

# ECE260: Fundamentals of Computer Engineering

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## MIPS Instruction Set

James Moscola  
Dept. of Engineering & Computer Science  
York College of Pennsylvania



# MIPS Registers

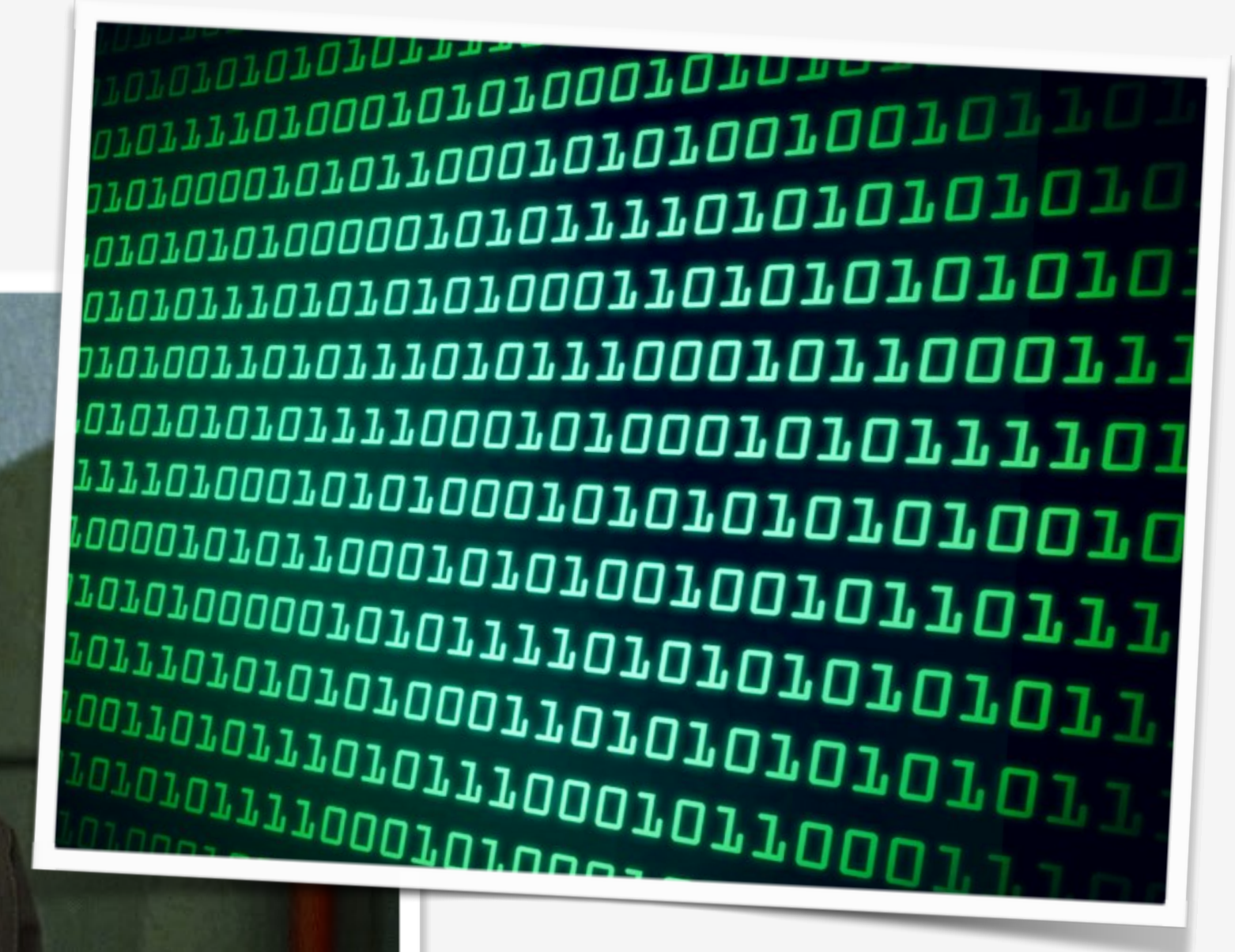
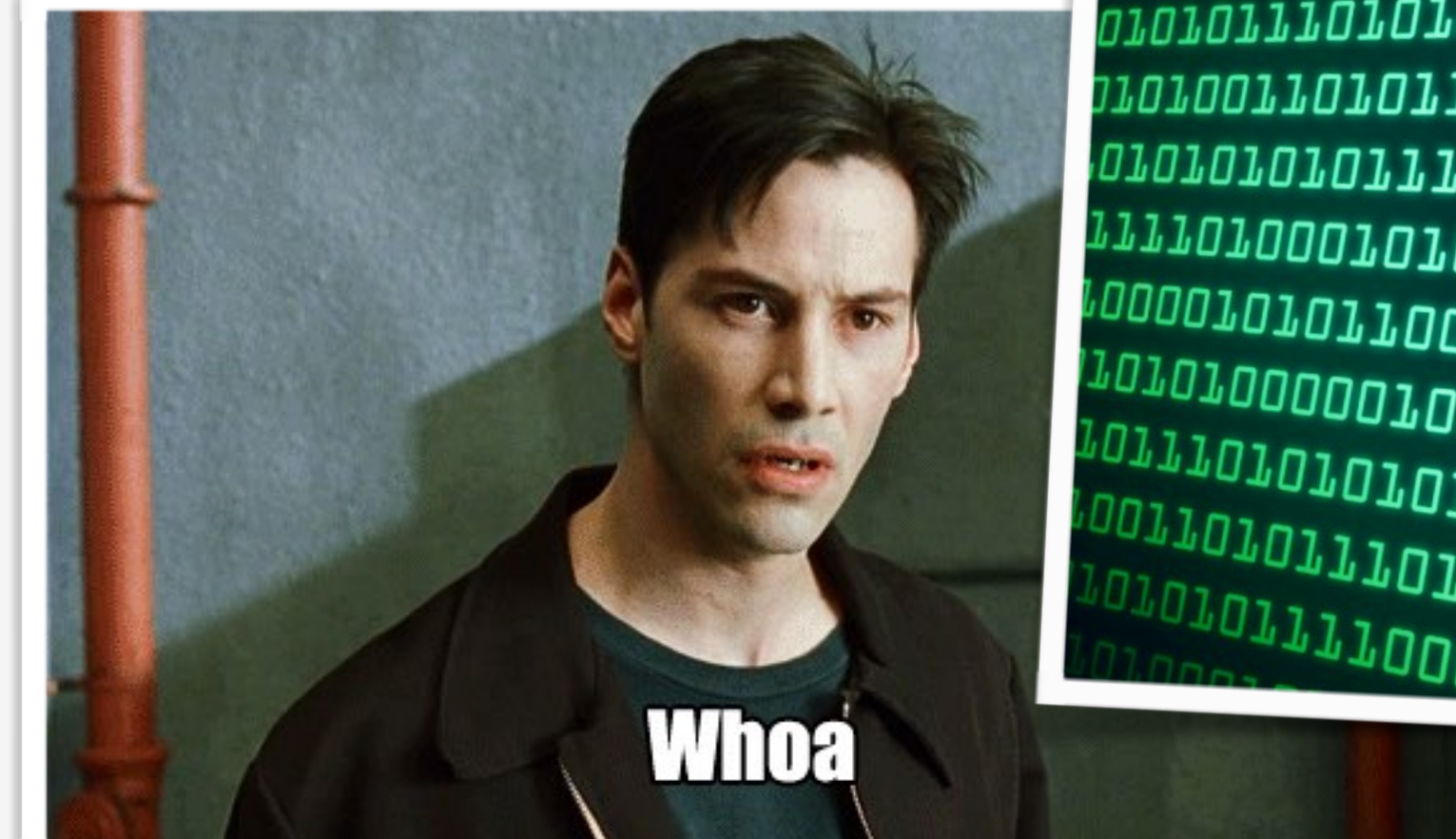
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- MIPS architecture has a  $32 \times 32$ -bit register file (e.g. it has 32 32-bit registers)
  - Registers are numbered 0 to 31
  - Registers can be referenced in assembly code using various names

