

MIPS Reference

Machine Encoding Aids

Key

o/f	instruction/function opcodes
s/t/d	first/second/third register
a/i	shift amount/immediate

Instruction Encoding Formats

Register	000000ss sssttttt ddddaaaa aaffffff
Immediate	ooooooss sssttttt iiiiiiiiii iiiiiiiiii
Jump	ooooooui iiiiiiiiii iiiiiiiiii iiiiiiiiii

Instruction Syntax

Encoding	Syntax	Template
Register	ArithLog	f \$d, \$s, \$t
	DivMult	f \$s, \$t
	Shift	f \$d, \$t, a
	ShiftV	f \$d, \$t, \$s
	JumpR	f \$s
	MoveFrom	f \$d
Immediate	MoveTo	f \$s
	ArithLogI	o \$t, \$s, i
	LoadI	o \$t, immed32
	Branch	o \$s, \$t, label
Jump	BranchZ	o \$s, label
	LoadStore	o \$t, i(\$s)
	Jump	o label
	Trap	o i

Instruction Reference

Arithmetic and Logical Instructions

Instruction	Operation	Opcode or Function	Syntax	Comments
add \$d, \$s, \$t	\$d = \$s + \$t	100000	ArithLog	
addu \$d, \$s, \$t	\$d = \$s + \$t	100001	ArithLog	
addi \$t, \$s, i	\$t = \$s + i	001000	ArithLogI	i is sign-extended
addiu \$t, \$s, i	\$t = \$s + i	001001	ArithLogI	i is sign-extended
and \$d, \$s, \$t	\$d = \$s & \$t	100100	ArithLog	
andi \$t, \$s, i	\$t = \$s & i	001100	ArithLogI	i is zero-extended
div \$s, \$t	lo = \$s / \$t; hi = \$s % \$t	011010	DivMult	
divu \$s, \$t	lo = \$s / \$t; hi = \$s % \$t	011011	DivMult	
mult \$s, \$t	hi:lo = \$s * \$t	011000	DivMult	
multu \$s, \$t	hi:lo = \$s * \$t	011001	DivMult	
nor \$d, \$s, \$t	\$d = ~(\$s \$t)	100111	ArithLog	
or \$d, \$s, \$t	\$d = \$s \$t	100101	ArithLog	
ori \$t, \$s, i	\$t = \$s i	001101	ArithLogI	i is zero-extended
sll \$d, \$t, a	\$d = \$t << a	000000	Shift	Zero is shifted in
sllv \$d, \$t, \$s	\$d = \$t << \$s	000100	ShiftV	Zero is shifted in
sra \$d, \$t, a	\$d = \$t >> a	000011	Shift	Sign bit is shifted in
srav \$d, \$t, \$s	\$d = \$t >> \$s	000111	ShiftV	Sign bit is shifted in
srl \$d, \$t, a	\$d = \$t >> a	000010	Shift	Zero is shifted in
srlv \$d, \$t, \$s	\$d = \$t >> \$s	000110	ShiftV	Zero is shifted in
sub \$d, \$s, \$t	\$d = \$s - \$t	100010	ArithLog	
subu \$d, \$s, \$t	\$d = \$s - \$t	100011	ArithLog	
xor \$d, \$s, \$t	\$d = \$s ^ \$t	100110	ArithLog	
xori \$d, \$s, i	\$d = \$s ^ i	001110	ArithLogI	i is zero-extended

Movement Instructions

Instruction	Operation	Opcode or Function	Syntax	Comments
lhi \$t, i	\$t = i << 16	011001	LoadI	i is zero-extended
llo \$t, i	\$t = i	011000	LoadI	i is zero-extended
mfhi \$d	\$d = hi	010000	MoveFrom	
mflo \$d	\$d = lo	010010	MoveFrom	
mthi \$s	hi = \$s	010001	MoveTo	
mtlo \$s	lo = \$s	010011	MoveTo	

Comparison Instructions

Instruction	Operation	Opcode or Function	Syntax	Comments
slt \$d, \$s, \$t	\$d = \$s < \$t	101010	ArithLog	
sltu \$d, \$s, \$t	\$d = \$s < \$t	101001	ArithLog	
slti \$t, \$s, i	\$d = \$s < i	001010	ArithLogI	i is sign-extended
sltiu \$t, \$s, i	\$d = \$s < i	001001	ArithLogI	i is sign-extended

Branch and Jump Instructions

Instruction	Operation	Opcode or Function	Syntax	Comments
beq \$s, \$t, label	if (\$s == \$t) pc += i << 2	000100	Branch	label is a line reference in the code
bgtz \$s, label	if (\$s > 0) pc += i << 2	000111	BranchZ	label is a line reference in the code
blez \$s, label	if (\$s <= 0) pc += i << 2	000110	BranchZ	label is a line reference in the code
bne \$s, \$t, label	if (\$s != \$t) pc += i << 2	000101	Branch	label is a line reference in the code
j label	pc += i << 2	000010	Jump	label is a line reference in the code
jal label	\$ra = pc; pc += i << 2	000011	Jump	label is a line reference in the code
jalr \$s	\$ra = pc; pc = \$s	001001	JumpR	
jr \$s	pc = \$s	001000	JumpR	

Memory Instructions

Instruction	Operation	Opcode or Function	Syntax	Comments
lb \$t, i(\$s)	\$t = MEM[\$s + i]	100000	LoadStore	Sign-extends the loaded byte
lbu \$t, i(\$s)	\$t = MEM[\$s + i]	100100	LoadStore	Zero-extends the loaded byte
lh \$t, i(\$s)	\$t = MEM[\$s + i]	100001	LoadStore	Sign-extends the loaded bytes
lhu \$t, i(\$s)	\$t = MEM[\$s + i]	100101	LoadStore	Zero-extends the loaded bytes
lw \$t, i(\$s)	\$t = MEM[\$s + i]	100011	LoadStore	
sb \$t, i(\$s)	MEM[\$s + i] = \$t	101000	LoadStore	Lowest order byte is stored
sh \$t, i(\$s)	MEM[\$s + i] = \$t	101001	LoadStore	2 lowest order bytes are stored
sw \$t, i(\$s)	MEM[\$s + i] = \$t	101011	LoadStore	

Exception and Interrupt Instructions

Instruction	Operation	Opcode or Function	Syntax	Comments
trap i	Exception	0011010	Trap	i is a trap code; implements syscall