Instructions and Machine State

Selfie uses special procedures (<u>before()</u> & <u>after()</u>)
that show on which part of the machine state they depend,
which part they modify and the modification itself.

- This information is enough to determine the machine state at any point of execution (completely deterministic).
- The only way to inject information from outside that is not known beforehand is through the read call.

| rs1 | - | rd | -> rd |
|--|---|---------------------|---------------------------------|
| read only dependency in control flow | | will be modified | new value after modification |

Instructions and Formats

RISC-U

| lui | beq |
|-------|-------|
| addi | jal |
| add | jalr |
| sub | ld |
| multu | sd |
| divu | sltu |
| remu | ecall |

Formats

| R-format |
|-----------------|
| <u>I-format</u> |
| <u>S-format</u> |
| <u>B-format</u> |
| <u>J-format</u> |
| <u>U-format</u> |

special case of addi

nop

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