

# MIPS指令系统介绍

- MIPS寄存器组
- MIPS指令目录
- MIPS指令格式
- 部分MIPS指令格式详解

注：本章着重介绍**32位MIPS**的指令系统中我们要涉及到的指令以及有关的内部组织与结构，其中有部分指令和寄存器定义会在后续章节中根据**MIPS16** 的特点进行调整。



# MIPS寄存器组

共有32个32位寄存器

| Register name | Number | Usage                                           |
|---------------|--------|-------------------------------------------------|
| \$zero        | 0      | constant 0                                      |
| \$at          | 1      | reserved for assembler                          |
| \$v0~\$v1     | 2~3    | expression evaluation and results of a function |
| \$a0~\$a3     | 4~7    | arguments 0~3                                   |
| \$t0~\$t7     | 8~15   | temporary (not preserved across call)           |
| \$s0~\$s7     | 16~23  | saved temporary (preserved across call)         |
| \$t8~\$t9     | 24~25  | temporary (not preserved across call)           |
| \$k0~\$k1     | 26~27  | reserved for OS kernel                          |
| \$gp          | 28     | point to global area                            |
| \$sp          | 29     | stack pointer                                   |
| \$fp          | 30     | frame point                                     |
| \$ra          | 31     | return address (used by function call)          |



# MIPS指令目录

- 算术指令 - add, addu, addi, addiu, sub, subu, mul, mulu, div, divu, mfhi, mflo
- 逻辑指令 - and, andi, or, ori, xor, xori, nor, sll, srl, sra, sllv, srlv, srav
- 数据传送指令 - lw, lh, lhu, lb, lbu, sw, sh, sb, lui
- 比较、条件转移指令 - beq, bne, bnez, slt, slti, sltu, sltiu
- 无条件转移指令 - j, jr, jal



# MIPS指令格式(1)

## ■ (1) R-format

**add \$1, \$2, \$3** # \$1=\$2+\$3

| 6-bit  | 5-bit | 5-bit | 5-bit | 5-bit | 6-bit  |
|--------|-------|-------|-------|-------|--------|
| op     | rs    | rt    | rd    | shamt | funct  |
| 0      | 2     | 3     | 1     | 0     | 32     |
| 000000 | 00010 | 00011 | 00001 | 00000 | 100000 |



# MIPS指令格式(2)

## ■ (2) I-format

**lw \$1, 10(\$2)**      # **\$1=Memory[\$2 +10]**

| 6-bit  | 5-bit | 5-bit | 16-bit              |
|--------|-------|-------|---------------------|
| op     | rs    | rt    | Address/Immediate   |
| 35     | 2     | 1     | 10                  |
| 100011 | 00010 | 00011 | 0000 0000 0000 1010 |



# MIPS指令格式(3)

## ■ ( 3 ) J-format

**j 10000      # go to 10000**

6-bit

26-bit

| op | Target Address |  |  |  |  |  |
|----|----------------|--|--|--|--|--|
| 2  | 2500           |  |  |  |  |  |

000010    00010    00011    0000    0000    0000    1010



# 部分MIPS指令格式详解

- 这里只介绍几个典型的指令格式，比较完整的格式请参看网站中相关页的说明。



# 部分MIPS指令格式详解

■ add \$s1, \$s2, \$s3 # \$s1=\$s2+\$s3

| 6-bit  | 5-bit | 5-bit | 5-bit | 5-bit | 6-bit  |
|--------|-------|-------|-------|-------|--------|
| op     | rs    | rt    | rd    | shamt | funct  |
| 0      | 18    | 19    | 17    | 0     | 32     |
| 000000 | 10010 | 10011 | 10001 | 00000 | 100000 |

■ sub \$s1, \$s2, \$s3 # \$s1=\$s2-\$s3

| 6-bit  | 5-bit | 5-bit | 5-bit | 5-bit | 6-bit  |
|--------|-------|-------|-------|-------|--------|
| op     | rs    | rt    | rd    | shamt | funct  |
| 0      | 18    | 19    | 17    | 0     | 34     |
| 000000 | 10010 | 10011 | 10001 | 00000 | 100010 |



# 部分MIPS指令格式详解

■ `and $s1, $s2, $s3 # $s1=$s2 AND $s3`

| 6-bit  | 5-bit | 5-bit | 5-bit | 5-bit | 6-bit  |
|--------|-------|-------|-------|-------|--------|
| op     | rs    | rt    | rd    | shamt | funct  |
| 0      | 18    | 19    | 17    | 0     | 36     |
| 000000 | 10010 | 10011 | 10001 | 00000 | 100100 |

■ `or $s1, $s2, $s3 # $s1=$s2 OR $s3`

| 6-bit  | 5-bit | 5-bit | 5-bit | 5-bit | 6-bit  |
|--------|-------|-------|-------|-------|--------|
| op     | rs    | rt    | rd    | shamt | funct  |
| 0      | 18    | 19    | 17    | 0     | 37     |
| 000000 | 10010 | 10011 | 10001 | 00000 | 100101 |



# 部分MIPS指令格式详解

■ `addi $s1, $s2, 100 # $s1=$s2+100`

| 6-bit  | 5-bit | 5-bit | 16-bit              |
|--------|-------|-------|---------------------|
| op     | rs    | rt    | Immediate           |
| 8      | 18    | 17    | 100                 |
| 001000 | 10010 | 10001 | 0000 0000 0110 0100 |

