

MIPS PIPELINED – PHOTOS

PROGRAM COUNTER IN MIPS PIPELINED

Program Fibonacci:

-- Initialize registers

```
B"001_000_001_0000000", -- addi $1, $0, 0      ; $1 = 0  
B"001_000_010_0000001", -- addi $2, $0, 1      ; $2 = 1  
B"001_000_011_0000000", -- addi $3, $0, 0      ; $3 = 0 (address base)  
B"001_000_100_0000100", -- addi $4, $0, 4      ; $4 = 4 (address base aligned)
```

-- Store \$1 at 0(\$3) → RAM[0]

```
B"011_011_001_0000000", -- sw $1, 0($3)
```

-- Store \$2 at 0(\$4) → RAM[1] (4 bytes offset)

```
B"011_100_010_0000000", -- sw $2, 0($4)
```

-- Load \$1 from 0(\$3)

```
B"010_011_001_0000000", -- lw $1, 0($3)
```

```
B"000_000_000_000_0_000",-- NoOp
```

```
B"000_000_000_000_0_000",-- NoOp
```

-- Load \$2 from 0(\$4)

```
B"010_100_010_0000000", -- lw $2, 0($4)
```

```
B"000_000_000_000_0_000",-- NoOp
```

```
B"000_000_000_000_0_000",-- NoOp
```

```
B"000_000_000_000_0_000",-- NoOp
```

-- Fibonacci addition \$5 = \$1 + \$2

```
B"000_001_010_101_0_000",-- add $5, $1, $2
```

B"000_000_000_000_0_000",-- NoOp

B"000_000_000_000_0_000",-- NoOp

-- Next steps: update registers for next Fibonacci terms

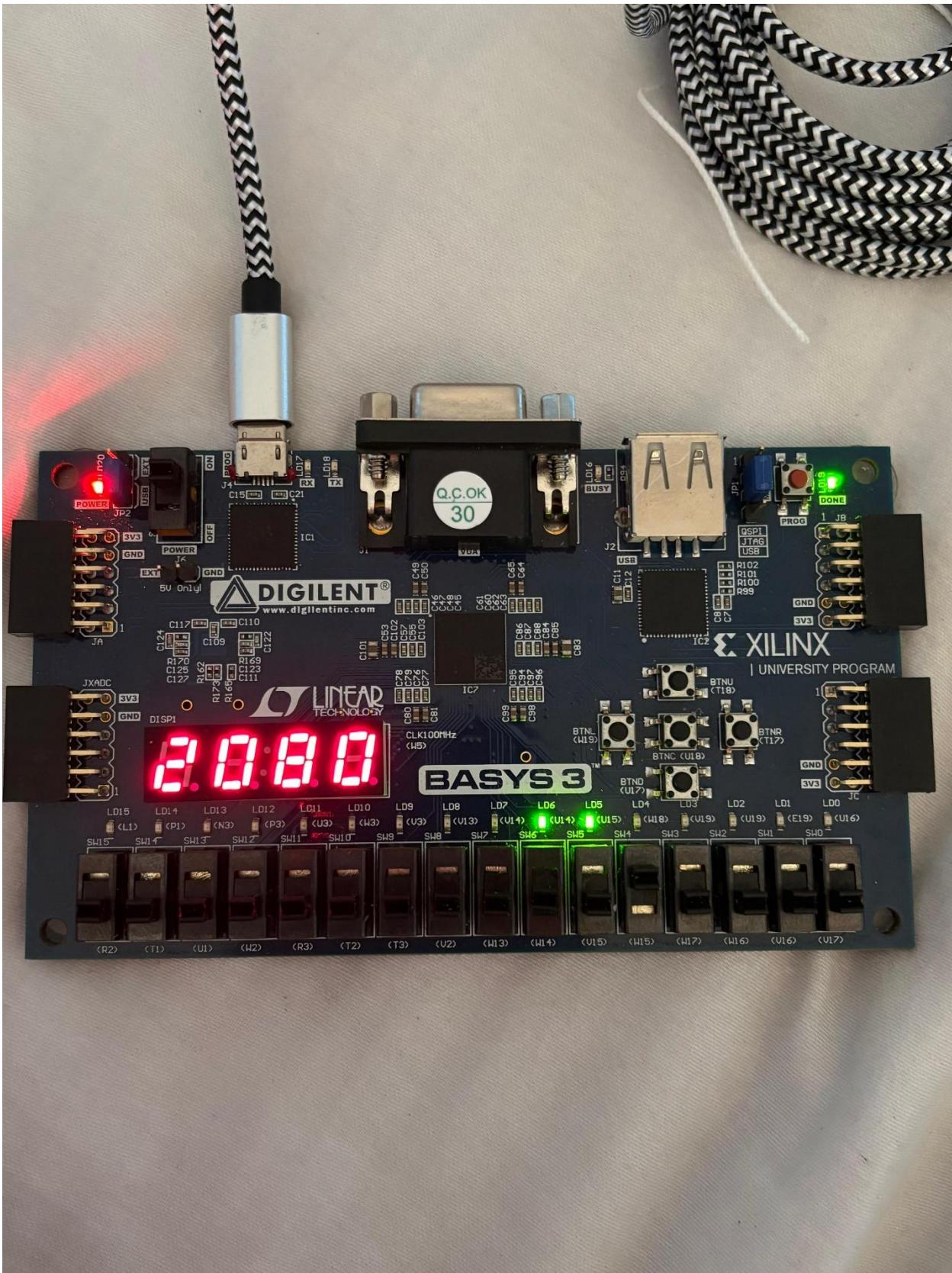
B"000_000_010_001_0_000",-- add \$1, \$0, \$2 ; \$1 = \$2 (next term)

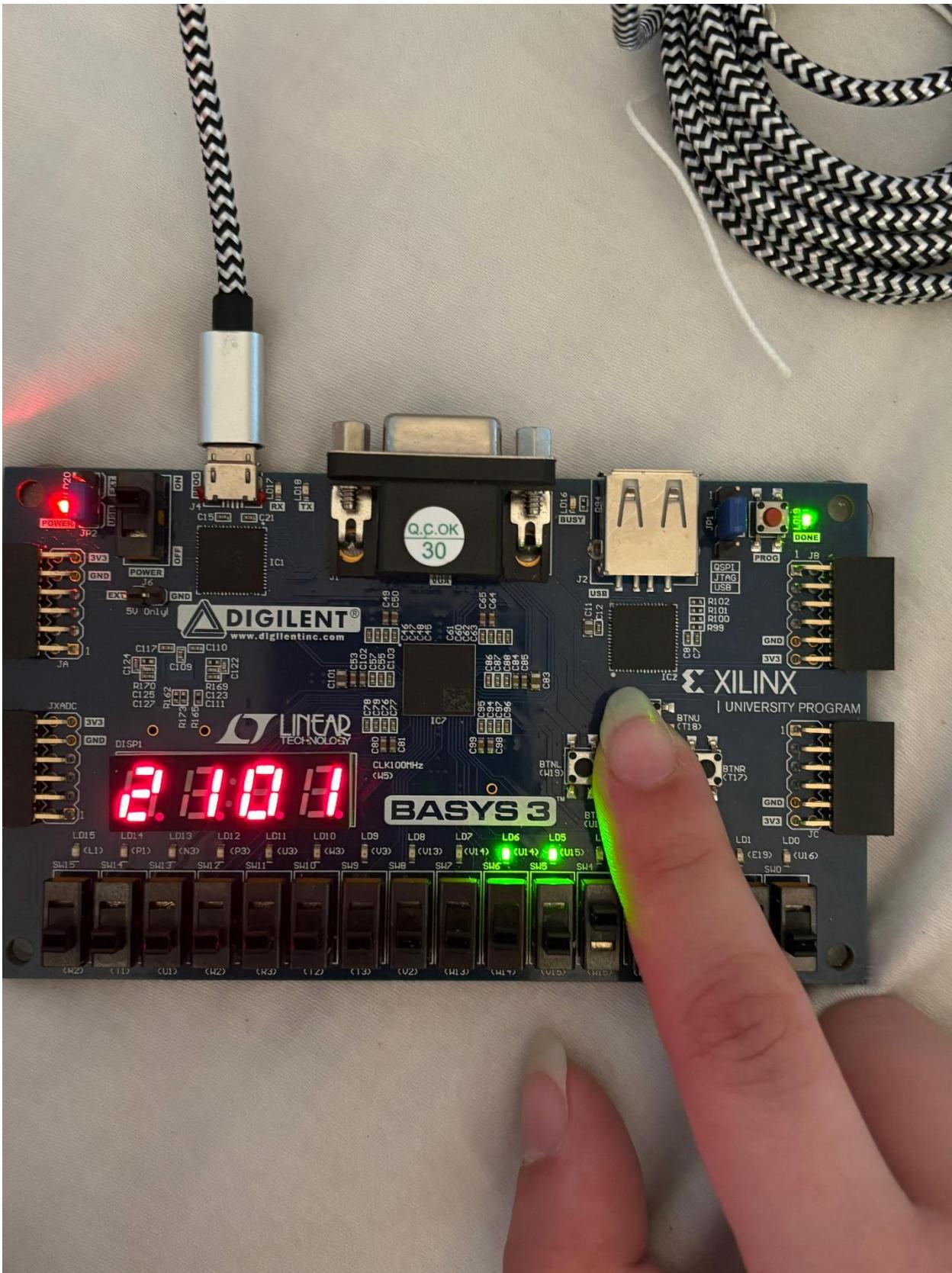
B"000_000_101_010_0_000",-- add \$2, \$0, \$5 ; \$2 = \$5 (next term)

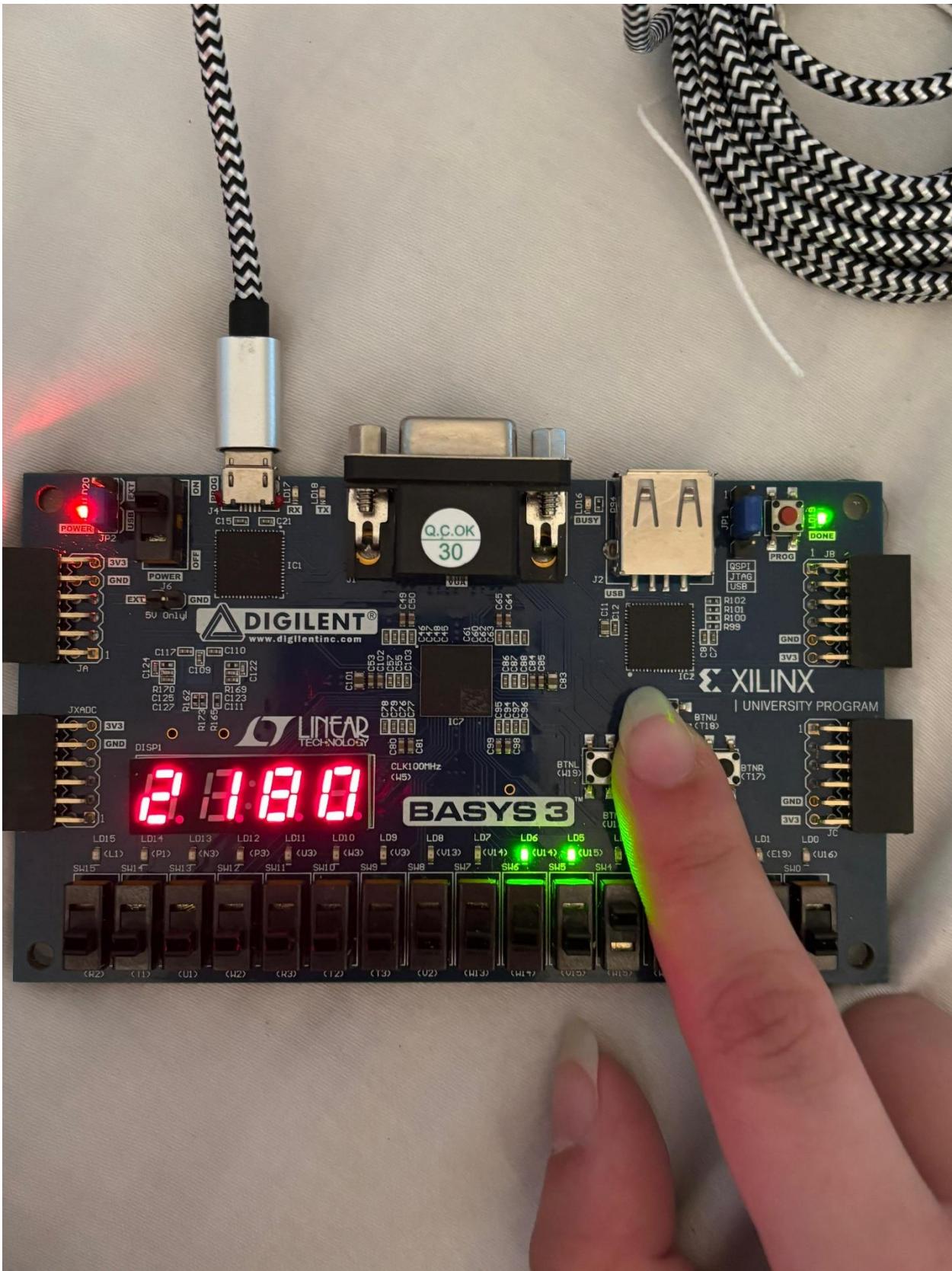
B"000_000_000_000_0_000",-- NoOp (delay slot)