Register Number	Register Name	Use
<b>0</b>	\$zero	Constant value 0
<b>1 - 7</b>	Coming soon ...	Coming soon ...
<b>8 - 15</b>	\$t0 - \$t7	Temporary values
<b>16 - 23</b>	\$s0 - \$s7	Saved temporary values
<b>24 - 25</b>	\$t8 - \$t9	Temporary values
<b>26 - 31</b>	Coming soon ...	Coming soon ...

# Representing Instructions

- All instructions are encoded in binary
  - Binary values represent type of instruction, source and destination registers, etc.
- Sequence of binary instructions is referred to as **machine code**
  - Machine code is the output of an assembler
  - Contents of executable application files is machine code
  - Loaded into **TEXT** section of memory when application runs
  - Interpreted by CPU as program executes

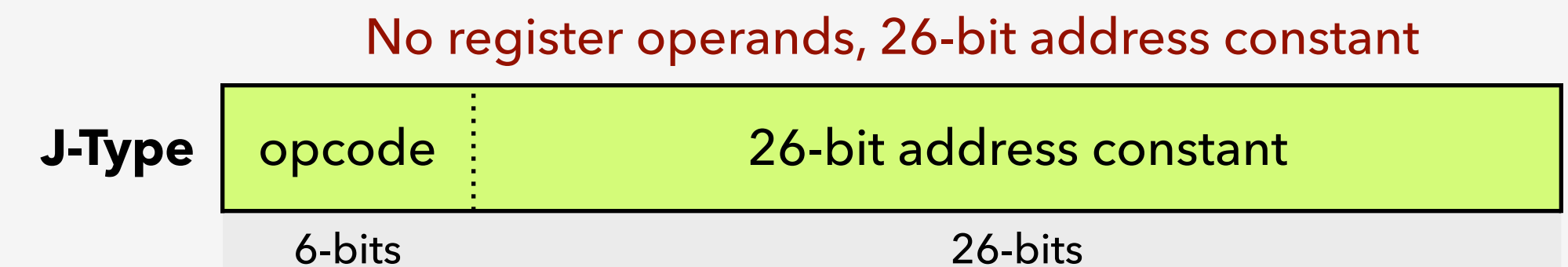
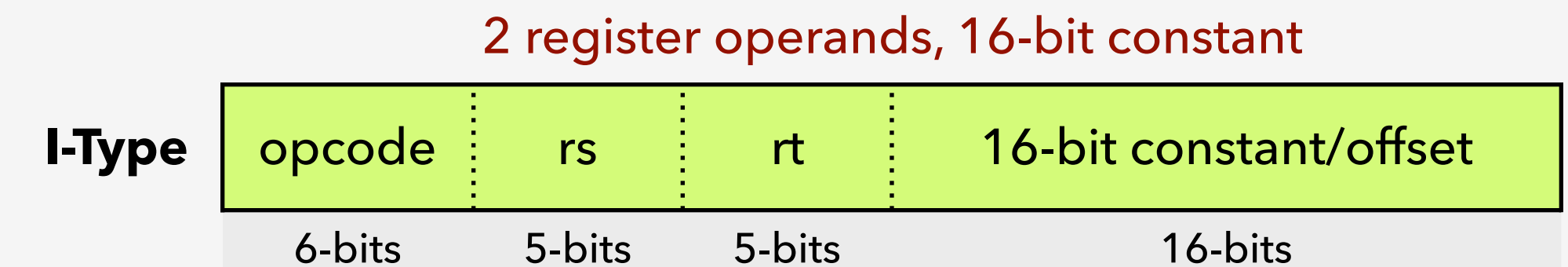
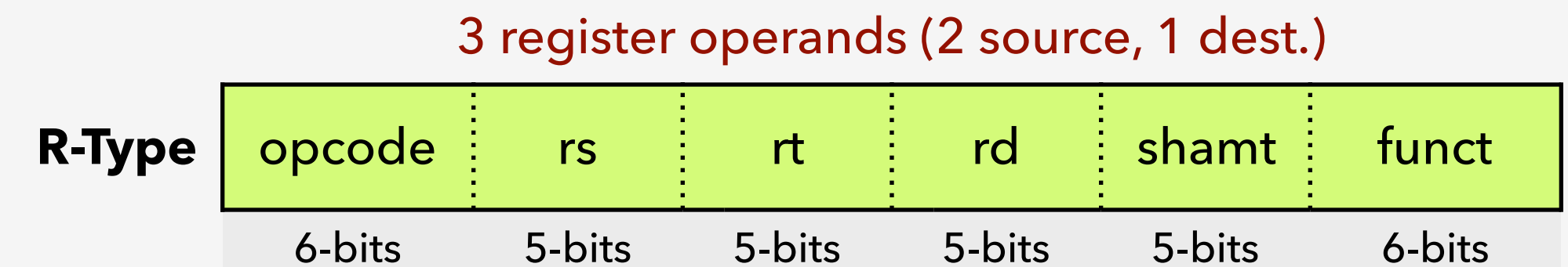




