

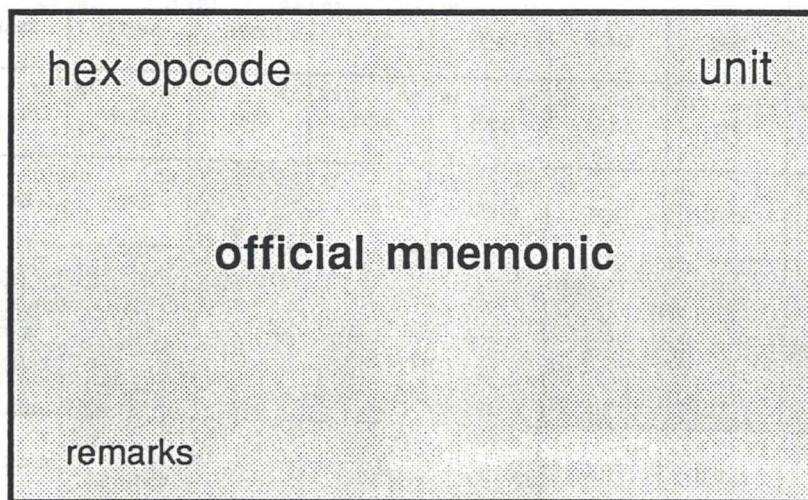
PERIODIC TABLE OF OPCODES

December 20, 1988

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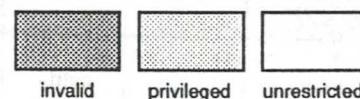
00 DE nop	01 DE halt PRIV	02	03	04 FE jump ()	05 FE call ()	06 FE ickill() TRAP	07 FL exts() TRAP	08 FE jump	09 FE call	0A	0B IN rps	0C ** wps [S/PRIV]	0D IN spl PRIV	0E	0F ?? ntrpd TRAP
10 DE bpt	11 DE trap	12 DE strap	13 DE xtrap PRIV	14	15	16 FE iskill	17	18 FE lpage PRIV	19 LS ldpage PRIV	1A	1B	1C LS slstrpd TRAP	1D LS dflush [S/PRIV]	1E	1F IN wit PRIV
20 IN cmpgt.l	21 IN cmpgt.w	22 IN cmpgt.h	23 IN cmpgt.b	24 IN cmpeq.l	25 IN cmpeq.w	26 IN cmpeq.h	27 IN cmpeq.b	28 IN cmpugt.l	29 IN cmpugt.w	2A IN cmpugt.h	2B IN cmpugt.b	2C IN zext.b	2D IN zext.h	2E IN zext.w	2F IN boof (reg)
30 IN cmpgt.s	31 IN cmpgt.d	32 IN cmplg.s	33 IN cmplg.d	34 IN cmpleg.s	35 IN cmpleg.d	36 IN cmpge.s	37 IN cmpge.d	38 IN cmpugt.s	39 IN cmpugt.d	3A IN cmpeq.s	3B IN cmpeq.d	3C IN cmpun.s	3D IN cmpun.d	3E IN cmpueq.s	3F IN cmpueq.d
40 IN sel f0	41 IN sel f1	42 IN sel f2	43 IN sel f3	44 IN sel f4	45 IN sel f5	46 IN sel f6	47 neg	48 subb	49 subt	4A sub	4B move	4C sext.b	4D sext.h	4E sext.w	4F boof (flag)
50 IN chk.b	51 IN chk.h	52 IN chk.w	53 IN chku.b	54 IN chku.h	55 IN chku.w	56 IN srm	57 inc	58 addc	59 addt	5A add	5B dec	5C bitrev	5D bitcnt.w	5E lzcnt	5F rut
60 IN shf	61 IN ashf	62	63 IN and	64 IN not	65 IN andcc	66 IN rot	67 IN xnor	68 IN xor	69 IN andtc	6A or	6B	6C orcc	6D dshfl	6E dshfr	6F ortc
70	71	72	73	74	75	76	77	78	79	7A	7B	7C	7D	7E	7F reserved for architecture simulator (perf)
80 FA add.s	81 FA sub.s	82 FA neg.s	83	84 FA cvts.d	85 FA cvts.l	86	87	88	89	8A	8B	8C	8D	8E	8F
90 FA add.d	91 FA sub.d	92 FA neg.d	93 FA move.d	94 FA cvtd.s	95 FA cvtd.l	96 FA cvtl.s	97 FA cvtl.d	98 FA cvtul.d	99	9A	9B	9C	9D LS loadcpu [:]	9E	9F LS storecpu [:]
A0 FM mult.s	A1 FM mult.d	A2 FD div.s	A3 FD div.d	A4 FD divsst	A5 FM multiss	A6 FD divssr	A7 FM multhss	A8	A9 FM multluu	A10	A11	A12	AD FM multlus	A14	AF FM multhus
B0	B1	B2 FD sqrt.s	B3 FD sqrt.d	B4	B5	B6	B7	B8	B9	B10	B11	BC LS ldnecc	B13	B14	B15
C0 LS load.b	C1 LS load.b []	C2 LS reelf	C3 LS store.b	C4 LS load.h	C5 LS load.h []	C6 LS load.h [:]	C7 LS store.h	C8 LS load.w	C9 LS load.w []	CA LS load.w [:]	CB LS store.w	CC LS load.l	CD LS load.l [:]	CE LS load.l [:]	CF LS store.l
D0 LS loadu.b	D1 LS loadu.b []	D2 LS welf	D3 LS store.b []	D4 LS loadu.h	D5 LS loadu.h []	D6 LS loadu.h [:]	D7 LS store.h []	D8 LS loadu.w	D9 LS loadu.w []	DA LS loadu.w [:]	DB LS store.w []	DC LS ldecc	DD	DE	DF LS store.l []
E0 LS eload.b	E1 LS eload.b []	E2 LS rrec PRIV	E3	E4 LS eload.h	E5 LS eload.h []	E6 LS eload.h [:]	E7 LS store.h [:]	E8 LS eload.w	E9 LS eload.w []	EA LS eload.w [:]	EB LS store.w [:]	EC LS eload.l	ED LS eload.l []	EE LS eload.l [:]	EF LS store.l [:]
F0 LS eloadu.b	F1 LS eloadu.b []	F2 LS wfec PRIV	F3 LS echk	F4 LS eloadu.h	F5 LS eloadu.h []	F6 LS eloadu.h [:]	F7 LS pcl	F8 LS eloadu.w	F9 LS eloadu.w []	FA LS eloadu.w [:]	FB LS wdwp PRIV	FC LS swat	FD LS wios PRIV	FE LS rios PRIV	FF LS zcl

LEGEND



Functional unit codes

DE	decode
FA	floating add
FD	floating divide
FE	fetch
FM	floating multiply
IN	integer unit
LS	load/store
**	all units involved



Remark Codes

(blank)	allowed in any mode
PRIV	privileged mode only
[S/PRIV]	allowed in both modes, but functions differently in privileged mode
TRAP	allowed in trap state only

Special Mnemonic Codes

()	jump or call to (%ra)
[]	load/store at address (%ra) [%rb]
:[]	load/store at address (%ra) [%rb:size]