

Microprocessor without Interlocked Pipeline Stages - MIPS

Laborator Arhitectura Calculatoarelor

<http://iota.ee.tuiasi.ro/~ac/index.html>

Microprocesorul de uz general

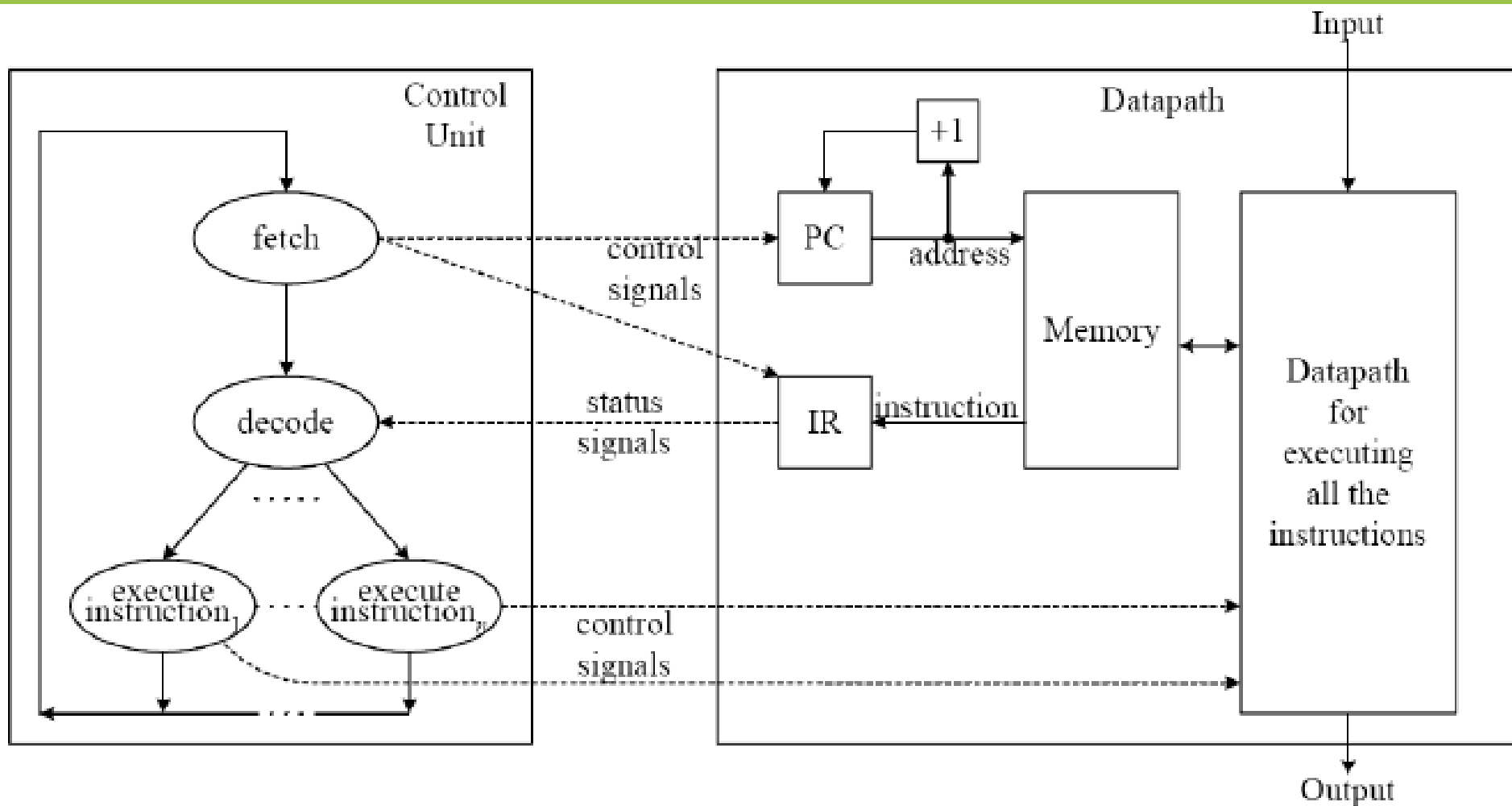
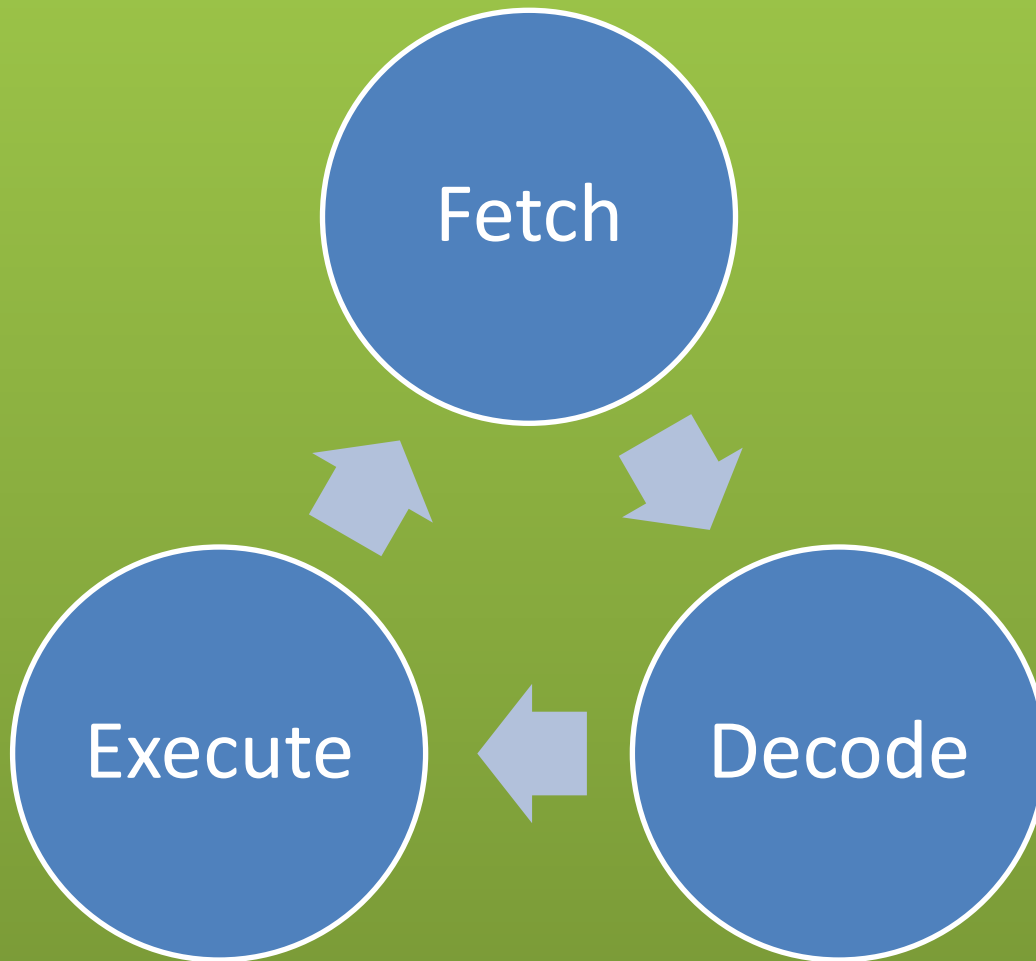


