# Crappy CPU machine code equivalence

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## $10~{\rm janvier}~2020$

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## 1 Registers

 $Available\ registers:$ 

- A: multi-purpose register. Is not overwriten quietly.
- B: work register. Used in many operations as a buffer
- U#: user registers. Will **never** be overwritten unless *explicitely* mentionned (see the instructions for more detail). There are only 4 of those currently.
- ret : not directly accessible. Used with CALL and RET
- cmp: not directly accessible. Used with CMP and JMPxxx
- disp: used to display something in decimal. Write-only.
- C : single bit register

## 2 High level instructions

## 2.1 ABRT

Set error bit and halt
— ABRT (size: 1, duration: 3)

#### 2.2 ADD

 $Add\ a\ value\ from\ a\ register/memory\ address/const\ to\ a\ register\ or\ a$   $memory\ address\ and\ save\ it\ in\ register\ A$ 

- ADD A, U# (size: 1, duration: 6)
- ADD R, B (size: 1, duration: 5)
- ADD R, A (size: 1, duration: 6)
- ADD R, QOxHH (size : 2, duration : 9)
- ADD R, #0xHH (size : 2, duration : 7)
- ADD @0xHH, @0xHH (size : 3, duration : 13)
- ADD @OxHH, R (size : 2, duration : 9)
- ADD #0xHH, #0xHH (size : 3, duration : 9)
- ADD @0xHH, #0xHH (size: 3, duration: 10)

#### 2.3 AND

AND two registers, save the result to the first operand

— AND R, B (size: 1, duration: 5)

### 2.4 CALL

Jump to specified address and save current PC in Ret register. Useful for subroutines.

```
— CALL #0xHH (size : 2, duration : 8)
```

### 2.5 CLR

Clear a register/mem address. Clears B if parameter is an address

```
— CLR A (size: 1, duration: 6)
```

- CLR U# (size : 1, duration : 6)
- CLR QOxHH (size: 3, duration: 11)

### 2.6 CMP

Compare two values (substracts them) and store the result in CMP register. Overwrites B.

```
— CMP R, @OxHH (size : 2, duration : 12)
```

- CMP A, B (size: 1, duration: 8)
- CMP A, U# (size : 1, duration : 8)
- CMP R, #0xHH (size : 2, duration : 10)
- CMP U#, A (size: 1, duration: 8)
- CMP R (size: 1, duration: 4)
- CMP @OxHH (size: 2, duration: 7)

### 2.7 DISP

Display a value contained in specified register/memory address as an unsigned integer.

```
— DISP R (size: 1, duration: 4)
```

```
— DISP @OxHH (size: 1, duration: 7)
```

### 2.8 HALT

```
Halt the CPU
```

```
— HALT (size: 1, duration: 3)
```

### 2.9 INC

Increment register or value at memory address

```
— INC R (size: 1, duration: 5)
```

— INC @OxHH (size: 2, duration: 8)

### 2.10 JMP

```
Go to specified address
```

- JMP @0xHH (size : 2, duration : 7)
- JMP #0xHH (size : 2, duration : 5)

#### 2.11 **JMPBIT**

Go to specified address if selected bit of comparison register is 1.

— JMPBIT %b, #0xHH (size : 2, duration : 6)

### 2.12 **JMPEQ**

Go to specified address if comparison register is zero.

— JMPEQ #0xHH (size : 2, duration : 6)

### 2.13 **JMPGE**

Go to specified address if comparison register is positive (or zero).

— JMPGE #0xHH (size : 2, duration : 6)

### 2.14 JMPGT

Go to specified address if comparison register is strictly positive.

— JMPGT #0xHH (size : 2, duration : 6)

### 2.15 JMPLE

Go to specified address if comparison register is negative or zero.

— JMPLE #0xHH (size : 2, duration : 6)

### 2.16 JMPLT

Go to specified address if comparison register is strictly negative.

— JMPLT #0xHH (size : 2, duration : 6)

#### 2.17 **JMPNBIT**

Go to specified address if selected bit of comparison register is 0.

— JMPNBIT %b, #0xHH (size : 2, duration : 6)

### **2.18** JMPNEQ

Go to specified address if comparison register is NOT zero.