# MIPS Instruction Formats

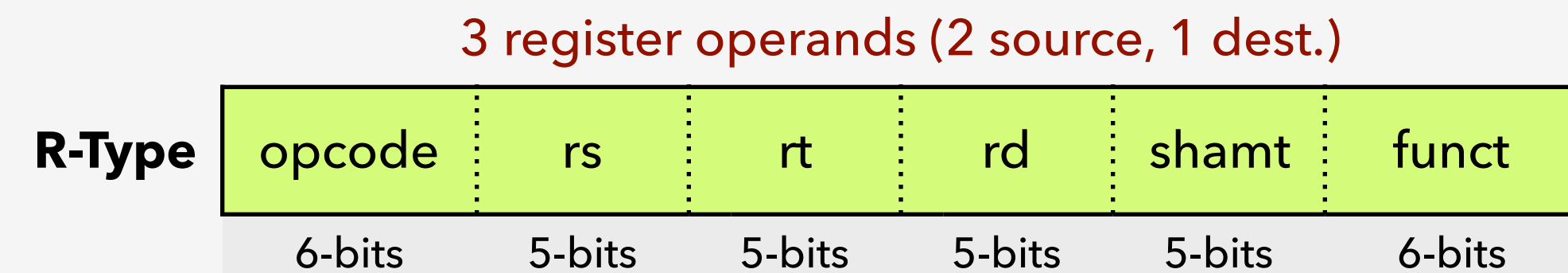
- MIPS instructions are encoded as 32-bit words
- MIPS instructions includes multiple "fields":
  - A 6-bit operation or "OPCODE"
  - Specifies which operation to execute (fewer than 64)
  - Up to three 5-bit OPERAND fields
    - Each specifies a register (one of 32) as source/destination
  - May contain embedded constants or immediate values
    - 5-bits, 16-bits, or 26-bits long
    - Can be treated as signed or unsigned

