|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| PC | Func | Instruction | Coding | Example | |
| PC ++ | Rx = Rx+imm | Init Rx, imm imm = [0:3] | 000 xx ii | Init R1, 1 | 0 000 01 01 |
| PC = PC + imm | PC = PC + imm | j imm  [-7:7] | 001 iiii | J -4 | 1 001 1100 |
| PC = PC + imm | If R0 =1 pc+imm; else pc = pc+1 | Beq imm  Imm = [0, 15] | 010 iiii | Beq 10 | 1 010 1010 |
| PC ++ | Rx = Rx + Ry | Add Rx, Ry | 011 xx yy | Add R1, R3 | 1 011 01 11 |
| PC ++ | Rx = Rx - Ry | Sub Rx, Ry | 100 xx yy | Sub R2, R0 | 1 100 11 00 |
| PC ++ | If Rx<Ry -> R0 = 1; else R0 = 0 | SLT Rx, Ry | 101 xx yy | SLT R0, R2 | 0 101 00 11 |
| PC ++ | Rx = Rx>>1 | Shl Rx | 110 00 xx | Shl R1 | 1 11000 01 |
| PC ++ | Rx = Rx <<1 | Shr Rx | 110 11 xx | Shr R3 | 0 11011 11 |
| PC ++ | R1 = R1 XOR Rx | XOR R1, Rx | 110 01 xx | XOR R2, | 0 11001 10 |
|  | R1 = M[RX] | Load Rx | 110 10 xx | Load R2 | 1 11010 10 |
| PC = PC + imm | M[Rx] = R2 | Store Rx | 111 00 xx | Store R1 | 1 11110 01 |
| Stop |  | End | 1111111 |  |  |

Easy Jump and Branch ISA