

	RegDst	Jump	JumpR	Branch	MemRead	MemtoReg	ALUOp	MemWrite	ALUSrc1	ALUSrc2	RegWrite	WritePC
sll	1	0	x	0	x	0	<<	0	1	0	1	0
srl	1	0	x	0	x	0	>>	0	1	0	1	0
jr	x	1	1	0	x	x	RD1	0	0	x	0	0
add	1	0	x	0	x	0	+	0	0	0	1	0
sub	1	0	x	0	x	0	-	0	0	0	1	0
and	1	0	x	0	x	0	&	0	0	0	1	0
or	1	0	x	0	x	0		0	0	0	1	0
nor	1	0	x	0	x	0	~	0	0	0	1	0
slt	1	0	x	0	x	0	<	0	0	0	1	0
j	x	1	0	x	x	x	x	0	x	x	0	0
Jal	x	1	0	x	x	x	x	0	x	x	1	1
beq	x	0	x	1	x	x	SUB	0	0	0	0	x
bne												
addi	0	0	0	0	x	0	+	0	0	1	1	0
slti	0	0	0	0	x	0	<	0	0	1	1	0
andi	0	0	0	0	x	0	&	0	0	1	1	0
ori	0	0	0	0	x	0		0	0	1	1	0
xori	0	0	0	0	x	0	XOR	0	0	1	1	0
lb												
lw	0	0	0	0	1	1	+	0	0	1	1	0
lbu												
sb												
sw	0	0	0	0	x	1	+	1	0	1	0	0

we'll change the memory so it can be written with 8b to do the lb, and sb