- Three basic MIPS instruction formats



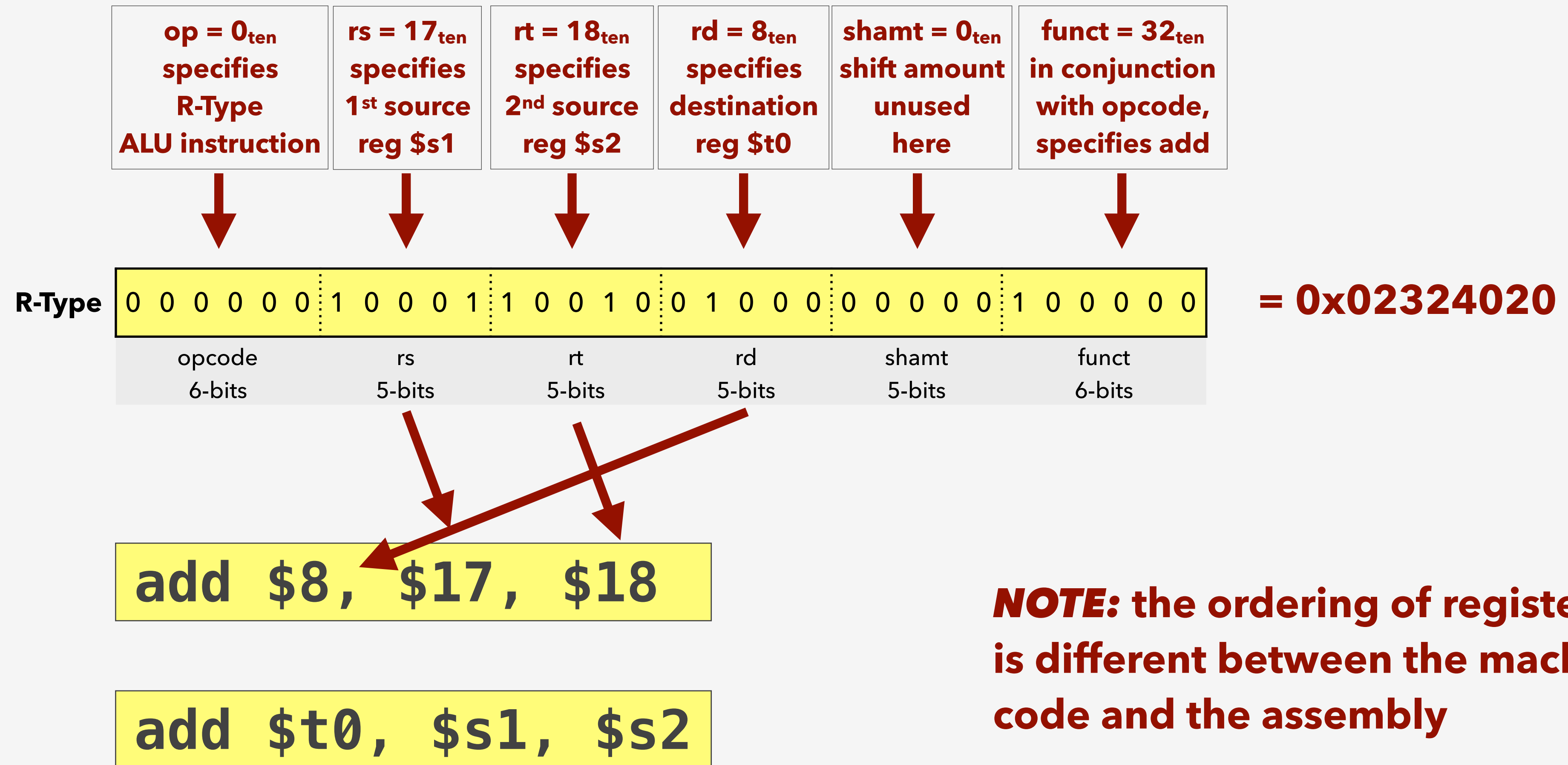
# MIPS R-Type Instructions

- Used for operations that require two source operands and shift operations
  - add, addu, sub, subu, div, divu, mult, multu, and, or, nor, xor, etc.
  - sll, srl, sra
- Instruction fields
  - op: operation code (opcode)
  - rs: first source register number
  - rt: second source register number
  - rd: destination register number
  - shamt: shift amount
  - funct: function code (extends opcode)



# MIPS R-Type Instruction Example

- An example **add** instruction:



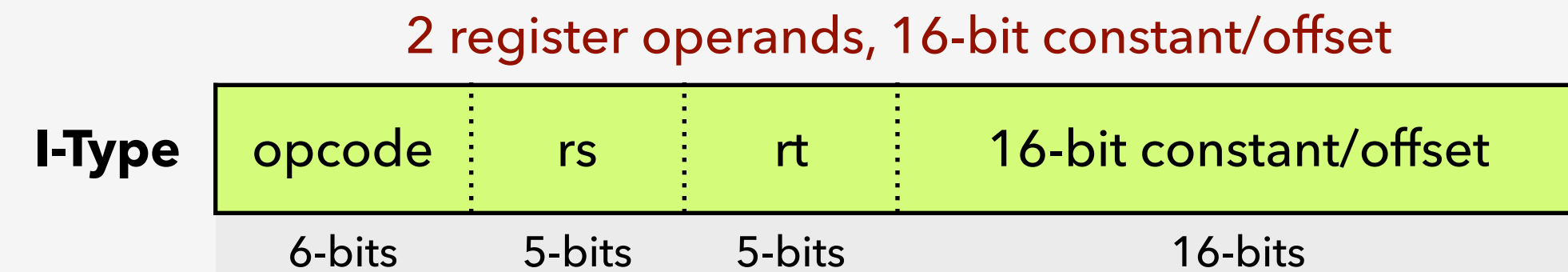
# MIPS I-Type Instructions

- Used for immediate arithmetic, load/store, comparisons, branching instructions

- addi, addiu, andi, ori, etc.
- lw, sw, etc.

