



Alle immediate-Konstanten sind sign-extended.

## I-type Instructions

I[31:26]	mnemonic	effect
load/store		
100011	lw	$RD = m(RS1 + \text{imm})$
101011	sw	$m(RS1 + \text{imm}) = RD$
01****	compimm	$RD = \text{aluop}(I[29:26])(RS1, \text{imm})$
control		
110100	beqz	$PC = PC + (RS1 = 0 ? \text{imm}:1)$
110101	bnez	$PC = PC + (RS1 \neq 0 ? \text{imm}:1)$
110110	jr	$PC = RS1$
110111	jalr	$R31 = PC + 1 ; PC = RS1$

## R-type Instructions

I[31:26]	I[5:0]	mnemonic	effect
000000	00****	comp	$RD = \text{aluop}(I[3:0])(RS1, RS2)$
special moves			
000000	010000	movs2i	$SA = RS1 \quad (\text{SPR}[SA] \rightarrow \text{GPR}[RS1])$
000000	010001	movi2s	$RD = SA \quad (\text{GPR}[RD] \rightarrow \text{SPR}[SA])$

## J-type Instructions

I[31:26]	mnemonic	effect
control		
000010	j	$PC = PC + \text{imm}$
000011	jal	$R31 = PC + 1 ; PC = PC + \text{imm}$
111110	trap	spaeter
111111	rfe	spaeter



## I-type compimm

I[31:26]	mnemonic	effect
01 ****	compimm	$RD = \text{aluop}(I[29:26])(RS1, \text{imm})$
Arithmetic, Logical, Operation		
01 0000	addio	$RD = RS1 + \text{imm}$
01 0001	addi	$RD = RS1 + \text{imm}$ (no overflow)
01 0010	subio	$RD = RS1 - \text{imm}$
01 0011	subi	$RD = RS1 - \text{imm}$ (no overflow)
01 0100	andi	$RD = RS1 \wedge \text{imm}$
01 0101	ori	$RD = RS1 \vee \text{imm}$
01 0110	xori	$RD = RS1 \oplus \text{imm}$
01 0111	lhgi	$RD = \text{imm} \cdot 0^{16}$
Test Set Operation		
01 1000	clri	$RD = (\text{false} ? 1 : 0);$
01 1001	sgri	$RD = (RS1 > \text{imm} ? 1 : 0);$
01 1010	seqi	$RD = (RS1 = \text{imm} ? 1 : 0);$
01 1011	sgei	$RD = (RS1 \geq \text{imm} ? 1 : 0);$
01 1100	slsi	$RD = (RS1 < \text{imm} ? 1 : 0);$
01 1101	snei	$RD = (RS1 \neq \text{imm} ? 1 : 0);$
01 1110	slei	$RD = (RS1 \leq \text{imm} ? 1 : 0);$
01 1111	seti	$RD = (\text{true} ? 1 : 0);$



## R-type comp

I[31:26]	I[5:0]	mnemonic	effect
000000	00 ****	comp	$RD = \text{aluop}(I[3:0])(RS1, RS2)$
Arithmetic, Logical, Operation			
000000	00 0000	addo	$RD = RS1 + RS2$
000000	00 0001	add	$RD = RS1 + RS2$ (no overflow)
000000	00 0010	subo	$RD = RS1 - RS2$
000000	00 0011	sub	$RD = RS1 - RS2$ (no overflow)
000000	00 0100	and	$RD = RS1 \wedge RS2$
000000	00 0101	or	$RD = RS1 \vee RS2$
000000	00 0110	xor	$RD = RS1 \oplus RS2$
000000	00 0111	lhg	$RD = RS2[15:0] \cdot 0^{16}$
Test Set Operation			
000000	00 1000	clr	$RD = (\text{false} ? 1 : 0);$
000000	00 1001	sgr	$RD = (RS1 > RS2 ? 1 : 0);$
000000	00 1010	seq	$RD = (RS1 = RS2 ? 1 : 0);$
000000	00 1011	sge	$RD = (RS1 \geq RS2 ? 1 : 0);$
000000	00 1100	sls	$RD = (RS1 < RS2 ? 1 : 0);$
000000	00 1101	sne	$RD = (RS1 \neq RS2 ? 1 : 0);$
000000	00 1110	sle	$RD = (RS1 \leq RS2 ? 1 : 0);$
000000	00 1111	set	$RD = (\text{true} ? 1 : 0);$