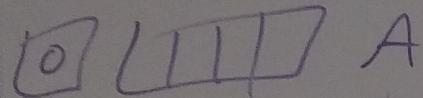


# W1

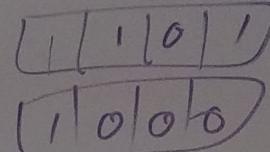
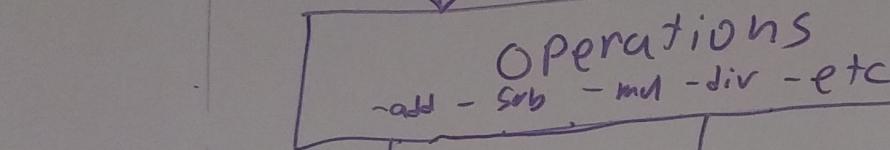
Shift Instruction

ALU



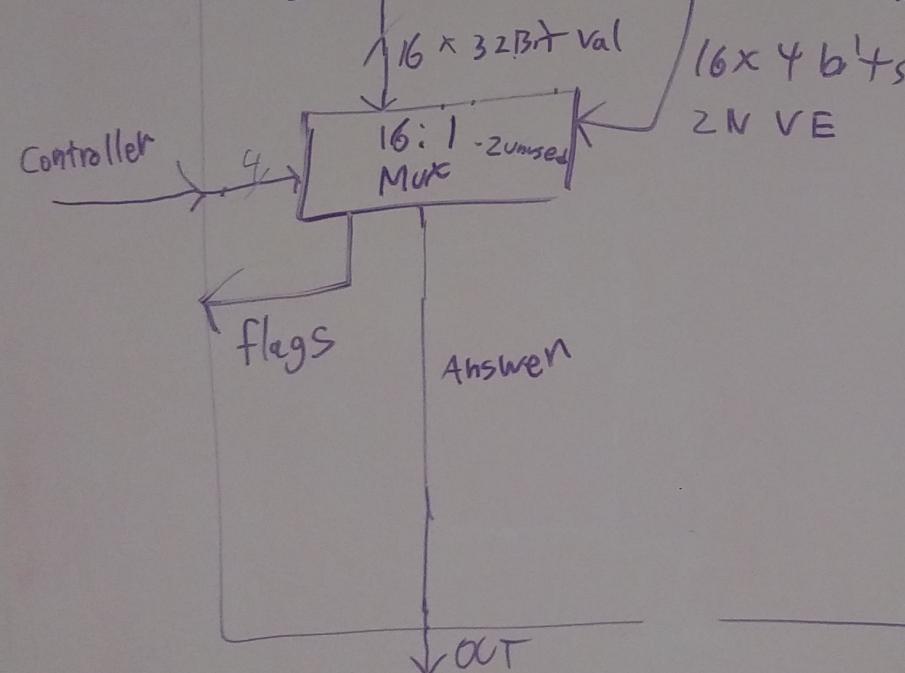
ALU

- ignore MSB
- controller uses for non ALU operations



-8

- Zero
- Negative
- Overflow
- Error

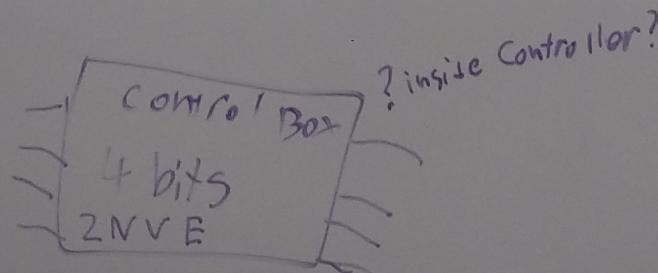
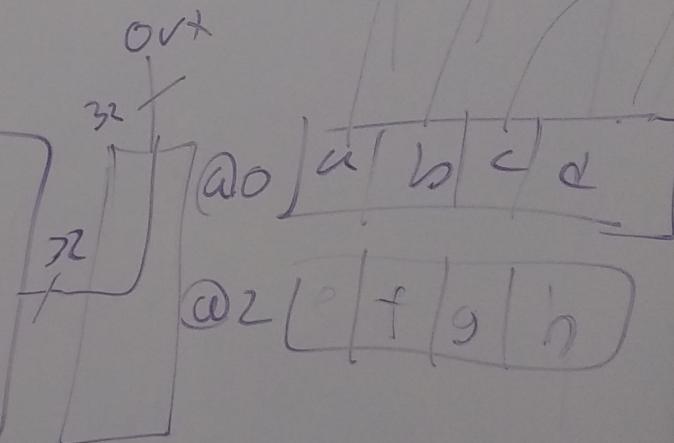
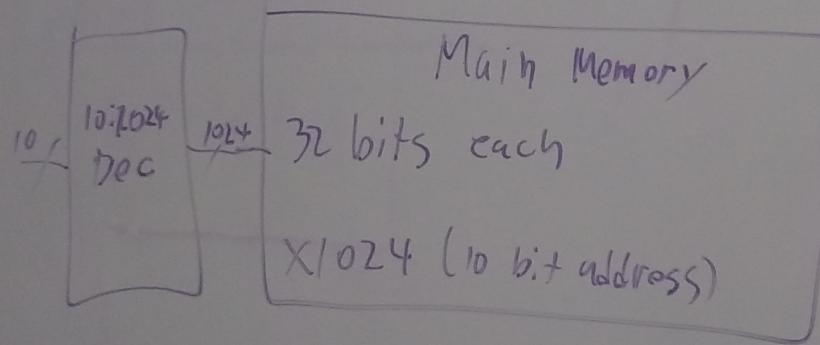
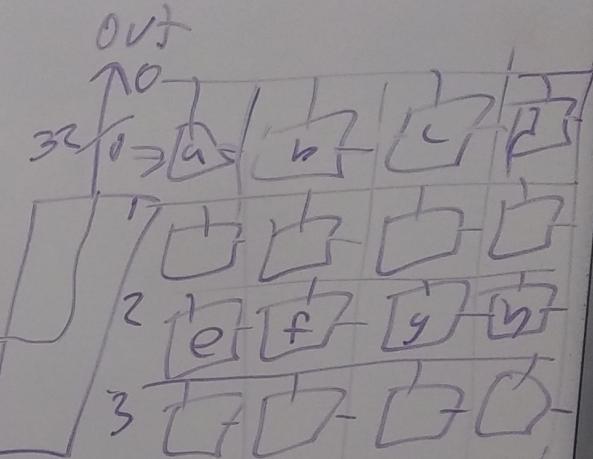
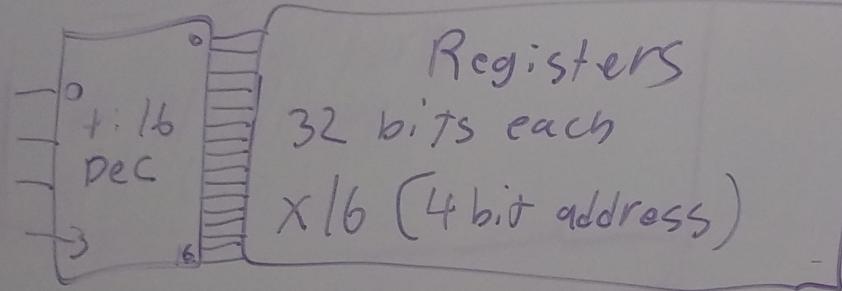