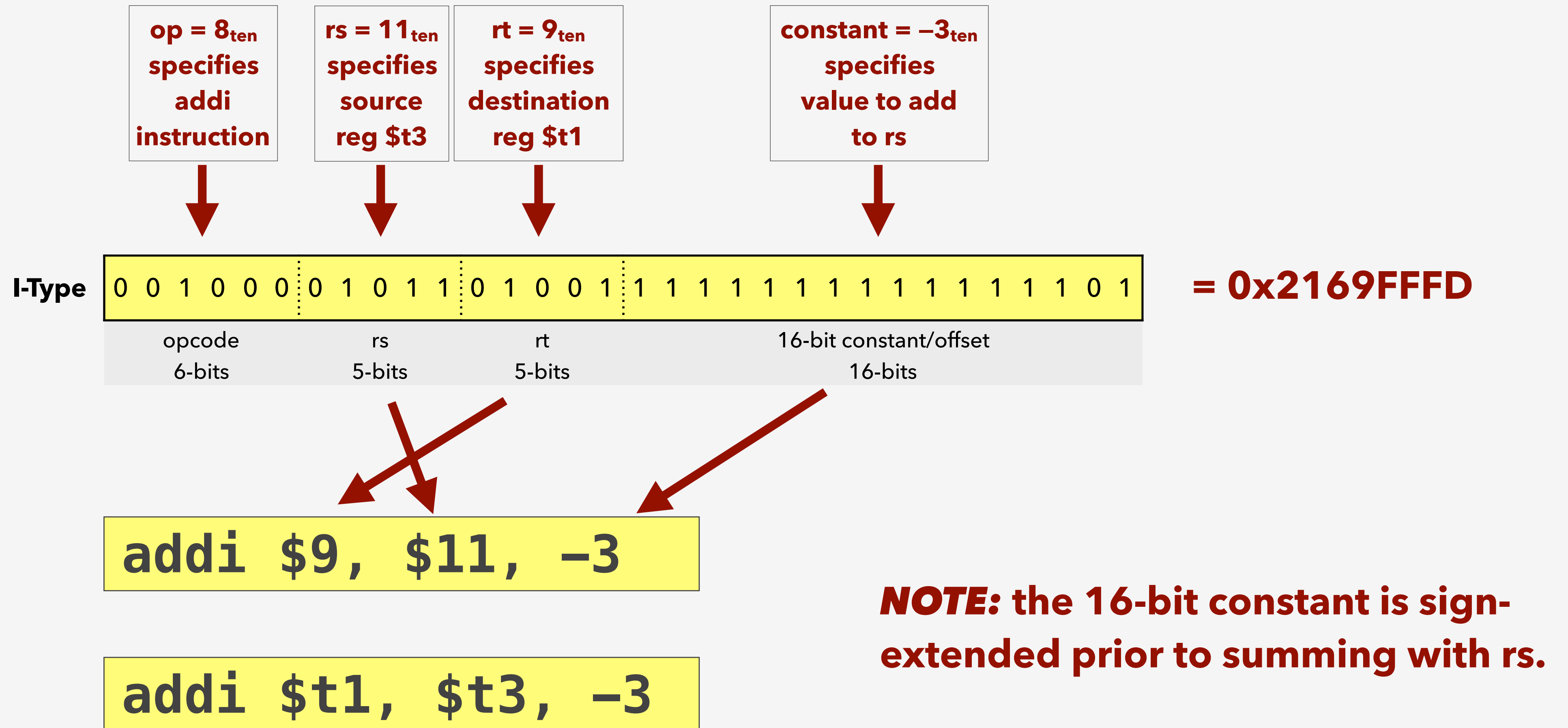
- Instruction fields

- op: operation code (opcode)
- rs: base address for load/store operations
- rt: destination or source register number
- 16-bit constant/offset:  $-2^{15}$  to  $+2^{15} - 1$ 
  - Constant for instructions that use immediate values
  - Offset for load and store operations (added to base address)
  - Offset for branching operations



# MIPS I-Type Instruction Example (immediate)

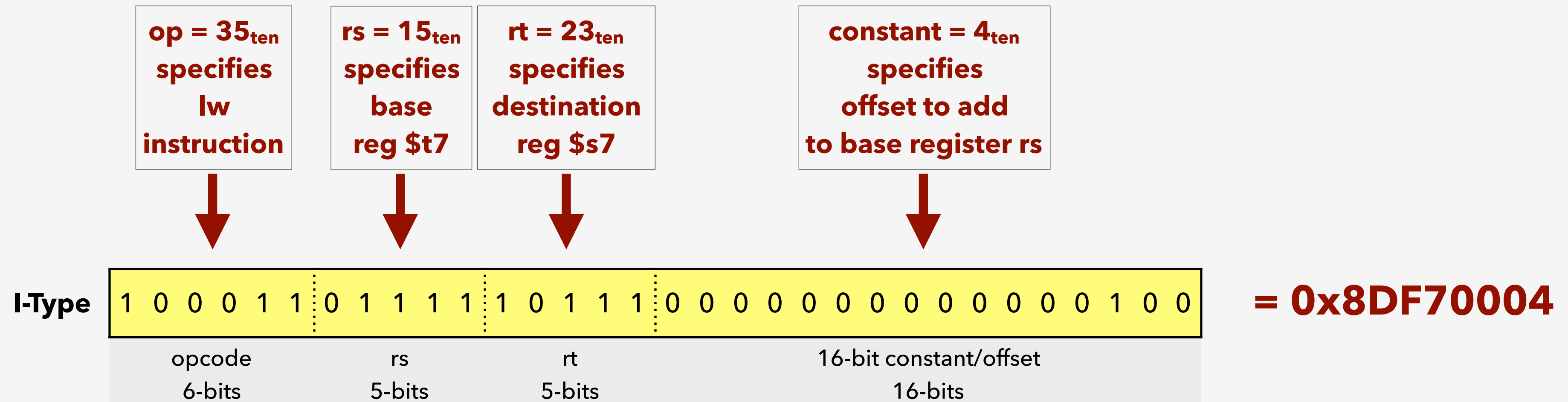
- An example **addi** instruction:





# MIPS I-Type Instruction Example (load)

- An example **lw** instruction:



