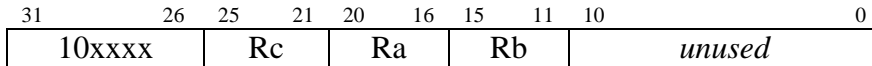


Summary of β Instruction Formats

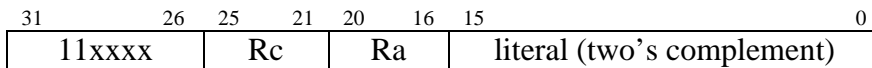
Operate Class: (*optional opcodes)



Reg[Rc] \leftarrow Reg[Ra] op Reg[Rb]

Opcodes: ADD, SUB, MUL*, DIV*
 AND, OR, XOR
 CMPEQ, CMPLT, CMPLE
 SHL, SHR, SRA

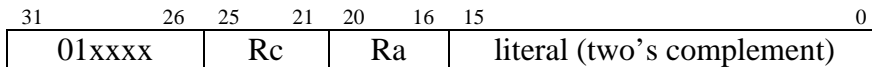
Register	Symbol	Usage
31	R31	Always zero
30	XP	Exception pointer
29	SP	Stack pointer
28	LP	Linkage pointer
27	BP	Base of frame pointer



Reg[Rc] \leftarrow Reg[Ra] op SEXT(literal)

Opcodes: ADDC, SUBC, MULC*, DIVC*
 ANDC, ORC, XORC
 CMPEQC, CMPLTC, CMPLEC
 SHLC, SHRC, SRAC

Other:



LD: Reg[Rc] \leftarrow Mem[Reg[Ra] + SEXT(literal)]
 ST: Mem[Reg[Ra] + SEXT(literal)] \leftarrow Reg[Rc]
 JMP: Reg[Rc] \leftarrow PC + 4; PC \leftarrow Reg[Ra]
 BEQ: Reg[Rc] \leftarrow PC + 4; if Reg[Ra] = 0 then PC \leftarrow PC + 4 + 4*SEXT(literal)
 BNE: Reg[Rc] \leftarrow PC + 4; if Reg[Ra] \neq 0 then PC \leftarrow PC + 4 + 4*SEXT(literal)
 LDR: Reg[Rc] \leftarrow Mem[PC + 4 + 4*SEXT(literal)]

Opcode Table: (*optional opcodes)

$5:3$	$2:0$	<i>000</i>	<i>001</i>	<i>010</i>	<i>011</i>	<i>100</i>	<i>101</i>	<i>110</i>	<i>111</i>
<i>000</i>									
<i>001</i>									
<i>010</i>									
<i>011</i>	LD	ST		JMP		BEQ	BNE	LDR	
<i>100</i>	ADD	SUB	MUL*	DIV*	CMPEQ	CMPLT	CMPLE		
<i>101</i>	AND	OR	XOR		SHL	SHR	SRA		
<i>110</i>	ADDC	SUBC	MULC*	DIVC*	CMPEQC	CMPLTC	CMPLEC		
<i>111</i>	ANDC	ORC	XORC		SHLC	SHRC	SRAC		