

## 2.6 Instructions, Sorted by ISA

This section lists the instructions that are a part of the MIPS32 and MIPS64 ISAs.

### 2.6.1 List of MIPS32 Instructions

Table 2-1 lists of those instructions included in the MIPS32 ISA.

**Table 2-1 MIPS32 Instructions**

ABS.D	ABS.PS <sup>1</sup>	ABS.S	ADD	ADD.D	ADD.PS <sup>1</sup>	ADD.S	ADDI
ADDIU	ADDU	ALNV.PS <sup>1</sup>	AND	ANDI	BC1F	BC1FL	BC1T
BC1TL	BC2F	BC2FL	BC2T	BC2TL	BEQ	BEQL	BGEZ
BGEZAL	BGEZALL	BGEZL	BGTZ	BGTZL	BLEZ	BLEZL	BLTZ
BLTZAL	BLTZALL	BLTZL	BNE	BNEL	BREAK	C.cond.D	C.cond.PS <sup>1</sup>
C.cond.S	CACHE	CEIL.L.D <sup>1</sup>	CEIL.L.S <sup>1</sup>	CEIL.W.D	CEIL.W.S	CFC1	CFC2
CLO	CLZ	COP2	CTC1	CTC2	CVT.D.L <sup>1</sup>	CVT.D.S	CVT.D.W
CVT.L.D <sup>1</sup>	CVT.L.S <sup>1</sup>	CVT.PS.S <sup>1</sup>	CVT.S.D	CVT.S.L <sup>1</sup>	CVT.S.PL <sup>1</sup>	CVT.S.PU <sup>1</sup>	CVT.S.W
CVT.W.D	CVT.W.S	DERET	DI <sup>2</sup>	DIV	DIV.D	DIV.S	DIVU
EHB <sup>2</sup>	EI <sup>2</sup>	ERET	EXT <sup>2</sup>	FLOOR.L.D <sup>1</sup>	FLOOR.L.S <sup>1</sup>	FLOOR.W.D	FLOOR.W.S
INS <sup>2</sup>	J	JAL	JALR	JALR.HB <sup>2</sup>	JR	JR.HB <sup>2</sup>	LB
LBU	LDC1	LDC2	LDXC1 <sup>1</sup>	LH	LHU	LL	LUI
LUXC1 <sup>1</sup>	LW	LWC1	LWC2	LWL	LWR	LWXC1 <sup>1</sup>	MADD
MADD.D <sup>1</sup>	MADD.PS <sup>1</sup>	MADD.S <sup>1</sup>	MADDU	MFC0	MFC1	MFC2	MFHC2 <sup>2</sup>
MFHC2 <sup>2</sup>	MFHI	MFLO	MOV.D	MOV.PS <sup>1</sup>	MOV.S	MOVF	MOVF.D
MOVF.PS <sup>1</sup>	MOVF.S	MOVN	MOVN.D	MOVN.PS <sup>1</sup>	MOVN.S	MOVT	MOVT.D
MOVT.PS <sup>1</sup>	MOVT.S	MOVZ	MOVZ.D	MOVZ.PS <sup>1</sup>	MOVZ.S	MSUB	MSUB.D <sup>1</sup>
MSUB.PS <sup>1</sup>	MSUB.S <sup>1</sup>	MSUBU	MTC0	MTC1	MTC2	MTHC1 <sup>2</sup>	MTHC2 <sup>2</sup>
MTHI	MTLO	MUL	MUL.D	MUL.PS <sup>1</sup>	MUL.S	MULT	MULTU
NEG.D	NEG.PS <sup>1</sup>	NEG.S	NMADD.D <sup>1</sup>	NMADD.PS <sup>1</sup>	NMADD.S <sup>1</sup>	NMSUB.D <sup>1</sup>	NMSUB.PS <sup>1</sup>
NMSUB.S <sup>1</sup>	NOR	OR	ORI	PLL.PS <sup>1</sup>	PLU.PS <sup>1</sup>	PREF	PREFX <sup>1</sup>
PUL.PS <sup>1</sup>	PUU.PS <sup>1</sup>	RDHWR <sup>2</sup>	RDPGPR <sup>2</sup>	RECIP.D <sup>1</sup>	RECIP.S <sup>1</sup>	ROTR <sup>2</sup>	ROTRV <sup>2</sup>
ROUND.L.D <sup>1</sup>	ROUND.L.S <sup>1</sup>	ROUND.W.D	ROUND.W.S	RSQRT.D <sup>1</sup>	RSQRT.S <sup>1</sup>	SB	SC
SDBBP	SDC1	SDC2	SDXC1 <sup>1</sup>	SEB <sup>2</sup>	SEH <sup>2</sup>	SH	SLL
SLLV	SLT	SLTI	SLTIU	SLTU	SQRT.D	SQRT.S	SRA
SRAV	SRL	SRLV	SSNOP	SUB	SUB.D	SUB.PS <sup>1</sup>	SUB.S
SUBU	SUXC1 <sup>1</sup>	SW	SWC1	SWC2	SWL	SWR	SWXC1 <sup>1</sup>
SYNC	SYNCl <sup>2</sup>	SYSCALL	TEQ	TEQI	TGE	TGEI	TGEIU
TGEU	TLBP	TLBR	TLBWI	TLBWR	TLT	TLTI	TLTIU
TLTU	TNE	TNEI	TRUNC.L.D <sup>1</sup>	TRUNC.L.S <sup>1</sup>	TRUNC.W.D	TRUNC.W.S	WAIT
WRPGPR <sup>2</sup>	WSBH <sup>2</sup>	XOR	XORI				

1. In Release 1 of the Architecture, these instructions are legal only with a MIPS64 processor with 64-bit operations enabled (they are, in effect, actually MIPS64 instructions). In Release 2 of the Architecture, these instructions are legal with either a MIPS32 or MIPS64 processor which includes a 64-bit floating point unit.

2. These instructions are legal only in an implementation of Release 2 of the Architecture