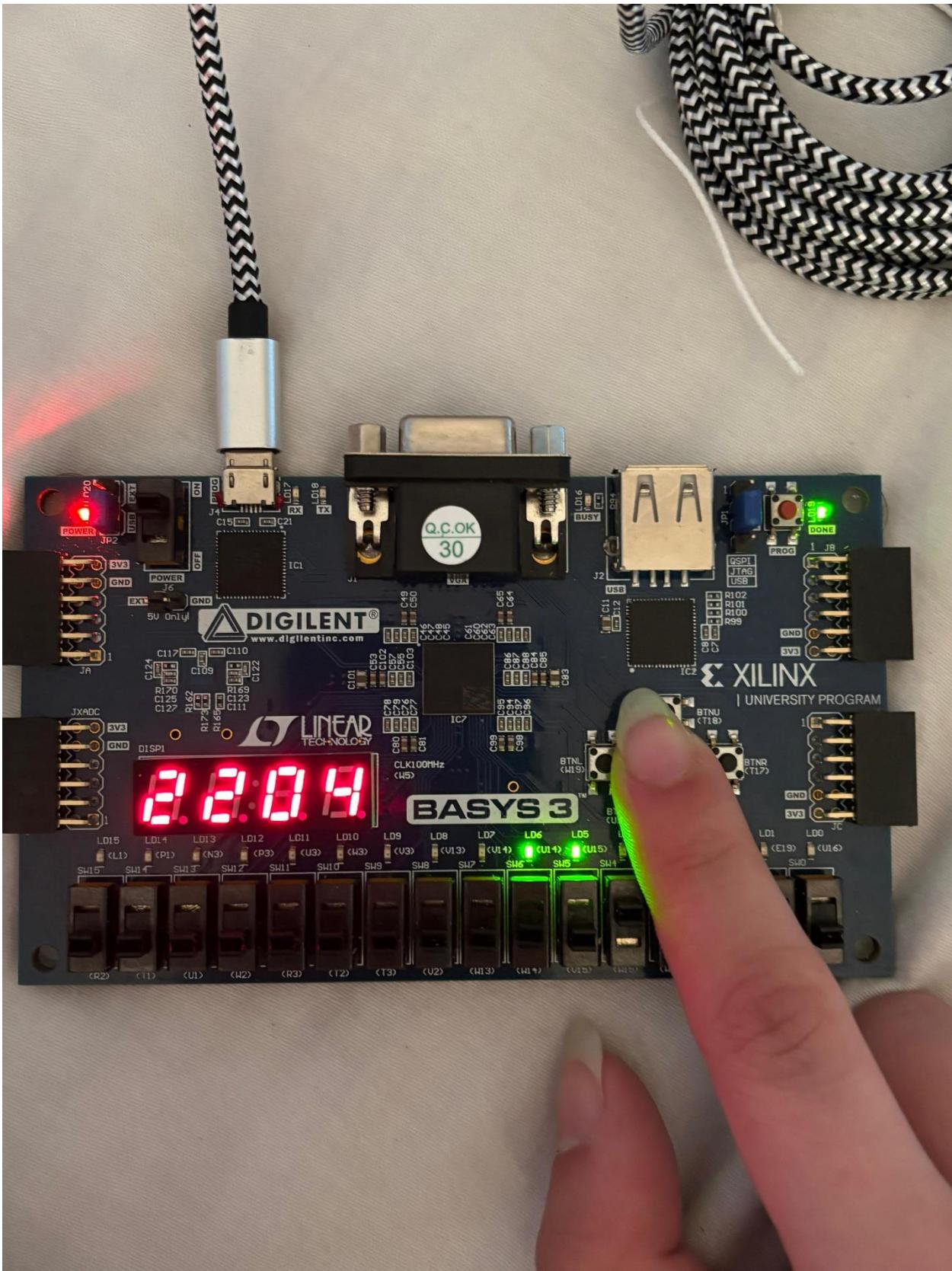
-- Jump to loop start at address 12 (index 12 in ROM)

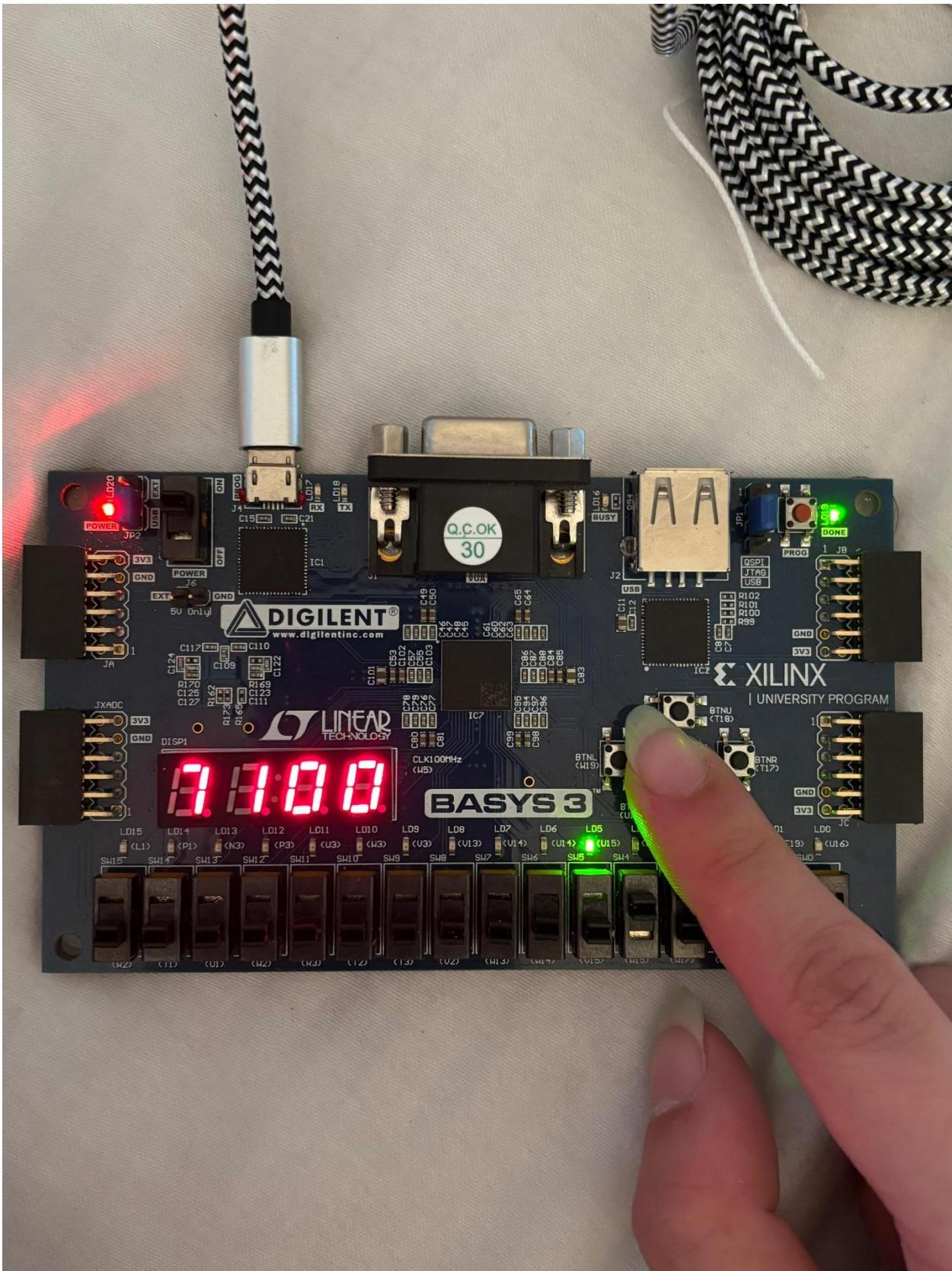
B"111_000_000_0001100", -- jump to address 12 (hex E00C)

