

## Instruction Types

---

### Computation:

- arithmetic (e.g., add)
- logical (e.g., xor)
- compare (e.g., set if not equal)

### Data transfer:

- load
- store

### Control

- branch
- jump

## MIPS Computation Instructions

---

Opcode          rd, rs, rt

Opcode          rt, rs, immed

- rd: destination register (modify)
- rs: source register (read-only)
- rt: source/destination register (read-only/modify)
- immed: 16-bit signed value (constant)

## MIPS Computation Instructions

---

Some examples:

```
add    $8, $9, $10    # $8 = $9+$10
addi   $t0, $t1, 20   # $t0 = $t1+20
addu   $8, $9, $10    # $8 = $9+$10
sub    $t5, $0, $t5   # $t5 = -$t5
and    $8, $9, $10    # $8 = $9&$10
slt    $8, $9, $10    # if $9<$10, $8 = 1,
                    # else $8 = 0
slti   $8, $9, -6     # if $9<-6, $8 = 1,
                    # else $8 = 0
```

The GPRs are used to store the result of a condition.

Alternative architecture: **condition codes**

- special 1-bit registers that store the result of specific conditions
  - whether the result is zero
  - whether the result is negative

The machine does not know if a value is signed or unsigned (the bag of bits) --- you have to specify this by using the appropriate instruction

## Instruction Encoding

---

ISA defines the formats for instructions

- what fields they contain
- the size of the fields
- the field values & what the values signify

Being a RISC, MIPS has few (3) instruction formats

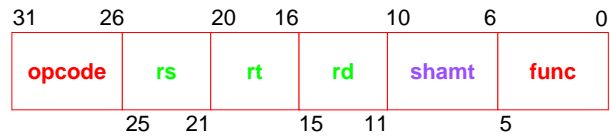
- all instructions are the same length, 32 bits
- most formats have similar fields
  - for example: an opcode, at least one source register
- fields that are common to more than one format have the same location in the instruction
  - for example: the opcode is always first
- fields that are common to more than one format are the same size
  - for example: the opcode is always 6 bits

Knowing the instruction formats, shows us how the CPU processes instructions

- bridge between architecture & implementation

## R-type Format

For arithmetic, logical, comparative instructions with register operands



- **opcode, func** = operation
  - opcode = a computational instruction
  - func = which computation
- **rs, rt** = source operands
- **rd** = destination operand
- **shamt** = shift distance in bits

`add $8, $9, $10`

0	9	10	8	unused	32
---	---	----	---	--------	----

`xor $11, $12, $13`

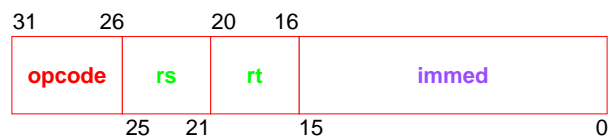
0	12	13	11	unused	38
---	----	----	----	--------	----

`sll $10, $16, 4`

0	unused	16	10	4	0
---	--------	----	----	---	---

## I-type Format

For arithmetic, logical, comparative instructions with one register operand & one constant operand



- **opcode** = operation
  - opcode = a computational instruction
- **rs** = source operand
- **rt** = destination operand
- **immed** = constant,  $\pm 2^{15}$ 
  - sign-extended when used (replicate msb)

Using an immediate value is faster than loading the constant from memory & saves using a register

`ori $8, $9, -256`

13	9	8	-256		
----	---	---	------	--	--