Instruction list

000000	NOOP	
010000	MOV	R1 = R2
010001	NOT	R1 = ~R2
010010	ADD	R1 = R2+R3
010011	SUB	R1 = R2-R3
010101	AND	R1 = R2&R3
010110	XOR	R1 = R2^R3
010111	SLT	R1 = set if R2 < R3 else clear
000001	J	PC<-PC+SE(Limm)
000010	JAL	$31 = PC+4, PC<-PC+SE(Limm)
000011	JR	PC<-R1
100000	BEQ	PC<-PC+SE(IMM) if R1=R2
100001	BNE	PC<-PC+SE(IMM) if R1 != R2
100010	BLT	PC<-PC+SE(IMM) if R1 < R2
100011	BLE	PC<-PC+SE(IMM) if R1 <= R2
110010	ADDI	R1 = R2+SE(IMM)
110011	SUBI	R1 = R2-SE(IMM)
110100	ORI	R1 = R2|ZE(IMM)
110101	ANDI	R1 = R2&ZE(IMM)
110110	XORI	R1 = R2^ZE(IMM)
110111	SLTI	R1 = set if R2 < SE(IMM) else clear
111001	LI	R1[15:0]=ZE(IMM)
111010	LUI	R[31:16]=ZE(IMM)
111011	LWI	R1<-M[ZE(IMM)]
111100	SWI	M[ZE(IMM)]<-R1
111101	LW	R1 <- M[R2+SE(IMM)]
111110	SW	M[R2+SE(IMM)] <-R1