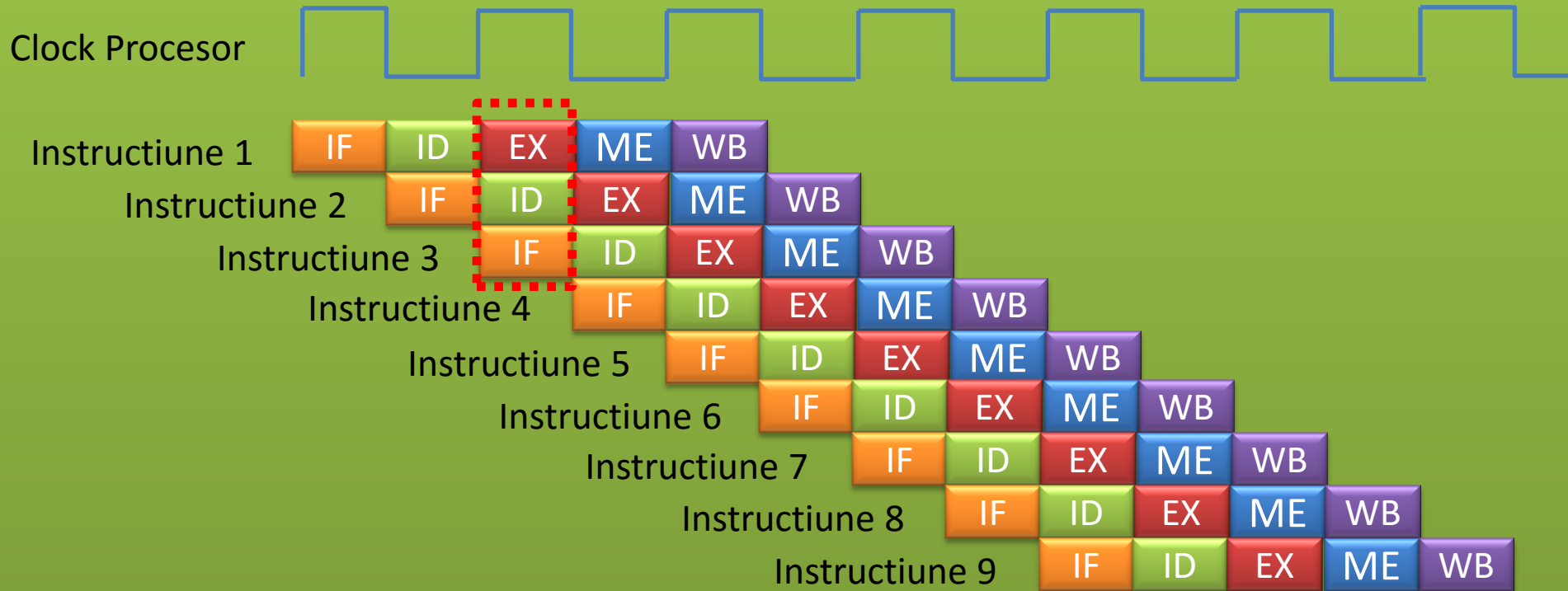
Figura 1. Organigrama de funcționare a unui microprocesor de uz general

