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Chapter 1

About This Book

The MIPS® Architecture For Programmers Volume II-A: The MIPS32® Instruction Set comes as part of a multi-volume set.

- Volume I-A describes conventions used throughout the document set, and provides an introduction to the MIPS32® Architecture
- Volume I-B describes conventions used throughout the document set, and provides an introduction to the microMIPS32™ Architecture
- Volume II-A provides detailed descriptions of each instruction in the MIPS32® instruction set
- Volume II-B provides detailed descriptions of each instruction in the microMIPS32™ instruction set
- Volume III describes the MIPS32® and microMIPS32™ Privileged Resource Architecture which defines and governs the behavior of the privileged resources included in a MIPS® processor implementation
- Volume IV-a describes the MIPS16e™ Application-Specific Extension to the MIPS32® Architecture. Beginning with Release 3 of the Architecture, microMIPS is the preferred solution for smaller code size.
- Volume IV-b describes the MDMX™ Application-Specific Extension to the MIPS64® Architecture and microMIPS64™. It is not applicable to the MIPS32® document set nor the microMIPS32™ document set
- Volume IV-c describes the MIPS-3D® Application-Specific Extension to the MIPS® Architecture
- Volume IV-d describes the SmartMIPS® Application-Specific Extension to the MIPS32® Architecture and the microMIPS32™ Architecture
- Volume IV-e describes the MIPS® DSP Application-Specific Extension to the MIPS® Architecture
- Volume IV-f describes the MIPS® MT Application-Specific Extension to the MIPS® Architecture
- Volume IV-h describes the MIPS® MCU Application-Specific Extension to the MIPS® Architecture

1.1 Typographical Conventions

This section describes the use of italic, bold and courier fonts in this book.

1.1.1 Italic Text

- is used for emphasis
1.1.2 Bold Text

- represents a term that is being defined
- is used for bits and fields that are important from a hardware perspective (for instance, register bits, which are not programmable but accessible only to hardware)
- is used for ranges of numbers; the range is indicated by an ellipsis. For instance, 5..1 indicates numbers 5 through 1
- is used to emphasize UNPREDICTABLE and UNDEFINED behavior, as defined below.

1.1.3 Courier Text

Courier fixed-width font is used for text that is displayed on the screen, and for examples of code and instruction pseudocode.

1.2 UNPREDICTABLE and UNDEFINED

The terms UNPREDICTABLE and UNDEFINED are used throughout this book to describe the behavior of the processor in certain cases. UNDEFINED behavior or operations can occur only as the result of executing instructions in a privileged mode (i.e., in Kernel Mode or Debug Mode, or with the CP0 usable bit set in the Status register). Unprivileged software can never cause UNDEFINED behavior or operations. Conversely, both privileged and unprivileged software can cause UNPREDICTABLE results or operations.

1.2.1 UNPREDICTABLE

UNPREDICTABLE results may vary from processor implementation to implementation, instruction to instruction, or as a function of time on the same implementation or instruction. Software can never depend on results that are UNPREDICTABLE. UNPREDICTABLE operations may cause a result to be generated or not. If a result is generated, it is UNPREDICTABLE. UNPREDICTABLE operations may cause arbitrary exceptions.

UNPREDICTABLE results or operations have several implementation restrictions:

- Implementations of operations generating UNPREDICTABLE results must not depend on any data source (memory or internal state) which is inaccessible in the current processor mode
- UNPREDICTABLE operations must not read, write, or modify the contents of memory or internal state which is inaccessible in the current processor mode. For example, UNPREDICTABLE operations executed in user mode must not access memory or internal state that is only accessible in Kernel Mode or Debug Mode or in another process
- UNPREDICTABLE operations must not halt or hang the processor
1.3 Special Symbols in Pseudocode Notation

1.2.2 UNDEFINED

UNDEFINED operations or behavior may vary from processor implementation to implementation, instruction to
instruction, or as a function of time on the same implementation or instruction. UNDEFINED operations or behavior
may vary from nothing to creating an environment in which execution can no longer continue. UNDEFINED opera-
tions or behavior may cause data loss.

UNDEFINED operations or behavior has one implementation restriction:

- UNDEFINED operations or behavior must not cause the processor to hang (that is, enter a state from which
  there is no exit other than powering down the processor). The assertion of any of the reset signals must restore
  the processor to an operational state

1.2.3 UNSTABLE

UNSTABLE results or values may vary as a function of time on the same implementation or instruction. Unlike
UNPREDICTABLE values, software may depend on the fact that a sampling of an UNSTABLE value results in a
legal transient value that was correct at some point in time prior to the sampling.

UNSTABLE values have one implementation restriction:

- Implementations of operations generating UNSTABLE results must not depend on any data source (memory or
  internal state) which is inaccessible in the current processor mode

1.3 Special Symbols in Pseudocode Notation

In this book, algorithmic descriptions of an operation are described as pseudocode in a high-level language notation
resembling Pascal. Special symbols used in the pseudocode notation are listed in Table 1.1.

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<td>Assignment</td>
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<tr>
<td>=, ≠</td>
<td>Tests for equality and inequality</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>x^y</td>
<td>A y-bit string formed by y copies of the single-bit value x</td>
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| b#n    | A constant value n in base b. For instance 10#100 represents the decimal value 100, 2#100 represents the
  binary value 100 (decimal 4), and 16#100 represents the hexadecimal value 100 (decimal 256). If the "b#"
  prefix is omitted, the default base is 10. |
| 0bn    | A constant value n in base 2. For instance 0b100 represents the binary value 100 (decimal 4). |
| 0xn    | A constant value n in base 16. For instance 0x100 represents the hexadecimal value 100 (decimal 256). |
| x_y..z | Selection of bits y through z of bit string x. Little-endian bit notation (rightmost bit is 0) is used. If y is less
  than z, this expression is an empty (zero length) bit string. |
<p>| +, −   | 2’s complement or floating point arithmetic: addition, subtraction |
| *, ×   | 2’s complement or floating point multiplication (both used for either) |
| div    | 2’s complement integer division |</p>
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<td>/</td>
<td>Floating point division</td>
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<td>&lt;</td>
<td>2’s complement less-than comparison</td>
</tr>
<tr>
<td>&gt;</td>
<td>2’s complement greater-than comparison</td>
</tr>
<tr>
<td>≤</td>
<td>2’s complement less-than or equal comparison</td>
</tr>
<tr>
<td>≥</td>
<td>2’s complement greater-than or equal comparison</td>
</tr>
<tr>
<td>nor</td>
<td>Bitwise logical NOR</td>
</tr>
<tr>
<td>xor</td>
<td>Bitwise logical XOR</td>
</tr>
<tr>
<td>and</td>
<td>Bitwise logical AND</td>
</tr>
<tr>
<td>or</td>
<td>Bitwise logical OR</td>
</tr>
<tr>
<td>GPRLEN</td>
<td>The length in bits (32 or 64) of the CPU general-purpose registers</td>
</tr>
<tr>
<td>GPR[x]</td>
<td>CPU general-purpose register x. The content of GPR[0] is always zero. In Release 2 of the Architecture, GPR[x] is a short-hand notation for SGPR[SRSCtlCSS, x].</td>
</tr>
<tr>
<td>SGPR[s,x]</td>
<td>In Release 2 of the Architecture and subsequent releases, multiple copies of the CPU general-purpose registers may be implemented. SGPR[s,x] refers to GPR set s, register x.</td>
</tr>
<tr>
<td>FPR[x]</td>
<td>Floating Point operand register x</td>
</tr>
<tr>
<td>FCC[CC]</td>
<td>Floating Point condition code CC. FCC[0] has the same value as COC[1].</td>
</tr>
<tr>
<td>FPR[x]</td>
<td>Floating Point (Coprocessor unit 1), general register x</td>
</tr>
<tr>
<td>CPR[z,x,s]</td>
<td>Coprocessor unit z, general register x, select s</td>
</tr>
<tr>
<td>CP2CPR[x]</td>
<td>Coprocessor unit 2, general register x</td>
</tr>
<tr>
<td>CCR[z,x]</td>
<td>Coprocessor unit z, control register x</td>
</tr>
<tr>
<td>CP2CCR[x]</td>
<td>Coprocessor unit 2, control register x</td>
</tr>
<tr>
<td>COC[z]</td>
<td>Coprocessor unit z condition signal</td>
</tr>
<tr>
<td>Xlat[x]</td>
<td>Translation of the MIPS16e GPR number x into the corresponding 32-bit GPR number</td>
</tr>
<tr>
<td>BigEndianMem</td>
<td>Endian mode as configured at chip reset (0 → Little-Endian, 1 → Big-Endian). Specifies the endianness of the memory interface (see LoadMemory and StoreMemory pseudocode function descriptions), and the endianness of Kernel and Supervisor mode execution.</td>
</tr>
<tr>
<td>BigEndianCPU</td>
<td>The endianness for load and store instructions (0 → Little-Endian, 1 → Big-Endian). In User mode, this endianness may be switched by setting the RE bit in the Status register. Thus, BigEndianCPU may be computed as (BigEndianMem XOR ReverseEndian).</td>
</tr>
<tr>
<td>ReverseEndian</td>
<td>Signal to reverse the endianness of load and store instructions. This feature is available in User mode only, and is implemented by setting the RE bit of the Status register. Thus, ReverseEndian may be computed as (SRRE and User mode).</td>
</tr>
<tr>
<td>LLbit</td>
<td>Bit of virtual state used to specify operation for instructions that provide atomic read-modify-write. LLbit is set when a linked load occurs and is tested by the conditional store. It is cleared, during other CPU operation, when a store to the location would no longer be atomic. In particular, it is cleared by exception return instructions.</td>
</tr>
</tbody>
</table>
Table 1.1 Symbols Used in Instruction Operation Statements (Continued)

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>$I$, $I+n$, $I-n$</td>
<td>This occurs as a prefix to Operation description lines and functions as a label. It indicates the instruction time during which the pseudocode appears to “execute.” Unless otherwise indicated, all effects of the current instruction appear to occur during the instruction time of the current instruction. No label is equivalent to a time label of $I$. Sometimes effects of an instruction appear to occur either earlier or later — that is, during the instruction time of another instruction. When this happens, the instruction operation is written in sections labeled with the instruction time, relative to the current instruction $I$, in which the effect of that pseudocode appears to occur. For example, an instruction may have a result that is not available until after the next instruction. Such an instruction has the portion of the instruction operation description that writes the result register in a section labeled $I+1$. The effect of pseudocode statements for the current instruction labelled $I+1$ appears to occur “at the same time” as the effect of pseudocode statements labeled $I$ for the following instruction. Within one pseudocode sequence, the effects of the statements take place in order. However, between sequences of statements for different instructions that occur “at the same time,” there is no defined order. Programs must not depend on a particular order of evaluation between such sections.</td>
</tr>
</tbody>
</table>

| PC | The Program Counter value. During the instruction time of an instruction, this is the address of the instruction word. The address of the instruction that occurs during the next instruction time is determined by assigning a value to PC during an instruction time. If no value is assigned to PC during an instruction time by any pseudocode statement, it is automatically incremented by either 2 (in the case of a 16-bit MIPS16e instruction) or 4 before the next instruction time. A taken branch assigns the target address to the PC during the instruction time of the instruction in the branch delay slot. In the MIPS Architecture, the PC value is only visible indirectly, such as when the processor stores the restart address into a GPR on a jump-and-link or branch-and-link instruction, or into a Coprocessor 0 register on an exception. The PC value contains a full 32-bit address all of which are significant during a memory reference. |

| ISA Mode | In processors that implement the MIPS16e Application Specific Extension or the microMIPS base architectures, the ISA Mode is a single-bit register that determines in which mode the processor is executing, as follows: |

<table>
<thead>
<tr>
<th>Encoding</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>The processor is executing 32-bit MIPS instructions</td>
</tr>
<tr>
<td>1</td>
<td>The processor is executing MIPS16e instructions</td>
</tr>
</tbody>
</table>

In the MIPS Architecture, the ISA Mode value is only visible indirectly, such as when the processor stores a combined value of the upper bits of PC and the ISA Mode into a GPR on a jump-and-link or branch-and-link instruction, or into a Coprocessor 0 register on an exception. |

| PABITS | The number of physical address bits implemented is represented by the symbol PABITS. As such, if 36 physical address bits were implemented, the size of the physical address space would be $2^{PABITS} = 2^{36}$ bytes. |

| FP32RegistersMode | Indicates whether the FPU has 32-bit or 64-bit floating point registers (FPRs). In MIPS32 Release 1, the FPU has 32 32-bit FPRs in which 64-bit data types are stored in even-odd pairs of FPRs. In MIPS64, (and optionally in MIPS32 Release 2 and MIPSr3) the FPU has 32 64-bit FPRs in which 64-bit data types are stored in any FPR. |

In MIPS32 Release 1 implementations, FP32RegistersMode is always a 0. MIPS64 implementations have a compatibility mode in which the processor references the FPRs as if it were a MIPS32 implementation. In such a case FP32RegisterMode is computed from the FR bit in the Status register. If this bit is a 0, the processor operates as if it had 32 32-bit FPRs. If this bit is a 1, the processor operates with 32 64-bit FPRs. The value of FP32RegistersMode is computed from the FR bit in the Status register. |

<p>| InstructionInBranchDelaySlot | Indicates whether the instruction at the Program Counter address was executed in the delay slot of a branch or jump. This condition reflects the dynamic state of the instruction, not the static state. That is, the value is false if a branch or jump occurs to an instruction whose PC immediately follows a branch or jump, but which is not executed in the delay slot of a branch or jump. |</p>
<table>
<thead>
<tr>
<th>Symbol</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>SignalException excepcion, argument</td>
<td>Causes an exception to be signaled, using the exception parameter as the type of exception and the argument parameter as an exception-specific argument. Control does not return from this pseudocode function—the exception is signaled at the point of the call.</td>
</tr>
</tbody>
</table>

### 1.4 For More Information

Various MIPS RISC processor manuals and additional information about MIPS products can be found at the MIPS URL: [http://www.mips.com](http://www.mips.com)

For comments or questions on the MIPS32® Architecture or this document, send Email to support@mips.com.
Guide to the Instruction Set

This chapter provides a detailed guide to understanding the instruction descriptions, which are listed in alphabetical order in the tables at the beginning of the next chapter.

2.1 Understanding the Instruction Fields

Figure 2.1 shows an example instruction. Following the figure are descriptions of the fields listed below:

- “Instruction Fields” on page 19
- “Instruction Descriptive Name and Mnemonic” on page 19
- “Format Field” on page 19
- “Purpose Field” on page 20
- “Description Field” on page 20
- “Restrictions Field” on page 20
- “Operation Field” on page 21
- “Exceptions Field” on page 21
- “Programming Notes and Implementation Notes Fields” on page 22
**Figure 2.1 Example of Instruction Description**

**Example Instruction Name**

<table>
<thead>
<tr>
<th>EXAMPLE</th>
</tr>
</thead>
</table>

**Format:**  
EXAMPLE fd,rs,rt

**Purpose:** Example Instruction Name  
To execute an EXAMPLE op.

**Description:**  
GPR[rd] ← GPR[rs] exampleop GPR[rt]

This section describes the operation of the instruction in text, tables, and illustrations. It includes information that would be difficult to encode in the Operation section.

**Restrictions:**

This section lists any restrictions for the instruction. This can include values of the instruction encoding fields such as register specifiers, operand values, operand formats, address alignment, instruction scheduling hazards, and type of memory access for addressed locations.

**Operation:**

/* This section describes the operation of an instruction in */  
/* a high-level pseudo-language. It is precise in ways that */  
/* the Description section is not, but is also missing */  
/* information that is hard to express in pseudocode. */  
temp ← GPR[rs] exampleop GPR[rt]  
GPR[rd] ← temp

**Exceptions:**

A list of exceptions taken by the instruction

**Programming Notes:**

Information useful to programmers, but not necessary to describe the operation of the instruction

**Implementation Notes:**

Like *Programming Notes*, except for processor implementors
2.1 Understanding the Instruction Fields

2.1.1 Instruction Fields

Fields encoding the instruction word are shown in register form at the top of the instruction description. The following rules are followed:

- The values of constant fields and the opcode names are listed in uppercase (SPECIAL and ADD in Figure 2.2). Constant values in a field are shown in binary below the symbolic or hexadecimal value.

- All variable fields are listed with the lowercase names used in the instruction description (rs, rt, and rd in Figure 2.2).

- Fields that contain zeros but are not named are unused fields that are required to be zero (bits 10:6 in Figure 2.2). If such fields are set to non-zero values, the operation of the processor is UNPREDICTABLE.

![Figure 2.2 Example of Instruction Fields](image)

2.1.2 Instruction Descriptive Name and Mnemonic

The instruction descriptive name and mnemonic are printed as page headings for each instruction, as shown in Figure 2.3.

![Figure 2.3 Example of Instruction Descriptive Name and Mnemonic](image)

2.1.3 Format Field

The assembler formats for the instruction and the architecture level at which the instruction was originally defined are given in the Format field. If the instruction definition was later extended, the architecture levels at which it was extended and the assembler formats for the extended definition are shown in their order of extension (for an example, see C.cond.fmt). The MIPS architecture levels are inclusive; higher architecture levels include all instructions in previous levels. Extensions to instructions are backwards compatible. The original assembler formats are valid for the extended architecture.

![Figure 2.4 Example of Instruction Format](image)

The assembler format is shown with literal parts of the assembler instruction printed in uppercase characters. The variable parts, the operands, are shown as the lowercase names of the appropriate fields. The architectural level at which the instruction was first defined, for example “MIPS32” is shown at the right side of the page.
There can be more than one assembler format for each architecture level. Floating point operations on formatted data show an assembly format with the actual assembler mnemonic for each valid value of the `fmt` field. For example, the `ADD.fmt` instruction lists both ADD.S and ADD.D.

The assembler format lines sometimes include parenthetical comments to help explain variations in the formats (once again, see `C.cond.fmt`). These comments are not a part of the assembler format.

### 2.1.4 Purpose Field

The *Purpose* field gives a short description of the use of the instruction.

**Figure 2.5 Example of Instruction Purpose**

<table>
<thead>
<tr>
<th>Purpose: Add Word</th>
</tr>
</thead>
<tbody>
<tr>
<td>To add 32-bit integers. If an overflow occurs, then trap.</td>
</tr>
</tbody>
</table>

### 2.1.5 Description Field

If a one-line symbolic description of the instruction is feasible, it appears immediately to the right of the *Description* heading. The main purpose is to show how fields in the instruction are used in the arithmetic or logical operation.

**Figure 2.6 Example of Instruction Description**

<table>
<thead>
<tr>
<th>Description: GPR[rd] ← GPR[rs] + GPR[rt]</th>
</tr>
</thead>
<tbody>
<tr>
<td>The 32-bit word value in GPR rt is added to the 32-bit value in GPR rs to produce a 32-bit result.</td>
</tr>
<tr>
<td>• If the addition results in 32-bit 2’s complement arithmetic overflow, the destination register is not modified and an Integer Overflow exception occurs.</td>
</tr>
<tr>
<td>• If the addition does not overflow, the 32-bit result is placed into GPR rd.</td>
</tr>
</tbody>
</table>

The body of the section is a description of the operation of the instruction in text, tables, and figures. This description complements the high-level language description in the *Operation* section.

This section uses acronyms for register descriptions. “GPR rt” is CPU general-purpose register specified by the instruction field rt. “FPR fs” is the floating point operand register specified by the instruction field fs. “CPI register fd” is the coprocessor 1 general register specified by the instruction field fd. “FCSR” is the floating point Control/Status register.

### 2.1.6 Restrictions Field

The *Restrictions* field documents any possible restrictions that may affect the instruction. Most restrictions fall into one of the following six categories:

- Valid values for instruction fields (for example, see floating point `ADD.fmt`)
- ALIGNMENT requirements for memory addresses (for example, see `LW`)
- Valid values of operands (for example, see `ALNV.PS`)

---

Guide to the Instruction Set

MIPS® Architecture For Programmers Volume II-A: The MIPS32® Instruction Set, Revision 3.00

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2.1 Understanding the Instruction Fields

- Valid operand formats (for example, see floating point ADD.fmt)
- Order of instructions necessary to guarantee correct execution. These ordering constraints avoid pipeline hazards for which some processors do not have hardware interlocks (for example, see MUL).
- Valid memory access types (for example, see LL/SC)

Figure 2.7 Example of Instruction Restrictions

```
Restrictions:
None
```

2.1.7 Operation Field

The *Operation* field describes the operation of the instruction as pseudocode in a high-level language notation resembling Pascal. This formal description complements the *Description* section; it is not complete in itself because many of the restrictions are either difficult to include in the pseudocode or are omitted for legibility.

Figure 2.8 Example of Instruction Operation

```
Operation:
temp ← (GPR[rs]31∥GPR[rs]31..0) + (GPR[rt]31∥GPR[rt]31..0)
if temp32 ≠ temp31 then
   SignalException(IntegerOverflow)
else
   GPR[rd] ← temp
endif
```

See 2.2 “Operation Section Notation and Functions” on page 22 for more information on the formal notation used here.

2.1.8 Exceptions Field

The *Exceptions* field lists the exceptions that can be caused by *Operation* of the instruction. It omits exceptions that can be caused by the instruction fetch, for instance, TLB Refill, and also omits exceptions that can be caused by asynchronous external events such as an Interrupt. Although a Bus Error exception may be caused by the operation of a load or store instruction, this section does not list Bus Error for load and store instructions because the relationship between load and store instructions and external error indications, like Bus Error, are dependent upon the implementation.

Figure 2.9 Example of Instruction Exception

```
Exceptions:
Integer Overflow
```

An instruction may cause implementation-dependent exceptions that are not present in the *Exceptions* section.
2.1.9 Programming Notes and Implementation Notes Fields

The Notes sections contain material that is useful for programmers and implementors, respectively, but that is not necessary to describe the instruction and does not belong in the description sections.

Figure 2.10 Example of Instruction Programming Notes

<table>
<thead>
<tr>
<th>Programming Notes:</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDU performs the same arithmetic operation but does not trap on overflow.</td>
</tr>
</tbody>
</table>

2.2 Operation Section Notation and Functions

In an instruction description, the Operation section uses a high-level language notation to describe the operation performed by each instruction. Special symbols used in the pseudocode are described in the previous chapter. Specific pseudocode functions are described below.

This section presents information about the following topics:

- “Instruction Execution Ordering” on page 22
- “Pseudocode Functions” on page 22

2.2.1 Instruction Execution Ordering

Each of the high-level language statements in the Operations section are executed sequentially (except as constrained by conditional and loop constructs).

2.2.2 Pseudocode Functions

There are several functions used in the pseudocode descriptions. These are used either to make the pseudocode more readable, to abstract implementation-specific behavior, or both. These functions are defined in this section, and include the following:

- “Coprocessor General Register Access Functions” on page 22
- “Memory Operation Functions” on page 24
- “Floating Point Functions” on page 27
- “Miscellaneous Functions” on page 30

2.2.2.1 Coprocessor General Register Access Functions

Defined coprocessors, except for CP0, have instructions to exchange words and doublewords between coprocessor general registers and the rest of the system. What a coprocessor does with a word or doubleword supplied to it and how a coprocessor supplies a word or doubleword is defined by the coprocessor itself. This behavior is abstracted into the functions described in this section.
2.2 Operation Section Notation and Functions

**COP_LW**

The COP_LW function defines the action taken by coprocessor $z$ when supplied with a word from memory during a load word operation. The action is coprocessor-specific. The typical action would be to store the contents of memword in coprocessor general register $rt$.

**Figure 2.11 COP_LW Pseudocode Function**

```c
COP_LW (z, rt, memword)
    z: The coprocessor unit number
    rt: Coprocessor general register specifier
    memword: A 32-bit word value supplied to the coprocessor
    /* Coprocessor-dependent action */
endfunction COP_LW
```

**COP_LD**

The COP_LD function defines the action taken by coprocessor $z$ when supplied with a doubleword from memory during a load doubleword operation. The action is coprocessor-specific. The typical action would be to store the contents of memdouble in coprocessor general register $rt$.

**Figure 2.12 COP_LD Pseudocode Function**

```c
COP_LD (z, rt, memdouble)
    z: The coprocessor unit number
    rt: Coprocessor general register specifier
    memdouble: 64-bit doubleword value supplied to the coprocessor
    /* Coprocessor-dependent action */
endfunction COP_LD
```

**COP_SW**

The COP_SW function defines the action taken by coprocessor $z$ to supply a word of data during a store word operation. The action is coprocessor-specific. The typical action would be to supply the contents of the low-order word in coprocessor general register $rt$.

**Figure 2.13 COP_SW Pseudocode Function**

```c
dataword ← COP_SW (z, rt)
    z: The coprocessor unit number
    rt: Coprocessor general register specifier
    dataword: 32-bit word value
    /* Coprocessor-dependent action */
endfunction COP_SW
```

**COP_SD**

The COP_SD function defines the action taken by coprocessor $z$ to supply a doubleword of data during a store doubleword operation. The action is coprocessor-specific. The typical action would be to supply the contents of the low-order doubleword in coprocessor general register $rt$. 
Figure 2.14 COP_SD Pseudocode Function

datadouble ← COP_SD (z, rt)
  z: The coprocessor unit number
  rt: Coprocessor general register specifier
  datadouble: 64-bit doubleword value

  /* Coprocessor-dependent action */
endfunction COP_SD

CoprocessorOperation

The CoprocessorOperation function performs the specified Coprocessor operation.

Figure 2.15 CoprocessorOperation Pseudocode Function

CoprocessorOperation (z, cop_fun)
  /* z: Coprocessor unit number */
  /* cop_fun: Coprocessor function from function field of instruction */
  /* Transmit the cop_fun value to coprocessor z */
endfunction CoprocessorOperation

2.2.2.2 Memory Operation Functions

Regardless of byte ordering (big- or little-endian), the address of a halfword, word, or doubleword is the smallest byte address of the bytes that form the object. For big-endian ordering this is the most-significant byte; for a little-endian ordering this is the least-significant byte.

In the Operation pseudocode for load and store operations, the following functions summarize the handling of virtual addresses and the access of physical memory. The size of the data item to be loaded or stored is passed in the AccessLength field. The valid constant names and values are shown in Table 2.1. The bytes within the addressed unit of memory (word for 32-bit processors or doubleword for 64-bit processors) that are used can be determined directly from the AccessLength and the two or three low-order bits of the address.

AddressTranslation

The AddressTranslation function translates a virtual address to a physical address and its cacheability and coherency attribute, describing the mechanism used to resolve the memory reference.

Given the virtual address vAddr, and whether the reference is to Instructions or Data (IorD), find the corresponding physical address (pAddr) and the cacheability and coherency attribute (CCA) used to resolve the reference. If the virtual address is in one of the unmapped address spaces, the physical address and CCA are determined directly by the virtual address. If the virtual address is in one of the mapped address spaces then the TLB or fixed mapping MMU determines the physical address and access type; if the required translation is not present in the TLB or the desired access is not permitted, the function fails and an exception is taken.

Figure 2.16 AddressTranslation Pseudocode Function

(pAddr, CCA) ← AddressTranslation (vAddr, IorD, LorS)
  /* pAddr: physical address */
  /* CCA: Cacheability&Coherency Attribute, the method used to access caches*/
2.2 Operation Section Notation and Functions

LoadMemory

The LoadMemory function loads a value from memory.

This action uses cache and main memory as specified in both the Cacheability and Coherency Attribute (CCA) and the access (IorD) to find the contents of AccessLength memory bytes, starting at physical location pAddr. The data is returned in a fixed-width naturally aligned memory element (MemElem). The low-order 2 (or 3) bits of the address and the AccessLength indicate which of the bytes within MemElem need to be passed to the processor. If the memory access type of the reference is uncached, only the referenced bytes are read from memory and marked as valid within the memory element. If the access type is cached but the data is not present in cache, an implementation-specific size and alignment block of memory is read and loaded into the cache to satisfy a load reference. At a minimum, this block is the entire memory element.

Figure 2.17 LoadMemory Pseudocode Function

MemElem ← LoadMemory (CCA, AccessLength, pAddr, vAddr, IorD)

/* MemElem: Data is returned in a fixed width with a natural alignment. The */
/* width is the same size as the CPU general-purpose register, */
/* 32 or 64 bits, aligned on a 32- or 64-bit boundary. */
/* CCA: Cacheability&CoherencyAttribute=method used to access caches */
/* and memory and resolve the reference */

/* AccessLength: Length, in bytes, of access */
/* pAddr: physical address */
/* vAddr: virtual address */
/* IorD: Indicates whether access is for Instructions or Data */

endfunction LoadMemory

StoreMemory

The StoreMemory function stores a value to memory.

The specified data is stored into the physical location pAddr using the memory hierarchy (data caches and main memory) as specified by the Cacheability and Coherency Attribute (CCA). The MemElem contains the data for an aligned, fixed-width memory element (a word for 32-bit processors, a doubleword for 64-bit processors), though only the bytes that are actually stored to memory need be valid. The low-order two (or three) bits of pAddr and the AccessLength field indicate which of the bytes within the MemElem data should be stored; only these bytes in memory will actually be changed.

Figure 2.18 StoreMemory Pseudocode Function

StoreMemory (CCA, AccessLength, MemElem, pAddr, vAddr)
/* CCA: Cacheability&Coherency Attribute, the method used to access */
/* AccessLength: Length, in bytes, of access */
/* MemElem: Data in the width and alignment of a memory element. */
/* The width is the same size as the CPU general */
/* purpose register, either 4 or 8 bytes, */
/* aligned on a 4- or 8-byte boundary. For a */
/* partial-memory-element store, only the bytes that will be*/
/* stored must be valid.*/
/* pAddr: physical address */
/* vAddr: virtual address */

endfunction StoreMemory

**Prefetch**

The Prefetch function prefetches data from memory.

Prefetch is an advisory instruction for which an implementation-specific action is taken. The action taken may increase performance but must not change the meaning of the program or alter architecturally visible state.

**Figure 2.19 Prefetch Pseudocode Function**

```
Prefetch (CCA, pAddr, vAddr, DATA, hint)
```

<table>
<thead>
<tr>
<th>AccessLength Name</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>DOUBLEWORD</td>
<td>7</td>
<td>8 bytes (64 bits)</td>
</tr>
<tr>
<td>SEPTIBYTE</td>
<td>6</td>
<td>7 bytes (56 bits)</td>
</tr>
<tr>
<td>SEXTIBYTE</td>
<td>5</td>
<td>6 bytes (48 bits)</td>
</tr>
<tr>
<td>QUINTIBYTE</td>
<td>4</td>
<td>5 bytes (40 bits)</td>
</tr>
<tr>
<td>WORD</td>
<td>3</td>
<td>4 bytes (32 bits)</td>
</tr>
<tr>
<td>TRIPLEBYTE</td>
<td>2</td>
<td>3 bytes (24 bits)</td>
</tr>
<tr>
<td>HALFWORD</td>
<td>1</td>
<td>2 bytes (16 bits)</td>
</tr>
<tr>
<td>BYTE</td>
<td>0</td>
<td>1 byte (8 bits)</td>
</tr>
</tbody>
</table>

**SyncOperation**

The SyncOperation function orders loads and stores to synchronize shared memory.
This action makes the effects of the synchronizable loads and stores indicated by \textit{stype} occur in the same order for all processors.

**Figure 2.20 SyncOperation Pseudocode Function**

```c
SyncOperation(stype)

/* stype: Type of load/store ordering to perform. */
/* Perform implementation-dependent operation to complete the */
/* required synchronization operation */
endfunction SyncOperation
```

### 2.2.2.3 Floating Point Functions

The pseudocode shown in below specifies how the unformatted contents loaded or moved to CP1 registers are interpreted to form a formatted value. If an FPR contains a value in some format, rather than unformatted contents from a load (uninterpreted), it is valid to interpret the value in that format (but not to interpret it in a different format).

**ValueFPR**

The ValueFPR function returns a formatted value from the floating point registers.

**Figure 2.21 ValueFPR Pseudocode Function**

```c
value ← ValueFPR(fpr, fmt)

/* value: The formatted value from the FPR */
/* fpr: The FPR number */
/* fmt: The format of the data, one of: */
/* S, D, W, L, PS, */
/* OB, QH, */
/* UNINTERPRETED_WORD, */
/* UNINTERPRETED_DOUBLEWORD */
/* The UNINTERPRETED values are used to indicate that the datatype */
/* is not known as, for example, in SWC1 and SDC1 */

case fmt of
    S, W, UNINTERPRETED_WORD:
        valueFPR ← FPR[fpr]
    D, UNINTERPRETED_DOUBLEWORD:
        if (FP32RegistersMode = 0)
            if (fpr0 ≠ 0) then
                valueFPR ← UNPREDICTABLE
            else
                valueFPR ← FPR[fpr+1]_{31..0} \parallel FPR[fpr]_{31..0}
            endif
        else
            valueFPR ← FPR[fpr]
        endif
    L, PS:
        if (FP32RegistersMode = 0) then
            valueFPR ← UNPREDICTABLE
        endif
```
else
    valueFPR ← FPR[fpr]
endif

DEFAULT:
    valueFPR ← UNPREDICTABLE
endcase
endfunction ValueFPR

The pseudocode shown below specifies the way a binary encoding representing a formatted value is stored into CPI registers by a computational or move operation. This binary representation is visible to store or move-from instructions. Once an FPR receives a value from the StoreFPR(), it is not valid to interpret the value with ValueFPR() in a different format.

StoreFPR

Figure 2.22 StoreFPR Pseudocode Function

StoreFPR (fpr, fmt, value)
/* fpr: The FPR number */
/* fmt: The format of the data, one of: */
/* S, D, W, L, PS, */
/* OB, QH, */
/* UNINTERPRETED_WORD, */
/* UNINTERPRETED_DOUBLEWORD */
/* value: The formatted value to be stored into the FPR */
/* The UNINTERPRETED values are used to indicate that the datatype */
/* is not known as, for example, in LWC1 and LDC1 */

case fmt of
    S, W, UNINTERPRETED_WORD:
        FPR[fpr] ← value
    D, UNINTERPRETED_DOUBLEWORD:
        if (FP32RegistersMode = 0)
            if (fpr0 ≠ 0) then
                UNPREDICTABLE
            else
                FPR[fpr] ← UNPREDICTABLE12 || value31..0
                FPR[fpr+1] ← UNPREDICTABLE12 || value63..32
            endif
        else
            FPR[fpr] ← value
        endif
    L, PS:
        if (FP32RegistersMode = 0) then
            UNPREDICTABLE
        else
            FPR[fpr] ← value
        endif
endcase
2.2 Operation Section Notation and Functions

endfunction StoreFPR

The pseudocode shown below checks for an enabled floating point exception and conditionally signals the exception.

**CheckFPException**

**Figure 2.23 CheckFPException Pseudocode Function**

CheckFPException()

/* A floating point exception is signaled if the E bit of the Cause field is a 1 */
/* (Unimplemented Operations have no enable) or if any bit in the Cause field */
/* and the corresponding bit in the Enable field are both 1 */

if ( (FCSR[17] = 1) or
    ((FCSR[16..12] and FCSR[11..7]) ≠ 0) ) then
    SignalException(FloatingPointException)
endif

definition CheckFPException

**FPConditionCode**

The FPConditionCode function returns the value of a specific floating point condition code.

**Figure 2.24 FPConditionCode Pseudocode Function**

tf ← FPConditionCode(cc)

/* tf: The value of the specified condition code */
/* cc: The Condition code number in the range 0..7 */

if cc = 0 then
    FPConditionCode ← FCSR[23]
else
    FPConditionCode ← FCSR[24+cc]
endif

definition FPConditionCode

**SetFPConditionCode**

The SetFPConditionCode function writes a new value to a specific floating point condition code.

**Figure 2.25 SetFPConditionCode Pseudocode Function**

SetFPConditionCode(cc, tf)

if cc = 0 then
    FCSR ← FCSR[31..24] || tf || FCSR[22..0]
else
    FCSR ← FCSR[31..25+cc] || tf || FCSR[23+cc..0]
endif

definition SetFPConditionCode
2.2.2.4 Miscellaneous Functions

This section lists miscellaneous functions not covered in previous sections.

SignalException

The SignalException function signals an exception condition.

This action results in an exception that aborts the instruction. The instruction operation pseudocode never sees a return from this function call.

**Figure 2.26 SignalException Pseudocode Function**

```plaintext
SignalException(Exception, argument)

/* Exception: The exception condition that exists. */
/* argument: A exception-dependent argument, if any */
endfunction SignalException
```

SignalDebugBreakpointException

The SignalDebugBreakpointException function signals a condition that causes entry into Debug Mode from non-Debug Mode.

This action results in an exception that aborts the instruction. The instruction operation pseudocode never sees a return from this function call.

**Figure 2.27 SignalDebugBreakpointException Pseudocode Function**

```plaintext
SignalDebugBreakpointException()
endfunction SignalDebugBreakpointException
```

SignalDebugModeBreakpointException

The SignalDebugModeBreakpointException function signals a condition that causes entry into Debug Mode from Debug Mode (i.e., an exception generated while already running in Debug Mode).

This action results in an exception that aborts the instruction. The instruction operation pseudocode never sees a return from this function call.

**Figure 2.28 SignalDebugModeBreakpointException Pseudocode Function**

```plaintext
SignalDebugModeBreakpointException()
endfunction SignalDebugModeBreakpointException
```

NullifyCurrentInstruction

The NullifyCurrentInstruction function nullifies the current instruction.

The instruction is aborted, inhibiting not only the functional effect of the instruction, but also inhibiting all exceptions detected during fetch, decode, or execution of the instruction in question. For branch-likely instructions, nullification kills the instruction in the delay slot of the branch likely instruction.
2.3 Op and Function Subfield Notation

In some instructions, the instruction subfields op and function can have constant 5- or 6-bit values. When reference is made to these instructions, uppercase mnemonics are used. For instance, in the floating point ADD instruction, \( \text{op=COP1} \) and \( \text{function=ADD} \). In other cases, a single field has both fixed and variable subfields, so the name contains both upper- and lowercase characters.

2.4 FPU Instructions

In the detailed description of each FPU instruction, all variable subfields in an instruction format (such as \( f_s, f_t, \text{immediate} \), and so on) are shown in lowercase. The instruction name (such as ADD, SUB, and so on) is shown in uppercase.

For the sake of clarity, an alias is sometimes used for a variable subfield in the formats of specific instructions. For example, \( rs=\text{base} \) in the format for load and store instructions. Such an alias is always lowercase since it refers to a variable subfield.
Bit encodings for mnemonics are given in Volume I, in the chapters describing the CPU, FPU, MDMX, and MIPS16e instructions.

See “Op and Function Subfield Notation” on page 31 for a description of the op and function subfields.
Chapter 3

The MIPS32® Instruction Set

3.1 Compliance and Subsetting

To be compliant with the MIPS32 Architecture, designs must implement a set of required features, as described in this document set. To allow flexibility in implementations, the MIPS32 Architecture does provide subsetting rules. An implementation that follows these rules is compliant with the MIPS32 Architecture as long as it adheres strictly to the rules, and fully implements the remaining instructions. Supersetting of the MIPS32 Architecture is only allowed by adding functions to the SPECIAL2 major opcode, by adding control for co-processors via the COP2, LWC2, SWC2, LDC2, and/or SDC2, or via the addition of approved Application Specific Extensions.

Note: The use of COP3 as a customizable coprocessor has been removed in the Release 2 of the MIPS32 architecture. The use of the COP3 is now reserved for the future extension of the architecture. Implementations using Release 1 of the MIPS32 architecture are strongly discouraged from using the COP3 opcode for a user-available coprocessor as doing so will limit the potential for an upgrade path to a 64-bit floating point unit.

The instruction set subsetting rules are as follows:

- All CPU instructions must be implemented - no subsetting is allowed (unless described in this list).

- The FPU and related support instructions, including the MOVF and MOVT CPU instructions, may be omitted. Software may determine if an FPU is implemented by checking the state of the FP bit in the Config1 CP0 register. If the FPU is implemented, it must include S, D, and W formats, operate instructions, and all supporting instructions. Software may determine which FPU data types are implemented by checking the appropriate bit in the FIR CP1 register. The following allowable FPU subsets are compliant with the MIPS32 architecture:
  - No FPU
  - FPU with S, D, and W formats and all supporting instructions

- Coprocessor 2 is optional and may be omitted. Software may determine if Coprocessor 2 is implemented by checking the state of the C2 bit in the Config1 CP0 register. If Coprocessor 2 is implemented, the Coprocessor 2 interface instructions (BC2, CFC2, COP2, CTC2, LDC2, LWC2, MFC2, MTC2, SDC2, and SWC2) may be omitted on an instruction-by-instruction basis.

- Supervisor Mode is optional. If Supervisor Mode is not implemented, bit 3 of the Status register must be ignored on write and read as zero.

- The standard TLB-based memory management unit may be replaced with a simpler MMU (e.g., a Fixed Mapping MMU). If this is done, the rest of the interface to the Privileged Resource Architecture must be preserved. If a TLB-based memory management unit is implemented, it must be the standard TLB-based MMU as described in the Privileged Resource Architecture chapter. Software may determine the type of the MMU by checking the MT field in the Config CP0 register.
• The Privileged Resource Architecture includes several implementation options and may be subsetted in accordance with those options.

• Instruction, CP0 Register, and CP1 Control Register fields that are marked “Reserved” or shown as “0” in the description of that field are reserved for future use by the architecture and are not available to implementations. Implementations may only use those fields that are explicitly reserved for implementation dependent use.

• Supported ASEs are optional and may be subsetted out. If most cases, software may determine if a supported ASE is implemented by checking the appropriate bit in the Config1 or Config3 CP0 register. If they are implemented, they must implement the entire ISA applicable to the component, or implement subsets that are approved by the ASE specifications.

• EJTAG is optional and may be subsetted out. If it is implemented, it must implement only those subsets that are approved by the EJTAG specification.

• The JALX instruction is only implemented when there are other instruction sets are available on the device (microMIPS or MIPS16e).

• If any instruction is subsetted out based on the rules above, an attempt to execute that instruction must cause the appropriate exception (typically Reserved Instruction or Coprocessor Unusable).

3.2 Alphabetical List of Instructions

Table 3.1 through Table 3.24 provide a list of instructions grouped by category. Individual instruction descriptions follow the tables, arranged in alphabetical order.

Table 3.1 CPU Arithmetic Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD</td>
<td>Add Word</td>
</tr>
<tr>
<td>ADDI</td>
<td>Add Immediate Word</td>
</tr>
<tr>
<td>ADDIU</td>
<td>Add Immediate Unsigned Word</td>
</tr>
<tr>
<td>ADDU</td>
<td>Add Unsigned Word</td>
</tr>
<tr>
<td>CLO</td>
<td>Count Leading Ones in Word</td>
</tr>
<tr>
<td>CLZ</td>
<td>Count Leading Zeros in Word</td>
</tr>
<tr>
<td>DIV</td>
<td>Divide Word</td>
</tr>
<tr>
<td>DIVU</td>
<td>Divide Unsigned Word</td>
</tr>
<tr>
<td>MADD</td>
<td>Multiply and Add Word to Hi, Lo</td>
</tr>
<tr>
<td>MADDU</td>
<td>Multiply and Add Unsigned Word to Hi, Lo</td>
</tr>
<tr>
<td>MSUB</td>
<td>Multiply and Subtract Word to Hi, Lo</td>
</tr>
<tr>
<td>MSUBU</td>
<td>Multiply and Subtract Unsigned Word to Hi, Lo</td>
</tr>
<tr>
<td>MUL</td>
<td>Multiply Word to GPR</td>
</tr>
<tr>
<td>MULT</td>
<td>Multiply Word</td>
</tr>
<tr>
<td>MULTU</td>
<td>Multiply Unsigned Word</td>
</tr>
</tbody>
</table>
### Table 3.1 CPU Arithmetic Instructions (Continued)

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
<th>Release</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEB</td>
<td>Sign-Extend Byte</td>
<td>Release 2 &amp; subsequent</td>
</tr>
<tr>
<td>SEH</td>
<td>Sign-Extend Halfword</td>
<td>Release 2 &amp; subsequent</td>
</tr>
<tr>
<td>SLT</td>
<td>Set on Less Than</td>
<td></td>
</tr>
<tr>
<td>SLTI</td>
<td>Set on Less Than Immediate</td>
<td></td>
</tr>
<tr>
<td>SLTIU</td>
<td>Set on Less Than Immediate Unsigned</td>
<td></td>
</tr>
<tr>
<td>SLTU</td>
<td>Set on Less Than Unsigned</td>
<td></td>
</tr>
<tr>
<td>SUB</td>
<td>Subtract Word</td>
<td></td>
</tr>
<tr>
<td>SUBU</td>
<td>Subtract Unsigned Word</td>
<td></td>
</tr>
</tbody>
</table>

### Table 3.2 CPU Branch and Jump Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
<th>Release</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>Unconditional Branch</td>
<td></td>
</tr>
<tr>
<td>BAL</td>
<td>Branch and Link</td>
<td></td>
</tr>
<tr>
<td>BEQ</td>
<td>Branch on Equal</td>
<td></td>
</tr>
<tr>
<td>BGEZ</td>
<td>Branch on Greater Than or Equal to Zero</td>
<td></td>
</tr>
<tr>
<td>BGEZAL</td>
<td>Branch on Greater Than or Equal to Zero and Link</td>
<td></td>
</tr>
<tr>
<td>BGTZ</td>
<td>Branch on Greater Than Zero</td>
<td></td>
</tr>
<tr>
<td>BLEZ</td>
<td>Branch on Less Than or Equal to Zero</td>
<td></td>
</tr>
<tr>
<td>BLTZ</td>
<td>Branch on Less Than Zero</td>
<td></td>
</tr>
<tr>
<td>BLTZAL</td>
<td>Branch on Less Than Zero and Link</td>
<td></td>
</tr>
<tr>
<td>BNE</td>
<td>Branch on Not Equal</td>
<td></td>
</tr>
<tr>
<td>J</td>
<td>Jump</td>
<td></td>
</tr>
<tr>
<td>JAL</td>
<td>Jump and Link</td>
<td></td>
</tr>
<tr>
<td>JALR</td>
<td>Jump and Link Register</td>
<td></td>
</tr>
<tr>
<td>JALR.HB</td>
<td>Jump and Link Register with Hazard Barrier</td>
<td>Release 2 &amp; subsequent</td>
</tr>
<tr>
<td>JALX</td>
<td>Jump and Link Exchange</td>
<td>microMIPS or MIPS16e also implemented</td>
</tr>
<tr>
<td>JR</td>
<td>Jump Register</td>
<td></td>
</tr>
<tr>
<td>JR.HB</td>
<td>Jump Register with Hazard Barrier</td>
<td>Release 2 &amp; subsequent</td>
</tr>
</tbody>
</table>
### Table 3.3 CPU Instruction Control Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
<th>Release</th>
</tr>
</thead>
<tbody>
<tr>
<td>EHB</td>
<td>Execution Hazard Barrier</td>
<td>Release 2 &amp; subsequent</td>
</tr>
<tr>
<td>NOP</td>
<td>No Operation</td>
<td>Release 2.1 &amp; subsequent</td>
</tr>
<tr>
<td>PAUSE</td>
<td>Wait for LLBit to Clear</td>
<td></td>
</tr>
<tr>
<td>SSNOP</td>
<td>Superscalar No Operation</td>
<td></td>
</tr>
</tbody>
</table>

### Table 3.4 CPU Load, Store, and Memory Control Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>LB</td>
<td>Load Byte</td>
</tr>
<tr>
<td>LBU</td>
<td>Load Byte Unsigned</td>
</tr>
<tr>
<td>LH</td>
<td>Load Halfword</td>
</tr>
<tr>
<td>LHU</td>
<td>Load Halfword Unsigned</td>
</tr>
<tr>
<td>LL</td>
<td>Load Linked Word</td>
</tr>
<tr>
<td>LW</td>
<td>Load Word</td>
</tr>
<tr>
<td>LWL</td>
<td>Load Word Left</td>
</tr>
<tr>
<td>LWR</td>
<td>Load Word Right</td>
</tr>
<tr>
<td>PREF</td>
<td>Prefetch</td>
</tr>
<tr>
<td>SB</td>
<td>Store Byte</td>
</tr>
<tr>
<td>SC</td>
<td>Store Conditional Word</td>
</tr>
<tr>
<td>SH</td>
<td>Store Halfword</td>
</tr>
<tr>
<td>SW</td>
<td>Store Word</td>
</tr>
<tr>
<td>SWL</td>
<td>Store Word Left</td>
</tr>
<tr>
<td>SWR</td>
<td>Store Word Right</td>
</tr>
<tr>
<td>SYNC</td>
<td>Synchronize Shared Memory</td>
</tr>
<tr>
<td>SYNCI</td>
<td>Synchronize Caches to Make Instruction Writes Effective</td>
</tr>
</tbody>
</table>

### Table 3.5 CPU Logical Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>AND</td>
<td>And</td>
</tr>
<tr>
<td>ANDI</td>
<td>And Immediate</td>
</tr>
</tbody>
</table>
### Table 3.5 CPU Logical Instructions (Continued)

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>LUI</td>
<td>Load Upper Immediate</td>
</tr>
<tr>
<td>NOR</td>
<td>Not Or</td>
</tr>
<tr>
<td>OR</td>
<td>Or</td>
</tr>
<tr>
<td>ORI</td>
<td>Or Immediate</td>
</tr>
<tr>
<td>XOR</td>
<td>Exclusive Or</td>
</tr>
<tr>
<td>XORI</td>
<td>Exclusive Or Immediate</td>
</tr>
</tbody>
</table>

### Table 3.6 CPU Insert/Extract Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>EXT</td>
<td>Extract Bit Field</td>
</tr>
<tr>
<td>INS</td>
<td>Insert Bit Field</td>
</tr>
<tr>
<td>WSBH</td>
<td>Word Swap Bytes Within Halfwords</td>
</tr>
</tbody>
</table>

### Table 3.7 CPU Move Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFHI</td>
<td>Move From HI Register</td>
</tr>
<tr>
<td>MFLO</td>
<td>Move From LO Register</td>
</tr>
<tr>
<td>MOVF</td>
<td>Move Conditional on Floating Point False</td>
</tr>
<tr>
<td>MOVN</td>
<td>Move Conditional on Not Zero</td>
</tr>
<tr>
<td>MOVT</td>
<td>Move Conditional on Floating Point True</td>
</tr>
<tr>
<td>MOVZ</td>
<td>Move Conditional on Zero</td>
</tr>
<tr>
<td>MTHI</td>
<td>Move To HI Register</td>
</tr>
<tr>
<td>MTLO</td>
<td>Move To LO Register</td>
</tr>
<tr>
<td>RDHWR</td>
<td>Read Hardware Register</td>
</tr>
</tbody>
</table>

### Table 3.8 CPU Shift Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>ROTR</td>
<td>Rotate Word Right</td>
</tr>
<tr>
<td>ROTRV</td>
<td>Rotate Word Right Variable</td>
</tr>
<tr>
<td>SLL</td>
<td>Shift Word Left Logical</td>
</tr>
</tbody>
</table>
Table 3.8 CPU Shift Instructions (Continued)

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>SLLV</td>
<td>Shift Word Left Logical Variable</td>
</tr>
<tr>
<td>SRA</td>
<td>Shift Word Right Arithmetic</td>
</tr>
<tr>
<td>SRAV</td>
<td>Shift Word Right Arithmetic Variable</td>
</tr>
<tr>
<td>SRL</td>
<td>Shift Word Right Logical</td>
</tr>
<tr>
<td>SRLV</td>
<td>Shift Word Right Logical Variable</td>
</tr>
</tbody>
</table>

Table 3.9 CPU Trap Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>BREAK</td>
<td>Breakpoint</td>
</tr>
<tr>
<td>SYSCALL</td>
<td>System Call</td>
</tr>
<tr>
<td>TEQ</td>
<td>Trap if Equal</td>
</tr>
<tr>
<td>TEQI</td>
<td>Trap if Equal Immediate</td>
</tr>
<tr>
<td>TGE</td>
<td>Trap if Greater or Equal</td>
</tr>
<tr>
<td>TGEI</td>
<td>Trap if Greater of Equal Immediate</td>
</tr>
<tr>
<td>TGEIU</td>
<td>Trap if Greater or Equal Immediate Unsigned</td>
</tr>
<tr>
<td>TGEU</td>
<td>Trap if Greater or Equal Unsigned</td>
</tr>
<tr>
<td>TLT</td>
<td>Trap if Less Than</td>
</tr>
<tr>
<td>TLTI</td>
<td>Trap if Less Than Immediate</td>
</tr>
<tr>
<td>TLTIU</td>
<td>Trap if Less Than Immediate Unsigned</td>
</tr>
<tr>
<td>TLTU</td>
<td>Trap if Less Than Unsigned</td>
</tr>
<tr>
<td>TNE</td>
<td>Trap if Not Equal</td>
</tr>
<tr>
<td>TNEI</td>
<td>Trap if Not Equal Immediate</td>
</tr>
</tbody>
</table>

Table 3.10 Obsolete\(^1\) CPU Branch Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>BEQL</td>
<td>Branch on Equal Likely</td>
</tr>
<tr>
<td>BGEZALL</td>
<td>Branch on Greater Than or Equal to Zero and Link Likely</td>
</tr>
<tr>
<td>BGEZL</td>
<td>Branch on Greater Than or Equal to Zero Likely</td>
</tr>
<tr>
<td>BGTLZL</td>
<td>Branch on Greater Than Zero Likely</td>
</tr>
<tr>
<td>BLEZL</td>
<td>Branch on Less Than or Equal to Zero Likely</td>
</tr>
</tbody>
</table>
### Table 3.10 Obsolete¹ CPU Branch Instructions (Continued)