— JMPNEQ #0xHH (size : 2, duration : 6)

#### 2.19 **JMPPTR**

```
Go to address value at memory address.

— JMPPTR @OxHH (size : 2, duration : 7)
```

#### 2.20 LEDTGL

```
Toggle led. Useful for debugging.
— LEDTGL (size: 1, duration: 4)
```

#### 2.21 MOV

Move a value from a register/memory address/const to a register or a  $memory\ address$ 

```
MOV A, R (size: 1, duration: 4)
MOV B, R (size: 1, duration: 4)
MOV U#, A (size: 1, duration: 4)
MOV U#, B (size: 1, duration: 4)
MOV R, @OxHH (size: 2, duration: 7)
MOV R, #OxHH (size: 2, duration: 5)
MOV @OxHH, R (size: 2, duration: 6)
```

- MOV @OxHH, @OxHH (size : 3, duration : 10)
- MOV @OxHH, #OxHH (size : 3, duration : 7)

### 2.22 NEG

Compute two's complement of register/memory (useful for substractions), and store result in itself.

```
NEG R (size: 1, duration: 6)NEG @OxHH (size: 2, duration: 9)
```

### 2.23 NOP

### 2.24 NOT

```
Invert bit by bit register, and store result in itself
— NOT R (size: 1, duration: 5)
```

### 2.25 OR

```
OR two registers, save the result to the first operand
```

```
OR A, B (size: 1, duration: 5)OR U#, B (size: 1, duration: 5)
```

### 2.26 RET

```
Revert PC to value saved in Ret register. Use with CALL.

— RET (size: 1, duration: 6)
```

### 2.27 SHIFTL

```
Shift register to the left
— SHIFTL R (size: 1, duration: 5)
```

#### 2.28 SHIFTR.

```
Shift register to the right
— SHIFTR R (size: 1, duration: 5)
```

### 2.29 SLEEP

```
Pause clock for specified amount of ticks
```

- SLEEP R (size: 1, duration: 4)
- SLEEP #0xHH (size: 1, duration: 5)
- SLEEP @0xHH (size: 1, duration: 7)

### 2.30 SUB

Sub a value from a memory/register to register A and save it in register A. Overwrites B.

```
SUB R, @OxHH (size : 2, duration : 12)
SUB A, R (size : 1, duration : 9)
```

### 2.31 XOR

XOR two registers, save the result to the first operand

- XOR A, B (size: 1, duration: 5)
- XOR A, A (size: 1, duration: 6)
- XOR U#, U# (size : 1, duration : 6)

## 3 Instructions (low level)

### 3.1 default

### 3.1.1 default: 0x00

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadInstruction, incPC

## 3.2 ADD

## 3.2.1 ADD\_A\_to\_A: 0x01

 ${\it Micro-instructions}: 2$ 

- 1. outA, loadB
- $2. \ {\tt enableAdd}, \, {\tt loadALU}, \, {\tt outA}$
- 3. outALU, loadA
- 4. clearMIcounter

## 3.2.2 ADD\_A\_to\_U0: 0x02

- 1. outA, loadB
- $2. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU0}$
- $3. \ {\tt outALU}, \ {\tt loadU0}$
- 4. clearMIcounter

## 3.2.3 ADD\_A\_to\_U1:0x03

 ${\it Micro-instructions}: 2$ 

- 1. outA, loadB
- 2. enableAdd, loadALU, outU1
- 3. outALU, loadU1
- 4. clearMIcounter

## 3.2.4 ADD\_A\_to\_U2: 0x04

 ${\it Micro-instructions}: 2$ 

- 1. outA, loadB
- $2. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU2}$
- 3. outALU, loadU2
- 4. clearMIcounter

## 3.2.5 ADD\_A\_to\_U3: 0x05

- 1. outA, loadB
- $2. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU3}$
- 3. outALU, loadU3
- 4. clearMIcounter

## $3.2.6 \quad ADD\_A\_to\_mem: 0x06$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- 3. loadRAM, outMemAddr
- 4. outRAM, loadB
- 5. enableAdd, loadALU, outA
- 6. outALU, storeRAM
- 7. clearMIcounter

## 3.2.7 ADD\_B\_to\_A: 0x07

 ${\it Micro-instructions}: 2$ 

- 1. enableAdd, loadALU, outA
- $2. \ \mathtt{outALU}, \, \mathtt{loadA}$
- 3. clearMIcounter

