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**PERIODIC TABLE OF OPCODES**

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December 20, 1988

reserved for architecture simulator (part)
**Legend**

- **hex opcode**
- **unit**
- **official mnemonic**
- **remarks**

**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]