Jeu d'instructions R12

	Encodage sur 12 bits												
Instruction	11	10	9	8	7	6	5	4	3	2	1	0	Description
add								0					Regs[rd] ← Regs[rs1] + Regs[rs2]
sub							1		0				Regs[rd] ← Regs[rs1] - Regs[rs2]
mult								2		V	y		Regs[rd] ← Regs[rs1] * Regs[rs2]
div								3				Regs[rd] ← Regs[rs1] / Regs[rs2]	
mod							0					Regs[rd] ← Regs[rs1] % Regs[rs2]	
and				- 1			1	1			Regs[rd] ← Regs[rs1] & Regs[rs2]		
or			rs1		rs2	54				2		Regs[rd] ← Regs[rs1] Regs[rs2]	
xor								3					Regs[rd] ← Regs[rs1] ^ Regs[rs2]
beq								0					if (Regs[rs1] == Regs[rs2]) PC ← Regs[rd]
bne							1	2				if (Regs[rs1] != Regs[rs2]) PC ← Regs[rd]	
blt								2	2				if (Regs[rs1] < Regs[rs2]) PC ← Regs[rd]
ble								3					if (Regs[rs1] <= Regs[rs2]) PC ← Regs[rd]
addi	r	d								3	3		Regs[rd] ← Regs[rs] + imm
subi										2	1		Regs[rd] ← Regs[rs] - imm
multi											5		Regs[rd] ← Regs[rs] * imm
divi										6	3		Regs[rd] ← Regs[rs] / imm
modi										7	7		Regs[rd] ← Regs[rs] % imm
shli			r	S		11	mm			8	3		Regs[rd] ← Regs[rs] << imm
shri										ę)		Regs[rd] ← Regs[rs] >> imm
ld										1	0		Regs[rd] ← Mem[Regs[rs] + imm]
sd									11				Mem[Regs[rd] + imm] ← Regs[rs]
jalr										1	2		Regs[rd] ← PC + 1, PC ← Regs[rs] + imm
jal										1	3		Regs[rd] \leftarrow PC + 1, PC \leftarrow PC + 1 + imm
bz				imn	1 (5	(signé)				1	4		if $(Regs[rd] == 0) PC \leftarrow PC + 1 + imm$
bnz										1	5		if (Regs[rd] != 0) PC ← PC + 1 + imm