Microprocesorul de uz general



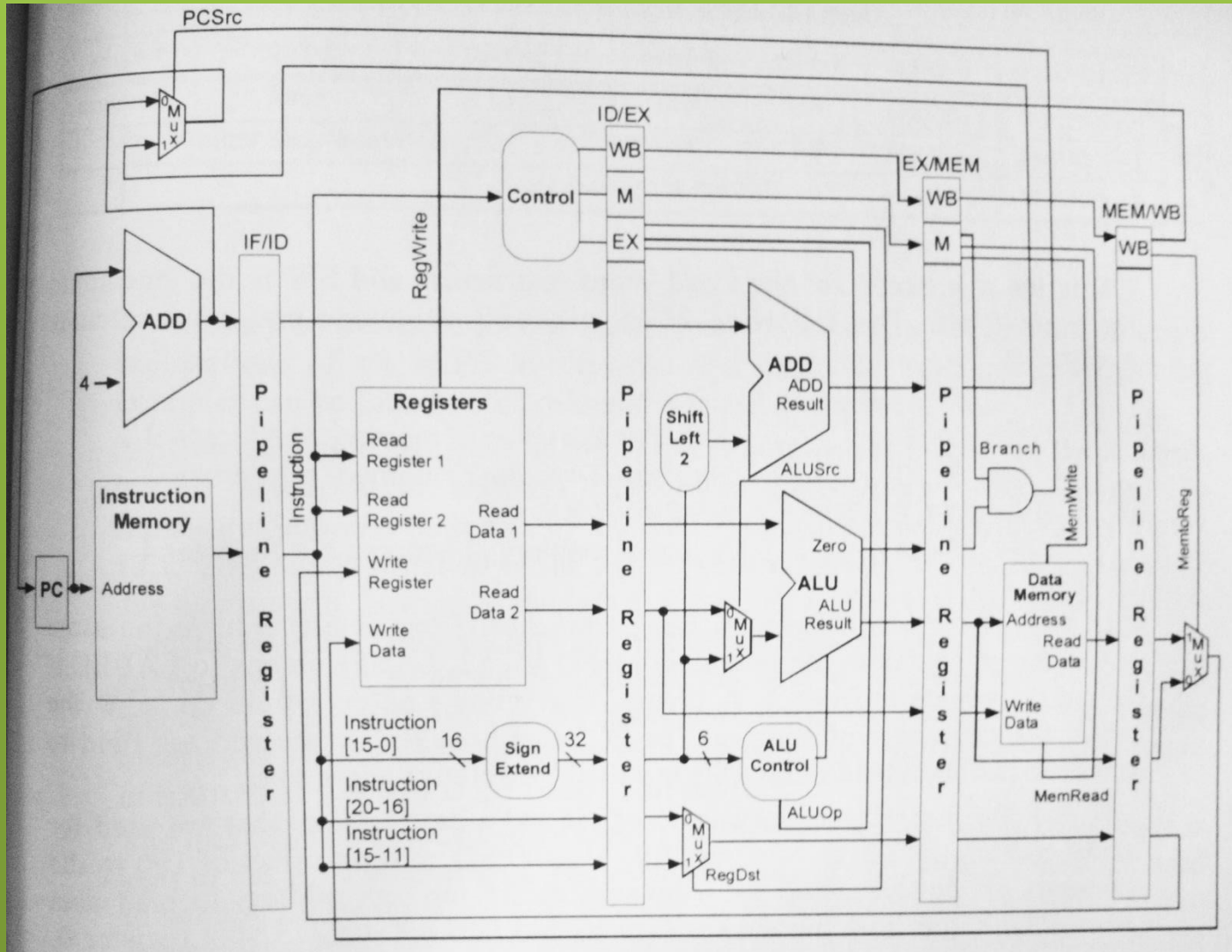
Procesor cu mai multe nivele pipeline

Executarea instructiuni specifica procesorului cu pipeline pe 5 nivele



Arhitectura MIPS

Pipeline pe 5 nivele



Setul de instructiuni

Mnemonic	Format	Opcode Field	Function Field	Instruction
Add	R	0	32	Add
Addi	I	8	-	Add Immediate
Addu	R	0	33	Add Unsigned
Sub	R	0	34	Subtract
Subu	R	0	35	Subtract Unsigned
And	R	0	36	Bitwise And
Or	R	0	37	Bitwise OR
Sll	R	0	0	Shift Left Logical
Srl	R	0	2	Shift Right Logical
Slt	R	0	42	Set if Less Than
Lui	I	15	-	Load Upper Immediate
Lw	I	35	-	Load Word
Sw	I	43	-	Store Word
Beq	I	4	-	Branch on Equal
Bne	I	5	-	Branch on Not Equal
J	J	2	-	Jump
Jal	J	3	-	Jump and Link (used for Call)
Jr	R	0	8	Jump Register (used for Return)



Memoria de Program

Continutul memoriei de program se regaseste in fisierul program.mif

-- MIPS Instruction Memory Initialization File

Depth = 256;

Width = 32;

Address_radix = HEX;

Data_radix = HEX;

Content

Begin

-- Use NOPS for default instruction memory values

[00..FF]: 00000000; -- nop (add r0,r0,r0)

-- Place MIPS Instructions here

-- Note: memory addresses are in words and not bytes

-- i.e. next location is +1 and not +4

00: 8C020000; -- lw \$2,0 ;memory(00)=55

01: 8C030001; -- lw \$3,1 ;memory(01)=AA

02: 00430820; -- add \$1,\$2,\$3

03: AC010003; -- sw \$1,3 ;memory(03)=FF

04: 1022FFFF; -- beq \$1,\$2,-4

05: 1021FFFA; -- beq \$1,\$1,-24

End;



Memoria de Date

Continutul memoriei de date se regaseste in fisierul dmemory.mif

```
-- MIPS Data Memory Initialization File
```

```
depth=256;
```

```
width=8;
```

```
Content
```

```
Begin
```

```
-- default value for memory
```

```
[00..FF] : 00;
```

```
-- initial values for test program
```

```
00 : 55;
```

```
01 : AA;
```

```
End;
```


Simulare funționala