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>BLTZALL</td>
<td>Branch on Less Than Zero and Link Likely</td>
</tr>
<tr>
<td>BLTZL</td>
<td>Branch on Less Than Zero Likely</td>
</tr>
<tr>
<td>BNEL</td>
<td>Branch on Not Equal Likely</td>
</tr>
</tbody>
</table>

1. Software is strongly encouraged to avoid use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS32 architecture.

### Table 3.11 FPU Arithmetic Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABS.fmt</td>
<td>Floating Point Absolute Value</td>
</tr>
<tr>
<td>ADD.fmt</td>
<td>Floating Point Add</td>
</tr>
<tr>
<td>DIV.fmt</td>
<td>Floating Point Divide</td>
</tr>
<tr>
<td>MADD.fmt</td>
<td>Floating Point Multiply Add</td>
</tr>
<tr>
<td>MSUB.fmt</td>
<td>Floating Point Multiply Subtract</td>
</tr>
<tr>
<td>MUL.fmt</td>
<td>Floating Point Multiply</td>
</tr>
<tr>
<td>NEG.fmt</td>
<td>Floating Point Negate</td>
</tr>
<tr>
<td>NMADD.fmt</td>
<td>Floating Point Negative Multiply Add</td>
</tr>
<tr>
<td>NMSUB.fmt</td>
<td>Floating Point Negative Multiply Subtract</td>
</tr>
<tr>
<td>RECIP.fmt</td>
<td>Reciprocal Approximation</td>
</tr>
<tr>
<td>RSQRT.fmt</td>
<td>Reciprocal Square Root Approximation</td>
</tr>
<tr>
<td>SQRT.fmt</td>
<td>Floating Point Square Root</td>
</tr>
<tr>
<td>SUB.fmt</td>
<td>Floating Point Subtract</td>
</tr>
</tbody>
</table>

### Table 3.12 FPU Branch Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>BC1F</td>
<td>Branch on FP False</td>
</tr>
<tr>
<td>BC1T</td>
<td>Branch on FP True</td>
</tr>
</tbody>
</table>

### Table 3.13 FPU Compare Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>C.cond.fmt</td>
<td>Floating Point Compare</td>
</tr>
</tbody>
</table>
### Table 3.14 FPU Convert Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
<th>64-bit FPU Only</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALNV.PS</td>
<td>Floating Point Align Variable</td>
<td></td>
</tr>
<tr>
<td>CEIL.L.fmt</td>
<td>Floating Point Ceiling Convert to Long Fixed Point</td>
<td></td>
</tr>
<tr>
<td>CEIL.W.fmt</td>
<td>Floating Point Ceiling Convert to Word Fixed Point</td>
<td></td>
</tr>
<tr>
<td>CVT.D.fmt</td>
<td>Floating Point Convert to Double Floating Point</td>
<td></td>
</tr>
<tr>
<td>CVT.L.fmt</td>
<td>Floating Point Convert to Long Fixed Point</td>
<td></td>
</tr>
<tr>
<td>CVT.PS.S</td>
<td>Floating Point Convert Pair to Paired Single</td>
<td></td>
</tr>
<tr>
<td>CVT.S.PL</td>
<td>Floating Point Convert Pair Lower to Single Floating Point</td>
<td></td>
</tr>
<tr>
<td>CVT.S.PU</td>
<td>Floating Point Convert Pair Upper to Single Floating Point</td>
<td></td>
</tr>
<tr>
<td>CVT.S.fmt</td>
<td>Floating Point Convert to Single Floating Point</td>
<td></td>
</tr>
<tr>
<td>CVT.W.fmt</td>
<td>Floating Point Convert to Word Fixed Point</td>
<td></td>
</tr>
<tr>
<td>FLOOR.L.fmt</td>
<td>Floating Point Floor Convert to Long Fixed Point</td>
<td></td>
</tr>
<tr>
<td>FLOOR.W.fmt</td>
<td>Floating Point Floor Convert to Word Fixed Point</td>
<td></td>
</tr>
<tr>
<td>PLL.PS</td>
<td>Pair Lower Lower</td>
<td></td>
</tr>
<tr>
<td>PLU.PS</td>
<td>Pair Lower Upper</td>
<td></td>
</tr>
<tr>
<td>PUL.PS</td>
<td>Pair Upper Lower</td>
<td></td>
</tr>
<tr>
<td>PUU.PS</td>
<td>Pair Upper Upper</td>
<td></td>
</tr>
<tr>
<td>ROUND.L.fmt</td>
<td>Floating Point Round to Long Fixed Point</td>
<td></td>
</tr>
<tr>
<td>ROUND.W.fmt</td>
<td>Floating Point Round to Word Fixed Point</td>
<td></td>
</tr>
<tr>
<td>TRUNC.L.fmt</td>
<td>Floating Point Truncate to Long Fixed Point</td>
<td></td>
</tr>
<tr>
<td>TRUNC.W.fmt</td>
<td>Floating Point Truncate to Word Fixed Point</td>
<td></td>
</tr>
</tbody>
</table>

### Table 3.15 FPU Load, Store, and Memory Control Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
<th>64-bit FPU Only</th>
</tr>
</thead>
<tbody>
<tr>
<td>LDC1</td>
<td>Load Doubleword to Floating Point</td>
<td></td>
</tr>
<tr>
<td>LDXC1</td>
<td>Load Doubleword Indexed to Floating Point</td>
<td></td>
</tr>
<tr>
<td>LUXC1</td>
<td>Load Doubleword Indexed Unaligned to Floating Point</td>
<td></td>
</tr>
<tr>
<td>LWC1</td>
<td>Load Word to Floating Point</td>
<td></td>
</tr>
<tr>
<td>LWXC1</td>
<td>Load Word Indexed to Floating Point</td>
<td></td>
</tr>
<tr>
<td>PREFIX</td>
<td>Prefetch Indexed</td>
<td></td>
</tr>
<tr>
<td>SDC1</td>
<td>Store Doubleword from Floating Point</td>
<td></td>
</tr>
</tbody>
</table>
### 3.2 Alphabetical List of Instructions

#### Table 3.15 FPU Load, Store, and Memory Control Instructions (Continued)

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
<th>64-bit FPU Only</th>
</tr>
</thead>
<tbody>
<tr>
<td>SDXC1</td>
<td>Store Doubleword Indexed from Floating Point</td>
<td></td>
</tr>
<tr>
<td>SUXC1</td>
<td>Store Doubleword Indexed Unaligned from Floating Point</td>
<td></td>
</tr>
<tr>
<td>SWC1</td>
<td>Store Word from Floating Point</td>
<td></td>
</tr>
<tr>
<td>SWXC1</td>
<td>Store Word Indexed from Floating Point</td>
<td></td>
</tr>
</tbody>
</table>

#### Table 3.16 FPU Move Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
<th>64-bit FPU Only</th>
</tr>
</thead>
<tbody>
<tr>
<td>CFC1</td>
<td>Move Control Word from Floating Point</td>
<td></td>
</tr>
<tr>
<td>CTC1</td>
<td>Move Control Word to Floating Point</td>
<td></td>
</tr>
<tr>
<td>MFC1</td>
<td>Move Word from Floating Point</td>
<td></td>
</tr>
<tr>
<td>MFHC1</td>
<td>Move Word from High Half of Floating Point Register</td>
<td></td>
</tr>
<tr>
<td>MOV.fmt</td>
<td>Floating Point Move</td>
<td></td>
</tr>
<tr>
<td>MOVE.fmt</td>
<td>Floating Point Move Conditional on Floating Point False</td>
<td></td>
</tr>
<tr>
<td>MOVN.fmt</td>
<td>Floating Point Move Conditional on Not Zero</td>
<td></td>
</tr>
<tr>
<td>MOVT.fmt</td>
<td>Floating Point Move Conditional on Floating Point True</td>
<td></td>
</tr>
<tr>
<td>MOVZ.fmt</td>
<td>Floating Point Move Conditional on Zero</td>
<td></td>
</tr>
<tr>
<td>MTC1</td>
<td>Move Word to Floating Point</td>
<td></td>
</tr>
<tr>
<td>MTHC1</td>
<td>Move Word to High Half of Floating Point Register</td>
<td></td>
</tr>
</tbody>
</table>

#### Table 3.17 Obsolete¹ FPU Branch Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
<th>64-bit FPU Only</th>
</tr>
</thead>
<tbody>
<tr>
<td>BC1FL</td>
<td>Branch on FP False Likely</td>
<td></td>
</tr>
<tr>
<td>BC1TL</td>
<td>Branch on FP True Likely</td>
<td></td>
</tr>
</tbody>
</table>

1. Software is strongly encouraged to avoid use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS32 architecture.

#### Table 3.18 Coprocessor Branch Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
<th>64-bit FPU Only</th>
</tr>
</thead>
<tbody>
<tr>
<td>BC2F</td>
<td>Branch on COP2 False</td>
<td></td>
</tr>
<tr>
<td>BC2T</td>
<td>Branch on COP2 True</td>
<td></td>
</tr>
</tbody>
</table>
**Table 3.19 Coprocessor Execute Instructions**

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>COP2</td>
<td>Coprocessor Operation to Coprocessor 2</td>
</tr>
</tbody>
</table>

**Table 3.20 Coprocessor Load and Store Instructions**

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>LDC2</td>
<td>Load Doubleword to Coprocessor 2</td>
</tr>
<tr>
<td>LWC2</td>
<td>Load Word to Coprocessor 2</td>
</tr>
<tr>
<td>SDC2</td>
<td>Store Doubleword from Coprocessor 2</td>
</tr>
<tr>
<td>SWC2</td>
<td>Store Word from Coprocessor 2</td>
</tr>
</tbody>
</table>

**Table 3.21 Coprocessor Move Instructions**

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>CFC2</td>
<td>Move Control Word from Coprocessor 2</td>
</tr>
<tr>
<td>CTC2</td>
<td>Move Control Word to Coprocessor 2</td>
</tr>
<tr>
<td>MFC2</td>
<td>Move Word from Coprocessor 2</td>
</tr>
<tr>
<td>MFHC2</td>
<td>Move Word from High Half of Coprocessor 2 Register</td>
</tr>
<tr>
<td>MTC2</td>
<td>Move Word to Coprocessor 2</td>
</tr>
<tr>
<td>MTHC2</td>
<td>Move Word to High Half of Coprocessor 2 Register</td>
</tr>
</tbody>
</table>

**Table 3.22 Obsolete¹ Coprocessor Branch Instructions**

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>BC2FL</td>
<td>Branch on COP2 False Likely</td>
</tr>
<tr>
<td>BC2TL</td>
<td>Branch on COP2 True Likely</td>
</tr>
</tbody>
</table>

¹. Software is strongly encouraged to avoid use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS32 architecture.

**Table 3.23 Privileged Instructions**

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>CACHE</td>
<td>Perform Cache Operation</td>
</tr>
</tbody>
</table>
### Table 3.23 Privileged Instructions (Continued)

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
<th>Release</th>
</tr>
</thead>
<tbody>
<tr>
<td>DI</td>
<td>Disable Interrupts</td>
<td>Release 2 &amp; subsequent</td>
</tr>
<tr>
<td>EI</td>
<td>Enable Interrupts</td>
<td>Release 2 &amp; subsequent</td>
</tr>
<tr>
<td>ERET</td>
<td>Exception Return</td>
<td></td>
</tr>
<tr>
<td>MFC0</td>
<td>Move from Coprocessor 0</td>
<td></td>
</tr>
<tr>
<td>MTC0</td>
<td>Move to Coprocessor 0</td>
<td></td>
</tr>
<tr>
<td>RDPGPR</td>
<td>Read GPR from Previous Shadow Set</td>
<td>Release 2 &amp; subsequent</td>
</tr>
<tr>
<td>TLBP</td>
<td>Probe TLB for Matching Entry</td>
<td></td>
</tr>
<tr>
<td>TLBR</td>
<td>Read Indexed TLB Entry</td>
<td></td>
</tr>
<tr>
<td>TLBW1</td>
<td>Write Indexed TLB Entry</td>
<td></td>
</tr>
<tr>
<td>TLBWR</td>
<td>Write Random TLB Entry</td>
<td></td>
</tr>
<tr>
<td>WAIT</td>
<td>Enter Standby Mode</td>
<td></td>
</tr>
<tr>
<td>WRPGPR</td>
<td>Write GPR to Previous Shadow Set</td>
<td>Release 2 &amp; subsequent</td>
</tr>
</tbody>
</table>

### Table 3.24 EJTAG Instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>DERET</td>
<td>Debug Exception Return</td>
</tr>
<tr>
<td>SDBBP</td>
<td>Software Debug Breakpoint</td>
</tr>
</tbody>
</table>
Floating Point Absolute Value

**Purpose:** Floating Point Absolute Value

**Description:** $\text{FPR}[fd] \leftarrow \text{abs}(\text{FPR}[fs])$

The absolute value of the value in FPR $fs$ is placed in FPR $fd$. The operand and result are values in format $fmt$. ABS.PS takes the absolute value of the two values in FPR $fs$ independently, and ORs together any generated exceptions.

*Cause* bits are ORed into the *Flag* bits if no exception is taken.

This operation is arithmetic; a NaN operand signals invalid operation.

**Restrictions:**

The fields $fs$ and $fd$ must specify FPRs valid for operands of type $fmt$. If they are not valid, the result is **UNPREDICTABLE**.

The operand must be a value in format $fmt$; if it is not, the result is **UNPREDICTABLE** and the value of the operand FPR becomes **UNPREDICTABLE**.

The result of ABS.PS is **UNPREDICTABLE** if the processor is executing in 16 FP registers mode.

**Operation:**

$$\text{StoreFPR}(fd, fmt, \text{AbsoluteValue}(\text{ValueFPR}(fs, fmt)))$$

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Unimplemented Operation, Invalid Operation
Add Word

**Format:**  
ADD rd, rs, rt

**MIPS32**

**Purpose:**  
Add Word

To add 32-bit integers. If an overflow occurs, then trap.

**Description:**  
GPR[rd] ← GPR[rs] + GPR[rt]

The 32-bit word value in GPR rt is added to the 32-bit value in GPR rs to produce a 32-bit result.

- If the addition results in 32-bit 2’s complement arithmetic overflow, the destination register is not modified and an Integer Overflow exception occurs.
- If the addition does not overflow, the 32-bit result is placed into GPR rd.

**Restrictions:**  
None

**Operation:**

```plaintext
temp ← (GPR[rs]31||GPR[rs]31..0) + (GPR[rt]31||GPR[rt]31..0)
if temp32 ≠ temp31 then
    SignalException(IntegerOverflow)
else
    GPR[rd] ← temp
endif
```

**Exceptions:**

Integer Overflow

**Programming Notes:**

ADDU performs the same arithmetic operation but does not trap on overflow.
Floating Point Add

ADD.fmt

Format:

ADD.fmt
ADD.S fd, fs, ft
ADD.D fd, fs, ft
ADD.PS fd, fs, ft

MIPS32
MIPS32
MIPS32

Purpose:
Floating Point Add
To add floating point values

Description:
FPR[fd] ← FPR[fs] + FPR[ft]
The value in FPR ft is added to the value in FPR fs. The result is calculated to infinite precision, rounded by using to
the current rounding mode in FCSR, and placed into FPR fd. The operands and result are values in format fmt. ADD.PS adds the upper and lower halves of FPR fs and FPR ft independently, and ORs together any generated
exceptions.

Cause bits are ORed into the Flag bits if no exception is taken.

Restrictions:
The fields fs, ft, and fd must specify FPRs valid for operands of type fmt. If they are not valid, the result is UNPREDICTABLE.
The operands must be values in format fmt; if they are not, the result is UNPREDICTABLE and the value of the
operand FPRs becomes UNPREDICTABLE.
The result of ADD.PS is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

Operation:

StoreFPR (fd, fmt, ValueFPR(fs, fmt) +fmt ValueFPR(ft, fmt))

Exceptions:
Coprocessor Usable, Reserved Instruction

Floating Point Exceptions:
Unimplemented Operation, Invalid Operation, Inexact, Overflow, Underflow
### Add Immediate Word

**Format:**  ADDI rt, rs, immediate  

**Purpose:** Add Immediate Word  
To add a constant to a 32-bit integer. If overflow occurs, then trap.

**Description:**  
GPR[rt] ← GPR[rs] + immediate  
The 16-bit signed immediate is added to the 32-bit value in GPR rs to produce a 32-bit result.

- If the addition results in 32-bit 2’s complement arithmetic overflow, the destination register is not modified and an Integer Overflow exception occurs.
- If the addition does not overflow, the 32-bit result is placed into GPR rt.

**Restrictions:**  
None

**Operation:**  

temp ← (GPR[rs]31||GPR[rs]31..0) + sign_extend(immediate)  
if temp32 ≠ temp31 then  
    SignalException(IntegerOverflow)  
else  
    GPR[rt] ← temp  
endif

**Exceptions:**  
Integer Overflow

**Programming Notes:**  
ADDIU performs the same arithmetic operation but does not trap on overflow.
Add Immediate Unsigned Word

Format: ADDIU rt, rs, immediate

Purpose: Add Immediate Unsigned Word

To add a constant to a 32-bit integer

Description: GPR[rt] ← GPR[rs] + immediate

The 16-bit signed immediate is added to the 32-bit value in GPR rs and the 32-bit arithmetic result is placed into GPR rt.

No Integer Overflow exception occurs under any circumstances.

Restrictions:
None

Operation:
\[
\text{temp} \leftarrow \text{GPR[rs]} + \text{sign\_extend(immediate)}
\]
\[
\text{GPR[rt]} \leftarrow \text{temp}
\]

Exceptions:
None

Programming Notes:
The term "unsigned" in the instruction name is a misnomer; this operation is 32-bit modulo arithmetic that does not trap on overflow. This instruction is appropriate for unsigned arithmetic, such as address arithmetic, or integer arithmetic environments that ignore overflow, such as C language arithmetic.
Add Unsigned Word

Format:  ADDU rd, rs, rt

Purpose: Add Unsigned Word

To add 32-bit integers

Description: GPR[rd] ← GPR[rs] + GPR[rt]

The 32-bit word value in GPR rt is added to the 32-bit value in GPR rs and the 32-bit arithmetic result is placed into GPR rd.

No Integer Overflow exception occurs under any circumstances.

Restrictions:

None

Operation:

\[
\text{temp} \leftarrow \text{GPR[rs]} + \text{GPR[rt]} \\
\text{GPR[rd]} \leftarrow \text{temp}
\]

Exceptions:

None

Programming Notes:

The term “unsigned” in the instruction name is a misnomer; this operation is 32-bit modulo arithmetic that does not trap on overflow. This instruction is appropriate for unsigned arithmetic, such as address arithmetic, or integer arithmetic environments that ignore overflow, such as C language arithmetic.
Floating Point Align Variable

**ALNV.PS**

**Format:**

\[
\text{ALNV.PS } fd, fs, ft, rs
\]

**MIPS64, MIPS32 Release 2**

**Purpose:**
Floating Point Align Variable

To align a misaligned pair of paired single values

**Description:**
\[
\text{FPR}[fd] \leftarrow \text{ByteAlign(GPR}[rs]_{2..0}, \text{FPR}[fs], \text{FPR}[ft])
\]

FPR \(fs\) is concatenated with FPR \(ft\) and this value is funnel-shifted by GPR \(rs_{2..0}\) bytes, and written into FPR \(fd\). If GPR \(rs_{2..0}\) is 0, FPR \(fd\) receives FPR \(fs\). If GPR \(rs_{2..0}\) is 4, the operation depends on the current endianness.

**Figure 3.1** illustrates the following example: for a big-endian operation and a byte alignment of 4, the upper half of FPR \(fd\) receives the lower half of the paired single value in \(fs\), and the lower half of FPR \(fd\) receives the upper half of the paired single value in FPR \(ft\).

**Figure 3.1 Example of an ALNV.PS Operation**

The move is non arithmetic; it causes no IEEE 754 exceptions.

**Restrictions:**

The fields \(fs\), \(ft\), and \(fd\) must specify FPRs valid for operands of type PS. If they are not valid, the result is **UNPREDICTABLE**.

If GPR \(rs_{1..0}\) are non-zero, the results are **UNPREDICTABLE**.

The result of this instruction is **UNPREDICTABLE** if the processor is executing in 16 FP registers mode.

**Operation:**

\[
\text{if } GPR[rs]_{2..0} = 0 \text{ then}
\]\n\[
\text{StoreFPR(fd, PS, ValueFPR(fs, PS))}
\]\n\[
\text{else if } GPR[rs]_{2..0} \neq 4 \text{ then}
\]\n\[
\text{UNPREDICTABLE}
\]\n\[
\text{else if } \text{BigEndianCPU then}
\]\n\[
\text{StoreFPR(fd, PS, ValueFPR(fs, PS)_{31..0} || ValueFPR(ft, PS)_{63..32})}
\]\n\[
\text{else}
\]\n\[
\text{StoreFPR(fd, PS, ValueFPR(ft, PS)_{31..0} || ValueFPR(fs, PS)_{63..32})}
\]\n\[
\text{endif}
\]
Floating Point Align Variable

ALNV.PS

Exceptions:
Coprocessor Unusable, Reserved Instruction

Programming Notes:
ALNV.PS is designed to be used with LUXC1 to load 8 bytes of data from any 4-byte boundary. For example:

/* Copy T2 bytes (a multiple of 16) of data T0 to T1, T0 unaligned, T1 aligned. */
    LUXC1 F0, 0(T0) /* set up by reading 1st src dw */
    LI T3, 0 /* index into src and dst arrays */
    ADDIU T4, T0, 8 /* base for odd dw loads */
    ADDIU T5, T1, -8 /* base for odd dw stores */
LOOP:
    LUXC1 F1, T3(T4)
    ALNV.PS F2, F0, F1, T0/* switch F0, F1 for little-endian */
    SDC1 F2, T3(T1)
    ADDIU T3, T3, 16
    LUXC1 F0, T3(T0)
    ALNV.PS F2, F1, F0, T0/* switch F1, F0 for little-endian */
    BNE T3, T2, LOOP

ALNV.PS is also useful with SUXC1 to store paired-single results in a vector loop to a possibly misaligned address:

/* T1[i] = T0[i] + F8, T0 aligned, T1 unaligned. */
    CVT.PS.S F8, F8, F8/* make addend paired-single */
/* Loop header computes 1st pair into F0, stores high half if T1 */
/* misaligned */
LOOP:
    LDC1 F2, T3(T4)/* get T0[i+2]/T0[i+3] */
    ADD.PS F1, F2, F8/* compute T1[i+2]/T1[i+3] */
    ALNV.PS F3, F0, F1, T1/* align to dst memory */
    SUXC1 F3, T3(T1)/* store to T1[i+0]/T1[i+1] */
    ADDIU T3, 16 /* i = i + 4 */
    LDC1 F2, T3(T0)/* get T0[i+0]/T0[i+1] */
    ADD.PS F0, F2, F8/* compute T1[i+0]/T1[i+1] */
    ALNV.PS F3, F1, F0, T1/* align to dst memory */
    BNE T3, T2, LOOP
    SUXC1 F3, T3(T5)/* store to T1[i+2]/T1[i+3] */
/* Loop trailer stores all or half of F0, depending on T1 alignment */
**Format:** AND rd, rs, rt

**Purpose:** And
To do a bitwise logical AND

**Description:**
GPR[rd] ← GPR[rs] AND GPR[rt]

The contents of GPR rs are combined with the contents of GPR rt in a bitwise logical AND operation. The result is placed into GPR rd.

**Restrictions:**
None

**Operation:**
GPR[rd] ← GPR[rs] and GPR[rt]

**Exceptions:**
None
And Immediate IANDI

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Format: \text{ANDI} \ rt, \ rs, \ immediate

Purpose: And Immediate
To do a bitwise logical AND with a constant

Description: \text{GPR}[rt] \leftarrow \text{GPR}[rs] \ AND \ immediate
The 16-bit immediate is zero-extended to the left and combined with the contents of GPR rs in a bitwise logical AND operation. The result is placed into GPR rt.

Restrictions:
None

Operation:
\text{GPR}[rt] \leftarrow \text{GPR}[rs] \ AND \ zero\_extend(\text{immediate})

Exceptions:
None
Unconditional Branch

Format: \texttt{B \text{offset}}

Purpose: Unconditional Branch
To do an unconditional branch

Description: \texttt{branch}

\texttt{B offset} is the assembly idiom used to denote an unconditional branch. The actual instruction is interpreted by the hardware as \texttt{BEQ r0, r0, offset}.

An 18-bit signed offset (the 16-bit \texttt{offset} field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.

Restrictions:
Processor operation is \texttt{UNPREDICTABLE} if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

Operation:
\begin{align*}
\text{I:} & \quad \text{target_offset} \leftarrow \text{signextend}(\text{offset} \mid | 0^2) \\
\text{I+1:} & \quad \text{PC} \leftarrow \text{PC} + \text{target_offset}
\end{align*}

Exceptions:
None

Programming Notes:
With the 18-bit signed instruction offset, the conditional branch range is \pm 128 Kbytes. Use jump (\texttt{J}) or jump register (\texttt{JR}) instructions to branch to addresses outside this range.
### Branch and Link

**Format:**  BAL offset

**Assembly Idiom**

**Purpose:** Branch and Link
To do an unconditional PC-relative procedure call

**Description:** procedure_call

BAL offset is the assembly idiom used to denote an unconditional branch. The actual instruction is interpreted by the hardware as BGEZAL r0, offset.

Place the return address link in GPR 31. The return link is the address of the second instruction following the branch, where execution continues after a procedure call.

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.

**Restrictions:**
Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

GPR 31 must not be used for the source register rs, because such an instruction does not have the same effect when re-executed. The result of executing such an instruction is **UNPREDICTABLE**. This restriction permits an exception handler to resume execution by re-executing the branch when an exception occurs in the branch delay slot.

**Operation:**

\[
\begin{align*}
\text{I:} & \quad \text{target}_{-}\text{offset} \leftarrow \text{sign}_{-}\text{extend}(\text{offset} \mid | \ 0^2) \\
& \quad \text{GPR}[31] \leftarrow \text{PC} + 8 \\
\text{I+1:} & \quad \text{PC} \leftarrow \text{PC} + \text{target}_{-}\text{offset}
\end{align*}
\]

**Exceptions:**
None

**Programming Notes:**

With the 18-bit signed instruction offset, the conditional branch range is ±128 KBytes. Use jump and link (JAL) or jump and link register (JALR) instructions for procedure calls to addresses outside this range.
Branch on FP False

**Format:**  
BC1F offset (cc = 0 implied)  
BC1F cc, offset

**Purpose:** Branch on FP False

To test an FP condition code and do a PC-relative conditional branch

**Description:** if FPConditionCode(cc) = 0 then branch

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself) in the branch delay slot to form a PC-relative effective target address. If the FP condition code bit cc is false (0), the program branches to the effective target address after the instruction in the delay slot is executed. An FP condition code is set by the FP compare instruction, C.cond.fmt.

**Restrictions:**
Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**
This operation specification is for the general Branch On Condition operation with the tf (true/false) and nd (nullify delay slot) fields as variables. The individual instructions BC1F, BC1FL, BC1T, and BC1TL have specific values for tf and nd.

I:  
condition ← FPConditionCode(cc) = 0  
target_offset ← (offset15)GPRLEN-(16+2) || offset || 02

I+1:  
if condition then  
PC ← PC + target_offset  
endif

**Exceptions:**
Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**
Unimplemented Operation

**Programming Notes:**
With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range

**Historical Information:**
The MIPS I architecture defines a single floating point condition code, implemented as the coprocessor 1 condition signal (Cp1Cond) and the C bit in the FP Control/Status register. MIPS I, II, and III architectures must have the CC field set to 0, which is implied by the first format in the “Format” section.

The MIPS IV and MIPS32 architectures add seven more Condition Code bits to the original condition code 0. FP compare and conditional branch instructions specify the Condition Code bit to set or test. Both assembler formats are valid for MIPS IV and MIPS32.

In the MIPS I, II, and III architectures there must be at least one instruction between the compare instruction that sets...
the condition code and the branch instruction that tests it. Hardware does not detect a violation of this restriction.
Branch on FP False Likely

**Format:**

- BC1FL offset (cc = 0 implied)  
- BC1FL cc, offset

**Purpose:** Branch on FP False Likely

To test an FP condition code and make a PC-relative conditional branch; execute the instruction in the delay slot only if the branch is taken.

**Description:**

- if FPConditionCode(cc) = 0 then branch likely
- An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself) in the branch delay slot to form a PC-relative effective target address. If the FP Condition Code bit cc is false (0), the program branches to the effective target address after the instruction in the delay slot is executed. If the branch is not taken, the instruction in the delay slot is not executed.
- An FP condition code is set by the FP compare instruction, C.cond.fmt.

**Restrictions:**

Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

This operation specification is for the general Branch On Condition operation with the tf (true/false) and nd (nullify delay slot) fields as variables. The individual instructions BC1F, BC1FL, BC1T, and BC1TL have specific values for tf and nd.

I:  
condition ← FPConditionCode(cc) = 0  
target_offset ← (offset15)GPRLEN-(16+2) || offset || 02

I+1:  
if condition then  
PC ← PC + target_offset  
else  
NullifyCurrentInstruction()  
endif

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Unimplemented Operation

**Programming Notes:**

With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.

Software is strongly encouraged to avoid the use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS Architecture.

Some implementations always predict the branch will be taken, so there is a significant penalty if the branch is not taken. Software should only use this instruction when there is a very high probability (98% or more) that the branch will be taken. If the branch is not likely to be taken or if the probability of a taken branch is unknown, software is
encouraged to use the BC1F instruction instead.

**Historical Information:**

The MIPS I architecture defines a single floating point condition code, implemented as the coprocessor 1 condition signal (Cp1Cond) and the C bit in the FP Control/Status register. MIPS I, II, and III architectures must have the CC field set to 0, which is implied by the first format in the “Format” section.

The MIPS IV and MIPS32 architectures add seven more Condition Code bits to the original condition code 0. FP compare and conditional branch instructions specify the Condition Code bit to set or test. Both assembler formats are valid for MIPS IV and MIPS32.

In the MIPS II and III architectures, there must be at least one instruction between the compare instruction that sets a condition code and the branch instruction that tests it. Hardware does not detect a violation of this restriction.
Branch on FP True

Branch on FP True

To test an FP condition code and do a PC-relative conditional branch

Description: if FPConditionCode(cc) = 1 then branch

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself) in the branch delay slot to form a PC-relative effective target address. If the FP condition code bit cc is true (1), the program branches to the effective target address after the instruction in the delay slot is executed. An FP condition code is set by the FP compare instruction, C.cond.fmt.

Restrictions:
Processor operation is UNPREDICTABLE if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

Operation:
This operation specification is for the general Branch On Condition operation with the tf (true/false) and nd (nullify delay slot) fields as variables. The individual instructions BC1F, BC1FL, BC1T, and BC1TL have specific values for tf and nd.

I:
condition ← FPConditionCode(cc) = 1

I+1:
if condition then
   PC ← PC + target_offset
endif

Exceptions:
Coprocessor Unusable, Reserved Instruction

Floating Point Exceptions:
Unimplemented Operation

Programming Notes:
With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.

Historical Information:
The MIPS I architecture defines a single floating point condition code, implemented as the coprocessor 1 condition signal (Cp1Cond) and the C bit in the FP Control/Status register. MIPS I, II, and III architectures must have the CC field set to 0, which is implied by the first format in the “Format” section.

The MIPS IV and MIPS32 architectures add seven more Condition Code bits to the original condition code 0. FP compare and conditional branch instructions specify the Condition Code bit to set or test. Both assembler formats are valid for MIPS IV and MIPS32.

In the MIPS I, II, and III architectures there must be at least one instruction between the compare instruction that sets

<table>
<thead>
<tr>
<th>COP1</th>
<th>BC</th>
<th>cc</th>
<th>nd</th>
<th>tf</th>
<th>offset</th>
</tr>
</thead>
<tbody>
<tr>
<td>010001</td>
<td>01000</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>15</td>
</tr>
</tbody>
</table>

Format: BC1T offset (cc = 0 implied)
the condition code and the branch instruction that tests it. Hardware does not detect a violation of this restriction.
Branch on FP True Likely

**Purpose:** Branch on FP True Likely

To test an FP condition code and do a PC-relative conditional branch; execute the instruction in the delay slot only if the branch is taken.

**Description:** if FPConditionCode(cc) = 1 then branch_likely

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself) in the branch delay slot to form a PC-relative effective target address. If the FP Condition Code bit cc is true (1), the program branches to the effective target address after the instruction in the delay slot is executed. If the branch is not taken, the instruction in the delay slot is not executed.

An FP condition code is set by the FP compare instruction, C.cond.fmt.

**Restrictions:**

Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

This operation specification is for the general Branch On Condition operation with the tf (true/false) and nd (nullify delay slot) fields as variables. The individual instructions BC1F, BC1FL, BC1T, and BC1TL have specific values for tf and nd.

\[
\begin{align*}
\text{I:} & \quad \text{condition} \leftarrow \text{FPConditionCode(cc) = 1} \\
& \quad \text{target_offset} \leftarrow (\text{offset15})_{\text{GPRLEN}-(16+2)} || \text{offset} || 0^2 \\
\text{I+1:} & \quad \text{if condition then} \\
& \quad \quad \text{PC} \leftarrow \text{PC} + \text{target_offset} \\
& \quad \quad \text{else} \\
& \quad \quad \text{NullifyCurrentInstruction()} \\
& \quad \text{endif}
\end{align*}
\]

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Unimplemented Operation

**Programming Notes:**

With the 18-bit signed instruction offset, the conditional branch range is ±128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.

Software is strongly encouraged to avoid the use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS Architecture.

Some implementations always predict the branch will be taken, so there is a significant penalty if the branch is not taken. Software should only use this instruction when there is a very high probability (98% or more) that the branch
will be taken. If the branch is not likely to be taken or if the probability of a taken branch is unknown, software is encouraged to use the BC1T instruction instead.

**Historical Information:**

The MIPS I architecture defines a single floating point condition code, implemented as the coprocessor 1 condition signal (\(Cp1\text{Cond}\)) and the \(C\) bit in the FP Control/Status register. MIPS I, II, and III architectures must have the \(CC\) field set to 0, which is implied by the first format in the “Format” section.

The MIPS IV and MIPS32 architectures add seven more Condition Code bits to the original condition code 0. FP compare and conditional branch instructions specify the Condition Code bit to set or test. Both assembler formats are valid for MIPS IV and MIPS32.

In the MIPS II and III architectures, there must be at least one instruction between the compare instruction that sets a condition code and the branch instruction that tests it. Hardware does not detect a violation of this restriction.
Branch on COP2 False  

**Format:**  
BC2F offset (cc = 0 implied)  
BC2F cc, offset  

**Purpose:**  
Branch on COP2 False  
To test a COP2 condition code and do a PC-relative conditional branch  

**Description:**  
if COP2Condition(cc) = 0 then branch  
An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself) in the branch delay slot to form a PC-relative effective target address. If the COP2 condition specified by cc is false (0), the program branches to the effective target address after the instruction in the delay slot is executed.  

**Restrictions:**  
Processor operation is UNPREDICTABLE if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.  

**Operation:**  
This operation specification is for the general Branch On Condition operation with the tf (true/false) and nd (nullify delay slot) fields as variables. The individual instructions BC2F, BC2FL, BC2T, and BC2TL have specific values for tf and nd.  

\[
\begin{align*}
I & : \\
& \text{condition} \leftarrow \text{COP2Condition}(cc) = 0 \\
& \text{target_offset} \leftarrow (\text{offset}_{15})^{\text{GPRLEN-}(16+2)} || \text{offset} || 0^2 \\
I+1 & : \\
& \text{if condition then} \\
& \quad \text{PC} \leftarrow \text{PC} + \text{target_offset} \\
& \quad \text{endif}
\end{align*}
\]

**Exceptions:**  
Coprocessor Unusable, Reserved Instruction  

**Programming Notes:**  
With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.

---

**Format:**  
BC2F offset (cc = 0 implied)  
BC2F cc, offset  

**Purpose:**  
Branch on COP2 False  
To test a COP2 condition code and do a PC-relative conditional branch  

**Description:**  
if COP2Condition(cc) = 0 then branch  
An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself) in the branch delay slot to form a PC-relative effective target address. If the COP2 condition specified by cc is false (0), the program branches to the effective target address after the instruction in the delay slot is executed.  

**Restrictions:**  
Processor operation is UNPREDICTABLE if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.  

**Operation:**  
This operation specification is for the general Branch On Condition operation with the tf (true/false) and nd (nullify delay slot) fields as variables. The individual instructions BC2F, BC2FL, BC2T, and BC2TL have specific values for tf and nd.  

\[
\begin{align*}
I & : \\
& \text{condition} \leftarrow \text{COP2Condition}(cc) = 0 \\
& \text{target_offset} \leftarrow (\text{offset}_{15})^{\text{GPRLEN-}(16+2)} || \text{offset} || 0^2 \\
& \quad \text{PC} \leftarrow \text{PC} + \text{target_offset} \\
I+1 & : \\
& \text{if condition then} \\
& \quad \text{endif}
\end{align*}
\]

**Exceptions:**  
Coprocessor Unusable, Reserved Instruction  

**Programming Notes:**  
With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.
Branch on COP2 False Likely

**Format:**  BC2FL offset (cc = 0 implied)  

BC2FL cc, offset

**Purpose:** Branch on COP2 False Likely

To test a COP2 condition code and make a PC-relative conditional branch; execute the instruction in the delay slot only if the branch is taken.

**Description:** if COP2Condition(cc) = 0 then branch_likely

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself) in the branch delay slot to form a PC-relative effective target address. If the COP2 condition specified by cc is false (0), the program branches to the effective target address after the instruction in the delay slot is executed. If the branch is not taken, the instruction in the delay slot is not executed.

**Restrictions:**

Processor operation is UNPREDICTABLE if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

This operation specification is for the general Branch On Condition operation with the tf (true/false) and nd (nullify delay slot) fields as variables. The individual instructions BC2F, BC2FL, BC2T, and BC2TL have specific values for tf and nd.

\[
\begin{align*}
I: & \quad \text{condition } \leftarrow \text{COP2Condition}(cc) = 0 \\
& \quad \text{target_offset } \leftarrow (\text{offset}_{15})^{\text{GPRLEN}-(16+2)} || \text{offset} || 0^2 \\
I+1: & \quad \text{if condition then} \\
& \quad \quad \text{PC } \leftarrow \text{PC } + \text{target_offset} \\
& \quad \quad \text{else} \\
& \quad \quad \quad \text{NullifyCurrentInstruction()} \\
& \quad \quad \text{endif}
\end{align*}
\]

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Programming Notes:**

With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.

Software is strongly encouraged to avoid the use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS Architecture.

Some implementations always predict the branch will be taken, so there is a significant penalty if the branch is not taken. Software should only use this instruction when there is a very high probability (98% or more) that the branch will be taken. If the branch is not likely to be taken or if the probability of a taken branch is unknown, software is encouraged to use the BC2F instruction instead.
Branch on COP2 True

**Format:**

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BC2T</td>
<td>offset (cc = 0 implied)</td>
</tr>
<tr>
<td>BC2T</td>
<td>cc, offset</td>
</tr>
</tbody>
</table>

**Purpose:** Branch on COP2 True

To test a COP2 condition code and do a PC-relative conditional branch

**Description:**

if COP2Condition(cc) = 1 then branch

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself) in the branch delay slot to form a PC-relative effective target address. If the COP2 condition specified by cc is true (1), the program branches to the effective target address after the instruction in the delay slot is executed.

**Restrictions:**

Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

This operation specification is for the general Branch On Condition operation with the tf (true/false) and nd (nullify delay slot) fields as variables. The individual instructions BC2F, BC2FL, BC2T, and BC2TL have specific values for tf and nd.

I:

condition ← COP2Condition(cc) = 1

target_offset ← (offset15)GPRLEN-(16+2) || offset || 02

I+1:

if condition then

PC ← PC + target_offset
endif

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Programming Notes:**

With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.
Branch on COP2 True Likely

Format: BC2TL offset (cc = 0 implied)  
BC2TL cc, offset

Purpose: Branch on COP2 True Likely

To test a COP2 condition code and do a PC-relative conditional branch; execute the instruction in the delay slot only if the branch is taken.

Description: if COP2Condition(cc) = 1 then branch_likely

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself) in the branch delay slot to form a PC-relative effective target address. If the COP2 condition specified by cc is true (1), the program branches to the effective target address after the instruction in the delay slot is executed. If the branch is not taken, the instruction in the delay slot is not executed.

Restrictions:

Processor operation is UNPREDICTABLE if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

Operation:

This operation specification is for the general Branch On Condition operation with the tf (true/false) and nd (nullify delay slot) fields as variables. The individual instructions BC2F, BC2FL, BC2T, and BC2TL have specific values for tf and nd.

I:
condition ← COP2Condition(cc) = 1
target_offset ← (offset15)GPRLEN-(16+2) || offset || 02

I+1:
if condition then
    PC ← PC + target_offset
else
    NullifyCurrentInstruction()
endif

Exceptions:

Coprocessor Unusable, Reserved Instruction

Programming Notes:

With the 18-bit signed instruction offset, the conditional branch range is ±128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.

Software is strongly encouraged to avoid the use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS Architecture.

Some implementations always predict the branch will be taken, so there is a significant penalty if the branch is not taken. Software should only use this instruction when there is a very high probability (98% or more) that the branch will be taken. If the branch is not likely to be taken or if the probability of a taken branch is unknown, software is encouraged to use the BC2T instruction instead.
Branch on Equal

Format:  \texttt{BEQ rs, rt, offset}

Purpose:  Branch on Equal
To compare GPRs then do a PC-relative conditional branch

Description:  if GPR[rs] = GPR[rt] then branch
An 18-bit signed offset (the 16-bit \textit{offset} field shifted left 2 bits) is added to the address of the instruction following
the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.
If the contents of GPR \textit{rs} and GPR \textit{rt} are equal, branch to the effective target address after the instruction in the delay
slot is executed.

Restrictions:
Processor operation is \textbf{UNPREDICTABLE} if a branch, jump, ERET, DERET, or \textbf{WAIT} instruction is placed in the
delay slot of a branch or jump.

Operation:
\begin{verbatim}
I:  target_offset ← sign_extend(offset || 0^2)
    condition ← (GPR[rs] = GPR[rt])
I+1:  if condition then
      PC ← PC + target_offset
    endif
\end{verbatim}

Exceptions:
None

Programming Notes:
With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register
(JR) instructions to branch to addresses outside this range.
BEQ r0, r0 offset, expressed as B offset, is the assembly idiom used to denote an unconditional branch.
Branch on Equal Likely

**Format:** BEQL rs, rt, offset

**Purpose:** Branch on Equal Likely
To compare GPRs then do a PC-relative conditional branch; execute the delay slot only if the branch is taken.

**Description:** if GPR[rs] = GPR[rt] then branch_likely
An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.
If the contents of GPR rs and GPR rt are equal, branch to the target address after the instruction in the delay slot is executed. If the branch is not taken, the instruction in the delay slot is not executed.

**Restrictions:**
Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

| I | target_offset ← sign_extend(offset || 0^2)  |
|   | condition ← (GPR[rs] = GPR[rt])  |
| I+1 | if condition then          |
|     | PC ← PC + target_offset   |
|     | else                      |
|     | NullifyCurrentInstruction() |
| endif |

**Exceptions:**
None

**Programming Notes:**
With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.
Software is strongly encouraged to avoid the use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS Architecture.
Some implementations always predict the branch will be taken, so there is a significant penalty if the branch is not taken. Software should only use this instruction when there is a very high probability (98% or more) that the branch will be taken. If the branch is not likely to be taken or if the probability of a taken branch is unknown, software is encouraged to use the BEQ instruction instead.

**Historical Information:**
In the MIPS I architecture, this instruction signaled a Reserved Instruction Exception.
Branch on Greater Than or Equal to Zero  

**BGEZ**

**Format:**  
BGEZ rs, offset

**Purpose:**  
Branch on Greater Than or Equal to Zero

To test a GPR then do a PC-relative conditional branch

**Description:**  
if GPR[rs] ≥ 0 then branch

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.

If the contents of GPR rs are greater than or equal to zero (sign bit is 0), branch to the effective target address after the instruction in the delay slot is executed.

**Restrictions:**

Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

I:  
target_offset ← sign_extend(offset || 0^2)  
condition ← GPR[rs] ≥ 0^{GPRLEN}

I+1:  
if condition then  
PC ← PC + target_offset  
endif

**Exceptions:**

None

**Programming Notes:**

With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.
Branch on Greater Than or Equal to Zero and Link  

**BGEZAL**

![BGEZAL Instruction Format](image)

**Format:**  
BGEZAL rs, offset

**Purpose:**  
Branch on Greater Than or Equal to Zero and Link
To test a GPR then do a PC-relative conditional procedure call

**Description:**  
if GPR[rs] ≥ 0 then procedure_call
Place the return address link in GPR 31. The return link is the address of the second instruction following the branch, where execution continues after a procedure call.
An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.
If the contents of GPR rs are greater than or equal to zero (sign bit is 0), branch to the effective target address after the instruction in the delay slot is executed.

**Restrictions:**
Processor operation is UNPREDICTABLE if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.
GPR 31 must not be used for the source register rs, because such an instruction does not have the same effect when reexecuted. The result of executing such an instruction is UNPREDICTABLE. This restriction permits an exception handler to resume execution by reexecuting the branch when an exception occurs in the branch delay slot.

**Operation:**

I:
\[
\text{target_offset} \leftarrow \text{sign_extend}(\text{offset} || 0^2) \\
\text{condition} \leftarrow \text{GPR}[rs] \geq \text{GPRLEN} \\
\text{GPR}[31] \leftarrow \text{PC} + 8
\]

I+1:
\[
\text{if condition then} \\
\quad \text{PC} \leftarrow \text{PC} + \text{target_offset} \\
\text{endif}
\]

**Exceptions:**
None

**Programming Notes:**
With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump and link (JAL) or jump and link register (JALR) instructions for procedure calls to addresses outside this range.
BGEZAL r0, offset, expressed as BAL offset, is the assembly idiom used to denote a PC-relative branch and link.
BAL is used in a manner similar to JAL, but provides PC-relative addressing and a more limited target PC range.
Branch on Greater Than or Equal to Zero and Link Likely

**Format:** \( \text{BGEZALL } rs, \, \text{offset} \)  

**MIPS32**

**Purpose:** Branch on Greater Than or Equal to Zero and Link Likely  
To test a GPR then do a PC-relative conditional procedure call; execute the delay slot only if the branch is taken.

**Description:** if \( \text{GPR}[rs] \geq 0 \) then procedure\_call\_likely  
Place the return address link in GPR 31. The return link is the address of the second instruction following the branch, where execution continues after a procedure call.

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.

If the contents of GPR \( rs \) are greater than or equal to zero (sign bit is 0), branch to the effective target address after the instruction in the delay slot is executed. If the branch is not taken, the instruction in the delay slot is not executed.

**Restrictions:**  
GPR 31 must not be used for the source register \( rs \), because such an instruction does not have the same effect when reexecuted. The result of executing such an instruction is UNPREDICTABLE. This restriction permits an exception handler to resume execution by reexecuting the branch when an exception occurs in the branch delay slot.

Processor operation is UNPREDICTABLE if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

\[
\begin{align*}
\text{I:} & \quad \text{target\_offset} \leftarrow \text{sign\_extend}(\text{offset} \mid | 0^2) \\
& \text{condition} \leftarrow \text{GPR}[rs] \geq 0^{\text{GPRLEN}} \\
& \text{GPR}[31] \leftarrow \text{PC} + 8 \\
\text{I+1:} & \quad \text{if condition then} \\
& \quad \text{PC} \leftarrow \text{PC} + \text{target\_offset} \\
& \quad \text{else} \\
& \quad \text{NullifyCurrentInstruction()} \\
& \quad \text{endif}
\end{align*}
\]

**Exceptions:**
None

**Programming Notes:**

With the 18-bit signed instruction offset, the conditional branch range is \( \pm 128 \) KBytes. Use jump and link (JAL) or jump and link register (JALR) instructions for procedure calls to addresses outside this range.

Software is strongly encouraged to avoid the use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS Architecture.

