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★ **Plasma - most MIPS I(TM) opcodes**[Overview](#) [Opcodes](#) [Tools](#) [Gnu gcc](#) [Downloads](#) [News](#) [Bugtracker](#)

Register Usage

The Plasma CPU is based on the MIPS I(TM) instruction set. There are 32, 32-bit general purpose registers.

- The value of register R0 is always zero.
- R31 is used as the link register to return from a subroutine.
- The program counter (pc) specifies the address of the next opcode.
- The exception program counter (epc) register remembers the program counter when there is an interrupt or exception.
- Registers LO and HI are used for multiplication and division.

There isn't a status register. Instead, the results of a comparison set a register value. The branch then tests this register value.

Compiler Register Usage

Register	Name	Function
R0	zero	Always contains 0
R1	at	Assembler temporary
R2-R3	v0-v1	Function return value
R4-R7	a0-a3	Function parameters
R8-R15	t0-t7	Function temporary values
R16-R23	s0-s7	Saved registers across function calls
R24-R25	t8-t9	Function temporary values
R26-R27	k0-k1	Reserved for interrupt handler
R28	gp	Global pointer
R29	sp	Stack Pointer
R30	s8	Saved register across function calls
R31	ra	Return address from function call
HI-LO	lo-hi	Multiplication/division results
PC	Program Counter	Points at 8 bytes past current instruction
EPC	epc	Exception program counter return address

Branch Delay Slot

There is one branch delay slot. This means that the instruction after a branch is always executed before the CPU decides to take the branch.

Assembly Example

Also see opcodes.asm which tests all of the opcodes.

```
LUI    $4, 0x1234          #i = 0x12345678;
ORI    $4, $4, 0x5678
BLEZ   $4, NoAdd           #if (i > 0) i += 9;
NOP                               #Branch Delay Slot
ADDIU  $4, $4, 9
NoAdd:
```

Opcodes

Opcode	Name	Action	Opcode bitfields						
Arithmetic Logic Unit									
ADD rd,rs,rt	Add	rd=rs+rt	000000	rs	rt	rd	00000	100000	
ADDI rt,rs,imm	Add Immediate	rt=rs+imm	001000	rs	rt	imm			
ADDIU rt,rs,imm	Add Immediate Unsigned	rt=rs+imm	001001	rs	rt	imm			
ADDU rd,rs,rt	Add Unsigned	rd=rs+rt	000000	rs	rt	rd	00000	100001	
AND rd,rs,rt	And	rd=rs&rt	000000	rs	rt	rd	00000	100100	