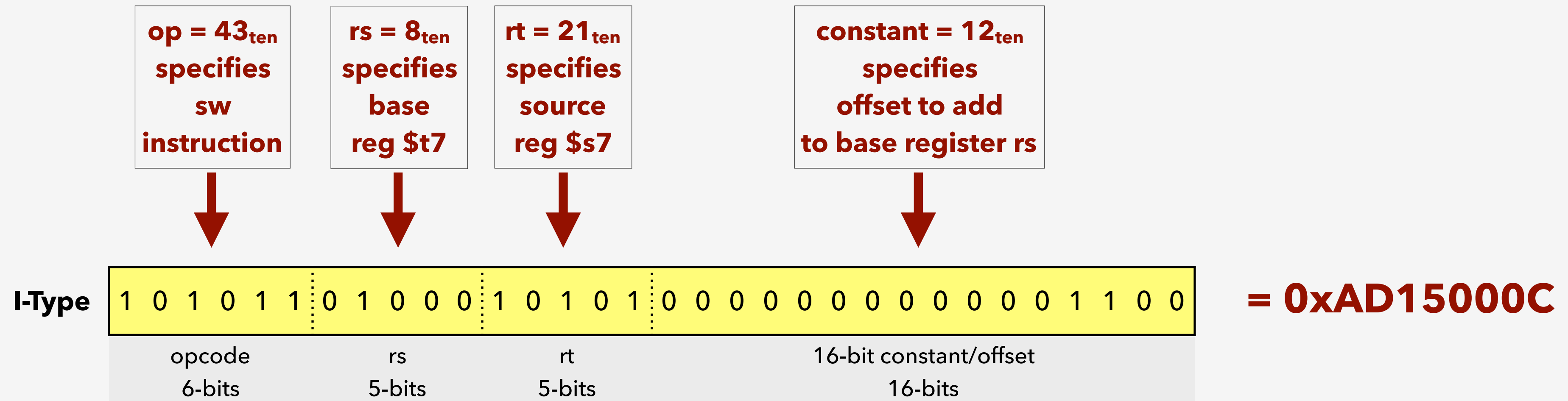
**lw \$23, 4(\$15)**

**lw \$s7, 4(\$t7)**

**NOTE:** the 16-bit constant is sign-extended prior to summing with **rs**.

# MIPS I-Type Instruction Example (store)

- An example **sw** instruction:



**sw \$21, 12(\$8)**

**sw \$s5, 12(\$t0)**


**NOTE:** the 16-bit constant is sign-extended prior to summing with rs.

# Logical Operations

- Instructions for bitwise manipulation
- Useful for extracting and inserting groups of bits in a word

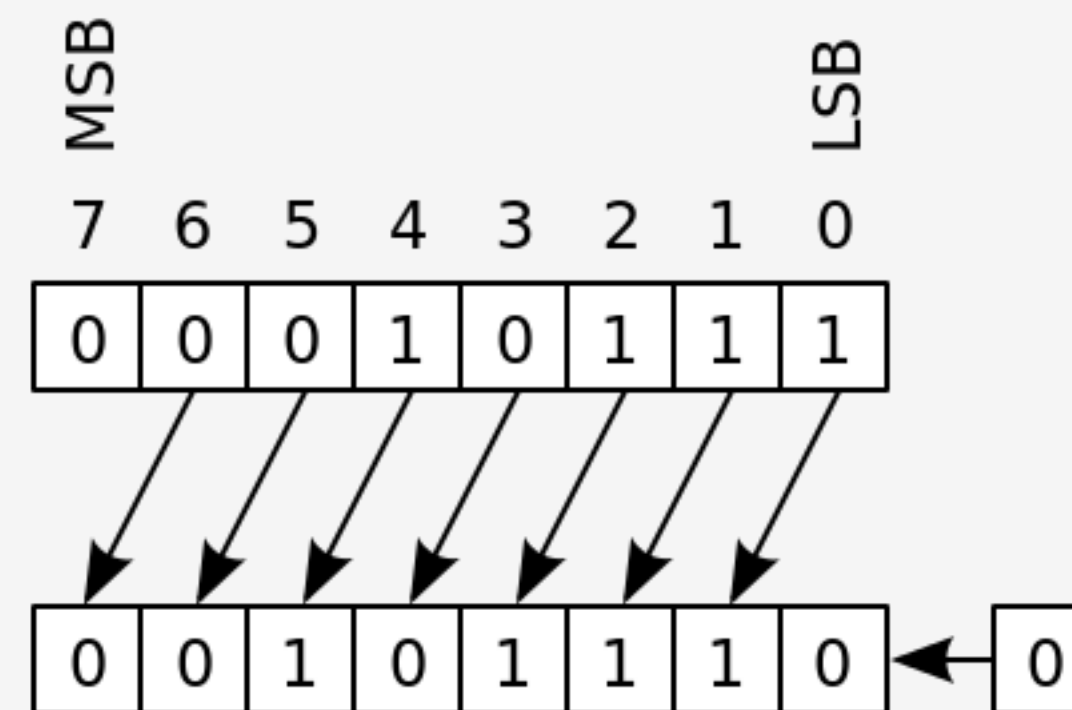
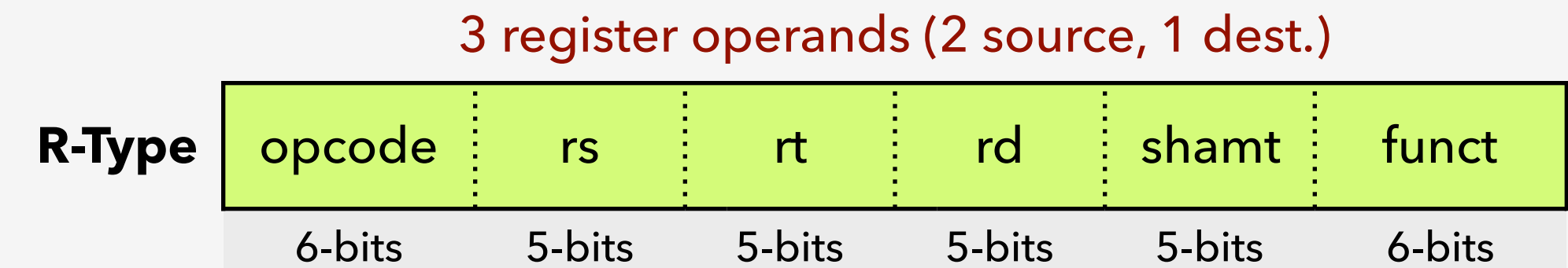
Operation	C / C++	MIPS
Shift Left	<<	sll
Shift Right	>>	srl, sra
Bitwise AND	&	and, andi
Bitwise OR		or, ori
Bitwise XOR	^	xor
Bitwise NOT	~	nor

```
int x = 3;  int y = 4;  int z;  
z = x << 1;  // z is now 6  
z = y >> 1;  // z is now 2  
z = x & y;    // z is now 0  
z = x | y;    // z is now 7  
z = x ^ y;    // z is now 7  
z = ~x;       // z is now 0xffffffffc
```

