|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [19:16](opcode) | [15:12] | [11:8] | | [7] | [6:4] | [3:0] |
| SUB | 0000 | DR | SR1 | | 0 | 000 | SR2 |
| SUBI | 0000 | DR | SR1 | | 1 | imm7 | |
| ADD | 0001 | DR | SR1 | | 0 | 000 | SR2 |
| ADDI | 0001 | DR | SR1 | | 1 | imm7 | |
| AND | 0010 | DR | SR1 | | 0 | 000 | SR2 |
| ANDI | 0010 | DR | SR1 | | 1 | imm7 | |
| OR | 0011 | DR | SR1 | | 0 | 000 | SR2 |
| ORI | 0011 | DR | SR1 | | 1 | imm7 | |
| XOR | 0100 | DR | SR1 | | 0 | 000 | SR2 |
| XORI | 0100 | DR | SR1 | | 1 | imm7 | |
| LD | 0101 | DR | 00 | Addr10 | | | |
| ST | 0110 | SR | 00 | Addr10 | | | |
| JUMP | 0111 | 000000 | | Addr10 | | | |
| PUSH | 1000 | REG1 | 00 | Addr10 | | | |
| POP | 1001 | REG1 | 00 | Addr10 | | | |
| BE | 1010 | REG1 | REG2 | | PCOffset8 | | |
| BNE | 1011 | REG1 | REG2 | | PCOffset8 | | |