

**Table of Instructions**

Step	PC	Instr	State	Result	Added Instruction
1	00	00000000	S0: Fetch	00000004	
2	04	abcde1b7	S1: Decode	abcde000	LUI
2	04	“ “	S11: ExecuteU	abcde000	
2	04	“ “	S7: ALUWB	X	
2	04	“ “	S0: Fetch	00000008	
3	08	00500313	S1: Decode	00000009	addi
3	08	“ “	S8: ExecuteI	00000005	
3	08	“ “	S7: ALUWB	X	
3	08	“ “	S0: Fetch	0000000c	
4	0c	00331293	S1: Decode	0000000b	slli
4	0c	“ “	S8: ExecuteI	00000028	
4	0c	“ “	S7: ALUWB	Abcde00c	
4	0c	“ “	S0: Fetch	00000010	
5	10	00500313	S1: Decode	00000011	addi
5	10	“ “	S8: ExecuteI	00000005	
5	10	“ “	S7: ALUWB	00000038	
5	10	“ “	S0: Fetch	00000014	
6	14	00335293	S1: Decode	00000013	srli
6	14	“ “	S8: ExecuteI	00000000	
6	14	“ “	S7: ALUWB	Abcde014	
6	14	“ “	S0: Fetch	00000018	
7	18	Fff00093	S1: Decode	00000013	addi

7	18	“ “	S8: ExecuteI	ffffff	
7	18	“ “	S7: ALUWB	x	
7	18	“ “	S0: Fetch	0000001c	
8	1c	0010b113	S1: Decode	00000019	sltiu
8	1c	“ “	S8: ExecuteI	00000000	
8	1c	“ “	S7: ALUWB	0000001b	
8	1c	“ “	S0: Fetch	00000020	
9	20	00103193	S1: Decode	0000001d	sltiu
9	20	“ “	S8: ExecuteI	00000001	
9	20	“ “	S7: ALUWB	0000001f	
9	20	“ “	S0: Fetch	00000024	
10	24	00001097	S1: Decode	00001020	auipc
10	24	“ “	S12: ExecuteAUIPC	00001020	
10	24	“ “	S7: ALUWB	00000024	
10	24	“ “	S0: Fetch	00000028	
11	28	00002117	S1: Decode	00002024	auipc
11	28	“ “	S12: ExecuteAUIPC	00002024	
11	28	“ “	S7: ALUWB	00000028	
11	28	“ “	S0: Fetch	0000002c	
12	28	Abcde117	S1: Decode	Abcde028	auipc
12	28	“ “	S12: ExecuteAUIPC	Abcde028	
12	28	“ “	S7: ALUWB	x	
12	28	“ “	S0: Fetch	00000030	

