

## Report

Opcodes are given below.

```
Loadi = "00001000"  
mov   = "00000000"  
add   = "00000001"  
sub   = "00001001"  
and   = "00000010"  
or    = "00000011"  
j     = "00000100"  
beq   = "00000101"  
mult  = "00100110"  
sll   = "01000110"  
srl   = "01100110"  
sra   = "10000110"  
ror   = "10100110"  
bne   = "11000110"
```

following opcodes are not used.

```
load   = "00011000"  
store  = "00011001"
```

As the 3 bit ALUOP is not enough for all the given functions, first 3 bits of each opcodes are used as 3 bit EXTRA and that helps to implement all the functions.

So from each opcodes last 3 bits of the opcode is used as ALUOP and the first 3 bits of the opcode is used as EXTRA.

For logical shift left, logical shift right, arithmetic shift right and rotate right functions, a latency of 2 time units are added. And also for default cases result zero will be generated with a latency of 1 time unit.

For bne fuction, a new control signal is used as "bneIndicator" and that indicates whether a bne instruction is available to execute. In addition same data path which is used for j and beq instructions, is used for bne function as well.