

Mnemonic	Meaning	Binary instruction encoding							
add	Add	0000	00ss	ssst	tttt	dddd	d000	0010	0000
addi	Add immediate	0010	00ss	sssd	dddd	iiii	iiii	iiii	iiii
sub	Subtract	0000	00ss	ssst	tttt	dddd	d000	0010	0010
and	Bitwise AND	0000	00ss	ssst	tttt	dddd	d000	0010	0100
andi	Bitwise AND immediate	0011	00ss	sssd	dddd	iiii	iiii	iiii	iiii
or	Bitwise OR	0000	00ss	ssst	tttt	dddd	d000	0010	0101
ori	Bitwise OR immediate	0011	01ss	sssd	dddd	iiii	iiii	iiii	iiii
sll	Shift left logical	0000	0000	000t	tttt	dddd	dhhh	hh00	0000
sra	Shift right arithmetic	0000	0000	000t	tttt	dddd	dhhh	hh00	0011
srl	Shift right logical	0000	0000	000t	tttt	dddd	dhhh	hh00	0010
lb	Load byte	1000	00bb	bbbd	dddd	aaaa	aaaa	aaaa	aaaa
lw	Load word	1000	11bb	bbbd	dddd	aaaa	aaaa	aaaa	aaaa
lui	Load upper immediate	0011	1100	000d	dddd	iiii	iiii	iiii	iiii
sb	Store byte	1010	00bb	bbbt	tttt	aaaa	aaaa	aaaa	aaaa
sw	Store word	1010	11bb	bbbt	tttt	aaaa	aaaa	aaaa	aaaa
beq	Branch if equal to	0001	00ss	ssst	tttt	aaaa	aaaa	aaaa	aaaa
bgez	Branch if greater than or equal to zero	0000	01ss	sss0	0001	aaaa	aaaa	aaaa	aaaa
bgtz	Branch if greater than zero	0001	11ss	sss0	0000	aaaa	aaaa	aaaa	aaaa
blez	Branch if less than or equal to zero	0001	10ss	sss0	0000	aaaa	aaaa	aaaa	aaaa
bltz	Branch if less than zero	0000	01ss	sss0	0000	aaaa	aaaa	aaaa	aaaa
bne	Branch if not equal to	0001	01ss	ssst	tttt	aaaa	aaaa	aaaa	aaaa
j	Jump (unconditional branch)	0000	10aa	aaaa	aaaa	aaaa	aaaa	aaaa	aaaa