

# Registers

Number	Name	Description
0	X0	Always is equal to 0
1	X1	General purpose register
2	X2	General purpose register
3	X3	General purpose register
4	X4	General purpose register
5	X5	General purpose register
6	X6	Stack pointer
7	X7	In this register is store the return address when a jal instruction is executed

# Instructions

Nemonic	Opcode	Operation	Description
add	0000	$R[rd] = R[rs] + R[rt]$	Register rs is added to register rt and result is store in register rd.
addi	0001	$R[rt] = R[rs] + Imm$	Register rs is added to Imm and result is store in register rd. Where Imm is constant value in two's complement.
and	0010	$R[rd] = R[rs] \& R[rt]$	It's a and bitwise between Register rs and rt and result is store in register rd.
andi	0011	$R[rt] = R[rs] \& Imm$	It's a and bitwise between Register rs and Imm and result is store in register rd. Where Imm is a constant value in two's complement.
beq	0100	if( $R[rt] == R[rs]$ ) $PC = PC + BranAddr$	If rt and rs are equal the $PC = PC + BranAddr$ . Where BranAddr is the branch destination (offset) in two's complement.
bne	0101	if( $R[rd] != R[rs1]$ ) $PC = PC + BranAddr$	If rt and rs are not equal the $PC = PC + BranAddr$ . Where BranAddr is the branch destination (offset) in two's complement.
j	0110	$PC = Addr$	Unconditional jump to Addr
jal	111	$PC = JumAddr$ ; $X7 = PC + 1$	It's is for procedures, when it's executed PC gets the jump address and X7 stored current PC +1.
jr	1010	$PC = X7$	It's used to return from procedures; when it's executed PC gets the value stored in X7.

lb	1011	$R[rt] = M[rs + Imm]$	It's a load byte from memory. The memory address is calculate by adding rs and Imm; where Imm is a constant value in two's complement and rt is the destination register.
or	1100	$R[rd] = R[rs] \mid R[rt]$	It's a or bitwise between Register rs and rt and result is store in register rd.
sb	1101	$M[rs + Imm] = R[rt]$	It's a stored byte from memory. The memory address is calculate by adding rs and Imm; where Imm is a constant value in two's complement and rt is the source register.
sll	1110	$R[rd] = R[rt] \ll R[rs]$	Shift logical left; rt is shifted to the left base on rs
srl	1111	$R[rd] = R[rt] \gg R[rs]$	Shift logical right; rt is shifted to the righth base on rs