

Register name	Number	Usage
\$zero	0	constant 0
\$at	1	reserved for assembler
\$v0	2	expression evaluation and results of a function
\$v1	3	expression evaluation and results of a function
\$a0	4	argument 1
\$a1	5	argument 2
\$a2	6	argument 3
\$a3	7	argument 4
\$t0	8	temporary (not preserved across call)
\$t1	9	temporary (not preserved across call)
\$t2	10	temporary (not preserved across call)
\$t3	11	temporary (not preserved across call)
\$t4	12	temporary (not preserved across call)
\$t5	13	temporary (not preserved across call)
\$t6	14	temporary (not preserved across call)
\$t7	15	temporary (not preserved across call)
\$s0	16	saved temporary (preserved across call)
\$s1	17	saved temporary (preserved across call)
\$s2	18	saved temporary (preserved across call)
\$s3	19	saved temporary (preserved across call)
\$s4	20	saved temporary (preserved across call)
\$s5	21	saved temporary (preserved across call)
\$s6	22	saved temporary (preserved across call)
\$s7	23	saved temporary (preserved across call)
\$t8	24	temporary (not preserved across call)
\$t9	25	temporary (not preserved across call)
\$k0	26	reserved for OS kernel
\$k1	27	reserved for OS kernel
\$gp	28	pointer to global area
\$sp	29	stack pointer
\$fp	30	frame pointer
\$ra	31	return address (used by function call)

MIPS registers and usage convention.