Some implementations always predict the branch will be taken, so there is a significant penalty if the branch is not taken. Software should only use this instruction when there is a very high probability (98% or more) that the branch will be taken. If the branch is not likely to be taken or if the probability of a taken branch is unknown, software is encouraged to use the BGEZAL instruction instead.
Historical Information:
In the MIPS I architecture, this instruction signaled a Reserved Instruction Exception.
Branch on Greater Than or Equal to Zero Likely

**BGEZL**

### Format:

```
<table>
<thead>
<tr>
<th></th>
<th>31</th>
<th>26</th>
<th>25</th>
<th>21</th>
<th>20</th>
<th>16</th>
<th>15</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>REGIMM</td>
<td>000001</td>
<td>rs</td>
<td>BGEZL</td>
<td>00011</td>
<td>offset</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**MIPS32**

### Purpose:

Branch on Greater Than or Equal to Zero Likely

To test a GPR then do a PC-relative conditional branch; execute the delay slot only if the branch is taken.

### Description:

If \( \text{GPR}[rs] \geq 0 \) then branch likely

An 18-bit signed offset (the 16-bit \( \text{offset} \) field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.

If the contents of GPR \( rs \) are greater than or equal to zero (sign bit is 0), branch to the effective target address after the instruction in the delay slot is executed. If the branch is not taken, the instruction in the delay slot is not executed.

### Restrictions:

Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

### Operation:

```
I:    \text{target\_offset} \leftarrow \text{sign\_extend}(\text{offset} || 0^2)
      \text{condition} \leftarrow \text{GPR}[rs] \geq 0^{\text{GPR\_LEN}}
I+1:   \text{if condition then}
       \text{PC} \leftarrow \text{PC} + \text{target\_offset}
       \text{else}
       \text{NullifyCurrentInstruction()}
       \text{endif}
```

### Exceptions:

None

### Programming Notes:

With the 18-bit signed instruction offset, the conditional branch range is \( \pm 128 \text{ KBytes} \). Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.

Software is strongly encouraged to avoid the use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS Architecture.

Some implementations always predict the branch will be taken, so there is a significant penalty if the branch is not taken. Software should only use this instruction when there is a very high probability (98% or more) that the branch will be taken. If the branch is not likely to be taken or if the probability of a taken branch is unknown, software is encouraged to use the BGEZ instruction instead.

### Historical Information:

In the MIPS I architecture, this instruction signaled a Reserved Instruction Exception.
Branch on Greater Than Zero

Format: \texttt{BGTZ \textit{rs}, offset}

Purpose: Branch on Greater Than Zero

To test a GPR then do a PC-relative conditional branch

Description: if GPR[\textit{rs}] > 0 then branch

An 18-bit signed offset (the 16-bit \textit{offset} field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.

If the contents of GPR \textit{rs} are greater than zero (sign bit is 0 but value not zero), branch to the effective target address after the instruction in the delay slot is executed.

Restrictions:

Processor operation is \textbf{UNPREDICTABLE} if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

Operation:

\begin{verbatim}
I:  target_offset ← sign_extend(offset || 0^2)
    condition ← GPR[rs] > 0^GPRLEN
I+1: if condition then
      PC ← PC + target_offset
    endif
\end{verbatim}

Exceptions:

None

Programming Notes:

With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.
Branch on Greater Than Zero Likely

**Format:** BGTZL rs, offset

**Purpose:** Branch on Greater Than Zero Likely
To test a GPR then do a PC-relative conditional branch; execute the delay slot only if the branch is taken.

**Description:** if GPR[rs] > 0 then branch_likely
An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.
If the contents of GPR rs are greater than zero (sign bit is 0 but value not zero), branch to the effective target address after the instruction in the delay slot is executed. If the branch is not taken, the instruction in the delay slot is not executed.

**Restrictions:**
Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

```
I:  target_offset ← sign_extend(offset || 02)
    condition ← GPR[rs] > 0

I+1:  if condition then
         PC ← PC + target_offset
    else
         NullifyCurrentInstruction()
    endif
```

**Exceptions:**
None

**Programming Notes:**
With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.
Software is strongly encouraged to avoid the use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS Architecture.
Some implementations always predict the branch will be taken, so there is a significant penalty if the branch is not taken. Software should only use this instruction when there is a very high probability (98% or more) that the branch will be taken. If the branch is not likely to be taken or if the probability of a taken branch is unknown, software is encouraged to use the BGTZ instruction instead.

**Historical Information:**
In the MIPS I architecture, this instruction signaled a Reserved Instruction Exception.
Branch on Less Than or Equal to Zero

**Format:** BLEZ rs, offset

**Purpose:** Branch on Less Than or Equal to Zero
To test a GPR then do a PC-relative conditional branch

**Description:** if GPR[rs] ≤ 0 then branch
An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.
If the contents of GPR rs are less than or equal to zero (sign bit is 1 or value is zero), branch to the effective target address after the instruction in the delay slot is executed.

**Restrictions:**
Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

I: \[\text{target\_offset} \leftarrow \text{sign\_extend}(\text{offset} \ || \ 0^2)\]
condition \(\leftarrow\) GPR[rs] ≤ 0\text{GPRLEN}

I+1: if condition then
\[\text{PC} \leftarrow \text{PC} + \text{target\_offset}\]
endif

**Exceptions:**
None

**Programming Notes:**
With the 18-bit signed instruction offset, the conditional branch range is ±128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.
Branch on Less Than or Equal to Zero Likely

**Format:**  \texttt{BLEZL \texttt{rs}, \texttt{offset}}

**Purpose:** Branch on Less Than or Equal to Zero Likely
To test a GPR then do a PC-relative conditional branch; execute the delay slot only if the branch is taken.

**Description:** if GPR[rs] ≤ 0 then branch\_likely
An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.

If the contents of GPR rs are less than or equal to zero (sign bit is 1 or value is zero), branch to the effective target address after the instruction in the delay slot is executed. If the branch is not taken, the instruction in the delay slot is not executed.

**Restrictions:**
Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

\begin{align*}
\text{I:} & \quad \text{target\_offset} \leftarrow \text{sign\_extend}(\text{offset} || 0^2) \\
& \quad \text{condition} \leftarrow \text{GPR}[rs] \leq 0^{\text{GPRLEN}} \\
\text{I+1:} & \quad \text{if condition then} \\
& \quad \quad \text{PC} \leftarrow \text{PC} + \text{target\_offset} \\
& \quad \quad \text{else} \\
& \quad \quad \quad \text{NullifyCurrentInstruction()} \\
\end{align*}

**Exceptions:**
None

**Programming Notes:**
With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.

Software is strongly encouraged to avoid the use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS Architecture.

Some implementations always predict the branch will be taken, so there is a significant penalty if the branch is not taken. Software should only use this instruction when there is a very high probability (98% or more) that the branch will be taken. If the branch is not likely to be taken or if the probability of a taken branch is unknown, software is encouraged to use the BLEZ instruction instead.

**Historical Information:**
In the MIPS I architecture, this instruction signaled a Reserved Instruction Exception.
Branch on Less Than Zero

**BLTZ**

**Format:** \( \text{BLTZ} \; \text{rs}, \; \text{offset} \)

**Purpose:** Branch on Less Than Zero

To test a GPR then do a PC-relative conditional branch

**Description:** if \( \text{GPR}[\text{rs}] < 0 \) then branch

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.

If the contents of GPR \( \text{rs} \) are less than zero (sign bit is 1), branch to the effective target address after the instruction in the delay slot is executed.

**Restrictions:**

Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

\[ \text{I: target_offset} \leftarrow \text{signExtend}(\text{offset} \mid 0^2) \]
\[ \text{condition} \leftarrow \text{GPR}[\text{rs}] < 0^\text{GPRLEN} \]
\[ \text{I+1: if condition then} \]
\[ \quad \text{PC} \leftarrow \text{PC} + \text{target_offset} \]
\[ \quad \text{endif} \]

**Exceptions:**

None

**Programming Notes:**

With the 18-bit signed instruction offset, the conditional branch range is \( \pm 128 \) KBytes. Use jump and link (JAL) or jump and link register (JALR) instructions for procedure calls to addresses outside this range.
Branch on Less Than Zero and Link

BLTZAL

Format: \texttt{BLTZAL rs, offset}

Purpose: Branch on Less Than Zero and Link

To test a GPR then do a PC-relative conditional procedure call

Description: if GPR[rs] < 0 then procedure_call

Place the return address link in GPR 31. The return link is the address of the second instruction following the branch, where execution continues after a procedure call.

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.

If the contents of GPR rs are less than zero (sign bit is 1), branch to the effective target address after the instruction in the delay slot is executed.

Restrictions:

GPR 31 must not be used for the source register rs, because such an instruction does not have the same effect when reexecuted. The result of executing such an instruction is UNPREDICTABLE. This restriction permits an exception handler to resume execution by reexecuting the branch when an exception occurs in the branch delay slot.

Processor operation is UNPREDICTABLE if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

Operation:

\begin{align*}
\text{I:} & \quad \text{target_offset } \leftarrow \text{sign_extend(offset || 0)} \\
& \quad \text{condition } \leftarrow \text{GPR[rs]} < 0^{\text{GPRLEN}} \\
& \quad \text{GPR[31]} \leftarrow \text{PC + 8} \\
\text{I+1:} & \quad \text{if condition then} \\
& \quad \text{PC } \leftarrow \text{PC + target_offset} \\
& \quad \text{endif}
\end{align*}

Exceptions:

None

Programming Notes:

With the 18-bit signed instruction offset, the conditional branch range is ±128 KBytes. Use jump and link (JAL) or jump and link register (JALR) instructions for procedure calls to addresses outside this range.
Branch on Less Than Zero and Link Likely

**Purpose:** Branch on Less Than Zero and Link Likely
To test a GPR then do a PC-relative conditional procedure call; execute the delay slot only if the branch is taken.

**Description:**
if GPR[rs] < 0 then procedure_call_likely

Place the return address link in GPR 31. The return link is the address of the second instruction following the branch, where execution continues after a procedure call.

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.

If the contents of GPR rs are less than zero (sign bit is 1), branch to the effective target address after the instruction in the delay slot is executed. If the branch is not taken, the instruction in the delay slot is not executed.

**Restrictions:**
GPR 31 must not be used for the source register rs, because such an instruction does not have the same effect when reexecuted. The result of executing such an instruction is UNPREDICTABLE. This restriction permits an exception handler to resume execution by reexecuting the branch when an exception occurs in the branch delay slot.

Processor operation is UNPREDICTABLE if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

\[
\begin{align*}
I: & \quad \text{target\_offset} \leftarrow \text{sign\_extend}(\text{offset} || 0^2) \\
& \quad \text{condition} \leftarrow \text{GPR}[rs] < 0^\text{GPRLEN} \\
& \quad \text{GPR}[31] \leftarrow \text{PC} + 8 \\
I+1: & \quad \text{if condition then} \\
& \quad \quad \text{PC} \leftarrow \text{PC} + \text{target\_offset} \\
& \quad \quad \text{else} \\
& \quad \quad \quad \text{NullifyCurrentInstruction()} \\
& \quad \quad \text{endif}
\end{align*}
\]

**Exceptions:**
None

**Programming Notes:**

With the 18-bit signed instruction offset, the conditional branch range is ±128 KBytes. Use jump and link (JAL) or jump and link register (JALR) instructions for procedure calls to addresses outside this range.

Software is strongly encouraged to avoid the use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS Architecture.

Some implementations always predict the branch will be taken, so there is a significant penalty if the branch is not taken. Software should only use this instruction when there is a very high probability (98% or more) that the branch will be taken. If the branch is not likely to be taken or if the probability of a taken branch is unknown, software is encouraged to use the BLTZAL instruction instead.
Branch on Less Than Zero and Link Likely  

Historical Information:
In the MIPS I architecture, this instruction signaled a Reserved Instruction Exception.
Branch on Less Than Zero Likely

**Format:** \[ \text{BLTZL } rs, \text{ offset} \]

**Purpose:** Branch on Less Than Zero Likely

To test a GPR then do a PC-relative conditional branch; execute the delay slot only if the branch is taken.

**Description:** \( \text{if GPR}[rs] < 0 \) then branch\_likely

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.

If the contents of GPR rs are less than zero (sign bit is 1), branch to the effective target address after the instruction in the delay slot is executed. If the branch is not taken, the instruction in the delay slot is not executed.

**Restrictions:**

Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

\[
\begin{align*}
\text{I:} & \quad \text{target\_offset} & \leftarrow & \text{sign\_extend} (\text{offset} || 0^2) \\
& \quad \text{condition} & \leftarrow & \text{GPR}[rs] < 0^{\text{GPRLEN}} \\
\text{I+1:} & \quad \text{if condition then} \\
& \quad \quad \text{PC} & \leftarrow & \text{PC} + \text{target\_offset} \\
& \quad \quad \text{else} \\
& \quad \quad \quad \text{NullifyCurrentInstruction()} \\
& \quad \quad \text{endif}
\end{align*}
\]

**Exceptions:**

None

**Programming Notes:**

With the 18-bit signed instruction offset, the conditional branch range is ± 128 KBytes. Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.

Software is strongly encouraged to avoid the use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS Architecture.

Some implementations always predict the branch will be taken, so there is a significant penalty if the branch is not taken. Software should only use this instruction when there is a very high probability (98% or more) that the branch will be taken. If the branch is not likely to be taken or if the probability of a taken branch is unknown, software is encouraged to use the BLTZ instruction instead.

**Historical Information:**

In the MIPS I architecture, this instruction signaled a Reserved Instruction Exception.
Branch on Not Equal

Format: \( \text{BNE} \) \( rs \), \( rt \), \( offset \)

Purpose: Branch on Not Equal
To compare GPRs then do a PC-relative conditional branch

Description: if \( \text{GPR}[rs] \neq \text{GPR}[rt] \) then branch
An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.
If the contents of GPR \( rs \) and GPR \( rt \) are not equal, branch to the effective target address after the instruction in the delay slot is executed.

Restrictions:
Processor operation is \textbf{UNPREDICTABLE} if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

Operation:

\[
\begin{align*}
\text{I:} & \quad \text{target Offset} \leftarrow \text{sign extend}(\text{offset} || 0^2) \\
& \quad \text{condition} \leftarrow (\text{GPR}[rs] \neq \text{GPR}[rt]) \\
\text{I+1:} & \quad \text{if condition then} \\
& \quad \quad \text{PC} \leftarrow \text{PC} + \text{target Offset} \\
& \quad \quad \text{endif}
\end{align*}
\]

Exceptions:
None

Programming Notes:
With the 18-bit signed instruction offset, the conditional branch range is \( \pm 128 \text{ KBytes} \). Use jump (J) or jump register (JR) instructions to branch to addresses outside this range.
Branch on Not Equal Likely

**Format:** \texttt{BNEL rs, rt, offset}  

**Purpose:** Branch on Not Equal Likely  
To compare GPRs then do a PC-relative conditional branch; execute the delay slot only if the branch is taken.

**Description:** if \texttt{GPR[rs]} \texttt{\ne} \texttt{GPR[rt]} then \texttt{branch\_likely}

An 18-bit signed offset (the 16-bit offset field shifted left 2 bits) is added to the address of the instruction following the branch (not the branch itself), in the branch delay slot, to form a PC-relative effective target address.

If the contents of GPR \texttt{rs} and GPR \texttt{rt} are not equal, branch to the effective target address after the instruction in the delay slot is executed. If the branch is not taken, the instruction in the delay slot is not executed.

**Restrictions:**
Processor operation is \texttt{UNPREDICTABLE} if a branch, jump, ERET, DERET, or \texttt{WAIT} instruction is placed in the delay slot of a branch or jump.

**Operation:**
\begin{align*}
  &I: & \text{target\_offset} \leftarrow \text{sign\_extend}(\text{offset} \mid 0^2) \\
  & & \text{condition} \leftarrow (\text{GPR[rs]} \neq \text{GPR[rt]}) \\
  &I+1: & \text{if condition then} \\
  & & \text{PC} \leftarrow \text{PC} + \text{target\_offset} \\
  & & \text{else} \\
  & & \text{NullifyCurrentInstruction()} \\
  & & \text{endif}
\end{align*}

**Exceptions:**
None

**Programming Notes:**
With the 18-bit signed instruction offset, the conditional branch range is \(\pm 128\) KBytes. Use jump (\texttt{J}) or jump register (\texttt{JR}) instructions to branch to addresses outside this range.

Software is strongly encouraged to avoid the use of the Branch Likely instructions, as they will be removed from a future revision of the MIPS Architecture.

Some implementations always predict the branch will be taken, so there is a significant penalty if the branch is not taken. Software should only use this instruction when there is a very high probability (98% or more) that the branch will be taken. If the branch is not likely to be taken or if the probability of a taken branch is unknown, software is encouraged to use the BNE instruction instead.

**Historical Information:**
In the MIPS I architecture, this instruction signaled a Reserved Instruction Exception.
Format: BREAK

Purpose: Breakpoint
To cause a Breakpoint exception

Description:
A breakpoint exception occurs, immediately and unconditionally transferring control to the exception handler. The code field is available for use as software parameters, but is retrieved by the exception handler only by loading the contents of the memory word containing the instruction.

Restrictions:
None

Operation:
SignalException(Breakpoint)

Exceptions:
Breakpoint
Floating Point Compare

<table>
<thead>
<tr>
<th>COP1</th>
<th>fmt</th>
<th>ft</th>
<th>fs</th>
<th>cc</th>
<th>A</th>
<th>FC</th>
<th>cond</th>
</tr>
</thead>
<tbody>
<tr>
<td>010001</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Format:**

- `C.cond.fmt`  
- `C.cond.S fs, ft (cc = 0 implied)`  
- `C.cond.D fs, ft (cc = 0 implied)`  
- `C.cond.PS fs, ft (cc = 0 implied)`  
- `C.cond.S cc, fs, ft`  
- `C.cond.D cc, fs, ft`  
- `C.cond.PS cc, fs, ft`

**Purpose:** Floating Point Compare

To compare FP values and record the Boolean result in a condition code.

**Description:**

\[ \text{FPUCConditionCode}(cc) \leftarrow \text{FP}[fs] \text{ compare}_\text{cond} \text{ FP}[ft] \]

The value in FPR \(fs\) is compared to the value in FPR \(ft\); the values are in format \(fmt\). The comparison is exact and neither overflows nor underflows.

If the comparison specified by \(\text{cond}_{2...1}\) is true for the operand values, the result is true; otherwise, the result is false. If no exception is taken, the result is written into condition code \(CC\); true is 1 and false is 0.

\(\text{c.cond.PS}\) compares the upper and lower halves of FPR \(fs\) and FPR \(ft\) independently and writes the results into condition codes \(CC +1\) and \(CC\) respectively. The \(CC\) number must be even. If the number is not even the operation of the instruction is \text{UNPREDICTABLE}.

If one of the values is an SNaN, or \(\text{cond}_3\) is set and at least one of the values is a QNaN, an Invalid Operation condition is raised and the Invalid Operation flag is set in the \(FCSR\). If the Invalid Operation \(\text{Enable}\) bit is set in the \(FCSR\), no result is written and an Invalid Operation exception is taken immediately. Otherwise, the Boolean result is written into condition code \(CC\).

There are four mutually exclusive ordering relations for comparing floating point values; one relation is always true and the others are false. The familiar relations are \textit{greater than}, \textit{less than}, and \textit{equal}. In addition, the IEEE floating point standard defines the relation \textit{unordered}, which is true when at least one operand value is NaN; NaN compares unordered with everything, including itself. Comparisons ignore the sign of zero, so +0 equals -0.

The comparison condition is a logical predicate, or equation, of the ordering relations such as \textit{less than or equal}, \textit{equal}, \textit{not less than}, or \textit{unordered or equal}. Compare distinguishes among the 16 comparison predicates. The Boolean result of the instruction is obtained by substituting the Boolean value of each ordering relation for the two FP values in the equation. If the \textit{equal} relation is true, for example, then all four example predicates above yield a true result. If the \textit{unordered} relation is true then only the final predicate, \textit{unordered or equal}, yields a true result.

Logical negation of a compare result allows eight distinct comparisons to test for the 16 predicates as shown in Table 3.25. Each mnemonic tests for both a predicate and its logical negation. For each mnemonic, \textit{compare} tests the truth of the first predicate. When the first predicate is true, the result is true as shown in the “If Predicate Is True” column, and the second predicate must be false, and vice versa. (Note that the False predicate is never true and False/True do not follow the normal pattern.)

The truth of the second predicate is the logical negation of the instruction result. After a compare instruction, test for the truth of the first predicate can be made with the Branch on FP True (BC1T) instruction and the truth of the second can be made with Branch on FP False (BC1F).

Table 3.26 shows another set of eight compare operations, distinguished by a \(\text{cond}_3\) value of 1 and testing the same 16 conditions. For these additional comparisons, if at least one of the operands is a NaN, including Quiet NaN, then an Invalid Operation condition is raised. If the Invalid Operation condition is enabled in the \(FCSR\), an Invalid Operation
exception occurs.

### Table 3.25 FPU Comparisons Without Special Operand Exceptions

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Comparison Predicate</th>
<th>Relation Values</th>
<th>If Predicate Is True</th>
<th>Inv Op Excp. if QNaN?</th>
<th>Condition Field</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cond Mnemonic</td>
<td>Name of Predicate and Logically Negated Predicate (Abbreviation)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>False [this predicate is always False]</td>
<td>F F F F</td>
<td>F</td>
<td>No</td>
<td>3 2.0</td>
</tr>
<tr>
<td></td>
<td>True (T)</td>
<td>T T T T</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>UN</td>
<td>Unordered</td>
<td>F F F T</td>
<td>T</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Ordered (OR)</td>
<td>T T T F</td>
<td>F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>EQ</td>
<td>Equal</td>
<td>F F T F</td>
<td>T</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Not Equal (NEQ)</td>
<td>T T F T</td>
<td>F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>UEQ</td>
<td>Unordered or Equal</td>
<td>F F T T</td>
<td>T</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Ordered or Greater Than or Less Than (OGL)</td>
<td>T T F F</td>
<td>F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>OLT</td>
<td>Ordered or Less Than</td>
<td>F T F F</td>
<td>T</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Unordered or Greater Than or Equal (UGE)</td>
<td>T F T T</td>
<td>F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ULT</td>
<td>Unordered or Less Than</td>
<td>F T F T</td>
<td>T</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Ordered or Greater Than or Equal (OGE)</td>
<td>T F T F</td>
<td>F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>OLE</td>
<td>Ordered or Less Than or Equal</td>
<td>F T T F</td>
<td>T</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Unordered or Greater Than (UGT)</td>
<td>T F F T</td>
<td>F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ULE</td>
<td>Unordered or Less Than or Equal</td>
<td>F T T T</td>
<td>T</td>
<td>7</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Ordered or Greater Than (OGT)</td>
<td>T F F F</td>
<td>F</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Key: ? = unordered, > = greater than, < = less than, = is equal, T = True, F = False
### Table 3.26 FPU Comparisons With Special Operand Exceptions for QNaNs

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Comparison Predicate</th>
<th>Relation Values</th>
<th>If Predicate is True</th>
<th>Inv Op Excp If QNaN?</th>
<th>Condition Field</th>
</tr>
</thead>
<tbody>
<tr>
<td>SF</td>
<td>Signaling False [this predicate always False]</td>
<td>F, F, F, F</td>
<td>F</td>
<td>Yes</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Signaling True (ST)</td>
<td>T, T, T, T</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>NGLE</td>
<td>Not Greater than or Less than or Equal</td>
<td>F, F, F, T</td>
<td>T</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Greater than or Less than or Equal (GLE)</td>
<td>T, T, T, F</td>
<td>F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SEQ</td>
<td>Signaling Equal</td>
<td>F, F, T, F</td>
<td>T</td>
<td></td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>Signaling Not Equal (SNE)</td>
<td>T, T, F, T</td>
<td>F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>NGL</td>
<td>Not Greater than or Less than</td>
<td>F, F, T, T</td>
<td>T</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>Greater than or Less than (GL)</td>
<td>T, T, T, F</td>
<td>F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LT</td>
<td>Less Than</td>
<td>F, T, F, F</td>
<td>T</td>
<td></td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>Not Less than (NLT)</td>
<td>T, F, T, T</td>
<td>F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>NGE</td>
<td>Not Greater than or Equal</td>
<td>F, T, F, T</td>
<td>T</td>
<td></td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>Greater than or Equal (GE)</td>
<td>T, F, T, F</td>
<td>F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LE</td>
<td>Less Than or Equal</td>
<td>F, T, T, F</td>
<td>T</td>
<td></td>
<td>6</td>
</tr>
<tr>
<td></td>
<td>Not Less than or Equal (NLE)</td>
<td>T, F, F, T</td>
<td>F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>NGT</td>
<td>Not Greater than</td>
<td>F, T, T, T</td>
<td>T</td>
<td></td>
<td>7</td>
</tr>
<tr>
<td></td>
<td>Greater than (GT)</td>
<td>T, F, F, F</td>
<td>F</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Key: ? = unordered, > = greater than, < = less than, = is equal, T = True, F = False

### Restrictions:

The fields $fs$ and $ft$ must specify FPRs valid for operands of type $fmt$; if they are not valid, the result is **UNPREDICTABLE**.

The operands must be values in format $fmt$; if they are not, the result is **UNPREDICTABLE** and the value of the operand FPRs becomes **UNPREDICTABLE**.

The result of C.cond.PS is **UNPREDICTABLE** if the processor is executing in 16 FP registers mode, or if the condition code number is odd.

### Operation:

```c
if !SNaN(ValueFPR(fs, fmt)) or !SNaN(ValueFPR(ft, fmt)) or
    QNaN(ValueFPR(fs, fmt)) or QNaN(ValueFPR(ft, fmt)) then
    less ← false
    equal ← false
    unordered ← true
    if (SNaN(ValueFPR(fs,fmt)) or SNaN(ValueFPR(ft,fmt))) or
        (cond₃ and (QNaN(ValueFPR(fs,fmt)) or QNaN(ValueFPR(ft,fmt)))) then
        SignalException(InvalidOperation)
    endif
else
    less ← ValueFPR(fs, fmt) <fmt ValueFPR(ft, fmt)
    equal ← ValueFPR(fs, fmt) =fmt ValueFPR(ft, fmt)
    unordered ← false
endif
```
Floating Point Compare

condition ← (cond₂ and less) or (cond₁ and equal)
or (cond₀ and unordered)
SetFPConditionCode(cc, condition)

For c.cond.PS, the pseudo code above is repeated for both halves of the operand registers, treating each half as an independent single-precision values. Exceptions on the two halves are logically ORed and reported together. The results of the lower half comparison are written to condition code CC; the results of the upper half comparison are written to condition code CC+1.

Exceptions:
Coprocessor Unusable, Reserved Instruction

Floating Point Exceptions:
Unimplemented Operation, Invalid Operation

Programming Notes:
FP computational instructions, including compare, that receive an operand value of Signaling NaN raise the Invalid Operation condition. Comparisons that raise the Invalid Operation condition for Quiet NaNs in addition to SNaNs permit a simpler programming model if NaNs are errors. Using these compares, programs do not need explicit code to check for QNaNs causing the unordered relation. Instead, they take an exception and allow the exception handling system to deal with the error when it occurs. For example, consider a comparison in which we want to know if two numbers are equal, but for which unordered would be an error.

# comparisons using explicit tests for QNaN
  c.eq.d $f2,$f4 # check for equal
  nop
  bclt L2 # it is equal
  c.un.d $f2,$f4 # it is not equal,
                   # but might be unordered
  bclt ERROR # unordered goes off to an error handler
# not-equal-case code here
...
# equal-case code here
L2:
# --------------------------------------------------------------
# comparison using comparisons that signal QNaN
  c.seq.d $f2,$f4 # check for equal
  nop
  bclt L2 # it is equal
  nop
# it is not unordered here
...
# not-equal-case code here
...
# equal-case code here
Perform Cache Operation

**CACHE**

<table>
<thead>
<tr>
<th>Format: CACHE op, offset(base)</th>
<th>MIPS32</th>
</tr>
</thead>
</table>

**Purpose:** Perform Cache Operation

To perform the cache operation specified by op.

**Description:**

The 16-bit offset is sign-extended and added to the contents of the base register to form an effective address. The effective address is used in one of the following ways based on the operation to be performed and the type of cache as described in the following table.

### Table 3.27 Usage of Effective Address

<table>
<thead>
<tr>
<th>Operation Requires an</th>
<th>Type of Cache</th>
<th>Usage of Effective Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Address</td>
<td>Virtual</td>
<td>The effective address is used to address the cache. An address translation may or may not be performed on the effective address (with the possibility that a TLB Refill or TLB Invalid exception might occur)</td>
</tr>
<tr>
<td>Address</td>
<td>Physical</td>
<td>The effective address is translated by the MMU to a physical address. The physical address is then used to address the cache</td>
</tr>
<tr>
<td>Index</td>
<td>N/A</td>
<td>The effective address is translated by the MMU to a physical address. It is implementation dependent whether the effective address or the translated physical address is used to index the cache. As such, a kseg0 address should always be used for cache operations that require an index. See the Programming Notes section below.</td>
</tr>
</tbody>
</table>

Assuming that the total cache size in bytes is CS, the associativity is A, and the number of bytes per tag is BPT, the following calculations give the fields of the address which specify the way and the index:

\[
\begin{align*}
\text{OffsetBit} & \leftarrow \log_2(BPT) \\
\text{IndexBit} & \leftarrow \log_2(CS / A) \\
\text{WayBit} & \leftarrow \text{IndexBit} + \lceil \log_2(A) \rceil \\
\text{Way} & \leftarrow \text{AddrWayBit-1..IndexBit} \\
\text{Index} & \leftarrow \text{AddrIndexBit-1..OffsetBit}
\end{align*}
\]

For a direct-mapped cache, the Way calculation is ignored and the Index value fully specifies the cache tag. This is shown symbolically in the figure below.

**Figure 3.2 Usage of Address Fields to Select Index and Way**
A TLB Refill and TLB Invalid (both with cause code equal TLBL) exception can occur on any operation. For index operations (where the address is used to index the cache but need not match the cache tag) software should use unmapped addresses to avoid TLB exceptions. This instruction never causes TLB Modified exceptions nor TLB Refill exceptions with a cause code of TLBS.

The effective address may be an arbitrarily-aligned by address. The CACHE instruction never causes an Address Error Exception due to an non-aligned address.

A Cache Error exception may occur as a by-product of some operations performed by this instruction. For example, if a Writeback operation detects a cache or bus error during the processing of the operation, that error is reported via a Cache Error exception. Similarly, a Bus Error Exception may occur if a bus operation invoked by this instruction is terminated in an error. However, cache error exceptions must not be triggered by an Index Load Tag or Index Store tag operation, as these operations are used for initialization and diagnostic purposes.

An Address Error Exception (with cause code equal AdEL) may occur if the effective address references a portion of the kernel address space which would normally result in such an exception. It is implementation dependent whether such an exception does occur.

It is implementation dependent whether a data watch is triggered by a cache instruction whose address matches the Watch register address match conditions.

The CACHE instruction and the memory transactions which are sourced by the CACHE instruction, such as cache refill or cache writeback, obey the ordering and completion rules of the SYNC instruction.

Bits [17:16] of the instruction specify the cache on which to perform the operation, as follows:

<table>
<thead>
<tr>
<th>Code</th>
<th>Name</th>
<th>Cache</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b00</td>
<td>I</td>
<td>Primary Instruction</td>
</tr>
<tr>
<td>0b01</td>
<td>D</td>
<td>Primary Data or Unified Primary</td>
</tr>
<tr>
<td>0b10</td>
<td>T</td>
<td>Tertiary</td>
</tr>
<tr>
<td>0b11</td>
<td>S</td>
<td>Secondary</td>
</tr>
</tbody>
</table>

Bits [20:18] of the instruction specify the operation to perform. To provide software with a consistent base of cache operations, certain encodings must be supported on all processors. The remaining encodings are recommended

For implementations which implement multiple level of caches and where the hardware maintains the smaller cache as a proper subset of a larger cache (every address which is resident in the smaller cache is also resident in the larger cache; also known as the inclusion property), it is recommended that the CACHE instructions which operate on the larger, outer-level cache; should first operate on the smaller, inner-level cache. For example, a Hit_Writeback_Invalid operation targeting the Secondary cache, should first operate on the primary data cache first. If the CACHE instruction implementation does not follow this policy then any software which flushes the caches must mimic this behavior. That is, the software sequences must first operate on the inner cache then operate on the outer cache. The software must place a SYNC instruction after the CACHE instruction whenever there are possible writebacks from the inner cache to ensure that the writeback data is resident in the outer cache before operating on the outer cache. If neither the CACHE instruction implementation nor the software cache flush sequence follow this policy, then the inclusion property of the caches can be broken, which might be a condition that the cache management hardware can not properly deal with.

For implementations which implement multiple level of caches without the inclusion property, the use of a SYNC instruction after the CACHE instruction is still needed whenever writeback data has to be resident in the next level of memory hierarchy.
For multiprocessor implementations that maintain coherent caches, some of the Hit type of CACHE instruction operations may optionally affect all coherent caches within the implementation. If the effective address uses a coherent Cache Coherency Attribute (CCA), then the operation is *globalized*, meaning it is broadcast to all of the coherent caches within the system. If the effective address does not use one of the coherent CCAs, there is no broadcast of the operation. If multiple levels of caches are to be affected by one CACHE instruction, all of the affected cache levels must be processed in the same manner - either all affected cache levels use the globalized behavior or all affected cache levels use the non-globalized behavior.

### Table 3.29 Encoding of Bits [20:18] of the CACHE Instruction

<table>
<thead>
<tr>
<th>Code</th>
<th>Caches</th>
<th>Name</th>
<th>Effective Address Operand Type</th>
<th>Operation</th>
<th>Compliance Implemented</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b000</td>
<td>I</td>
<td>Index Invalidate</td>
<td>Index</td>
<td>Set the state of the cache block at the specified index to invalid. This required encoding may be used by software to invalidate the entire instruction cache by stepping through all valid indices.</td>
<td>Required</td>
</tr>
<tr>
<td>D</td>
<td>Index Writeback Invalidate / Index Invalidate</td>
<td>Index</td>
<td>For a write-back cache: If the state of the cache block at the specified index is valid and dirty, write the block back to the memory address specified by the cache tag. After that operation is completed, set the state of the cache block to invalid. If the block is valid but not dirty, set the state of the block to invalid. For a write-through cache: Set the state of the cache block at the specified index to invalid. This required encoding may be used by software to invalidate the entire data cache by stepping through all valid indices. Note that Index Store Tag should be used to initialize the cache at power up.</td>
<td>Required</td>
<td></td>
</tr>
<tr>
<td>S, T</td>
<td>Index Writeback Invalidate / Index Invalidate</td>
<td>Index</td>
<td>Read the tag for the cache block at the specified index into the TagLo and TagHi Coprocessor 0 registers. If the DataLo and DataHi registers are implemented, also read the data corresponding to the byte index into the DataLo and DataHi registers. This operation must not cause a Cache Error Exception. The granularity and alignment of the data read into the DataLo and DataHi registers is implementation-dependent, but is typically the result of an aligned access to the cache, ignoring the appropriate low-order bits of the byte index.</td>
<td>Required if S, T cache is implemented</td>
<td></td>
</tr>
<tr>
<td>0b001</td>
<td>All</td>
<td>Index Load Tag</td>
<td>Index</td>
<td>Read the tag for the cache block at the specified index into the TagLo and TagHi Coprocessor 0 registers. If the DataLo and DataHi registers are implemented, also read the data corresponding to the byte index into the DataLo and DataHi registers. This operation must not cause a Cache Error Exception. The granularity and alignment of the data read into the DataLo and DataHi registers is implementation-dependent, but is typically the result of an aligned access to the cache, ignoring the appropriate low-order bits of the byte index.</td>
<td>Recommended</td>
</tr>
</tbody>
</table>
Table 3.29 Encoding of Bits [20:18] of the CACHE Instruction (Continued)

<table>
<thead>
<tr>
<th>Code</th>
<th>Caches</th>
<th>Name</th>
<th>Effective Address Operand Type</th>
<th>Operation</th>
<th>Compliance Implemented</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b010</td>
<td>All</td>
<td>Index Store Tag</td>
<td>Index</td>
<td>Write the tag for the cache block at the specified index from the TagLo and TagHi Coprocessor 0 registers. This operation must not cause a Cache Error Exception. This required encoding may be used by software to initialize the entire instruction or data caches by stepping through all valid indices. Doing so requires that the TagLo and TagHi registers associated with the cache be initialized first.</td>
<td>Required</td>
</tr>
<tr>
<td>0b011</td>
<td>All</td>
<td>Implementation Dependent</td>
<td>Unspecified</td>
<td>Available for implementation-dependent operation.</td>
<td>Optional</td>
</tr>
<tr>
<td>0b100</td>
<td>I, D</td>
<td>Hit Invalidate</td>
<td>Address</td>
<td>If the cache block contains the specified address, set the state of the cache block to invalid. This required encoding may be used by software to invalidate a range of addresses from the instruction cache by stepping through the address range by the line size of the cache.</td>
<td>Required (Instruction Cache Encoding Only), Recommended otherwise</td>
</tr>
<tr>
<td></td>
<td>S, T</td>
<td>Hit Invalidate</td>
<td>Address</td>
<td>In multiprocessor implementations with coherent caches, the operation may optionally be broadcast to all coherent caches within the system.</td>
<td>Optional, if Hit_Invalidate_D is implemented, the S and T variants are recommended.</td>
</tr>
<tr>
<td>0b101</td>
<td>I</td>
<td>Fill</td>
<td>Address</td>
<td>Fill the cache from the specified address.</td>
<td>Recommended</td>
</tr>
<tr>
<td></td>
<td>D</td>
<td>Hit Writeback Invalidate / Hit Invalidate</td>
<td>Address</td>
<td>For a write-back cache: If the cache block contains the specified address and it is valid and dirty, write the contents back to memory. After that operation is completed, set the state of the cache block to invalid. If the block is valid but not dirty, set the state of the block to invalid. For a write-through cache: If the cache block contains the specified address, set the state of the cache block to invalid. This required encoding may be used by software to invalidate a range of addresses from the data cache by stepping through the address range by the line size of the cache. In multiprocessor implementations with coherent caches, the operation may optionally be broadcast to all coherent caches within the system.</td>
<td>Required</td>
</tr>
<tr>
<td></td>
<td>S, T</td>
<td>Hit Writeback Invalidate / Hit Invalidate</td>
<td>Address</td>
<td>Required if S, T cache is implemented</td>
<td></td>
</tr>
</tbody>
</table>
### Table 3.29 Encoding of Bits [20:18] of the CACHE Instruction (Continued)

<table>
<thead>
<tr>
<th>Code</th>
<th>Caches</th>
<th>Name</th>
<th>Effective Address Operand Type</th>
<th>Operation</th>
<th>Compliance Implemented</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b110</td>
<td>D</td>
<td>Hit Writeback</td>
<td>Address</td>
<td>If the cache block contains the specified address and it is valid and dirty, write the contents back to memory. After the operation is completed, leave the state of the line valid, but clear the dirty state. For a write-through cache, this operation may be treated as a nop. In multiprocessor implementations with coherent caches, the operation may optionally be broadcast to all coherent caches within the system.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>S, T</td>
<td>Hit Writeback</td>
<td>Address</td>
<td>Recommended</td>
<td></td>
</tr>
<tr>
<td>0b111</td>
<td>I, D</td>
<td>Fetch and Lock</td>
<td>Address</td>
<td>If the cache does not contain the specified address, fill it from memory, performing a writeback if required, and set the state to valid and locked. If the cache already contains the specified address, set the state to locked. In set-associative or fully-associative caches, the way selected on a fill from memory is implementation dependent. The lock state may be cleared by executing an Index Invalidate, Index Writeback Invalidate, Hit Invalidate, or Hit Writeback Invalidate operation to the locked line, or via an Index Store Tag operation to the line that clears the lock bit. Note that clearing the lock state via Index Store Tag is dependent on the implementation-dependent cache tag and cache line organization, and that Index and Index Writeback Invalidate operations are dependent on cache line organization. Only Hit and Hit Writeback Invalidate operations are generally portable across implementations. It is implementation dependent whether a locked line is displaced as the result of an external invalidate or intervention that hits on the locked line. Software must not depend on the locked line remaining in the cache if an external invalidate or intervention would invalidate the line if it were not locked. It is implementation dependent whether a Fetch and Lock operation affects more than one line. For example, more than one line around the referenced address may be fetched and locked. It is recommended that only the single line containing the referenced address be affected.</td>
<td>Recommended</td>
</tr>
</tbody>
</table>

Please note that this instruction is optional, if Hit_Writeback_D is implemented, the S and T variants are recommended.
Restrictions:
The operation of this instruction is **UNDEFINED** for any operation/cache combination that is not implemented.

The operation of this instruction is **UNDEFINED** if the operation requires an address, and that address is uncacheable.

The operation of the instruction is **UNPREDICTABLE** if the cache line that contains the CACHE instruction is the target of an invalidate or a writeback invalidate.

If this instruction is used to lock all ways of a cache at a specific cache index, the behavior of that cache to subsequent cache misses to that cache index is **UNDEFINED**.

If access to Coprocessor 0 is not enabled, a Coprocessor Unusable Exception is signaled.

Any use of this instruction that can cause cacheline writebacks should be followed by a subsequent SYNC instruction to avoid hazards where the writeback data is not yet visible at the next level of the memory hierarchy.

Operation:
\[
\begin{align*}
    \text{vAddr} & \leftarrow \text{GPR[base]} + \text{sign\_extend(offset)} \\
    (\text{pAddr, uncached}) & \leftarrow \text{AddressTranslation(vAddr, DataReadReference)} \\
    \text{CacheOp(op, vAddr, pAddr)} & \leftarrow \text{AddressTranslation(vAddr, DataReadReference)}
\end{align*}
\]

Exceptions:
TLB Refill Exception.
TLB Invalid Exception
Coprocessor Unusable Exception
Address Error Exception
Cache Error Exception
Bus Error Exception

Programming Notes:
For cache operations that require an index, it is implementation dependent whether the effective address or the translated physical address is used as the cache index. Therefore, the index value should always be converted to a kseg0 address by ORing the index with 0x80000000 before being used by the cache instruction. For example, the following code sequence performs a data cache Index Store Tag operation using the index passed in GPR a0:

```mips
li a1, 0x80000000 /* Base of kseg0 segment */
or a0, a0, a1 /* Convert index to kseg0 address */
cache DCIndexStTag, 0(a1) /* Perform the index store tag operation */
```
**Fixed Point Ceiling Convert to Long Fixed Point**

**CEIL.L.fmt**

<table>
<thead>
<tr>
<th>COP1</th>
<th>fmt</th>
<th>0</th>
<th>fs</th>
<th>fd</th>
<th>CEIL.L</th>
<th>001010</th>
</tr>
</thead>
<tbody>
<tr>
<td>010001</td>
<td>00000</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>001010</td>
<td></td>
</tr>
</tbody>
</table>

**Format:**

- CEIL.L.fmt
- CEIL.L.S  fd, fs  MIPS64, MIPS32 Release 2
- CEIL.L.D  fd, fs  MIPS64, MIPS32 Release 2

**Purpose:**

Fixed Point Ceiling Convert to Long Fixed Point

To convert an FP value to 64-bit fixed point, rounding up

**Description:**

FPR[fd] ← convert_and_round(FPR[fs])

The value in FPR fs, in format fmt, is converted to a value in 64-bit long fixed point format and rounding toward +∞ (rounding mode 2). The result is placed in FPR fd.

When the source value is Infinity, NaN, or rounds to an integer outside the range -2^{63} to 2^{63}-1, the result cannot be represented correctly, an IEEE Invalid Operation condition exists, and the Invalid Operation flag is set in the FCSR. If the Invalid Operation Enable bit is set in the FCSR, no result is written to fd and an Invalid Operation exception is taken immediately. Otherwise, the default result, 2^{63}-1, is written to fd.

**Restrictions:**

The fields fs and fd must specify valid FPRs; fs for type fmt and fd for long fixed point; if they are not valid, the result is UNPREDICTABLE.

The operand must be a value in format fmt; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

The result of this instruction is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

**Operation:**

StoreFPR(fd, L, ConvertFmt(ValueFPR(fs, fmt), fmt, L))

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Invalid Operation, Unimplemented Operation, Inexact, Overflow
Floating Point Ceiling Convert to Word Fixed Point

**Purpose:** Floating Point Ceiling Convert to Word Fixed Point
To convert an FP value to 32-bit fixed point, rounding up

**Description:**
FPR[fd] ← convert_and_round(FPR[fs])
The value in FPR fs, in format fmt, is converted to a value in 32-bit word fixed point format and rounding toward +∞ (rounding mode 2). The result is placed in FPR fd.

When the source value is Infinity, NaN, or rounds to an integer outside the range -2^{31} to 2^{31}-1, the result cannot be represented correctly, an IEEE Invalid Operation condition exists, and the Invalid Operation flag is set in the FCSR. If the Invalid Operation Enable bit is set in the FCSR, no result is written to fd and an Invalid Operation exception is taken immediately. Otherwise, the default result, 2^{31}–1, is written to fd.

**Restrictions:**
The fields fs and fd must specify valid FPRs; fs for type fmt and fd for word fixed point; if they are not valid, the result is UNPREDICTABLE.

The operand must be a value in format fmt; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

**Operation:**
StoreFPR(fd, W, ConvertFmt(ValueFPR(fs, fmt), fmt, W))

**Exceptions:**
Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**
Invalid Operation, Unimplemented Operation, Inexact, Overflow
Move Control Word From Floating Point

Format: CFC1 rt, fs

Purpose: Move Control Word From Floating Point
To copy a word from an FPU control register to a GPR

Description: GPR[rt] ← FP_Control[fs]
Copy the 32-bit word from FP (coprocessor 1) control register fs into GPR rt.

Restrictions:
There are a few control registers defined for the floating point unit. The result is UNPREDICTABLE if fs specifies a register that does not exist.

Operation:
if fs = 0 then
    temp ← FIR
elseif fs = 25 then
    temp ← 024 || FCSR31..25 || FCSR23
elseif fs = 26 then
    temp ← 014 || FCSR17..12 || 05 || FCSR6..2 || 02
elseif fs = 28 then
    temp ← 020 || FCSR11..7 || 04 || FCSR24 || FCSR1..0
elseif fs = 31 then
    temp ← FCSR
else
    temp ← UNPREDICTABLE
endif
GPR[rt] ← temp

Exceptions:
Coprocessor Unusable, Reserved Instruction

Historical Information:
For the MIPS I, II and III architectures, the contents of GPR rt are UNPREDICTABLE for the instruction immediately following CFC1.
MIPS V and MIPS32 introduced the three control registers that access portions of FCSR. These registers were not available in MIPS I, II, III, or IV.
Move Control Word From Coprocessor 2

**Format:** CFC2 rt, Impl

The syntax shown above is an example using CFC1 as a model. The specific syntax is implementation dependent.

**Purpose:** Move Control Word From Coprocessor 2

To copy a word from a Coprocessor 2 control register to a GPR

**Description:**

$$\text{GPR}[rt] \leftarrow \text{CP2CCR}[\text{Impl}]$$

Copy the 32-bit word from the Coprocessor 2 control register denoted by the $\text{Impl}$ field. The interpretation of the $\text{Impl}$ field is left entirely to the Coprocessor 2 implementation and is not specified by the architecture.

**Restrictions:**

The result is **UNPREDICTABLE** if $\text{Impl}$ specifies a register that does not exist.

**Operation:**

1. $\text{temp} \leftarrow \text{CP2CCR}[\text{Impl}]$
2. $\text{GPR}[rt] \leftarrow \text{temp}$

**Exceptions:**

Coprocessor Unusable, Reserved Instruction
Count Leading Ones in Word  

**Format:**  CLO rd, rs  

**MIPS32**  

**Purpose:** Count Leading Ones in Word  
To count the number of leading ones in a word  

**Description:**  
GPR[rd] ← count_leading_ones GPR[rs]  

Bits 31..0 of GPR rs are scanned from most significant to least significant bit. The number of leading ones is counted and the result is written to GPR rd. If all of bits 31..0 were set in GPR rs, the result written to GPR rd is 32.  

**Restrictions:**  
To be compliant with the MIPS32 and MIPS64 Architecture, software must place the same GPR number in both the rt and rd fields of the instruction. The operation of the instruction is **UNPREDICTABLE** if the rt and rd fields of the instruction contain different values.  

**Operation:**  

temp ← 32  
for i in 31 .. 0  
    if GPR[rs]i = 0 then  
        temp ← 31 - i  
        break  
    endif  
endfor  
GPR[rd] ← temp  

**Exceptions:**  
None
Count Leading Zeros in Word

**Format:** \( \text{CLZ} \text{ rd}, \text{ rs} \)

**Purpose:** Count Leading Zeros in Word

Count the number of leading zeros in a word

**Description:** \( \text{GPR}[\text{rd}] \leftarrow \text{countLeadingZeros} \text{ GPR}[\text{rs}] \)

Bits \( 31..0 \) of GPR \( \text{rs} \) are scanned from most significant to least significant bit. The number of leading zeros is counted and the result is written to GPR \( \text{rd} \). If no bits were set in GPR \( \text{rs} \), the result written to GPR \( \text{rd} \) is 32.

**Restrictions:**

To be compliant with the MIPS32 and MIPS64 Architecture, software must place the same GPR number in both the \( \text{rt} \) and \( \text{rd} \) fields of the instruction. The operation of the instruction is **UNPREDICTABLE** if the \( \text{rt} \) and \( \text{rd} \) fields of the instruction contain different values.

**Operation:**

\[
\text{temp} \leftarrow 32 \\
\text{for } i \text{ in } 31..0 \\
\quad \text{if } \text{GPR}[\text{rs}]_i = 1 \text{ then} \\
\quad \quad \text{temp} \leftarrow 31 - i \\
\quad \quad \text{break} \\
\quad \text{endif} \\
\text{endfor} \\
\text{GPR}[\text{rd}] \leftarrow \text{temp}
\]

**Exceptions:**

None
Coprocessor Operation to Coprocessor 2

**Format:**  
COP2 func

**Purpose:**  
Coprocessor Operation to Coprocessor 2  
To perform an operation to Coprocessor 2

**Description:**  
CoprocessorOperation(2, cofun)  
An implementation-dependent operation is performed to Coprocessor 2, with the cofun value passed as an argument. The operation may specify and reference internal coprocessor registers, and may change the state of the coprocessor conditions, but does not modify state within the processor. Details of coprocessor operation and internal state are described in the documentation for each Coprocessor 2 implementation.

**Restrictions:**

**Operation:**

CoprocessorOperation(2, cofun)

**Exceptions:**

Coprocessor Unusable  
Reserved Instruction
Move Control Word to Floating Point

**Format:** CTC1 rt, fs

**Purpose:** Move Control Word to Floating Point

To copy a word from a GPR to an FPU control register

**Description:** FP_Control[fs] ← GPR[rt]

Copy the low word from GPR rt into the FP (coprocessor 1) control register indicated by fs.

Writing to the floating point Control/Status register, the FCSR, causes the appropriate exception if any Cause bit and its corresponding Enable bit are both set. The register is written before the exception occurs. Writing to FEXR to set a cause bit whose enable bit is already set, or writing to FENR to set an enable bit whose cause bit is already set causes the appropriate exception. The register is written before the exception occurs and the EPC register contains the address of the CTC1 instruction.

**Restrictions:**

There are a few control registers defined for the floating point unit. The result is UNPREDICTABLE if fs specifies a register that does not exist.

**Operation:**

```
temp ← GPR[rt]31..0
if fs = 25 then /* FCCR */
    if temp31..8 ≠ 0\textsuperscript{24} then
        UNPREDICTABLE
    else
        FCSR ← temp7..1 || FCSR24 || temp0 || FCSR22..0
    endif
elseif fs = 26 then /* FEXR */
    if temp31..18 ≠ 0 or temp11..7 ≠ 0 or temp2..0 ≠ 0 then
        UNPREDICTABLE
    else
        FCSR ← FCSR31..18 || temp17..12 || FCSR11..7 ||
        temp6..2 || FCSR1..0
    endif
elseif fs = 28 then /* FENR */
    if temp31..12 ≠ 0 or temp6..3 ≠ 0 then
        UNPREDICTABLE
    else
        FCSR ← FCSR31..25 || temp2 || FCSR23..12 || temp11..7
        || FCSR6..2 || temp1..0
    endif
elseif fs = 31 then /* FCSR */
    if (FCSR\textsubscript{impl} field is not implemented) and(temp22..18 ≠ 0) then
        UNPREDICTABLE
    elseif (FCSR\textsubscript{impl} field is implemented) and temp20..18 ≠ 0 then
        UNPREDICTABLE
    else
        FCSR ← temp
    endif
else
```
UNPREDICTABLE
endif

CheckFPException() Exceptions:
Coprocessor Unusable, Reserved Instruction

Floating Point Exceptions:
Unimplemented Operation, Invalid Operation, Division-by-zero, Inexact, Overflow, Underflow

Historical Information:
For the MIPS I, II and III architectures, the contents of floating point control register $f$ are undefined for the instruction immediately following CTC1.
MIPS V and MIPS32 introduced the three control registers that access portions of FCSR. These registers were not available in MIPS I, II, III, or IV.
Move Control Word to Coprocessor 2

Format: \texttt{CTC2 rt, Impl}

The syntax shown above is an example using CTC1 as a model. The specific syntax is implementation dependent.

**Purpose:** Move Control Word to Coprocessor 2

To copy a word from a GPR to a Coprocessor 2 control register

**Description:** \(\text{CP2CCR}[\text{Impl}] \leftarrow \text{GPR}[rt]\)

Copy the low word from GPR \(rt\) into the Coprocessor 2 control register denoted by the \(\text{Impl}\) field. The interpretation of the \(\text{Impl}\) field is left entirely to the Coprocessor 2 implementation and is not specified by the architecture.

**Restrictions:**

The result is \texttt{UNPREDICTABLE} if \(rd\) specifies a register that does not exist.

**Operation:**

\[
\text{temp} \leftarrow \text{GPR}[rt] \\
\text{CP2CCR}[\text{Impl}] \leftarrow \text{temp}
\]

**Exceptions:**

Coproccessor Unusable, Reserved Instruction
Floating Point Convert to Double Floating Point

**Format:**

- `CVT.D.S fd, fs`  
  - MIPS32
- `CVT.D.W fd, fs`  
  - MIPS32
- `CVT.D.L fd, fs`  
  - MIPS64, MIPS32 Release 2

**Purpose:** Floating Point Convert to Double Floating Point
To convert an FP or fixed point value to double FP

**Description:**
FPR[f] ← convert_and_round(FPR[f])
The value in FPR fs, in format fmt, is converted to a value in double floating point format and rounded according to the current rounding mode in FCSR. The result is placed in FPR fd. If fmt is S or W, then the operation is always exact.

**Restrictions:**
The fields fs and fd must specify valid FPRs—fs for type fmt and fd for double floating point—if they are not valid, the result is UNPREDICTABLE.
The operand must be a value in format fmt; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.
For CVT.D.L, the result of this instruction is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

**Operation:**

```
StoreFPR (fd, D, ConvertFmt(ValueFPR(fs, fmt), fmt, D))
```

**Exceptions:**
Coprocessor Usable, Reserved Instruction

**Floating Point Exceptions:**
Invalid Operation, Unimplemented Operation, Inexact
Floating Point Convert to Long Fixed Point

**Format:**

<table>
<thead>
<tr>
<th>COP1</th>
<th>fmt</th>
<th>0</th>
<th>fs</th>
<th>fd</th>
<th>CVT.L</th>
<th>100101</th>
</tr>
</thead>
</table>

**Purpose:** Floating Point Convert to Long Fixed Point

To convert an FP value to a 64-bit fixed point

**Description:**

\[
\text{FPR}[fd] \leftarrow \text{convert\_and\_round}(\text{FPR}[fs])
\]

Convert the value in format \textit{fmt} in FPR \textit{fs} to long fixed point format and round according to the current rounding mode in \textit{FCSR}. The result is placed in FPR \textit{fd}.

When the source value is Infinity, NaN, or rounds to an integer outside the range \(-2^{63}\) to \(2^{63}\)-1, the result cannot be represented correctly, an IEEE Invalid Operation condition exists, and the Invalid Operation flag is set in the \textit{FCSR}. If the Invalid Operation \textit{Enable} bit is set in the \textit{FCSR}, no result is written to \textit{fd} and an Invalid Operation exception is taken immediately. Otherwise, the default result, \(2^{63}\)-1, is written to \textit{fd}.

**Restrictions:**

The fields \textit{fs} and \textit{fd} must specify valid FPRs—\textit{fs} for type \textit{fmt} and \textit{fd} for long fixed point—if they are not valid, the result is \textit{UNPREDICTABLE}.

The operand must be a value in format \textit{fmt}; if it is not, the result is \textit{UNPREDICTABLE} and the value of the operand FPR becomes \textit{UNPREDICTABLE}.

The result of this instruction is \textit{UNPREDICTABLE} if the processor is executing in 16 FP registers mode.

**Operation:**

\[
\text{StoreFPR (fd, L, ConvertFmt(ValueFPR(fs, fmt), fmt, L))}
\]

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Invalid Operation, Unimplemented Operation, Inexact, Overflow
Floating Point Convert Pair to Paired Single

**Format:** CVT.PS.S fd, fs, ft

**Purpose:** Floating Point Convert Pair to Paired Single
To convert two FP values to a paired single value

**Description:** FPR[fd] ← FPR[fs]_{31..0} || FPR[ft]_{31..0}
The single-precision values in FPR fs and ft are written into FPR fd as a paired-single value. The value in FPR fs is written into the upper half, and the value in FPR ft is written into the lower half.

