

MIPS Instruction Set

Arithmetic Instructions

Instruction	Example	Meaning	Comments
add	add \$1, \$2, \$3	$\$1 = \$2 + \$3$	
subtract	sub \$1, \$2, \$3	$\$1 = \$2 - \$3$	
add immediate	addi \$1, \$2, 100	$\$1 = \$2 + 100$	"Immediate" means a constant number
add unsigned	addu \$1, \$2, \$3	$\$1 = \$2 + \$3$	Values are treated as unsigned integers, not two's complement integers
subtract unsigned	subu \$1, \$2, \$3	$\$1 = \$2 - \$3$	Values are treated as unsigned integers, not two's complement integers
add immediate unsigned	addiu \$1, \$2, 100	$\$1 = \$2 + 100$	Values are treated as unsigned integers, not two's complement integers
Multiply (without overflow)	mul \$1, \$2, \$3	$\$1 = \$2 * \$3$	Result is only 32 bits!
Multiply	mult \$2, \$3	$\$hi, \$low = \$2 * \3	Upper 32 bits stored in special register <code>hi</code> Lower 32 bits stored in special register <code>lo</code>
Divide	div \$2, \$3	$\$hi, \$low = \$2 / \3	Remainder stored in special register <code>hi</code> Quotient stored in special register <code>lo</code>

Logical

Instruction	Example	Meaning	Comments
and	and \$1,\$2,\$3	$\$1 = \$2 \& \$3$	Bitwise AND
or	or \$1,\$2,\$3	$\$1 = \$2 \$3$	Bitwise OR
and immediate	andi \$1,\$2,100	$\$1 = \$2 \& 100$	Bitwise AND with immediate value
or immediate	or \$1,\$2,100	$\$1 = \$2 100$	Bitwise OR with immediate value
shift left logical	sll \$1,\$2,10	$\$1 = \$2 \ll 10$	Shift left by constant number of bits
shift right logical	srl \$1,\$2,10	$\$1 = \$2 \gg 10$	Shift right by constant number of bits

Data Transfer

Instruction	Example	Meaning	Comments
load word	lw \$1,100(\$2)	$\$1 = \text{Memory}[\$2 + 100]$	Copy from memory to register
store word	sw \$1,100(\$2)	$\text{Memory}[\$2 + 100] = \1	Copy from register to memory
load upper immediate	lui \$1,100	$\$1 = 100 \times 2^{16}$	Load constant into upper 16 bits. Lower 16 bits are set to zero.
load address	la \$1,label	$\$1 = \text{Address of label}$	<i>Pseudo-instruction</i> (provided by assembler, not processor!) Loads computed address of label (not its contents) into register
load immediate	li \$1,100	$\$1 = 100$	<i>Pseudo-instruction</i> (provided by assembler, not processor!) Loads immediate value into register

move from hi	<code>mfhi \$2</code>	$\$2=hi$	Copy from special register <code>hi</code> to general register
move from lo	<code>mflo \$2</code>	$\$2=lo$	Copy from special register <code>lo</code> to general register
move	<code>move \$1, \$2</code>	$\$1=\2	<i>Pseudo-instruction</i> (provided by assembler, not processor!) Copy from register to register.

Conditional Branch

Instruction	Example	Meaning	Comments
branch on equal	<code>beq \$1, \$2, 100</code>	if($\$1==\2) go to PC+4+100	Test if registers are equal
branch on not equal	<code>bne \$1, \$2, 100</code>	if($\$1!=\2) go to PC+4+100	Test if registers are not equal
branch on greater than	<code>bgt \$1, \$2, 100</code>	if($\$1>\2) go to PC+4+100	<i>Pseudo-instruction</i>
branch on greater than or equal	<code>bge \$1, \$2, 100</code>	if($\$1>=\2) go to PC+4+100	<i>Pseudo-instruction</i>
branch on less than	<code>blt \$1, \$2, 100</code>	if($\$1<\2) go to PC+4+100	<i>Pseudo-instruction</i>
branch on less than or equal	<code>ble \$1, \$2, 100</code>	if($\$1<=\2) go to PC+4+100	<i>Pseudo-instruction</i>

Comparison

Instruction	Example	Meaning	Comments
set on less than	<code>slt \$1,\$2,\$3</code>	if($\$2 < \3) $\$1=1$; else $\$1=0$	Test if less than. If true, set \$1 to 1. Otherwise, set \$1 to 0.
set on less than immediate	<code>slti \$1,\$2,100</code>	if($\$2 < 100$) $\$1=1$; else $\$1=0$	Test if less than. If true, set \$1 to 1. Otherwise, set \$1 to 0.

Unconditional Jump

Instruction	Example	Meaning	Comments
jump	<code>j 1000</code>	go to address 1000	Jump to target address
jump register	<code>jr \$1</code>	go to address stored in \$1	For switch, procedure return
jump and link	<code>jal 1000</code>	$\$ra=PC+4$; go to address 1000	Use when making procedure call. This saves the return address in \$ra

System Calls

Service	Operation	Code (in \$v0)	Arguments	Results
print_int	Print integer number (32 bit)	1	$\$a0$ = integer to be printed	None
print_float	Print floating-point number (32 bit)	2	$\$f12$ = float to be printed	None
print_double	Print floating-point number (64 bit)	3	$\$f12$ = double to be printed	None

print_string	Print null-terminated character string	4	\$a0 = address of string in memory	None
read_int	Read integer number from user	5	None	Integer returned in \$v0
read_float	Read floating-point number from user	6	None	Float returned in \$f0
read_double	Read double floating-point number from user	7	None	Double returned in \$f0
read_string	Works the same as Standard C Library <code>fgets()</code> function.	8	\$a0 = memory address of string input buffer \$a1 = length of string buffer (n)	None
sbrk	Returns the address to a block of memory containing n additional bytes. (Useful for dynamic memory allocation)	9	\$a0 = amount	address in \$v0
exit	Stop program from running	10	None	None
print_char	Print character	11	\$a0 = character to be printed	None
read_char	Read character from user	12	None	Char returned in \$v0
exit2	Stops program from running and returns an integer	17	\$a0 = result (integer number)	None

Assembler Directives

Directive	Result
<code>.word w1, ..., wn</code>	Store <i>n</i> 32-bit values in successive memory words
<code>.half h1, ..., hn</code>	Store <i>n</i> 16-bit values in successive memory words
<code>.byte b1, ..., bn</code>	Store <i>n</i> 8-bit values in successive memory words

<code>.ascii str</code>	Store the ASCII string <code>str</code> in memory. Strings are in double-quotes, i.e. "Computer Science"
<code>.asciiz str</code>	Store the ASCII string <code>str</code> in memory and null-terminate it Strings are in double-quotes, i.e. "Computer Science"
<code>.space n</code>	Leave an empty n -byte region of memory for later use
<code>.align n</code>	Align the next datum on a 2^n byte boundary. For example, <code>.align 2</code> aligns the next value on a word boundary

Registers

Register Number	Register Name	Description
0	\$zero	The value 0
2-3	\$v0 - \$v1	(values) from expression evaluation and function results
4-7	\$a0 - \$a3	(arguments) First four parameters for subroutine
8-15, 24-25	\$t0 - \$t9	Temporary variables
16-23	\$s0 - \$s7	Saved values representing final computed results
31	\$ra	Return address