## $3.2.8 \quad ADD\_B\_to\_U0: \texttt{0x08}$

- 1. enableAdd, loadALU, outU0
- 2. outALU, loadU0
- $3. \ {\tt clearMIcounter}$

## 3.2.9 ADD\_B\_to\_U1: 0x09

 ${\it Micro-instructions}: 2$ 

- 1. enableAdd, loadALU, outU1
- 2. outALU, loadU1
- 3. clearMIcounter

## 3.2.10 ADD\_B\_to\_U2: 0x0a

 ${\it Micro-instructions}: 2$ 

- 1. enableAdd, loadALU, outU2
- 2. outALU, loadU2
- 3. clearMIcounter

## 3.2.11 ADD\_B\_to\_U3:0x0b

 ${\it Micro-instructions}: 2$ 

- 1. enableAdd, loadALU, outU3
- 2. outALU, loadU3
- 3. clearMIcounter

## 3.2.12 ADD\_U0\_to\_A: 0x0c

Micro-instructions: 2

- 1. outU0, loadB
- 2. enableAdd, loadALU, outA
- 3. outALU, loadA
- 4. clearMIcounter

## $3.2.13 \quad ADD\_U0\_to\_mem: \texttt{0x0d}$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- 3. loadRAM, outMemAddr
- 4. outRAM, loadB
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU0}$
- $6. \ \mathtt{outALU}, \, \mathtt{storeRAM}$
- 7. clearMIcounter

## $3.2.14 \quad ADD\_U1\_to\_A: \texttt{0x0e}$

- $1. \ \mathtt{outU1}, \, \mathtt{loadB}$
- $2. \ {\tt enableAdd}, \, {\tt loadALU}, \, {\tt outA}$
- $3. \ \mathtt{outALU}, \, \mathtt{loadA}$
- 4. clearMIcounter

## $3.2.15 \quad ADD\_U1\_to\_mem: \texttt{0x0f}$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- 3. loadRAM, outMemAddr
- 4. outRAM, loadB
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU1}$
- $6. \ \mathtt{outALU}, \, \mathtt{storeRAM}$
- 7. clearMIcounter

## $3.2.16 \quad ADD\_U2\_to\_A: \texttt{0x10}$

- $1. \ \mathtt{outU2}, \, \mathtt{loadB}$
- $2. \ {\tt enableAdd}, \, {\tt loadALU}, \, {\tt outA}$
- $3. \ \mathtt{outALU}, \, \mathtt{loadA}$
- $4. \ {\tt clearMIcounter}$

## $3.2.17 \quad ADD\_U2\_to\_mem: \texttt{0x11}$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- 3. loadRAM, outMemAddr
- 4. outRAM, loadB
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU2}$
- $6. \ \mathtt{outALU}, \, \mathtt{storeRAM}$
- 7. clearMIcounter

## $3.2.18 \quad ADD\_U3\_to\_A: \texttt{0x12}$

- $1. \ \mathtt{outU3}, \, \mathtt{loadB}$
- $2. \ {\tt enableAdd}, \, {\tt loadALU}, \, {\tt outA}$
- $3. \ \mathtt{outALU}, \, \mathtt{loadA}$
- 4. clearMIcounter

## $3.2.19 \quad ADD\_U3\_to\_mem: 0x13$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- 3. loadRAM, outMemAddr
- 4. outRAM, loadB
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU3}$
- $6. \ \mathtt{outALU}, \, \mathtt{storeRAM}$
- 7. clearMIcounter

## $3.2.20 \quad ADD\_const\_to\_A: 0x14$

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- $2. \ \mathtt{outRAM}, \, \mathtt{loadB}, \, \mathtt{incPC}$
- $3. \ {\tt enableAdd}, \, {\tt loadALU}, \, {\tt outA}$
- $4. \ \mathtt{outALU}, \, \mathtt{loadA}$
- 5. clearMIcounter

## $3.2.21 \quad ADD\_const\_to\_U0: 0x15$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadB, incPC
- 3. enableAdd, loadALU, outU0
- 4. outALU, loadU0
- 5. clearMIcounter

