Floating Point Instruction (Single precision)

Call	Arg 1	Arg 2	Arg 3	Description
abs.s	fd	fs		fd = absolute value of fs
add.s	fd	fs	ft	fd = fs + ft
bc1f	label			branch to label if float-flag is false.
bc1t	label			branch to label if float-float is true.
c.eq.s	fs	ft		if (fs == ft) then float-flag is TRUE, else its False.
c.le.s	fs	ft		if (fs ≤ ft) then float-flag is TRUE else its False.
c.lt.s	fs	ft		if (fs < ft) then float-flag is true else its False.
cvt.s.w	fd	fs		convert integer in fs to single-precision float in fd.
cvt.w.s	fd	fs		convert single-precision float in fs to integer in fd.
div.s	fd	fs	ft	fd = fs / ft

Floating Point Instruction (Single precision)

Call	Arg 1	Arg 2	Arg 3	Description
l.s	fd	address		load the single-precision at address into fd.
li.s	fd	number		load the number fd.
move.s	fd	fs		move single-precision from fs to fd.
mfc1	rd	rs		move integer rs to float rd.
mtc1	rs	rd		move integer rs to float rd.
mul.s	fd	fs	ft	fd = fs * ft
neg.s	fd	fs		fd = -fs
s.s	fd	address		儲存 fd 內容的記憶體位置到 address。
sub.s	fd	fs	ft	fd = fs - ft.

FPU (CP1) Registers

Name	Register	Function
$f0	(float)	hold floating point type function results.
$f2	(float)	hold floating point type function results
$f4	(float)	temporary register
$f6		
$f8		
$f10		
$f12	(float)	pass the first of two float arguments.
$f14	(float)	pass the second of two float arguments.
$f16	(float)	temporary register
$f18		
$f20	(float)	saved register
$f22		
$f24		
$f26		
$f28		
$f30		