

Instruction	OpCode[5:0]	rs[4:0]	rt[4:0]	rd[4:0]	shamt[4:0]	funct[5:0]
lw rt,offset(rs)	0x23	rs	rt	offset		
sw rt,offset(rs)	0x2b	rs	rt	offset		
lui rt,imm	0x0f	0	rt	imm		
add rd,rs,rt	0	rs	rt	rd	0	0x20
addu rd,rs,rt	0	rs	rt	rd	0	0x21
sub rd,rs,rt	0	rs	rt	rd	0	0x22
subu rd,rs,rt	0	rs	rt	rd	0	0x23
addi rt,rs,imm	0x08	rs	rt	imm		
addiu rt,rs,imm	0x09	rs	rt	imm		
and rd,rs,rt	0	rs	rt	rd	0	0x24
or rd,rs,rt	0	rs	rt	rd	0	0x25
xor rd,rs,rt	0	rs	rt	rd	0	0x26
nor rd,rs,rt	0	rs	rt	rd	0	0x27
andi rt,rs,imm	0x0c	rs	rt	imm		
sll rd,rt,shamt	0	0	rt	rd	shamt	0
srl rd,rt,shamt	0	0	rt	rd	shamt	0x02
sra rd,rt,shamt	0	0	rt	rd	shamt	0x03
slt rd,rs,rt	0	rs	rt	rd	0	0x2a
slti rt,rs,imm	0x0a	rs	rt	imm		
sltiu rt,rs,imm	0x0b	rs	rt	imm		
beq rs,rt,label	0x04	rs	rt	offset		
bne rs,rt, label	0x05	rs	rt	offset		
blez rs, label	0x06	rs	0	offset		
bgtz rs, label	0x07	rs	0	offset		
bltz rs, label	0x01	rs	0	offset		
j target	0x02	target				
jal target	0x03	target				
jr rs	0	rs	0	0x08		
jalr rd,rs	0	rs	0	rd	0	0x09
nop(sll \$0, \$0, 0)						