■ `andi $s1, $s2, 100 # $s1=$s2 AND 100`

| 6-bit  | 5-bit | 5-bit | 16-bit              |
|--------|-------|-------|---------------------|
| op     | rs    | rt    | Immediate           |
| 12     | 18    | 17    | 100                 |
| 001100 | 10010 | 10001 | 0000 0000 0110 0100 |



# 部分MIPS指令格式详解

■ `ori $s1, $s2, 100 # $s1=$s2 OR 100`

| 6-bit | 5-bit | 5-bit | 16-bit    |
|-------|-------|-------|-----------|
| op    | rs    | rt    | Immediate |
| 13    | 18    | 17    | 100       |

001101 10010 10001 0000 0000 0110 0100

■ `sll $s1, $s2, 10 # $s1=shift($s2) left logical 10 bits`

| 6-bit | 5-bit | 5-bit | 5-bit | 5-bit | 6-bit |
|-------|-------|-------|-------|-------|-------|
| op    | rs    | rt    | rd    | shamt | funct |
| 0     | 0     | 18    | 17    | 10    | 0     |

000000 00000 10010 10001 01010 000000



# 部分MIPS指令格式详解

■ srl \$s1, \$s2, 10 # \$s1 = shift(\$s2) right logical 10 bits

| 6-bit  | 5-bit | 5-bit | 5-bit | 5-bit | 6-bit  |
|--------|-------|-------|-------|-------|--------|
| op     | rs    | rt    | rd    | shamt | funct  |
| 0      | 0     | 18    | 17    | 10    | 2      |
| 000000 | 00000 | 10010 | 10001 | 01010 | 000011 |

■ sra \$s1, \$s2, 10 # \$s1 = shift(\$s2) right arithmetic 10 bits

| 6-bit  | 5-bit | 5-bit | 5-bit | 5-bit | 6-bit  |
|--------|-------|-------|-------|-------|--------|
| op     | rs    | rt    | rd    | shamt | funct  |
| 0      | 0     | 18    | 17    | 10    | 2      |
| 000000 | 00000 | 10010 | 10001 | 01010 | 000011 |



# 部分MIPS指令格式详解

■ `lw $s1, 100($s2) # $s1=Memory[$s2+100]`

| 6-bit | 5-bit | 5-bit | 16-bit  |
|-------|-------|-------|---------|
| op    | rs    | rt    | Address |
| 35    | 18    | 17    | 100     |

1 0 0 0 1 1    1 0 0 1 0    1 0 0 0 1    0 0 0 0   0 0 0 0   0 1 1 0   0 1 0 0

■ `sw $s1, 100($s2) # $Memory[$s2+100]=$s1`

| 6-bit | 5-bit | 5-bit | 16-bit  |
|-------|-------|-------|---------|
| op    | rs    | rt    | Address |
| 43    | 18    | 17    | 100     |

1 0 1 0 1 1    1 0 0 1 0    1 0 0 0 1    0 0 0 0   0 0 0 0   0 1 1 0   0 1 0 0



# 部分MIPS指令格式详解

■ beq \$s1, \$s2, 25 # if \$s1=\$s2, goto PC+4+25\*4

| 6-bit | 5-bit | 5-bit | 16-bit  |
|-------|-------|-------|---------|
| op    | rs    | rt    | Address |
| 4     | 17    | 18    | 25      |

0 0 0 1 0 0    1 0 0 0 1    1 0 0 1 0    0 0 0 0   0 0 0 0   0 0 0 1   1 0 0 1

■ bne \$s1, \$s2, 25 # if \$s1≠\$s2, goto PC+4+25\*4

| 6-bit | 5-bit | 5-bit | 16-bit  |
|-------|-------|-------|---------|
| op    | rs    | rt    | Address |
| 5     | 17    | 18    | 25      |

0 0 0 1 0 1    1 0 0 0 1    1 0 0 1 0    0 0 0 0   0 0 0 0   0 0 0 1   1 0 0 1



# 部分MIPS指令格式详解

■ `slt $s1, $s2, $s3` # if  $\$s2 < \$s3$ ,  $\$s1 = 1$ ; else  $\$s1 = 0$

| 6-bit  | 5-bit | 5-bit | 5-bit | 5-bit | 6-bit  |
|--------|-------|-------|-------|-------|--------|
| op     | rs    | rt    | rd    | shamt | funct  |
| 0      | 18    | 19    | 17    | 0     | 42     |
| 000000 | 10010 | 10011 | 10001 | 00000 | 101010 |

■ `j 10000` # jump to 10000

| 6-bit  | 26-bit                           |
|--------|----------------------------------|
| op     | Target address                   |
| 2      | 2500                             |
| 000010 | 00 0000 0000 0000 1001 1100 0100 |



# 部分MIPS指令格式详解

■ jal 10000 # \$31=PC+4; jump to 10000

6-bit

26-bit

| op | Target address |
|----|----------------|
| 3  | 2500           |

000013    00 0000 0000 0000 1001 1100 0100

■ jr \$ra # jump register \$ra

6-bit

5-bit

5-bit

5-bit

5-bit

6-bit

| op | rs | rt | rd | shamt | funct |
|----|----|----|----|-------|-------|
| 0  | 31 | 0  | 0  | 0     | 8     |

000000    11111    00000    00000    00000    001000



# 部分MIPS指令格式详解

■ `lui $s1, 100 # $s1=100<<16`

| 6-bit  | 5-bit | 5-bit | 16-bit              |
|--------|-------|-------|---------------------|
| op     | rs    | rt    | Immediate           |
| 15     | 0     | 17    | 100                 |
| 001111 | 00000 | 10001 | 0000 0000 0110 0100 |