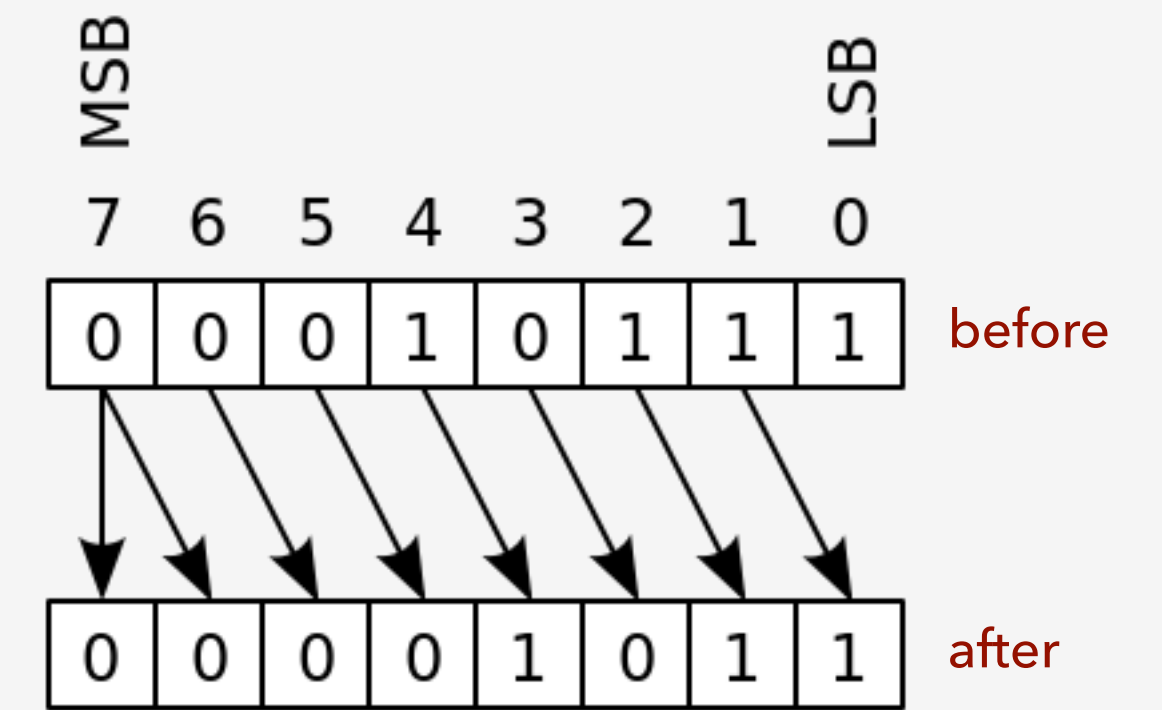
  
either -4 or  
4,294,967,292

# Shift Operations

- Uses R-Type instruction
  - shamt field specifies how many positions to shift
- Shift left logical
  - Shift left and fill with 0 bits
  - sll by  $i$  bits multiplies by  $2^i$
- Shift right logical
  - Shift right and fill with 0 bits
  - srl by  $i$  bits divides by  $2^i$  (unsigned only)
- Shift right arithmetic
  - Shift right and fill with copy of MSB



**Shift Left Logical:** The empty position in the least significant bit is filled with a zero.

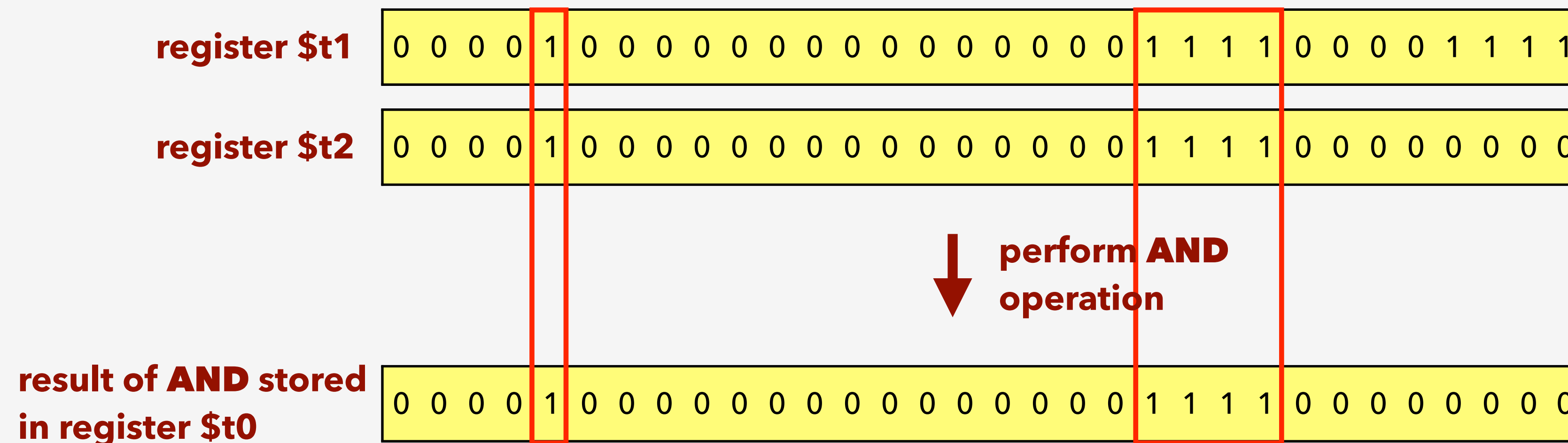


**Shift Right Arithmetic:** The empty position in the most significant bit is filled with a copy of the original MSB.

# AND Operations

- Uses R-Type instruction (opcode = 0x00, funct = 0x24)
- Useful to mask bits in a word
  - Select some bits, clear others to 0

