

<i>hex</i>	<i>OP</i>	<i>Instruction</i>	<i>ALU OP</i>		<i>Cin</i>	<i>Binv</i>	<i>Write En</i>	<i>Ram En</i>	<i>Mem Write</i>	<i>Mem Read</i>	<i>Mem to Reg</i>	<i>Reg Dest</i>	<i>RT/IM</i>	<i>Branch</i>	<i>Jump</i>
0	0000	nop	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0001	lw	1	1	0	0	1	1	0	1	1	1	1	0	0
2	0010	addi	1	1	0	0	1	0	0	0	0	1	1	0	0
3	0011	sw	1	1	0	0	0	1	1	0	0	0	1	0	0
4	0100	beq	0	0	0	0	0	0	0	0	0	0	0	1	0
5	0101	slt	1	0	0	0	1	0	0	0	0	0	0	0	0
6	0110	and	0	1	0	0	1	0	0	0	0	0	0	0	0
7	0111	sub	1	1	1	1	1	0	0	0	0	0	0	0	0
8	1000	jmp	0	0	0	0	0	0	0	0	0	0	0	0	1
9	1001	sll	0	0	0	0	1	0	0	0	0	0	0	0	0
A	1010	add	1	1	0	0	1	0	0	0	0	0	0	0	0