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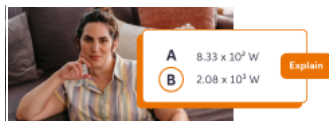
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SLTI rt,rs,imm	Set On Less Than Immediate	rt=rs<imm	001010	rs	rt	imm	
SLTIU rt,rs,imm	Set On < Immediate Unsigned	rt=rs<imm	001011	rs	rt	imm	
SLTU rd,rs,rt	Set On Less Than Unsigned	rd=rs<rt	000000	rs	rt	rd	00000 101011
SUB rd,rs,rt	Subtract	rd=rs-rt	000000	rs	rt	rd	00000 100010
SUBU rd,rs,rt	Subtract Unsigned	rd=rs-rt	000000	rs	rt	rd	00000 100011
XOR rd,rs,rt	Exclusive Or	rd=rs^rt	000000	rs	rt	rd	00000 100110
XORI rt,rs,imm	Exclusive Or Immediate	rt=rs^imm	001110	rs	rt	imm	
Shifter							
SLL rd,rt,sa	Shift Left Logical	rd=rt<<sa	000000	rs	rt	rd	sa 000000
SLLV rd,rt,rs	Shift Left Logical Variable	rd=rt<<rs	000000	rs	rt	rd	00000 000100
SRA rd,rt,sa	Shift Right Arithmetic	rd=rt>>sa	000000	00000	rt	rd	sa 000011
SRAV rd,rt,rs	Shift Right Arithmetic Variable	rd=rt>>rs	000000	rs	rt	rd	00000 000111
SRL rd,rt,sa	Shift Right Logical	rd=rt>>sa	000000	rs	rt	rd	sa 000010
SRLV rd,rt,rs	Shift Right Logical Variable	rd=rt>>rs	000000	rs	rt	rd	00000 000110
Multiply							
DIV rs,rt	Divide	HI=rs%rt; LO=rs/rt	000000	rs	rt		0000000000 011010
DIVU rs,rt	Divide Unsigned	HI=rs%rt; LO=rs/rt	000000	rs	rt		0000000000 011011
MFHI rd	Move From HI	rd=HI	000000	0000000000	rd	00000	010000
MFLO rd	Move From LO	rd=LO	000000	0000000000	rd	00000	010010
MTHI rs	Move To HI	HI=rs	000000	rs		0000000000000000	010001
MTLO rs	Move To LO	LO=rs	000000	rs		0000000000000000	010011
MULT rs,rt	Multiply	HI,LO=rs*rt	000000	rs	rt		0000000000 011000
MULTU rs,rt	Multiply Unsigned	HI,LO=rs*rt	000000	rs	rt		0000000000 011001
Branch							
BEQ rs,rt,offset	Branch On Equal	if(rs==rt) pc+=offset*4	000100	rs	rt	offset	
BGEZ rs,offset	Branch On >= 0	if(rs>=0) pc+=offset*4	000001	rs	00001	offset	
BGEZAL rs,offset	Branch On >= 0 And Link	r31=pc; if(rs>=0) pc+=offset*4	000001	rs	10001	offset	
BGTZ rs,offset	Branch On > 0	if(rs>0) pc+=offset*4	000111	rs	00000	offset	
BLEZ rs,offset	Branch On	if(rs<=0) pc+=offset*4	000110	rs	00000	offset	
BLTZ rs,offset	Branch On < 0	if(rs<0) pc+=offset*4	000001	rs	00000	offset	
BLTZAL rs,offset	Branch On < 0 And Link	r31=pc; if(rs<0) pc+=offset*4	000001	rs	10000	offset	
BNE rs,rt,offset	Branch On Not Equal	if(rs!=rt) pc+=offset*4	000101	rs	rt	offset	
BREAK	Breakpoint	epc=pc; pc=0x3c	000000	code			001101
J target	Jump	pc=pc_upper (target<<2)	000010	target			
JAL target	Jump And Link	r31=pc; pc=target<<2	000011	target			
JALR rs	Jump And Link Register	rd=pc; pc=rs	000000	rs	00000	rd	00000 001001
JR rs	Jump Register	pc=rs	000000	rs		0000000000000000	001000
MFC0 rt,rd	Move From Coprocessor	rt=CPR[0,rd]	010000	00000	rt	rd	000000000000
MTC0 rt,rd	Move To Coprocessor	CPR[0,rd]=rt	010000	00100	rt	rd	000000000000
SYSCALL	System Call	epc=pc; pc=0x3c	000000	0000000000000000000000			001100
Memory Access							
LB rt,offset(rs)	Load Byte	rt=*(char*)(offset+rs)	100000	rs	rt	offset	
LBU rt,offset(rs)	Load Byte Unsigned	rt=*(Uchar*)(offset+rs)	100100	rs	rt	offset	
LH rt,offset(rs)	Load Halfword	rt=*(short*)(offset+rs)	100001	rs	rt	offset	
LBU rt,offset(rs)	Load Halfword Unsigned	rt=*(Ushort*)(offset+rs)	100101	rs	rt	offset	
LW rt,offset(rs)	Load Word	rt=*(int*)(offset+rs)	100011	rs	rt	offset	
SB rt,offset(rs)	Store Byte	*(char*)(offset+rs)=rt	101000	rs	rt	offset	
SH rt,offset(rs)	Store Halfword	*(short*)(offset+rs)=rt	101001	rs	rt	offset	
SW rt,offset(rs)	Store Word	*(int*)(offset+rs)=rt	101011	rs	rt	offset	

Notes: The immediate values are normally sign extended.

The opcodes ADD and ADDU are equivalent in the Plasma CPU since ALU operations don't cause exceptions.

The program counter (pc) points to eight bytes past the currently executing instruction.



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