```
fs
 31 26 25 21 20 16 15 11 10 6 5 0
COP1 010001
fmt 10000
ft
fs
fd
CVT.PS 100110
```

CVT.PS.S is similar to PLL.PS, except that it expects operands of format S instead of PS.
The move is non-arithmetic; it causes no IEEE 754 exceptions.

**Restrictions:**
The fields fs and ft must specify FPRs valid for operands of type S; if they are not valid, the result is UNPREDICTABLE.
The operand must be a value in format S; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.
The result of this instruction is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

**Operation:**
```
StoreFPR(fd, S, ValueFPR(fs,S) || ValueFPR(ft,S))
```

**Exceptions:**
Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**
Invalid Operation, Unimplemented Operation
Floating Point Convert to Single Floating Point

Format: CVT.S.fmt

- CVT.S.D fd, fs  \[\text{MIPS32}\]
- CVT.S.W fd, fs  \[\text{MIPS32}\]
- CVT.S.L fd, fs  \[\text{MIPS64, MIPS32 Release 2}\]

Purpose: Floating Point Convert to Single Floating Point
To convert an FP or fixed point value to single FP

Description: FPR[fd] ← convert_and_round(FPR[fs])
The value in FPR fs, in format fmt, is converted to a value in single floating point format and rounded according to the current rounding mode in FCSR. The result is placed in FPR fd.

Restrictions:
The fields fs and fd must specify valid FPRs—fs for type fmt and fd for single floating point. If they are not valid, the result is UNPREDICTABLE.

The operand must be a value in format fmt; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

For CVT.S.L, the result of this instruction is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

Operation:
\[
\text{StoreFPR}(fd, S, \text{ConvertFmt}(ValueFPR(fs, fmt), fmt, S))
\]

Exceptions:
Coprocessor Unusable, Reserved Instruction

Floating Point Exceptions:
Invalid Operation, Unimplemented Operation, Inexact, Overflow, Underflow
Floating Point Convert Pair Lower to Single Floating Point  

**Format:**  
CVT.S.PL fd, fs  

**Purpose:**  
Floating Point Convert Pair Lower to Single Floating Point  
To convert one half of a paired single FP value to single FP  

**Description:**  
FPR[fd] ← FPR[fs]31..0  
The lower paired single value in FPR fs, in format PS, is converted to a value in single floating point format. The result is placed in FPR fd. This instruction can be used to isolate the lower half of a paired single value.  
The operation is non-arithmetic; it causes no IEEE 754 exceptions.  

**Restrictions:**  
The fields fs and fd must specify valid FPRs—fs for type PS and fd for single floating point. If they are not valid, the result is UNPREDICTABLE.  
The operand must be a value in format PS; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.  
The result of CVT.S.PL is UNPREDICTABLE if the processor is executing in 16 FP registers mode.  

**Operation:**  
\[
\text{StoreFPR (fd, S, ConvertFmt(ValueFPR(fs, PS), PL, S))}
\]

**Exceptions:**  
Coprocessor Unusable, Reserved Instruction  

**Floating Point Exceptions:**
Floating Point Convert Pair Upper to Single Floating Point

Syntax:

\[ \text{CVT.S.PU} \quad \text{fd, fs} \]

Purpose:
Floating Point Convert Pair Upper to Single Floating Point
To convert one half of a paired single FP value to single FP

Description:

\[ \text{FPR}[\text{fd}] \leftarrow \text{FPR}[\text{fs}]_{63..32} \]
The upper paired single value in FPR \( fs \), in format \( PS \), is converted to a value in single floating point format. The result is placed in FPR \( fd \). This instruction can be used to isolate the upper half of a paired single value.
The operation is non-arithmetic; it causes no IEEE 754 exceptions.

Restrictions:
The fields \( fs \) and \( fd \) must specify valid FPRs—\( fs \) for type \( PS \) and \( fd \) for single floating point. If they are not valid, the result is \text{UNPREDICTABLE}.
The operand must be a value in format \( PS \); if it is not, the result is \text{UNPREDICTABLE} and the value of the operand FPR becomes \text{UNPREDICTABLE}.
The result of \text{CVT.S.PU} is \text{UNPREDICTABLE} if the processor is executing in 16 FP registers mode.

Operation:

\[ \text{StoreFPR (fd, S, ConvertFmt(ValueFPR(fs, PS), PU, S))} \]

Exceptions:
Coprocessor Unusable, Reserved Instruction

Floating Point Exceptions:
Floating Point Convert to Word Fixed Point

**Format:**
- `CVT.W.fmt`
- `CVT.W.S fd, fs`
- `CVT.W.D fd, fs`

**Purpose:** Floating Point Convert to Word Fixed Point
To convert an FP value to 32-bit fixed point

**Description:**
- \( FPR[fd] \leftarrow \text{convert_and_round}(FPR[fs]) \)

The value in FPR \( fs \), in format \( fmt \), is converted to a value in 32-bit word fixed point format and rounded according to the current rounding mode in \( FCSR \). The result is placed in FPR \( fd \).

When the source value is Infinity, NaN, or rounds to an integer outside the range \(-2^{31} \) to \( 2^{31}-1 \), the result cannot be represented correctly, an IEEE Invalid Operation condition exists, and the Invalid Operation flag is set in the \( FCSR \).
If the Invalid Operation Enable bit is set in the \( FCSR \), no result is written to \( fd \) and an Invalid Operation exception is taken immediately. Otherwise, the default result, \( 2^{31}-1 \), is written to \( fd \).

**Restrictions:**
The fields \( fs \) and \( fd \) must specify valid FPRs—\( fs \) for type \( fmt \) and \( fd \) for word fixed point—if they are not valid, the result is UNPREDICTABLE.

The operand must be a value in format \( fmt \); if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

**Operation:**

\[
\text{StoreFPR}(fd, W, \text{ConvertFmt}(\text{ValueFPR}(fs, fmt), fmt, W))
\]

**Exceptions:**
Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**
Invalid Operation, Unimplemented Operation, Inexact, Overflow
Debug Exception Return

**Purpose:** Debug Exception Return

To Return from a debug exception.

**Description:**

DERET clears execution and instruction hazards, returns from Debug Mode and resumes non-debug execution at the instruction whose address is contained in the **DEPC** register. DERET does not execute the next instruction (i.e. it has no delay slot).

**Restrictions:**

A DERET placed between an LL and SC instruction does not cause the SC to fail.

If the **DEPC** register with the return address for the DERET was modified by an MTC0 or a DMTC0 instruction, a CP0 hazard exists that must be removed via software insertion of the appropriate number of SSNOP instructions (for implementations of Release 1 of the Architecture) or by an EHB, or other execution hazard clearing instruction (for implementations of Release 2 of the Architecture).

DERET implements a software barrier that resolves all execution and instruction hazards created by Coprocessor 0 state changes (for Release 2 implementations, refer to the SYNCI instruction for additional information on resolving instruction hazards created by writing the instruction stream). The effects of this barrier are seen starting with the instruction fetch and decode of the instruction at the PC to which the DERET returns.

This instruction is legal only if the processor is executing in Debug Mode. The operation of the processor is **UNDEFINED** if a DERET is executed in the delay slot of a branch or jump instruction.

**Operation:**

```
DebugDM ← 0
DebugIEXI ← 0
if IsMIPS16Implemented() | (Config3ISA > 0) then
    PC ← DEPC31..1 || 0
    ISAMode ← DEPC0
else
    PC ← DEPC
endif
ClearHazards()
```

**Exceptions:**

Coprocessor Unusable Exception
Reserved Instruction Exception
Disable Interrupts

**Purpose:** Disable Interrupts

To return the previous value of the *Status* register and disable interrupts. If DI is specified without an argument, GPR r0 is implied, which discards the previous value of the Status register.

**Description:**

\[
\text{GPR}[rt] \leftarrow \text{Status}; \quad \text{Status}_{IE} \leftarrow 0
\]

The current value of the *Status* register is loaded into general register \( rt \). The Interrupt Enable (IE) bit in the *Status* register is then cleared.

**Restrictions:**

If access to Coprocessor 0 is not enabled, a Coprocessor Unusable Exception is signaled.

In implementations prior to Release 2 of the architecture, this instruction resulted in a Reserved Instruction Exception.

**Operation:**

This operation specification is for the general interrupt enable/disable operation, with the \( sc \) field as a variable. The individual instructions DI and EI have a specific value for the \( sc \) field.

\[
data \leftarrow \text{Status} \\
\text{GPR}[rt] \leftarrow data \\
\text{Status}_{IE} \leftarrow 0
\]

**Exceptions:**

Coprocessor Unusable
Reserved Instruction (Release 1 implementations)

**Programming Notes:**

The effects of this instruction are identical to those accomplished by the sequence of reading *Status* into a GPR, clearing the IE bit, and writing the result back to *Status*. Unlike the multiple instruction sequence, however, the DI instruction cannot be aborted in the middle by an interrupt or exception.

This instruction creates an execution hazard between the change to the Status register and the point where the change to the interrupt enable takes effect. This hazard is cleared by the EHB, JALR.HB, JR.HB, or ERET instructions. Software must not assume that a fixed latency will clear the execution hazard.
Divide Word

Format:  DIV rs, rt

Purpose:  Divide Word

To divide a 32-bit signed integers

Description:  (HI, LO) ← GPR[rs] / GPR[rt]

The 32-bit word value in GPR rs is divided by the 32-bit value in GPR rt, treating both operands as signed values. The 32-bit quotient is placed into special register LO and the 32-bit remainder is placed into special register HI.

No arithmetic exception occurs under any circumstances.

Restrictions:

If the divisor in GPR rt is zero, the arithmetic result value is UNPREDICTABLE.

Operation:

\[
q ← GPR[rs]_{31..0} \div GPR[rt]_{31..0}
\]

LO ← q

\[
r ← GPR[rs]_{31..0} \mod GPR[rt]_{31..0}
\]

HI ← r

Exceptions:

None

Programming Notes:

No arithmetic exception occurs under any circumstances. If divide-by-zero or overflow conditions are detected and some action taken, then the divide instruction is typically followed by additional instructions to check for a zero divisor and/or for overflow. If the divide is asynchronous then the zero-divisor check can execute in parallel with the divide. The action taken on either divide-by-zero or overflow is either a convention within the program itself, or more typically within the system software; one possibility is to take a BREAK exception with a code field value to signal the problem to the system software.

As an example, the C programming language in a UNIX® environment expects division by zero to either terminate the program or execute a program-specified signal handler. C does not expect overflow to cause any exceptional condition. If the C compiler uses a divide instruction, it also emits code to test for a zero divisor and execute a BREAK instruction to inform the operating system if a zero is detected.

By default, most compilers for the MIPS architecture will emit additional instructions to check for the divide-by-zero and overflow cases when this instruction is used. In many compilers, the assembler mnemonic “DIV r0, rs, rt” can be used to prevent these additional test instructions to be emitted.

In some processors the integer divide operation may proceed asynchronously and allow other CPU instructions to execute before it is complete. An attempt to read LO or HI before the results are written interlocks until the results are ready. Asynchronous execution does not affect the program result, but offers an opportunity for performance improvement by scheduling the divide so that other instructions can execute in parallel.

Historical Perspective:

In MIPS I through MIPS III, if either of the two instructions preceding the divide is an MFHI or MFLO, the result of the MFHI or MFLO is UNPREDICTABLE. Reads of the HI or LO special register must be separated from subse-
sequent instructions that write to them by two or more instructions. This restriction was removed in MIPS IV and MIPS32 and all subsequent levels of the architecture.
Floating Point Divide

DIV.fmt

Format:
DIV.fmt
DIV.S fd, fs, ft
DIV.D fd, fs, ft

Purpose: Floating Point Divide
To divide FP values

Description: FPR[fd] ← FPR[fs] / FPR[ft]
The value in FPR fs is divided by the value in FPR ft. The result is calculated to infinite precision, rounded according to the current rounding mode in FCSR, and placed into FPR fd. The operands and result are values in format fmt.

Restrictions:
The fields fs, ft, and fd must specify FPRs valid for operands of type fmt; if they are not valid, the result is UNPREDICTABLE.
The operands must be values in format fmt; if they are not, the result is UNPREDICTABLE and the value of the operand FPRs becomes UNPREDICTABLE.

Operation:
StoreFPR (fd, fmt, ValueFPR(fs, fmt) / ValueFPR(ft, fmt))

Exceptions:
Coprocessor Unusable, Reserved Instruction

Floating Point Exceptions:
Inexact, Invalid Operation, Unimplemented Operation, Division-by-zero, Overflow, Underflow
Divide Unsigned Word

**Format:** \( \text{DIVU } \text{rs}, \text{rt} \)

**Purpose:** Divide Unsigned Word

To divide a 32-bit unsigned integer.

**Description:** \((\text{HI, LO}) \leftarrow \text{GPR}[\text{rs}] / \text{GPR}[\text{rt}]\)

The 32-bit word value in GPR \(\text{rs}\) is divided by the 32-bit value in GPR \(\text{rt}\), treating both operands as unsigned values. The 32-bit quotient is placed into special register \(\text{LO}\) and the 32-bit remainder is placed into special register \(\text{HI}\).

No arithmetic exception occurs under any circumstances.

**Restrictions:**

If the divisor in GPR \(\text{rt}\) is zero, the arithmetic result value is **UNPREDICTABLE**.

**Operation:**

\[
\begin{align*}
q & \leftarrow (0 \mid | \text{GPR}[\text{rs}]_{31..0}) \div (0 \mid | \text{GPR}[\text{rt}]_{31..0}) \\
r & \leftarrow (0 \mid | \text{GPR}[\text{rs}]_{31..0}) \mod (0 \mid | \text{GPR}[\text{rt}]_{31..0}) \\
\text{LO} & \leftarrow \text{sign}_{\text{extend}}(q_{31..0}) \\
\text{HI} & \leftarrow \text{sign}_{\text{extend}}(r_{31..0})
\end{align*}
\]

**Exceptions:**

None

**Programming Notes:**

See “Programming Notes” for the DIV instruction.

**Historical Perspective:**

In MIPS I through MIPS III, if either of the two instructions preceding the divide is an MFHI or MFLO, the result of the MFHI or MFLO is UNPREDICTABLE. Reads of the \(\text{HI}\) or \(\text{LO}\) special register must be separated from subsequent instructions that write to them by two or more instructions. This restriction was removed in MIPS IV and MIPS32 and all subsequent levels of the architecture.
Execution Hazard Barrier

**Purpose:** Execution Hazard Barrier

To stop instruction execution until all execution hazards have been cleared.

**Description:**

EHB is the assembly idiom used to denote execution hazard barrier. The actual instruction is interpreted by the hardware as SLL r0, r0, 3.

This instruction alters the instruction issue behavior on a pipelined processor by stopping execution until all execution hazards have been cleared. Other than those that might be created as a consequence of setting StatusCU0, there are no execution hazards visible to an unprivileged program running in User Mode. All execution hazards created by previous instructions are cleared for instructions executed immediately following the EHB, even if the EHB is executed in the delay slot of a branch or jump. The EHB instruction does not clear instruction hazards—such hazards are cleared by the JALR.HB, JR.HB, and ERET instructions.

**Restrictions:**

None

**Operation:**

ClearExecutionHazards()

**Exceptions:**

None

**Programming Notes:**

In MIPS32 Release 2 implementations, this instruction resolves all execution hazards. On a superscalar processor, EHB alters the instruction issue behavior in a manner identical to SSNOP. For backward compatibility with Release 1 implementations, the last of a sequence of SSNOPs can be replaced by an EHB. In Release 1 implementations, the EHB will be treated as an SSNOP, thereby preserving the semantics of the sequence. In Release 2 implementations, replacing the final SSNOP with an EHB should have no performance effect because a properly sized sequence of SSNOPs will have already cleared the hazard. As EHB becomes the standard in MIPS implementations, the previous SSNOPs can be removed, leaving only the EHB.
Enable Interrupts

**EI**

**Purpose:** Enable Interrupts

To return the previous value of the Status register and enable interrupts. If EI is specified without an argument, GPR r0 is implied, which discards the previous value of the Status register.

**Description:**

\[
\text{GPR}[rt] \leftarrow \text{Status}; \text{Status}_{IE} \leftarrow 1
\]

The current value of the Status register is loaded into general register \( rt \). The Interrupt Enable (IE) bit in the Status register is then set.

**Restrictions:**

If access to Coprocessor 0 is not enabled, a Coprocessor Unusable Exception is signaled.

In implementations prior to Release 2 of the architecture, this instruction resulted in a Reserved Instruction Exception.

**Operation:**

This operation specification is for the general interrupt enable/disable operation, with the \( sc \) field as a variable. The individual instructions DI and EI have a specific value for the \( sc \) field.

\[
data \leftarrow \text{Status} \\
\text{GPR}[rt] \leftarrow data \\
\text{Status}_{IE} \leftarrow 1
\]

**Exceptions:**

Coprocessor Unusable

Reserved Instruction (Release 1 implementations)

**Programming Notes:**

The effects of this instruction are identical to those accomplished by the sequence of reading Status into a GPR, setting the IE bit, and writing the result back to Status. Unlike the multiple instruction sequence, however, the EI instruction can not be aborted in the middle by an interrupt or exception.

This instruction creates an execution hazard between the change to the Status register and the point where the change to the interrupt enable takes effect. This hazard is cleared by the EHB, JALR.HB, JR.HB, or ERET instructions. Software must not assume that a fixed latency will clear the execution hazard.
Exception Return

**Format:** \texttt{ERET}

**Purpose:** Exception Return

To return from interrupt, exception, or error trap.

**Description:**

ERET clears execution and instruction hazards, conditionally restores \texttt{SRSCtlCSS} from \texttt{SRSCtlTSS} in a Release 2 implementation, and returns to the interrupted instruction at the completion of interrupt, exception, or error processing. ERET does not execute the next instruction (i.e., it has no delay slot).

**Restrictions:**

The operation of the processor is **UNDEFINED** if an ERET is executed in the delay slot of a branch or jump instruction.

An ERET placed between an LL and SC instruction will always cause the SC to fail.

ERET implements a software barrier that resolves all execution and instruction hazards created by Coprocessor 0 state changes (for Release 2 implementations, refer to the \texttt{SYNCI} instruction for additional information on resolving instruction hazards created by writing the instruction stream). The effects of this barrier are seen starting with the instruction fetch and decode of the instruction at the PC to which the ERET returns.

In a Release 2 implementation, ERET does not restore \texttt{SRSCtlCSS} from \texttt{SRSCtlPSS} if \texttt{StatusBEV} = 1, or if \texttt{StatusERL} = 1 because any exception that sets \texttt{StatusERL} to 1 (Reset, Soft Reset, NMI, or cache error) does not save \texttt{SRSCtlCSS} in \texttt{SRSCtlPSS}. If software sets \texttt{StatusERL} to 1, it must be aware of the operation of an ERET that may be subsequently executed.

**Operation:**

\begin{verbatim}
if StatusERL = 1 then
    temp ← ErrorEPC
    StatusERL ← 0
else
    temp ← EPC
    StatusEXL ← 0
    if (ArchitectureRevision ≥ 2) and (SRSCtlHSS > 0) and (StatusBEV = 0) then
        SRSCtlCSS ← SRSCtlPSS
    endif
endif
if IsMIPS16Implemented() | (ConfigISA > 0) then
    PC ← temp\_11 .. 1 || 0
    ISAMode ← temp\_0
else
    PC ← temp
endif
LLbit ← 0
ClearHazards()
\end{verbatim}

**Exceptions:**

Coprocessor Unusable Exception
## Extract Bit Field

**Format:** \( \text{EXT} \ rt, \ rs, \ pos, \ size \)

**Purpose:** Extract Bit Field

To extract a bit field from GPR \( rs \) and store it right-justified into GPR \( rt \).

**Description:** \( \text{GPR}[rt] \leftarrow \text{ExtractField}(\text{GPR}[rs], \text{msbd}, \text{lsb}) \)

The bit field starting at bit \( pos \) and extending for \( size \) bits is extracted from GPR \( rs \) and stored zero-extended and right-justified in GPR \( rt \). The assembly language arguments \( pos \) and \( size \) are converted by the assembler to the instruction fields \( msbd \) (the most significant bit of the destination field in GPR \( rt \)), in instruction bits 15..11, and \( lsb \) (least significant bit of the source field in GPR \( rs \)), in instruction bits 10..6, as follows:

\[
\begin{align*}
\text{msbd} & \leftarrow \text{size}-1 \\
\text{lsb} & \leftarrow \text{pos}
\end{align*}
\]

The values of \( pos \) and \( size \) must satisfy all of the following relations:

- \( 0 \leq pos < 32 \)
- \( 0 < size \leq 32 \)
- \( 0 < pos + size \leq 32 \)

**Figure 3.3 Operation of the EXT Instruction**

Restrictions:

In implementations prior to Release 2 of the architecture, this instruction resulted in a Reserved Instruction Exception.

The operation is **UNPREDICTABLE** if \( lsb + msbd > 31 \).

**Operation:**

\[
\begin{align*}
\text{if } (\text{lsb} + \text{msbd}) > 31 \text{ then} & \\
& \text{UNPREDICTABLE} \\
& \text{endif} \\
& \text{temp} \leftarrow 0^{32-(\text{msbd}+1)} \mid \mid \text{GPR}[rs]_{\text{msbd}+\text{lsb}..\text{lsb}}
\end{align*}
\]
GPR[rt] ← temp

Exceptions:
Reserved Instruction
Floating Point Floor Convert to Long Fixed Point

**Format:**

FLOOR.L.fmt

<table>
<thead>
<tr>
<th>COP1</th>
<th>fmt</th>
<th>0</th>
<th>fs</th>
<th>fd</th>
<th>FLOOR.L</th>
<th>001011</th>
</tr>
</thead>
<tbody>
<tr>
<td>010001</td>
<td></td>
<td>00000</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>8</td>
</tr>
</tbody>
</table>

**MIPS® Architecture For Programmers Volume II-A: The MIPS32® Instruction Set, Revision 3.00**

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**Purpose:** Floating Point Floor Convert to Long Fixed Point

To convert an FP value to 64-bit fixed point, rounding down

**Description:**

FPR[fd] ← convert_and_round(FPR[fs])

The value in FPR fs, in format fmt, is converted to a value in 64-bit long fixed point format and rounded toward -∞ (rounding mode 3). The result is placed in FPR fd.

When the source value is Infinity, NaN, or rounds to an integer outside the range \((-2^{63}, 2^{63}-1\), the result cannot be represented correctly, an IEEE Invalid Operation condition exists, and the Invalid Operation flag is set in the FCSR. If the Invalid Operation Enable bit is set in the FCSR, no result is written to fd and an Invalid Operation exception is taken immediately. Otherwise, the default result, \(2^{63}-1\), is written to fd.

**Restrictions:**

The fields fs and fd must specify valid FPRs—fs for type fmt and fd for long fixed point—if they are not valid, the result is UNPREDICTABLE.

The operand must be a value in format fmt; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

The result of this instruction is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

**Operation:**

StoreFPR(fd, L, ConvertFmt(ValueFPR(fs, fmt), fmt, L))

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Invalid Operation, Unimplemented Operation, Inexact, Overflow
Floating Point Floor Convert to Word Fixed Point

**FLOOR.W.fmt**

**Format:**

- `FLOOR.W.S fd, fs`  
- `FLOOR.W.D fd, fs`

**Purpose:** Floating Point Floor Convert to Word Fixed Point

To convert an FP value to 32-bit fixed point, rounding down

**Description:**

- `FPR[fd] ← convert_and_round(FPR[fs])`

The value in FPR `fs`, in format `fmt`, is converted to a value in 32-bit word fixed point format and rounded toward $-\infty$ (rounding mode 3). The result is placed in FPR `fd`.

When the source value is Infinity, NaN, or rounds to an integer outside the range $-2^{31}$ to $2^{31} - 1$, the result cannot be represented correctly, an IEEE Invalid Operation condition exists, and the Invalid Operation flag is set in the FCSR. If the Invalid Operation Enable bit is set in the FCSR, no result is written to `fd` and an Invalid Operation exception is taken immediately. Otherwise, the default result, $2^{31} - 1$, is written to `fd`.

**Restrictions:**

- The fields `fs` and `fd` must specify valid FPRs—`fs` for type `fmt` and `fd` for word fixed point—if they are not valid, the result is UNPREDICTABLE.

- The operand must be a value in format `fmt`; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

**Operation:**

- `StoreFPR(fd, W, ConvertFmt(ValueFPR(fs, fmt), fmt, W))`

**Exceptions:**

- Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

- Invalid Operation, Unimplemented Operation, Inexact, Overflow
Insert Bit Field

**Format:**  \texttt{INS rt, rs, pos, size}

**Purpose:** Insert Bit Field

To merge a right-justified bit field from GPR \( rs \) into a specified field in GPR \( rt \).

**Description:** \( \text{GPR}[rt] \leftarrow \text{InsertField}(\text{GPR}[rt], \text{GPR}[rs], \text{msb}, \text{lsb}) \)

The right-most \( size \) bits from GPR \( rs \) are merged into the value from GPR \( rt \) starting at bit position \( pos \). The result is placed back in GPR \( rt \). The assembly language arguments \( pos \) and \( size \) are converted by the assembler to the instruction fields \( \text{msb} \) (the most significant bit of the field), in instruction bits 15..11, and \( \text{lsb} \) (least significant bit of the field), in instruction bits 10..6, as follows:

\[
\text{msb} \leftarrow pos+size-1 \\
\text{lsb} \leftarrow pos
\]

The values of \( pos \) and \( size \) must satisfy all of the following relations:

\[
\begin{align*}
0 & \leq pos < 32 \\
0 & < size \leq 32 \\
0 & < pos+size \leq 32
\end{align*}
\]

Figure 3.4 Operation of the INS Instruction

**Restrictions:**

In implementations prior to Release 2 of the architecture, this instruction resulted in a Reserved Instruction Exception.
The operation is **UNPREDICTABLE** if \( lsb > msb \).

**Operation:**

```
if lsb > msb) then
    UNPREDICTABLE
endif
GPR[rt] ← GPR[rt]_{31..msb+1} || GPR[rs]_{msb-lsb..0} || GPR[rt]_{lsb-1..0}
```

**Exceptions:**

- Reserved Instruction
**Jump**

<table>
<thead>
<tr>
<th>31</th>
<th>26</th>
<th>25</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>J</td>
<td>000010</td>
<td>instr_index</td>
<td></td>
</tr>
</tbody>
</table>

**Format:** \( J \) target

**MIPS32**

**Purpose:** Jump

To branch within the current 256 MB-aligned region

**Description:**

This is a PC-region branch (not PC-relative); the effective target address is in the “current” 256 MB-aligned region. The low 28 bits of the target address is the `instr_index` field shifted left 2 bits. The remaining upper bits are the corresponding bits of the address of the instruction in the delay slot (not the branch itself).

Jump to the effective target address. Execute the instruction that follows the jump, in the branch delay slot, before executing the jump itself.

**Restrictions:**

Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

\[
\begin{align*}
\text{I:} \\
\text{I+1: } & \quad \text{PC} \leftarrow \text{PC}_{\text{GPRLEN}-1..28} || \text{instr}_{\text{index}} || 0^2
\end{align*}
\]

**Exceptions:**

None

**Programming Notes:**

Forming the branch target address by catenating PC and index bits rather than adding a signed offset to the PC is an advantage if all program code addresses fit into a 256MB region aligned on a 256MB boundary. It allows a branch from anywhere in the region to anywhere in the region, an action not allowed by a signed relative offset.

This definition creates the following boundary case: When the jump instruction is in the last word of a 256MB region, it can branch only to the following 256MB region containing the branch delay slot.
### Jump and Link

**Format:** JAL target

**Purpose:** Jump and Link

To execute a procedure call within the current 256MB-aligned region

**Description:**
Place the return address link in GPR 31. The return link is the address of the second instruction following the branch, at which location execution continues after a procedure call.

This is a PC-region branch (not PC-relative); the effective target address is in the “current” 256MB-aligned region. The low 28 bits of the target address is the `instr_index` field shifted left 2 bits. The remaining upper bits are the corresponding bits of the address of the instruction in the delay slot (not the branch itself).

Jump to the effective target address. Execute the instruction that follows the jump, in the branch delay slot, before executing the jump itself.

**Restrictions:**
Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

\[
\begin{align*}
I &: \quad \text{GPR}[31] \leftarrow \text{PC} + 8 \\
I+1 &: \quad \text{PC} \leftarrow \text{PC}_{\text{GPRLEN-1..28}} \| \text{instr\_index} \| 0^2
\end{align*}
\]

**Exceptions:**
None

**Programming Notes:**

Forming the branch target address by catenating PC and index bits rather than adding a signed offset to the PC is an advantage if all program code addresses fit into a 256MB region aligned on a 256MB boundary. It allows a branch from anywhere in the region to anywhere in the region, an action not allowed by a signed relative offset.

This definition creates the following boundary case: When the branch instruction is in the last word of a 256MB region, it can branch only to the following 256MB region containing the branch delay slot.
Jump and Link Register

**Purpose:** Jump and Link Register

To execute a procedure call to an instruction address in a register

**Description:**

\[ \text{GPR}[rd] \leftarrow \text{return_addr}, \ \text{PC} \leftarrow \text{GPR}[rs] \]

Place the return address link in GPR \( rd \). The return link is the address of the second instruction following the branch, where execution continues after a procedure call.

For processors that do not implement the MIPS16e ASE nor microMIPS32/64 ISA:

- Jump to the effective target address in GPR \( rs \). Execute the instruction that follows the jump, in the branch delay slot, before executing the jump itself. Bit 0 of the target address is always zero so that no Address Exceptions occur when bit 0 of the source register is one.

For processors that do implement the MIPS16e ASE or microMIPS32/64 ISA:

- Jump to the effective target address in GPR \( rs \). Execute the instruction that follows the jump, in the branch delay slot, before executing the jump itself. Set the ISA Mode bit to the value in GPR \( rs \) bit 0. Bit 0 of the target address is always zero so that no Address Exceptions occur when bit 0 of the source register is one.

In release 1 of the architecture, the only defined hint field value is 0, which sets default handling of JALR. In Release 2 of the architecture, bit 10 of the hint field is used to encode a hazard barrier. See the JALR.HB instruction description for additional information.

**Restrictions:**

Register specifiers \( rs \) and \( rd \) must not be equal, because such an instruction does not have the same effect when reexecuted. The result of executing such an instruction is **UNPREDICTABLE**. This restriction permits an exception handler to resume execution by re-executing the branch when an exception occurs in the branch delay slot.

If only one instruction set is implemented, then the effective target address must obey the alignment rules of the instruction set. If multiple instruction sets are implemented, the effective target address must obey the alignment rules of the intended instruction set of the target address as specified by the bit 0 or GPR \( rs \).

For processors that do not implement the microMIPS32/64 ISA, the effective target address in GPR \( rs \) must be naturally-aligned. For processors that do not implement the MIPS16e ASE nor microMIPS32/64 ISA, if either of the two least-significant bits are not zero, an Address Error exception occurs when the branch target is subsequently fetched as an instruction.

For processors that do implement the MIPS16e ASE or microMIPS32/64 ISA, if target ISAMode bit is 0 (GPR \( rs \) bit 0) is zero and bit 1 is one, an Address Error exception occurs when the jump target is subsequently fetched as an instruction.

Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

\[
\begin{align*}
\text{I:} & \quad \text{temp} \leftarrow \text{GPR}[rs] \\
& \quad \text{GPR}[rd] \leftarrow \text{PC} + 8
\end{align*}
\]
Jump and Link Register

$\textbf{I+1:}$ if $\text{Config}_{\text{CA}} = 0$ then
  $\text{PC} \leftarrow \text{temp}$
else
  $\text{PC} \leftarrow \text{temp}_{\text{GPRLEN}-1..1} || 0$
  $\text{ISAMode} \leftarrow \text{temp}_0$
endif

Exceptions:
None

Programming Notes:
This branch-and-link instruction that can select a register for the return link; other link instructions use GPR 31. The default register for GPR $rd$, if omitted in the assembly language instruction, is GPR 31.
Jump and Link Register with Hazard Barrier

**Format:**

\[
\text{JALR.HB } \text{rs} \ (\text{rd} = 31 \text{ implied}) \quad \text{MIPS32 Release 2} \\
\text{JALR.HB } \text{rd, rs} \quad \text{MIPS32 Release 2}
\]

**Purpose:**

Jump and Link Register with Hazard Barrier

To execute a procedure call to an instruction address in a register and clear all execution and instruction hazards.

**Description:**

\[
\text{GPR}[\text{rd}] \leftarrow \text{return_addr}, \ 	ext{PC} \leftarrow \text{GPR}[\text{rs}], \text{clear execution and instruction hazards}
\]

Place the return address link in GPR \( \text{rd} \). The return link is the address of the second instruction following the branch, where execution continues after a procedure call.

*For processors that do not implement the MIPS16 ASE nor microMIPS32/64 ISA:*

- Jump to the effective target address in GPR \( \text{rs} \). Execute the instruction that follows the jump, in the branch delay slot, before executing the jump itself. Bit 0 of the target address is always zero so that no Address Exceptions occur when bit 0 of the source register is one.

*For processors that do implement the MIPS16 ASE or microMIPS32/64 ISA:*

- Jump to the effective target address in GPR \( \text{rs} \). Execute the instruction that follows the jump, in the branch delay slot, before executing the jump itself. Set the ISA Mode bit to the value in GPR \( \text{rs} \) bit 0. Bit 0 of the target address is always zero so that no Address Exceptions occur when bit 0 of the source register is one.

JALR.HB implements a software barrier that resolves all execution and instruction hazards created by Coprocessor 0 state changes (for Release 2 implementations, refer to the SYNCI instruction for additional information on resolving instruction hazards created by writing the instruction stream). The effects of this barrier are seen starting with the instruction fetch and decode of the instruction at the PC to which the JALR.HB instruction jumps. An equivalent barrier is also implemented by the ERET instruction, but that instruction is only available if access to Coprocessor 0 is enabled, whereas JALR.HB is legal in all operating modes.

This instruction clears both execution and instruction hazards. Refer to the EHB instruction description for the method of clearing execution hazards alone.

JALR.HB uses bit 10 of the instruction (the upper bit of the hint field) to denote the hazard barrier operation.

**Restrictions:**

Register specifiers \( \text{rs} \) and \( \text{rd} \) must not be equal, because such an instruction does not have the same effect when reexecuted. The result of executing such an instruction is **UNPREDICTABLE**. This restriction permits an exception handler to resume execution by re-executing the branch when an exception occurs in the branch delay slot.

If only one instruction set is implemented, then the effective target address must obey the alignment rules of the instruction set. If multiple instruction sets are implemented, the effective target address must obey the alignment rules of the intended instruction set of the target address as specified by the bit 0 or GPR \( \text{rs} \).

For processors that do not implement the microMIPS32/64 ISA, the effective target address in GPR \( \text{rs} \) must be naturally-aligned. For processors that do not implement the MIPS16 ASE nor microMIPS32/64 ISA, if either of the two least-significant bits are not zero, an Address Error exception occurs when the branch target is subsequently fetched as an instruction.
For processors that do implement the MIPS16 ASE or microMIPS32/64 ISA, if bit 0 is zero and bit 1 is one, an Address Error exception occurs when the jump target is subsequently fetched as an instruction.

After modifying an instruction stream mapping or writing to the instruction stream, execution of those instructions has UNPREDICTABLE behavior until the instruction hazard has been cleared with JALR.HB, JR.HB, ERET, or DERET. Further, the operation is UNPREDICTABLE if the mapping of the current instruction stream is modified.

JALR.HB does not clear hazards created by any instruction that is executed in the delay slot of the JALR.HB. Only hazards created by instructions executed before the JALR.HB are cleared by the JALR.HB.

Processor operation is UNPREDICTABLE if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

\[
\text{I: } \text{temp} \leftarrow \text{GPR}[\text{rs}] \\
\text{GPR}[\text{rd}] \leftarrow \text{PC} + 8 \\
\text{I+1: if Config1CA = 0 then} \\
\text{PC} \leftarrow \text{temp} \\
\text{else} \\
\text{PC} \leftarrow \text{temp_{GPRLEN-1..1 || 0}} \\
\text{ISAMode} \leftarrow \text{temp_{0}} \\
\text{endif} \\
\text{ClearHazards()} \\
\]

**Exceptions:**

None

**Programming Notes:**

This branch-and-link instruction can select a register for the return link; other link instructions use GPR 31. The default register for GPR rd, if omitted in the assembly language instruction, is GPR 31.

This instruction implements the final step in clearing execution and instruction hazards before execution continues. A hazard is created when a Coprocessor 0 or TLB write affects execution or the mapping of the instruction stream, or after a write to the instruction stream. When such a situation exists, software must explicitly indicate to hardware that the hazard should be cleared. Execution hazards alone can be cleared with the EHB instruction. Instruction hazards can only be cleared with a JR.HB, JALR.HB, or ERET instruction. These instructions cause hardware to clear the hazard before the instruction at the target of the jump is fetched. Note that because these instructions are encoded as jumps, the process of clearing an instruction hazard can often be included as part of a call (JALR) or return (JR) sequence, by simply replacing the original instructions with the HB equivalent.

Example: Clearing hazards due to an ASID change

```c
/*
* Code used to modify ASID and call a routine with the new
* mapping established.
* *
* a0 = New ASID to establish
* a1 = Address of the routine to call
*/
mfc0 v0, C0_EntryHi /* Read current ASID */
li v1, ~M_EntryHiASID /* Get negative mask for field */
and v0, v0, v1 /* Clear out current ASID value */
or v0, v0, a0 /* OR in new ASID value */
mtc0 v0, C0_EntryHi /* Rewrite EntryHi with new ASID */
jalr.hb a1 /* Call routine, clearing the hazard */
nop
```
Jump and Link Exchange JALX

Format: JALX target

MIPS32 with (microMIPS32 or MIPS16e)

Purpose: Jump and Link Exchange

To execute a procedure call within the current 256 MB-aligned region and change the ISA Mode from MIPS32 to microMIPS32 or MIPS16e.

Description:

Place the return address link in GPR 31. The return link is the address of the second instruction following the branch, at which location execution continues after a procedure call. The value stored in GPR 31 bit 0 reflects the current value of the ISA Mode bit.

This is a PC-region branch (not PC-relative); the effective target address is in the “current” 256 MB-aligned region. The low 28 bits of the target address is the instr_index field shifted left 2 bits. The remaining upper bits are the corresponding bits of the address of the instruction in the delay slot (not the branch itself).

Jump to the effective target address, toggling the ISA Mode bit. Execute the instruction that follows the jump, in the branch delay slot, before executing the jump itself.

Restrictions:

This instruction only supports 32-bit aligned branch target addresses.

Processor operation is UNPREDICTABLE if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

If the microMIPS base architecture is not implemented and the MIPS16e ASE is not implemented, a Reserved Instruction Exception is initiated.

Operation:

I: \[
GPR[31] \leftarrow PC + 8
\]

I+1: \[
PC \leftarrow PC_{GPRLEN-1..28} \mid instr\_index \mid 0^2
\]

ISAMode \leftarrow \text{not ISAMode}

Exceptions:

None

Programming Notes:

Forming the branch target address by concatenating PC and index bits rather than adding a signed offset to the PC is an advantage if all program code addresses fit into a 256 MB region aligned on a 256 MB boundary. It allows a branch from anywhere in the region to anywhere in the region, an action not allowed by a signed relative offset.

This definition creates the following boundary case: When the branch instruction is in the last word of a 256 MB region, it can branch only to the following 256 MB region containing the branch delay slot.
### Jump Register

**Format:** \( \text{JR} \) \( rs \)

**Purpose:** Jump Register

To execute a branch to an instruction address in a register

**Description:** \( \text{PC} \leftarrow \text{GPR}[rs] \)

Jump to the effective target address in GPR \( rs \). Execute the instruction following the jump, in the branch delay slot, before jumping.

For processors that implement the MIPS16e ASE or microMIPS32/64 ISA, set the ISA Mode bit to the value in GPR \( rs \) bit 0. Bit 0 of the target address is always zero so that no Address Exceptions occur when bit 0 of the source register is one.

**Restrictions:**

If only one instruction set is implemented, then the effective target address must obey the alignment rules of the instruction set. If multiple instruction sets are implemented, the effective target address must obey the alignment rules of the intended instruction set of the target address as specified by the bit 0 or GPR \( rs \).

For processors that do not implement the microMIPS ISA, the effective target address in GPR \( rs \) must be naturally-aligned. For processors that do not implement the MIPS16e ASE or microMIPS ISA, if either of the two least-significant bits are not zero, an Address Error exception occurs when the branch target is subsequently fetched as an instruction.

For processors that do implement the MIPS16e ASE or microMIPS ISA, if bit 0 is zero and bit 1 is one, an Address Error exception occurs when the jump target is subsequently fetched as an instruction.

In release 1 of the architecture, the only defined hint field value is 0, which sets default handling of JR. In Release 2 of the architecture, bit 10 of the hint field is used to encode an instruction hazard barrier. See the JR.HB instruction description for additional information.

Processor operation is **UNPREDICTABLE** if a branch, jump, ERET, DERET, or WAIT instruction is placed in the delay slot of a branch or jump.

**Operation:**

\[
\begin{align*}
\text{I:} & \quad \text{temp} \leftarrow \text{GPR}[rs] \\
\text{I+1:} & \quad \text{if Config1CA = 0 then} \\
& \quad \text{PC} \leftarrow \text{temp} \\
& \quad \text{else} \\
& \quad \text{PC} \leftarrow \text{temp}_{\text{GPRLEN-1..1}} || 0 \\
& \quad \text{ISAMode} \leftarrow \text{temp}_0 \\
\end{align*}
\]

**Exceptions:**

None

**Programming Notes:**

Software should use the value 31 for the \( rs \) field of the instruction word on return from a JAL, JALR, or BGEZAL, and should use a value other than 31 for remaining uses of JR.

---

<table>
<thead>
<tr>
<th>31</th>
<th>26</th>
<th>25</th>
<th>21</th>
<th>20</th>
<th>11</th>
<th>10</th>
<th>6</th>
<th>5</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPECIAL</td>
<td>rs</td>
<td>00 0000 0000</td>
<td>hint</td>
<td>JR</td>
<td>001000</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Format:** \( \text{JR} \) \( rs \)  

**MIPS32**
Jump Register

JR
Jump Register with Hazard Barrier

**Format:** \texttt{JR.HB \text{rs}}

**Purpose:** Jump Register with Hazard Barrier

To execute a branch to an instruction address in a register and clear all execution and instruction hazards.

**Description:** \texttt{PC \leftarrow GPR[rs]}, clear execution and instruction hazards

Jump to the effective target address in GPR \text{rs}. Execute the instruction following the jump, in the branch delay slot, before jumping.

\texttt{JR.HB} implements a software barrier that resolves all execution and instruction hazards created by Coprocessor 0 state changes (for Release 2 implementations, refer to the \texttt{SYNCI} instruction for additional information on resolving instruction hazards created by writing the instruction stream). The effects of this barrier are seen starting with the instruction fetch and decode of the instruction at the PC to which the \texttt{JR.HB} instruction jumps. An equivalent barrier is also implemented by the \texttt{ERET} instruction, but that instruction is only available if access to Coprocessor 0 is enabled, whereas \texttt{JR.HB} is legal in all operating modes.

This instruction clears both execution and instruction hazards. Refer to the \texttt{EHB} instruction description for the method of clearing execution hazards alone.

\texttt{JR.HB} uses bit 10 of the instruction (the upper bit of the hint field) to denote the hazard barrier operation.

For processors that implement the MIPS16e ASE or microMIPS32/64 ISA, set the \textit{ISA Mode} bit to the value in GPR \text{rs} bit 0. Bit 0 of the target address is always zero so that no Address Exceptions occur when bit 0 of the source register is one.

**Restrictions:**

If only one instruction set is implemented, then the effective target address must obey the alignment rules of the instruction set. If multiple instruction sets are implemented, the effective target address must obey the alignment rules of the intended instruction set of the target address as specified by the bit 0 or GPR \text{rs}.

For processors that do not implement the microMIPS ISA, the effective target address in GPR \text{rs} must be naturally-aligned. For processors that do not implement the MIPS16 ASE or microMIPS ISA, if either of the two least-significant bits are not zero, an Address Error exception occurs when the branch target is subsequently fetched as an instruction.

For processors that do implement the MIPS16 ASE or microMIPS ISA, if bit 0 is zero and bit 1 is one, an Address Error exception occurs when the jump target is subsequently fetched as an instruction.

After modifying an instruction stream mapping or writing to the instruction stream, execution of those instructions has \textit{UNPREDICTABLE} behavior until the hazard has been cleared with \texttt{JALR.HB}, \texttt{JR.HB}, \texttt{ERET}, or \texttt{DERET}. Further, the operation is \textit{UNPREDICTABLE} if the mapping of the current instruction stream is modified.

\texttt{JR.HB} does not clear hazards created by any instruction that is executed in the delay slot of the \texttt{JR.HB}. Only hazards created by instructions executed before the \texttt{JR.HB} are cleared by the \texttt{JR.HB}.

Processor operation is \textit{UNPREDICTABLE} if a branch, jump, \texttt{ERET}, \texttt{DERET}, or \texttt{WAIT} instruction is placed in the delay slot of a branch or jump.

**Operation:**

\texttt{I: \text{temp} \leftarrow GPR[rs]}
Jump Register with Hazard Barrier

**I+1:** if Config_{CA} = 0 then
    PC ← temp
else
    PC ← temp_{GPREL-1..1 || 0}
    ISAMode ← temp_{0}
endif
ClearHazards()

**Exceptions:**
None

**Programming Notes:**
This instruction implements the final step in clearing execution and instruction hazards before execution continues. A hazard is created when a Coprocessor 0 or TLB write affects execution or the mapping of the instruction stream, or after a write to the instruction stream. When such a situation exists, software must explicitly indicate to hardware that the hazard should be cleared. Execution hazards alone can be cleared with the EHB instruction. Instruction hazards can only be cleared with a JR.HB, JALR.HB, or ERET instruction. These instructions cause hardware to clear the hazard before the instruction at the target of the jump is fetched. Note that because these instructions are encoded as jumps, the process of clearing an instruction hazard can often be included as part of a call (JALR) or return (JR) sequence, by simply replacing the original instructions with the HB equivalent.

**Example: Clearing hazards due to an ASID change**

```
/*
 * Routine called to modify ASID and return with the new
 * mapping established.
 *
 * a0 = New ASID to establish
 */
mfc0 v0, C0_EntryHi /* Read current ASID */
li v1, ~M_EntryHiASID /* Get negative mask for field */
and v0, v0, v1 /* Clear out current ASID value */
or v0, v0, a0 /* OR in new ASID value */
mtc0 v0, C0_EntryHi /* Rewrite EntryHi with new ASID */
jr.hb ra /* Return, clearing the hazard */
nop
```

**Example: Making a write to the instruction stream visible**

```
/*
 * Routine called after new instructions are written to
 * make them visible and return with the hazards cleared.
 */
{Synchronize the caches - see the SYNCI and CACHE instructions}
sync /* Force memory synchronization */
jr.hb ra /* Return, clearing the hazard */
nop
```

**Example: Clearing instruction hazards in-line**

```
la AT, 10f
jr.hb AT /* Jump to next instruction, clearing */
nop /* hazards */
10:
```
Load Byte

<table>
<thead>
<tr>
<th>Format:</th>
<th>LB rt, offset(base)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purpose:</td>
<td>Load Byte</td>
</tr>
<tr>
<td>Description:</td>
<td>The contents of the 8-bit byte at the memory location specified by the effective address are fetched, sign-extended, and placed in GPR rt. The 16-bit signed offset is added to the contents of GPR base to form the effective address.</td>
</tr>
<tr>
<td>Restrictions:</td>
<td>None</td>
</tr>
<tr>
<td>Operation:</td>
<td>vAddr ← sign_extend(offset) + GPR[base]</td>
</tr>
<tr>
<td></td>
<td>(pAddr, CCA) ← AddressTranslation (vAddr, DATA, LOAD)</td>
</tr>
<tr>
<td></td>
<td>pAddr ← pAddr_PSIZE-1..2</td>
</tr>
<tr>
<td></td>
<td>memword ← LoadMemory (CCA, BYTE, pAddr, vAddr, DATA)</td>
</tr>
<tr>
<td></td>
<td>byte ← vAddr1..0 xor BigEndianCPU</td>
</tr>
<tr>
<td></td>
<td>GPR[rt] ← sign_extend(memword7+8<em>byte..8</em>byte)</td>
</tr>
<tr>
<td>Exceptions:</td>
<td>TLB Refill, TLB Invalid, Address Error, Watch</td>
</tr>
</tbody>
</table>
Format: \texttt{LBU \, rt, \, offset(base)}

Purpose: Load Byte Unsigned
To load a byte from memory as an unsigned value

Description: \( \text{GPR}[rt] \leftarrow \text{memory}[\text{GPR}[base] + \text{offset}] \)
The contents of the 8-bit byte at the memory location specified by the effective address are fetched, zero-extended, and placed in GPR \( rt \). The 16-bit signed \( offset \) is added to the contents of GPR \( base \) to form the effective address.

Restrictions: None

Operation:
\[
\begin{align*}
\text{vAddr} & \leftarrow \text{sign\_extend}(\text{offset}) + \text{GPR}[base] \\
(\text{pAddr}, \text{CCA}) & \leftarrow \text{AddressTranslation}(\text{vAddr}, \text{DATA}, \text{LOAD}) \\
\text{pAddr} & \leftarrow \text{pAddr}_{\text{PSIZE-1..2}} \mid (\text{pAddr}_{1..0} \text{ xor ReverseEndian}^2) \\
\text{memword} & \leftarrow \text{LoadMemory}(\text{CCA}, \text{BYTE}, \text{pAddr}, \text{vAddr}, \text{DATA}) \\
\text{byte} & \leftarrow \text{vAddr}_{1..0} \text{ xor BigEndianCPU}^2 \\
\text{GPR}[rt] & \leftarrow \text{zero\_extend}(\text{memword}_{7+8*\text{byte}..8*\text{byte}})
\end{align*}
\]

Exceptions: TLB Refill, TLB Invalid, Address Error, Watch
Load Doubleword to Floating Point

Format: \( \text{LDC1} \ ft, \text{offset}(\text{base}) \)

Purpose: Load Doubleword to Floating Point

To load a doubleword from memory to an FPR

Description: \( \text{FPR}[ft] \leftarrow \text{memory}[\text{GPR}[\text{base}] + \text{offset}] \)

The contents of the 64-bit doubleword at the memory location specified by the aligned effective address are fetched and placed in FPR \( ft \). The 16-bit signed \( \text{offset} \) is added to the contents of GPR \( \text{base} \) to form the effective address.

Restrictions:

An Address Error exception occurs if \( \text{EffectiveAddress}_{2..0} \neq 0 \) (not doubleword-aligned).

Operation:

\[
\begin{align*}
\text{vAddr} & \leftarrow \text{sign}_\text{extend}(\text{offset}) + \text{GPR}[\text{base}] \\
\text{if } \text{vAddr}_{2..0} \neq 0^3 \text{ then} & \\
& \quad \text{SignalException(AddressError)} \\
\text{endif} \\
(p\text{Addr}, \text{CCA}) & \leftarrow \text{AddressTranslation} (\text{vAddr}, \text{DATA}, \text{LOAD}) \\
\text{paddr} & \leftarrow \text{paddr xor } ((\text{BigEndianCPU xor ReverseEndian}) || 0^2) \\
\text{memlsw} & \leftarrow \text{LoadMemory}(\text{CCA}, \text{WORD}, \text{pAddr}, \text{vAddr}, \text{DATA}) \\
\text{paddr} & \leftarrow \text{paddr xor } 0b100 \\
\text{memmsw} & \leftarrow \text{LoadMemory}(\text{CCA}, \text{WORD}, \text{pAddr}, \text{vAddr}+4, \text{DATA}) \\
\text{memdoubleword} & \leftarrow \text{memmsw} || \text{memlsw} \\
\text{StoreFPR}(\text{ft}, \text{UNINTERPRETED_DOUBLEWORD}, \text{memdoubleword})
\end{align*}
\]

Exceptions:

Coprocessor Unusable, Reserved Instruction, TLB Refill, TLB Invalid, Address Error, Watch
Load Doubleword to Coprocessor 2

**Format:**
LDC2 rt, offset(base)

**Purpose:** Load Doubleword to Coprocessor 2
To load a doubleword from memory to a Coprocessor 2 register

**Description:**
CPR[2, rt, 0] ← memory[GPR[base] + offset]
The contents of the 64-bit doubleword at the memory location specified by the aligned effective address are fetched and placed in Coprocessor 2 register rt. The 16-bit signed offset is added to the contents of GPR base to form the effective address.

**Restrictions:**
An Address Error exception occurs if EffectiveAddress₂₀ ≠ 0 (not doubleword-aligned).

**Operation:**

