

# MIPS Addressing Modes

## Data Movement Instructions

In these instructions, assume rs is a register that contains an address.

INSTRUCTION	SYNTAX	DESCRIPTION
Load Word		<ul style="list-style-type: none"><li>→ Go to the memory address stored in rs.</li><li>→ Get 4 bytes of data, starting from the memory address in rs</li><li>→ Load data into register rt</li><li>→ Register rs must be word aligned</li></ul>
Load Half		<ul style="list-style-type: none"><li>→ Go to the memory address stored in rs.</li><li>→ Get 2 bytes of data, starting from the memory address in rs</li><li>→ Load data into least significant 2 bytes of register rt</li><li>→ Sign extend to fill the rest of the bits in register rt</li><li>→ Register rs must be half word aligned</li></ul>
Load Half Unsigned		<ul style="list-style-type: none"><li>→ Go to the memory address stored in rs.</li><li>→ Get 2 bytes of data, starting from the memory address in rs</li><li>→ Load data into least significant 2 bytes of register rt</li><li>→ Zero extend to fill the rest of the bits in register rt</li><li>→ Register rs must be half word aligned</li></ul>
Load Byte		<ul style="list-style-type: none"><li>→ Go to the memory address stored in rs.</li><li>→ Get 1 byte of data</li><li>→ Load data into least significant byte of register rt</li><li>→ Sign extend to fill the rest of the bits in register rt</li></ul>
Load Byte Unsigned		<ul style="list-style-type: none"><li>→ Go to the memory address stored in rs.</li><li>→ Get 1 byte of data</li><li>→ Load data into least significant byte of register rt</li><li>→ Zero extend to fill the rest of the bits in register rt</li></ul>

INSTRUCTION	SYNTAX	DESCRIPTION
Store Word		→ Store data in rt starting at memory address rs → Register rs must be word aligned
Store Half		→ Store least significant 2 bytes of data in rt starting at memory address rs → Register rs must be half word aligned
Store Byte		→ Store least significant byte of data in rt starting at memory address rs

## Addressing Modes

Ways of accessing operands

1 - \_\_\_\_\_

2 - \_\_\_\_\_

3 - \_\_\_\_\_

4 - \_\_\_\_\_

5 - \_\_\_\_\_

### Register Direct

Operands are in registers.

Syntax: \_\_\_\_\_

e.g. \_\_\_\_\_

### Immediate

Operand is a constant in the instruction.

Syntax: \_\_\_\_\_

e.g. \_\_\_\_\_

\_\_\_\_\_

*Register Indirect / Base + Offset / Displacement*

Register Indirect

Memory address is contained in rs.

Syntax: \_\_\_\_\_

<p>What is the value of \$t0?</p> <pre>ADDIU \$t1 \$zero 0x1010 LW    \$t0 (\$t1)</pre> <p>\$t0 = 0x _____</p>	<table border="1"> <thead> <tr> <th>ADDRESS</th><th>CONTENTS</th></tr> </thead> <tbody> <tr> <td>0x1013</td><td>0xFE</td></tr> <tr> <td>0x1012</td><td>0xED</td></tr> <tr> <td>0x1011</td><td>0xBA</td></tr> <tr> <td>0x1010</td><td>0xBE</td></tr> </tbody> </table>	ADDRESS	CONTENTS	0x1013	0xFE	0x1012	0xED	0x1011	0xBA	0x1010	0xBE
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<p>What is the value of \$t0?</p> <pre>ADDIU \$t6 \$zero 0x1010 LH    \$t0 (\$t6)</pre> <p>\$t0 = _____</p> <p>\$t0 = 0x _____</p>	<table border="1"> <thead> <tr> <th>ADDRESS</th><th>CONTENTS</th></tr> </thead> <tbody> <tr> <td>0x1013</td><td>0xFE</td></tr> <tr> <td>0x1012</td><td>0xED</td></tr> <tr> <td>0x1011</td><td>0xBA</td></tr> <tr> <td>0x1010</td><td>0xBE</td></tr> </tbody> </table>	ADDRESS	CONTENTS	0x1013	0xFE	0x1012	0xED	0x1011	0xBA	0x1010	0xBE
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Base + Offset / Displacement

Syntax: \_\_\_\_\_

Compute \_\_\_\_\_ by summing

Effective address - \_\_\_\_\_

e.g. \_\_\_\_\_

## Example, Base + Offset/Displacement

What is the value of \$t0?

```
ADDIU $t3    $zero 0x1010
```

```
LH     $t0  2($t3)
```

effective address: \_\_\_\_\_

\$t0 =

\_\_\_\_\_

\$t0 = 0x \_\_\_\_\_

ADDRESS	CONTENTS
0x1013	0xFE
0x1012	0xED
0x1011	0xBA
0x1010	0xBE

What is the value of \$t0?

```
ADDIU $t7    $zero 0x1014
```

```
LHU    $t0  -4($t7)
```

effective address: \_\_\_\_\_

\$t0 =

\_\_\_\_\_

\$t0 = 0x \_\_\_\_\_

ADDRESS	CONTENTS
0x1013	0xFE
0x1012	0xED
0x1011	0xBA
0x1010	0xBE

What does memory look like after these instructions?

```
ADDIU $t5    $zero 0x1015
```

```
ADDIU $t0    $zero 0x1234
```

```
SH     $t0  -3($t5)
```

effective address: \_\_\_\_\_

\_\_\_\_\_

Is there a memory alignment error?