## 3.2.22 ADD\_const\_to\_U1:0x16

Micro-instructions:2

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- 2. outRAM, loadB, incPC
- 3. enableAdd, loadALU, outU1
- $4. \ \mathtt{outALU}, \ \mathtt{loadU1}$
- 5. clearMIcounter

## 3.2.23 ADD\_const\_to\_U2: 0x17

- 1. outPC, loadRAM
- 2. outRAM, loadB, incPC
- $3. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU2}$
- 4. outALU, loadU2
- 5. clearMIcounter

## $3.2.24 \quad ADD\_const\_to\_U3:0x18$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadB, incPC
- 3. enableAdd, loadALU, outU3
- 4. outALU, loadU3
- 5. clearMIcounter

## 3.2.25 ADD\_const\_to\_const\_in\_A: 0x19

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- 2. outRAM, loadA, incPC
- 3. outPC, loadRAM
- $4. \ \mathtt{outRAM}, \, \mathtt{loadB}, \, \mathtt{incPC}$
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outA}$
- 6. outALU, loadA
- 7. clearMIcounter

## $3.2.26 \quad ADD\_const\_to\_mem: 0x1a$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- 3. loadRAM, outMemAddr
- 4. outRAM, loadB
- 5. outPC, loadRAM
- $6. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outRAM}, \, \mathtt{incPC}$
- 7. outALU, storeRAM
- 8. clearMIcounter

## 3.2.27 ADD\_mem\_to\_A: 0x1b

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- $3. \ {\tt loadRAM}, \, {\tt outMemAddr}$
- 4. outRAM, loadB
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outA}$
- $6. \ \mathtt{outALU}, \, \mathtt{loadA}$
- 7. clearMIcounter

## 3.2.28 ADD\_mem\_to\_U0:0x1c

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- 3. loadRAM, outMemAddr
- 4. outRAM, loadB
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU0}$
- 6. outALU, loadU0
- 7. clearMIcounter

## 3.2.29 ADD\_mem\_to\_U1:0x1d

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- $3. \ {\tt loadRAM}, \, {\tt outMemAddr}$
- 4. outRAM, loadB
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU1}$
- $6. \ \mathtt{outALU}, \ \mathtt{loadU1}$
- 7. clearMIcounter

## 3.2.30 ADD\_mem\_to\_U2:0x1e

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- 3. loadRAM, outMemAddr
- 4. outRAM, loadB
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU2}$
- 6. outALU, loadU2
- 7. clearMIcounter

## 3.2.31 ADD\_mem\_to\_U3:0x1f

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- $3. \ {\tt loadRAM}, \, {\tt outMemAddr}$
- 4. outRAM, loadB
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU3}$
- 6. outALU, loadU3
- 7. clearMIcounter

## 3.2.32 ADD\_mem\_to\_mem: 0x20

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr
- $3. \ \mathtt{outMemAddr}, \, \mathtt{loadRAM}$
- 4. outRAM, loadA, incPC
- 5. outPC, loadRAM
- 6. outRAM, loadMemAddr
- 7. outMemAddr, loadRAM
- 8. outRAM, loadB, incPC
- 9. loadALU, enableAdd, outA
- 10. outALU, storeRAM
- 11. clearMIcounter

## 3.3 AND

## $3.3.1 \quad AND\_A\_B\_to\_itself: 0x21$

- 1. enableAND, loadALU, outA
- 2. outALU, loadA
- 3. clearMIcounter

## 3.3.2 AND\_U0\_B\_to\_itself: 0x22

 ${\it Micro-instructions}: 2$ 

- 1. enableAND, loadALU, outU0
- 2. outALU, loadU0
- 3. clearMIcounter

## 3.3.3 AND\_U1\_B\_to\_itself: 0x23

 ${\it Micro-instructions}: 2$ 

- 1. enableAND, loadALU, outU1
- 2. outALU, loadU1
- 3. clearMIcounter

## 3.3.4 AND\_U2\_B\_to\_itself: 0x24

 ${\it Micro-instructions}: 2$ 

- 1. enableAND, loadALU, outU2
- 2. outALU, loadU2
- 3. clearMIcounter

## 3.3.5 AND\_U3\_B\_to\_itself: 0x25

- 1. enableAND, loadALU, outU3
- 2. outALU, loadU3
- 3. clearMIcounter

## 3.4 CALL

## 3.4.1 CALL\_addr: 0x26

 ${\it Micro-instructions}: 2$ 

- 1. outRetAddr, loadMemAddr
- $2. \ \mathtt{outPCp1}, \, \mathtt{storeRAM}, \, \mathtt{incRet}$
- 3. outPC, loadRAM
- $4. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}$
- $5. \ {\tt loadPC}, \ {\tt cond\_always}, \ {\tt outMemAddr}$
- 6. clearMIcounter

