Controlpath logic table

instruction	type	jctrl	jalctrl	jrctrl	beqctrl	sltctrl	ractrl	nextctrl	memwrite	memread	memtoreg	ALUop	ALUsrc	regwrite
add	R	0	0	0	0	00	0	00	0	0	00	000	0	1
nand	\mathbf{R}	0	0	0	0	00	0	00	0	0	00	001	0	1
slt_0	\mathbf{R}	0	0	0	0	10	0	00	0	0	00	010	0	1
slt_1	\mathbf{R}	0	0	0	0	11	0	00	0	0	00	010	0	1
sl	\mathbf{R}	0	0	0	0	00	0	00	0	0	00	011	0	1
sr	R	0	0	0	0	00	0	00	0	0	00	100	0	1
lw	I	0	0	0	0	00	0	01	0	1	01	111	1	1
sw	I	0	0	0	0	00	0	01	1	0	00	111	1	0
addi	I	0	0	0	0	00	0	00	0	0	00	100	1	1
jr	$_{ m JR}$	0	0	1	0	00	1	00	0	0	00	000	0	0
beq	J	1	1	0	1	00	0	00	0	0	00	101	0	0
jal	J	0	1	0	0	00	0	10	0	0	10	000	0	0

 \vdash