

MIPS Floating Point Instructions

CS/COE 447: Computer Organization and
Assembly Language

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Overview of MIPS Floating Point Instructions

- MIPS provides several instructions for floating point numbers
 - Arithmetic
 - Data movement (memory and registers)
 - Conditional jumps
- FP instructions work with a different bank of registers
 - Registers are named \$f0 to \$f31
 - \$f0 is not special (can hold any value, not just zero)
 - “Coprocessor 1” tab on MARS
- There are instructions for single precision and double precision numbers (we will only use single precision)
 - Double precision numbers use only even numbered registers
 - Single precision instructions end with “.s” (e.g. add.s)
 - There is generally a corresponding double precision instruction, which ends with “.d”

Arithmetic Instructions

add.s \$f0, \$f1, \$f2	\$f0 := \$f1 + \$f2
sub.s \$f0, \$f1, \$f2	\$f0 := \$f1 - \$f2
mul.s \$f0, \$f1, \$f2	\$f0 := \$f1 * \$f2
div.s \$f0, \$f1, \$f2	\$f0 := \$f1 / \$f2
abs.s \$f0, \$f1	\$f0 := \$f1
neg.s \$f0, \$f1	\$f0 := -\$f1

Data Movement Instructions

- Memory Transfer Instructions
 - l.s \$f0, 100(\$t2) load word into \$f0 from address \$t2 + 100
 - s.s \$f0, 100(\$t2) store word from \$f0 into address \$t2 + 100
- Data Movement between registers
 - mov.s \$f0, \$f2 move between FP registers
 - mfc1 \$t1, \$f2 move from FP registers (no conversion)
 - mtc1 \$t1, \$f2 move to FP registers (no conversion)
- Data conversion
 - cvt.w.s \$f2, \$f4 convert from single precision FP to integer
 - cvt.s.w \$f2, \$f4 convert from integer to single precision FP

Conditional Jumps

- Conditional jumps are performed in two stages
 - Comparison of FP values sets a code in a special register
 - Branch instructions jump depending on the value of the code
- Comparison
 - `c.eq.s $f2, $f4` if $\$f2 == \$f4$ then code = 1 else code = 0
 - `c.le.s $f2, $f4` if $\$f2 \leq \$f4$ then code = 1 else code = 0
 - `c.lt.s $f2, $f4` if $\$f2 < \$f4$ then code = 1 else code = 0
- Branches
 - `bc1f label` if code == 0 then jump to label
 - `bc1t label` if code == 1 then jump to label