Computer Architecture Note

MIPS Instruction Opcode

Mnemonic	Meaning		Opcode	Funct
add	Add		0x00	0x20
addi	Add Immediate		0x08	NA
addiu	Add Unsigned Immediate		0x09	NA
addu	Add Unsigned		0x00	0x21
and	Bitwise AND		0x00	0x24
andi	Bitwise AND Immediate		0x0C	NA
beq	Branch if Equal	- 1	0x04	NA
blez	Branch if Less Than or Equal to Zero	- 1	0x06	NA
bne	Branch if Not Equal	- 1	0x05	NA
bgtz	Branch on Greater Than Zero	- 1	0x07	NA
div	Divide	R	0x00	0x1A
divu	Unsigned Divide	R	0x00	0x1B
j	Jump to Address	J	0x02	NA
jal	Jump and Link	J	0x03	NA
jalr	Jump and Link Register	R	0x00	0x09
jr	Jump to Address in Register	R	0x00	0x08
lb	Load Byte	- 1	0x20	NA
lbu	Load Byte Unsigned	- 1	0x24	NA
lhu	Load Halfword Unsigned	- 1	0x25	NA
lui	Load Upper Immediate	- 1	0x0F	NA
lw	Load Word	- 1	0x23	NA

mfhi	Move from HI Register		0x00	0x10
mthi	Move to HI Register	R	0x00	0x11
mflo	Move from LO Register	R	0x00	0x12
mtlo	Move to LO Register	R	0x00	0x13
mfc0	Move from Coprocessor 0	R	0x10	NA
mult	Multiply	R	0x00	0x18
multu	Unsigned Multiply	R	0x00	0x19
nor	Bitwise NOR (NOT-OR)	R	0x00	0x27
xor	Bitwise XOR (Exclusive-OR)	R	0x00	0x26
or	Bitwise OR	R	0x00	0x25
ori	Bitwise OR Immediate	- 1	0x0D	NA
sb	Store Byte	- 1	0x28	NA
sh	Store Halfword	- 1	0x29	NA
slt	Set to 1 if Less Than	R	0x00	0x2A
slti	Set to 1 if Less Than Immediate	- 1	0x0A	NA
sltiu	Set to 1 if Less Than Unsigned Immediate	- 1	0x0B	NA
sltu	Set to 1 if Less Than Unsigned	R	0x00	0x2B
sll	Logical Shift Left	R	0x00	0x00
srl	Logical Shift Right (0-extended)	R	0x00	0x02
sra	Arithmetic Shift Right (sign-extended)	R	0x00	0x03
sub	Subtract	R	0x00	0x22
subu	Unsigned Subtract	R	0x00	0x23
SW	Store Word	- 1	0x2B	NA

Register Table

register	assembly name	Comment
r0	\$zero	Always 0
r1	\$at	Reserved for assembler
r2-r3	\$v0-\$v1	Stores results
r4-r7	\$aO-\$a3	Stores arguments
r8-r15	\$†0-\$†7	Temporaries, not saved
r16-r23	\$s0-\$s7	Contents saved for use later
r24-r25	\$†8-\$†9	More temporaries, not saved
r26-r27	\$k0-\$k1	Reserved by operating system
r28	\$ <i>g</i> p	Global pointer
r29	\$sp	Stack pointer
r30	\$fp	Frame pointer
r31	\$ra	Return address