### 3.5 CMP

## 3.5.1 CMP\_A\_B: 0x27

Micro-instructions:2

- $1. \ \mathtt{outB}, \ \mathtt{enable} \mathtt{NOT}, \ \mathtt{load} \mathtt{ALU}$
- 2. outALU, enableInc, loadALU
- $3. \ \mathtt{outALU}, \, \mathtt{loadB}$
- 4. enableAdd, loadALU, outA
- 5. outALU, loadCmp
- 6. clearMIcounter

## 3.5.2 CMP\_A\_U0: 0x28

 ${\it Micro-instructions}: 2$ 

- 1. outU0, enableNOT, loadALU
- $2. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 3. outALU, loadB
- 4. enableAdd, loadALU, outA
- 5. outALU, loadCmp
- 6. clearMIcounter

## 3.5.3 CMP\_A\_U1: 0x29

- 1. outU1, enableNOT, loadALU
- $2. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- $3. \ \mathtt{outALU}, \, \mathtt{loadB}$
- $4. \ {\tt enableAdd}, \, {\tt loadALU}, \, {\tt outA}$
- 5. outALU, loadCmp
- $6. \ {\tt clearMIcounter}$

## 3.5.4 CMP\_A\_U2: 0x2a

 ${\it Micro-instructions}: 2$ 

- 1. outU2, enableNOT, loadALU
- $2. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 3. outALU, loadB
- 4. enableAdd, loadALU, outA
- 5. outALU, loadCmp
- 6. clearMIcounter

## 3.5.5 CMP\_A\_U3: 0x2b

- 1. outU3, enableNOT, loadALU
- $2. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- $3. \ \mathtt{outALU}, \, \mathtt{loadB}$
- $4. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outA}$
- 5. outALU, loadCmp
- $6. \ {\tt clearMIcounter}$

## 3.5.6 CMP\_A\_const : 0x2c

Micro-instructions:2

- 1. outPC, loadRAM
- 2. outRAM, loadB, incPC
- 3. outB, enableNOT, loadALU
- 4. outALU, enableInc, loadALU
- 5. outALU, loadB
- $6. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outA}$
- 7. outALU, loadCmp
- 8. clearMIcounter

## 3.5.7 CMP A mem: 0x2d

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- $3. \ \mathtt{outMemAddr}, \, \mathtt{loadRAM}$
- 4. outRAM, loadB
- $5. \ \, {\tt outB}, \, {\tt enableNOT}, \, {\tt loadALU}$
- $6. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 7. outALU, loadB
- 8. enableAdd, loadALU, outA
- $9. \ \mathtt{outALU}, \ \mathtt{loadCmp}$
- 10. clearMIcounter

## 3.5.8 CMP\_U0\_A: 0x2e

 ${\it Micro-instructions}: 2$ 

- 1. outA, enableNOT, loadALU
- 2. outALU, enableInc, loadALU
- 3. outALU, loadB
- 4. enableAdd, loadALU, outU0
- 5. outALU, loadCmp
- 6. clearMIcounter

## 3.5.9 CMP\_U0\_const: 0x2f

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \, \mathtt{loadB}, \, \mathtt{incPC}$
- $3. \ \mathtt{outB}, \, \mathtt{enableNOT}, \, \mathtt{loadALU}$
- $4. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- $5. \ \mathtt{outALU}, \, \mathtt{loadB}$
- $6. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU0}$
- 7. outALU, loadCmp
- 8. clearMIcounter

## 3.5.10 CMP\_U0\_mem: 0x30

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- 3. outMemAddr, loadRAM
- 4. outRAM, loadB
- 5. outB, enableNOT, loadALU
- $6. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 7. outALU, loadB
- 8. enableAdd, loadALU, outU0
- 9. outALU, loadCmp
- 10. clearMIcounter

