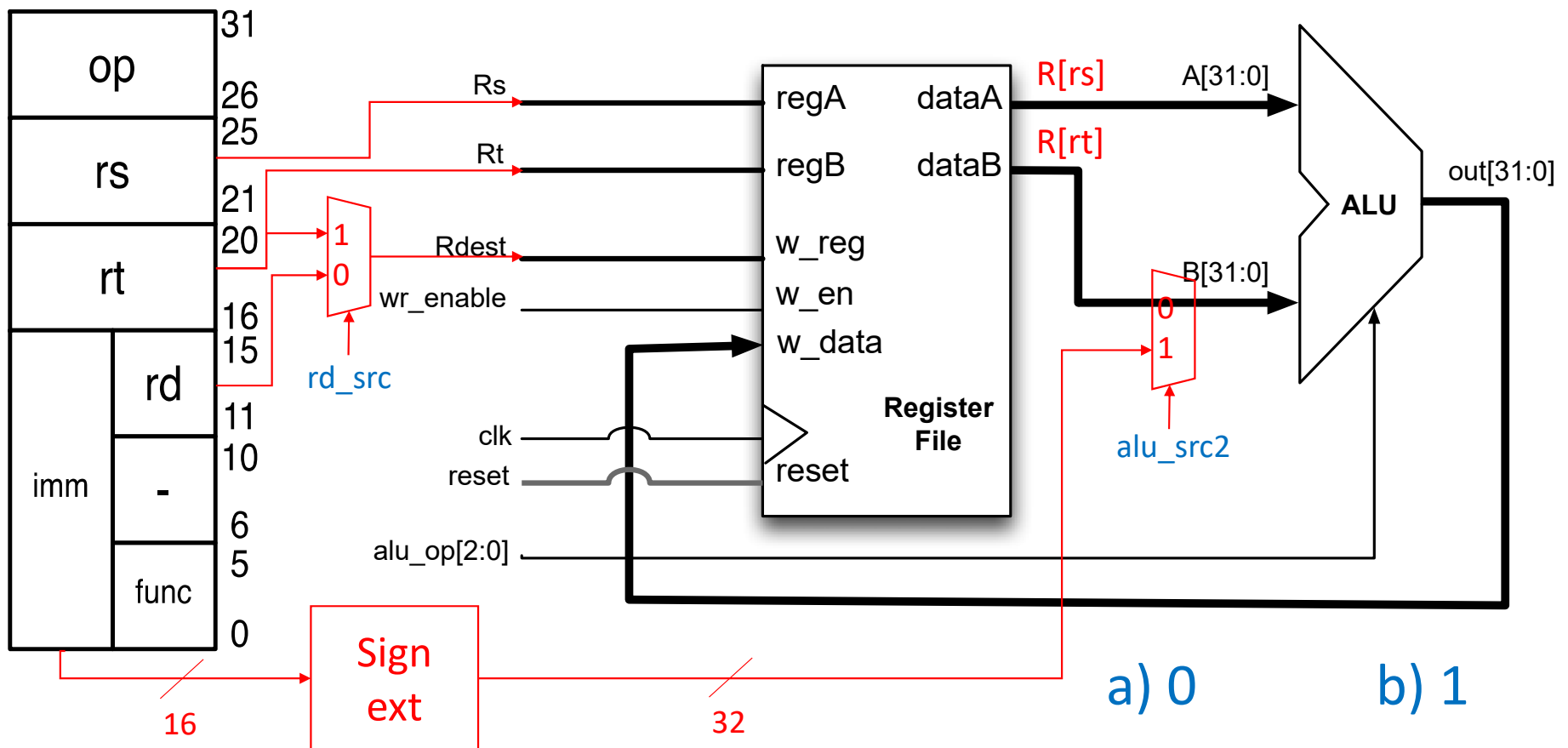
# Sign Extension replicates the MSb of imm16



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

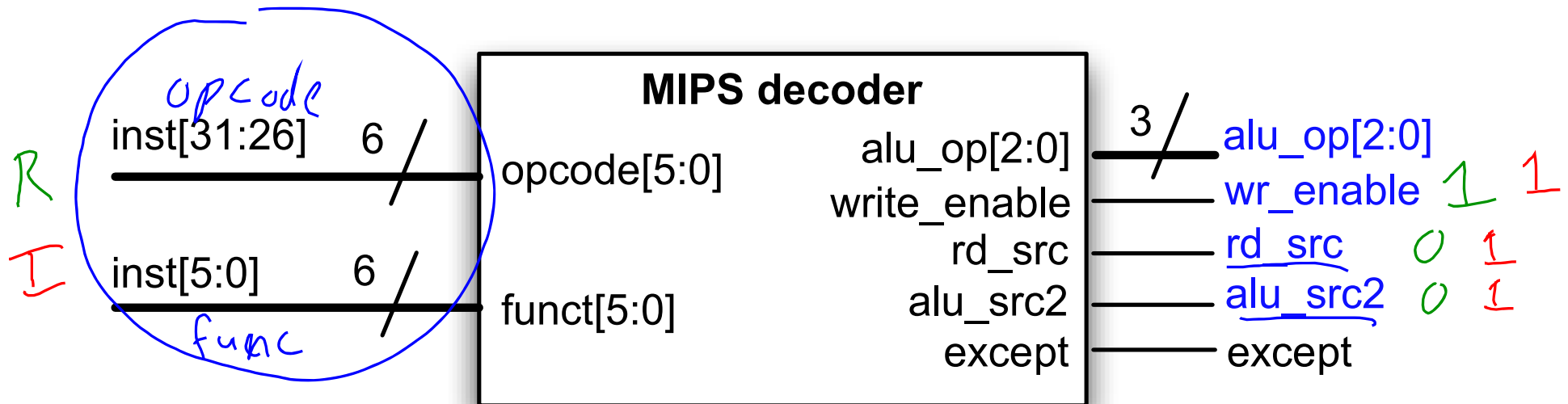


If we have an R-type instruction, what should the control signal **alu\_src2** be?





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



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

code			control signals			
Instruction	opcode	func	alu_op	rd_src	alu_src2	wr_enable
R { add	000000	10 0000	010	0	0	1
sub	000000	10 0010	011	0	0	1
and			:	0	0	1
or			:	0	0	1
nor			:	0	0	1
xor			:	0	0	1
I { addi	001000	??????	010	1	1	1
andi						
ori						
xori						

# Arithmetic Machine Datapath