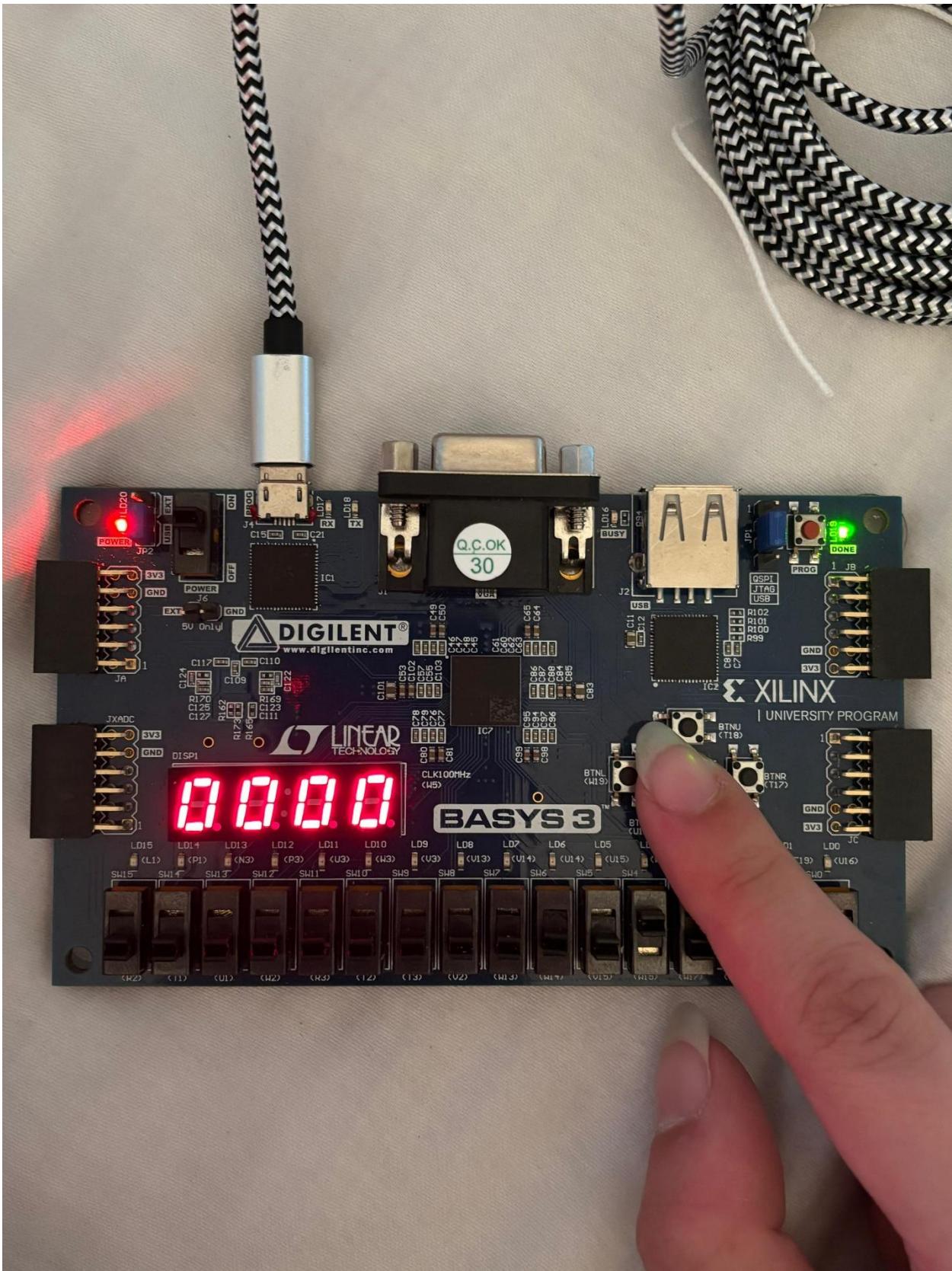


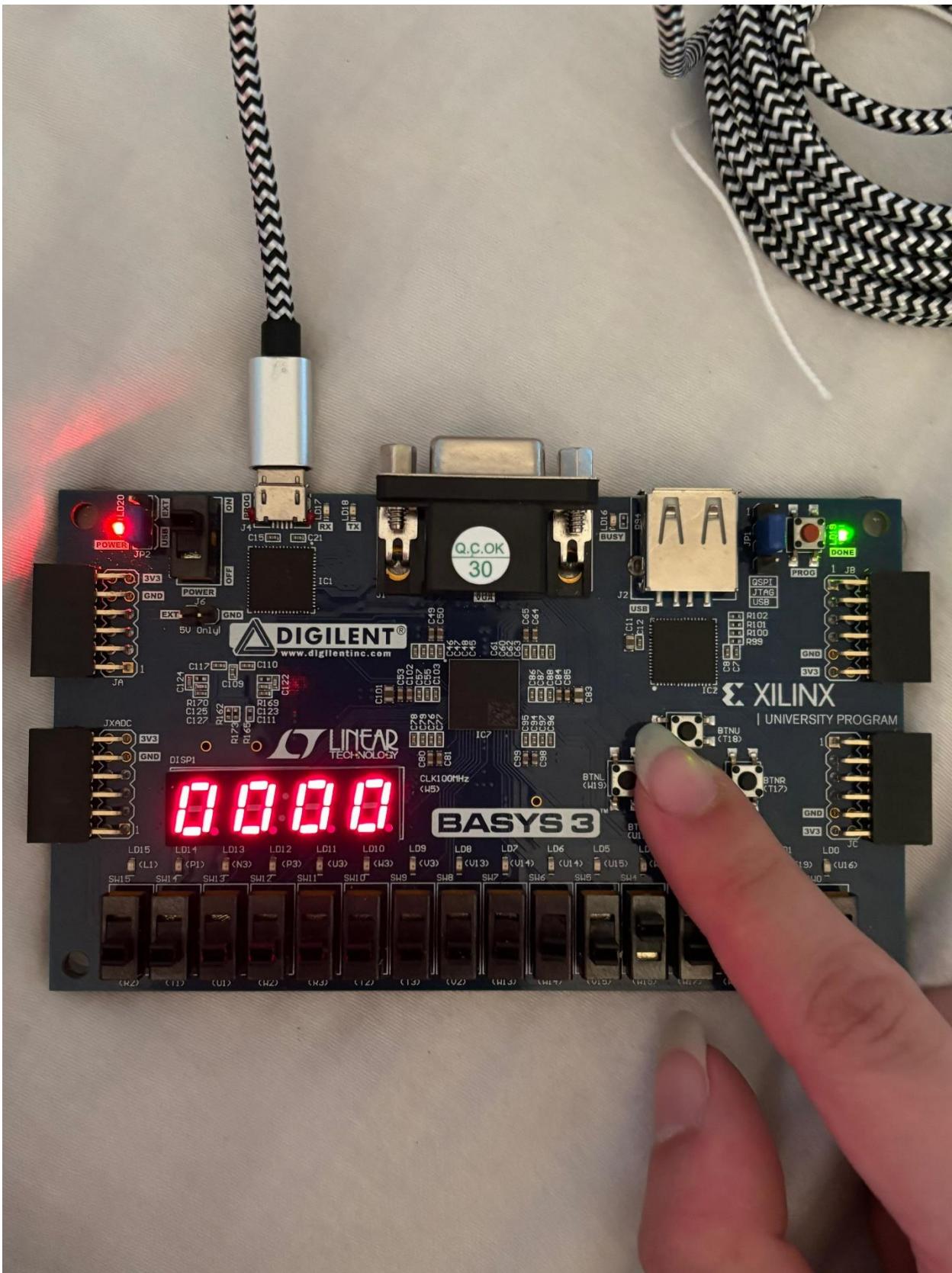


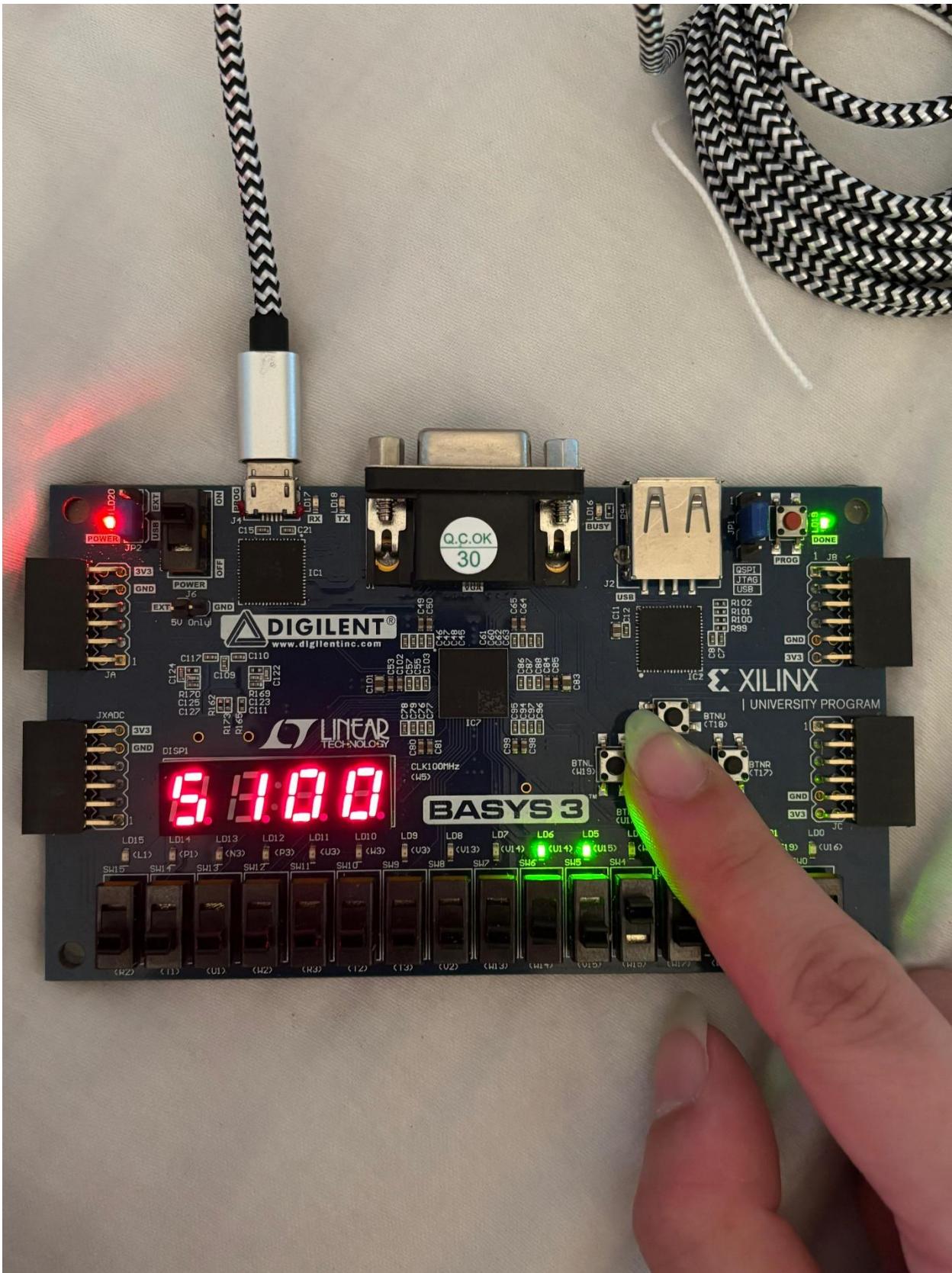


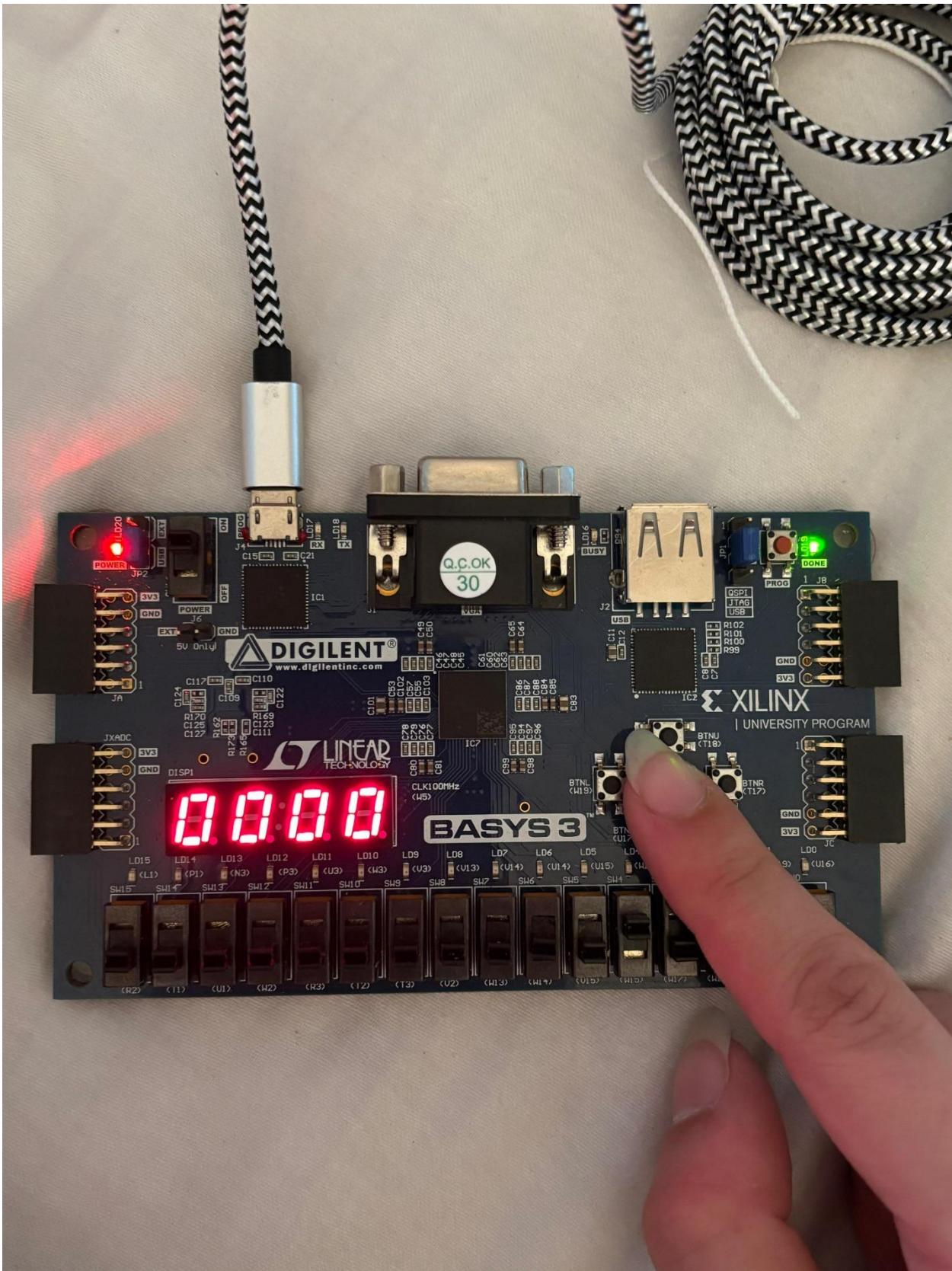


