

Nom du champs	Valeurs possibles	Signaux de contrôle
ALU control	Add	ALUOp = 00
	Sub	ALUOp = 01
	Func code	ALUOp = 10
SRC1	PC	ALUSrcA = 0
	A	ALUSrcA = 1
SRC2	B	ALUSrcB = 00
	4	ALUSrcB = 01
	Extend	ALUSrcB = 10
	Extshft	ALUSrcB = 11
Register control	Read	
	Write ALU	RegDst = 1, RegSrc = 00, RegWrite = 1
	Write MDR	RegDst = 0, RegSrc = 01, RegWrite = 1
	Write C0	RegDst = 1, RegSrc = 10, RegWrite = 1
Memory	Translate PC	IorD = 0
	Translate ALU	IorD = 1
	Read PC	Read = 1, IRWrite = 1
	Read ALU	Read = 1
	Write ALU	Write = 1
PCWrite control	ALU	PCSource = 000, PCWrite = 1
	ALUOut-cond	PCSource = 001, PCWriteCond = 1
	Jump @	PCSource = 010, PCWrite = 1
	Handler	PCSource = 011, PCWrite = 1
	EPC	PCSource = 100, PCWrite = 1
Coprocessor 0	Read reg	C0ReadReg = 0
	Read EPC	C0ReadReg = 1, Reset EXL = 1
	Write reg	C0WriteReg = 00, C0Src = 110, C0Write = 1
	Write PC	C0WriteReg = 10, C0Src = 111, C0Write = 1, Set EXL = 1
	Write cause Int	C0WriteReg = 01, C0Src = 000, C0Write = 1
	Write cause AdEL	C0WriteReg = 01, C0Src = 001, C0Write = 1
	Write cause AdES	C0WriteReg = 01, C0Src = 010, C0Write = 1
	Write cause Sys	C0WriteReg = 01, C0Src = 011, C0Write = 1
	Write cause RI	C0WriteReg = 01, C0Src = 100, C0Write = 1
	Write cause Ov	C0WriteReg = 01, C0Src = 101, C0Write = 1
Exception	Int else bad fetch	Ex = 001
	Bad @	Ex = 010
	Bad privilege	Ex = 011
	Overflow	Ex = 100
Sequencing	Fetch	Seq = 00
	Dispatch I	Seq = 01
	Dispatch II	Seq = 10
	Next	Seq = 11