This section describes the available arithmetic opcodes/mnemonics and their corresponding operations.

All arithmetic instructions accept **only a single operand**.

The other operand, as well as the destination, is taken from one of the Link registers:

```
L0, L1, L2, L3.
```



See: Register Reference – Link Registers

32 Addition

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

- ADDI Add Signed Integer
- ADDU Add Unsigned Integer
- ADDF Add Floating Point

??? abstract "ADDI — Add Signed Integer"

```
=== "Properties"
   | Property | Value
    |-----|
   | **Operand Type**| Signed 64-bit integer | | **Destination** | `12` (implicit)
    | **Destination** | `L2` (implicit)
=== "Algorithm"
    . . .
   L2 = L2 + <signed_imm>
   L2 = L2 + \langle reg_val \rangle
   L2 = L2 + < const >
=== "Example"
       ADDI 1
       ADDI -123
       ADDI val(QT)
       ADDI SOME_CONST_VAL
```

```
; ; ;
```

??? abstract "ADDU — Add Unsigned Integer"

??? abstract "ADDF — Add Float value"

```
=== "Example"

ADDF 3.14

ADDF val(QT)

ADDF SOME_CONST_VAL
```


|MODU|| |ADDF|| |SUBF|| |MULF|| |DIVF||