Arithmetic Instructions

- Set `$rd` to `1` if `$rs1 < $rs2`.

- This is the only instruction needed to implement <, >, <=, >=, == and `!=`.

- How this is done:
  - == is implemented using `b - a < 1`.

sltu	$rd	$rs1	$rs2

In unsigned arithmetic only 0 satisfies this condition.

Memory Instructions

`ld`	`$rd`	`offset($rs1)`
`sd`	`$rs2`	`offset($rs2)`

- **Load** into `$rd` the value that is stored at the address that is obtained by adding the immediate offset to the content of `$rs1`.

- **Store** the content of `$rs2` at the address that is obtained by adding the immediate offset to the content of `$rs1`.

- The addressing mode used for those instructions is called register-relative addressing.

Arithmetic Instructions

`sltu`	`$rd`	`$rs1`	`$rs2`

- Set `$rd` to `1` if `$rs1 < $rs2`.

- This is the only instruction needed to implement <, >, <=, >=, == and `!=`.

- How this is done:
  - == is implemented using `b - a < 1`.

In unsigned arithmetic only 0 satisfies this condition.