

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

INSTRUCTION	SYNTAX	DESCRIPTION
Store Word		<ul style="list-style-type: none"> → Store data in rt starting at memory address rs → Register rs must be word aligned
Store Half		<ul style="list-style-type: none"> → Store least significant 2 bytes of data in rt starting at memory address rs → Register rs must be half word aligned
Store Byte		<ul style="list-style-type: none"> → 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 \$t6 \$zero 0x1010 LH \$t0 (\$t6)</pre> <p>\$t0 = _____</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr style="background-color: #cccccc;"> <th style="text-align: center;">ADDRESS</th><th style="text-align: center;">CONTENTS</th></tr> </thead> <tbody> <tr> <td style="text-align: center;">0x1013</td><td style="text-align: center;">0xFE</td></tr> <tr> <td style="text-align: center;">0x1012</td><td style="text-align: center;">0xED</td></tr> <tr> <td style="text-align: center;">0x1011</td><td style="text-align: center;">0xBA</td></tr> <tr> <td style="text-align: center;">0x1010</td><td style="text-align: center;">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)	ADDRESS	CONTENTS
effective address: _____	0x1013	0xFE
_____	0x1012	0xED
_____	0x1011	0xBA
\$t0 = _____	0x1010	0xBE
\$t0 = 0x _____		
What is the value of \$t0?		
ADDIU \$t7 \$zero 0x1014 LHU \$t0 -4(\$t7)	ADDRESS	CONTENTS
effective address: _____	0x1013	0xFE
_____	0x1012	0xED
_____	0x1011	0xBA
\$t0 = _____	0x1010	0xBE
\$t0 = 0x _____		
What does memory look like after these instructions?		
ADDIU \$t5 \$zero 0x1015 ADDIU \$t0 \$zero 0x1234 SH \$t0 -3(\$t5)	ADDRESS	CONTENTS
effective address: _____	0x1015	0x87
_____	0x1014	0x65
_____	0x1013	0xFE
_____	0x1012	0xED
_____	0x1011	0xBA
Is there a memory alignment error?	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 0xC0FEEEEE
 3: sw \$t0 (\$t1)

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

li \$t1 0x10010004

\$t0:	
\$t1:	

ADDRESS	CONTENTS

li \$t0 0xC0FEEEEE

\$t0:	
\$t1:	

ADDRESS	CONTENTS

sw \$t0 (\$t1)

\$t0:	
\$t1:	

ADDRESS	CONTENTS

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	0x1509ffffd	BNE \$8,\$9,0xfffffff fd	8: BNE \$t0 \$t1 LOOP
<input type="checkbox"/>	0x00400014	0x00000000	NOP	10: NOP

Instruction Format

--	--	--	--

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:

--	--	--	--

Pseudo Direct

Used in jump instructions

opcode	target
--------	--------

jump target address = _____