**and \$t0, \$t1, \$t2**

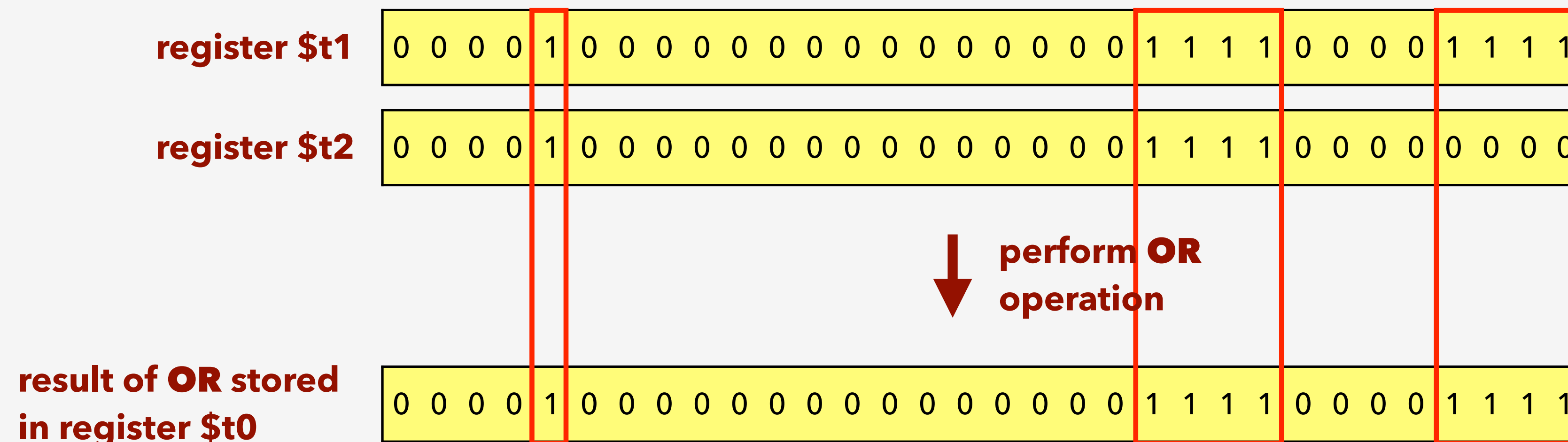




# OR Operations

- Uses R-Type instruction (opcode = 0x00, funct = 0x25)
- Useful to include bits in a word
  - Set some bits to 1, leave others unchanged

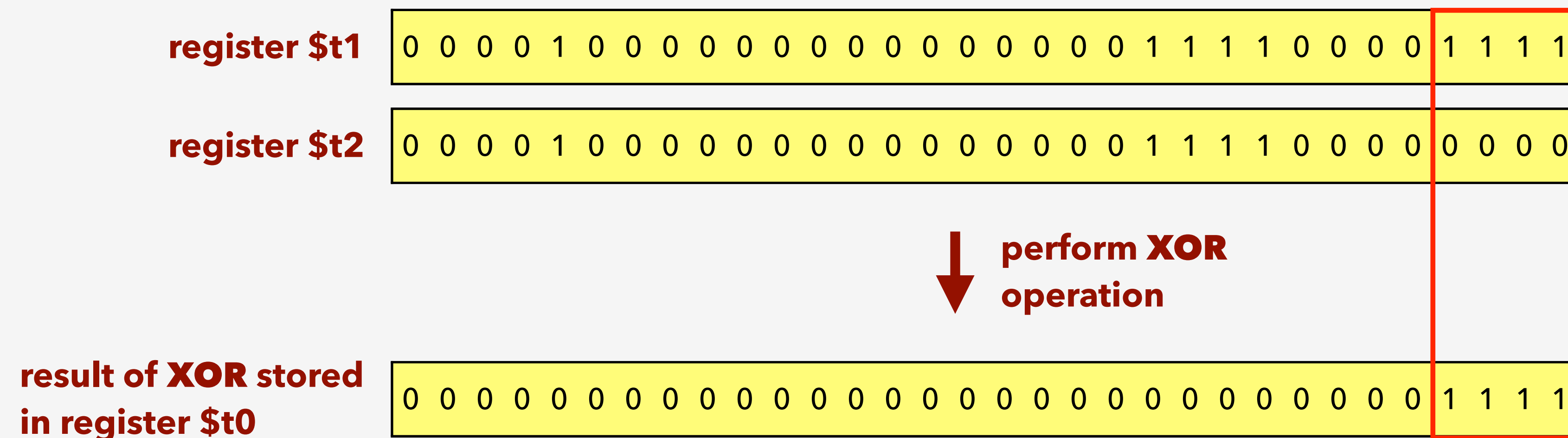
```
or $t0, $t1, $t2
```



# XOR Operations

- Uses R-Type instruction (opcode = 0x00, funct = 0x26)
- Useful to find bits that differ between words
  - Set output bit to 1 if input bits differ, others 0

```
xor $t0, $t1, $t2
```



# NOT Operations

- MIPS has no **NOT** instruction
  - Instead, uses a **NOR** instruction (R-Type)

```
a NOR b == NOT(a OR b) // to get a NOT, just set b=0
```

```
nor $t0, $t1, $zero # negates $t1, stores result in $t0
```

- Useful to invert bits in a word
  - Changes 0's to 1's, and 1's to 0's

register \$t1

0 1 1 0 1 1 0 1

↓ perform **NOR**  
operation

result of **NOR** stored  
in register \$t0

1 0 0 1 0 0 1 0