## 3.5.11 CMP\_U1\_A: 0x31

- 1. outA, enableNOT, loadALU
- $2. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 3. outALU, loadB
- $4. \ \mathtt{enableAdd}, \ \mathtt{loadALU}, \ \mathtt{outU1}$
- 5. outALU, loadCmp
- 6. clearMIcounter

## $\mathbf{3.5.12}\quad \mathbf{CMP\_U1\_const}: \mathtt{0x32}$

Micro-instructions:2

- 1. outPC, loadRAM
- 2. outRAM, loadB, incPC
- 3. outB, enableNOT, loadALU
- 4. outALU, enableInc, loadALU
- 5. outALU, loadB
- 6. enableAdd, loadALU, outU1
- 7. outALU, loadCmp
- 8. clearMIcounter

## 3.5.13 CMP\_U1\_mem: 0x33

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- $3. \ \mathtt{outMemAddr}, \, \mathtt{loadRAM}$
- 4. outRAM, loadB
- 5. outB, enableNOT, loadALU
- $6. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 7. outALU, loadB
- 8. enableAdd, loadALU, outU1
- $9. \ \mathtt{outALU}, \ \mathtt{loadCmp}$
- 10. clearMIcounter

## $3.5.14 \quad CMP\_U2\_A: \texttt{0x34}$

 ${\it Micro-instructions}: 2$ 

- 1. outA, enableNOT, loadALU
- 2. outALU, enableInc, loadALU
- 3. outALU, loadB
- 4. enableAdd, loadALU, outU2
- 5. outALU, loadCmp
- 6. clearMIcounter

## 3.5.15 CMP\_U2\_const: 0x35

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \, \mathtt{loadB}, \, \mathtt{incPC}$
- $3. \ \mathtt{outB}, \, \mathtt{enableNOT}, \, \mathtt{loadALU}$
- $4. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- $5. \ \mathtt{outALU}, \, \mathtt{loadB}$
- $6. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outU2}$
- 7. outALU, loadCmp
- 8. clearMIcounter

## 3.5.16 CMP\_U2\_mem: 0x36

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- 3. outMemAddr, loadRAM
- 4. outRAM, loadB
- 5. outB, enableNOT, loadALU
- $6. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 7. outALU, loadB
- 8. enableAdd, loadALU, outU2
- 9. outALU, loadCmp
- 10. clearMIcounter

## 3.5.17 CMP\_U3\_A: 0x37

- 1. outA, enableNOT, loadALU
- $2. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 3. outALU, loadB
- $4. \ \mathtt{enableAdd}, \ \mathtt{loadALU}, \ \mathtt{outU3}$
- 5. outALU, loadCmp
- 6. clearMIcounter

## 3.5.18 CMP\_U3\_const: 0x38

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadB, incPC
- 3. outB, enableNOT, loadALU
- 4. outALU, enableInc, loadALU
- 5. outALU, loadB
- 6. enableAdd, loadALU, outU3
- 7. outALU, loadCmp
- 8. clearMIcounter

## 3.5.19 CMP U3 mem: 0x39

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- $3. \ \mathtt{outMemAddr}, \, \mathtt{loadRAM}$
- 4. outRAM, loadB
- 5. outB, enableNOT, loadALU
- $6. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 7. outALU, loadB
- 8. enableAdd, loadALU, outU3
- $9. \ \mathtt{outALU}, \ \mathtt{loadCmp}$
- 10. clearMIcounter

#### 3.6 COPY

#### 3.6.1 COPY: 0x3a

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- 3. outMemAddr, loadRAM
- $4. \ \mathtt{outRAM}, \, \mathtt{loadB}$
- 5. outPC, loadRAM
- 6. outRAM, loadMemAddr, incPC
- 7. storeRAM, outB
- 8. clearMIcounter