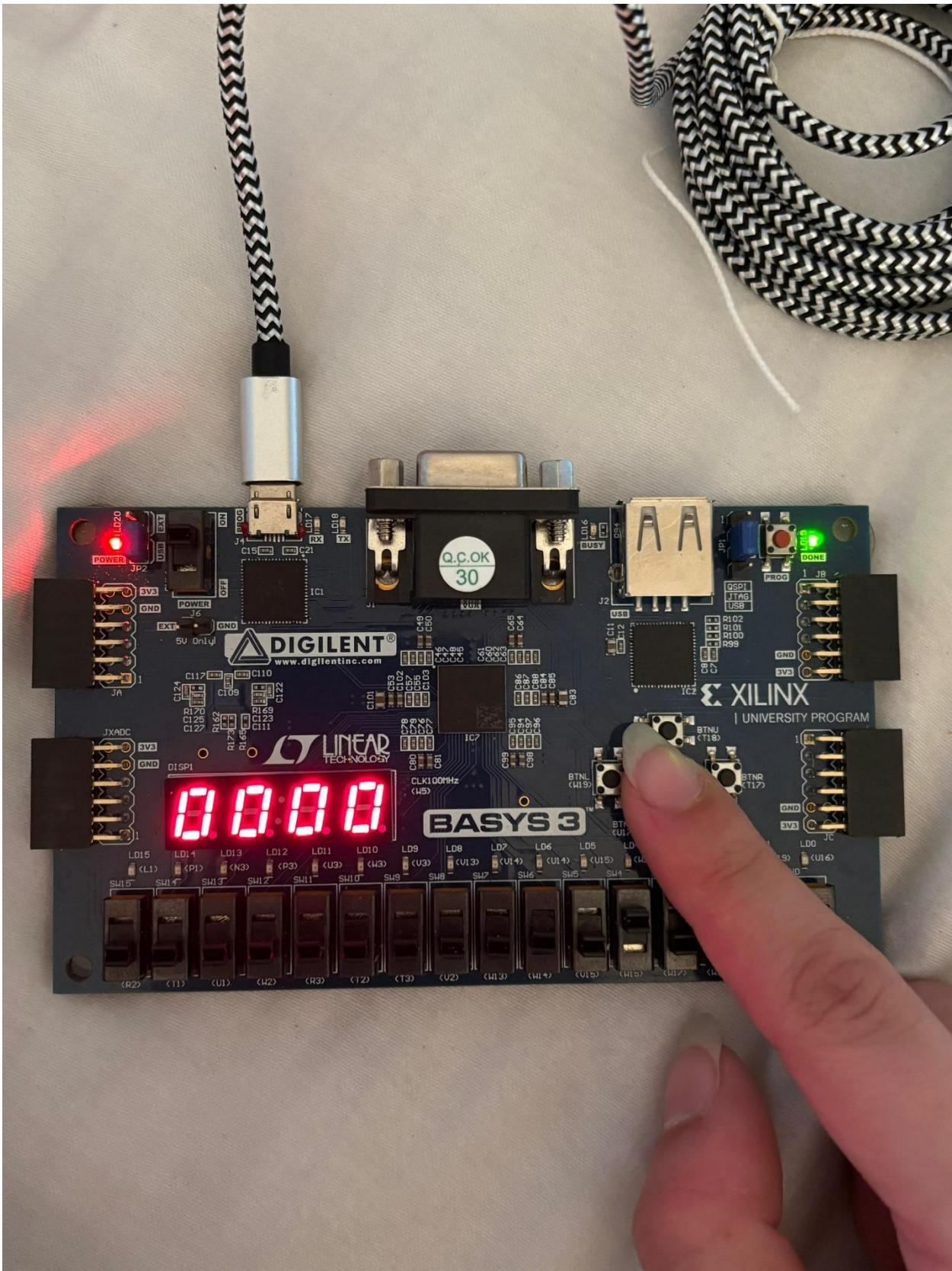


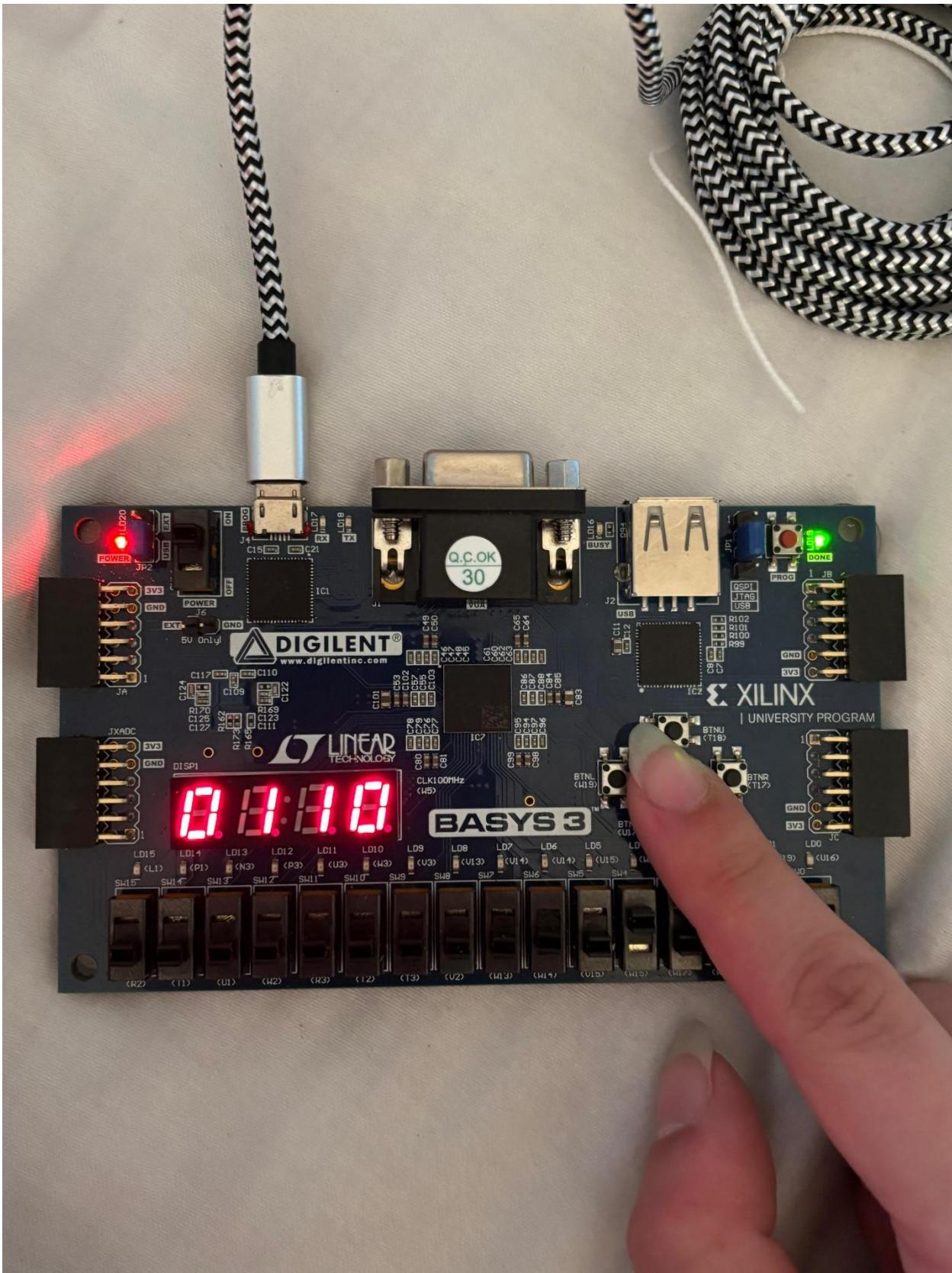


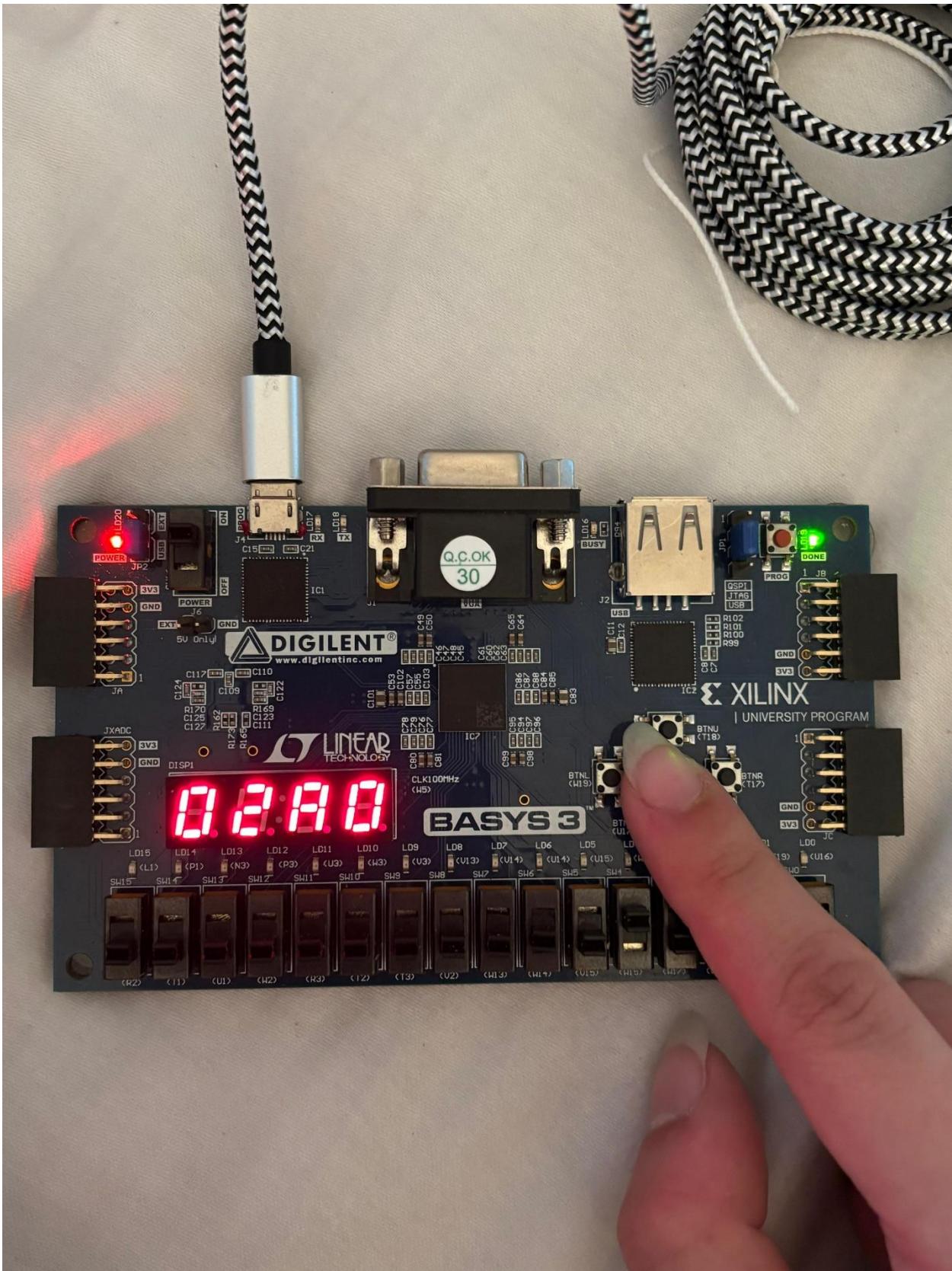


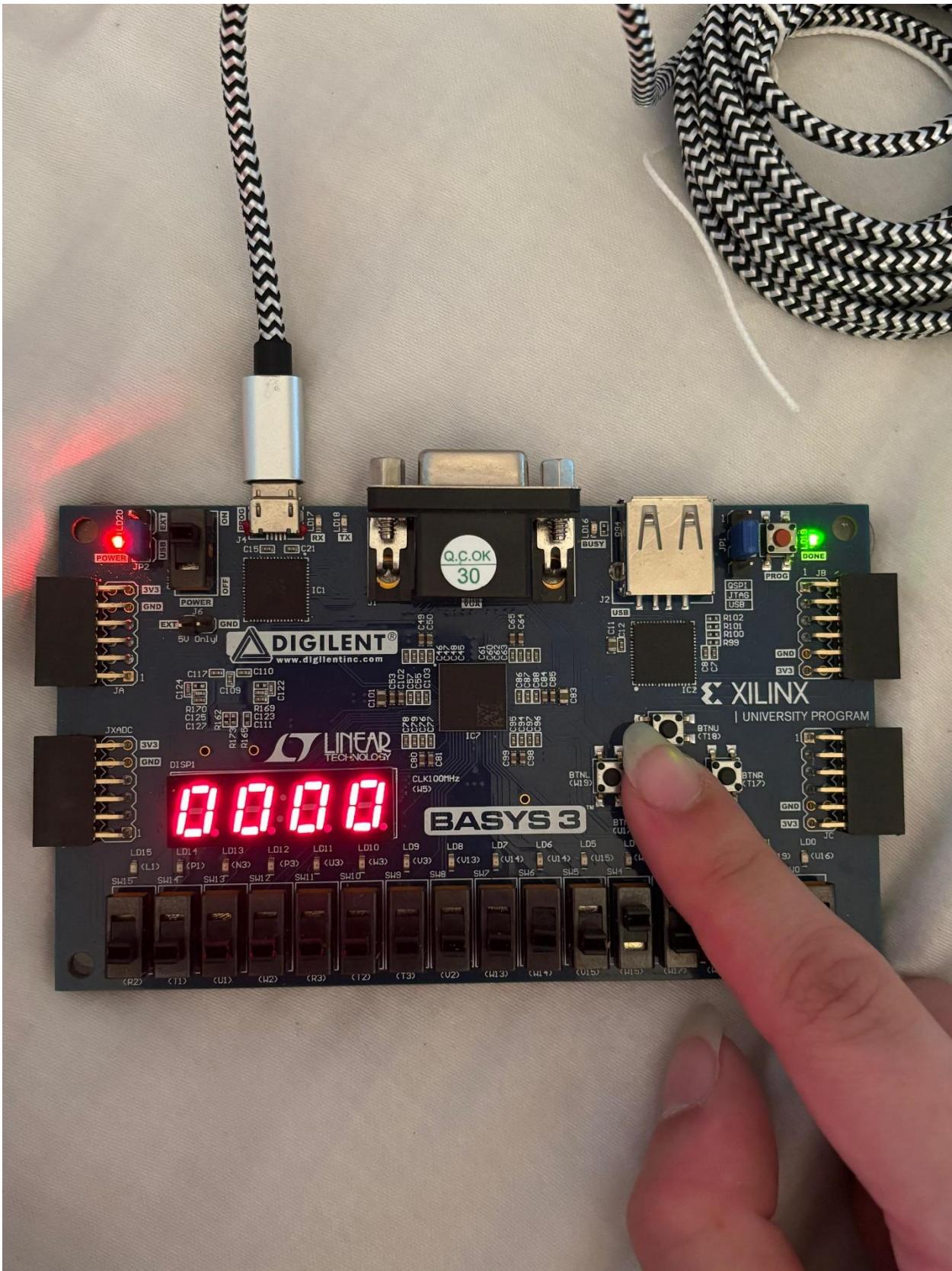


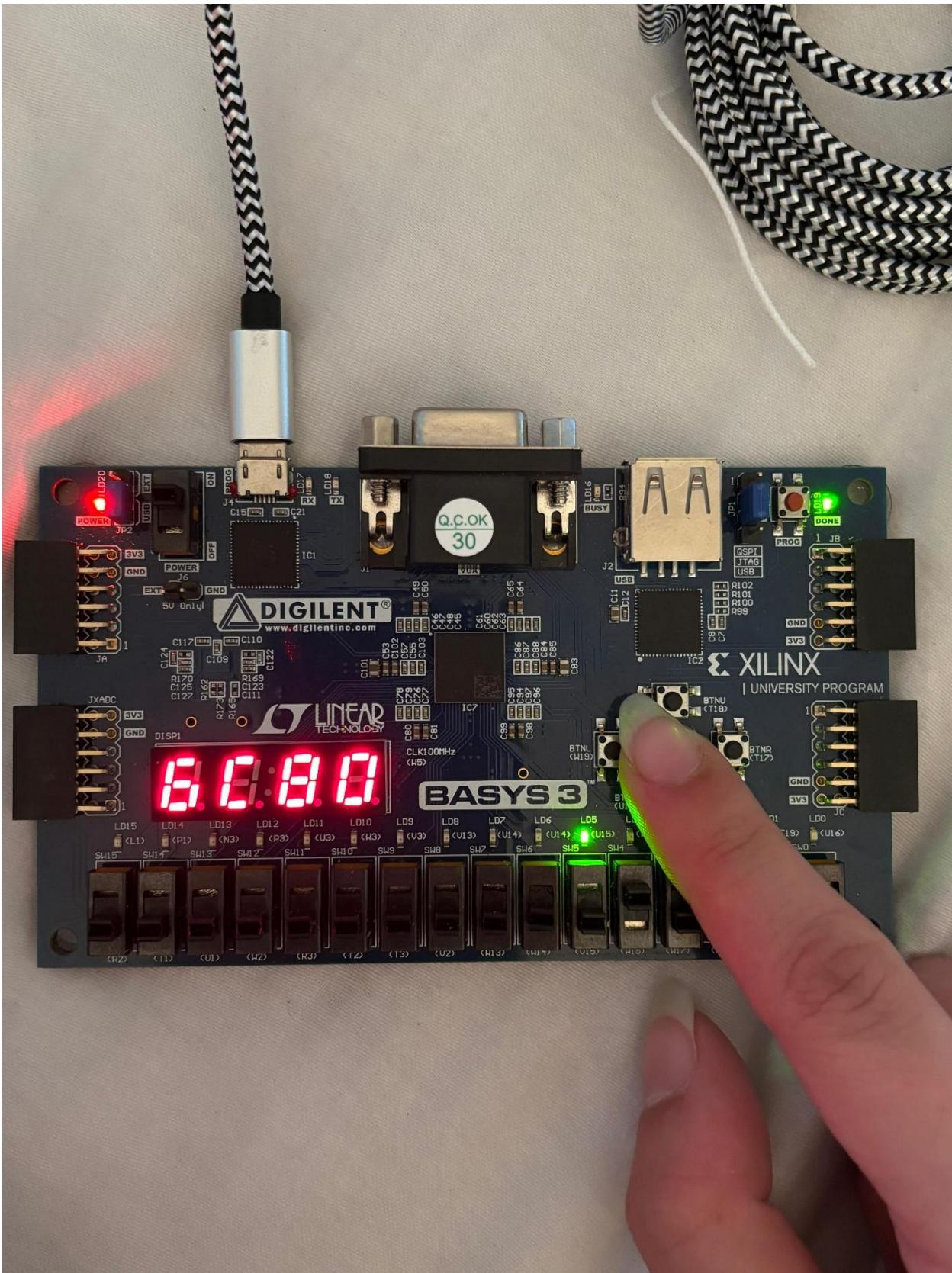