```
vAddr ← sign_extend(offset) + GPR[base]
if vAddr₂₀ ≠ 0³ then SignalException(AddressError) endif
(pAddr, CCA) ← AddressTranslation(vAddr, DATA, LOAD)
paddr ← paddr xor ((BigEndianCPU xor ReverseEndian) || 0²)
memlsw ← LoadMemory(CCA, WORD, pAddr, vAddr, DATA)
paddr ← paddr xor 0b100
memmsw ← LoadMemory(CCA, WORD, pAddr, vAddr+4, DATA)
←memlsw
←memmsw
```

**Exceptions:**
Coprocessor Unusable, Reserved Instruction, TLB Refill, TLB Invalid, Address Error, Watch
Load Doubleword Indexed to Floating Point

**Format:**

\[
\begin{array}{c|c|c|c|c|c|c|c}
\hline
31 & 26 & 25 & 21 & 20 & 15 & 10 & 6 \\
\hline
COP1X & base & index & 0 & 00000 & fd & LDXC1 & 000001 \\
\hline
6 & 5 & 5 & 5 & 5 & 5 & 6 & 6 \\
\hline
\end{array}
\]

**Purpose:** Load Doubleword Indexed to Floating Point

To load a doubleword from memory to an FPR (GPR+GPR addressing)

**Description:**

\[
\text{FPR}[fd] \leftarrow \text{memory}[\text{GPR}[\text{base}] + \text{GPR}[\text{index}]]
\]

The contents of the 64-bit doubleword at the memory location specified by the aligned effective address are fetched and placed in FPR \( fd \). The contents of GPR \( index \) and GPR \( base \) are added to form the effective address.

**Restrictions:**

An Address Error exception occurs if \( \text{EffectiveAddress}_{2,0} \neq 0 \) (not doubleword-aligned).

**Operation:**

\[
\begin{align*}
\text{vAddr} & \leftarrow \text{GPR}[\text{base}] + \text{GPR}[\text{index}] \\
\text{if } \text{vAddr}_{2,0} \neq 0^3 \text{ then} \\
\text{SignalException(AddressError)} \\
\text{endif} \\
\text{(pAddr, CCA)} & \leftarrow \text{AddressTranslation (vAddr, DATA, LOAD)} \\
\text{paddr} & \leftarrow \text{paddr xor ((BigEndianCPU xor ReverseEndian) } || \text{ 0}^2) \\
\text{memlsw} & \leftarrow \text{LoadMemory(CCA, WORD, pAddr, vAddr, DATA)} \\
\text{paddr} & \leftarrow \text{paddr xor 0b100} \\
\text{memmsw} & \leftarrow \text{LoadMemory(CCA, WORD, pAddr, vAddr+4, DATA)} \\
\text{memdoubleword} & \leftarrow \text{memmsw || memlsw} \\
\text{StoreFPR(fd, UNINTERPRETED_DOUBLEWORD, memdoubleword)}
\end{align*}
\]

**Exceptions:**

TLB Refill, TLB Invalid, Address Error, Reserved Instruction, Coprocessor Unusable, Watch
### Load Halfword

**Format:** LH rt, offset(base)  

**Purpose:** Load Halfword  
To load a halfword from memory as a signed value  

**Description:**  
\[ \text{GPR}[rt] \leftarrow \text{memory}[\text{GPR}[base] + \text{offset}] \]  
The contents of the 16-bit halfword at the memory location specified by the aligned effective address are fetched, sign-extended, and placed in GPR rt. The 16-bit signed offset is added to the contents of GPR base to form the effective address.  

**Restrictions:**  
The effective address must be naturally-aligned. If the least-significant bit of the address is non-zero, an Address Error exception occurs.  

**Operation:**

\[
\begin{align*}
\text{vAddr} & \leftarrow \text{sign\_extend}(\text{offset}) + \text{GPR}[\text{base}] \\
\text{if } \text{vAddr}_0 \neq 0 \text{ then} & \\
& \text{SignalException(AddressError)} \\
\text{endif} \\
(\text{pAddr}, \text{CCA}) & \leftarrow \text{AddressTranslation} (\text{vAddr}, \text{DATA}, \text{LOAD}) \\
\text{pAddr} & \leftarrow \text{pAddr}_{\text{PSIZE}-1..2} \mid | (\text{pAddr}_{1..0} \text{xor} (\text{ReverseEndian} | | 0)) \\
\text{memword} & \leftarrow \text{LoadMemory} (\text{CCA}, \text{HALFWORD}, \text{pAddr}, \text{vAddr}, \text{DATA}) \\
\text{byte} & \leftarrow \text{vAddr}_{1..0} \text{xor} (\text{BigEndianCPU} | | 0) \\
\text{GPR}[rt] & \leftarrow \text{sign\_extend}(\text{memword}_{15..8} \text{byte}..8\text{byte})
\end{align*}
\]

**Exceptions:**  
TLB Refill, TLB Invalid, Bus Error, Address Error, Watch  

---

**Table: Load Halfword Instruction**

<table>
<thead>
<tr>
<th>Field</th>
<th>Bits</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>rt</td>
<td>5</td>
<td>Destination register</td>
</tr>
<tr>
<td>base</td>
<td>5</td>
<td>Source register</td>
</tr>
<tr>
<td>offset</td>
<td>16</td>
<td>Offset value</td>
</tr>
</tbody>
</table>

---

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Load Halfword Unsigned

**Format:**  LHU rt, offset(base)

**MIPS32**

**Purpose:**  Load Halfword Unsigned

To load a halfword from memory as an unsigned value

**Description:**  GPR[rt] ← memory[GPR[base] + offset]

The contents of the 16-bit halfword at the memory location specified by the aligned effective address are fetched, zero-extended, and placed in GPR rt. The 16-bit signed offset is added to the contents of GPR base to form the effective address.

**Restrictions:**

The effective address must be naturally-aligned. If the least-significant bit of the address is non-zero, an Address Error exception occurs.

**Operation:**

```
vAddr ← sign_extend(offset) + GPR[base]
if vAddr₀ ≠ 0 then
    SignalException(AddressError)
endif
(pAddr, CCA) ← AddressTranslation (vAddr, DATA, LOAD)
pAddr ← pAddr_psize-1..2 || (pAddr_1..0 xor (ReverseEndian || 0))
memword ← LoadMemory (CCA, HALFWORD, pAddr, vAddr, DATA)
byte ← vAddr_1..0 xor (BigEndianCPU || 0)
GPR[rt] ← zero_extend(memword_15..8*byte..8*byte)
```

**Exceptions:**

TLB Refill, TLB Invalid, Address Error, Watch
Load Linked Word

**Format:** \( \text{LL rt, offset(base)} \)

**Purpose:** Load Linked Word
To load a word from memory for an atomic read-modify-write

**Description:** \( \text{GPR}[rt] \leftarrow \text{memory}[\text{GPR}[base] + \text{offset}] \)
The LL and SC instructions provide the primitives to implement atomic read-modify-write (RMW) operations for synchronizable memory locations.
The contents of the 32-bit word at the memory location specified by the aligned effective address are fetched and written into GPR \( rt \). The 16-bit signed \( \text{offset} \) is added to the contents of GPR \( base \) to form an effective address.
This begins a RMW sequence on the current processor. There can be only one active RMW sequence per processor. When an LL is executed it starts an active RMW sequence replacing any other sequence that was active. The RMW sequence is completed by a subsequent SC instruction that either completes the RMW sequence atomically and succeeds, or does not and fails.
Executing LL on one processor does not cause an action that, by itself, causes an SC for the same block to fail on another processor.
An execution of LL does not have to be followed by execution of SC; a program is free to abandon the RMW sequence without attempting a write.

**Restrictions:**
The addressed location must be synchronizable by all processors and I/O devices sharing the location; if it is not, the result is \text{UNPREDICTABLE}. Which storage is synchronizable is a function of both CPU and system implementations. See the documentation of the SC instruction for the formal definition.
The effective address must be naturally-aligned. If either of the 2 least-significant bits of the effective address is non-zero, an Address Error exception occurs.

**Operation:**
\[
\begin{align*}
v\text{Addr} & \leftarrow \text{sign_extend}(\text{offset}) + \text{GPR}[\text{base}] \\
\text{if } v\text{Addr}_{1..0} \neq 0^2 \text{ then } & \text{SignalException(AddressError)} \\
\text{endif} \\
(p\text{Addr}, \text{CCA}) & \leftarrow \text{AddressTranslation}(v\text{Addr}, \text{DATA}, \text{LOAD}) \\
\text{memword} & \leftarrow \text{LoadMemory}(\text{CCA}, \text{WORD}, p\text{Addr}, v\text{Addr}, \text{DATA}) \\
\text{GPR}[rt] & \leftarrow \text{memword} \\
\text{LLbit} & \leftarrow 1
\end{align*}
\]

**Exceptions:**
TLB Refill, TLB Invalid, Address Error, Reserved Instruction, Watch

**Programming Notes:**
Load Upper Immediate

Format: \texttt{LUI}\; rt, immediate

Purpose: Load Upper Immediate

To load a constant into the upper half of a word

Description: \(\text{GPR}[rt] \leftarrow \text{immediate} || 0^\text{16}\)

The 16-bit \textit{immediate} is shifted left 16 bits and concatenated with 16 bits of low-order zeros. The 32-bit result is placed into GPR \(rt\).

Restrictions:

None

Operation:

\(\text{GPR}[rt] \leftarrow \text{immediate} || 0^\text{16}\)

Exceptions:

None
Load Doubleword Indexed Unaligned to Floating Point

**LUXC1**

**Format:** LUXC1 fd, index(base)

**Purpose:** Load Doubleword Indexed Unaligned to Floating Point

To load a doubleword from memory to an FPR (GPR+GPR addressing), ignoring alignment

**Description:** FPR[fd] ← memory[(GPR[base] + GPR[index])PSIZE-1..3]

The contents of the 64-bit doubleword at the memory location specified by the effective address are fetched and placed into the low word of FPR fd. The contents of GPR index and GPR base are added to form the effective address. The effective address is doubleword-aligned; EffectiveAddress2..0 are ignored.

**Restrictions:**

The result of this instruction is **UNPREDICTABLE** if the processor is executing in 16 FP registers mode.

**Operation:**

vAddr ← (GPR[base]+GPR[index])[63..3] || 03
(pAddr, CCA) ← AddressTranslation (vAddr, DATA, LOAD)
paddr ← paddr xor ((BigEndianCPU xor ReverseEndian) || 02)
memlsw ← LoadMemory(CCA, WORD, pAddr, vAddr, DATA)
paddr ← paddr xor 0b100
memmsw ← LoadMemory(CCA, WORD, pAddr, vAddr+4, DATA)
memdoubleword ← memmsw || memlsw
StoreFPR(ft, UNINTERPRETED_DOUBLEWORD, memdoubleword)

**Exceptions:**

Coprocessor Unusable, Reserved Instruction, TLB Refill, TLB Invalid, Watch
**Load Word**

**Format:** \( \text{LW } rt, \text{ offset(base)} \)

**Purpose:** Load Word

To load a word from memory as a signed value

**Description:** \( \text{GPR}[rt] \leftarrow \text{memory}[\text{GPR}[\text{base}] + \text{offset}] \)

The contents of the 32-bit word at the memory location specified by the aligned effective address are fetched, sign-extended to the GPR register length if necessary, and placed in GPR \( rt \). The 16-bit signed \( \text{offset} \) is added to the contents of GPR \( \text{base} \) to form the effective address.

**Restrictions:**

The effective address must be naturally-aligned. If either of the 2 least-significant bits of the address is non-zero, an Address Error exception occurs.

**Operation:**

\[
\text{vAddr} \leftarrow \text{sign\_extend(\text{offset}) + GPR[\text{base}]}
\]

\[
\text{if } \text{vAddr}_{1..0} \neq 0^2 \text{ then}
\]

\[
\text{SignalException(AddressError)}
\]

\[
\text{endif}
\]

\[
(\text{pAddr}, \text{CCA}) \leftarrow \text{AddressTranslation (vAddr, DATA, LOAD)}
\]

\[
\text{memword} \leftarrow \text{LoadMemory (CCA, WORD, pAddr, vAddr, DATA)}
\]

\[
\text{GPR[rt]} \leftarrow \text{memword}
\]

**Exceptions:**

TLB Refill, TLB Invalid, Bus Error, Address Error, Watch
Load Word to Floating Point

Format: \( \text{LWC1 } ft, \text{ offset}(\text{base}) \)

Purpose: Load Word to Floating Point

To load a word from memory to an FPR

Description: \( \text{FPR}[ft] \leftarrow \text{memory}[\text{GPR}[\text{base}] + \text{offset}] \)

The contents of the 32-bit word at the memory location specified by the aligned effective address are fetched and placed into the low word of FPR \( ft \). If FPRs are 64 bits wide, bits 63..32 of FPR \( fs \) become UNDEFINED. The 16-bit signed \( \text{offset} \) is added to the contents of GPR \( \text{base} \) to form the effective address.

Restrictions:

An Address Error exception occurs if \( \text{EffectiveAddress}[1..0] \neq 0 \) (not word-aligned).

Operation:

\[
\begin{align*}
v\text{Addr} & \leftarrow \text{sign\_extend}(\text{offset}) + \text{GPR}[\text{base}] \\
& \text{if vAddr}_{1..0} \neq 0 \text{ then} \\
& \quad \text{SignalException(AddressError)} \\
& \text{endif} \\
(p\text{Addr}, \text{CCA}) & \leftarrow \text{AddressTranslation(vAddr, DATA, LOAD)} \\
\text{memword} & \leftarrow \text{LoadMemory(CCA, WORD, pAddr, vAddr, DATA)} \\
\text{StoreFPR}(ft, \text{UNINTERPRETED\_WORD}, \text{memword})
\end{align*}
\]

Exceptions:

TLB Refill, TLB Invalid, Address Error, Reserved Instruction, Coprocessor Unusable, Watch
Load Word to Coprocessor 2

Format: \texttt{LWC2 \textit{rt}, offset(base)}

Purpose: Load Word to Coprocessor 2

To load a word from memory to a COP2 register

Description: \texttt{CPR[2,rt,0] \leftarrow memory[GPR[base] + offset]}

The contents of the 32-bit word at the memory location specified by the aligned effective address are fetched and placed into the low word of \textit{COP2} (Coprocessor 2) general register \textit{rt}. The 16-bit signed \textit{offset} is added to the contents of GPR \textit{base} to form the effective address.

Restrictions:
An Address Error exception occurs if \text{EffectiveAddress}_{1,0} \neq 0 \text{ (not word-aligned)}.

Operation:
\begin{verbatim}
vAddr \leftarrow \text{signextend}(offset) + GPR[base]
if vAddr_{12..0} \neq 0^2 then
   \text{SignalException(AddressError)}
endif
(pAddr, CCA) \leftarrow \text{AddressTranslation}(vAddr, \text{DATA}, \text{LOAD})
memword \leftarrow \text{LoadMemory}(CCA, \text{DOUBLEWORD}, pAddr, vAddr, \text{DATA})
CPR[2,rt,0] \leftarrow \text{memword}
\end{verbatim}

Exceptions:
TLB Refill, TLB Invalid, Address Error, Reserved Instruction, Coprocessor Unusable, Watch
Load Word Left

**Format:**  \[ \text{LWL} \ rt, \ \text{offset(base)} \]

**MIPS32**

**Purpose:** Load Word Left

To load the most-significant part of a word as a signed value from an unaligned memory address

**Description:**

\[
\text{GPR[rt]} \leftarrow \text{GPR[rt]} \ \text{MERGE} \ \text{memory[GPR[base] + offset]} 
\]

The 16-bit signed `offset` is added to the contents of GPR `base` to form an effective address (`EffAddr`). `EffAddr` is the address of the most-significant of 4 consecutive bytes forming a word (`W`) in memory starting at an arbitrary byte boundary.

The most-significant 1 to 4 bytes of `W` is in the aligned word containing the `EffAddr`. This part of `W` is loaded into the most-significant (left) part of the word in GPR `rt`. The remaining least-significant part of the word in GPR `rt` is unchanged.

The figure below illustrates this operation using big-endian byte ordering for 32-bit and 64-bit registers. The 4 consecutive bytes in 2..5 form an unaligned word starting at location 2. A part of `W`, 2 bytes, is in the aligned word containing the most-significant byte at 2. First, LWL loads these 2 bytes into the left part of the destination register word and leaves the right part of the destination word unchanged. Next, the complementary LWR loads the remainder of the unaligned word

**Figure 3.5 Unaligned Word Load Using LWL and LWR**

The bytes loaded from memory to the destination register depend on both the offset of the effective address within an aligned word, that is, the low 2 bits of the address (vAddr1:0), and the current byte-ordering mode of the processor (big- or little-endian). The figure below shows the bytes loaded for every combination of offset and byte ordering.
Restrictions:
None

Operation:
\[
\begin{align*}
\text{vAddr} & \leftarrow \text{sign\_extend}(\text{offset}) + \text{GPR}[\text{base}] \\
\text{pAddr} & \leftarrow \text{AddressTranslation}(\text{vAddr}, \text{DATA}, \text{LOAD}) \\
\text{if BigEndianMem} = 0 \text{ then} \\
\quad \text{pAddr} & \leftarrow \text{pAddr}_{\text{PSIZE}-1..2} || (\text{pAddr}_{1..0} \text{xor ReverseEndian}_2) \\
\text{endif} \\
\text{byte} & \leftarrow \text{vAddr}_{1..0} \text{xor BigEndianCPU}_2 \\
\text{memword} & \leftarrow \text{LoadMemory}(\text{CCA}, \text{byte}, \text{pAddr}, \text{vAddr}, \text{DATA}) \\
\text{temp} & \leftarrow \text{memword}_{7+8*\text{byte}..0} || \text{GPR}[\text{rt}]_{23-8*\text{byte}..0} \\
\text{GPR}[\text{rt}] & \leftarrow \text{temp}
\end{align*}
\]

Exceptions:
None
TLB Refill, TLB Invalid, Bus Error, Address Error, Watch

Programming Notes:
The architecture provides no direct support for treating unaligned words as unsigned values, that is, zeroing bits 63..32 of the destination register when bit 31 is loaded.

Historical Information:
In the MIPS I architecture, the LWL and LWR instructions were exceptions to the load-delay scheduling restriction. A LWL or LWR instruction which was immediately followed by another LWL or LWR instruction, and used the same destination register would correctly merge the 1 to 4 loaded bytes with the data loaded by the previous instruction. All such restrictions were removed from the architecture in MIPS II.
Load Word Right

**Format:**  \[ \text{LWR } rt, \text{ offset}(\text{base}) \]  

**Purpose:** Load Word Right

To load the least-significant part of a word from an unaligned memory address as a signed value

**Description:**  
\[ \text{GPR}[rt] \leftarrow \text{GPR}[rt] \text{ MERGE memory}[\text{GPR}[\text{base}] + \text{offset}] \]  

The 16-bit signed \( \text{offset} \) is added to the contents of GPR \( \text{base} \) to form an effective address \( \text{EffAddr} \). \( \text{EffAddr} \) is the address of the least-significant of 4 consecutive bytes forming a word \( W \) in memory starting at an arbitrary byte boundary.

A part of \( W \), the least-significant 1 to 4 bytes, is in the aligned word containing \( \text{EffAddr} \). This part of \( W \) is loaded into the least-significant (right) part of the word in GPR \( rt \). The remaining most-significant part of the word in GPR \( rt \) is unchanged.

Executing both LWR and LWL, in either order, delivers a sign-extended word value in the destination register.

The figure below illustrates this operation using big-endian byte ordering for 32-bit and 64-bit registers. The 4 consecutive bytes in 2..5 form an unaligned word starting at location 2. A part of \( W \), 2 bytes, is in the aligned word containing the least-significant byte at 5. First, LWR loads these 2 bytes into the right part of the destination register. Next, the complementary LWL loads the remainder of the unaligned word.

**Figure 3.7 Unaligned Word Load Using LWL and LWR**

<table>
<thead>
<tr>
<th>Word at byte 2 in big-endian memory; each memory byte contains its own address</th>
<th>Memory initial contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>Most significant</td>
<td>Least significant</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>e</td>
<td>f</td>
</tr>
<tr>
<td>e</td>
<td>f</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

The bytes loaded from memory to the destination register depend on both the offset of the effective address within an aligned word, that is, the low 2 bits of the address \( \text{vAddr}_{1:0} \), and the current byte-ordering mode of the processor (big- or little-endian). The figure below shows the bytes loaded for every combination of offset and byte ordering.
### Restrictions:
None

### Operation:

\[
\begin{align*}
vAddr & \leftarrow \text{sign\_extend}(\text{offset}) + \text{GPR}[\text{base}] \\
(pAddr, \text{CCA}) & \leftarrow \text{Address\_Translation} (vAddr, \text{DATA}, \text{LOAD}) \\
pAddr & \leftarrow pAddr_{\text{PSIZE}-1..2} | (pAddr_{1..0} \text{ xor ReverseEndian}^2) \\
\text{if BigEndianMem = 0 then} & \\
\quad pAddr & \leftarrow pAddr_{\text{PSIZE}-1..2} | 0^2 \\
\text{endif} \\
\text{byte} & \leftarrow vAddr_{1..0} \text{ xor BigEndianCPU}^2 \\
\text{memword} & \leftarrow \text{Load\_Memory} (\text{CCA}, \text{byte}, pAddr, vAddr, \text{DATA}) \\
\text{temp} & \leftarrow \text{memword}_{31..32-8*\text{byte}} | GPR[rt]_{31-8*\text{byte}.0} \\
\text{GPR}[rt] & \leftarrow \text{temp}
\end{align*}
\]

### Exceptions:

TLB Refill, TLB Invalid, Bus Error, Address Error, Watch

### Programming Notes:

The architecture provides no direct support for treating unaligned words as unsigned values, that is, zeroing bits 63..32 of the destination register when bit 31 is loaded.

### Historical Information:

In the MIPS I architecture, the LWL and LWR instructions were exceptions to the load-delay scheduling restriction. A LWL or LWR instruction which was immediately followed by another LWL or LWR instruction, and used the same destination register would correctly merge the 1 to 4 loaded bytes with the data loaded by the previous instruction. All such restrictions were removed from the architecture in MIPS II.
Load Word Indexed to Floating Point  

LWXC1

**Format:** \[ \text{LWXC1 } \text{fd, index(base)} \]  

**Purpose:** Load Word Indexed to Floating Point  
To load a word from memory to an FPR (GPR+GPR addressing)

**Description:** \[ \text{FPR}[\text{fd}] \leftarrow \text{memory}[\text{GPR}[\text{base}] + \text{GPR}[\text{index}]] \]  
The contents of the 32-bit word at the memory location specified by the aligned effective address are fetched and placed into the low word of FPR \( \text{fd} \). If FPRs are 64 bits wide, bits 63..32 of FPR \( \text{fs} \) become UNDEFINED. The contents of GPR \( \text{index} \) and GPR \( \text{base} \) are added to form the effective address.

**Restrictions:**  
An Address Error exception occurs if EffectiveAddress\(_{1,0} \neq 0 \) (not word-aligned).

**Operation:**  
\[
\begin{align*}
\text{vAddr} & \leftarrow \text{GPR}[\text{base}] + \text{GPR}[\text{index}] \\
\text{if } \text{vAddr}_{1,0} & \neq 0^2 \text{ then} \\
& \quad \text{SignalException(AddressError)} \\
\text{endif} \\
\text{(pAddr, CCA)} & \leftarrow \text{AddressTranslation (vAddr, DATA, LOAD)} \\
\text{memword} & \leftarrow \text{LoadMemory(CCA, \text{WORD, pAddr, vAddr, DATA})} \\
\text{StoreFPR(fd, UNINTERPRETED\_WORD,} \\
& \quad \text{memword)}
\end{align*}
\]

**Exceptions:**  
TLB Refill, TLB Invalid, Address Error, Reserved Instruction, Coprocessor Unusable, Watch
Multiply and Add Word to Hi, Lo (MADD)

**Format:**
\[
\text{MADD } rs, \ rt
\]

**Purpose:** Multiply and Add Word to Hi, Lo

To multiply two words and add the result to Hi, Lo.

**Description:**
\[
(HI, LO) \leftarrow (HI, LO) + (GPR[rs] \times GPR[rt])
\]

The 32-bit word value in GPR \(rs\) is multiplied by the 32-bit word value in GPR \(rt\), treating both operands as signed values, to produce a 64-bit result. The product is added to the 64-bit concatenated values of \(HI\) and \(LO\). The most significant 32 bits of the result are written into \(HI\) and the least significant 32 bits are written into \(LO\). No arithmetic exception occurs under any circumstances.

**Restrictions:**
None

This instruction does not provide the capability of writing directly to a target GPR.

**Operation:**
\[
\text{temp} \leftarrow (HI || LO) + (GPR[rs] \times GPR[rt])
\]
\[
HI \leftarrow \text{temp}_{63...32}
\]
\[
LO \leftarrow \text{temp}_{31...0}
\]

**Exceptions:**
None

**Programming Notes:**
Where the size of the operands are known, software should place the shorter operand in GPR \(rt\). This may reduce the latency of the instruction on those processors which implement data-dependent instruction latencies.
Floating Point Multiply Add

Purpose: Floating Point Multiply Add
To perform a combined multiply-then-add of FP values

Description: $\text{FPR}[fd] \leftarrow (\text{FPR}[fs] \times \text{FPR}[ft]) + \text{FPR}[fr]$

The value in FPR $fs$ is multiplied by the value in FPR $ft$ to produce an intermediate product. The intermediate product is rounded according to the current rounding mode in $FCSR$. The value in FPR $fr$ is added to the product. The result sum is calculated to infinite precision, rounded according to the current rounding mode in $FCSR$, and placed into FPR $fd$. The operands and result are values in format $fmt$. The results and flags are as if separate floating-point multiply and add instructions were executed.

MADD.PS multiplies then adds the upper and lower halves of FPR $fr$, FPR $fs$, and FPR $ft$ independently, and ORs together any generated exceptional conditions.

Cause bits are ORed into the Flag bits if no exception is taken.

Restrictions:
The fields $fr$, $fs$, $ft$, and $fd$ must specify FPRs valid for operands of type $fmt$; if they are not valid, the result is UNPREDICTABLE.

The operands must be values in format $fmt$; if they are not, the result is UNPREDICTABLE and the value of the operand FPRs becomes UNPREDICTABLE.

The result of MADD.PS is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

Operation:

\[
\begin{align*}
    vfr & \leftarrow \text{ValueFPR}(fr, fmt) \\
    vfs & \leftarrow \text{ValueFPR}(fs, fmt) \\
    vft & \leftarrow \text{ValueFPR}(ft, fmt) \\
    \text{StoreFPR}(fd, fmt, (vfs \times \text{fmt} vft) \ + \text{fmt} vfr)
\end{align*}
\]

Exceptions:
Coprocessor Unusable, Reserved Instruction

Floating Point Exceptions:
Inexact, Unimplemented Operation, Invalid Operation, Overflow, Underflow
Multiply and Add Unsigned Word to Hi,Lo

MADDU

Purpose: Multiply and Add Unsigned Word to Hi,Lo
To multiply two unsigned words and add the result to Hi, Lo.

Description: \((\text{Hi}, \text{Lo}) \leftarrow (\text{Hi}, \text{Lo}) + (\text{GPR}[rs] \times \text{GPR}[rt])\)

The 32-bit word value in GPR rs is multiplied by the 32-bit word value in GPR rt, treating both operands as unsigned values, to produce a 64-bit result. The product is added to the 64-bit concatenated values of Hi and Lo. The most significant 32 bits of the result are written into Hi and the least significant 32 bits are written into Lo. No arithmetic exception occurs under any circumstances.

Restrictions:
None
This instruction does not provide the capability of writing directly to a target GPR.

Operation:
\[
\begin{align*}
\text{temp} & \leftarrow (\text{Hi} || \text{Lo}) + (\text{GPR}[rs] \times \text{GPR}[rt]) \\
\text{Hi} & \leftarrow \text{temp}_{63..32} \\
\text{Lo} & \leftarrow \text{temp}_{31..0}
\end{align*}
\]

Exceptions:
None

Programming Notes:
Where the size of the operands are known, software should place the shorter operand in GPR rt. This may reduce the latency of the instruction on those processors which implement data-dependent instruction latencies.
Move from Coprocessor 0

**MFC0**

<table>
<thead>
<tr>
<th>COP0</th>
<th>MF</th>
<th>rt</th>
<th>rd</th>
<th>0</th>
<th>sel</th>
</tr>
</thead>
<tbody>
<tr>
<td>010000</td>
<td>00000</td>
<td>5</td>
<td>5</td>
<td>00000000</td>
<td>3</td>
</tr>
</tbody>
</table>

**Format:**

MFC0 rt, rd
MFC0 rt, rd, sel

**Purpose:** Move from Coprocessor 0
To move the contents of a coprocessor 0 register to a general register.

**Description:**

GPR[rt] ← CPR[0, rd, sel]

The contents of the coprocessor 0 register specified by the combination of rd and sel are loaded into general register rt. Note that not all coprocessor 0 registers support the sel field. In those instances, the sel field must be zero.

**Restrictions:**

The results are **UNDEFINED** if coprocessor 0 does not contain a register as specified by rd and sel.

**Operation:**

data ← CPR[0, rd, sel]
GPR[rt] ← data

**Exceptions:**

Coprocessor Unusable
Reserved Instruction
Move Word From Floating Point

**Purpose:** Move Word From Floating Point

To copy a word from an FPU (CP1) general register to a GPR

**Description:**

\[ \text{GPR}[rt] \leftarrow \text{FPR}[fs] \]

The contents of FPR \( fs \) are loaded into general register \( rt \).

**Restrictions:**

**Operation:**

\[
\begin{align*}
\text{data} & \leftarrow \text{ValueFPR}(fs, \text{UNINTERPRETED_WORD}) \\
\text{GPR}[rt] & \leftarrow \text{data}
\end{align*}
\]

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Historical Information:**

For MIPS I, MIPS II, and MIPS III the contents of GPR \( rt \) are **UNPREDICTABLE** for the instruction immediately following MFC1.
The syntax shown above is an example using MFC1 as a model. The specific syntax is implementation dependent.

**Purpose:** Move Word From Coprocessor 2

To copy a word from a COP2 general register to a GPR

**Description:** 

\[ \text{GPR}[rt] \leftarrow \text{CP2CPR}[\text{Impl}] \]

The contents of the coprocessor 2 register denoted by the \textit{Impl} field are and placed into general register \textit{rt}. The interpretation of the \textit{Impl} field is left entirely to the Coprocessor 2 implementation and is not specified by the architecture.

**Restrictions:**

The results are **UNPREDICTABLE** if \textit{Impl} specifies a coprocessor 2 register that does not exist.

**Operation:**

\[
\begin{align*}
data & \leftarrow \text{CP2CPR}[\text{Impl}] \\
\text{GPR}[rt] & \leftarrow data
\end{align*}
\]

**Exceptions:**

Coprocessor Unusable
Move Word From High Half of Floating Point Register

Format:  \texttt{MFHC1 \(rt, fs\)}

Purpose: Move Word From High Half of Floating Point Register
To copy a word from the high half of an FPU (CP1) general register to a GPR

Description: \(\text{GPR}[rt] \leftarrow \text{FPR}[fs]_{63..32}\)
The contents of the high word of FPR \(fs\) are loaded into general register \(rt\). This instruction is primarily intended to support 64-bit floating point units on a 32-bit CPU, but the semantics of the instruction are defined for all cases.

Restrictions:
In implementations prior to Release 2 of the architecture, this instruction resulted in a Reserved Instruction Exception.
The results are \textbf{UNPREDICTABLE} if \(\text{Status}_{FR} = 0\) and \(fs\) is odd.

Operation:
\[
\text{data} \leftarrow \text{ValueFPR}(fs, \text{UNINTERPRETED\_DOUBLEWORD})_{63..32} \\
\text{GPR}[rt] \leftarrow \text{data}
\]

Exceptions:
Coprocessor Unusable
Reserved Instruction
Move Word From High Half of Coprocessor 2 Register

**Format:**

\[
\text{MFHC2 } \text{rt, Impl} \\
\text{MFHC2, rt, rd, sel}
\]

**MIPS32 Release 2**

The syntax shown above is an example using MFHC1 as a model. The specific syntax is implementation-dependent.

**Purpose:** Move Word From High Half of Coprocessor 2 Register

To copy a word from the high half of a COP2 general register to a GPR

**Description:**

\[\text{GPR}[rt] \leftarrow \text{CP2CPR}[\text{Impl}]_{63..32}\]

The contents of the high word of the coprocessor 2 register denoted by the `Impl` field are placed into GPR `rt`. The interpretation of the `Impl` field is left entirely to the Coprocessor 2 implementation and is not specified by the architecture.

**Restrictions:**

The results are **UNPREDICTABLE** if `Impl` specifies a coprocessor 2 register that does not exist, or if that register is not 64 bits wide.

In implementations prior to Release 2 of the architecture, this instruction resulted in a Reserved Instruction Exception.

**Operation:**

\[
\text{data} \leftarrow \text{CP2CPR}[\text{Impl}]_{63..32} \\
\text{GPR}[rt] \leftarrow \text{data}
\]

**Exceptions:**

Coprocessor Unusable

Reserved Instruction
Move From HI Register

MFHI

**Purpose:**
Move From HI Register
To copy the special purpose HI register to a GPR

**Description:**
GPR[rd] ← HI
The contents of special register HI are loaded into GPR rd.

**Restrictions:**
None

**Operation:**
GPR[rd] ← HI

**Exceptions:**
None

**Historical Information:**
In the MIPS I, II, and III architectures, the two instructions which follow the MFHI must not modify the HI register. If this restriction is violated, the result of the MFHI is UNPREDICTABLE. This restriction was removed in MIPS IV and MIPS32, and all subsequent levels of the architecture.

<table>
<thead>
<tr>
<th>Format:</th>
<th>MFHI</th>
<th>rd</th>
</tr>
</thead>
<tbody>
<tr>
<td>MIPS32</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Special</th>
<th>000000</th>
</tr>
</thead>
<tbody>
<tr>
<td>rd</td>
<td>000000</td>
</tr>
<tr>
<td>MFHI</td>
<td>010000</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>
Move From LO Register

Format: MFLO rd

Purpose: Move From LO Register
To copy the special purpose LO register to a GPR

Description: GPR[rd] ← LO
The contents of special register LO are loaded into GPR rd.

Restrictions:
None

Operation:
GPR[rd] ← LO

Exceptions:
None

Historical Information:
In the MIPS I, II, and III architectures, the two instructions which follow the MFLO must not modify the HI register. If this restriction is violated, the result of the MFLO is UNPREDICTABLE. This restriction was removed in MIPS IV and MIPS32, and all subsequent levels of the architecture.
Floating Point Move

MOV.fmt

Format:

<table>
<thead>
<tr>
<th>COP1</th>
<th>fmt</th>
<th>fs</th>
<th>fd</th>
<th>MOV</th>
</tr>
</thead>
<tbody>
<tr>
<td>0100000</td>
<td>00000</td>
<td>00000</td>
<td>000110</td>
<td></td>
</tr>
</tbody>
</table>

Purpose: Floating Point Move
To move an FP value between FPRs

Description: \( \text{FPR}[fd] \leftarrow \text{FPR}[fs] \)
The value in FPR \( fs \) is placed into FPR \( fd \). The source and destination are values in format \( fmt \). In paired-single format, both the halves of the pair are copied to \( fd \).
The move is non-arithmetic; it causes no IEEE 754 exceptions.

Restrictions:
The fields \( fs \) and \( fd \) must specify FPRs valid for operands of type \( fmt \); if they are not valid, the result is UNPREDICTABLE.
The operand must be a value in format \( fmt \); if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.
The result of MOV.PS is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

Operation:

\[ \text{StoreFPR}(fd, fmt, \text{ValueFPR}(fs, fmt)) \]

Exceptions:
Coprocessor Unusable, Reserved Instruction

Floating Point Exceptions:
Unimplemented Operation
Move Conditional on Floating Point False

**Format:**  
MOVF rd, rs, cc

**MIPS32**

**Purpose:**  
Move Conditional on Floating Point False

To test an FP condition code then conditionally move a GPR

**Description:**  
if FPConditionCode(cc) = 0 then GPR[rd] ← GPR[rs]

If the floating point condition code specified by CC is zero, then the contents of GPR rs are placed into GPR rd.

**Restrictions:**

**Operation:**

```c
if FPConditionCode(cc) = 0 then
    GPR[rd] ← GPR[rs]
endif
```

**Exceptions:**

Reserved Instruction, Coprocessor Usable
Floating Point Move Conditional on Floating Point False

**Purpose:** Floating Point Move Conditional on Floating Point False

To test an FP condition code then conditionally move an FP value

**Description:**

If the floating point condition code specified by \( CC \) is zero, then the value in FPR \( fs \) is placed into FPR \( fd \). The source and destination are values in format \( fmt \).

If the condition code is not zero, then FPR \( fs \) is not copied and FPR \( fd \) retains its previous value in format \( fmt \). If \( fd \) did not contain a value either in format \( fmt \) or previously unused data from a load or move-to operation that could be interpreted in format \( fmt \), then the value of \( fd \) becomes UNPREDICTABLE.

MOVF.PS conditionally merges the lower half of FPR \( fs \) into the lower half of FPR \( fd \) if condition code \( CC \) is zero, and independently merges the upper half of FPR \( fs \) into the upper half of FPR \( fd \) if condition code \( CC+1 \) is zero. The \( CC \) field must be even; if it is odd, the result of this operation is UNPREDICTABLE.

The move is non-arithmetic; it causes no IEEE 754 exceptions.

**Restrictions:**

The fields \( fs \) and \( fd \) must specify FPRs valid for operands of type \( fmt \); if they are not valid, the result is UNPREDICTABLE. The operand must be a value in format \( fmt \); if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

The result of MOVF.PS is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

**Operation:**

```plaintext
if FPConditionCode(cc) = 0 then
    StoreFPR(fd, fmt, ValueFPR(fs, fmt))
else
    StoreFPR(fd, fmt, ValueFPR(fd, fmt))
```

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Unimplemented Operation
Move Conditional on Not Zero

**Format:**
MOVN rd, rs, rt

**Purpose:**
Move Conditional on Not Zero
To conditionally move a GPR after testing a GPR value

**Description:**
if GPR[rt] ≠ 0 then GPR[rd] ← GPR[rs]

If the value in GPR rt is not equal to zero, then the contents of GPR rs are placed into GPR rd.

**Restrictions:**
None

**Operation:**

```
if GPR[rt] ≠ 0 then
    GPR[rd] ← GPR[rs]
endif
```

**Exceptions:**
None

**Programming Notes:**
The non-zero value tested might be the condition true result from the SLT, SLTI, SLTU, and SLTIU comparison instructions or a boolean value read from memory.
Floating Point Move Conditional on Not Zero

**MOVN.fmt**

**Format:**

<table>
<thead>
<tr>
<th>COP1</th>
<th>fmt</th>
<th>rt</th>
<th>fs</th>
<th>fd</th>
<th>MOVN 010011</th>
</tr>
</thead>
</table>

**Purpose:** Floating Point Move Conditional on Not Zero

To test a GPR then conditionally move an FP value

**Description:** if GPR[rt] ≠ 0 then FPR[fd] ← FPR[fs]

If the value in GPR rt is not equal to zero, then the value in FPR fs is placed in FPR fd. The source and destination are values in format fmt.

If GPR rt contains zero, then FPR fs is not copied and FPR fd contains its previous value in format fmt. If fd did not contain a value either in format fmt or previously unused data from a load or move-to operation that could be interpreted in format fmt, then the value of fd becomes UNPREDICTABLE.

The move is non-arithmetic; it causes no IEEE 754 exceptions.

**Restrictions:**

The fields fs and fd must specify FPRs valid for operands of type fmt; if they are not valid, the result is UNPREDICTABLE.

The operand must be a value in format fmt; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

The result of MOVN.PS is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

**Operation:**

```c
if GPR[rt] ≠ 0 then
    StoreFPR(fd, fmt, ValueFPR(fs, fmt))
else
    StoreFPR(fd, fmt, ValueFPR(fd, fmt))
endif
```

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Unimplemented Operation
Move Conditional on Floating Point True

**Purpose:** Move Conditional on Floating Point True
To test an FP condition code then conditionally move a GPR

**Description:** if FPConditionCode(cc) = 1 then GPR[rd] ← GPR[rs]
If the floating point condition code specified by CC is one, then the contents of GPR rs are placed into GPR rd.

**Restrictions:**

**Operation:**

if FPConditionCode(cc) = 1 then
    GPR[rd] ← GPR[rs]
endif

**Exceptions:**
Reserved Instruction, Coprocessor Unusable
Floating Point Move Conditional on Floating Point True

**MOVT.fmt**

**Format:**

MOVT.fmt

MOVT.S fd, fs, cc  
MOVT.D fd, fs, cc  
MOVT.PS fd, fs, cc

**MIPS32**

**MIPS64, MIPS32 Release 2**

**Purpose:** Floating Point Move Conditional on Floating Point True

To test an FP condition code then conditionally move an FP value

**Description:** if FPConditionCode(cc) = 1 then FPR[f] ← FPR[f]

If the floating point condition code specified by CC is one, then the value in FPR fs is placed into FPR fd. The source and destination are values in format fmt.

If the condition code is not one, then FPR fs is not copied and FPR fd contains its previous value in format fmt. If fd did not contain a value either in format fmt or previously unused data from a load or move-to operation that could be interpreted in format fmt, then the value of fd becomes undefined.

MOVT.PS conditionally merges the lower half of FPR fs into the lower half of FPR fd if condition code CC is one, and independently merges the upper half of FPR fs into the upper half of FPR fd if condition code CC+1 is one. The CC field should be even; if it is odd, the result of this operation is UNPREDICTABLE.

The move is non-arithmetic; it causes no IEEE 754 exceptions.

**Restrictions:**

The fields fs and fd must specify FPRs valid for operands of type fmt; if they are not valid, the result is UNPREDICTABLE. The operand must be a value in format fmt; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

The result of MOVT.PS is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

**Operation:**

if FPConditionCode(cc) = 0 then
    StoreFPR(fd, fmt, ValueFPR(fs, fmt))
else
    StoreFPR(fd, fmt, ValueFPR(fd, fmt))
endif

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Unimplemented Operation
**Move Conditional on Zero**

**Format:**

```
MOVZ rd, rs, rt
```

**MIPS32**

**Purpose:** Move Conditional on Zero

To conditionally move a GPR after testing a GPR value

**Description:**

\[
\text{if } \text{GPR}[rt] = 0 \text{ then } \text{GPR}[rd] \leftarrow \text{GPR}[rs]
\]

If the value in GPR \(rt\) is equal to zero, then the contents of GPR \(rs\) are placed into GPR \(rd\).

**Restrictions:**

None

**Operation:**

```
if GPR[rt] = 0 then
    GPR[rd] \leftarrow GPR[rs]
endif
```

**Exceptions:**

None

**Programming Notes:**

The zero value tested might be the condition false result from the SLT, SLTI, SLTU, and SLTIU comparison instructions or a boolean value read from memory.
Floating Point Move Conditional on Zero

MOVZ.fmt

<table>
<thead>
<tr>
<th>COP1</th>
<th>fmt</th>
<th>rt</th>
<th>fs</th>
<th>fd</th>
<th>MOVZ 010010</th>
</tr>
</thead>
<tbody>
<tr>
<td>010001</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

**Format:**
MOVZ.fmt
MOVZ.S fd, fs, rt  
MOVZ.D fd, fs, rt  
MOVZ.PS fd, fs, rt

**MIPS32**

**MIPS64, MIPS32 Release 2**

**Purpose:** Floating Point Move Conditional on Zero

To test a GPR then conditionally move an FP value

**Description:** if GPR[rt] = 0 then FPR[fd] ← FPR[fs]

If the value in GPR rt is equal to zero then the value in FPR fs is placed in FPR fd. The source and destination are values in format fmt.

If GPR rt is not zero, then FPR fs is not copied and FPR fd contains its previous value in format fmt. If fd did not contain a value either in format fmt or previously unused data from a load or move-to operation that could be interpreted in format fmt, then the value of fd becomes UNPREDICTABLE.

The move is non-arithmetic; it causes no IEEE 754 exceptions.

**Restrictions:**

The fields fs and fd must specify FPRs valid for operands of type fmt; if they are not valid, the result is UNPREDICTABLE.

The operand must be a value in format fmt; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

The result of MOVZ.PS is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

**Operation:**

```plaintext
if GPR[rt] = 0 then
    StoreFPR(fd, fmt, ValueFPR(fs, fmt))
else
    StoreFPR(fd, fmt, ValueFPR(fd, fmt))
endif
```

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Unimplemented Operation
Multiply and Subtract Word to Hi, Lo

**MIPS® Architecture For Programmers Volume II-A: The MIPS32® Instruction Set, Revision 3.00**

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**Format:** 

\[
\text{MIPS32} \quad \text{MSUB} \quad rs, \quad rt
\]

**Purpose:** Multiply and Subtract Word to Hi, Lo

To multiply two words and subtract the result from \(HI\), \(LO\)

**Description:** 

\[
(HI, LO) \leftarrow (HI, LO) - (GPR[rs] \times GPR[rt])
\]

The 32-bit word value in GPR \(rs\) is multiplied by the 32-bit value in GPR \(rt\), treating both operands as signed values, to produce a 64-bit result. The product is subtracted from the 64-bit concatenated values of \(HI\) and \(LO\). The most significant 32 bits of the result are written into \(HI\) and the least significant 32 bits are written into \(LO\). No arithmetic exception occurs under any circumstances.

**Restrictions:**

None

This instruction does not provide the capability of writing directly to a target GPR.

**Operation:**

\[
\begin{align*}
\text{temp} & \leftarrow (HI || LO) - (GPR[rs] \times GPR[rt]) \\
HI & \leftarrow \text{temp}_{63..32} \\
LO & \leftarrow \text{temp}_{31..0}
\end{align*}
\]

**Exceptions:**

None

**Programming Notes:**

Where the size of the operands are known, software should place the shorter operand in GPR \(rt\). This may reduce the latency of the instruction on those processors which implement data-dependent instruction latencies.
Floating Point Multiply Subtract

**MSUB.fmt**

<table>
<thead>
<tr>
<th>Format:</th>
<th>MSUB.fmt</th>
</tr>
</thead>
<tbody>
<tr>
<td>MSUB.S fd, fr, fs, ft</td>
<td>MIPS64, MIPS32 Release 2</td>
</tr>
<tr>
<td>MSUB.D fd, fr, fs, ft</td>
<td>MIPS64, MIPS32 Release 2</td>
</tr>
<tr>
<td>MSUB.PS fd, fr, fs, ft</td>
<td>MIPS64, MIPS32 Release 2</td>
</tr>
</tbody>
</table>

**Purpose:** Floating Point Multiply Subtract

To perform a combined multiply-then-subtract of FP values

**Description:**

\[
\text{FPR}[fd] \leftarrow (\text{FPR}[fs] \times \text{FPR}[ft]) - \text{FPR}[fr]
\]

The value in FPR \(fs\) is multiplied by the value in FPR \(ft\) to produce an intermediate product. The intermediate product is rounded according to the current rounding mode in \(FCSR\). The value in FPR \(fr\) is subtracted from the product. The subtraction result is calculated to infinite precision, rounded according to the current rounding mode in \(FCSR\), and placed into FPR \(fd\). The operands and result are values in format \(fmt\). The results and flags are as if separate floating-point multiply and subtract instructions were executed.

MSUB.PS multiplies then subtracts the upper and lower halves of FPR \(fr\), FPR \(fs\), and FPR \(ft\) independently, and ORs together any generated exceptional conditions.

*Cause* bits are ORed into the *Flag* bits if no exception is taken.

**Restrictions:**

The fields \(fr\), \(fs\), \(ft\), and \(fd\) must specify FPRs valid for operands of type \(fmt\); if they are not valid, the result is **UNPREDICTABLE**.

The operands must be values in format \(fmt\); if they are not, the result is **UNPREDICTABLE** and the value of the operand FPRs becomes **UNPREDICTABLE**.

The result of MSUB.PS is **UNPREDICTABLE** if the processor is executing in 16 FP registers mode.

**Operation:**

\[
\begin{align*}
\text{vfr} & \leftarrow \text{ValueFPR}(fr, fmt) \\
\text{vfs} & \leftarrow \text{ValueFPR}(fs, fmt) \\
\text{vft} & \leftarrow \text{ValueFPR}(ft, fmt) \\
\text{StoreFPR}(fd, fmt, (vfs \times_{fmt} vft) -_{fmt} vfr)
\end{align*}
\]

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Inexact, Unimplemented Operation, Invalid Operation, Overflow, Underflow
Multiply and Subtract Word to Hi,Lo

**Purpose:** Multiply and Subtract Word to Hi,Lo

To multiply two words and subtract the result from *HI*, *LO*

**Description:** \((HI,LO) \leftarrow (HI,LO) - (GPR[rs] \times GPR[rt])\)

The 32-bit word value in GPR *rs* is multiplied by the 32-bit word value in GPR *rt*, treating both operands as unsigned values, to produce a 64-bit result. The product is subtracted from the 64-bit concatenated values of *HI* and *LO*. The most significant 32 bits of the result are written into *HI* and the least significant 32 bits are written into *LO*. No arithmetic exception occurs under any circumstances.

**Restrictions:**
None

This instruction does not provide the capability of writing directly to a target GPR.

**Operation:**
\[
\begin{align*}
temp &\leftarrow (HI \ || \ LO) - (GPR[rs] \times GPR[rt]) \\
HI &\leftarrow temp_{63..32} \\
LO &\leftarrow temp_{31..0}
\end{align*}
\]

**Exceptions:**
None

**Programming Notes:**
Where the size of the operands are known, software should place the shorter operand in GPR *rt*. This may reduce the latency of the instruction on those processors which implement data-dependent instruction latencies.
Move to Coprocessor 0

MTC0

<table>
<thead>
<tr>
<th>31</th>
<th>26</th>
<th>25</th>
<th>21</th>
<th>20</th>
<th>16</th>
<th>15</th>
<th>11</th>
<th>10</th>
<th>8</th>
<th>3</th>
<th>2</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>COP0</td>
<td>MT</td>
<td>rt</td>
<td>rd</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>010000</td>
<td>00100</td>
<td>5</td>
<td>5</td>
<td>8</td>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Format:**  
MTC0 rt, rd  
MTC0 rt, rd, sel

**MIPS32**

**Purpose:** Move to Coprocessor 0  
To move the contents of a general register to a coprocessor 0 register.

**Description:**  
CPR[0, rd, sel] ← GPR[rt]  
The contents of general register rt are loaded into the coprocessor 0 register specified by the combination of rd and sel. Not all coprocessor 0 registers support the the sel field. In those instances, the sel field must be set to zero.

**Restrictions:**  
The results are **UNDEFINED** if coprocessor 0 does not contain a register as specified by rd and sel.

**Operation:**  
data ← GPR[rt]  
CPR[0,rd,sel] ← data

**Exceptions:**  
Coprocessor Usable  
Reserved Instruction
Move Word to Floating Point

**Format:**  MTC1 rt, fs

**Purpose:** Move Word to Floating Point
To copy a word from a GPR to an FPU (CP1) general register

**Description:**  FPR[fs] ← GPR[rt]
The low word in GPR rt is placed into the low word of FPR fs.

**Restrictions:**

**Operation:**
\[
data \leftarrow \text{GPR}[rt]_{31..0}
\]
\[
\text{StoreFPR}(fs, \text{UNINTERPRETED\_WORD}, data)
\]

**Exceptions:**
Coprocessor Unusable

**Historical Information:**
For MIPS I, MIPS II, and MIPS III the value of FPR fs is **UNPREDICTABLE** for the instruction immediately following MTC1.
Move Word to Coprocessor 2

**Format:**
MTC2 rt, Impl  
MTC2 rt, Impl, sel

The syntax shown above is an example using MTC1 as a model. The specific syntax is implementation dependent.

**Purpose:** Move Word to Coprocessor 2
To copy a word from a GPR to a COP2 general register

**Description:**
CP2CPR[Impl] ← GPR[rt]
The low word in GPR rt is placed into the low word of coprocessor 2 general register denoted by the Impl field. The interpretation of the Impl field is left entirely to the Coprocessor 2 implementation and is not specified by the architecture.

**Restrictions:**
The results are **UNPREDICTABLE** if Impl specifies a coprocessor 2 register that does not exist.

**Operation:**
\[
data ← GPR[rt]\\CP2CPR[Impl] ← data\]

**Exceptions:**
Coprocessor Unusable
Reserved Instruction
Move Word to High Half of Floating Point Register  

**MTHC1**

**Format:**  
\[ \text{MTHC1 } rt, fs \]

**Purpose:** Move Word to High Half of Floating Point Register  
To copy a word from a GPR to the high half of an FPU (CP1) general register

**Description:**  
\[ \text{FPR}[fs]_{63..32} \leftarrow \text{GPR}[rt] \]

The word in GPR \( rt \) is placed into the high word of FPR \( fs \). This instruction is primarily intended to support 64-bit floating point units on a 32-bit CPU, but the semantics of the instruction are defined for all cases.

**Restrictions:**  
In implementations prior to Release 2 of the architecture, this instruction resulted in a Reserved Instruction Exception.

The results are **UNPREDICTABLE** if \( \text{StatusFR} = 0 \) and \( fs \) is odd.

**Operation:**  
\[
\text{newdata} \leftarrow \text{GPR}[rt]
\text{olddata} \leftarrow \text{ValueFPR}(fs, \text{UNINTERPRETED\_DOUBLEWORD})_{31..0}
\text{StoreFPR}(fs, \text{UNINTERPRETED\_DOUBLEWORD}, \text{newdata} \ | | \text{olddata})
\]

**Exceptions:**  
- Coprocessor Unusable
- Reserved Instruction

**Programming Notes**  
When paired with MTC1 to write a value to a 64-bit FPR, the MTC1 must be executed first, followed by the MTHC1. This is because of the semantic definition of MTC1, which is not aware that software will be using an MTHC1 instruction to complete the operation, and sets the upper half of the 64-bit FPR to an **UNPREDICTABLE** value.
Move Word to High Half of Coprocessor 2 Register

**MTHC2**

```
  31  26  25  21  20  16  15  11  10  0
COP2  MTH  rt  Impl
      010010  00111

Format:  MTHC2  rt,  Impl
         MTHC2  rt,  Impl,  sel
```

The syntax shown above is an example using MTHC1 as a model. The specific syntax is implementation dependent.

**Purpose:** Move Word to High Half of Coprocessor 2 Register

To copy a word from a GPR to the high half of a COP2 general register

**Description:**

\[
\text{CP2CPR}[\text{Impl}]_{63..32} \leftarrow \text{GPR}[rt]
\]

The word in GPR \( rt \) is placed into the high word of coprocessor 2 general register denoted by the \( \text{Impl} \) field. The interpretation of the \( \text{Impl} \) field is left entirely to the Coprocessor 2 implementation and is not specified by the architecture.

**Restrictions:**

The results are **UNPREDICTABLE** if \( \text{Impl} \) specifies a coprocessor 2 register that does not exist, or if that register is not 64 bits wide.

In implementations prior to Release 2 of the architecture, this instruction resulted in a Reserved Instruction Exception.

**Operation:**

\[
data \leftarrow \text{GPR}[rt] \\
\text{CP2CPR}[\text{Impl}] \leftarrow data \upharpoonright \text{CPR}[2,\text{rd},\text{sel}]_{31..0}
\]

**Exceptions:**

Coprocessor Unusable

Reserved Instruction

**Programming Notes**

When paired with MTC2 to write a value to a 64-bit CPR, the MTC2 must be executed first, followed by the MTHC2. This is because of the semantic definition of MTC2, which is not aware that software will be using an MTHC2 instruction to complete the operation, and sets the upper half of the 64-bit CPR to an **UNPREDICTABLE** value.
Move to HI Register

**Format:**  
MTHI rs

**MIPS32**

**Purpose:** Move to HI Register  
To copy a GPR to the special purpose HI register

**Description:**  
HI ← GPR[rs]  
The contents of GPR rs are loaded into special register HI.

**Restrictions:**

A computed result written to the HI/LO pair by DIV, DIVU,MULT, or MULTU must be read by MFHI or MFLO before a new result can be written into either HI or LO.

If an MTHI instruction is executed following one of these arithmetic instructions, but before an MFLO or MFHI instruction, the contents of LO are UNPREDICTABLE. The following example shows this illegal situation:

