

Preserved	Not preserved
Saved registers: $\$s0-\$s7$	Temporary registers: $\$t0-\$t9$
Stack pointer register: $\$sp$	Argument registers: $\$a0-\$a3$
Return address register: $\$ra$	Return value registers: $\$v0-\$v1$
Stack above the stack pointer	Stack below the stack pointer

FIGURE 2.11 What is and what is not preserved across a procedure call. If the software relies on the frame pointer register or on the global pointer register, discussed in the following subsections, they are also preserved.