

Integer arithmetic				
mnemonic	description	operands	notes	
add	add 32 bit integers	dreg <= reg1, reg2		
addi		dreg <= reg, imm		
addiu				
addu		dreg <= reg1, reg2		
mulhi	multiply 32 bit integers	dreg <= intermediate	Upper 32 bits of a 64 bit result	
muli		dreg <= reg, imm		
muls				
mulu				
mulus				
muls_16		multiply 16 bit integers		dreg <= reg1, reg2
mulu_16				
mulus_16				
sub				
subu				
Byte and bitfield manipulation				
mnemonic	description	operands	notes	
exb	extract byte from word	dreg <= reg, imm		
exbf	extract bitfield from word	dreg <= reg1, reg2		
exbfi		dreg <= reg, imm	32 bit version only Not allowed to be executed conditionally	
exh	extract halfword from word			
lli	Load lower/upper halfword with immediate value	dreg <= imm	32 bit version only Not allowed to be executed conditionally	
lui		dreg <= reg, imm		
sext	Sign extend an integer	dreg <= reg1, reg2		
sexti		dreg <= reg, imm		
conb	Concatenate bytes/halfwords	dreg <= reg1, reg2		
conh				
Boolean bitwise operations				
mnemonic	description	operands	notes	
and	bitwise and	dreg <= reg1, reg2		
andi		dreg <= reg, imm		
not	bitwise not	dreg <= reg		
or	bitwise or	dreg <= reg1, reg2		
ori		dreg <= reg, imm		
xor	bitwise xor	dreg <= reg1, reg2		
Conditiional jumps (branches)				
mnemonic	description	operands	notes	
bc	Branch if condition is true.	pc <= pc, imm	Pre-evaluated flags from one of the eight condition registers are used to evaluate condition.	
begt				
belt				
beq				
bgt				
blt				
bnc				
bne				
Other jumps				
mnemonic	description	operands	notes	
jal	jump and save link address	pc <= pc, imm dreg <= pc + increment	Not allowed to be executed conditionally.	
jalr		pc <= reg dreg <= pc + increment		
jmp	jump	pc <= pc, imm	Not allowed to be executed conditionally	
jmprr		pc <= reg		

Integer comparison			
mnemonic	description	operands	notes
cmp	Compare and evaluate condition flags.	$c_{reg} \leq reg1, reg2$	Not allowed to be executed conditionally.
cmpi		$c_{reg} \leq reg, imm$	
Shifts			
mnemonic	description	operands	notes
sll	logical shift left	$d_{reg} \leq reg1, reg2$	Only left shift produces flags
slli		$d_{reg} \leq reg, imm$	
sra	arithmetic shift right	$d_{reg} \leq reg1, reg2$	
srai		$d_{reg} \leq reg, imm$	
srl	logical shift right	$d_{reg} \leq reg1, reg2$	
srli		$d_{reg} \leq reg, imm$	
Memory load and store & data moving			
mnemonic	description	operands	notes
ld	load a word from memory	$d_{reg} \leq mem[reg + imm]$	Address does not have to be aligned to word boundary. Usage of bits 0 to 1 depend on implementation.
st	store a word to memory	$mem[reg1 + imm] \leq reg2$	
mov	move a word from register to register.	$d_{reg} \leq reg$	
Coprocessor instructions			
mnemonic	description	operands	notes
cop	coprocessor instruction	$cop \leq imm$	32 bit version only Not allowed to be executed conditionally
movfc	mov data from coprocessor	$d_{reg} \leq cop, c_{preg}$	
movtc	mov data to coprocessor	$cop \leq reg, c_{preg}$	
Mode changing instructions			
mnemonic	description	operands	notes
chrs	Change register set to operate with	$psr \leq imm$	Not allowed to be executed conditionally. chrs, di, ei and retu available in super user mode only.
di	disable interrupts	$psr \leq IE \leq '0'$	
ei	enable interrupts	$psr \leq IE \leq '1'$	
swm	switch between decoding modes:	$psr \leq imm$	Version 1.0 supports to decoding modes: 16 bit ISA and 32 bit ISA.
reti	return from an interrupt service routine	$pc \leq hw_stack_addr$ $psr \leq hw_stack_psr$	
retu	return to user/SPSR defined mode.	$pc \leq l_{reg}$ $psr \leq s_{psr}$	These instructions should be used to interface operating system or similar.
scall	system entry	$psr \leq sys_psr$ $pc \leq sys_entry_addr$	
Miscellaneous			
mnemonic	description	operands	notes
rcon	Restore all condition registers from general purpose register.	$c_{reg} \leq reg$	Not allowed to be executed conditionally
scon	Move the contents of all condition registers to a general purpose register	$d_{reg} \leq c_{reg}$	
trap	software exception	$psr \leq$	Should be used to catch software exceptions.
nop	no operation, idle		