```
MULT r2,r4  # start operation that will eventually write to HI,LO
...  # code not containing mfhi or mflo
MTHI r6   # code not containing mfhi or mflo
...  # code not containing mflo
MFLO r3   # this mflo would get an UNPREDICTABLE value
```

**Operation:**

HI ← GPR[rs]

**Exceptions:**

None

**Historical Information:**

In MIPS I-III, if either of the two preceding instructions is MFHI, the result of that MFHI is UNPREDICTABLE. Reads of the HI or LO special register must be separated from any subsequent instructions that write to them by two or more instructions. In MIPS IV and later, including MIPS32 and MIPS64, this restriction does not exist.
Move to LO Register

**Format:** MTLO rs

**Purpose:** Move to LO Register

To copy a GPR to the special purpose LO register

**Description:** LO ← GPR[rs]

The contents of GPR rs are loaded into special register LO.

**Restrictions:**

A computed result written to the HI/LO pair by DIV, DIVU, MULT, or MULTU must be read by MFHI or MFLO before a new result can be written into either HI or LO.

If an MTLO instruction is executed following one of these arithmetic instructions, but before an MFLO or MFHI instruction, the contents of HI are UNPREDICTABLE. The following example shows this illegal situation:

```
MULT r2,r4 # start operation that will eventually write to HI,LO
... # code not containing mfhi or mflo
MTLO r6  # code not containing mfhi
... MFHI r3 # this mfhi would get an UNPREDICTABLE value
```

**Operation:**

LO ← GPR[rs]

**Exceptions:**

None

**Historical Information:**

In MIPS I-III, if either of the two preceding instructions is MFHI, the result of that MFHI is UNPREDICTABLE. Reads of the HI or LO special register must be separated from any subsequent instructions that write to them by two or more instructions. In MIPS IV and later, including MIPS32 and MIPS64, this restriction does not exist.
Multiply Word to GPR

**Purpose:** Multiply Word to GPR

To multiply two words and write the result to a GPR.

**Description:**

\[
GPR[rd] \leftarrow GPR[rs] \times GPR[rt]
\]

The 32-bit word value in GPR \( rs \) is multiplied by the 32-bit value in GPR \( rt \), treating both operands as signed values, to produce a 64-bit result. The least significant 32 bits of the product are written to GPR \( rd \). The contents of \( HI \) and \( LO \) are **UNPREDICTABLE** after the operation. No arithmetic exception occurs under any circumstances.

**Restrictions:**

Note that this instruction does not provide the capability of writing the result to the \( HI \) and \( LO \) registers.

**Operation:**

\[
\begin{align*}
temp & \leftarrow GPR[rs] \times GPR[rt] \\
GPR[rd] & \leftarrow temp_{31..0} \\
HI & \leftarrow UNPREDICTABLE \\
LO & \leftarrow UNPREDICTABLE
\end{align*}
\]

**Exceptions:**

None

**Programming Notes:**

In some processors the integer multiply operation may proceed asynchronously and allow other CPU instructions to execute before it is complete. An attempt to read GPR \( rd \) before the results are written interlocks until the results are ready. Asynchronous execution does not affect the program result, but offers an opportunity for performance improvement by scheduling the multiply so that other instructions can execute in parallel.

Programs that require overflow detection must check for it explicitly.

Where the size of the operands are known, software should place the shorter operand in GPR \( rt \). This may reduce the latency of the instruction on those processors which implement data-dependent instruction latencies.
Floating Point Multiply

**Format:**

<table>
<thead>
<tr>
<th>COP1</th>
<th>fmt</th>
<th>ft</th>
<th>fs</th>
<th>fd</th>
<th>MUL</th>
<th>000010</th>
</tr>
</thead>
<tbody>
<tr>
<td>010001</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

- MUL.S fd, fs, ft  
- MUL.D fd, fs, ft  
- MUL.PS fd, fs, ft  

**Purpose:** Floating Point Multiply

To multiply FP values

**Description:**

FPR[fd] ← FPR[fs] × FPR[ft]

The value in FPR fs is multiplied by the value in FPR ft. The result is calculated to infinite precision, rounded according to the current rounding mode in FCSR, and placed into FPR fd. The operands and result are values in format fmt. MUL.PS multiplies the upper and lower halves of FPR fs and FPR ft independently, and ORs together any generated exceptional conditions.

**Restrictions:**

The fields fs, ft, and fd must specify FPRs valid for operands of type fmt; if they are not valid, the result is UNPREDICTABLE.

The operands must be values in format fmt; if they are not, the result is UNPREDICTABLE and the value of the operand FPRs becomes UNPREDICTABLE.

The result of MUL.PS is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

**Operation:**

StoreFPR (fd, fmt, ValueFPR(fs, fmt) ×fmt ValueFPR(ft, fmt))

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Inexact, Unimplemented Operation, Invalid Operation, Overflow, Underflow
Multiply Word

Format: \texttt{MULT \texttt{rs}, \texttt{rt}}

**Purpose:** Multiply Word

To multiply 32-bit signed integers

**Description:** \((\text{HI, LO}) \leftarrow \text{GPR[rs]} \times \text{GPR[rt]}\)

The 32-bit word value in GPR \(rt\) is multiplied by the 32-bit value in GPR \(rs\), treating both operands as signed values, to produce a 64-bit result. The low-order 32-bit word of the result is placed into special register \(LO\), and the high-order 32-bit word is placed into special register \(HI\).

No arithmetic exception occurs under any circumstances.

**Restrictions:**
None

**Operation:**
\[
\text{prod} \leftarrow\text{GPR[rs]}_{31..0} \times \text{GPR[rt]}_{31..0} \\
\text{LO} \leftarrow \text{prod}_{31..0} \\
\text{HI} \leftarrow \text{prod}_{63..32}
\]

**Exceptions:**
None

**Programming Notes:**

In some processors the integer multiply operation may proceed asynchronously and allow other CPU instructions to execute before it is complete. An attempt to read \(LO\) or \(HI\) before the results are written interlocks until the results are ready. Asynchronous execution does not affect the program result, but offers an opportunity for performance improvement by scheduling the multiply so that other instructions can execute in parallel.

Programs that require overflow detection must check for it explicitly.

Where the size of the operands are known, software should place the shorter operand in GPR \(rt\). This may reduce the latency of the instruction on those processors which implement data-dependent instruction latencies.
Multiply Unsigned Word MULTU

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Format: MULTU rs, rt

Purpose: Multiply Unsigned Word
To multiply 32-bit unsigned integers

Description: (HI, LO) ← GPR[rs] × GPR[rt]
The 32-bit word value in GPR rt is multiplied by the 32-bit value in GPR rs, treating both operands as unsigned values, to produce a 64-bit result. The low-order 32-bit word of the result is placed into special register LO, and the high-order 32-bit word is placed into special register HI.

No arithmetic exception occurs under any circumstances.

Restrictions:
None

Operation:
prod ← (0 || GPR[rs]31..0) × (0 || GPR[rt]31..0)
LO ← prod31..0
HI ← prod63..32

Exceptions:
None

Programming Notes:
In some processors the integer multiply operation may proceed asynchronously and allow other CPU instructions to execute before it is complete. An attempt to read LO or HI before the results are written interlocks until the results are ready. Asynchronous execution does not affect the program result, but offers an opportunity for performance improvement by scheduling the multiply so that other instructions can execute in parallel.

Programs that require overflow detection must check for it explicitly.

Where the size of the operands are known, software should place the shorter operand in GPR rt. This may reduce the latency of the instruction on those processors which implement data-dependent instruction latencies.
Floating Point Negate

NEG.fmt

Format:

NEG.S fd, fs
NEG.D fd, fs
NEG.PS fd, fs

Purpose: Floating Point Negate
To negate an FP value

Description: FPR[fd] ← -FPR[fs]
The value in FPR fs is negated and placed into FPR fd. The value is negated by changing the sign bit value. The operand and result are values in format fmt. NEG.PS negates the upper and lower halves of FPR fs independently, and ORs together any generated exceptional conditions.
This operation is arithmetic; a NaN operand signals invalid operation.

Restrictions:
The fields fs and fd must specify FPRs valid for operands of type fmt; if they are not valid, the result is UNPREDICTABLE. The operand must be a value in format fmt; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.
The result of NEG.PS is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

Operation:

StoreFPR(fd, fmt, Negate(ValueFPR(fs, fmt)))

Exceptions:
Coprocessor Unusable, Reserved Instruction

Floating Point Exceptions:
Unimplemented Operation, Invalid Operation
**Floating Point Negative Multiply Add**

**NMADD.fmt**

**Format:**

- **NMADD.S** \( fd, fr, fs, ft \)
- **NMADD.D** \( fd, fr, fs, ft \)
- **NMADD.PS** \( fd, fr, fs, ft \)

**Purpose:** Floating Point Negative Multiply Add

To negate a combined multiply-then-add of FP values

**Description:**

\[
\text{FPR}[fd] \leftarrow -((\text{FPR}[fs] \times \text{FPR}[ft]) + \text{FPR}[fr])
\]

The value in FPR \( fs \) is multiplied by the value in FPR \( ft \) to produce an intermediate product. The intermediate product is rounded according to the current rounding mode in FCSR. The value in FPR \( fr \) is added to the product.

The result sum is calculated to infinite precision, rounded according to the current rounding mode in FCSR, negated by changing the sign bit, and placed into FPR \( fd \). The operands and result are values in format \( fmt \). The results and flags are as if separate floating-point multiply and add and negate instructions were executed.

**Restrictions:**

- The fields \( fr, fs, ft, \) and \( fd \) must specify FPRs valid for operands of type \( fmt \); if they are not valid, the result is **UNPREDICTABLE**.
- The operands must be values in format \( fmt \); if they are not, the result is **UNPREDICTABLE** and the value of the operand FPRs becomes **UNPREDICTABLE**.
- The result of NMADD.PS is **UNPREDICTABLE** if the processor is executing in 16 FP registers mode.

**Operation:**

- \( vfr \leftarrow \text{ValueFPR}(fr, fmt) \)
- \( vfs \leftarrow \text{ValueFPR}(fs, fmt) \)
- \( vft \leftarrow \text{ValueFPR}(ft, fmt) \)
- \( \text{StoreFPR}(fd, fmt, -(vfr +_{fmt}(vfs \times_{fmt} vft))) \)

**Exceptions:**

- Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

- Inexact, Unimplemented Operation, Invalid Operation, Overflow, Underflow
Floating Point Negative Multiply Subtract

**Purpose:** Floating Point Negative Multiply Subtract

To negate a combined multiply-then-subtract of FP values

**Description:**

\[ \text{FPR}[fd] \leftarrow - \left( \left( \text{FPR}[fs] \times \text{FPR}[ft] \right) - \text{FPR}[fr] \right) \]

The value in FPR \(fs\) is multiplied by the value in FPR \(ft\) to produce an intermediate product. The intermediate product is rounded according to the current rounding mode in \(FCSR\). The value in FPR \(fr\) is subtracted from the product.

The result is calculated to infinite precision, rounded according to the current rounding mode in \(FCSR\), negated by changing the sign bit, and placed into FPR \(fd\). The operands and result are values in format \(fmt\). The results and flags are as if separate floating-point multiply and subtract and negate instructions were executed.

NMSUB.PS applies the operation to the upper and lower halves of FPR \(fr\), FPR \(fs\), and FPR \(ft\) independently, and ORs together any generated exceptional conditions.

*Cause* bits are ORed into the *Flag* bits if no exception is taken.

**Restrictions:**

The fields \(fr\), \(fs\), \(ft\), and \(fd\) must specify FPRs valid for operands of type \(fmt\); if they are not valid, the result is **UNPREDICTABLE**.

The operands must be values in format \(fmt\); if they are not, the result is **UNPREDICTABLE** and the value of the operand FPRs becomes **UNPREDICTABLE**.

The result of NMSUB.PS is **UNPREDICTABLE** if the processor is executing in 16 FP registers mode.

**Operation:**

\[
\begin{align*}
\text{vfr} &\leftarrow \text{ValueFPR}(fr, fmt) \\
\text{vfs} &\leftarrow \text{ValueFPR}(fs, fmt) \\
\text{vft} &\leftarrow \text{ValueFPR}(ft, fmt) \\
\text{StoreFPR}(fd, fmt, -((vfs \times_{fmt} vft) -_{fmt} vfr))
\end{align*}
\]

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Inexact, Unimplemented Operation, Invalid Operation, Overflow, Underflow
No Operation

**NO Operation (NOP)**

<table>
<thead>
<tr>
<th>31</th>
<th>26</th>
<th>25</th>
<th>21</th>
<th>20</th>
<th>16</th>
<th>15</th>
<th>11</th>
<th>10</th>
<th>6</th>
<th>5</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPECIAL</td>
<td>000000</td>
<td>0</td>
<td>00000</td>
<td>0</td>
<td>00000</td>
<td>0</td>
<td>00000</td>
<td>0</td>
<td>00000</td>
<td>SLL</td>
<td>000000</td>
</tr>
</tbody>
</table>

**Format:** \( \text{NOP} \)

**Purpose:** No Operation

To perform no operation.

**Description:**

NOP is the assembly idiom used to denote no operation. The actual instruction is interpreted by the hardware as SLL r0, r0, 0.

**Restrictions:**

None

**Operation:**

None

**Exceptions:**

None

**Programming Notes:**

The zero instruction word, which represents SLL, r0, r0, 0, is the preferred NOP for software to use to fill branch and jump delay slots and to pad out alignment sequences.
Not Or

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Format:  NOR rd, rs, rt

Purpose:  Not Or
To do a bitwise logical NOT OR

Description:  GPR[rd] ← GPR[rs] NOR GPR[rt]
The contents of GPR rs are combined with the contents of GPR rt in a bitwise logical NOR operation. The result is placed into GPR rd.

Restrictions:
None

Operation:
  GPR[rd] ← GPR[rs] nor GPR[rt]

Exceptions:
None
**Format:** \( \text{OR} \ rd, \ rs, \ rt \)  

**Purpose:** Or  
To do a bitwise logical OR  

**Description:**  
\( \text{GPR}[rd] \leftarrow \text{GPR}[rs] \text{ or GPR}[rt] \)  
The contents of GPR \( rs \) are combined with the contents of GPR \( rt \) in a bitwise logical OR operation. The result is placed into GPR \( rd \).  

**Restrictions:**  
None  

**Operation:**  
\[ \text{GPR}[rd] \leftarrow \text{GPR}[rs] \text{ or GPR}[rt] \]  

**Exceptions:**  
None
Or Immediate

<table>
<thead>
<tr>
<th>Format:</th>
<th>ORI rt, rs, immediate</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purpose:</td>
<td>Or Immediate</td>
</tr>
<tr>
<td>To do a bitwise logical OR with a constant</td>
<td></td>
</tr>
<tr>
<td>Description:</td>
<td>GPR[rt] ← GPR[rs] or immediate</td>
</tr>
<tr>
<td>The 16-bit immediate is zero-extended to the left and combined with the contents of GPR rs in a bitwise logical OR operation. The result is placed into GPR rt.</td>
<td></td>
</tr>
<tr>
<td>Restrictions:</td>
<td>None</td>
</tr>
<tr>
<td>Operation:</td>
<td>GPR[rt] ← GPR[rs] or zero_extend(immediate)</td>
</tr>
<tr>
<td>Exceptions:</td>
<td>None</td>
</tr>
</tbody>
</table>
Wait for the LLBit to clear

**Purpose:** Wait for the LLBit to clear

**Description:**
Locks implemented using the LL/SC instructions are a common method of synchronization between threads of control. A typical lock implementation does a load-linked instruction and checks the value returned to determine whether the software lock is set. If it is, the code branches back to retry the load-linked instruction, thereby implementing an active busy-wait sequence. The PAUSE instructions is intended to be placed into the busy-wait sequence to block the instruction stream until such time as the load-linked instruction has a chance to succeed in obtaining the software lock.

The precise behavior of the PAUSE instruction is implementation-dependent, but it usually involves descheduling the instruction stream until the LLBit is zero. In a single-threaded processor, this may be implemented as a short-term WAIT operation which resumes at the next instruction when the LLBit is zero or on some other external event such as an interrupt. On a multi-threaded processor, this may be implemented as a short term YIELD operation which resumes at the next instruction when the LLBit is zero. In either case, it is assumed that the instruction stream which gives up the software lock does so via a write to the lock variable, which causes the processor to clear the LLBit as seen by this thread of execution.

The encoding of the instruction is such that it is backward compatible with all previous implementations of the architecture. The PAUSE instruction can therefore be placed into existing lock sequences and treated as a NOP by the processor, even if the processor does not implement the PAUSE instruction.

**Restrictions:**
The operation of the processor is **UNPREDICTABLE** if a PAUSE instruction is placed in the delay slot of a branch or a jump.

**Operation:**

```c
if LLBit ≠ 0 then
    EPC ← PC + 4 /* Resume at the following instruction */
    DescheduleInstructionStream()
endif
```

**Exceptions:**
None

**Programming Notes:**
The PAUSE instruction is intended to be inserted into the instruction stream after an LL instruction has set the LLBit and found the software lock set. The program may wait forever if a PAUSE instruction is executed and there is no possibility that the LLBit will ever be cleared.

An example use of the PAUSE instruction is included in the following example:

```assembly
acquire_lock:
```
Wait for the LLBit to clear

```
li    t0, 0(a0)     /* Read software lock, set hardware lock */
bnez  t0, acquire_lock_retry:   /* Branch if software lock is taken */
addiu t0, t0, 1     /* Set the software lock */
sc    t0, 0(a0)     /* Try to store the software lock */
bnez  t0, 10f      /* Branch if lock acquired successfully */
sync
acquire_lock_retry:
    pause       /* Wait for LLBIT to clear before retry */
    b acquire_lock /* and retry the operation */
    nop
10:

    Critical region code

release_lock:
    sync
    sw zero, 0(a0) /* Release software lock, clearing LLBIT */
    /* for any PAUSEd waiters */
```
### PLL.PS

#### Format:

<table>
<thead>
<tr>
<th>COP1</th>
<th>fmt</th>
<th>ft</th>
<th>fs</th>
<th>fd</th>
<th>PLL</th>
</tr>
</thead>
<tbody>
<tr>
<td>010001</td>
<td>10110</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>101100</td>
</tr>
</tbody>
</table>

MIPS64, MIPS32 Release 2

#### Purpose:

Pair Lower Lower

To merge a pair of paired single values with realignment

#### Description:

\[ \text{FPR}[fd] \leftarrow \text{lower(FPR}[fs]) \text{ || lower(FPR}[ft]) \]

A new paired-single value is formed by concatenating the lower single of FPR \( fs \) (bits \( 31..0 \)) and the lower single of FPR \( ft \) (bits \( 31..0 \)).

The move is non-arithmetic; it causes no IEEE 754 exceptions.

#### Restrictions:

The fields \( fs \), \( ft \), and \( fd \) must specify FPRs valid for operands of type PS. If they are not valid, the result is UNPREDICTABLE.

The result of this instruction is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

#### Operation:

\[
\text{StoreFPR}(fd, PS, \text{ValueFPR}(fs, PS)_{31..0} \text{ || ValueFPR}(ft, PS)_{31..0})
\]

#### Exceptions:

Coprocessor Unusable, Reserved Instruction
Format: PLU.PS fd, fs, ft

Purpose: Pair Lower Upper
To merge a pair of paired single values with realignment

Description: FPR[fd] ← lower(FPR[fs]) || upper(FPR[ft])
A new paired-single value is formed by catenating the lower single of FPR fs (bits 31..0) and the upper single of FPR ft (bits 63..32).
The move is non-arithmetic; it causes no IEEE 754 exceptions.

Restrictions:
The fields fs, ft, and fd must specify FPRs valid for operands of type PS. If they are not valid, the result is UNPREDICTABLE.
The result of this instruction is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

Operation:
StoreFPR(fd, PS, ValueFPR(fs, PS)31..0 ⌈ ValueFPR(ft, PS)63..32)

Exceptions:
Coprocessor Unusable, Reserved Instruction
**Prefetch**

**Purpose:** Prefetch

To move data between memory and cache.

**Description:** `prefetch_memory(GPR[base] + offset)`

`PREF` adds the 16-bit signed `offset` to the contents of GPR `base` to form an effective byte address. The `hint` field supplies information about the way that the data is expected to be used.

`PREF` enables the processor to take some action, typically causing data to be moved to or from the cache, to improve program performance. The action taken for a specific `PREF` instruction is both system and context dependent. Any action, including doing nothing, is permitted as long as it does not change architecturally visible state or alter the meaning of a program. Implementations are expected either to do nothing, or to take an action that increases the performance of the program. The `PrepareForStore` function is unique in that it may modify the architecturally visible state.

`PREF` does not cause addressing-related exceptions, including TLB exceptions. If the address specified would cause an addressing exception, the exception condition is ignored and no data movement occurs. However, even if no data is moved, some action that is not architecturally visible, such as writeback of a dirty cache line, can take place.

It is implementation dependent whether a Bus Error or Cache Error exception is reported if such an error is detected as a byproduct of the action taken by the `PREF` instruction.

`PREF` neither generates a memory operation nor modifies the state of a cache line for a location with an `uncached` memory access type, whether this type is specified by the address segment (e.g., `kseg1`), the programmed cacheability and coherency attribute of a segment (e.g., the use of the `K0`, `KU`, or `K23` fields in the `Config` register), or the per-page cacheability and coherency attribute provided by the TLB.

If `PREF` results in a memory operation, the memory access type and cacheability&coherency attribute used for the operation are determined by the memory access type and cacheability&coherency attribute of the effective address, just as it would be if the memory operation had been caused by a load or store to the effective address.

For a cached location, the expected and useful action for the processor is to prefetch a block of data that includes the effective address. The size of the block and the level of the memory hierarchy it is fetched into are implementation specific.

In coherent multiprocessor implementations, if the effective address uses a coherent Cacheability and Coherency Attribute (CCA), then the instruction causes a coherent memory transaction to occur. This means a prefetch issued on one processor can cause data to be evicted from the cache in another processor.

The `PREF` instruction and the memory transactions which are sourced by the `PREF` instruction, such as cache refill or cache writeback, obey the ordering and completion rules of the `SYNC` instruction.

---

**Table 3.30 Values of hint Field for PREF Instruction**

<table>
<thead>
<tr>
<th>Value</th>
<th>Name</th>
<th>Data Use and Desired Prefetch Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>load</td>
<td>Use: Prefetched data is expected to be read (not modified). Action: Fetch data as if for a load.</td>
</tr>
<tr>
<td>Value</td>
<td>Description</td>
<td>Action</td>
</tr>
<tr>
<td>-------</td>
<td>-------------</td>
<td>--------</td>
</tr>
<tr>
<td>1</td>
<td>store</td>
<td>Use: Prefetched data is expected to be stored or modified. Action: Fetch data as if for a store.</td>
</tr>
<tr>
<td>2-3</td>
<td>Reserved</td>
<td>Reserved for future use - not available to implementations.</td>
</tr>
<tr>
<td>4</td>
<td>load_streamed</td>
<td>Use: Prefetched data is expected to be read (not modified) but not reused extensively; it “streams” through cache. Action: Fetch data as if for a load and place it in the cache so that it does not displace data prefetched as “retained.”</td>
</tr>
<tr>
<td>5</td>
<td>store_streamed</td>
<td>Use: Prefetched data is expected to be stored or modified but not reused extensively; it “streams” through cache. Action: Fetch data as if for a store and place it in the cache so that it does not displace data prefetched as “retained.”</td>
</tr>
<tr>
<td>6</td>
<td>load_retained</td>
<td>Use: Prefetched data is expected to be read (not modified) and reused extensively; it should be “retained” in the cache. Action: Fetch data as if for a load and place it in the cache so that it is not displaced by data prefetched as “streamed.”</td>
</tr>
<tr>
<td>7</td>
<td>store_retained</td>
<td>Use: Prefetched data is expected to be stored or modified and reused extensively; it should be “retained” in the cache. Action: Fetch data as if for a store and place it in the cache so that it is not displaced by data prefetched as “streamed.”</td>
</tr>
<tr>
<td>8-20</td>
<td>Reserved</td>
<td>Reserved for future use - not available to implementations.</td>
</tr>
<tr>
<td>21-24</td>
<td>Implementation Dependent</td>
<td>Unassigned by the Architecture - available for implementation-dependent use.</td>
</tr>
<tr>
<td>25</td>
<td>writeback_invalidate (also known as “nudge”)</td>
<td>Use: Data is no longer expected to be used. Action: For a writeback cache, schedule a writeback of any dirty data. At the completion of the writeback, mark the state of any cache lines written back as invalid. If the cache line is not dirty, it is implementation dependent whether the state of the cache line is marked invalid or left unchanged. If the cache line is locked, no action is taken.</td>
</tr>
<tr>
<td>26-29</td>
<td>Implementation Dependent</td>
<td>Unassigned by the Architecture - available for implementation-dependent use.</td>
</tr>
</tbody>
</table>
Table 3.30 Values of hint Field for PREF Instruction

<table>
<thead>
<tr>
<th>hint</th>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>30</td>
<td>PrepareForStore</td>
<td>Use: Prepare the cache for writing an entire line, without the overhead involved in filling the line from memory. Action: If the reference hits in the cache, no action is taken. If the reference misses in the cache, a line is selected for replacement, any valid and dirty victim is written back to memory, the entire line is filled with zero data, and the state of the line is marked as valid and dirty. Programming Note: Because the cache line is filled with zero data on a cache miss, software must not assume that this action, in and of itself, can be used as a fast bzero-type function.</td>
</tr>
<tr>
<td>31</td>
<td>Implementation Dependent</td>
<td>Unassigned by the Architecture - available for implementation-dependent use.</td>
</tr>
</tbody>
</table>

Restrictions:
None

Operation:

\[
\begin{align*}
\text{vAddr} & \leftarrow \text{GPR}[\text{base}] + \text{sign extend}(\text{offset}) \\
(\text{pAddr}, \text{CCA}) & \leftarrow \text{AddressTranslation}(\text{vAddr}, \text{DATA, LOAD}) \\
\text{Prefetch}(\text{CCA, pAddr, vAddr, DATA, hint})
\end{align*}
\]

Exceptions:
Bus Error, Cache Error
Prefetch does not take any TLB-related or address-related exceptions under any circumstances.

Programming Notes:
Prefetch cannot move data to or from a mapped location unless the translation for that location is present in the TLB. Locations in memory pages that have not been accessed recently may not have translations in the TLB, so prefetch may not be effective for such locations.

Prefetch does not cause addressing exceptions. A prefetch may be used using an address pointer before the validity of the pointer is determined without worrying about an addressing exception.

It is implementation dependent whether a Bus Error or Cache Error exception is reported if such an error is detected as a byproduct of the action taken by the PREF instruction. Typically, this only occurs in systems which have high-reliability requirements.

Prefetch operations have no effect on cache lines that were previously locked with the CACHE instruction.

Hint field encodings whose function is described as “streamed” or “retained” convey usage intent from software to hardware. Software should not assume that hardware will always prefetch data in an optimal way. If data is to be truly retained, software should use the Cache instruction to lock data into the cache.
Prefetch Indexed

**Purpose:** Prefetch Indexed

To move data between memory and cache.

**Description:** `prefetch_memory[GPR[base] + GPR[index]]`

PREFIX adds the contents of GPR `index` to the contents of GPR `base` to form an effective byte address. The `hint` field supplies information about the way the data is expected to be used.

The only functional difference between the PREF and PREFIX instructions is the addressing mode implemented by the two. Refer to the PREF instruction for all other details, including the encoding of the `hint` field.

**Restrictions:**

**Operation:**

\[
\begin{align*}
\text{vAddr} & \leftarrow \text{GPR}[\text{base}] + \text{GPR}[\text{index}] \\
(\text{pAddr}, \text{CCA}) & \leftarrow \text{AddressTranslation}(\text{vAddr}, \text{DATA}, \text{LOAD}) \\
\text{Prefetch}(\text{CCA}, \text{pAddr}, \text{vAddr}, \text{DATA}, \text{hint})
\end{align*}
\]

**Exceptions:**
Coprocessor Unusable, Reserved Instruction, Bus Error, Cache Error

**Programming Notes:**

The PREFIX instruction is only available on processors that implement floating point and should never by generated by compilers in situations other than those in which the corresponding load and store indexed floating point instructions are generated.

Also refer to the corresponding section in the PREF instruction description.
Pair Upper Lower

Purpose: Pair Upper Lower
To merge a pair of paired single values with realignment

Description: FPR[fd] ← upper(FPR[fs]) || lower(FPR[ft])
A new paired-single value is formed by catenating the upper single of FPR fs (bits 63..32) and the lower single of FPR ft (bits 31..0).
The move is non-arithmetic; it causes no IEEE 754 exceptions.

Restrictions:
The fields fs, ft, and fd must specify FPRs valid for operands of type PS. If they are not valid, the result is UNPREDICTABLE.
The result of this instruction is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

Operation:
storeFPR(fd, PS, ValueFPR(fs, PS)63..32 || ValueFPR(ft, PS)31..0)

Exceptions:
Coprocessor Unusable, Reserved Instruction
Format: PUU.PS fd, fs, ft

Purpose: Pair Upper Upper

To merge a pair of paired single values with realignment

Description: FPR[fd] ← upper(FPR[fs]) || upper(FPR[ft])

A new paired-single value is formed by catenating the upper single of FPR fs (bits 63..32) and the upper single of FPR ft (bits 63..32).

The move is non-arithmetic; it causes no IEEE 754 exceptions.

Restrictions:

The fields fs, ft, and fd must specify FPRs valid for operands of type PS. If they are not valid, the result is UNPREDICTABLE.

The result of this instruction is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

Operation:

StoreFPR(fd, PS, ValueFPR(fs, PS)63..32 || ValueFPR(ft, PS)63..32)

Exceptions:

Coprocessor Unusable, Reserved Instruction
Read Hardware Register

**Format:** \texttt{RDHWR rt,rd}

**Purpose:** Read Hardware Register

To move the contents of a hardware register to a general purpose register (GPR) if that operation is enabled by privileged software.

**Description:** \texttt{GPR[rt] \leftarrow HWR[rd]}

If access is allowed to the specified hardware register, the contents of the register specified by \texttt{rd} is loaded into general register \texttt{rt}. Access control for each register is selected by the bits in the coprocessor 0 \texttt{HWREna} register.

The available hardware registers, and the encoding of the \texttt{rd} field for each, are shown in Table 3.31.

<table>
<thead>
<tr>
<th>Register Number (\texttt{rd} Value)</th>
<th>Mnemonic</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>CPUNum</td>
<td>Number of the CPU on which the program is currently running. This register provides read access to the coprocessor 0 \texttt{EBaseCPUNum} field.</td>
</tr>
<tr>
<td>1</td>
<td>SYNCl_Step</td>
<td>Address step size to be used with the SYNCl instruction, or zero if no caches need be synchronized. See that instruction’s description for the use of this value.</td>
</tr>
<tr>
<td>2</td>
<td>CC</td>
<td>High-resolution cycle counter. This register provides read access to the coprocessor 0 \texttt{Count} Register.</td>
</tr>
<tr>
<td>3</td>
<td>CCRes</td>
<td>Resolution of the CC register. This value denotes the number of cycles between update of the register. For example:</td>
</tr>
</tbody>
</table>
|                                   |          | \begin{tabular}{|c|c|}
| \textbf{CCRes Value} & \textbf{Meaning} \tabularnewline
| 1 & CC register increments every CPU cycle \tabularnewline
| 2 & CC register increments every second CPU cycle \tabularnewline
| 3 & CC register increments every third CPU cycle \tabularnewline
| & etc. \tabularnewline
| 4-28                              |          | These registers numbers are reserved for future architecture use. Access results in a Reserved Instruction Exception. |
| 29                                | ULR      | User Local Register. This register provides read access to the coprocessor 0 \texttt{UserLocal} register, if it is implemented. In some operating environments, the \texttt{UserLocal} register is a pointer to a thread-specific storage block. |
| 30-31                             |          | These register numbers are reserved for implementation-dependent use. If they are not implemented, access results in a Reserved Instruction Exception. |
Restrictions:
In implementations of Release 1 of the Architecture, this instruction resulted in a Reserved Instruction Exception.

Access to the specified hardware register is enabled if Coprocessor 0 is enabled, or if the corresponding bit is set in the HWREna register. If access is not allowed or the register is not implemented, a Reserved Instruction Exception is signaled.

Operation:

```
case rd
  0: temp ← EBaseCPUNum
  1: temp ← SYNCI_StepSize()
  2: temp ← Count
  3: temp ← CountResolution()
  29: temp ← UserLocal
  30: temp ← Implementation-Dependent-Value
  31: temp ← Implementation-Dependent-Value
  otherwise: SignalException(ReservedInstruction)
endcase
GPR[rt] ← temp
```

Exceptions:
Reserved Instruction
Read GPR from Previous Shadow Set  

**RDPGPR**

**Format:**  
RDPGPR rd, rt  

**MIPS32 Release 2**

**Purpose:**  
Read GPR from Previous Shadow Set  
To move the contents of a GPR from the previous shadow set to a current GPR.

**Description:**  
GPR[rd] ← SGPR[SRSCtlPSS, rt]  
The contents of the shadow GPR register specified by SRSCtlPSS (signifying the previous shadow set number) and rt (specifying the register number within that set) is moved to the current GPR rd.

**Restrictions:**  
In implementations prior to Release 2 of the Architecture, this instruction resulted in a Reserved Instruction Exception.

**Operation:**  
GPR[rd] ← SGPR[SRSCtlPSS, rt]

**Exceptions:**  
Coprocessor Unusable  
Reserved Instruction
Reciprocal Approximation

**Format:**

| COP1  | fmt | 0  | fs | fd | RECIP
|-------|-----|----|----|----|------
| 010001| 00000| 5  | 5  | 5  | 010101 |

**Purpose:**
Reciprocal Approximation
To approximate the reciprocal of an FP value (quickly)

**Description:**

\[ FPR[fd] \leftarrow \frac{1.0}{FPR[fs]} \]

The reciprocal of the value in FPR \( fs \) is approximated and placed into FPR \( fd \). The operand and result are values in format \( fmt \).

The numeric accuracy of this operation is implementation dependent; it does not meet the accuracy specified by the IEEE 754 Floating Point standard. The computed result differs from both the exact result and the IEEE-mandated representation of the exact result by no more than one unit in the least-significant place (ULP).

It is implementation dependent whether the result is affected by the current rounding mode in \( FCSR \).

**Restrictions:**
The fields \( fs \) and \( fd \) must specify FPRs valid for operands of type \( fmt \); if they are not valid, the result is UNPREDICTABLE.

The operand must be a value in format \( fmt \); if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

**Operation:**

\[
\text{StoreFPR}(fd, fmt, 1.0 / \text{valueFPR}(fs, fmt))
\]

**Exceptions:**
Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**
Inexact, Division-by-zero, Unimplemented Op, Invalid Op, Overflow, Underflow
Format: \texttt{ROTR rd, rt, sa} \hfill SmartMIPS Crypto, MIPS32 Release 2

Purpose: Rotate Word Right
To execute a logical right-rotate of a word by a fixed number of bits

Description: \( \text{GPR}[rd] \leftarrow \text{GPR}[rt] \leftrightarrow \text{right} \ sa \)
The contents of the low-order 32-bit word of GPR \( rt \) are rotated right; the word result is placed in GPR \( rd \). The bit-rotate amount is specified by \( sa \).

Restrictions:

Operation:
\[
\text{if } ((\text{ArchitectureRevision()} < 2) \text{ and } (\text{Config3SM} = 0)) \text{ then UNPREDICTABLE}
\]\[
\text{endif}
\]\[
s \leftarrow sa
\]\[
\text{temp} \leftarrow \text{GPR}[rt]_{s-1..0} \ || \ \text{GPR}[rt]_{31..s}
\]\[
\text{GPR}[rd] \leftarrow \text{temp}
\]

Exceptions:
Reserved Instruction
Rotate Word Right Variable

**Format:** \( \text{ROTRV} \; \text{rd, rt, rs} \)

**Purpose:** Rotate Word Right Variable

To execute a logical right-rotate of a word by a variable number of bits.

**Description:** \( \text{GPR}[\text{rd}] \leftarrow \text{GPR}[\text{rt}] \leftrightarrow \text{(right)} \; \text{GPR}[\text{rs}] \)

The contents of the low-order 32-bit word of GPR \( rt \) are rotated right; the word result is placed in GPR \( rd \). The bit-rotate amount is specified by the low-order 5 bits of GPR \( rs \).

**Restrictions:**

**Operation:**

```plaintext
if ((ArchitectureRevision() < 2) and (Config3SM = 0)) then
   UNPREDICTABLE
endif

s \leftarrow \text{GPR}[\text{rs}]_{4..0}

temp \leftarrow \text{GPR}[\text{rt}]_{s-1..0} \mid \mid \text{GPR}[\text{rt}]_{31..s}

\text{GPR}[\text{rd}] \leftarrow \text{temp}
```

**Exceptions:**

Reserved Instruction
Floating Point Round to Long Fixed Point

**Format:**

ROUND.L.fmt

ROUND.L.S  fd, fs  
MIPS64, MIPS32 Release 2

ROUND.L.D  fd, fs  
MIPS64, MIPS32 Release 2

**Purpose:**
Floating Point Round to Long Fixed Point

To convert an FP value to 64-bit fixed point, rounding to nearest

**Description:**

FPR[fd] ← convert_and_round(FPR[fs])

The value in FPR fs, in format fmt, is converted to a value in 64-bit long fixed point format and rounded to nearest/even (rounding mode 0). The result is placed in FPR fd.

When the source value is Infinity, NaN, or rounds to an integer outside the range -2^63 to 2^63-1, the result cannot be represented correctly and an IEEE Invalid Operation condition exists. In this case the Invalid Operation flag is set in the FCSR. If the Invalid Operation Enable bit is set in the FCSR, no result is written to fd and an Invalid Operation exception is taken immediately. Otherwise, the default result, 2^63 – 1, is written to fd.

**Restrictions:**
The fields fs and fd must specify valid FPRs; fs for type fmt and fd for long fixed point; if they are not valid, the result is UNPREDICTABLE.

The operand must be a value in format fmt; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

The result of this instruction is UNPREDICTABLE if the processor is executing in 16 FP registers mode.

**Operation:**

StoreFPR(fd, L, ConvertFmt(ValueFPR(fs, fmt), fmt, L))

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

Floating Point Exceptions:

Inexact, Unimplemented Operation, Invalid Operation, Overflow
Floating Point Round to Word Fixed Point

**Format:**

| COP1 | fmt | 0 | fs | fd | ROUND.W
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>010001</td>
<td>00000</td>
<td>1100</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Purpose:** Floating Point Round to Word Fixed Point

To convert an FP value to 32-bit fixed point, rounding to nearest

**Description:**

\[ \text{FPR}[fd] \leftarrow \text{convert_and_round(FPR}[fs]) \]

The value in FPR \( fs \), in format \( fmt \), is converted to a value in 32-bit word fixed point format rounding to nearest/even (rounding mode 0). The result is placed in FPR \( fd \).

When the source value is Infinity, NaN, or rounds to an integer outside the range \(-2^{31} \) to \( 2^{31}-1 \), the result cannot be represented correctly and an IEEE Invalid Operation condition exists. In this case the Invalid Operation flag is set in the \( FCSR \). If the Invalid Operation \( Enable \) bit is set in the \( FCSR \), no result is written to \( fd \) and an Invalid Operation exception is taken immediately. Otherwise, the default result, \( 2^{31}-1 \), is written to \( fd \).

**Restrictions:**

The fields \( fs \) and \( fd \) must specify valid FPRs; \( fs \) for type \( fmt \) and \( fd \) for word fixed point; if they are not valid, the result is \( \text{UNPREDICTABLE} \).

The operand must be a value in format \( fmt \); if it is not, the result is \( \text{UNPREDICTABLE} \) and the value of the operand FPR becomes \( \text{UNPREDICTABLE} \).

**Operation:**

\[ \text{StoreFPR(fd, W, ConvertFmt(ValueFPR(fs, fmt), fmt, W)}) \]

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Inexact, Unimplemented Operation, Invalid Operation, Overflow
Reciprocal Square Root Approximation

<table>
<thead>
<tr>
<th>COP1</th>
<th>fmt</th>
<th>0</th>
<th>fs</th>
<th>fd</th>
<th>RSQRT</th>
<th>fmt</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>010001</td>
<td>00000</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>5</td>
<td>0</td>
</tr>
</tbody>
</table>

Format: RSQRT.fmt
- RSQRT.S fd, fs  
- RSQRT.D fd, fs

MIPS64, MIPS32 Release 2
MIPS64, MIPS32 Release 2

Purpose: Reciprocal Square Root Approximation
To approximate the reciprocal of the square root of an FP value (quickly)

Description: \( FPR[fd] \leftarrow 1.0 / \sqrt{FPR[fs]} \)
The reciprocal of the positive square root of the value in FPR \( fs \) is approximated and placed into FPR \( fd \). The operand and result are values in format \( fmt \).

The numeric accuracy of this operation is implementation dependent; it does not meet the accuracy specified by the IEEE 754 Floating Point standard. The computed result differs from both the exact result and the IEEE-mandated representation of the exact result by no more than two units in the least-significant place (ULP).

The effect of the current FCSR rounding mode on the result is implementation dependent.

Restrictions:
The fields \( fs \) and \( fd \) must specify FPRs valid for operands of type \( fmt \); if they are not valid, the result is UNPREDICTABLE.

The operand must be a value in format \( fmt \); if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

Operation:
\[ \text{StoreFPR}(fd, fmt, 1.0 / \text{SquareRoot}(\text{valueFPR}(fs, fmt))) \]

Exceptions:
Coprocessor Unusable, Reserved Instruction

Floating Point Exceptions:
Inexact, Division-by-zero, Unimplemented Operation, Invalid Operation, Overflow, Underflow
Format:  \texttt{SB \textit{rt}, \textit{offset}(\textit{base})}

Purpose: Store Byte

To store a byte to memory

Description: memory[\texttt{GPR[base] + offset}] \leftarrow \texttt{GPR[rt]}

The least-significant 8-bit byte of GPR \textit{rt} is stored in memory at the location specified by the effective address. The 16-bit signed \textit{offset} is added to the contents of GPR \textit{base} to form the effective address.

Restrictions:

None

Operation:

\begin{itemize}
\item $v\text{Addr} \leftarrow \text{sign\_extend}(\text{offset}) + GPR[\text{base}]$
\item $(p\text{Addr}, CCA) \leftarrow \text{AddressTranslation}(v\text{Addr}, \text{DATA, STORE})$
\item $p\text{Addr} \leftarrow p\text{Addr}_{\text{PSIZE-1..2} \ | | \ (p\text{Addr}_{1..0} \ xor \ ReverseEndian^2)}$
\item $\text{bytesel} \leftarrow v\text{Addr}_{1..0} \ xor \ BigEndian\text{CPU}^2$
\item $\text{dataword} \leftarrow GPR[\text{rt}]_{31-8*\text{bytesel}..0 \ | | \ 0^{8*\text{bytesel}}}$
\item StoreMemory(CCA, BYTE, dataword, p\text{Addr}, v\text{Addr}, \text{DATA})
\end{itemize}

Exceptions:

TLB Refill, TLB Invalid, TLB Modified, Bus Error, Address Error, Watch
Store Conditional Word

Format: \( \text{SC~rt, offset(base)} \)

Purpose: Store Conditional Word

To store a word to memory to complete an atomic read-modify-write

Description: if \( \text{atomic_update} \) then \( \text{memory}[\text{GPR[base]} + \text{offset}] \leftarrow \text{GPR[rt]}, \text{GPR[rt]} \leftarrow 1 \)
else \( \text{GPR[rt]} \leftarrow 0 \)

The LL and SC instructions provide primitives to implement atomic read-modify-write (RMW) operations for synchronizeable memory locations.

The 32-bit word in GPR \( rt \) is conditionally stored in memory at the location specified by the aligned effective address. The 16-bit signed \( \text{offset} \) is added to the contents of GPR \( \text{base} \) to form an effective address.

The SC completes the RMW sequence begun by the preceding LL instruction executed on the processor. To complete the RMW sequence atomically, the following occur:

- The 32-bit word of GPR \( rt \) is stored into memory at the location specified by the aligned effective address.
- A 1, indicating success, is written into GPR \( rt \).

Otherwise, memory is not modified and a 0, indicating failure, is written into GPR \( rt \).

If either of the following events occurs between the execution of LL and SC, the SC fails:

- A coherent store is completed by another processor or coherent I/O module into the block of synchronizeable physical memory containing the word. The size and alignment of the block is implementation dependent, but it is at least one word and at most the minimum page size.
- An ERET instruction is executed.

If either of the following events occurs between the execution of LL and SC, the SC may succeed or it may fail; the success or failure is not predictable. Portable programs should not cause one of these events.

- A memory access instruction (load, store, or prefetch) is executed on the processor executing the LL/SC.
- The instructions executed starting with the LL and ending with the SC do not lie in a 2048-byte contiguous region of virtual memory. (The region does not have to be aligned, other than the alignment required for instruction words.)

The following conditions must be true or the result of the SC is \text{UNPREDICTABLE}:

- Execution of SC must have been preceded by execution of an LL instruction.
- An RMW sequence executed without intervening events that would cause the SC to fail must use the same address in the LL and SC. The address is the same if the virtual address, physical address, and cacheability & coherency attribute are identical.

Atomic RMW is provided only for synchronizeable memory locations. A synchronizeable memory location is one that is associated with the state and logic necessary to implement the LL/SC semantics. Whether a memory location is synchronizeable depends on the processor and system configurations, and on the memory access type used for the
location:

- **Uniprocessor atomicity**: To provide atomic RMW on a single processor, all accesses to the location must be made with memory access type of either cached noncoherent or cached coherent. All accesses must be to one or the other access type, and they may not be mixed.

- **MP atomicity**: To provide atomic RMW among multiple processors, all accesses to the location must be made with a memory access type of cached coherent.

- **I/O System**: To provide atomic RMW with a coherent I/O system, all accesses to the location must be made with a memory access type of cached coherent. If the I/O system does not use coherent memory operations, then atomic RMW cannot be provided with respect to the I/O reads and writes.

**Restrictions:**
The addressed location must have a memory access type of cached noncoherent or cached coherent; if it does not, the result is UNPREDICTABLE.
The effective address must be naturally-aligned. If either of the 2 least-significant bits of the address is non-zero, an Address Error exception occurs.

**Operation:**

\[
\begin{align*}
\text{vAddr} & \leftarrow \text{sign\_extend}(\text{offset}) + \text{GPR}[\text{base}] \\
\text{if } \text{vAddr}_{1:0} \neq 0^2 \text{ then} & \quad \text{SignalException(AddressError)} \\
\text{endif} \\
(p\text{Addr}, \ CCA) & \leftarrow \text{AddressTranslation}(\text{vAddr}, \ \text{DATA}, \ \text{STORE}) \\
\text{dataword} & \leftarrow \text{GPR}[rt] \\
\text{if } \text{LLbit} \text{ then} & \quad \text{StoreMemory}(CCA, \ \text{WORD, dataword, pAddr, vAddr, DATA}) \\
\text{endif} \\
\text{GPR}[rt] & \leftarrow 0^{11} \ || \ \text{LLbit}
\end{align*}
\]

**Exceptions:**
TLB Refill, TLB Invalid, TLB Modified, Address Error, Watch

**Programming Notes:**
LL and SC are used to atomically update memory locations, as shown below.

\[
\begin{align*}
\text{L1:} \\
& \quad \text{LL T1, (T0) # load counter} \\
& \quad \text{ADDI T2, T1, 1 # increment} \\
& \quad \text{SC T2, (T0) # try to store, checking for atomicity} \\
& \quad \text{BEQ T2, 0, L1 # if not atomic (0), try again} \\
& \quad \text{NOP} \quad \# \ \text{branch-delay slot}
\end{align*}
\]

Exceptions between the LL and SC cause SC to fail, so persistent exceptions must be avoided. Some examples of these are arithmetic operations that trap, system calls, and floating point operations that trap or require software emulation assistance.

LL and SC function on a single processor for cached noncoherent memory so that parallel programs can be run on uniprocessor systems that do not support cached coherent memory access types.
Software Debug Breakpoint

Format: SDBBP code

Purpose: Software Debug Breakpoint
To cause a debug breakpoint exception

Description:
This instruction causes a debug exception, passing control to the debug exception handler. If the processor is executing in Debug Mode when the SDBBP instruction is executed, the exception is a Debug Mode Exception, which sets the DebugDExcCode field to the value 0x9 (Bp). The code field can be used for passing information to the debug exception handler, and is retrieved by the debug exception handler only by loading the contents of the memory word containing the instruction, using the DEPC register. The CODE field is not used in any way by the hardware.

Restrictions:

Operation:
If DebugDM = 0 then
   SignalDebugBreakpointException()
else
   SignalDebugModeBreakpointException()
endif

Exceptions:
Debug Breakpoint Exception
Debug Mode Breakpoint Exception
Store Doubleword from Floating Point

**Format:** \( SDC1\ ft, \ offset(base) \)

**Purpose:** Store Doubleword from Floating Point

To store a doubleword from an FPR to memory

**Description:** \( \text{memory}[\text{GPR}[\text{base}] + \text{offset}] \leftarrow \text{FPR}[ft] \)

The 64-bit doubleword in FPR \( ft \) is stored in memory at the location specified by the aligned effective address. The 16-bit signed \( offset \) is added to the contents of GPR \( base \) to form the effective address.

**Restrictions:**

An Address Error exception occurs if EffectiveAddress\(_{2..0} \neq 0 \) (not doubleword-aligned).

**Operation:**

\[
\begin{align*}
vAddr & \leftarrow \text{sign\_extend}(\text{offset}) + \text{GPR}[\text{base}] \\
\text{if } vAddr_{2..0} \neq 0 & \text{ then } \text{SignalException(AddressError)} \\
(pAddr, \text{CCA}) & \leftarrow \text{AddressTranslation}(vAddr, \text{DATA}, \text{STORE}) \\
\text{datadoubleword} & \leftarrow \text{ValueFPR}(ft, \text{UNINTERPRETED\_DOUBLEWORD}) \\
paddr & \leftarrow paddr \text{xor } ((\text{BigEndianCPU xor ReverseEndian}) || \text{0}^2) \\
\text{StoreMemory}(CCA, \text{WORD}, \text{datadoubleword}_{31..0}, pAddr, vAddr, \text{DATA}) \\
paddr & \leftarrow paddr \text{xor } 0b100 \\
\text{StoreMemory}(CCA, \text{WORD}, \text{datadoubleword}_{63..32}, pAddr, vAddr+4, \text{DATA})
\end{align*}
\]

**Exceptions:**

Coprocessor Unusable, Reserved Instruction, TLB Refill, TLB Invalid, TLB Modified, Address Error, Watch
Store Doubleword from Coprocessor 2

Format: SDC2 rt, offset(base)

Purpose: Store Doubleword from Coprocessor 2

To store a doubleword from a Coprocessor 2 register to memory

Description: memory[base + offset] ← CPR[2, rt, 0]

The 64-bit doubleword in Coprocessor 2 register rt is stored in memory at the location specified by the aligned effective address. The 16-bit signed offset is added to the contents of GPR base to form the effective address.

Restrictions:

An Address Error exception occurs if EffectiveAddress2..0 ≠ 0 (not doubleword-aligned).

Operation:

vAddr ← sign_extend(offset) + GPR[base]
if vAddr2..0 ≠ 0 then
    SignalException(AddressError)
endif
(pAddr, CCA) ← AddressTranslation(vAddr, DATA, STORE)
lsw ← CPR[2, rt, 0]
msw ← CPR[2, rt+1, 0]
paddr ← paddr xor ((BigEndianCPU xor ReverseEndian) || 02)
StoreMemory(CCA, WORD, lsw, pAddr, vAddr, DATA)
paddr ← paddr xor 0b100
StoreMemory(CCA, WORD, msw, pAddr, vAddr+4, DATA)

Exceptions:

Coprocessor Unusable, Reserved Instruction, TLB Refill, TLB Invalid, TLB Modified, Address Error, Watch
Store Doubleword Indexed from Floating Point

**Purpose:** Store Doubleword Indexed from Floating Point

To store a doubleword from an FPR to memory (GPR+GPR addressing)

**Description:**

\[
\text{memory}[\text{GPR}[\text{base}] + \text{GPR}[\text{index}]] \leftarrow \text{FPR}[fs]
\]

The 64-bit doubleword in FPR \(fs\) is stored in memory at the location specified by the aligned effective address. The contents of GPR \(index\) and GPR \(base\) are added to form the effective address.

**Restrictions:**

An Address Error exception occurs if \(\text{EffectiveAddress}_{2,0} \neq 0\) (not doubleword-aligned).

**Operation:**

\[
\begin{align*}
\text{vAddr} & \leftarrow \text{GPR}[\text{base}] + \text{GPR}[\text{index}] \\
\text{if } \text{vAddr}_{2,0} & \neq 0^3 \text{ then} \\
\quad & \text{SignalException(AddressError)} \\
\text{endif} \\
(p\text{Addr}, \text{CCA}) & \leftarrow \text{AddressTranslation(\text{vAddr}, \text{DATA}, \text{STORE})} \\
\text{datadoubleword} & \leftarrow \text{ValueFPR(\text{fs}, \text{UNINTERPRETED_DOUBLEWORD})} \\
\text{paddr} & \leftarrow \text{paddr xor } ((\text{BigEndianCPU xor ReverseEndian} \mid \mid 0^2) \\
\text{StoreMemory(CCA, WORD, datadoubleword}_{31..0}, \text{pAddr, vAddr, DATA}) \\
\text{paddr} & \leftarrow \text{paddr xor } 0b100 \\
\text{StoreMemory(CCA, WORD, datadoubleword}_{63..32}, \text{pAddr, vAddr+4, DATA})
\end{align*}
\]

**Exceptions:**

TLB Refill, TLB Invalid, TLB Modified, Coprocessor Unusable, Address Error, Reserved Instruction, Watch.
**Sign-Extend Byte**

**Format:** SEB rd, rt

**Purpose:** Sign-Extend Byte

To sign-extend the least significant byte of GPR rt and store the value into GPR rd.

**Description:**

\[ GPR[rd] \leftarrow \text{SignExtend}(GPR[rt]_{7..0}) \]

The least significant byte from GPR rt is sign-extended and stored in GPR rd.

**Restrictions:**

In implementations prior to Release 2 of the architecture, this instruction resulted in a Reserved Instruction Exception.

**Operation:**

\[ GPR[rd] \leftarrow \text{sign} \_ \text{extend}(GPR[rt]_{7..0}) \]

**Exceptions:**

Reserved Instruction

**Programming Notes:**

For symmetry with the SEB and SEH instructions, one would expect that there would be ZEB and ZEH instructions that zero-extend the source operand. Similarly, one would expect that the SEW and ZEW instructions would exist to sign- or zero-extend a word to a doubleword. These instructions do not exist because there are functionally-equivalent instructions already in the instruction set. The following table shows the instructions providing the equivalent functions.

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<th>Equivalent Instruction</th>
</tr>
</thead>
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<td>Zero-Extend Byte</td>
<td>ANDI rx,ry,0xFF</td>
</tr>
<tr>
<td>ZEH rx,ry</td>
<td>Zero-Extend Halfword</td>
<td>ANDI rx,ry,0xFFF</td>
</tr>
</tbody>
</table>
### Sign-Extend Halfword

**Format:** SEH rd, rt

**Purpose:** Sign-Extend Halfword

To sign-extend the least significant halfword of GPR rt and store the value into GPR rd.

**Description:** GPR[rd] ← SignExtend(GPR[rt]15..0)

The least significant halfword from GPR rt is sign-extended and stored in GPR rd.

**Restrictions:**

In implementations prior to Release 2 of the architecture, this instruction resulted in a Reserved Instruction Exception.

**Operation:**

GPR[rd] ← sign_extend(GPR[rt]15..0)

**Exceptions:**

Reserved Instruction

**Programming Notes:**

The SEH instruction can be used to convert two contiguous halfwords to sign-extended word values in three instructions. For example:

