Arithmetic instructions:

addl → fn = 0 subl → fn = 1 mull → fn = 4   modl → fn = 6

andl → fn = 2 xorl → fn = 3 divl → fn = 5

Conditional jumps and moves:

jmp   fn = 0   jle   → fn = 1   jl   fn = 2   je   → fn = 3

jne   fn = 4   jge → fn = 5   jg   fn = 6

rrmovq   fn = 0   cmovle   → fn = 1   cmovl fn = 2   cmove   → fn = 3

cmovge fn = 4   cmovge   → fn = 5   cmovg fn = 6

Register Numbering (in hex)

0 %rax   1 %rcx   2 %rdx   3 %rbx   4 %rsp   5 %rbp   6 %rsi   7 %rdi

8 %r8   9 %r9   A %r10   B %r11   C %r12   D%r13   E %r14

F No register

Byte	0	1	2	3	4	5	6	7	8	9
halt	0	0								
nop	1	0								
rrmovq rA, rB	2	0	rA	rB						
irmovq V, rB	3	0	F	rB	V					
rmmovq rA, D (rB)	4	0	rA	rB	D					
mrmovq D (rB), rA	5	0	rA	rB	D					
OPq rA, rB	6	fn	rA	rB						
jXX Dest	7	fn	Dest							
cmovXX rA, rB	2	fn	rA	rB						
call Dest	8	0	Dest							
ret	9	0								
pushq rA	A	0	rA	F						
popq rA	B	0	rA	F						