

Control Bit(s)	Question	Yes	No
BrEq, BrLt	Is this a branch inst?	0/1 (depends on if branch condition was satisfied)	*
PCSel	Are we jumping/branching?	ALUOut for jump, PC+4/ALUOut for branch (depends on if branch condition was satisfied)	PC+4
ImmSel	Is this an R inst?	*	I/S/SB/UJ/J
BrUn	Are we branching?	1 if unsigned, 0 otherwise	*
ASel	Are we jumping/branching?	PC	Reg
BSel	Is this an R inst?	Reg	Imm
MemRW	Are we storing in memory?	1	0
RegWEn	Are we modifying a register?	1	0
ALUSel	What math operation are we using? Check green sheet. (Will usually be “add”, unless we are definitely not adding, like “mul”.)		
WBSel	Is RegWEn 1?	PC+4 when we are storing PC+4; ALU output when we are storing the output of a math operation; Memory output when we are loading something from memory	*