The following opcodes are used for **subtraction**:

- SUBI — Subtract Signed Integer
- SUBU — Subtract Unsigned Integer
- SUBF — Subtract Floating Point

SUBI — *Sub Signed Integer* {#SUBI}

```
    L2 = L2 - <signed_imm>
    L2 = L2 - <reg_val>
    L2 = L2 - <const>
```

=== "SUBI Example"

```linenums="1" hl_lines="1 3 5 7"
    ; imm +ve
        SUBI    1
    ; imm -ve
        SUBI    -123
    ; reg val
        SUBI    val(QT)
    ; const
        SUBI    SOME_CONST_VAL

```

=== "SUBI Properties"

Opcode	Operand Type	Destination
14	Signed 64-bit integer	L2 (implicit)

Identified as memonic #SUBI, SUBI is used to
subtract a 64-bit signed value from the L2 register

SUBU — *Sub Unsigned Integer* {#SUBU}

```
    L3 = L3 - <unsigned_imm>
    L3 = L3 - <reg_val>
    L3 = L3 - <const>
```

=== "SUBU Example"

```linenums="1" hl_lines="1 3 5"
    ; imm +ve
        SUBU    1
    ; reg val
        SUBU    val(QT)
    ; const
        SUBU    SOME_CONST_VAL

```

=== "SUBU Properties"

Opcode	Operand Type	Destination
19	Unsigned 64-bit value	L3 (implicit)

Identified as memonic #SUBU, SUBU is used to
subtract a 64-bit unsigned value from the L3 register

SUBF — _Sub Float value_ {#SUBF}

```
    L1 = L1 - <float>
    L1 = L1 - <reg_val>
    L1 = L1 - <const>
```

=== "SUBF Example"

```linenums="1" hl_lines="1 3 5"
    ; imm float
        SUBF    3.14
    ; reg val
        SUBF    val(QT)
    ; const
        SUBF    SOME_CONST_VAL
```

=== "SUBF Properties"

```
| Opcode | Operand Type      | Destination   |
|--------|-------------------|---------------|
| 24     | 64-bit Float Value | L1 (implicit) |
```

Identified as memonic #SUBF, SUBF is used to
subtract a 64-bit floating point value from the L1 register