

Computer Architecture Note

MIPS Instruction Opcode

Mnemonic	Meaning	Type	Opcode	Funct
add	Add	R	0x00	0x20
addi	Add Immediate	I	0x08	NA
addiu	Add Unsigned Immediate	I	0x09	NA
addu	Add Unsigned	R	0x00	0x21
and	Bitwise AND	R	0x00	0x24
andi	Bitwise AND Immediate	I	0x0C	NA
beq	Branch if Equal	I	0x04	NA
blez	Branch if Less Than or Equal to Zero	I	0x06	NA
bne	Branch if Not Equal	I	0x05	NA
bgtz	Branch on Greater Than Zero	I	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	I	0x20	NA
lbu	Load Byte Unsigned	I	0x24	NA
lhu	Load Halfword Unsigned	I	0x25	NA
lui	Load Upper Immediate	I	0x0F	NA
lw	Load Word	I	0x23	NA

Register Table

register	assembly name	Comment
r0	\$zero	Always 0
r1	\$at	Reserved for assembler
r2-r3	\$v0-\$v1	Stores results
r4-r7	\$a0-\$a3	Stores arguments
r8-r15	\$t0-\$t7	Temporaries, not saved
r16-r23	\$s0-\$s7	Contents saved for use later
r24-r25	\$t8-\$t9	More temporaries, not saved
r26-r27	\$k0-\$k1	Reserved by operating system
r28	\$gp	Global pointer
r29	\$sp	Stack pointer
r30	\$fp	Frame pointer
r31	\$ra	Return address