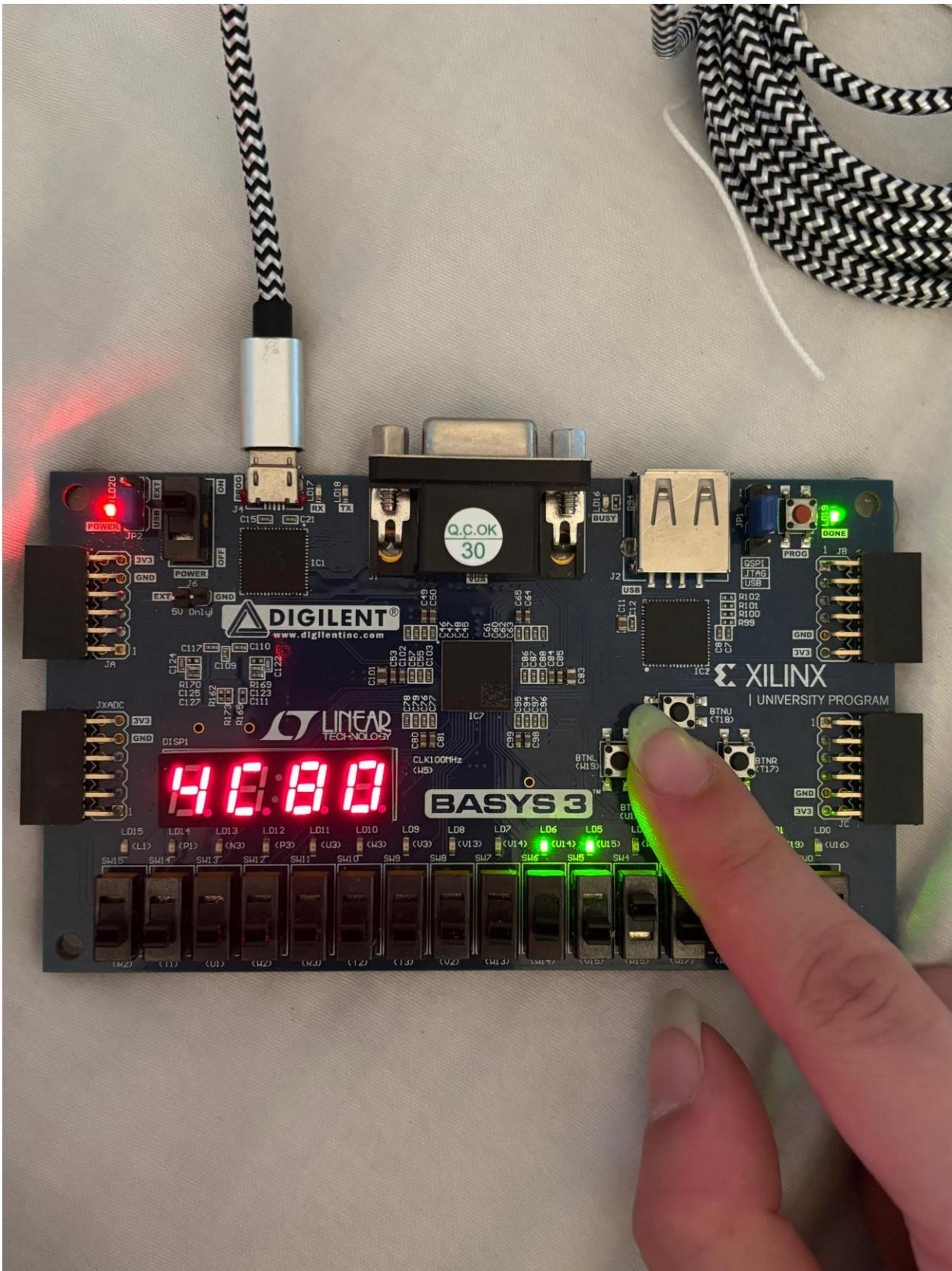


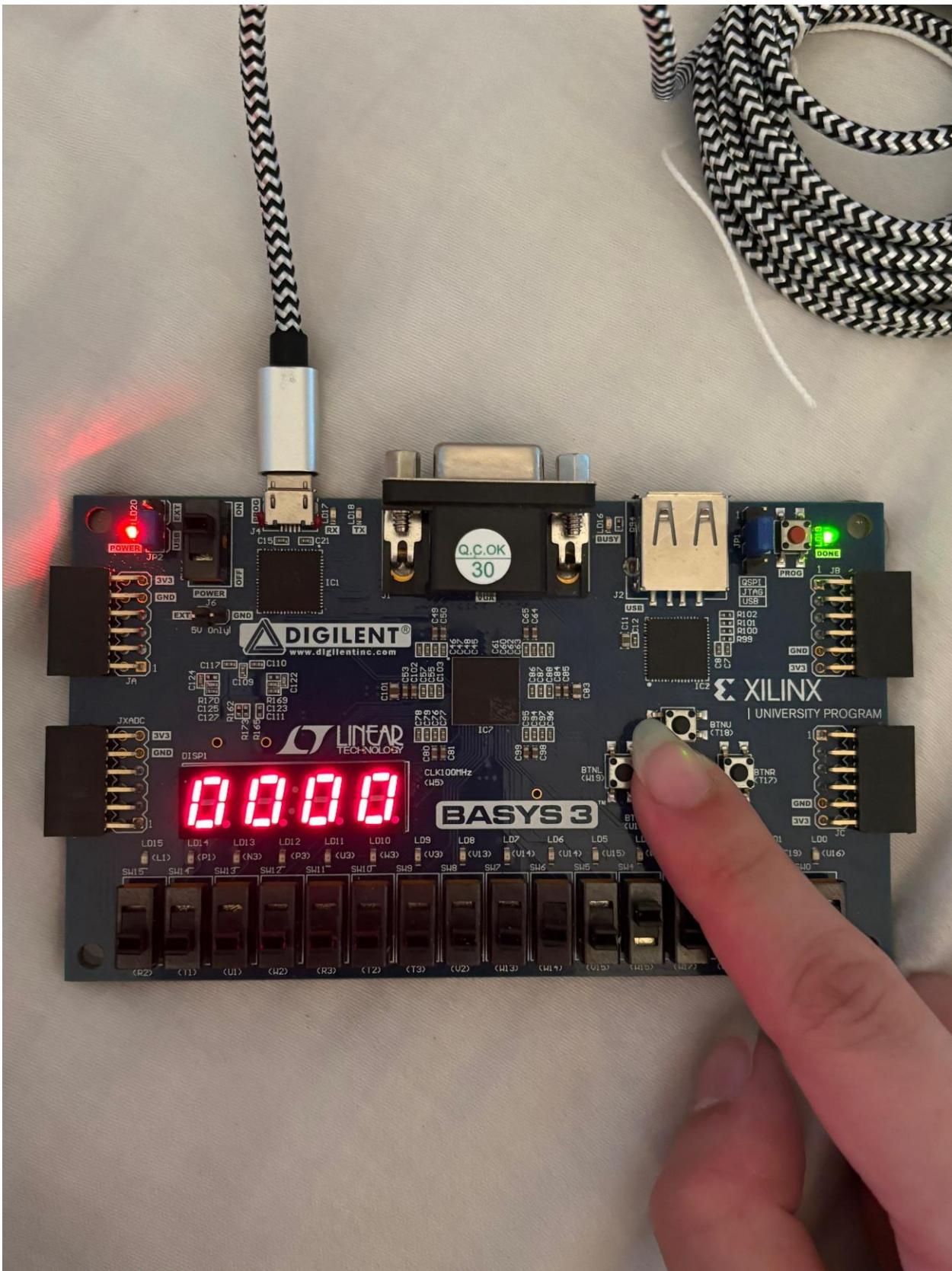


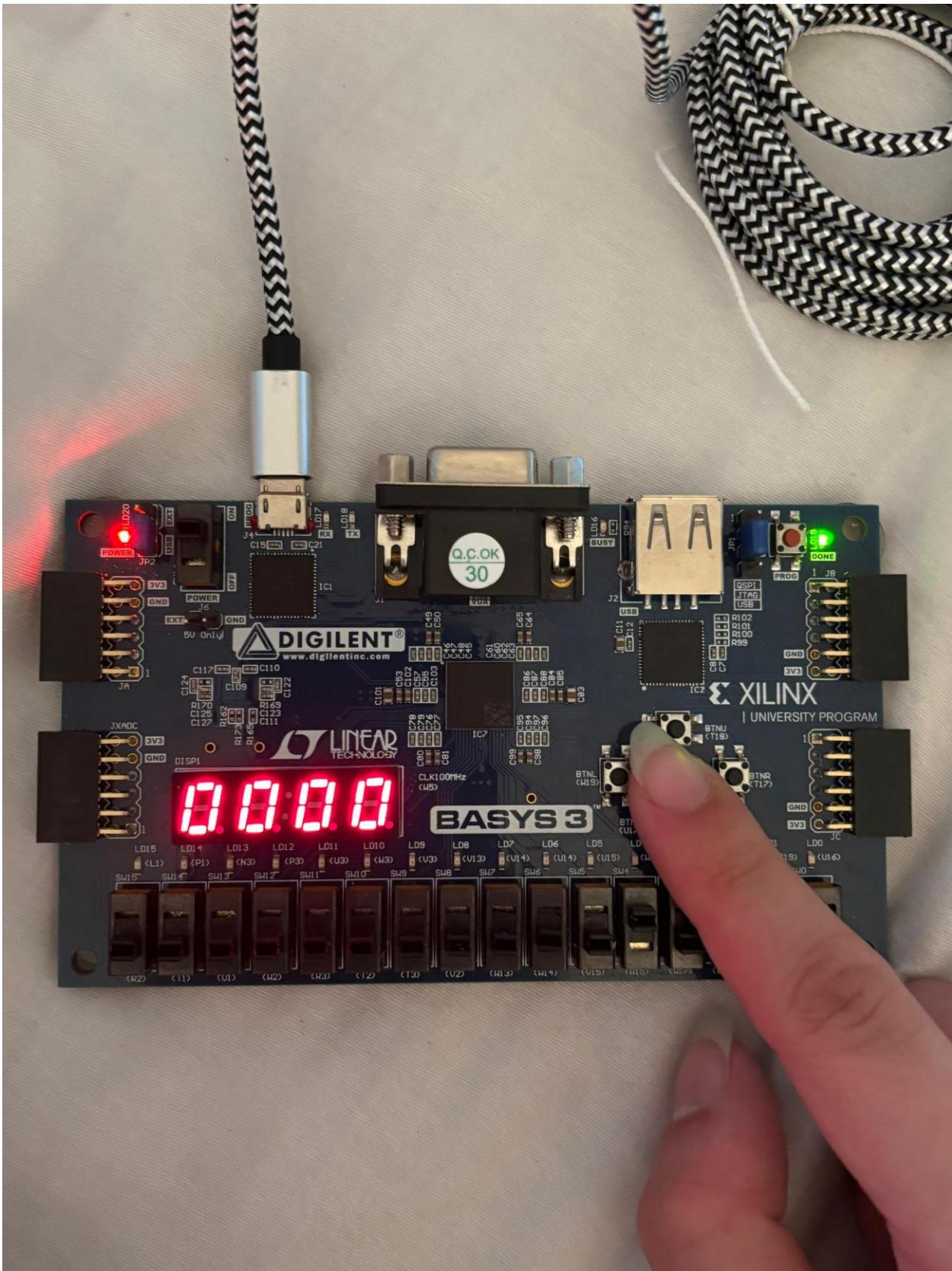


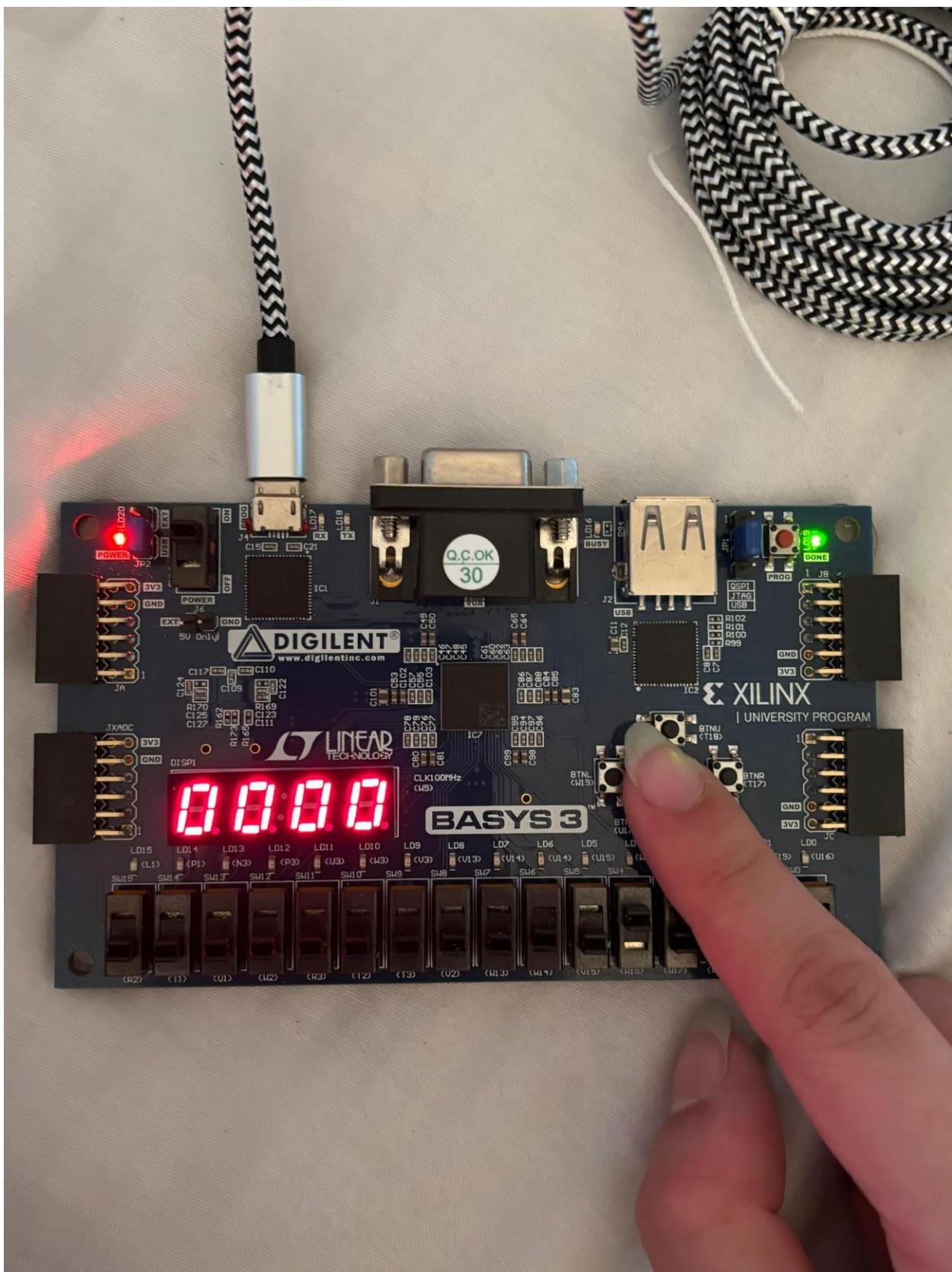


