

	STATE	memEnable	irLoad	pcLoad	npcLoad	rfSource	regWrite	jump	branch	immediate	RW	marLoad	mdrLoad	mdrSource	pcSelect	aluSource	aluCode
Add	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
AddU	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
Sub	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
SubU	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
AddI	6	0	X	X	X	1	1	0	0	1	0	0	1	1	0	01	100000
AddIU	6	0	X	X	X	1	1	0	0	1	0	0	1	1	0	01	100001
AND	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
ANDI	6	0	0	0	10	0	0	0	0	0							100100
OR	5	6	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
ORI	6	0	0	0	10	0	0	0	0	0							100101
XOR	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
XORI	6	0	0	0	10	0	0	0	0	0							100110
NOR	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
SLT	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
SLTU	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
SLTI	6	1	1	0	10	0	0	0	0	1	0	0	1	1	0	00	x
SLTIU	6	1	1	0	0	0	0	0	0	1	0	0	1	1	0	00	x
CLO	15	1	1	0	0	0	0	0	0	1	0	0	1	1	0	00	x
CLZ	15	1	1	0	0	0	0	0	0	1	0	0	1	1	0	00	x
SLL	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
SLLV	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
SRA	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
SRAV	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
SRL	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
SRLV	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
MOVN	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
MOVZ	5	0	X	X	X	1	1	0	0	0	0	0	1	1	0	00	x
Load State 8	8	0	0	0	10	0	0	0	0	0	1	1	0	0	0	01	x
Load State 9	9	0	1	1	10	0	0	1	0	0	1	0	0	0	0	01	x
Load State 10	10	0	1	1	10	0	0	1	0	0	1	0	1	0	0	01	x
Save State 11	11	0	1	1	10	0	0	1	0	0	0	1	0	1	0	01	x
Save State 12	12	0	1	1	10	0	0	0	1	0	0	0	1	1	0	01	x
Save State 13	13	0	1	1	10	0	0	0	1	0	0	1	0	1	0	01	x
BEQ	16	0	0	0	0	1	0	0	1	0	0	0	0	0	0	0	x
BGEZ	16	0	0	0	0	1	0	0	1	0	0	0	0	0	0	0	x
BGTZ	16	0	0	0	0	1	0	0	1	0	0	0	0	0	0	0	x
BLEZ	16	0	0	0	0	1	0	0	1	0	0	0	0	0	0	0	x
BLTZ	16	0	0	0	0	1	0	0	1	0	0	0	0	0	0	0	x
BLTZAL	16	0	0	0	0	1	0	0	1	0	0	0	0	0	0	0	x
BNE	16	0	0	0	0	1	0	0	1	0	0	0	0	0	0	0	x
J	14	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	x
JAL	14	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	x
JALR	5	0	X	X	X	1	0	1	0	0	0	0	1	1	0	00	x
JR	5	0	X	X	X	1	0	1	0	0	0	0	1	1	0	00	x