S’more Instructions*

A continuation of discussion of the MIPS ISA, instructions and instruction formats

* Cover Graham cracker with a marshmallow and chocolate

Fact Sheet on Registers/Instructions

- Machines typically 16 or 32 registers
- More registers => larger instruction format
- More registers => possibly slower clock speed
- Register 0 is the constant 0 in MIPS ISA
- Extending the instruction set ...

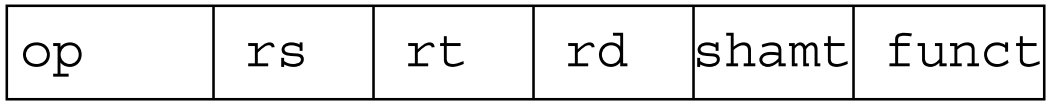
```
sub $8, $0, $8   # negate $8
add $9, $0, $5   # move $5 to $9
add $5, $0, $0   # set $8 to zero
```

Every computer (ISA) has a Principles of Opertions manual (Prince of Ops); see appendix A.10 for MIPS

R-types Are For Basic Operations

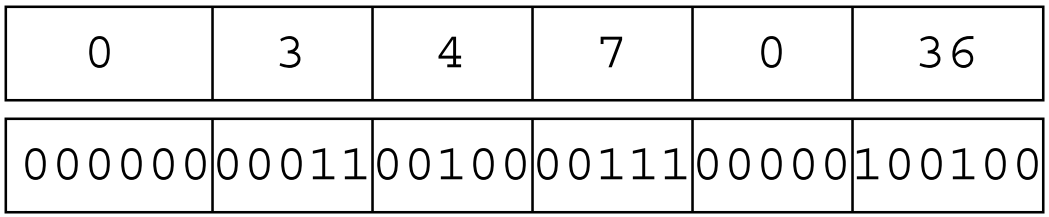
- Different operations are specified by different codings of the **op** field and **funct** field

```
          (op:funct)  rd,  rs,  rt
```



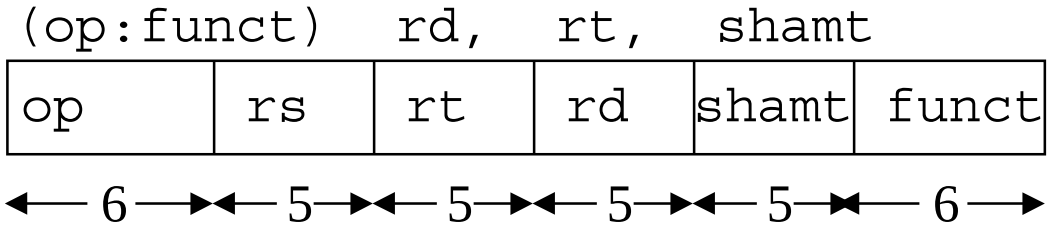
`add`	`0`	`32`	addition
`sub`	`0`	`34`	subtraction
`and`	`0`	`36`	logical and
`mult`	`0`	`24`	multiplication
`slt`	`0`	`42`	set less than

Example: `and $7, $3, R4  # Bitwise and`



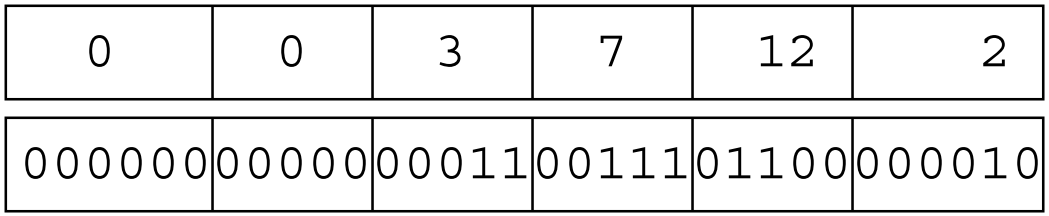
R-types Continued

- Shifting instructions also have 3 operands
- **shamt** is used, but **rs** is unused



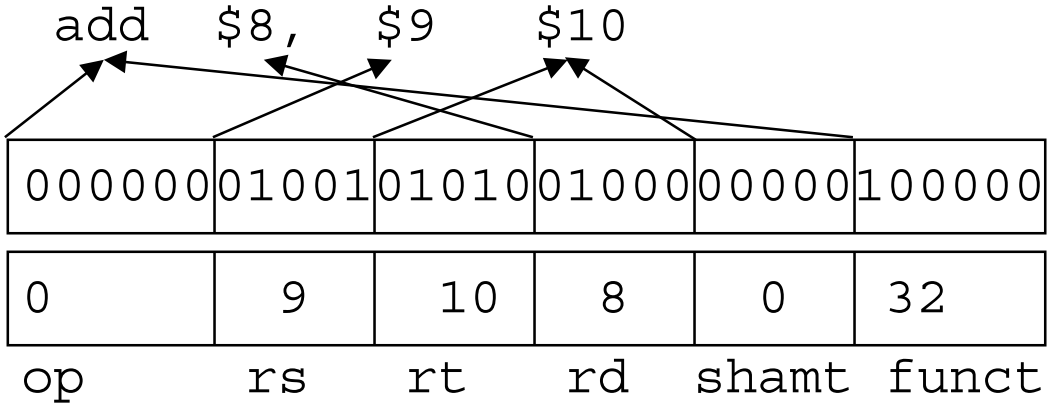

```
sll          0                                  0 # shift left
srl          0                                  2 # shift right
sra          0                                  3 # arith right
```

