

Pipeline Implementation of MIPS32

It is a pipeline implementation of MIPS32 which is basically a Reduced Instruction Set Computer (RISC) architecture. It will have a small subset of the instructions (and some simplifying assumptions).

Some features that our MIPS32 will have are,

> MIPS32 registers:

a) 32, 32-bit general-purpose registers (GPRs), R0 to R31.

* Register R0 contains a constant 0, can't be written.

b) A special-purpose 32-bit program counter (PC).

* Points to the next instruction in memory to be fetched and executed.

> NO Flag register (zero, carry, sign, etc...)

> Very few addressing modes (register, immediate, register indexed, etc...)

* Only load and store instructions can access memory.

> We assume memory word size is 32 bits (word addressable).

Instructions Subset of our MIPS32:

> Load and Store Instruction:

LW R2, 124(R8) //R2 = Mem[R8+124]

SW R5,-10(R25) //Mem[R25-10] = R5

>Arithmetic and Logic Instruction (only register operands)

ADD R1,R2,R3 //R1 = R2 + R3

ADD R1,R2,R0 //R1 = R2 + 0 (similar to MOV instruction)

SUB R12,R10,R8 //R12 = R10 - R8

AND R20,R1,R5 //R20 = R1 & R5

OR R11,R5,R6 //R11 = R5 | R6

MUL R5,R6,R7 //R5 = R6 * R7

SLT R5,R11,R12 //If R11 < R12, R5=1; else R5=0

>Arithmetic and Logic Instruction (immediate operands)

ADDI R1,R2,25 //R1 = R2 + 25

SUBI R15,R1,35 //R15 = R1 - 35

SLTI R7,R14,10 //If R14 < 10, R7=1; else R7=0

>Branch Instructions

BEQZ R1,Label //Branch to Label if R1=0

BNEQZ R5,Loop //Branch to Loop if R5!=0

>Jump Instruction

J Loop //Branch to Loop unconditionally

>Miscellaneous Instruction

HLT //Halt execution

>All MIPS32 instructions can be classified into three groups in terms of instruction encoding

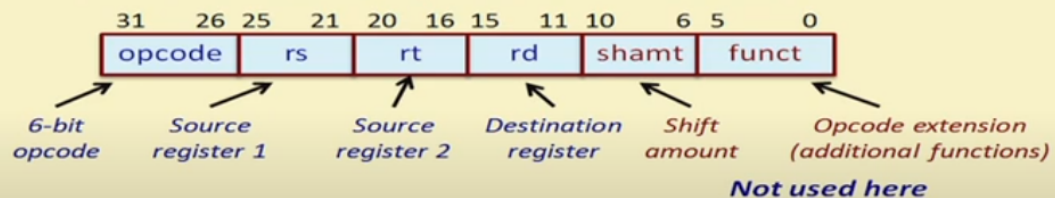
*R-type (Register), I-type (Immediate), and J-type (Jump)

*In an instruction encoding, the 32 bits of the instruction are divided into several fields of fixed width.

*All instructions may not use all the fields.

(a) R-type Instruction Encoding

- Here an instruction can use up to three register operands.
 - Two source and one destination.
- In addition, for shift instructions, the number of bits to shift can also be specified (*we are not considering such instructions here*).



R-type instruction with opcode:

Instruction	Opcode
ADD	000000
SUB	000001
AND	000010
OR	000011
SLT	000100
MUL	000101
HLT	111111

Example: SUB R6, R9, R5
000001 00110 01001 00101 00000 000000

(b) I-type Instruction Encoding

- Contains a 16-bit immediate data field.
- Supports one source and one destination register.



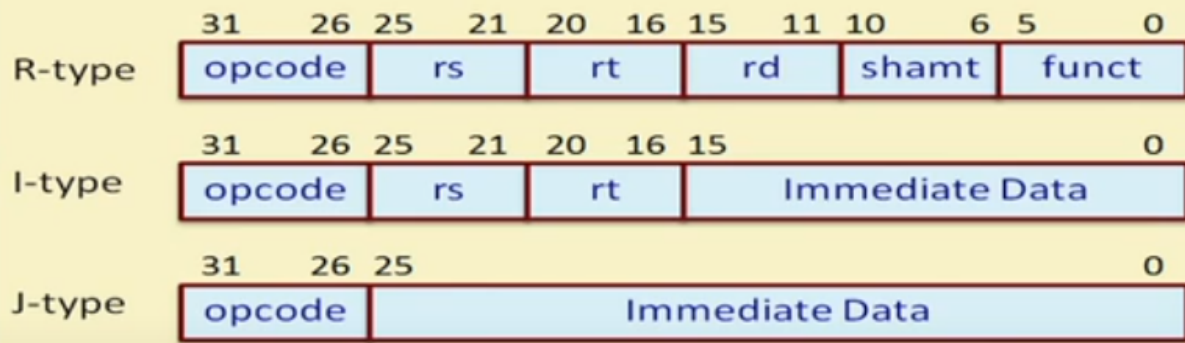
Immediate Instruction with opcode:

Instruction	Opcode
LW	001000
SW	001001
ADDI	001010
SUBI	001011
SLTI	001100
BNEQZ	001101
BEQZ	001110

Example: **LW R20, 84(R9)**

001000	01001	10100	0000000001010100
LW	R9	R20	Offset

A Quick View



Resource used: NPTEL