```plaintext
lw   t0, 0(al)   /* Read two contiguous halfwords */
seh  t1, t0     /* t1 = lower halfword sign-extended to word */
sra  t0, t0, 16 /* t0 = upper halfword sign-extended to word */
```

Zero-extended halfwords can be created by changing the SEH and SRA instructions to ANDI and SRL instructions, respectively.

For symmetry with the SEB and SEH instructions, one would expect that there would be ZEB and ZEH instructions that zero-extend the source operand. Similarly, one would expect that the SEW and ZEW instructions would exist to sign- or zero-extend a word to a doubleword. These instructions do not exist because there are functionally-equivalent instructions already in the instruction set. The following table shows the instructions providing the equivalent functions.

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<td>ANDI rx,ry,0xFF</td>
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<tr>
<td>ZEH rx,ry</td>
<td>Zero-Extend Halfword</td>
<td>ANDI rx,ry,0xFFFF</td>
</tr>
</tbody>
</table>
Store Halfword

Format: \texttt{SH rt, offset(base)}

Purpose: Store Halfword
To store a halfword to memory

Description: \texttt{memory[GPR[base] + offset] \leftarrow GPR[rt]}
The least-significant 16-bit halfword of register \texttt{rt} is stored in memory at the location specified by the aligned effective address. The 16-bit signed \texttt{offset} is added to the contents of GPR \texttt{base} to form the effective address.

Restrictions:
The effective address must be naturally-aligned. If the least-significant bit of the address is non-zero, an Address Error exception occurs.

Operation:
\begin{verbatim}
vAddr \leftarrow \text{sign} \_ \text{extend}(\text{offset}) + \text{GPR[base]}
if vAddr_0 \neq 0 then
    \text{SignalException(AddressError)}
endif
(pAddr, CCA) \leftarrow \text{AddressTranslation(vAddr, DATA, STORE)}
pAddr \leftarrow pAddr_{\text{PSIZE}-1..2} || (pAddr_{1..0} \text{xor(ReverseEndian || 0)})
bytesel \leftarrow vAddr_{1..0} \text{xor(BigEndianCPU || 0)}
dataword \leftarrow GPR[rt]_{31-8 \ast \text{bytesel}.0} || g^8 \ast \text{bytesel}
\text{StoreMemory(CCA, HALFWORD, dataword, pAddr, vAddr, DATA)}
\end{verbatim}

Exceptions:
TLB Refill, TLB Invalid, TLB Modified, Address Error, Watch
**Shift Word Left Logical**

**Format:**  
\[ \text{SLL } \text{rd}, \text{rt}, \text{sa} \]

**Purpose:** Shift Word Left Logical  
To left-shift a word by a fixed number of bits

**Description:**  
\[ \text{GPR}[\text{rd}] \gets \text{GPR}[\text{rt}] \ll \text{sa} \]

The contents of the low-order 32-bit word of GPR rt are shifted left, inserting zeros into the emptied bits; the word result is placed in GPR rd. The bit-shift amount is specified by sa.

**Restrictions:**  
None

**Operation:**  
\[
\begin{align*}
\text{s} & \leftarrow \text{sa} \\
\text{temp} & \leftarrow \text{GPR}[\text{rt}]_{(31-s)\ldots0} \mid 0^s \\
\text{GPR}[\text{rd}] & \leftarrow \text{temp}
\end{align*}
\]

**Exceptions:**  
None

**Programming Notes:**  
SLL r0, r0, 0, expressed as NOP, is the assembly idiom used to denote no operation.

SLL r0, r0, 1, expressed as SSNOP, is the assembly idiom used to denote no operation that causes an issue break on superscalar processors.
Shift Word Left Logical Variable

**Format:**  
SLLV rd, rt, rs  

**Purpose:**  
Shift Word Left Logical Variable  
To left-shift a word by a variable number of bits  

**Description:**  
GPR[rd] ← GPR[rt] << rs  
The contents of the low-order 32-bit word of GPR rt are shifted left, inserting zeros into the emptied bits; the result word is placed in GPR rd. The bit-shift amount is specified by the low-order 5 bits of GPR rs.

**Restrictions:**  
None

**Operation:**

\[ s \leftarrow GPR[rs]_{4..0} \]
\[ \text{temp} \leftarrow GPR[rt]_{(31-s)..0} \ || \ 0^s \]
\[ \text{GPR}[rd] \leftarrow \text{temp} \]

**Exceptions:**  
None

**Programming Notes:**  
None
Set on Less Than

Format:  SLT rd, rs, rt

Purpose:  Set on Less Than
To record the result of a less-than comparison

Description:  GPR[rd] ← (GPR[rs] < GPR[rt])
Compare the contents of GPR rs and GPR rt as signed integers and record the Boolean result of the comparison in GPR rd. If GPR rs is less than GPR rt, the result is 1 (true); otherwise, it is 0 (false).
The arithmetic comparison does not cause an Integer Overflow exception.

Restrictions:
None

Operation:

if GPR[rs] < GPR[rt] then
    GPR[rd] ← 0^{GPRLEN-1} || 1
else
    GPR[rd] ← 0^{GPRLEN}
endif

Exceptions:
None
Set on Less Than Immediate

**Format:**  \[\text{SLTI\ } rt,\ rs,\ \text{immediate}\]

**MIPS32**

**Purpose:** Set on Less Than Immediate

To record the result of a less-than comparison with a constant

**Description:**  \[\text{GPR}\[rt]\ ← (\text{GPR}\[rs]\ < \text{immediate})\]

Compare the contents of GPR \(rs\) and the 16-bit signed \(\text{immediate}\) as signed integers and record the Boolean result of the comparison in GPR \(rt\). If GPR \(rs\) is less than \(\text{immediate}\), the result is 1 (true); otherwise, it is 0 (false).

The arithmetic comparison does not cause an Integer Overflow exception.

**Restrictions:**

None

**Operation:**

\[
\begin{align*}
\text{if } & \text{GPR}[rs] < \text{sign\_extend} (\text{immediate}) \text{ then} \\
& \text{GPR}[rt] \leftarrow 0^{\text{GPRLEN}-1} | 1 \\
\text{else} & \\
& \text{GPR}[rt] \leftarrow 0^{\text{GPRLEN}}
\end{align*}
\]

**Exceptions:**

None
**Set on Less Than Immediate Unsigned**

**Format:**  \( \text{SLTIU } rt, rs, \text{ immediate} \)

**Purpose:** Set on Less Than Immediate Unsigned

To record the result of an unsigned less-than comparison with a constant

**Description:** \( \text{GPR}[rt] \leftarrow (\text{GPR}[rs] < \text{immediate}) \)

Compare the contents of GPR \( rs \) and the sign-extended 16-bit \( \text{immediate} \) as unsigned integers and record the Boolean result of the comparison in GPR \( rt \). If GPR \( rs \) is less than \( \text{immediate} \), the result is 1 (true); otherwise, it is 0 (false).

Because the 16-bit \( \text{immediate} \) is sign-extended before comparison, the instruction can represent the smallest or largest unsigned numbers. The representable values are at the minimum \([0, 32767]\) or maximum \([\text{max}\_\text{unsigned}-32767, \text{max}\_\text{unsigned}]\) end of the unsigned range.

The arithmetic comparison does not cause an Integer Overflow exception.

**Restrictions:**

None

**Operation:**

\[
\begin{align*}
\text{if } (0 || \text{GPR}[rs]) < (0 || \text{sign\_extend}(\text{immediate})) \text{ then} \\
\quad \text{GPR}[rt] & \leftarrow 0^{\text{GPRLEN}-1} || 1 \\
\text{else} \\
\quad \text{GPR}[rt] & \leftarrow 0^{\text{GPRLEN}} \\
\text{endif}
\end{align*}
\]

**Exceptions:**

None
Set on Less Than Unsigned

Format: \texttt{SLTU rd, rs, rt}

Purpose: Set on Less Than Unsigned
To record the result of an unsigned less-than comparison

Description: GPR[rd] \leftarrow (GPR[rs] < GPR[rt])
Compare the contents of GPR rs and GPR rt as unsigned integers and record the Boolean result of the comparison in GPR rd. If GPR rs is less than GPR rt, the result is 1 (true); otherwise, it is 0 (false).
The arithmetic comparison does not cause an Integer Overflow exception.

Restrictions:
None

Operation:
\[
\begin{align*}
\text{if } (0 || GPR[rs]) < (0 || GPR[rt]) \text{ then} \\
& \quad \text{GPR[rd]} \leftarrow 0^{GPRLEN-1} || 1 \\
\text{else} \\
& \quad \text{GPR[rd]} \leftarrow 0^{GPRLEN}
\end{align*}
\]

Exceptions:
None
Floating Point Square Root

**SQRT.fmt**

<table>
<thead>
<tr>
<th>COP1</th>
<th>fmt</th>
<th>fs</th>
<th>fd</th>
<th>SQRT</th>
</tr>
</thead>
<tbody>
<tr>
<td>010001</td>
<td>0</td>
<td>0000</td>
<td>0</td>
<td>000100</td>
</tr>
</tbody>
</table>

**Format:**

<table>
<thead>
<tr>
<th>31</th>
<th>26</th>
<th>25</th>
<th>21</th>
<th>20</th>
<th>16</th>
<th>15</th>
<th>11</th>
<th>10</th>
<th>6</th>
<th>5</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>COP1</td>
<td>fmt</td>
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<td>SQRT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Purpose:** Floating Point Square Root

To compute the square root of an FP value

**Description:**

FPR[fd] ← SQRT(FPR[fs])

The square root of the value in FPR fs is calculated to infinite precision, rounded according to the current rounding mode in FCSR, and placed into FPR fd. The operand and result are values in format fmt.

If the value in FPR fs corresponds to –0, the result is –0.

**Restrictions:**

If the value in FPR fs is less than 0, an Invalid Operation condition is raised.

The fields fs and fd must specify FPRs valid for operands of type fmt; if they are not valid, the result is UNPREDICTABLE.

The operand must be a value in format fmt; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

**Operation:**

StoreFPR(fd, fmt, SquareRoot(ValueFPR(fs, fmt)))

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Invalid Operation, Inexact, Unimplemented Operation
Shift Word Right Arithmetic

Format: \texttt{SRA \textit{rd}, \textit{rt}, \textit{sa}}

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Purpose: Shift Word Right Arithmetic

To execute an arithmetic right-shift of a word by a fixed number of bits

Description: \( \text{GPR}[\textit{rd}] \leftarrow \text{GPR}[\textit{rt}] >> \textit{sa} \) (arithmetic)

The contents of the low-order 32-bit word of GPR \( \textit{rt} \) are shifted right, duplicating the sign-bit (bit 31) in the emptied bits; the word result is placed in GPR \( \textit{rd} \). The bit-shift amount is specified by \( \textit{sa} \).

Restrictions:

None

Operation:

\[
\begin{align*}
  s & \leftarrow \textit{sa} \\
  \text{temp} & \leftarrow (\text{GPR}[\textit{rt}]_{31})^s \quad | \quad \text{GPR}[\textit{rt}]_{31..s} \\
  \text{GPR}[\textit{rd}] & \leftarrow \text{temp}
\end{align*}
\]

Exceptions:

None
Shift Word Right Arithmetic Variable

**Format:**  
SRAV rd, rt, rs  

**MIPS32**

**Purpose:** Shift Word Right Arithmetic Variable  
To execute an arithmetic right-shift of a word by a variable number of bits

**Description:**  
GPR[rd] ← GPR[rt] >> rs (arithmetic)

The contents of the low-order 32-bit word of GPR rt are shifted right, duplicating the sign-bit (bit 31) in the emptied bits; the word result is placed in GPR rd. The bit-shift amount is specified by the low-order 5 bits of GPR rs.

**Restrictions:**  
None

**Operation:**

s ← GPR[rs]4..0  
temp ← (GPR[rt]31)s || GPR[rt]31..s  
GPR[rd] ← temp

**Exceptions:**  
None
**Shift Word Right Logical**

**Format:**  
SRL rd, rt, sa

**MIPS32**

**Purpose:** Shift Word Right Logical  
To execute a logical right-shift of a word by a fixed number of bits

**Description:**  
GPR[rd] ← GPR[rt] >> sa (logical)  
The contents of the low-order 32-bit word of GPR rt are shifted right, inserting zeros into the emptied bits; the word result is placed in GPR rd. The bit-shift amount is specified by sa.

**Restrictions:**  
None

**Operation:**  
\[ \begin{align*}  
s & \leftarrow sa \\
\text{temp} & \leftarrow 0^s \ || GPR[rt]_{31..s} \\
GPR[rd] & \leftarrow \text{temp}  
\end{align*} \]

**Exceptions:**  
None
Shift Word Right Logical Variable

**Format:**  
SRLV rd, rt, rs

**Purpose:** Shift Word Right Logical Variable  
To execute a logical right-shift of a word by a variable number of bits

**Description:**  
GPR[rd] ← GPR[rt] >> GPR[rs]  
(logical)

The contents of the low-order 32-bit word of GPR rt are shifted right, inserting zeros into the emptied bits; the word result is placed in GPR rd. The bit-shift amount is specified by the low-order 5 bits of GPR rs.

**Restrictions:**  
None

**Operation:**

\[
\begin{align*}
s &\leftarrow GPR[rs]_{4..0} \\
temp &\leftarrow 0^s \mid | GPR[rt]_{31..s} \\
GPR[rd] &\leftarrow temp
\end{align*}
\]

**Exceptions:**  
None
Superscalar No Operation

**Format:** SSNOP

**Purpose:** Superscalar No Operation

Break superscalar issue on a superscalar processor.

**Description:**

SSNOP is the assembly idiom used to denote superscalar no operation. The actual instruction is interpreted by the hardware as SLL r0, r0, 1.

This instruction alters the instruction issue behavior on a superscalar processor by forcing the SSNOP instruction to single-issue. The processor must then end the current instruction issue between the instruction previous to the SSNOP and the SSNOP. The SSNOP then issues alone in the next issue slot.

On a single-issue processor, this instruction is a NOP that takes an issue slot.

**Restrictions:**

None

**Operation:**

None

**Exceptions:**

None

**Programming Notes:**

SSNOP is intended for use primarily to allow the programmer control over CP0 hazards by converting instructions into cycles in a superscalar processor. For example, to insert at least two cycles between an MTC0 and an ERET, one would use the following sequence:

```
mtc0 x, y
ssnop
ssnop
eret
```

Based on the normal issues rules of the processor, the MTC0 issues in cycle T. Because the SSNOP instructions must issue alone, they may issue no earlier than cycle T+1 and cycle T+2, respectively. Finally, the ERET issues no earlier than cycle T+3. Note that although the instruction after an SSNOP may issue no earlier than the cycle after the SSNOP is issued, that instruction may issue later. This is because other implementation-dependent issue rules may apply that prevent an issue in the next cycle. Processors should not introduce any unnecessary delay in issuing SSNOP instructions.
Subtract Word

**Format:**  \[ \text{SUB } \text{rd}, \text{rs}, \text{rt} \]

**MIPS32**

**Purpose:** Subtract Word  
To subtract 32-bit integers. If overflow occurs, then trap

**Description:**  \[ \text{GPR}[\text{rd}] \leftarrow \text{GPR}[\text{rs}] - \text{GPR}[\text{rt}] \]

The 32-bit word value in GPR \( rt \) is subtracted from the 32-bit value in GPR \( rs \) to produce a 32-bit result. If the subtraction results in 32-bit 2’s complement arithmetic overflow, then the destination register is not modified and an Integer Overflow exception occurs. If it does not overflow, the 32-bit result is placed into GPR \( rd \).

**Restrictions:**  
None

**Operation:**

\[
\text{temp} \leftarrow (\text{GPR}[\text{rs}]_{31} | \text{GPR}[\text{rs}]_{31..0}) - (\text{GPR}[\text{rt}]_{31} | \text{GPR}[\text{rt}]_{31..0})
\]

\[
\text{if } \text{temp}_{32} \neq \text{temp}_{31} \text{ then}
\]

\[
\text{SignalException(IntegerOverflow)}
\]

\[
\text{else}
\]

\[
\text{GPR}[\text{rd}] \leftarrow \text{temp}_{31..0}
\]

**Exceptions:**  
Integer Overflow

**Programming Notes:**  
SUBU performs the same arithmetic operation but does not trap on overflow.
Floating Point Subtract

SUB.fmt

Format:

- \text{SUB.S} \ fd, fs, ft \\
- \text{SUB.D} \ fd, fs, ft \\
- \text{SUB.PS} \ fd, fs, ft

MIPS32

MIPS32

MIPS64, MIPS32 Release 2

Purpose: Floating Point Subtract

To subtract FP values

Description: \( \text{FPR}[fd] \leftarrow \text{FPR}[fs] - \text{FPR}[ft] \)

The value in FPR \( ft \) is subtracted from the value in FPR \( fs \). The result is calculated to infinite precision, rounded according to the current rounding mode in \( \text{FCSR} \), and placed into FPR \( fd \). The operands and result are values in format \( fmt \). \text{SUB.PS} subtracts the upper and lower halves of FPR \( fs \) and FPR \( ft \) independently, and ORs together any generated exceptional conditions.

Restrictions:

The fields \( fs, ft, \) and \( fd \) must specify FPRs valid for operands of type \( fmt \). If they are not valid, the result is \text{UNPREDICTABLE}.

The operands must be values in format \( fmt \); if they are not, the result is \text{UNPREDICTABLE} and the value of the operand FPRs becomes \text{UNPREDICTABLE}.

The result of \text{SUB.PS} is \text{UNPREDICTABLE} if the processor is executing in 16 FP registers mode.

Operation:

\[
\text{StoreFPR} (fd, fmt, \text{ValueFPR}(fs, fmt) - fmt \text{ValueFPR}(ft, fmt))
\]

CPU Exceptions:

Coprocessor Unusable, Reserved Instruction

FPU Exceptions:

Inexact, Overflow, Underflow, Invalid Op, Unimplemented Op
Subtract Unsigned Word

**Format:**   
SUBU rd, rs, rt

**Purpose:** Subtract Unsigned Word

To subtract 32-bit integers

**Description:**   
GPR[rd] ← GPR[rs] − GPR[rt]

The 32-bit word value in GPR rt is subtracted from the 32-bit value in GPR rs and the 32-bit arithmetic result is and placed into GPR rd.

No integer overflow exception occurs under any circumstances.

**Restrictions:** None

**Operation:**   
\[ \text{temp} \leftarrow GPR[rs] - GPR[rt] \]
\[ GPR[rd] \leftarrow \text{temp} \]

**Exceptions:** None

**Programming Notes:**

The term “unsigned” in the instruction name is a misnomer; this operation is 32-bit modulo arithmetic that does not trap on overflow. It is appropriate for unsigned arithmetic, such as address arithmetic, or integer arithmetic environments that ignore overflow, such as C language arithmetic.
Store Doubleword Indexed Unaligned from Floating Point

**Format:** SUXC1 fs, index(base)

**Purpose:** Store Doubleword Indexed Unaligned from Floating Point
To store a doubleword from an FPR to memory (GPR+GPR addressing) ignoring alignment

**Description:**
\[
\text{memory}[(\text{GPR}[\text{base}] + \text{GPR}[\text{index}])_{\text{PSIZE}-1..3}] \leftarrow \text{FPR}[fs]
\]
The contents of the 64-bit doubleword in FPR \(fs\) is stored at the memory location specified by the effective address. The contents of GPR \(\text{index}\) and GPR \(\text{base}\) are added to form the effective address. The effective address is double-word-aligned; EffectiveAddress\(_{2..0}\) are ignored.

**Restrictions:**
The result of this instruction is **UNPREDICTABLE** if the processor is executing in 16 FP registers mode.

**Operation:**
\[
\begin{align*}
\text{vAddr} & \leftarrow (\text{GPR}[\text{base}] + \text{GPR}[\text{index}])_{63..3} || 0^3 \\
(\text{pAddr, CCA}) & \leftarrow \text{AddressTranslation}(\text{vAddr}, \text{DATA}, \text{STORE}) \\
\text{datadoubleword} & \leftarrow \text{ValueFPR}(fs, \text{UNINTERPRETED_DOUBLEWORD}) \\
\text{paddr} & \leftarrow \text{paddr} \oplus ((\text{BigEndianCPU xor ReverseEndian}) || 0^2) \\
\text{StoreMemory}(\text{CCA, WORD, datadoubleword}_{31..0}, \text{pAddr}, \text{vAddr}, \text{DATA}) \\
\text{paddr} & \leftarrow \text{paddr} \oplus 0b100 \\
\text{StoreMemory}(\text{CCA, WORD, datadoubleword}_{63..32}, \text{pAddr}, \text{vAddr}+4, \text{DATA})
\end{align*}
\]

**Exceptions:**
Coprocessor Unusable, Reserved Instruction, TLB Refill, TLB Invalid, TLB Modified, Watch
Store Word

<table>
<thead>
<tr>
<th>Format:</th>
<th>SW rt, offset(base)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purpose:</td>
<td>Store Word</td>
</tr>
<tr>
<td>To store a word to memory</td>
<td></td>
</tr>
<tr>
<td>Description:</td>
<td>memory[GPR[base] + offset] ← GPR[rt]</td>
</tr>
<tr>
<td>The least-significant 32-bit word of GPR rt is stored in memory at the location specified by the aligned effective address. The 16-bit signed offset is added to the contents of GPR base to form the effective address.</td>
<td></td>
</tr>
<tr>
<td>Restrictions:</td>
<td>The effective address must be naturally-aligned. If either of the 2 least-significant bits of the address is non-zero, an Address Error exception occurs.</td>
</tr>
<tr>
<td>Operation:</td>
<td>vAddr ← sign_extend(offset) + GPR[base]</td>
</tr>
<tr>
<td>if vAddr1..0 ≠ 02 then</td>
<td></td>
</tr>
<tr>
<td>SignalException(AddressError)</td>
<td></td>
</tr>
<tr>
<td>endif</td>
<td></td>
</tr>
<tr>
<td>(pAddr, CCA) ← AddressTranslation (vAddr, DATA, STORE)</td>
<td></td>
</tr>
<tr>
<td>dataword ← GPR[rt]</td>
<td></td>
</tr>
<tr>
<td>StoreMemory (CCA, WORD, dataword, pAddr, vAddr, DATA)</td>
<td></td>
</tr>
<tr>
<td>Exceptions:</td>
<td>TLB Refill, TLB Invalid, TLB Modified, Address Error, Watch</td>
</tr>
</tbody>
</table>
Store Word from Floating Point

**Purpose:** Store Word from Floating Point
To store a word from an FPR to memory

**Description:** \[\text{memory}[\text{GPR}[\text{base}] + \text{offset}] \leftarrow \text{FPR}[ft]\]
The low 32-bit word from FPR \(ft\) is stored in memory at the location specified by the aligned effective address. The 16-bit signed \(\text{offset}\) is added to the contents of GPR \(\text{base}\) to form the effective address.

**Restrictions:**
An Address Error exception occurs if EffectiveAddress\(_{1,0}\) \(\neq 0\) (not word-aligned).

**Operation:**
\[
\begin{align*}
\text{vAddr} & \leftarrow \text{sign\_extend}(\text{offset}) + \text{GPR}[\text{base}] \\
\text{if } \text{vAddr}\_{1,0} & \neq 0^3 \text{ then} \\
\text{SignalException}(\text{AddressError}) \\
\text{endif} \\
(p\text{Addr}, \text{CCA}) & \leftarrow \text{AddressTranslation}(\text{vAddr}, \text{DATA}, \text{STORE}) \\
\text{dataword} & \leftarrow \text{ValueFPR}(ft, \text{UNINTERPRETED\_WORD}) \\
\text{StoreMemory}(\text{CCA}, \text{WORD}, \text{dataword}, p\text{Addr}, \text{vAddr}, \text{DATA})
\end{align*}
\]

**Exceptions:**
Coprocessor Unusable, Reserved Instruction, TLB Refill, TLB Invalid, TLB Modified, Address Error, Watch
Store Word from Coprocessor 2

**Format:** SWC2 rt, offset(base)  

**Purpose:** Store Word from Coprocessor 2  
To store a word from a COP2 register to memory  

**Description:**  
memory[GPR[base] + offset] ← CPR[2,rt,0]  
The low 32-bit word from COP2 (Coprocessor 2) register rt is stored in memory at the location specified by the aligned effective address. The 16-bit signed offset is added to the contents of GPR base to form the effective address.  

**Restrictions:**  
An Address Error exception occurs if EffectiveAddress1..0 ≠ 0 (not word-aligned).  

**Operation:**  
\[
\begin{align*}
\text{vAddr} & \leftarrow \text{sign\_extend(}\text{offset}) + \text{GPR[base]} \\
\text{if vAddr}_{1..0} \neq 0^2 & \text{ then} \\
& \quad \text{SignalException(}\text{AddressError}) \\
\text{endif} \\
(pAddr, CCA) & \leftarrow \text{AddressTranslation(}v\text{Addr, DATA, STORE)} \\
\text{dataword} & \leftarrow \text{CPR}[2,rt,0] \\
\text{StoreMemory(}CCA, \text{WORD, dataword, pAddr, vAddr, DATA)}
\end{align*}
\]

**Exceptions:**  
Coprocessor Unusable, Reserved Instruction, TLB Refill, TLB Invalid, TLB Modified, Address Error, Watch
**Store Word Left**

**Format:**  \texttt{SWL \textit{rt}, offset(base)}

**Purpose:** Store Word Left

To store the most-significant part of a word to an unaligned memory address

**Description:**  
\[ \text{memory[GPR[base] + offset]} \leftarrow \text{GPR[rt]} \]

The 16-bit signed \textit{offset} is added to the contents of GPR \textit{base} to form an effective address (\textit{EffAddr}). \textit{EffAddr} is the address of the most-significant of 4 consecutive bytes forming a word (\textit{W}) in memory starting at an arbitrary byte boundary.

A part of \textit{W}, the most-significant 1 to 4 bytes, is in the aligned word containing \textit{EffAddr}. The same number of the most-significant (left) bytes from the word in GPR \textit{rt} are stored into these bytes of \textit{W}.

The following figure illustrates this operation using big-endian byte ordering for 32-bit and 64-bit registers. The 4 consecutive bytes in 2..5 form an unaligned word starting at location 2. A part of \textit{W}, 2 bytes, is located in the aligned word containing the most-significant byte at 2. First, SWL stores the most-significant 2 bytes of the low word from the source register into these 2 bytes in memory. Next, the complementary SWR stores the remainder of the unaligned word.

**Figure 3.9 Unaligned Word Store Using SWL and SWR**

The bytes stored from the source register to memory depend on both the offset of the effective address within an aligned word—that is, the low 2 bits of the address (\textit{Addr}_{1,0})—and the current byte-ordering mode of the processor (big- or little-endian). The following figure shows the bytes stored for every combination of offset and byte ordering.
Figure 3.10 Bytes Stored by an SWL Instruction

Restrictions:
None

Operation:

\[
vAddr \leftarrow \text{sign}\_\text{extend}(\text{offset}) + \text{GPR}[\text{base}]
\]
\[
(pAddr, \text{CCA}) \leftarrow \text{AddressTranslation}(vAddr, \text{DATA, STORE})
\]
\[
pAddr \leftarrow pAddr_{\text{PSIZE}-1..2} || (pAddr_{1..0} \text{ xor ReverseEndian}^2)
\]
If BigEndianMem = 0 then
\[
pAddr \leftarrow pAddr_{\text{PSIZE}-1..2} || 0^2
\]
endif
\[
byte \leftarrow vAddr_{1..0} \text{ xor BigEndianCPU}^2
\]
\[
dataword \leftarrow 0^{24-8\text{byte}} || \text{GPR}[rt]_{31..24-8\text{byte}}
\]
\[
\text{StoreMemory}(\text{CCA, byte, dataword, pAddr, vAddr, DATA})
\]

Exceptions:

TLB Refill, TLB Invalid, TLB Modified, Bus Error, Address Error, Watch
Store Word Right

**Format:**  \texttt{SWR rt, offset(base)}

**Purpose:** Store Word Right

To store the least-significant part of a word to an unaligned memory address

**Description:** \texttt{memory[GPR[base] + offset] \leftarrow GPR[rt]}

The 16-bit signed \textit{offset} is added to the contents of GPR \textit{base} to form an effective address (EffAddr). EffAddr is the address of the least-significant of 4 consecutive bytes forming a word ($W$) in memory starting at an arbitrary byte boundary.

A part of $W$, the least-significant 1 to 4 bytes, is in the aligned word containing EffAddr. The same number of the least-significant (right) bytes from the word in GPR rt are stored into these bytes of $W$.

The following figure illustrates this operation using big-endian byte ordering for 32-bit and 64-bit registers. The 4 consecutive bytes in 2..5 form an unaligned word starting at location 2. A part of $W$, 2 bytes, is contained in the aligned word containing the least-significant byte at 5. First, SWR stores the least-significant 2 bytes of the low word from the source register into these 2 bytes in memory. Next, the complementary SWL stores the remainder of the unaligned word.

**Figure 3.11 Unaligned Word Store Using SWR and SWL**

The bytes stored from the source register to memory depend on both the offset of the effective address within an aligned word—that is, the low 2 bits of the address ($vAddr_{1\ldots0}$)—and the current byte-ordering mode of the processor (big- or little-endian). The following figure shows the bytes stored for every combination of offset and byte-ordering.
Figure 3.12 Bytes Stored by SWR Instruction

<table>
<thead>
<tr>
<th>Memory contents and byte offsets</th>
<th>Initial contents of Dest Register</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 2 3</td>
<td>64-bit register</td>
</tr>
<tr>
<td>i j k l</td>
<td>A B C D E F G H</td>
</tr>
<tr>
<td>offset (vAddr):0</td>
<td>most</td>
</tr>
<tr>
<td>little-endian</td>
<td>significance</td>
</tr>
<tr>
<td>most</td>
<td>least</td>
</tr>
<tr>
<td>— — — — —</td>
<td></td>
</tr>
</tbody>
</table>

Restrictions:
None

Operation:

vAddr ← sign_extend(offset) + GPR[base]
(pAddr, CCA) ← AddressTranslation (vAddr, DATA, STORE)
pAddr ← pAddrقيقة-1..2 || (pAddr1..0 xor ReverseEndian)
If BigEndianMem = 0 then
pAddr ← pAddrقيقة-1..2 || 0
endif
byte ← vAddr1..0 xor BigEndianCPU
dataword ← GPR[rt]قيقة-8*byte || 08*byte
StoreMemory(CCA, WORD-byte, dataword, pAddr, vAddr, DATA)

Exceptions:
TLB Refill, TLB Invalid, TLB Modified, Bus Error, Address Error, Watch
Store Word Indexed from Floating Point

**Format:**  SWXC1 $fs$, index(base)

**Purpose:** Store Word Indexed from Floating Point

To store a word from an FPR to memory (GPR+GPR addressing)

**Description:**  memory[GPR[base] + GPR[index]] ← FPR[fs]

The low 32-bit word from FPR $fs$ is stored in memory at the location specified by the aligned effective address. The contents of GPR $index$ and GPR $base$ are added to form the effective address.

**Restrictions:**

An Address Error exception occurs if EffectiveAddress$_{1,0} \neq 0$ (not word-aligned).

**Operation:**

```plaintext
vAddr ← GPR[base] + GPR[index]
if vAddr$_{1,0} \neq 0$
    SignalException(AddressError)
endif
(pAddr, CCA) ← AddressTranslation(vAddr, DATA, STORE)
dataword ← ValueFPR(fs, UNINTERPRETED_WORD)
StoreMemory(CCA, WORD, dataword, pAddr, vAddr, DATA)
```

**Exceptions:**

TLB Refill, TLB Invalid, TLB Modified, Address Error, Reserved Instruction, Coprocessor Unusable, Watch
Purpose: To order loads and stores for shared memory.

Description:
These types of ordering guarantees are available through the SYNC instruction:

- Completion Barriers
- Ordering Barriers

Simple Description for Completion Barrier:

- The barrier affects only uncached and cached coherent loads and stores.
- The specified memory instructions (loads or stores or both) that occur before the SYNC instruction must be completed before the specified memory instructions after the SYNC are allowed to start.
- Loads are completed when the destination register is written. Stores are completed when the stored value is visible to every other processor in the system.

Detailed Description for Completion Barrier:

- Every synchronizable specified memory instruction (loads or stores or both) that occurs in the instruction stream before the SYNC instruction must be already globally performed before any synchronizable specified memory instructions that occur after the SYNC are allowed to be performed, with respect to any other processor or coherent I/O module.
- The barrier does not guarantee the order in which instruction fetches are performed.
- A stype value of zero will always be defined such that it performs the most complete set of synchronization operations that are defined. This means stype zero always does a completion barrier that affects both loads and stores preceding the SYNC instruction and both loads and stores that are subsequent to the SYNC instruction. Non-zero values of stype may be defined by the architecture or specific implementations to perform synchronization behaviors that are less complete than that of stype zero. If an implementation does not use one of these non-zero values to define a different synchronization behavior, then that non-zero value of stype must act the same as stype zero completion barrier. This allows software written for an implementation with a lighter-weight barrier to work on another implementation which only implements the stype zero completion barrier.
- A completion barrier is required, potentially in conjunction with SSNOP (in Release 1 of the Architecture) or EHB (in Release 2 of the Architecture), to guarantee that memory reference results are visible across operating mode changes. For example, a completion barrier is required on some implementations on entry to and exit from Debug Mode to guarantee that memory effects are handled correctly.
SYNC behavior when the stype field is zero:

- A completion barrier that affects preceding loads and stores and subsequent loads and stores.

Simple Description for Ordering Barrier:

- The barrier affects only uncached and cached coherent loads and stores.

- The specified memory instructions (loads or stores or both) that occur before the SYNC instruction must always be ordered before the specified memory instructions after the SYNC.

- Memory instructions which are ordered before other memory instructions are processed by the load/store datapath first before the other memory instructions.

Detailed Description for Ordering Barrier:

- Every synchronizable specified memory instruction (loads or stores or both) that occurs in the instruction stream before the SYNC instruction must reach a stage in the load/store datapath after which no instruction re-ordering is possible before any synchronizable specified memory instruction which occurs after the SYNC instruction in the instruction stream reaches the same stage in the load/store datapath.

- If any memory instruction before the SYNC instruction in program order, generates a memory request to the external memory and any memory instruction after the SYNC instruction in program order also generates a memory request to external memory, the memory request belonging to the older instruction must be globally performed before the time the memory request belonging to the younger instruction is globally performed.

- The barrier does not guarantee the order in which instruction fetches are performed.

As compared to the completion barrier, the ordering barrier is a lighter-weight operation as it does not require the specified instructions before the SYNC to be already completed. Instead it only requires that those specified instructions which are subsequent to the SYNC in the instruction stream are never re-ordered for processing ahead of the specified instructions which are before the SYNC in the instruction stream. This potentially reduces how many cycles the barrier instruction must stall before it completes.

The Acquire and Release barrier types are used to minimize the memory orderings that must be maintained and still have software synchronization work.

Implementations that do not use any of the non-zero values of stype to define different barriers, such as ordering barriers, must make those stype values act the same as stype zero.

For the purposes of this description, the CACHE, PREF and PREFX instructions are treated as loads and stores. That is, these instructions and the memory transactions sourced by these instructions obey the ordering and completion rules of the SYNC instruction.
Table 3.32 lists the available completion barrier and ordering barriers behaviors that can be specified using the stype field.

**Table 3.32 Encodings of the Bits[10:6] of the SYNC instruction; the SType Field**

<table>
<thead>
<tr>
<th>Code</th>
<th>Name</th>
<th>Older instructions which must reach the load/store ordering point before the SYNC instruction completes.</th>
<th>Younger instructions which must reach the load/store ordering point only after the SYNC instruction completes.</th>
<th>Older instructions which must be globally performed when the SYNC instruction completes</th>
<th>Compliance</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x0</td>
<td>SYNC or SYNC 0</td>
<td>Loads, Stores</td>
<td>Loads, Stores</td>
<td>Loads, Stores</td>
<td>Required</td>
</tr>
<tr>
<td>0x4</td>
<td>SYNC_WMB or SYNC 4</td>
<td>Stores</td>
<td>Stores</td>
<td></td>
<td>Optional</td>
</tr>
<tr>
<td>0x10</td>
<td>SYNC_MB or SYNC 16</td>
<td>Loads, Stores</td>
<td>Loads, Stores</td>
<td></td>
<td>Optional</td>
</tr>
<tr>
<td>0x11</td>
<td>SYNC_ACQUIRE or SYNC 17</td>
<td>Loads</td>
<td>Loads, Stores</td>
<td></td>
<td>Optional</td>
</tr>
<tr>
<td>0x12</td>
<td>SYNC_RELEASE or SYNC 18</td>
<td>Loads, Stores</td>
<td>Stores</td>
<td></td>
<td>Optional</td>
</tr>
<tr>
<td>0x13</td>
<td>SYNC_RMB or SYNC 19</td>
<td>Loads</td>
<td>Loads</td>
<td></td>
<td>Optional</td>
</tr>
<tr>
<td>0x1-0x3, 0x5-0xF</td>
<td>Implementation-Specific and Vendor Specific Sync Types</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x14 - 0x1F</td>
<td>RESERVED</td>
<td></td>
<td></td>
<td></td>
<td>Reserved for MIPS Technologies for future extension of the architecture.</td>
</tr>
</tbody>
</table>
store to the location by B cannot affect the value returned by the load. The store by B must use the same memory access type as the load.

**Performed store:** A store instruction is *performed* when the store is observable. A store on processor A is *observable* with respect to processor or coherent I/O module B when a subsequent load of the location by B returns the value written by the store. The load by B must use the same memory access type as the store.

**Globally performed load:** A load instruction is *globally performed* when it is performed with respect to all processors and coherent I/O modules capable of storing to the location.

**Globally performed store:** A store instruction is *globally performed* when it is globally observable. It is *globally observable* when it is observable by all processors and I/O modules capable of loading from the location.

**Coherent I/O module:** A coherent I/O module is an Input/Output system component that performs coherent Direct Memory Access (DMA). It reads and writes memory independently as though it were a processor doing loads and stores to locations with a memory access type of *cached coherent*.

**Load/Store Datapath:** The portion of the processor which handles the load/store data requests coming from the processor pipeline and processes those requests within the cache and memory system hierarchy.

**Restrictions:**

The effect of SYNC on the global order of loads and stores for memory access types other than *uncached* and *cached coherent* is **UNPREDICTABLE**.

**Operation:**

```
SyncOperation(stype)
```

**Exceptions:**

None

**Programming Notes:**

A processor executing load and store instructions observes the order in which loads and stores using the same memory access type occur in the instruction stream; this is known as *program order*.

A *parallel program* has multiple instruction streams that can execute simultaneously on different processors. In multiprocessor (MP) systems, the order in which the effects of loads and stores are observed by other processors—the *global order* of the loads and store—determines the actions necessary to reliably share data in parallel programs.

When all processors observe the effects of loads and stores in program order, the system is *strongly ordered*. On such systems, parallel programs can reliably share data without explicit actions in the programs. For such a system, SYNC has the same effect as a NOP. Executing SYNC on such a system is not necessary, but neither is it an error.

If a multiprocessor system is not strongly ordered, the effects of load and store instructions executed by one processor may be observed out of program order by other processors. On such systems, parallel programs must take explicit actions to reliably share data. At critical points in the program, the effects of loads and stores from an instruction stream must occur in the same order for all processors. SYNC separates the loads and stores executed on the processor into two groups, and the effect of all loads and stores in one group is seen by all processors before the effect of any load or store in the subsequent group. In effect, SYNC causes the system to be strongly ordered for the executing processor at the instant that the SYNC is executed.

Many MIPS-based multiprocessor systems are strongly ordered or have a mode in which they operate as strongly ordered for at least one memory access type. The MIPS architecture also permits implementation of MP systems that are not strongly ordered; SYNC enables the reliable use of shared memory on such systems. A parallel program that does not use SYNC generally does not operate on a system that is not strongly ordered. However, a program that does use SYNC works on both types of systems. (System-specific documentation describes the actions needed to reliably
The behavior of a load or store using one memory access type is **UNPREDICTABLE** if a load or store was previously made to the same physical location using a different memory access type. The presence of a **SYNC** between the references does not alter this behavior.

**SYNC** affects the order in which the effects of load and store instructions appear to all processors; it does not generally affect the physical memory-system ordering or synchronization issues that arise in system programming. The effect of **SYNC** on implementation-specific aspects of the cached memory system, such as writeback buffers, is not defined.

---

```assembly
# Processor A (writer)
# Conditions at entry:
# The value 0 has been stored in FLAG and that value is observable by B
SW R1, DATA     # change shared DATA value
LI R2, 1
SYNC           # Perform DATA store before performing FLAG store
SW R2, FLAG    # say that the shared DATA value is valid

# Processor B (reader)
LI R2, 1
1: LW R1, FLAG  # Get FLAG
    BNE R2, R1, 1B# if it says that DATA is not valid, poll again
    NOP
    SYNC          # FLAG value checked before doing DATA read
    LW R1, DATA  # Read (valid) shared DATA value
```

The code fragments above shows how **SYNC** can be used to coordinate the use of shared data between separate writer and reader instruction streams in a multiprocessor environment. The **FLAG** location is used by the instruction streams to determine whether the shared data item **DATA** is valid. The **SYNC** executed by processor A forces the store of **DATA** to be performed globally before the store to **FLAG** is performed. The **SYNC** executed by processor B ensures that **DATA** is not read until after the **FLAG** value indicates that the shared data is valid.

Software written to use a **SYNC** instruction with a non-zero **stype** value, expecting one type of barrier behavior, should only be run on hardware that actually implements the expected barrier behavior for that non-zero **stype** value or on hardware which implements a superset of the behavior expected by the software for that **stype** value. If the hardware does not perform the barrier behavior expected by the software, the system may fail.
Synchronize Caches to Make Instruction Writes Effective

**Purpose:** Synchronize Caches to Make Instruction Writes Effective

To synchronize all caches to make instruction writes effective.

**Description:**

This instruction is used after a new instruction stream is written to make the new instructions effective relative to an instruction fetch, when used in conjunction with the SYNC and JALR.HB, JR.HB, or ERET instructions, as described below. Unlike the CACHE instruction, the SYNCl instruction is available in all operating modes in an implementation of Release 2 of the architecture.

The 16-bit offset is sign-extended and added to the contents of the base register to form an effective address. The effective address is used to address the cache line in all caches which may need to be synchronized with the write of the new instructions. The operation occurs only on the cache line which may contain the effective address. One SYNCl instruction is required for every cache line that was written. See the Programming Notes below.

A TLB Refill and TLB Invalid (both with cause code equal TLBL) exception can occur as a byproduct of this instruction. This instruction never causes TLB Modified exceptions nor TLB Refill exceptions with a cause code of TLBS.

A Cache Error exception may occur as a byproduct of this instruction. For example, if a writeback operation detects a cache or bus error during the processing of the operation, that error is reported via a Cache Error exception. Similarly, a Bus Error Exception may occur if a bus operation invoked by this instruction is terminated in an error.

An Address Error Exception (with cause code equal AdEL) may occur if the effective address references a portion of the kernel address space which would normally result in such an exception. It is implementation dependent whether such an exception does occur.

It is implementation dependent whether a data watch is triggered by a SYNCl instruction whose address matches the Watch register address match conditions. In multiprocessor implementations where instruction caches are not coherently maintained by hardware, the SYNCl instruction may optionally affect all coherent icaches within the system. If the effective address uses a coherent Cacheability and Coherency Attribute (CCA), then the operation may be **globalized**, meaning it is broadcast to all of the coherent instruction caches within the system. If the effective address does not use one of the coherent CCAs, there is no broadcast of the SYNCl operation. If multiple levels of caches are to be affected by one SYNCl instruction, all of the affected cache levels must be processed in the same manner - either all affected cache levels use the globalized behavior or all affected cache levels use the non-globalized behavior.

In multiprocessor implementations where instruction caches are coherently maintained by hardware, the SYNCl instruction should behave as a NOP instruction.

**Restrictions:**

The operation of the processor is **UNPREDICTABLE** if the effective address references any instruction cache line that contains instructions to be executed between the SYNCl and the subsequent JALR.HB, JR.HB, or ERET instruction required to clear the instruction hazard.

The SYNCl instruction has no effect on cache lines that were previously locked with the CACHE instruction. If correct software operation depends on the state of a locked line, the CACHE instruction must be used to synchronize the caches.

The SYNCl instruction acts on the current processor at a minimum. It is implementation specific whether it affects the caches on other processors in a multi-processor system, except as required to perform the operation on the current processor.
Synchronize Caches to Make Instruction Writes Effective

SYNCI

processor (as might be the case if multiple processors share an L2 or L3 cache).
Full visibility of the new instruction stream requires execution of a subsequent SYNC instruction, followed by a
JALR.HB, JR.HB, DERET, or ERET instruction. The operation of the processor is UNPREDICTABLE if this
sequence is not followed.
Operation:
vaddr ← GPR[base] + sign_extend(offset)
SynchronizeCacheLines(vaddr)
/* Operate on all caches */

Exceptions:
Reserved Instruction Exception (Release 1 implementations only)
TLB Refill Exception
TLB Invalid Exception
Address Error Exception
Cache Error Exception
Bus Error Exception
Programming Notes:
When the instruction stream is written, the SYNCI instruction should be used in conjunction with other instructions
to make the newly-written instructions effective. The following example shows a routine which can be called after
the new instruction stream is written to make those changes effective. Note that the SYNCI instruction could be
replaced with the corresponding sequence of CACHE instructions (when access to Coprocessor 0 is available), and
that the JR.HB instruction could be replaced with JALR.HB, ERET, or DERET instructions, as appropriate. A SYNC
instruction is required between the final SYNCI instruction in the loop and the instruction that clears instruction hazards.
/*
* This routine makes changes to the instruction stream effective to the
* hardware. It should be called after the instruction stream is written.
* On return, the new instructions are effective.
*
* Inputs:
*
a0 = Start address of new instruction stream
*
a1 = Size, in bytes, of new instruction stream
*/

260

beq
nop
addu
rdhwr

a1, zero, 20f

beq
nop
10: synci
addu
sltu
bne
nop
sync
20: jr.hb
nop

v0, zero, 20f

a1, a0, a1
v0, HW_SYNCI_Step

0(a0)
a0, a0, v0
v1, a0, a1
v1, zero, 10b

ra

/*
/*
/*
/*
/*
/*
/*
/*
/*
/*
/*
/*
/*
/*

If size==0, */
branch around */
Calculate end address + 1 */
Get step size for SYNCI from new */
Release 2 instruction */
If no caches require synchronization, */
branch around */
Synchronize all caches around address */
Add step size in delay slot */
Compare current with end address */
Branch if more to do */
branch around */
Clear memory hazards */
Return, clearing instruction hazards */

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<table>
<thead>
<tr>
<th>31</th>
<th>26</th>
<th>25</th>
<th>6</th>
<th>5</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPECIAL</td>
<td>code</td>
<td>SYSCALL</td>
<td>00000</td>
<td>001100</td>
<td>001100</td>
</tr>
</tbody>
</table>

**Format:** SYSCALL

**Purpose:** System Call
To cause a System Call exception

**Description:**
A system call exception occurs, immediately and unconditionally transferring control to the exception handler.
The *code* field is available for use as software parameters, but is retrieved by the exception handler only by loading
the contents of the memory word containing the instruction.

**Restrictions:**
None

**Operation:**

```c
SignalException(SystemCall)
```

**Exceptions:**
System Call
**Trap if Equal**

**Format:** `TEQ rs, rt`

**Purpose:** Trap if Equal

To compare GPRs and do a conditional trap

**Description:** if GPR[rs] = GPR[rt] then Trap

Compare the contents of GPR `rs` and GPR `rt` as signed integers; if GPR `rs` is equal to GPR `rt`, then take a Trap exception.

The contents of the `code` field are ignored by hardware and may be used to encode information for system software.

To retrieve the information, system software must load the instruction word from memory.

**Restrictions:**

None

**Operation:**

```plaintext
if GPR[rs] = GPR[rt] then
    SignalException(Trap)
endif
```

**Exceptions:**

Trap
Trap if Equal Immediate

**Format:** TEQI rs, immediate

**Purpose:** Trap if Equal Immediate
To compare a GPR to a constant and do a conditional trap

**Description:** if GPR[rs] = immediate then Trap
Compare the contents of GPR rs and the 16-bit signed immediate as signed integers; if GPR rs is equal to immediate, then take a Trap exception.

**Restrictions:**
None

**Operation:**
if GPR[rs] = sign_extend(immediate) then
    SignalException(Trap)
endif

**Exceptions:**
Trap
Trap if Greater or Equal

Format: \( \text{TGE} \, rs, \, rt \)

Purpose: Trap if Greater or Equal
To compare GPRs and do a conditional trap

Description: if \( \text{GPR}[rs] \geq \text{GPR}[rt] \) then Trap
Compare the contents of GPR \( rs \) and GPR \( rt \) as signed integers; if GPR \( rs \) is greater than or equal to GPR \( rt \), then take a Trap exception.

The contents of the code field are ignored by hardware and may be used to encode information for system software. To retrieve the information, system software must load the instruction word from memory.

Restrictions:
None

Operation:
\[
\text{if } \text{GPR}[rs] \geq \text{GPR}[rt] \text{ then } \\
\text{SignalException(Trap)} \\
\text{endif}
\]

Exceptions:
Trap
### Trap if Greater or Equal Immediate

**Format:** TGEI rs, immediate

**MIPS32**

**Purpose:** Trap if Greater or Equal Immediate

To compare a GPR to a constant and do a conditional trap

**Description:** if GPR[rs] ≥ immediate then Trap

Compare the contents of GPR rs and the 16-bit signed immediate as signed integers; if GPR rs is greater than or equal to immediate, then take a Trap exception.

**Restrictions:**

None

**Operation:**

\[
\text{if GPR[rs] } \geq \text{ sign_extend(immediate) then} \\
\hspace{1cm} \text{SignalException(Trap)} \\
\text{endif}
\]

**Exceptions:**

Trap
Trap if Greater or Equal Immediate Unsigned

Format: TGEIU rs, immediate

Purpose: Trap if Greater or Equal Immediate Unsigned
To compare a GPR to a constant and do a conditional trap

Description: if GPR[rs] ≥ immediate then Trap

Compare the contents of GPR rs and the 16-bit sign-extended immediate as unsigned integers; if GPR rs is greater than or equal to immediate, then take a Trap exception.

Because the 16-bit immediate is sign-extended before comparison, the instruction can represent the smallest or largest unsigned numbers. The representable values are at the minimum [0, 32767] or maximum [max_unsigned-32767, max_unsigned] end of the unsigned range.

Restrictions:
None

Operation:

