

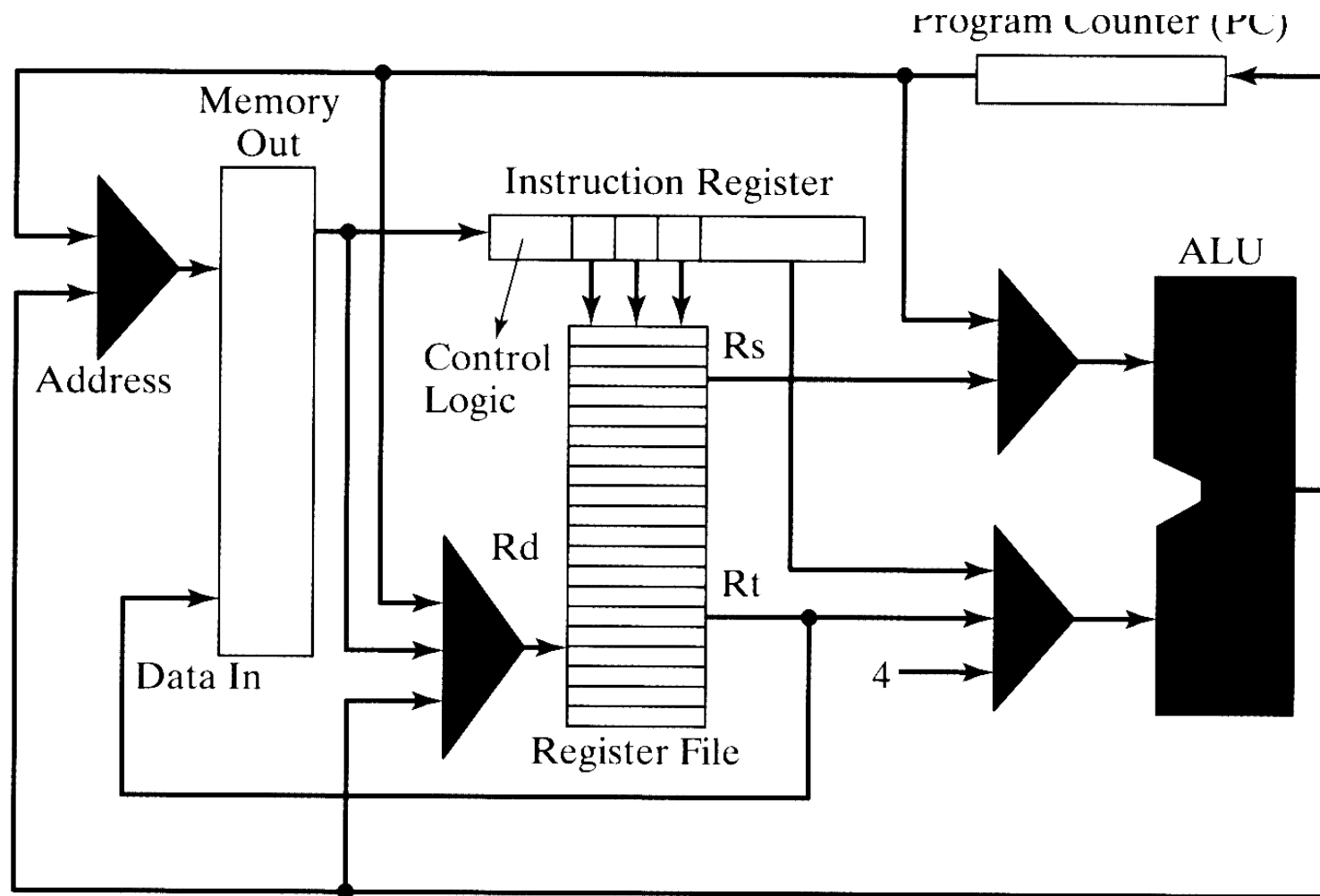
Intro to the MIPS processor

Carl Hauser

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Datapath Diagram (Britton)



Register file

- Special purpose:
 - Number 0, \$zero, always 0
 - Nr. 31, \$ra, function return address
- General purpose:
 - Numbers 1-31
- Conventions for GP registers
 - Number 1, \$at, assembler temporaries
 - Numbers 2&3, \$v0, \$v1, function returns vals
 - Numbers 4-7, \$a0-\$a3, function args

Register file (cont.)

- Conventions (cont.)
 - Nrs. 8-15, \$t0-\$t7, caller-save temps
 - Nrs. 16-23, \$s0-\$s7, callee-save temps
 - Nrs. 24-25, \$t8-\$t9, caller-save temps
 - Nrs. 26-27, \$k0-\$k1, reserved for OS
 - Nr. 28, \$gp, globals pointer
 - Nr. 29, \$sp, stack pointer
 - Nr. 30, \$fp, frame pointer

Additional Registers

- Program counter/Instruction pointer
- Instruction register
- Status register
 - Condition codes
 - Interrupt masks
 - Processor operating state
 - ...later
- Floating point registers
 - 32 32-bit or 16 64-bit

Memory

- Up to 4 GB ($2^{32}-1$)
- Word: 32 bits
- Half-word: 16 bits
- (Contrast with Intel terminology)

Instructions

- 6-bit op-code
- 27 bits depending on the op-code
- Register format
 - 2 operand source registers; 1 destination register; 6-bit function code; 5 unused bits
- Immediate format
 - 1 operand source; 1 destination; 16 bits *immediate* data
- Jump immediate instructions
 - 26-bit destination.
- Jump register instructions
 - 32-bit destination in a register

Load/Store Instructions

- Load/Store architecture – only operations accessing memory are load and store
- lw targetReg, offset(sourceReg)
 - Example: lw \$s1,8(\$a0)
- sw sourceReg, offset(targetReg)
 - Example: sw \$s1,12(\$a0)
- Offset is 16-bit signed
- Additional signed/unsigned byte/halfword load/store instructions

Fetch-execute cycle

- Instruction fetch: retrieve instruction at memory location specified by ip into instruction register; $ip += 4$
- Operand fetch: retrieve values from operand registers into ALU
- Execute: Perform the operation
- Write back: store result in register
- Modify for memory-access instructions