14 operations

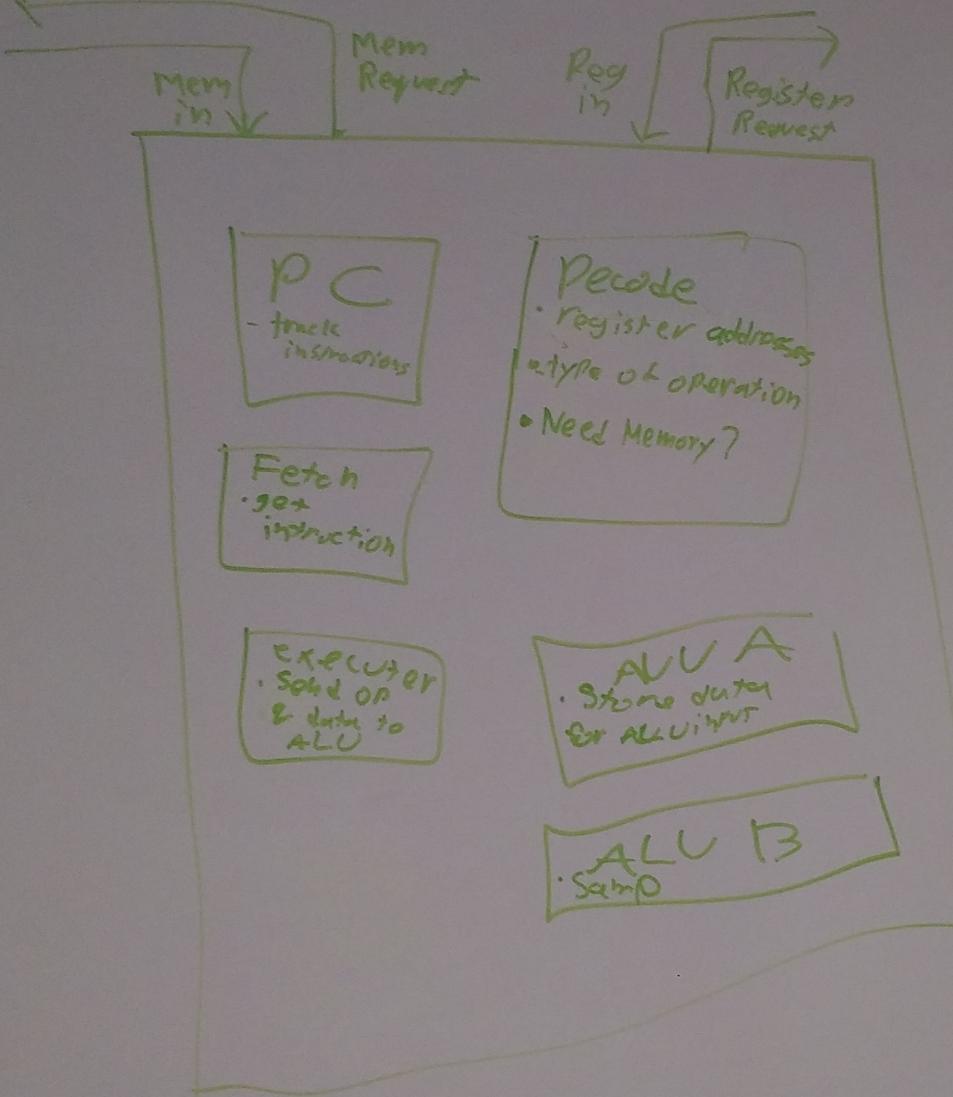
- = add ⚡
- = sub ⚡
- = negate ⚡
- = MUL ⚡
- = DIV ⚡
- = floor ⚡
- = ceil ⚡
- = round ⚡
- = Abs ⚡
- = Min ⚡
- = Max ⚡
- = Pow - float int
- = Exp float - C float
- = Square root

bit level

# Memory



# Controller



$$F_2 = F_1 - F$$

E o s	Events
A	Porter
	G and G'
	RGB
V0	Sometime
	Same
yes	Some
No	Yes
Can be	either