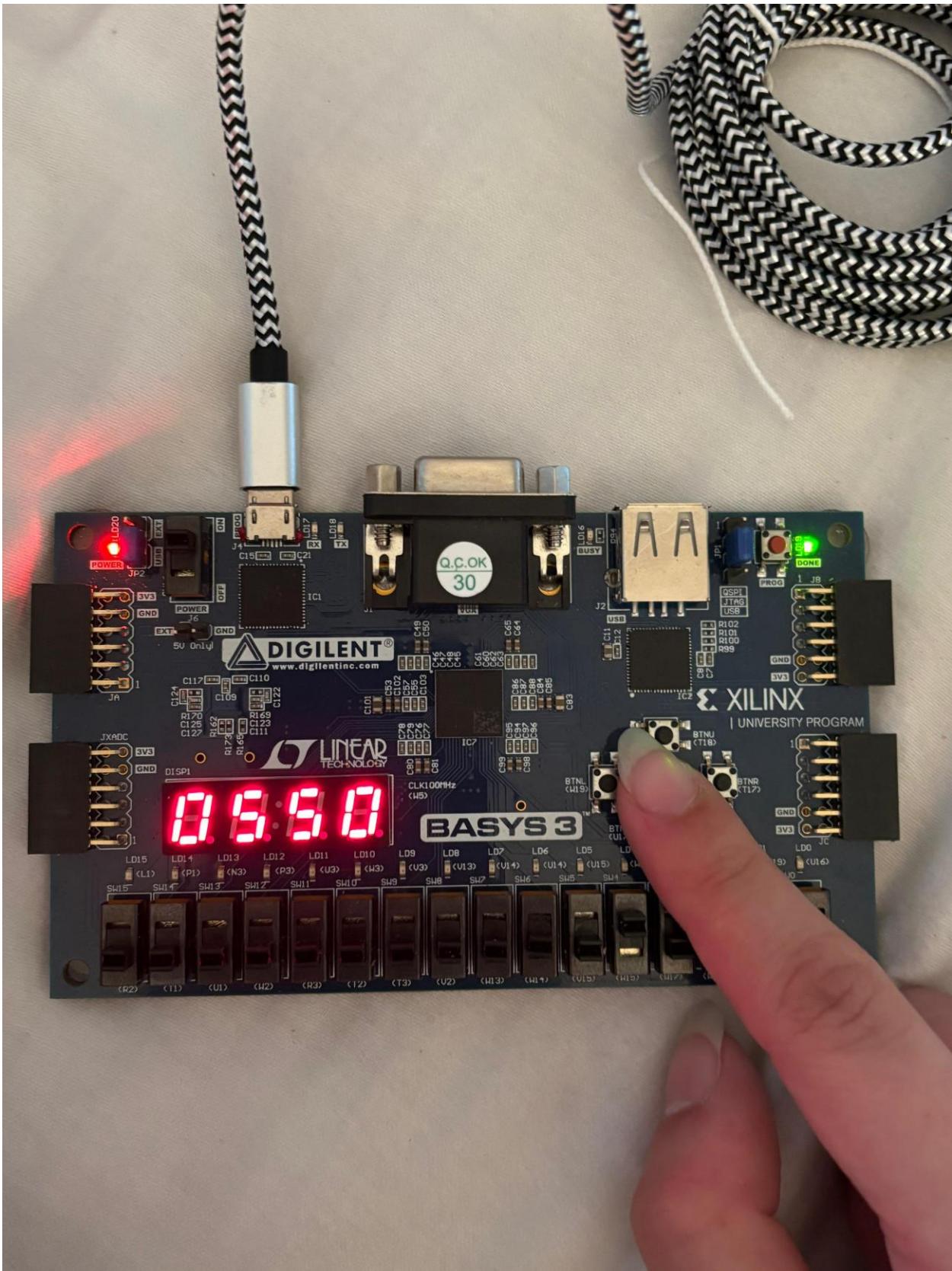


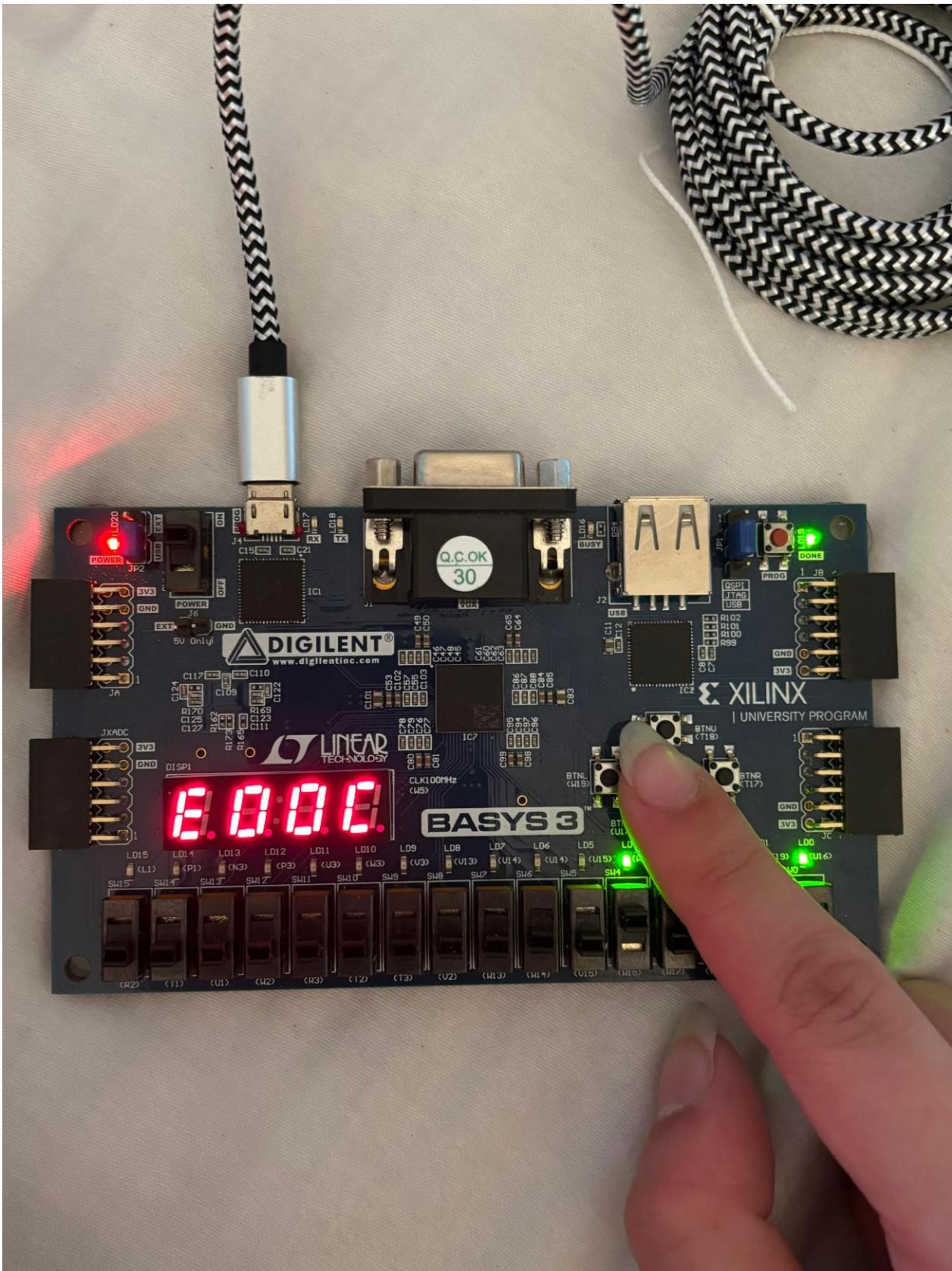


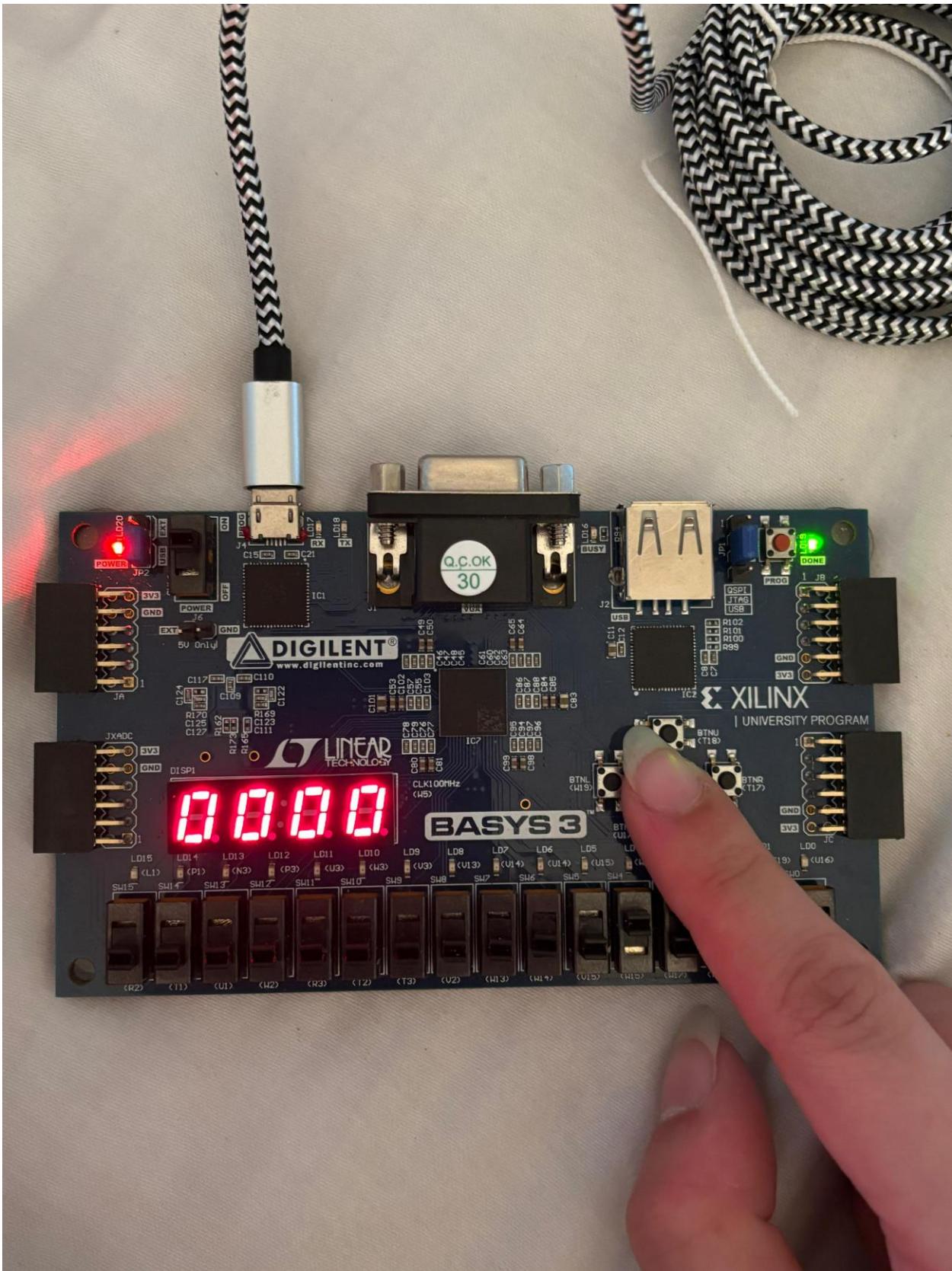


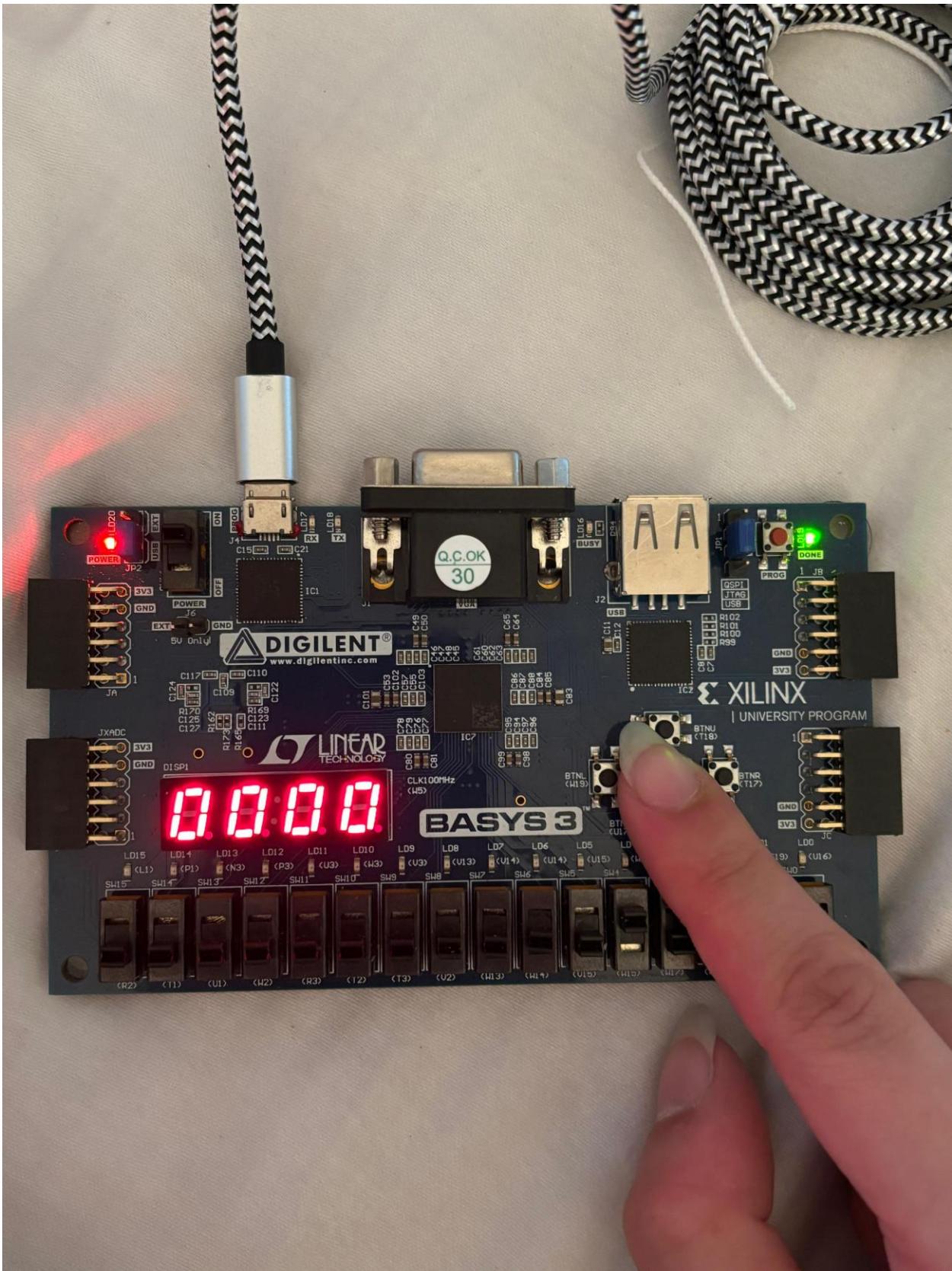


