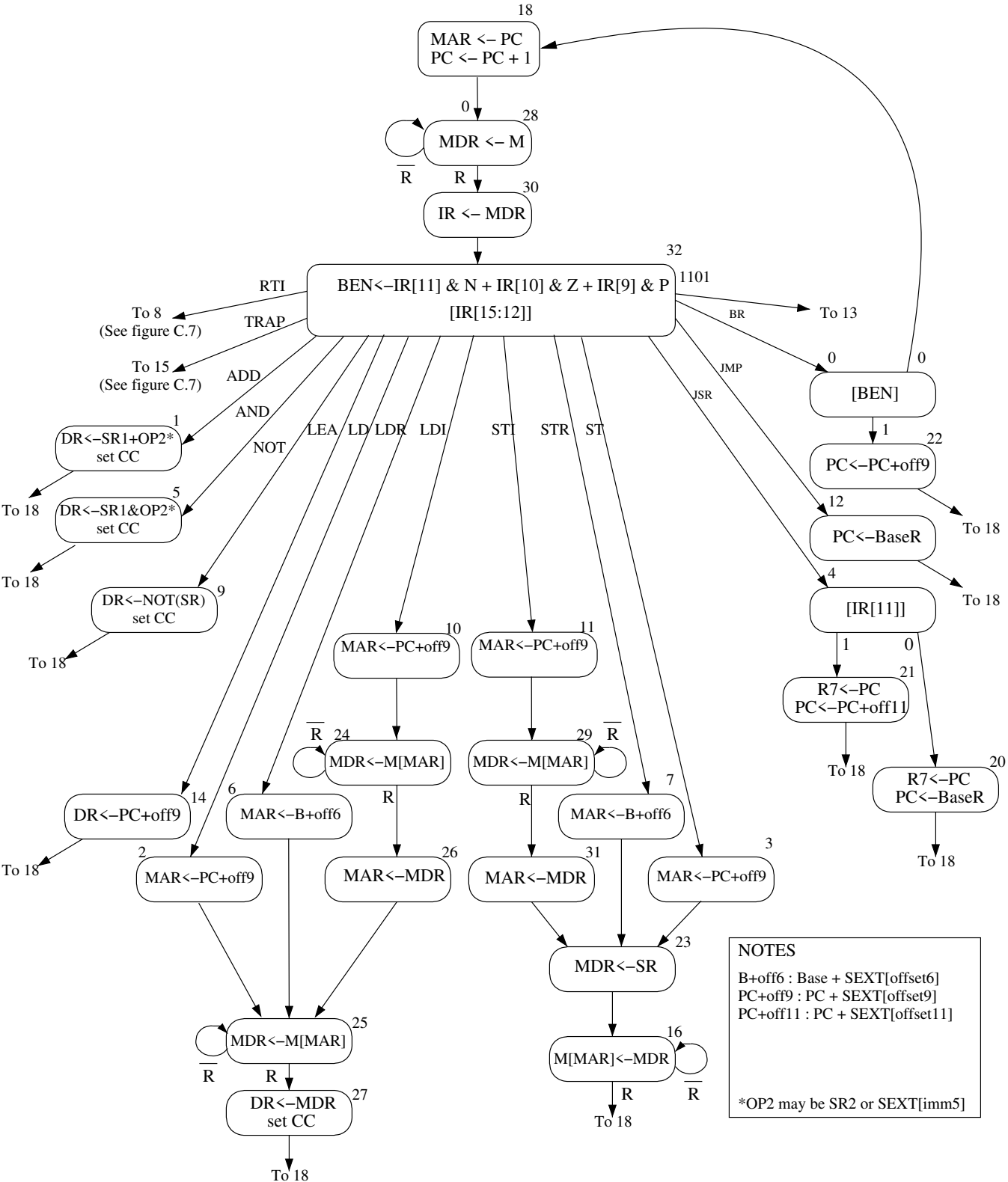
18
MAR <– PC
PC <– PC + 1
0
28
MDR <– M
R
R
30
IR <– MDR
32
BEN<–IR[11] & N + IR[10] & Z + IR[9] & P
[IR[15:12]]
1101
RTI
To 8
(See figure C.7)
TRAP
To 15
(See figure C.7)
ADD
AND
NOT
LEA
LD
LDR
LDI
STI
STR
ST
JSR
JMP
BR
To 13
0
[BEN]
0
1
22
PC<–PC+off9
To 18
12
PC<–BaseR
To 18
4
[IR[11]]
1
0
21
R7<–PC
PC<–PC+off11
To 18
20
R7<–PC
PC<–BaseR
To 18
1
DR<–SR1+OP2*
set CC
To 18
5
DR<–SR1&OP2*
set CC
To 18
9
DR<–NOT(SR)
set CC
To 18
10
MAR<–PC+off9
11
MAR<–PC+off9
R
24
MDR<–M[MAR]
R
29
MDR<–M[MAR]
R
R
14
DR<–PC+off9
To 18
6
MAR<–B+off6
7
MAR<–B+off6
2
MAR<–PC+off9
26
MAR<–MDR
31
MAR<–MDR
3
MAR<–PC+off9
23
MDR<–SR
25
MDR<–M[MAR]
R
R
27
DR<–MDR
set CC
To 18
16
M[MAR]<–MDR
R
R
To 18
NOTES
B+off6 : Base + SEXT[offset6]
PC+off9 : PC + SEXT[offset9]
PC+off11 : PC + SEXT[offset11]
*OP2 may be SR2 or SEXT[imm5]