

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"
; 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 mnemonic #SUBI, SUBI is used to

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 mnemonic [#SUBU](#SUBU), SUBU is used to

### ### 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 mnemonic #SUBF, SUBF is used to