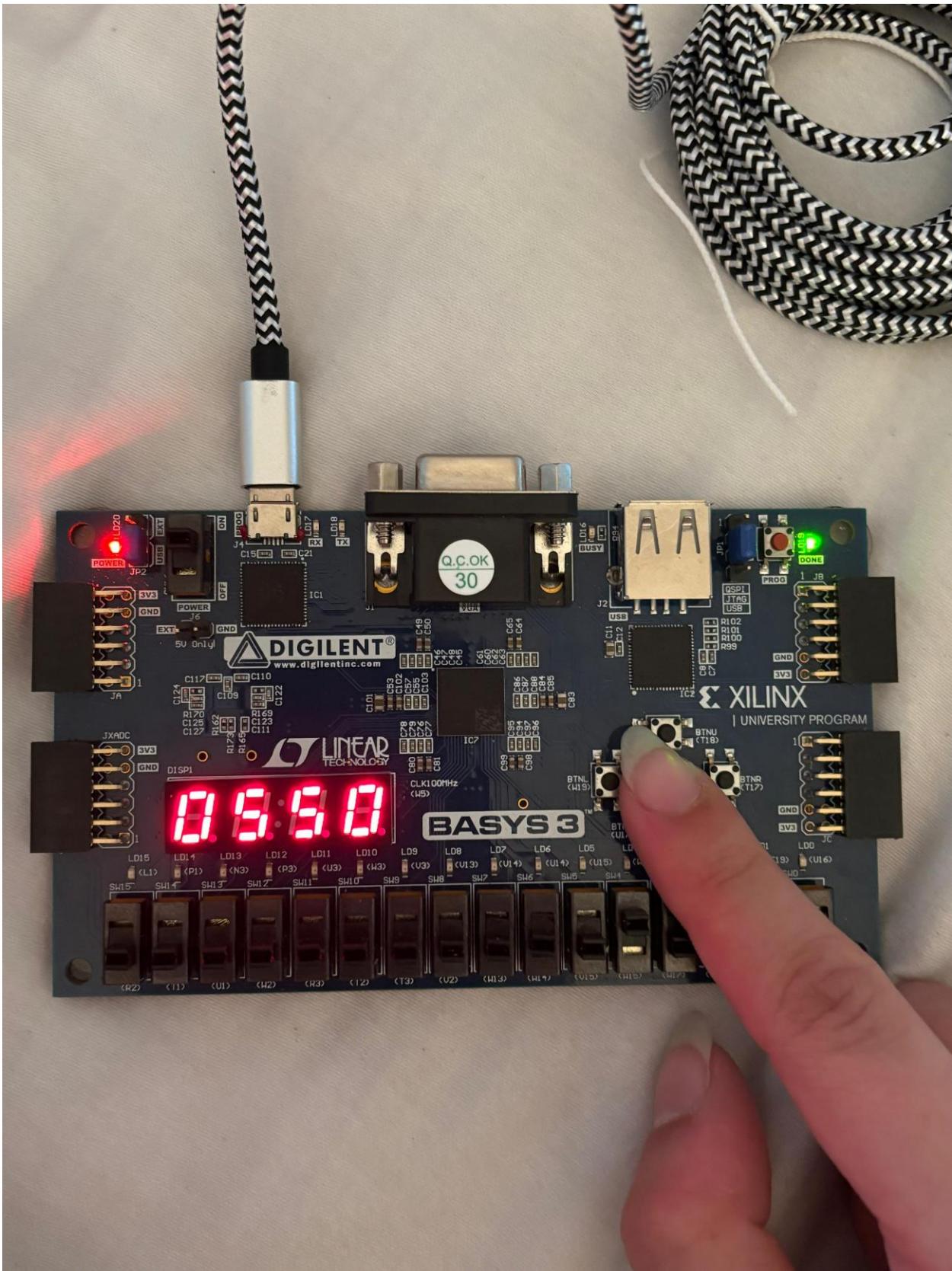


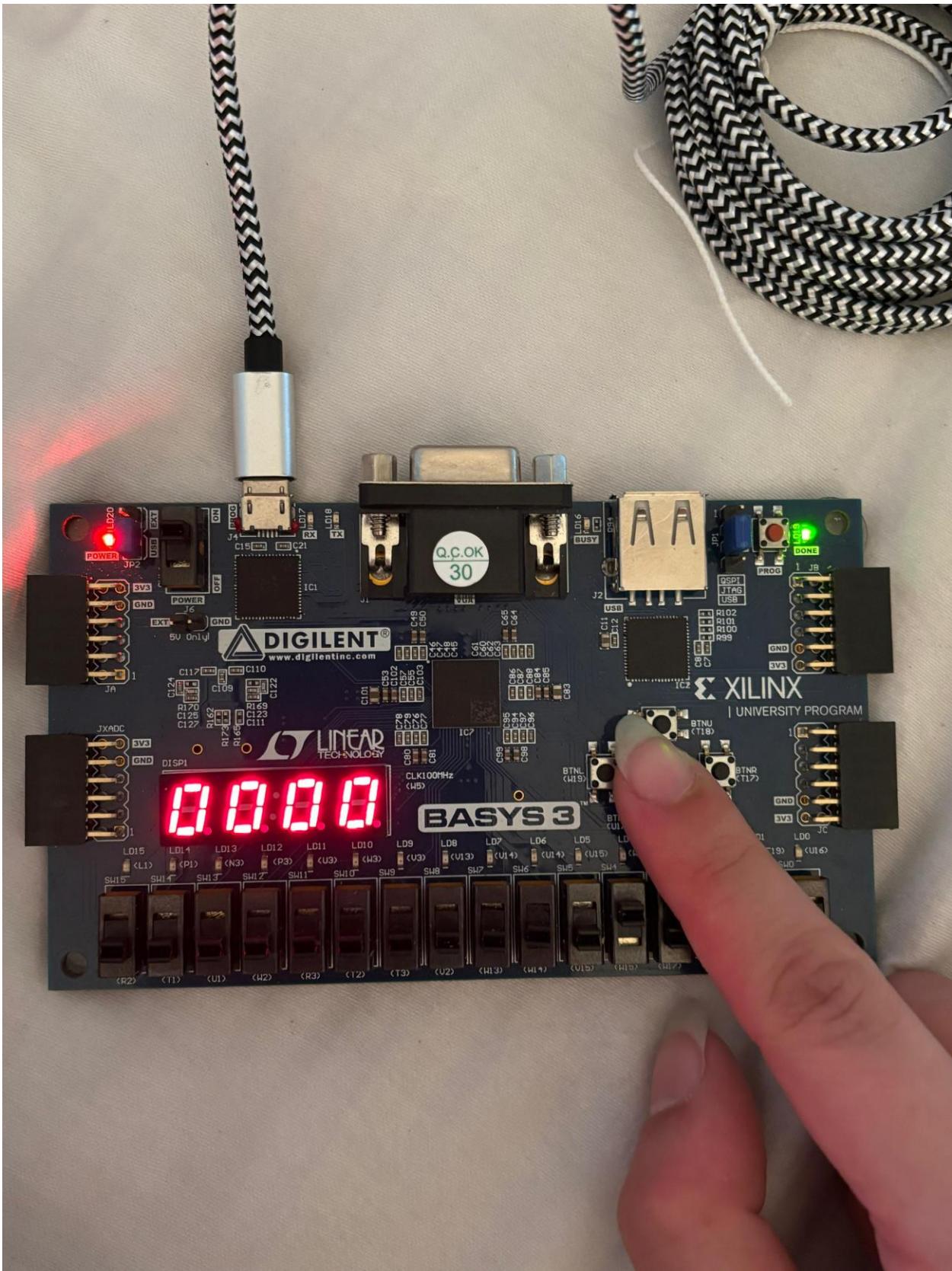


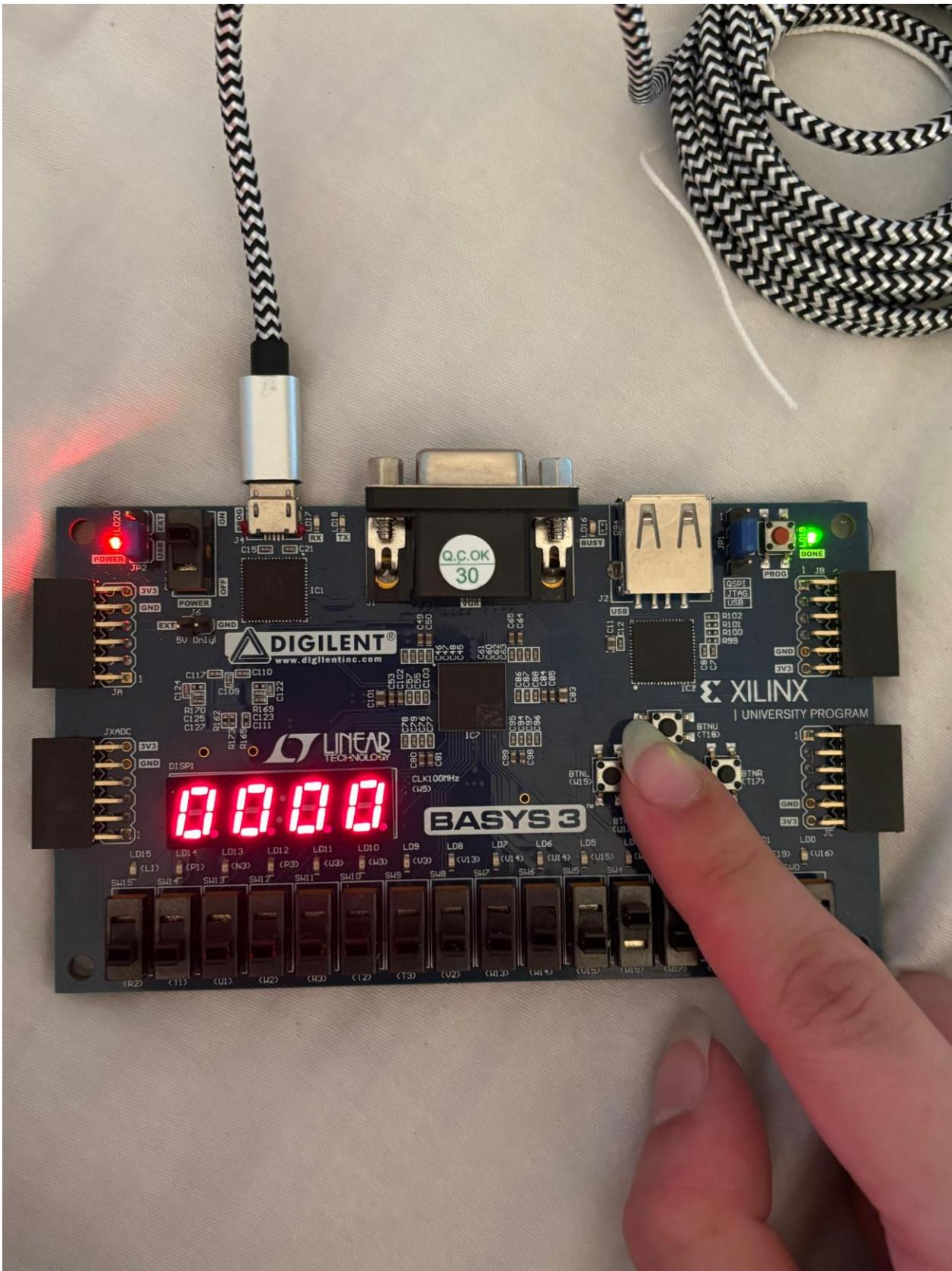


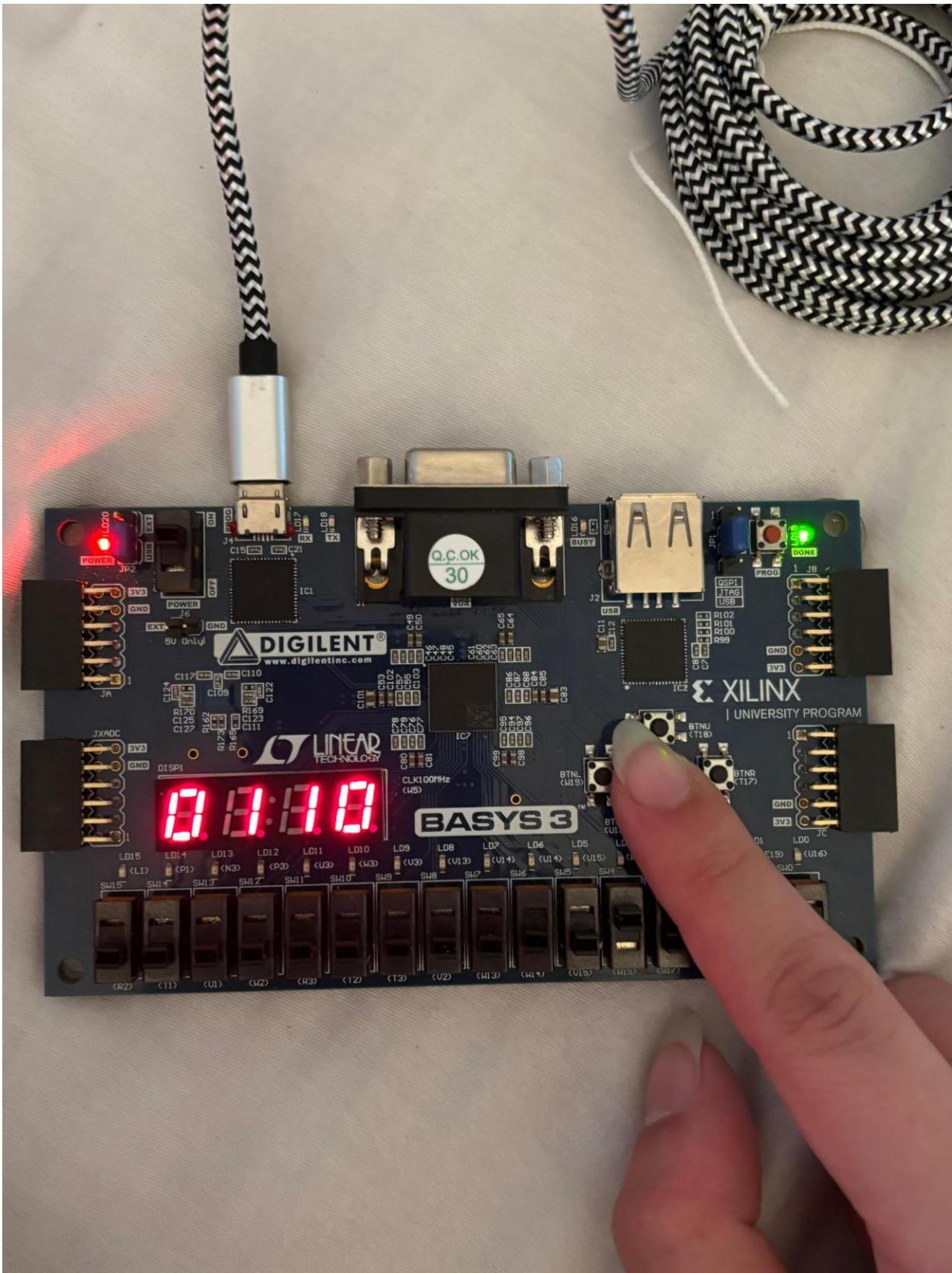


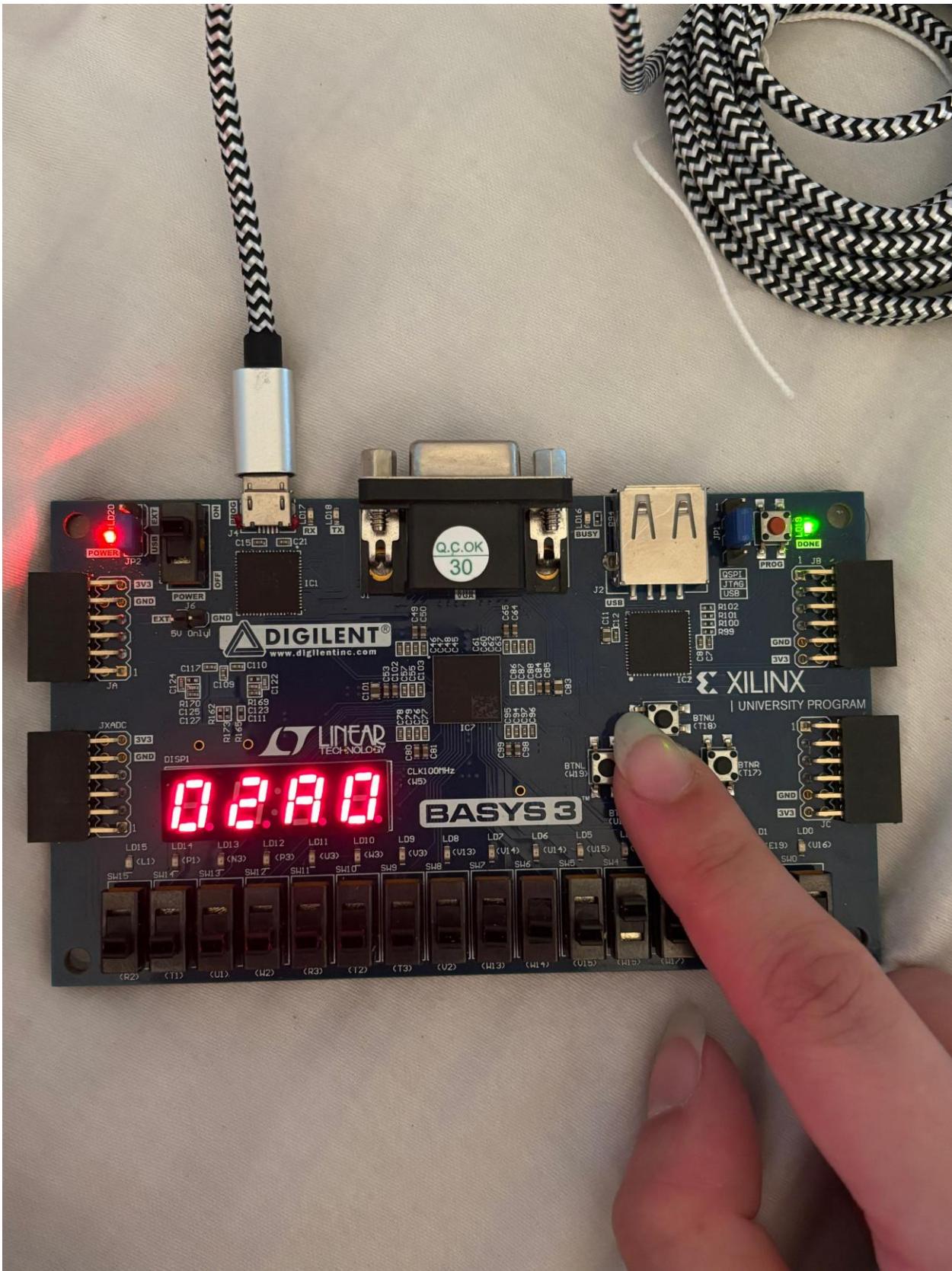