```c
if (0 || GPR[rs]) ≥ (0 || sign_extend(immediate)) then
    SignalException(Trap)
endif
```

Exceptions:
Trap
Trap if Greater or Equal Unsigned

Format: TGEU rs, rt

Purpose: Trap if Greater or Equal Unsigned
To compare GPRs and do a conditional trap

Description: if GPR[rs] ≥ GPR[rt] then Trap
Compare the contents of GPR rs and GPR rt as unsigned integers; if GPR rs is greater than or equal to GPR rt, then take a Trap exception.
The contents of the code field are ignored by hardware and may be used to encode information for system software.
To retrieve the information, system software must load the instruction word from memory.

Restrictions:
None

Operation:
if (0 || GPR[rs]) ≥ (0 || GPR[rt]) then
  SignalException(Trap)
endif

Exceptions:
Trap
Probe TLB for Matching Entry

**Format:** TLBP

**MIPS32**

**Purpose:** Probe TLB for Matching Entry

To find a matching entry in the TLB.

**Description:**

The Index register is loaded with the address of the TLB entry whose contents match the contents of the EntryHi register. If no TLB entry matches, the high-order bit of the Index register is set. In Release 1 of the Architecture, it is implementation dependent whether multiple TLB matches are detected on a TLBP. However, implementations are strongly encouraged to report multiple TLB matches only on a TLB write. In Release 2 of the Architecture, multiple TLB matches may only be reported on a TLB write.

**Restrictions:**

If access to Coprocessor 0 is not enabled, a Coprocessor Unusable Exception is signaled.

**Operation:**

\[
\text{Index} \leftarrow \text{UNPREDICTABLE}^{31} \\
\text{for } i \text{ in } 0..\text{TLBEntries}-1 \\
\quad \text{if } ((\text{TLB}[i]_{\text{VPN2}} \text{ and not } (\text{TLB}[i]_{\text{Mask}})) = \\
\quad \quad (\text{EntryHi}_{\text{VPN2}} \text{ and not } (\text{TLB}[i]_{\text{Mask}})) \text{ and} \\
\quad \quad ((\text{TLB}[i]_{G} = 1) \text{ or } (\text{TLB}[i]_{ASID} = \text{EntryHi}_{\text{ASID}}))\text{ then} \\
\quad \quad \text{Index} \leftarrow i \\
\quad \text{endif} \\
\text{endfor}
\]

**Exceptions:**

Coprocessor Unusable

Machine Check
Read Indexed TLB Entry

Format: TLBR

Purpose: Read Indexed TLB Entry

To read an entry from the TLB.

Description:
The EntryHi, EntryLo0, EntryLo1, and PageMask registers are loaded with the contents of the TLB entry pointed to by the Index register. In Release 1 of the Architecture, it is implementation dependent whether multiple TLB matches are detected on a TLBR. However, implementations are strongly encouraged to report multiple TLB matches only on a TLB write. In Release 2 of the Architecture, multiple TLB matches may only be reported on a TLB write.

Note that the value written to the EntryHi, EntryLo0, and EntryLo1 registers may be different from that originally written to the TLB via these registers in that:

- The value returned in the VPN2 field of the EntryHi register may havethose bits set to zero corresponding to the one bits in the Mask field of the TLB entry (the least significant bit of VPN2 corresponds to the least significant bit of the Mask field). It is implementation dependent whether these bits are preserved or zeroed after a TLB entry is written and then read.

- The value returned in the PFN field of the EntryLo0 and EntryLo1 registers may havethose bits set to zero corresponding to the one bits in the Mask field of the TLB entry (the least significant bit of PFN corresponds to the least significant bit of the Mask field). It is implementation dependent whether these bits are preserved or zeroed after a TLB entry is written and then read.

- The value returned in the G bit in both the EntryLo0 and EntryLo1 registers comes from the single G bit in the TLB entry. Recall that this bit was set from the logical AND of the two G bits in EntryLo0 and EntryLo1 when the TLB was written.

Restrictions:
The operation is UNDEFINED if the contents of the Index register are greater than or equal to the number of TLB entries in the processor.

If access to Coprocessor 0 is not enabled, a Coprocessor Unusable Exception is signaled.

Operation:

\[
i \leftarrow \text{Index}
\]

\[
\text{if } i > (\text{TLBEntries} - 1) \text{ then UNDEFINED}
\]

\[
\text{endif}
\]

\[
\text{PageMask}_{\text{Mask}} \leftarrow \text{TLB}[i]_{\text{Mask}}
\]

\[
\text{EntryHi} \leftarrow (\text{TLB}[i]_{\text{VPN2}} \text{ and not } \text{TLB}[i]_{\text{Mask}}) || # \text{ Masking implementation dependent}
\]

\[
\text{EntryLo0} \leftarrow (\text{TLB}[i]_{\text{PFN0}} \text{ and not } \text{TLB}[i]_{\text{Mask}}) || # \text{ Masking implementation dependent}
\]

\[
\text{EntryLo1} \leftarrow (\text{TLB}[i]_{\text{PFN1}} \text{ and not } \text{TLB}[i]_{\text{Mask}}) || # \text{ Masking implementation dependent}
\]
Read Indexed TLB Entry

TLB\[i\]C0 || TLB\[i\]D0 || TLB\[i\]V0 || TLB\[i\]G

Exceptions:
Coprocessor Unusable
Machine Check
Write Indexed TLB Entry

**Format:** TLBWI

**Purpose:** Write Indexed TLB Entry

To write a TLB entry indexed by the `Index` register.

**Description:**

The TLB entry pointed to by the Index register is written from the contents of the `EntryHi`, `EntryLo0`, `EntryLo1`, and `PageMask` registers. It is implementation dependent whether multiple TLB matches are detected on a TLBWI. In such an instance, a Machine Check Exception is signaled. In Release 2 of the Architecture, multiple TLB matches may only be reported on a TLB write. The information written to the TLB entry may be different from that in the `EntryHi`, `EntryLo0`, and `EntryLo1` registers, in that:

- The value written to the VPN2 field of the TLB entry may have those bits set to zero corresponding to the one bits in the Mask field of the `PageMask` register (the least significant bit of VPN2 corresponds to the least significant bit of the Mask field). It is implementation dependent whether these bits are preserved or zeroed during a TLB write.

- The value written to the PFN0 and PFN1 fields of the TLB entry may have those bits set to zero corresponding to the one bits in the Mask field of `PageMask` register (the least significant bit of PFN corresponds to the least significant bit of the Mask field). It is implementation dependent whether these bits are preserved or zeroed during a TLB write.

- The single G bit in the TLB entry is set from the logical AND of the G bits in the `EntryLo0` and `EntryLo1` registers.

**Restrictions:**

The operation is **UNDEFINED** if the contents of the Index register are greater than or equal to the number of TLB entries in the processor.

If access to Coprocessor 0 is not enabled, a Coprocessor Unusable Exception is signaled.

**Operation:**

```plaintext
i ← Index
TLB[i]Mask ← PageMaskMask
TLB[i]VPN2 ← EntryHiVPN2 and not PageMaskMask # Implementation dependent
TLB[i]ASID ← EntryHiASID
TLB[i]0 ← EntryLo10 and EntryLo00
TLB[i]PFN1 ← EntryLo1PFN and not PageMaskMask # Implementation dependent
TLB[i]C1 ← EntryLo1C
TLB[i]D1 ← EntryLo1D
TLB[i]V1 ← EntryLo1V
TLB[i]PFN0 ← EntryLo0PFN and not PageMaskMask # Implementation dependent
TLB[i]C0 ← EntryLo0C
TLB[i]D0 ← EntryLo0D
TLB[i]V0 ← EntryLo0V
```

---

**Format:** TLBWI

**MIPS32**
Write Indexed TLB Entry

Exceptions:
Coprocessor Unusable
Machine Check
Write Random TLB Entry

MIPS® Architecture For Programmers Volume II-A: The MIPS32® Instruction Set, Revision 3.00

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Format: TLBWR

Purpose: Write Random TLB Entry

To write a TLB entry indexed by the Random register.

Description:
The TLB entry pointed to by the Random register is written from the contents of the EntryHi, EntryLo0, EntryLo1, and PageMask registers. It is implementation dependent whether multiple TLB matches are detected on a TLBWR. In such an instance, a Machine Check Exception is signaled. In Release 2 of the Architecture, multiple TLB matches may only be reported on a TLB write. The information written to the TLB entry may be different from that in the EntryHi, EntryLo0, and EntryLo1 registers, in that:

- The value written to the VPN2 field of the TLB entry may have those bits set to zero corresponding to the one bits in the Mask field of the PageMask register (the least significant bit of VPN2 corresponds to the least significant bit of the Mask field). It is implementation dependent whether these bits are preserved or zeroed during a TLB write.

- The value written to the PFN0 and PFN1 fields of the TLB entry may have those bits set to zero corresponding to the one bits in the Mask field of PageMask register (the least significant bit of PFN corresponds to the least significant bit of the Mask field). It is implementation dependent whether these bits are preserved or zeroed during a TLB write.

- The single G bit in the TLB entry is set from the logical AND of the G bits in the EntryLo0 and EntryLo1 registers.

Restrictions:
If access to Coprocessor 0 is not enabled, a Coprocessor Usable Exception is signaled.

Operation:

\[
\begin{align*}
i & \leftarrow \text{Random} \\
\text{TLB}[i]_{\text{Mask}} & \leftarrow \text{PageMask}_{\text{Mask}} \\
\text{TLB}[i]_{\text{VPN2}} & \leftarrow \text{EntryHi}_{\text{VPN2}} \text{ and not PageMask}_{\text{Mask}} \quad \# \text{Implementation dependent} \\
\text{TLB}[i]_{\text{ASID}} & \leftarrow \text{EntryHi}_{\text{ASID}} \\
\text{TLB}[i]_{\text{PFN1}} & \leftarrow \text{EntryLo1}_{\text{PFN}} \text{ and PageMask}_{\text{Mask}} \quad \# \text{Implementation dependent} \\
\text{TLB}[i]_{\text{Cl1}} & \leftarrow \text{EntryLo1}_{\text{Cl}} \\
\text{TLB}[i]_{\text{D1}} & \leftarrow \text{EntryLo1}_{\text{D}} \\
\text{TLB}[i]_{\text{V1}} & \leftarrow \text{EntryLo1}_{\text{V}} \\
\text{TLB}[i]_{\text{PFN0}} & \leftarrow \text{EntryLo0}_{\text{PFN}} \text{ and not PageMask}_{\text{Mask}} \quad \# \text{Implementation dependent} \\
\text{TLB}[i]_{\text{C0}} & \leftarrow \text{EntryLo0}_{\text{C}} \\
\text{TLB}[i]_{\text{D0}} & \leftarrow \text{EntryLo0}_{\text{D}} \\
\text{TLB}[i]_{\text{V0}} & \leftarrow \text{EntryLo0}_{\text{V}}
\end{align*}
\]

Exceptions:
Coprocessor Usable
Machine Check
Trap if Less Than

**Format:**  TLT \( rs, rt \)

**MIPS32**

**Purpose:** Trap if Less Than
To compare GPRs and do a conditional trap

**Description:** if GPR\[rs\] < GPR\[rt\] then Trap

Compare the contents of GPR \( rs \) and GPR \( rt \) as signed integers; if GPR \( rs \) is less than GPR \( rt \), then take a Trap exception.

The contents of the code field are ignored by hardware and may be used to encode information for system software. To retrieve the information, system software must load the instruction word from memory.

**Restrictions:**
None

**Operation:**

```c
if GPR[rs] < GPR[rt] then
    SignalException(Trap)
endif
```

**Exceptions:**
Trap
Format: TLTI rs, immediate

Purpose: Trap if Less Than Immediate
To compare a GPR to a constant and do a conditional trap

Description: if GPR[rs] < immediate then Trap
Compare the contents of GPR rs and the 16-bit signed immediate as signed integers; if GPR rs is less than immediate, then take a Trap exception.

Restrictions:
None

Operation:
if GPR[rs] < sign_extend(immediate) then
  SignalException(Trap)
endif

Exceptions:
Trap
Trap if Less Than Immediate Unsigned

**Format:** TLTIU rs, immediate

**Purpose:** Trap if Less Than Immediate Unsigned
To compare a GPR to a constant and do a conditional trap

**Description:** if GPR[rs] < immediate then Trap
Compare the contents of GPR rs and the 16-bit sign-extended immediate as unsigned integers; if GPR rs is less than immediate, then take a Trap exception.
Because the 16-bit immediate is sign-extended before comparison, the instruction can represent the smallest or largest unsigned numbers. The representable values are at the minimum [0, 32767] or maximum [max_unsigned-32767, max_unsigned] end of the unsigned range.

**Restrictions:**
None

**Operation:**
```
if (0 || GPR[rs]) < (0 || sign_extend(immediate)) then
    SignalException(Trap)
endif
```

**Exceptions:**
Trap
Trap if Less Than Unsigned

Format: \texttt{TLTU rs, rt}

Purpose: Trap if Less Than Unsigned
To compare GPRs and do a conditional trap

Description: if $\text{GPR}[rs] < \text{GPR}[rt]$ then Trap
Compare the contents of GPR $rs$ and GPR $rt$ as unsigned integers; if GPR $rs$ is less than GPR $rt$, then take a Trap exception.
The contents of the code field are ignored by hardware and may be used to encode information for system software. To retrieve the information, system software must load the instruction word from memory.

Restrictions:
None

Operation:
\[
\text{if } (0 \text{ || GPR}[rs]) < (0 \text{ || GPR}[rt]) \text{ then}
\]
\[
\quad \text{SignalException(Trap)}
\]
\[
\text{endif}
\]

Exceptions:
Trap
### Trap if Not Equal

#### Format:

\[
\text{TNE rs, rt}
\]

#### Purpose:

Trap if Not Equal

To compare GPRs and do a conditional trap

#### Description:

If \( \text{GPR[rs]} \neq \text{GPR[rt]} \) then Trap

Compare the contents of GPR \( rs \) and GPR \( rt \) as signed integers; if GPR \( rs \) is not equal to GPR \( rt \), then take a Trap exception.

The contents of the \( code \) field are ignored by hardware and may be used to encode information for system software. To retrieve the information, system software must load the instruction word from memory.

#### Restrictions:

None

#### Operation:

\[
\begin{align*}
\text{if } \text{GPR[rs]} \neq \text{GPR[rt]} \text{ then} \\
\quad \text{SignalException(Trap)} \\
\text{endif}
\end{align*}
\]

#### Exceptions:

Trap
Trap if Not Equal Immediate

**Format:**  TNEI rs, immediate

**Purpose:** Trap if Not Equal Immediate  
To compare a GPR to a constant and do a conditional trap

**Description:** if GPR[rs] ≠ immediate then Trap  
Compare the contents of GPR rs and the 16-bit signed immediate as signed integers; if GPR rs is not equal to immediate, then take a Trap exception.

**Restrictions:**  
None

**Operation:**  
\[
\begin{align*}
\text{if } & \text{ GPR[rs]} \neq \text{ sign_extend(immediate)} \text{ then} \\
& \text{ SignalException(Trap)} \\
\text{endif}
\end{align*}
\]

**Exceptions:**  
Trap
Floating Point Truncate to Long Fixed Point

**TRUNC.L.fmt**

**Format:**

TRUNC.L.fmt

TRUNC.L.S fd, fs

TRUNC.L.D fd, fs

MIPS64, MIPS32 Release 2

**MIPS64, MIPS32 Release 2**

**Purpose:** Floating Point Truncate to Long Fixed Point

To convert an FP value to 64-bit fixed point, rounding toward zero

**Description:**

FPR[fd] ← convert_and_round(FPR[fs])

The value in FPR fs, in format fmt, is converted to a value in 64-bit long fixed point format and rounded toward zero (rounding mode 1). The result is placed in FPR fd.

When the source value is Infinity, NaN, or rounds to an integer outside the range \(-2^{63}\) to \(2^{63}-1\), the result cannot be represented correctly and an IEEE Invalid Operation condition exists. In this case the Invalid Operation flag is set in the *FCSR*. If the Invalid Operation Enable bit is set in the *FCSR*, no result is written to fd and an Invalid Operation exception is taken immediately. Otherwise, the default result, \(2^{63}-1\), is written to fd.

**Restrictions:**

The fields fs and fd must specify valid FPRs; fs for type fmt and fd for long fixed point; if they are not valid, the result is **UNPREDICTABLE**.

The operand must be a value in format fmt; if it is not, the result is **UNPREDICTABLE** and the value of the operand FPR becomes **UNPREDICTABLE**.

The result of this instruction is **UNPREDICTABLE** if the processor is executing in 16 FP registers mode.

**Operation:**

StoreFPR(fd, L, ConvertFmt(ValueFPR(fs, fmt), fmt, L))

**Exceptions:**

Coprocessor Unusable, Reserved Instruction

**Floating Point Exceptions:**

Unimplemented Operation, Invalid Operation, Overflow, Inexact
Floating Point Truncate to Word Fixed Point

TRUNC.W.fmt

Format:  TRUNC.W.fmt
TRUNC.W.S fd, fs  
TRUNC.W.D fd, fs  

Purpose:  Floating Point Truncate to Word Fixed Point
To convert an FP value to 32-bit fixed point, rounding toward zero

Description:  FPR[fd] ← convert_and_round(FPR[fs])
The value in FPR fs, in format fmt, is converted to a value in 32-bit word fixed point format using rounding toward zero (rounding mode 1). The result is placed in FPR fd.

When the source value is Infinity, NaN, or rounds to an integer outside the range \(-2^{31}\) to \(2^{31}-1\), the result cannot be represented correctly and an IEEE Invalid Operation condition exists. In this case the Invalid Operation flag is set in the FCSR. If the Invalid Operation Enable bit is set in the FCSR, no result is written to fd and an Invalid Operation exception is taken immediately. Otherwise, the default result, \(2^{31}-1\), is written to fd.

Restrictions:
The fields fs and fd must specify valid FPRs; fs for type fmt and fd for word fixed point; if they are not valid, the result is UNPREDICTABLE.
The operand must be a value in format fmt; if it is not, the result is UNPREDICTABLE and the value of the operand FPR becomes UNPREDICTABLE.

Operation:
StoreFPR(fd, W, ConvertFmt(ValueFPR(fs, fmt), fmt, W))

Exceptions:
Coprocessor Unusable, Reserved Instruction

Floating Point Exceptions:
Inexact, Invalid Operation, Overflow, Unimplemented Operation
Enter Standby Mode

**WAIT**

**Format:** 
WAIT

**Purpose:** Enter Standby Mode

Wait for Event

**Description:**
The WAIT instruction performs an implementation-dependent operation, usually involving a lower power mode. Software may use bits 24:6 of the instruction to communicate additional information to the processor, and the processor may use this information as control for the lower power mode. A value of zero for bits 24:6 is the default and must be valid in all implementations.

The WAIT instruction is typically implemented by stalling the pipeline at the completion of the instruction and entering a lower power mode. The pipeline is restarted when an external event, such as an interrupt or external request occurs, and execution continues with the instruction following the WAIT instruction. It is implementation-dependent whether the pipeline restarts when a non-enabled interrupt is requested. In this case, software must poll for the cause of the restart. The assertion of any reset or NMI must restart the pipeline and the corresponding exception must be taken.

If the pipeline restarts as the result of an enabled interrupt, that interrupt is taken between the WAIT instruction and the following instruction (EPC for the interrupt points at the instruction following the WAIT instruction).

**Restrictions:**
The operation of the processor is **UNDEFINED** if a WAIT instruction is placed in the delay slot of a branch or a jump.

If access to Coprocessor 0 is not enabled, a Coprocessor Unusable Exception is signaled.

**Operation:**

I: Enter implementation dependent lower power mode

I+1:/* Potential interrupt taken here */

**Exceptions:**

Coprocessor Unusable Exception
Write to GPR in Previous Shadow Set

Format:

\[ \text{WRPGPR rd, rt} \]

MIPS32 Release 2

Purpose: Write to GPR in Previous Shadow Set

To move the contents of a current GPR to a GPR in the previous shadow set.

Description:

\[ \text{SGPR}[\text{SRSCtl}_{\text{PSS}}, \text{rd}] \leftarrow \text{GPR}[\text{rt}] \]

The contents of the current GPR \( rt \) is moved to the shadow GPR register specified by \( \text{SRSCtl}_{\text{PSS}} \) (signifying the previous shadow set number) and \( rd \) (specifying the register number within that set).

Restrictions:

In implementations prior to Release 2 of the Architecture, this instruction resulted in a Reserved Instruction Exception.

Operation:

\[ \text{SGPR}[\text{SRSCtl}_{\text{PSS}}, \text{rd}] \leftarrow \text{GPR}[\text{rt}] \]

Exceptions:

Coprocessor Unusable

Reserved Instruction
Word Swap Bytes Within Halfwords

**Format:**  WSBH rd, rt

**Purpose:** Word Swap Bytes Within Halfwords

To swap the bytes within each halfword of GPR rt and store the value into GPR rd.

**Description:**  GPR[rd] ← SwapBytesWithinHalfwords(GPR[rt])

Within each halfword of GPR rt the bytes are swapped, and stored in GPR rd.

**Restrictions:**

In implementations prior to Release 2 of the architecture, this instruction resulted in a Reserved Instruction Exception.

**Operation:**

\[
GPR[rd] \leftarrow GPR[r]_{23..16} \mid \mid GPR[r]_{31..24} \mid \mid GPR[r]_{7..0} \mid \mid GPR[r]_{15..8}
\]

**Exceptions:**

Reserved Instruction

**Programming Notes:**

The WSBH instruction can be used to convert halfword and word data of one endianness to another endianness. The endianness of a word value can be converted using the following sequence:

```assembly
lw t0, 0(a1)  /* Read word value */
wsbh t0, t0   /* Convert endianness of the halfwords */
rotr t0, t0, 16 /* Swap the halfwords within the words */
```

Combined with SEH and SRA, two contiguous halfwords can be loaded from memory, have their endianness converted, and be sign-extended into two word values in four instructions. For example:

```assembly
lw t0, 0(a1)  /* Read two contiguous halfwords */
wsbh t0, t0   /* Convert endianness of the halfwords */
seh t1, t0    /* t1 = lower halfword sign-extended to word */
sra t0, t0, 16 /* t0 = upper halfword sign-extended to word */
```

Zero-extended words can be created by changing the SEH and SRA instructions to ANDI and SRL instructions, respectively.
Exclusive OR

Format: XOR rd, rs, rt

Purpose: Exclusive OR
To do a bitwise logical Exclusive OR

Description: GPR[rd] ← GPR[rs] XOR GPR[rt]
Combine the contents of GPR rs and GPR rt in a bitwise logical Exclusive OR operation and place the result into GPR rd.

Restrictions:
None

Operation:
GPR[rd] ← GPR[rs] xor GPR[rt]

Exceptions:
None
### Exclusive OR Immediate (XORI)

**Format:** \texttt{XORI rt, rs, immediate}  

**Purpose:** Exclusive OR Immediate  
To do a bitwise logical Exclusive OR with a constant

**Description:**  
\[
\text{GPR}[rt] \leftarrow \text{GPR}[rs] \text{ XOR } \text{immediate}
\]
Combine the contents of GPR \textit{rs} and the 16-bit zero-extended \textit{immediate} in a bitwise logical Exclusive OR operation and place the result into GPR \textit{rt}.

**Restrictions:**  
None

**Operation:**  
\[
\text{GPR}[rt] \leftarrow \text{GPR}[rs] \text{ xor zero_extend(immediate)}
\]

**Exceptions:**  
None

<table>
<thead>
<tr>
<th>31</th>
<th>26</th>
<th>25</th>
<th>21</th>
<th>20</th>
<th>16</th>
<th>15</th>
<th>0</th>
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<td>XORI</td>
<td>001110</td>
<td>rs</td>
<td>rt</td>
<td>immediate</td>
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<table>
<thead>
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<th>5</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>5</td>
<td>16</td>
</tr>
</tbody>
</table>
Appendix A

Instruction Bit Encodings

A.1 Instruction Encodings and Instruction Classes

Instruction encodings are presented in this section; field names are printed here and throughout the book in *italics*.

When encoding an instruction, the primary *opcode* field is encoded first. Most *opcode* values completely specify an instruction that has an *immediate* value or offset.

*Opcode* values that do not specify an instruction instead specify an instruction class. Instructions within a class are further specified by values in other fields. For instance, *opcode* REGIMM specifies the *immediate* instruction class, which includes conditional branch and trap *immediate* instructions.

A.2 Instruction Bit Encoding Tables

This section provides various bit encoding tables for the instructions of the MIPS32® ISA.

*Figure A.1* shows a sample encoding table and the instruction *opcode* field this table encodes. Bits 31..29 of the *opcode* field are listed in the leftmost columns of the table. Bits 28..26 of the *opcode* field are listed along the topmost rows of the table. Both decimal and binary values are given, with the first three bits designating the row, and the last three bits designating the column.

An instruction’s encoding is found at the intersection of a row (bits 31..29) and column (bits 28..26) value. For instance, the *opcode* value for the instruction labelled EX1 is 33 (decimal, row and column), or 011011 (binary). Similarly, the *opcode* value for EX2 is 64 (decimal), or 110100 (binary).
Tables A.2 through A.20 describe the encoding used for the MIPS32 ISA. Table A.1 describes the meaning of the symbols used in the tables.

### Table A.1 Symbols Used in the Instruction Encoding Tables

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>*</td>
<td>Operation or field codes marked with this symbol are reserved for future use. Executing such an instruction must cause a Reserved Instruction Exception.</td>
</tr>
<tr>
<td>δ</td>
<td>(Also italic field name.) Operation or field codes marked with this symbol denotes a field class. The instruction word must be further decoded by examining additional tables that show values for another instruction field.</td>
</tr>
<tr>
<td>β</td>
<td>Operation or field codes marked with this symbol represent a valid encoding for a higher-order MIPS ISA level or a new revision of the Architecture. Executing such an instruction must cause a Reserved Instruction Exception.</td>
</tr>
<tr>
<td>Υ</td>
<td>Operation or field codes marked with this symbol represent instructions which were only legal if 64-bit operations were enabled on implementations of Release 1 of the Architecture. In Release 2 of the architecture, operation or field codes marked with this symbol represent instructions which are legal if 64-bit floating point operations are enabled. In other cases, executing such an instruction must cause a Reserved Instruction Exception (non-coprocessor encodings or coprocessor instruction encodings for a coprocessor to which access is allowed) or a Coprocessor Usunable Exception (coprocessor instruction encodings for a coprocessor to which access is not allowed).</td>
</tr>
</tbody>
</table>
Table A.1 Symbols Used in the Instruction Encoding Tables (Continued)

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>θ</td>
<td>Operation or field codes marked with this symbol are available to licensed MIPS partners. To avoid multiple conflicting instruction definitions, MIPS Technologies will assist the partner in selecting appropriate encodings if requested by the partner. The partner is not required to consult with MIPS Technologies when one of these encodings is used. If no instruction is encoded with this value, executing such an instruction must cause a Reserved Instruction Exception (SPECIAL2 encodings or coprocessor instruction encodings for a coprocessor to which access is allowed) or a Coprocessor Unusable Exception (coprocessor instruction encodings for a coprocessor to which access is not allowed).</td>
</tr>
<tr>
<td>σ</td>
<td>Field codes marked with this symbol represent an EJTAG support instruction and implementation of this encoding is optional for each implementation. If the encoding is not implemented, executing such an instruction must cause a Reserved Instruction Exception. If the encoding is implemented, it must match the instruction encoding as shown in the table.</td>
</tr>
<tr>
<td>ε</td>
<td>Operation or field codes marked with this symbol are reserved for MIPS Application Specific Extensions. If the ASE is not implemented, executing such an instruction must cause a Reserved Instruction Exception.</td>
</tr>
<tr>
<td>φ</td>
<td>Operation or field codes marked with this symbol are obsolete and will be removed from a future revision of the MIPS32 ISA. Software should avoid using these operation or field codes.</td>
</tr>
<tr>
<td>⊕</td>
<td>Operation or field codes marked with this symbol are valid for Release 2 implementations of the architecture. Executing such an instruction in a Release 1 implementation must cause a Reserved Instruction Exception.</td>
</tr>
</tbody>
</table>

Table A.2 MIPS32 Encoding of the Opcode Field

<table>
<thead>
<tr>
<th>opcode</th>
<th>bits 28..26</th>
</tr>
</thead>
<tbody>
<tr>
<td>bits 31..29</td>
<td>000</td>
</tr>
<tr>
<td>0</td>
<td>SPECIAL δ</td>
</tr>
<tr>
<td>1</td>
<td>ADDI</td>
</tr>
<tr>
<td>2</td>
<td>COP0 δ</td>
</tr>
<tr>
<td>3</td>
<td>β</td>
</tr>
<tr>
<td>4</td>
<td>100</td>
</tr>
<tr>
<td>5</td>
<td>101</td>
</tr>
<tr>
<td>6</td>
<td>110</td>
</tr>
<tr>
<td>7</td>
<td>111</td>
</tr>
</tbody>
</table>

1. In Release 1 of the Architecture, the COP1X opcode was called COP3, and was available as another user-available coprocessor. In Release 2 of the Architecture, a full 64-bit floating point unit is available with 32-bit CPUs, and the COP1X opcode is reserved for that purpose on all Release 2 CPUs. 32-bit implementations of Release 1 of the architecture are strongly discouraged from using this opcode for a user-available coprocessor as doing so will limit the potential for an upgrade path to a 64-bit floating point unit.
2. Release 2 of the Architecture added the SPECIAL3 opcode. Implementations of Release 1 of the Architecture signaled a Reserved Instruction Exception for this opcode.
### Table A.3 MIPS32 SPECIAL Opcode Encoding of Function Field

<table>
<thead>
<tr>
<th>function</th>
<th>bits 2..0</th>
</tr>
</thead>
<tbody>
<tr>
<td>bits 5..3</td>
<td></td>
</tr>
<tr>
<td>0 000</td>
<td>SLL*1</td>
</tr>
<tr>
<td>1 001</td>
<td>JR*2</td>
</tr>
<tr>
<td>2 010</td>
<td>MFHI</td>
</tr>
<tr>
<td>3 011</td>
<td>MULT</td>
</tr>
<tr>
<td>4 100</td>
<td>ADD</td>
</tr>
<tr>
<td>5 101</td>
<td>+</td>
</tr>
<tr>
<td>6 110</td>
<td>TGE</td>
</tr>
<tr>
<td>7 111</td>
<td>β</td>
</tr>
</tbody>
</table>

1. Specific encodings of the rt, rd, and sa fields are used to distinguish among the SLL, NOP, SSNOP, EHB and PAUSE functions.
2. Specific encodings of the hint field are used to distinguish JR from JR.HB and JALR from JALR.HB

### Table A.4 MIPS32 REGIMM Encoding of rt Field

<table>
<thead>
<tr>
<th>rt</th>
<th>bits 18..16</th>
</tr>
</thead>
<tbody>
<tr>
<td>bits 20..19</td>
<td></td>
</tr>
<tr>
<td>0 00</td>
<td>BLTZ</td>
</tr>
<tr>
<td>1 01</td>
<td>TGEI</td>
</tr>
<tr>
<td>2 10</td>
<td>BLTZAL</td>
</tr>
<tr>
<td>3 11</td>
<td>+</td>
</tr>
</tbody>
</table>

### Table A.5 MIPS32 SPECIAL2 Encoding of Function Field

<table>
<thead>
<tr>
<th>function</th>
<th>bits 2..0</th>
</tr>
</thead>
<tbody>
<tr>
<td>bits 5..3</td>
<td></td>
</tr>
<tr>
<td>0 000</td>
<td>MADD</td>
</tr>
<tr>
<td>1 001</td>
<td>0</td>
</tr>
<tr>
<td>2 010</td>
<td>0</td>
</tr>
<tr>
<td>3 011</td>
<td>0</td>
</tr>
<tr>
<td>4 100</td>
<td>CLZ</td>
</tr>
<tr>
<td>5 101</td>
<td>+</td>
</tr>
<tr>
<td>6 110</td>
<td>+</td>
</tr>
<tr>
<td>7 111</td>
<td>β</td>
</tr>
</tbody>
</table>

---

Instruction Bit Encodings
Table A.6 MIPS32 \textit{SPECIAL3} Encoding of Function Field for Release 2 of the Architecture

<table>
<thead>
<tr>
<th>function</th>
<th>bits 5..3</th>
<th>bits 2..0</th>
</tr>
</thead>
<tbody>
<tr>
<td>000</td>
<td>01234567</td>
<td>000 EXT $\oplus$ $\beta$ $\beta$ $\beta$</td>
</tr>
<tr>
<td>001</td>
<td>010</td>
<td>011 INS $\oplus$ $\beta$ $\beta$ $\beta$</td>
</tr>
<tr>
<td>010</td>
<td>011</td>
<td>100 $\ast$ $\ast$ $\ast$ $\ast$ $\ast$ $\ast$ $\ast$ $\ast$</td>
</tr>
<tr>
<td>011</td>
<td>100</td>
<td>101 $\ast$ $\ast$ $\ast$ $\ast$ $\ast$ $\ast$ $\ast$ $\ast$</td>
</tr>
<tr>
<td>100</td>
<td>110</td>
<td>111 $\ast$ $\ast$ $\ast$ $\ast$ $\ast$ $\ast$ $\ast$ $\ast$</td>
</tr>
<tr>
<td>111</td>
<td>000</td>
<td>001 $\ast$ $\ast$ $\ast$ $\ast$ $\ast$ $\ast$ $\ast$ $\ast$</td>
</tr>
</tbody>
</table>

1. Release 2 of the Architecture added the \textit{SPECIAL3} opcode. Implementations of Release 1 of the Architecture signaled a Reserved Instruction Exception for this opcode and all function field values shown above.

Table A.7 MIPS32 \textit{MOVCI} Encoding of \textit{tf} Bit

<table>
<thead>
<tr>
<th>\textit{tf}</th>
<th>bit 16</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>MOVF</td>
</tr>
<tr>
<td>1</td>
<td>MOVT</td>
</tr>
</tbody>
</table>

Table A.8 MIPS32\textsuperscript{1} \textit{SRL} Encoding of Shift/Rotate

<table>
<thead>
<tr>
<th>\textit{R}</th>
<th>bit 21</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>SRL</td>
</tr>
<tr>
<td>1</td>
<td>ROTR</td>
</tr>
</tbody>
</table>

1. Release 2 of the Architecture added the ROTR instruction. Implementations of Release 1 of the Architecture ignored bit 21 and treated the instruction as an SRL.

Table A.9 MIPS32\textsuperscript{1} \textit{SRLV} Encoding of Shift/Rotate

<table>
<thead>
<tr>
<th>\textit{R}</th>
<th>bit 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>SRLV</td>
</tr>
<tr>
<td>1</td>
<td>ROTRV</td>
</tr>
</tbody>
</table>

1. Release 2 of the Architecture added the ROTRV instruction. Implementations of Release 1 of the Architecture ignored bit 6 and treated the instruction as an SRLV.
## Table A.10 MIPS32 BSHFL Encoding of sa Field

| sa | bits 8..6 | \begin{array}{cccccccc} 
0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\
000 & 001 & 010 & 011 & 100 & 101 & 110 & 111 \\
\end{array} \\
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>00</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>01</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>10</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>11</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

1. The sa field is sparsely decoded to identify the final instructions. Entries in this table with no mnemonic are reserved for future use by MIPS Technologies and may or may not cause a Reserved Instruction exception.

## Table A.11 MIPS32 COP0 Encoding of rs Field

| rs | bits 23..21 | \begin{array}{cccccccc} 
0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\
000 & 001 & 010 & 011 & 100 & 101 & 110 & 111 \\
\end{array} \\
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>00</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>01</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>10</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>11</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

1. Release 2 of the Architecture added the MFMC0 function, which is further decoded as the DI (bit 5 = 0) and EI (bit 5 = 1) instructions.

## Table A.12 MIPS32 COP0 Encoding of Function Field When rs=CO

| function | bits 2..0 | \begin{array}{cccccccc} 
0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\
000 & 001 & 010 & 011 & 100 & 101 & 110 & 111 \\
\end{array} \\
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>00</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>001</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>010</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>011</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>100</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>101</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>110</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>111</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Table A.13 MIPS32 COP1 Encoding of rs Field

<table>
<thead>
<tr>
<th>rs bits 25..24</th>
<th>0 00</th>
<th>0 01</th>
<th>1 10</th>
<th>3 11</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 00</td>
<td>MFC1</td>
<td>β</td>
<td>BC1</td>
<td>S</td>
</tr>
<tr>
<td>0 01</td>
<td>CFC1</td>
<td>MFHC1 ⊕</td>
<td>BC1ANY2</td>
<td>Dδ</td>
</tr>
<tr>
<td>1 10</td>
<td>BC1ANY4</td>
<td>*</td>
<td>BC1ANY4</td>
<td>Wδ</td>
</tr>
<tr>
<td>3 11</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>PSδ</td>
</tr>
</tbody>
</table>

Table A.14 MIPS32 COP1 Encoding of Function Field When rs=S

<table>
<thead>
<tr>
<th>function bits 5..3</th>
<th>0 00</th>
<th>0 01</th>
<th>1 01</th>
<th>3 11</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 00</td>
<td>ADD</td>
<td>SUB</td>
<td>MUL</td>
<td>CVT.S</td>
</tr>
<tr>
<td>0 01</td>
<td>ROUND.L</td>
<td>TRUNC.L</td>
<td>CEILL.L</td>
<td>ROUND.L</td>
</tr>
<tr>
<td>1 01</td>
<td>MOVCF</td>
<td>MOVZ</td>
<td>MOVN</td>
<td>CVT.S</td>
</tr>
<tr>
<td>2 01</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>CVT.S</td>
</tr>
<tr>
<td>3 01</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>CVT.S</td>
</tr>
<tr>
<td>4 100</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>CVT.S</td>
</tr>
<tr>
<td>5 101</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>CVT.S</td>
</tr>
<tr>
<td>6 110</td>
<td>C.F</td>
<td>C.UN</td>
<td>C.EQ</td>
<td>C.SF</td>
</tr>
<tr>
<td>7 111</td>
<td>C.GE</td>
<td>C.EQ</td>
<td>C.SF</td>
<td>C.SF</td>
</tr>
</tbody>
</table>

Table A.15 MIPS32 COP1 Encoding of Function Field When rs=D

<table>
<thead>
<tr>
<th>function bits 5..3</th>
<th>0 00</th>
<th>0 01</th>
<th>1 01</th>
<th>3 11</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 00</td>
<td>ADD</td>
<td>SUB</td>
<td>MUL</td>
<td>CVT.S</td>
</tr>
<tr>
<td>0 01</td>
<td>ROUND.L</td>
<td>TRUNC.L</td>
<td>CEILL.L</td>
<td>ROUND.L</td>
</tr>
<tr>
<td>1 01</td>
<td>MOVCF</td>
<td>MOVZ</td>
<td>MOVN</td>
<td>CVT.S</td>
</tr>
<tr>
<td>2 01</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>CVT.S</td>
</tr>
<tr>
<td>3 01</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>CVT.S</td>
</tr>
<tr>
<td>4 100</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>CVT.S</td>
</tr>
<tr>
<td>5 101</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>CVT.S</td>
</tr>
<tr>
<td>6 110</td>
<td>C.F</td>
<td>C.UN</td>
<td>C.EQ</td>
<td>C.SF</td>
</tr>
<tr>
<td>7 111</td>
<td>C.GE</td>
<td>C.EQ</td>
<td>C.SF</td>
<td>C.SF</td>
</tr>
</tbody>
</table>
### Table A.16 MIPS32 COP1 Encoding of Function Field When rs=W or L

<table>
<thead>
<tr>
<th>bits 5..3</th>
<th>000</th>
<th>001</th>
<th>010</th>
<th>011</th>
<th>100</th>
<th>101</th>
<th>110</th>
<th>111</th>
</tr>
</thead>
<tbody>
<tr>
<td>bits 2..0</td>
<td>000</td>
<td>001</td>
<td>010</td>
<td>011</td>
<td>100</td>
<td>101</td>
<td>110</td>
<td>111</td>
</tr>
<tr>
<td>0</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>1</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>2</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>3</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>4</td>
<td>CVT.S</td>
<td>CVT.D</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>CVT.PS.PW ε∇ ∗</td>
</tr>
<tr>
<td>5</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>6</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>7</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
</tr>
</tbody>
</table>

1. Format type L is legal only if 64-bit floating point operations are enabled.

### Table A.17 MIPS64 COP1 Encoding of Function Field When rs=PS

<table>
<thead>
<tr>
<th>bits 5..3</th>
<th>000</th>
<th>001</th>
<th>010</th>
<th>011</th>
<th>100</th>
<th>101</th>
<th>110</th>
<th>111</th>
</tr>
</thead>
<tbody>
<tr>
<td>bits 2..0</td>
<td>000</td>
<td>001</td>
<td>010</td>
<td>011</td>
<td>100</td>
<td>101</td>
<td>110</td>
<td>111</td>
</tr>
<tr>
<td>0</td>
<td>ADD ∨</td>
<td>SUB ∨</td>
<td>MUL ∨</td>
<td>+</td>
<td>+</td>
<td>ABS ∨</td>
<td>MOV ∨</td>
<td>NEG ∨</td>
</tr>
<tr>
<td>1</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>2</td>
<td>MOVCF ∨</td>
<td>MOVZ ∨</td>
<td>MOVN ∨</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>3</td>
<td>ADDR ε∇</td>
<td>+</td>
<td>MULR ε∇</td>
<td>+</td>
<td>+</td>
<td>RECIP2 ε∇</td>
<td>RECIP1 ε∇</td>
<td>RSQRT1 ε∇</td>
</tr>
<tr>
<td>4</td>
<td>CVT.S.PU ε∇</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>5</td>
<td>CVT.S.PL ε∇</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>6</td>
<td>C.F ∨</td>
<td>CABS.F ε∇</td>
<td>C.UN ∨</td>
<td>C.EQ ∨</td>
<td>C.UEQ ∨</td>
<td>C.LT ∨</td>
<td>C.ULT ∨</td>
<td>C.LE ε∇</td>
</tr>
<tr>
<td>7</td>
<td>C.SF ∨</td>
<td>CABS.SF ε∇</td>
<td>C.NGLE ∨</td>
<td>C.SEQ ∨</td>
<td>C.NGL ∨</td>
<td>C.LT ∨</td>
<td>C.ULT ∨</td>
<td>C.LE ε∇</td>
</tr>
</tbody>
</table>

1. Format type PS is legal only if 64-bit floating point operations are enabled.

### Table A.18 MIPS32 COP1 Encoding of tf Bit When rs=S, D, or PS, Function=MOVCF

<table>
<thead>
<tr>
<th>tf bit 16</th>
<th>0</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVCF.fmt</td>
<td>MOVF.fmt</td>
<td>MOVF.fmt</td>
</tr>
</tbody>
</table>

[MIPS® Architecture For Programmers Volume II-A: The MIPS32® Instruction Set, Revision 3.00](http://example.com)  
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A.3 Floating Point Unit Instruction Format Encodings

Instruction format encodings for the floating point unit are presented in this section. This information is a tabular presentation of the encodings described in tables Table A.13 and Table A.20 above.

Table A.19 MIPS32 COP2 Encoding of rs Field

<table>
<thead>
<tr>
<th>rs bits 23..21</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>bits 25..24</td>
<td>000</td>
<td>001</td>
<td>010</td>
<td>011</td>
<td>100</td>
<td>101</td>
<td>110</td>
<td>111</td>
</tr>
<tr>
<td>0 000</td>
<td>MFC2 θ</td>
<td>β</td>
<td>CFC2 θ</td>
<td>MFHC2 θβ</td>
<td>MTC2 θ</td>
<td>β</td>
<td>CTC2 θ</td>
<td>MTHC2 θβ</td>
</tr>
<tr>
<td>1 01</td>
<td>BC2 θ</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
</tr>
<tr>
<td>2 10</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 11</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Table A.20 MIPS64 COP1X Encoding of Function Field1

<table>
<thead>
<tr>
<th>function bits 2..0</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>bits 5..3</td>
<td>000</td>
<td>001</td>
<td>010</td>
<td>011</td>
<td>100</td>
<td>101</td>
<td>110</td>
<td>111</td>
</tr>
<tr>
<td>0 000</td>
<td>LWXC1 V</td>
<td>LDXC1 V</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>LUXC1 V</td>
<td>*</td>
<td>*</td>
</tr>
<tr>
<td>1 001</td>
<td>SWXC1 V</td>
<td>SDXC1 V</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>SUXC1 V</td>
<td>*</td>
<td>PREFX V</td>
</tr>
<tr>
<td>2 010</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
</tr>
<tr>
<td>3 011</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>ALNV.PS V</td>
<td>*</td>
</tr>
<tr>
<td>4 100</td>
<td>MADD.S V</td>
<td>MADD.D V</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>MADD.PS V</td>
<td>*</td>
</tr>
<tr>
<td>5 101</td>
<td>MSUB.S V</td>
<td>MSUB.D V</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>MSUB.PS V</td>
<td>*</td>
</tr>
<tr>
<td>6 110</td>
<td>NMADD.S V</td>
<td>NMADD.D V</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>NMADD.PS V</td>
<td>*</td>
</tr>
<tr>
<td>7 111</td>
<td>NMSUB.S V</td>
<td>NMSUB.D V</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>NMSUB.PS V</td>
<td>*</td>
<td></td>
</tr>
</tbody>
</table>

1. COP1X instructions are legal only if 64-bit floating point operations are enabled.

A.3 Floating Point Unit Instruction Format Encodings

Table A.21 Floating Point Unit Instruction Format Encodings

<table>
<thead>
<tr>
<th>fmt field (bits 25..21 of COP1 opcode)</th>
<th>fmt3 field (bits 2..0 of COP1X opcode)</th>
<th>Mnemonic</th>
<th>Name</th>
<th>Bit Width</th>
<th>Data Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Decimal</td>
<td>Hex</td>
<td>Decimal</td>
<td>Hex</td>
<td>Used to encode Coprocessor 1 interface instructions (MFC1, CTC1, etc.). Not used for format encoding.</td>
<td></td>
</tr>
<tr>
<td>0..15</td>
<td>00..0F</td>
<td>—</td>
<td>—</td>
<td>Floating Point</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>10</td>
<td>0</td>
<td>0</td>
<td>Single</td>
<td>32</td>
</tr>
<tr>
<td>17</td>
<td>11</td>
<td>1</td>
<td>1</td>
<td>Double</td>
<td>64</td>
</tr>
<tr>
<td>18..19</td>
<td>12..13</td>
<td>2.3</td>
<td>2.3</td>
<td>Reserved for future use by the architecture.</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>14</td>
<td>4</td>
<td>4</td>
<td>Word</td>
<td>32</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Fixed Point</td>
<td></td>
</tr>
</tbody>
</table>
### Table A.21 Floating Point Unit Instruction Format Encodings

<table>
<thead>
<tr>
<th>fmt field (bits 25..21 of COP1 opcode)</th>
<th>fmt3 field (bits 2..0 of COP1X opcode)</th>
<th>Mnemonic</th>
<th>Name</th>
<th>Bit Width</th>
<th>Data Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Decimal</td>
<td>Hex</td>
<td>Decimal</td>
<td>Hex</td>
<td></td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>15</td>
<td>5</td>
<td>5</td>
<td>L</td>
<td>Long</td>
</tr>
<tr>
<td>22</td>
<td>16</td>
<td>6</td>
<td>6</td>
<td>PS</td>
<td>Paired Single</td>
</tr>
<tr>
<td>23</td>
<td>17</td>
<td>7</td>
<td>7</td>
<td>Reserved for future use by the architecture.</td>
<td></td>
</tr>
<tr>
<td>24..31</td>
<td>18..1F</td>
<td>—</td>
<td>—</td>
<td>Reserved for future use by the architecture. Not available for fmt3 encoding.</td>
<td></td>
</tr>
</tbody>
</table>
## Revision History

In the left hand page margins of this document you may find vertical change bars to note the location of significant changes to this document since its last release. Significant changes are defined as those which you should take note of as you use the MIPS IP. Changes to correct grammar, spelling errors or similar may or may not be noted with change bars. Change bars will be removed for changes which are more than one revision old.

Please note: Limitations on the authoring tools make it difficult to place change bars on changes to figures. Change bars on figure titles are used to denote a potential change in the figure itself.

<table>
<thead>
<tr>
<th>Revision</th>
<th>Date</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.90</td>
<td>November 1, 2000</td>
<td>Internal review copy of reorganized and updated architecture documentation.</td>
</tr>
<tr>
<td>0.91</td>
<td>November 15, 2000</td>
<td>Internal review copy of reorganized and updated architecture documentation.</td>
</tr>
</tbody>
</table>
| 0.92     | December 15, 2000 | Changes in this revision:  
  - Correct sign in description of MSUBU.  
  - Update JR and JALR instructions to reflect the changes required by MIPS16. |
| 0.95     | March 12, 2001 | Update for second external review release |
| 1.00     | August 29, 2002 | Update based on all review feedback:  
  - Add missing optional select field syntax in mtc0/mfc0 instruction descriptions.  
  - Correct the PREF instruction description to acknowledge that the Prepare-ForStore function does, in fact, modify architectural state.  
  - To provide additional flexibility for Coprocessor 2 implementations, extend the select field for DMFC0, DMTC0, MFC0, and MTC0 to be 8 bits.  
  - Update the PREF instruction to note that it may not update the state of a locked cache line.  
  - Remove obviously incorrect documentation in DIV and DIVU with regard to putting smaller numbers in register rt.  
  - Fix the description for MFC2 to reflect data movement from the coprocessor 2 register to the GPR, rather than the other way around.  
  - Correct the pseudo code for LDC1, LDC2, SDC1, and SDC2 for a MIPS32 implementation to show the required word swapping.  
  - Indicate that the operation of the CACHE instruction is UNPREDICTABLE if the cache line containing the instruction is the target of an invalidate or writeback invalidate.  
  - Indicate that an Index Load Tag or Index Store Tag operation of the CACHE instruction must not cause a cache error exception.  
  - Make the entire right half of the MFC2, MTC2, CFC2, CTC2, DMFC2, and DMTC2 instructions implementation dependent, thereby acknowledging that these fields can be used in any way by a Coprocessor 2 implementation.  
  - Clean up the definitions of LL, SC, LLD, and SCD.  
  - Add a warning that software should not use non-zero values of the stype field of the SYNC instruction.  
  - Update the compatibility and subsetting rules to capture the current requirements. |
1.90 September 1, 2002 Merge the MIPS Architecture Release 2 changes in for the first release of a
Release 2 processor. Changes in this revision include:
• All new Release 2 instructions have been included: DI, EHB, EI, EXT, INS,
JALR.HB, JR.HB, MFHC1, MFHC2, MTHC1, MTHC2, RDHW, RDPGR, ROTR, ROTRV, SEB, SEH, SYNCI, WRPGPR, WSBH.
• The following instruction definitions changed to reflect Release 2 of the
Architecture: DERET, ERET, JAL, JALR, JR, SRL, SRLV
• With support for 64-bit FPUs on 32-bit CPUs in Release 2, all floating point
instructions that were previously implemented by MIPS64 processors have
been modified to reflect support on either MIPS32 or MIPS64 processors in
Release 2.
• All pseudo-code functions have been updated, and the
Are64bitFPOperationsEnabled function was added.
• Update the instruction encoding tables for Release 2.

2.00 June 9, 2003 Continue with updates to merge Release 2 changes into the document.
Changes in this revision include:
• Correct the target GPR (from rd to rt) in the SLTI and SLTIU instructions.
This appears to be a day-one bug.
• Correct CPR number, and missing data movement in the pseudocode for the
MTC0 instruction.
• Add note to indicate that the CACHE instruction does not take Address
Error Exceptions due to mis-aligned effective addresses.
• Update SRL, ROTR, SRLV, ROTRV, DSRL, DROTR, DSRLV, DROTRV,
DSRL32, and DROTR32 instructions to reflect a 1-bit, rather than a 4-bit
decode of shift vs. rotate function.
• Add programming note to the PrepareForStore PREF hint to indicate that it
can not be used alone to create a bzero-like operation.
• Add note to the PREF and PREFX instruction indicating that they may
cause Bus Error and Cache Error exceptions, although this is typically lim-
ited to systems with high-reliability requirements.
• Update the SYNCI instruction to indicate that it should not modify the state
of a locked cache line.
• Establish specific rules for when multiple TLB matches can be reported (on
writes only). This makes software handling easier.

2.50 July 1, 2005 Changes in this revision:
• Correct figure label in LWR instruction (it was incorrectly specified as
LWL).
• Update all files to FrameMaker 7.1.
• Include support for implementation-dependent hardware registers via
RDHW.
• Indicate that it is implementation-dependent whether prefetch instructions
cause EJTAG data breakpoint exceptions on an address match, and suggest
that the preferred implementation is not to cause an exception.
• Correct the MIPS32 pseudocode for the LDC1, LDXC1, LUXC1, SDC1,
SDXC1, and SUXC1 instructions to reflect the Release 2 ability to have a
64-bit FPU on a 32-bit CPU. The correction simplifies the code by using the
ValueFPR and StoreFPR functions, which correctly implement the Release
2 access to the FPRs.
• Add an explicit recommendation that all cache operations that require an
index be done by converting the index to a kseg0 address before performing
the cache operation.
• Expand on restrictions on the PREF instruction in cases where the effective
address has an uncached coherency attribute.
•
<table>
<thead>
<tr>
<th>Revision</th>
<th>Date</th>
<th>Description</th>
</tr>
</thead>
</table>
| 2.60     | June 25, 2008 | Changes in this revision:  
  - Applied the new B0.01 template.  
  - Update RDHWR description with the UserLocal register.  
  - added PAUSE instruction  
  - Ordering SYNCs  
  - CMP behavior of CACHE, PREF*, SYNCI  
  - CVT.S.PL, CVT.S.PU are non-arithmetic (no exceptions)  
  - *MADD.fmt & *MSUB.fmt are non-fused.  
  - various typos fixed |
| 2.61     | July 10, 2008 |  
  - Revision History file was incorrectly copied from Volume III.  
  - Removed index conditional text from PAUSE instruction description.  
  - SYNC instruction - added additional format “SYNC stype” |
| 2.62     | January 2, 2009 |  
  - LWC1, LWXC1 - added statement that upper word in 64bit registers are UNDEFINED.  
  - CVT.S.PL and CVT.S.PU descriptions were still incorrectly listing IEEE exceptions.  
  - Typo in CFC1 Description.  
  - CCRes is accessed through $3 for RDHWR, not $4. |
| 3.00     | March 25, 2010 |  
  - JALX instruction description added.  
  - Sub-setting rules updated for JALX.  
  - |