Example: `srl $7, $3, 12  # Logical right shift`

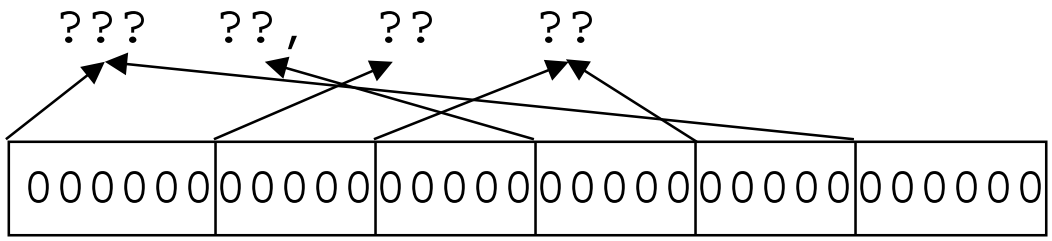


Decoding

- Decoding the instruction (second step in the fetch execute cycle):

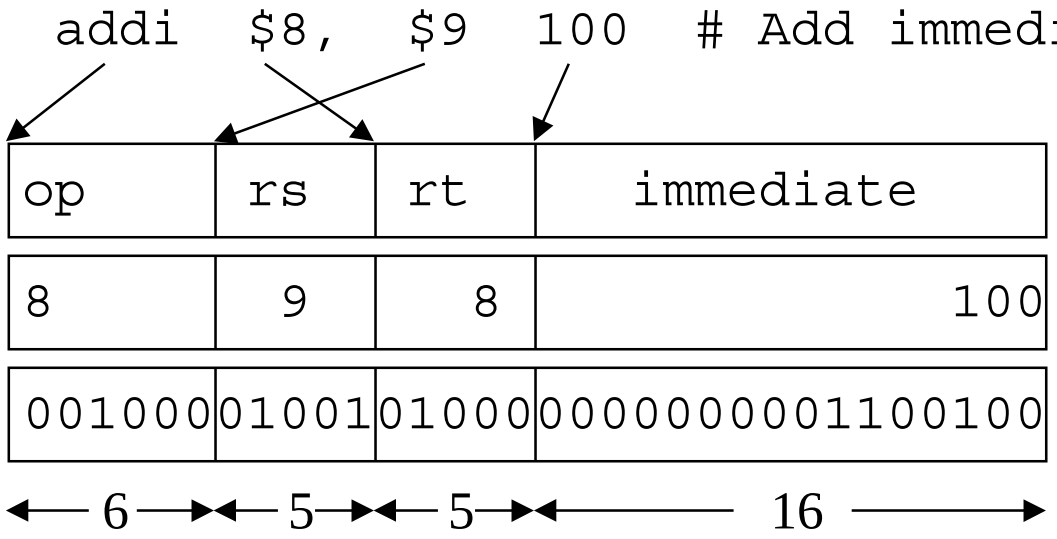


What Instruction is all 0's?

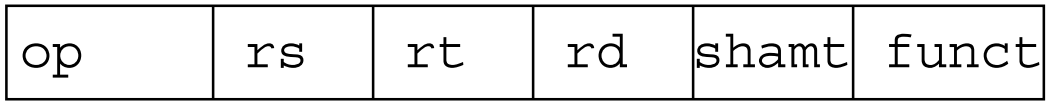


I-type, Immediate Instructions

- When an operand is a small constant it can be stored in the instruction, saving fetching it from memory and using a general register.



I-type instructions



R-type instructions

Immediate Instructions

Immediate variations exist for most instructions

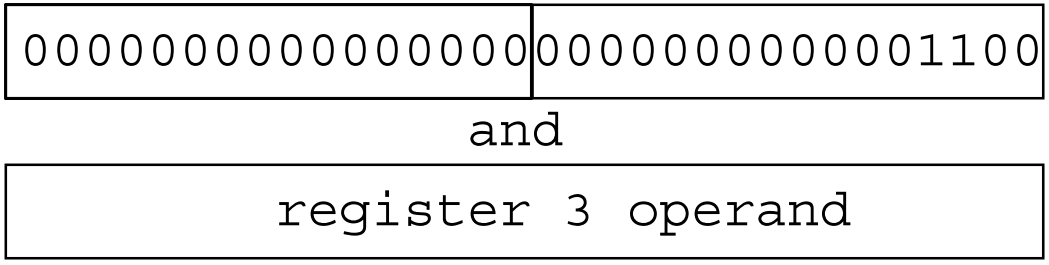
```
op    rt, rs, immediate
```

- `addi` add immediate
- `andi` and immediate
- `ori` or immediate
- `slti` set less than immediate

Why is there no **subi** instruction?

I-type instructions

Example: `andi $7, $3, 12  # Logical and`



lui, lui

The 16bit limit on immediate data is not severe

load upper immediate (lui) moves its immediate data to the left-most 16-bits; it zeroes the right-most 16-bits; **rs** is unused

```
lui  $8, 100  # Load upper immediate
```