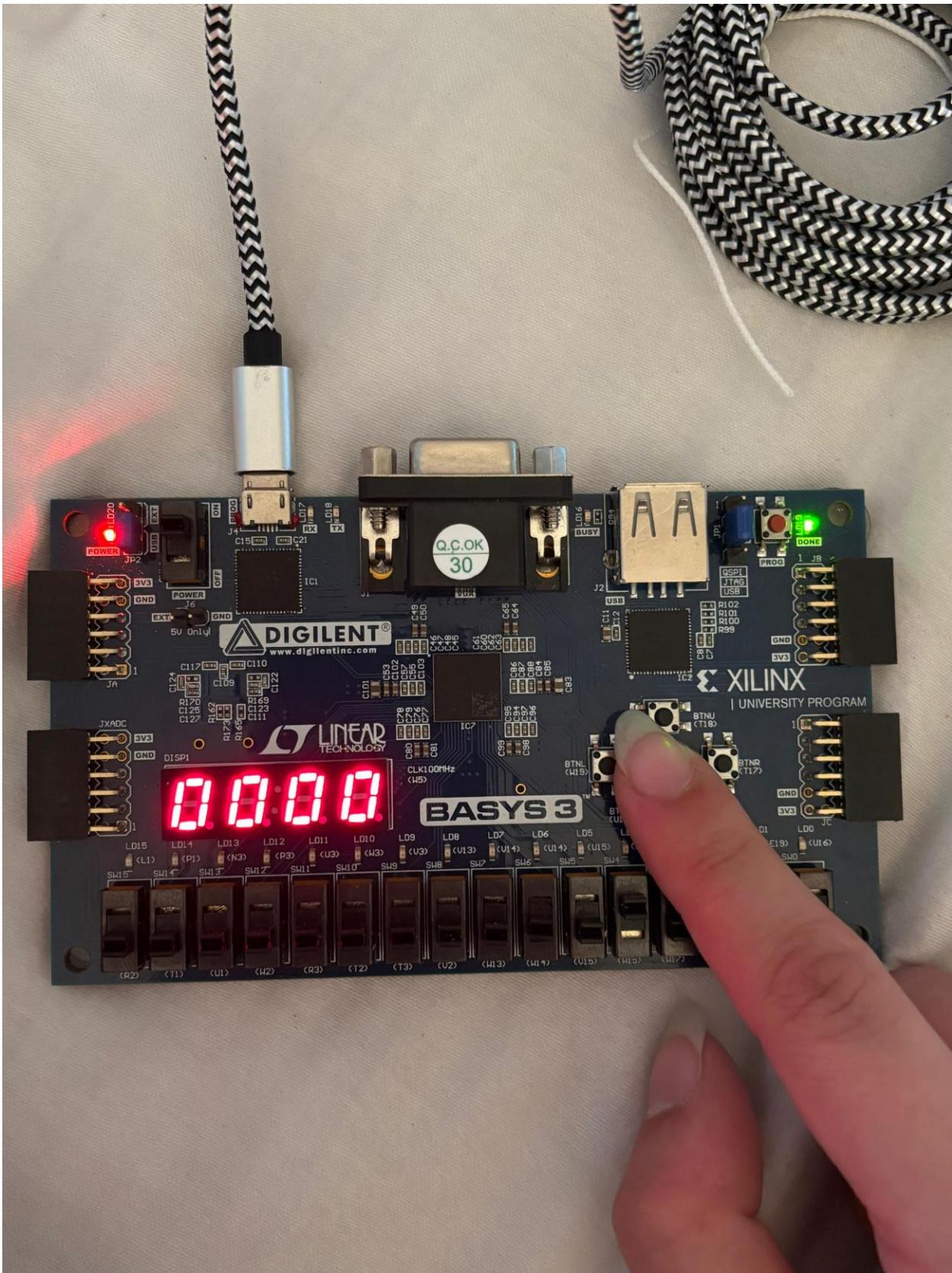


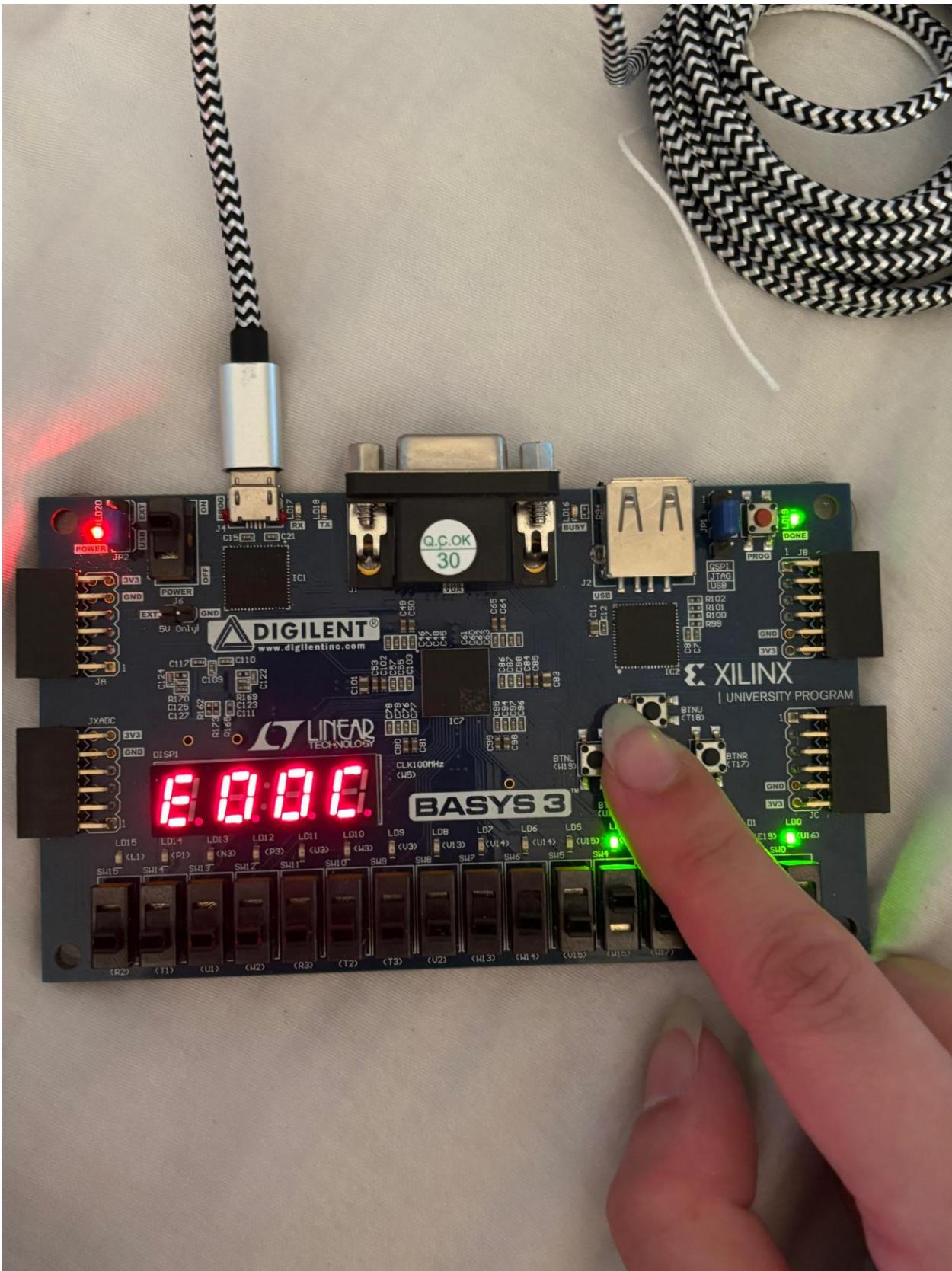


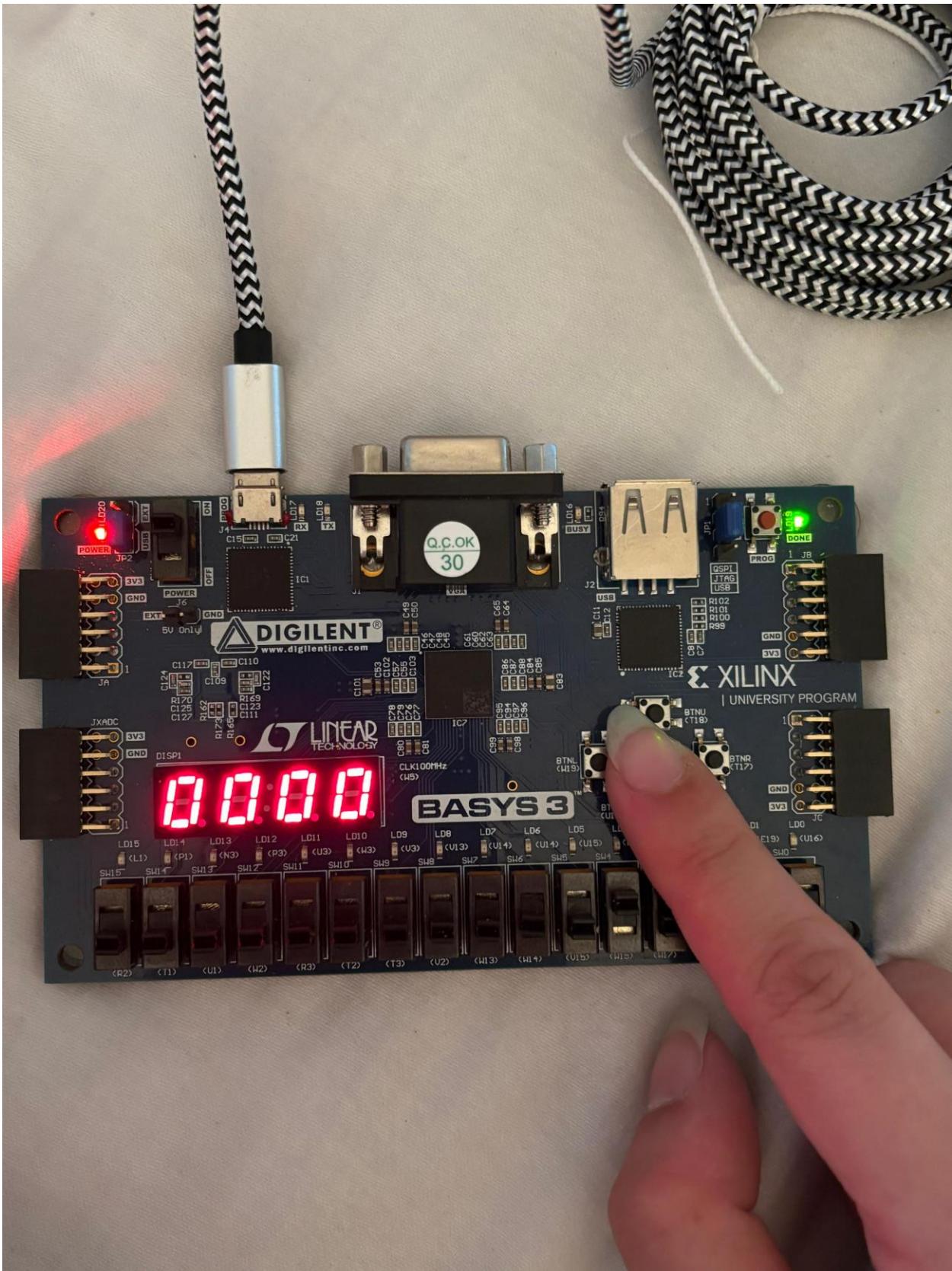












The Fibonacci Numbers displayed:

