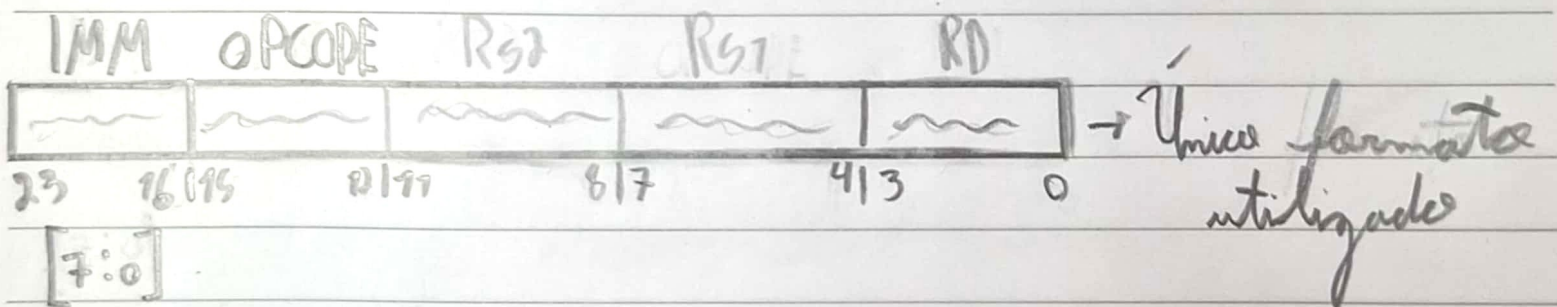


GREEN CARD

		OP CODE
ADD	RD, RS1, RS2; $R_D \leftarrow R_{S1} + R_{S2}$	0000
ADDI	RD, RS1, Imm; $R_D \leftarrow R_{S1} + Imm$	0001
SUB	RD, RS1, RS2; $R_D \leftarrow R_{S1} - R_{S2}$	0010
SLLI	RD, RS1, Imm; $R_D \leftarrow R_{S1} \ll Imm$	0011
JAL	RD, Imm; $R_D \leftarrow PC + 1, PC \leftarrow PC + Imm$	0100
JALR	RD, RS1, Imm; $R_D \leftarrow PC + 1, PC \leftarrow R_{S1} + Imm$	0101
LW	RD, RS1, Imm; $R_D \leftarrow M[R_{S1} + Imm]$	0110
SW	RS1, RS2, Imm; $M[R_{S1} + Imm] \leftarrow R_{S2}$	0111
BEG	RS1, RS2, Imm; $R_{S1} == R_{S2} \rightarrow PC = PC + Imm$	1000
BNE	RS1, RS2, Imm; $R_{S1} \neq R_{S2} \rightarrow \dots$	1001
BLT	RS1, RS2, Imm; $R_{S1} < R_{S2} \rightarrow \dots$	1010
BGE	RS1, RS2, Imm; $R_{S1} \geq R_{S2} \rightarrow \dots$	1011
AND	RD, RS1, RS2; $R_D = R_{S1} \& R_{S2}$	1100
OR	RD, RS1, RS2; $R_D = R_{S1} R_{S2}$	1101
HALT	W-PC = 0	1110
RESET	RESET = 1	1111

	W.RG	D.RG	OP.ULA	IMM.ULA	W.MEM	PC-MEM	B	B-IN
ADD	1	00	000 (+)	0	0	00	0	xx
ADDi	1	00	000 (+)	1	0	00	0	xx
SUB	1	00	001 (-)	0	0	00	0	xx
SLLi	1	00	010 (<<)	1	0	00	0	xx
JAL	1	10	xxx	x	0	01	0	xx
JALR	1	10	000 (+)	1	0	10	0	xx
LW	1	01	000 (+)	1	0	00	0	xx
SW	0	xx	000 (+)	1	1	00	0	xx
BEQ	0	xx	xxx	x	0	00	1	00
BNE	0	xx	xxx	x	0	00	1	10
BLT	0	xx	xxx	x	0	00	1	01
BGE	0	xx	xxx	x	0	00	1	11
AND	1	00	011 (&)	0	0	00	0	xx
OR	1	00	100 ()	0	0	00	0	xx
HALT	$\leadsto W_PC = 0$; RESET \leadsto RESET = 1							



Instruções → 24 bits

OPCODE, RD, Rs1, Rs2 → 4 bits

IMM → 8 bits

Monociclo

$R_0 \rightarrow X_0$! Sempre é igual a 0
$R_1 \rightarrow SP$! Ponteiro para o Stack (Memórias de dados)
$R_2 - R_5 \rightarrow T_0 - T_3$	Registadores Temporários
$R_6 - R_{11} \rightarrow S_0 - S_5$	Registadores Salvos
$R_{12} - R_{14} \rightarrow A_0 - A_2$	Parâmetros e retornos das funções
$R_{15} \rightarrow RA$	Endereço de Retorno da função