

Name	Fields					Comments
Field size	3 bits	3 bits	3 bits	3 bits	4 bits	All MIPS-L instructions 16 bits
R-format	op	rs	rt	rd	funct	Arithmetic instruction format
I-format	op	rs	rt	Address/immediate		Transfer, branch, immediate format
J-format	op	target address				Jump instruction format

Name	Format	Example					Comments
		3 bits	3 bits	3 bits	3 bits	4 bits	
add	R	0	2	3	1	0	add \$1,\$2,\$3
sub	R	0	2	3	1	1	sub \$1,\$2,\$3
and	R	0	2	3	1	2	and \$1,\$2,\$3
or	R	0	2	3	1	3	or \$1,\$2,\$3
slt	R	0	2	3	1	4	slt \$1,\$2,\$3
jr	R	0	7	0	0	8	jr \$7
lw	I	4	2	1	7		lw \$1, 7 (\$2)
sw	I	5	2	1	7		sw \$1, 7 (\$2)
beq	I	6	1	2	7		beq \$1,\$2, 7
addi	I	7	2	1	7		addi \$1,\$2, 7
j	J	2	500				j 1000
jal	J	3	500				jal 1000
slti	I	1	2	1	7		slti \$1,\$2, 7

1. **Add** : $R[rd] = R[rs] + R[rt]$
2. **Subtract** : $R[rd] = R[rs] - R[rt]$
3. **And**: $R[rd] = R[rs] \& R[rt]$
4. **Or** : $R[rd] = R[rs] | R[rt]$
5. **SLT**: $R[rd] = 1$ if $R[rs] < R[rt]$ else 0
6. **Jr**: $PC=R[rs]$
7. **Lw**: $R[rt] = M[R[rs]+SignExtImm]$
8. **Sw** : $M[R[rs]+SignExtImm] = R[rt]$
9. **Beq** : if($R[rs]==R[rt]$) $PC=PC+1+BranchAddr$
10. **Addi**: $R[rt] = R[rs] + SignExtImm$
11. **J** : $PC=JumpAddr$
12. **Jal** : $R[7]=PC+2; PC=JumpAddr$
13. **SLTI**: $R[rt] = 1$ if $R[rs] < imm$ else 0

$SignExtImm = \{ 9\{immediate[6]\}, imm$
 $JumpAddr = \{ (PC+1)[15:13], address\}$
 $BranchAddr = \{ 7\{immediate[6]\}, immediate, 1'b0 \}$

Control signals									
Instruction	Reg Dst	ALU Src	Memto Reg	Reg Write	MemRead	Mem Write	Branch	ALUOp	Jump
R-type	1	0	0	1	0	0	0	00	0
LW	0	1	1	1	1	0	0	11	0
SW	0	1	0	0	0	1	0	11	0
addi	0	1	0	1	0	0	0	11	0
beq	0	0	0	0	0	0	1	01	0
j	0	0	0	0	0	0	0	00	1
jal	2	0	2	1	0	0	0	00	1
slti	0	1	0	1	0	0	0	10	0

ALU Control				
ALU op	Function	ALUcnt	ALU Operation	Instruction
11	xxxx	000	ADD	Addi,lw,sw
01	xxxx	001	SUB	BEQ
00	00	000	ADD	R-type: ADD
00	01	001	SUB	R-type: sub
00	02	010	AND	R-type: AND
00	03	011	OR	R-type: OR
00	04	100	slt	R-type: slt
10	xxxxxx	100	slt	i-type: slti