ADDRESS	CONTENTS	
	BEFORE	AFTER
0x1015	0x87	
0x1014	0x65	
0x1013	0xFE	
0x1012	0xED	
0x1011	0xBA	
0x1010	0xBE	

What does memory look like after these instructions?

```
ADDIU $t2    $zero 0x1012
ADDIU $t0    $zero 0xEFAA
SB      $t0  1($t2)
```

effective address: \_\_\_\_\_

Is there a memory alignment error?

ADDRESS	CONTENTS	
	BEFORE	AFTER
0x1015	0x87	
0x1014	0x65	
0x1013	0xFE	
0x1012	0xED	
0x1011	0xBA	
0x1010	0xBE	

What does memory look like after these instructions?

```
ADDIU $t4    $zero 0x1015
ADDIU $t0    $zero 0x1234
SW      $t0  -3($t4)
```

effective address: \_\_\_\_\_

Is there a memory alignment error?

ADDRESS	CONTENTS	
	BEFORE	AFTER
0x1015	0x87	
0x1014	0x65	
0x1013	0xFE	
0x1012	0xED	
0x1011	0xBA	
0x1010	0xBE	

## Example

What is in \$t0 after the following instructions? Assume little endian memory storage.

```
1: ori  $t0  $zero 0xA5C11000
2: addi $t1  $zero 0x10000
3: sw   $t0  ($t1)
```

*ori \$t0 \$zero 0xA5C11000*

\$t0:
\$t1:

ADDRESS	CONTENTS

*addi \$t1 \$zero 0x10010000*

\$t0:
\$t1:

ADDRESS	CONTENTS

*sw \$t0 (\$t1)*

\$t0:
\$t1:

ADDRESS	CONTENTS

```
4: lb   $t0 1($t1)
5: sh   $t0 2($t1)
6: lw   $t0 ($t1)
```

*lb \$t0 1(\$t1)*

\$t0:
\$t1:

ADDRESS	CONTENTS

*sh \$t0 2(\$t1)*

\$t0:
\$t1:

ADDRESS	CONTENTS

*lw \$t0 (\$t1)*

\$t0:
\$t1:

ADDRESS	CONTENTS

## Example

The following program is executed. What is the state of memory and registers after each instruction? If unknown, write '?' Assume little endian memory storage.

```
1: li    $t1 0x10010004
2: li    $t0 0xC0FFEEEE
3: sw    $t0 ($t1)
```

*li \$t1 0x10010004*

\$t0:	
\$t1:	

ADDRESS	CONTENTS

*li \$t0 0xC0FFEEEE*

\$t0:	
\$t1:	

ADDRESS	CONTENTS

*sw \$t0 (\$t1)*

\$t0:	
\$t1:	

ADDRESS	CONTENTS

```
4: lb    $t0 3($t1)
5: sh    $t0 2($t1)
6: lw    $t0 ($t1)
```

*lb \$t0 3(\$t1)*

\$t0:	
\$t1:	

ADDRESS	CONTENTS

*sh \$t0 2(\$t1)*

\$t0:	
\$t1:	

ADDRESS	CONTENTS

*lw \$t0 (\$t1)*

\$t0:	
\$t1:	

ADDRESS	CONTENTS

*PC-Relative*

Used in branch instructions.

Branch target address: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Offset: \_\_\_\_\_

\_\_\_\_\_

The branch instruction address and branch target address will always be

\_\_\_\_\_

So, the offset will always be \_\_\_\_\_

e.g. \_\_\_\_\_

\_\_\_\_\_

The least significant 2 bits of the offset \_\_\_\_\_

So, \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Instruction Format

--	--	--	--



Example: Encode BNE \$t0 \$t1 LOOP

Text Segment				
Bkpt	Address	Code	Basic	Source
<input type="checkbox"/>	0x00400000	0x24080000	ADDIU \$8,\$0,0x00000000	3: ADDIU \$t0 \$zero 0
<input type="checkbox"/>	0x00400004	0x24090002	ADDIU \$9,\$0,0x00000002	4: ADDIU \$t1 \$zero 2
<input type="checkbox"/>	0x00400008	0x00000000	NOP	6: LOOP: NOP
<input type="checkbox"/>	0x0040000c	0x25080001	ADDIU \$8,\$8,0x00000001	7: ADDIU \$t0 \$t0 1
<input type="checkbox"/>	0x00400010	0x1509ffff	BNE \$8,\$9,0xffffffff	8: BNE \$t0 \$t1 LOOP
<input type="checkbox"/>	0x00400014	0x00000000	NOP	10: NOP

### Instruction Format

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Opcode for BNE:

Rs:

Rt:

### Determine offset

Branch instruction address:

Branch target address (BTA):

Calculate offset:

To encode in instruction, remove last 2 bits for immediate value:

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*Pseudo Direct*

Used in jump instructions

opcode	target
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jump target address = \_\_\_\_\_