## 3.6.2 COPY\_A\_to\_A: 0x3b

Micro-instructions: 2

- 1. outA, loadA
- 2. clearMIcounter

## 3.6.3 COPY\_A\_to\_B: 0x3c

 ${\it Micro-instructions}: 2$ 

- $1. \ \mathtt{outA}, \, \mathtt{loadB}$
- 2. clearMIcounter

## 3.6.4 COPY\_A\_to\_U0:0x3d

- 1. outA, loadU0
- 2. clearMIcounter

## 3.6.5 COPY\_A\_to\_U1:0x3e

 ${\it Micro-instructions}: 2$ 

- 1. outA, loadU1
- 2. clearMIcounter

## 3.6.6 COPY\_A\_to\_U2:0x3f

 ${\it Micro-instructions}: 2$ 

- 1. outA, loadU2
- $2. \ {\tt clearMIcounter}$

## 3.6.7 COPY\_A\_to\_U3: 0x40

 ${\it Micro-instructions}: 2$ 

- 1. outA, loadU3
- 2. clearMIcounter

## 3.6.8 COPY\_A\_to\_cmp: 0x41

 ${\it Micro-instructions}: 2$ 

- 1. outA, loadCmp
- 2. clearMIcounter

## 3.6.9 COPY\_B\_to\_A: 0x42

- 1. outB, loadA
- 2. clearMIcounter

## 3.6.10 COPY\_B\_to\_B: 0x43

Micro-instructions:2

- 1. outB, loadB
- 2. clearMIcounter

## 3.6.11 COPY\_B\_to\_U0: 0x44

Micro-instructions:2

- 1. outB, loadU0
- $2. \ {\tt clearMIcounter}$

## 3.6.12 COPY\_B\_to\_U1: 0x45

 ${\it Micro-instructions}: 2$ 

- $1. \ \mathtt{outB}, \ \mathtt{loadU1}$
- 2. clearMIcounter

## $3.6.13 \quad COPY\_B\_to\_U2: 0x46$

 ${\it Micro-instructions}: 2$ 

- 1. outB, loadU2
- 2. clearMIcounter

## 3.6.14 COPY\_B\_to\_U3: 0x47

- 1. outB, loadU3
- 2. clearMIcounter

## 3.6.15 COPY\_B\_to\_cmp: 0x48

 ${\it Micro-instructions}: 2$ 

- 1. outB, loadCmp
- 2. clearMIcounter

## 3.6.16 COPY\_U0\_to\_A: 0x49

 ${\it Micro-instructions}: 2$ 

- 1. outUO, loadA
- $2. \ {\tt clearMIcounter}$

## 3.6.17 COPY\_U0\_to\_B: 0x4a

 ${\it Micro-instructions}: 2$ 

- $1. \ \mathtt{outU0}, \, \mathtt{loadB}$
- 2. clearMIcounter

## $3.6.18 \quad COPY\_U0\_to\_cmp: \texttt{0x4b}$

 ${\it Micro-instructions}: 2$ 

- 1. outU0, loadCmp
- 2. clearMIcounter

## 3.6.19 COPY\_U1\_to\_A: 0x4c

- 1. outU1, loadA
- 2. clearMIcounter

## $3.6.20 \quad COPY\_U1\_to\_B: \texttt{0x4d}$

 ${\it Micro-instructions}: 2$ 

- 1. outU1, loadB
- 2. clearMIcounter

#### 3.6.21 COPY\_U1\_to\_cmp: 0x4e

 ${\it Micro-instructions}: 2$ 

- 1. outU1, loadCmp
- $2. \ {\tt clearMIcounter}$

## 3.6.22 COPY\_U2\_to\_A: 0x4f

 ${\it Micro-instructions}: 2$ 

- $1. \ \mathtt{outU2}, \, \mathtt{loadA}$
- 2. clearMIcounter

## $3.6.23 \quad COPY\_U2\_to\_B: \texttt{0x50}$

 ${\it Micro-instructions}: 2$ 

- 1. outU2, loadB
- 2. clearMIcounter

## 3.6.24 COPY\_U2\_to\_cmp: 0x51

- 1. outU2, loadCmp
- 2. clearMIcounter

## 3.6.25 COPY\_U3\_to\_A: 0x52

 ${\it Micro-instructions}: 2$ 

- 1. outU3, loadA
- 2. clearMIcounter

## 3.6.26 COPY\_U3\_to\_B: 0x53

 ${\it Micro-instructions}: 2$ 

- 1. outU3, loadB
- $2. \ {\tt clearMIcounter}$

## 3.6.27 COPY\_U3\_to\_cmp: 0x54

 ${\it Micro-instructions}: 2$ 

- 1. outU3, loadCmp
- 2. clearMIcounter

## $3.6.28 \quad COPY\_mem\_to\_cmp: \texttt{0x55}$

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- 3. outMemAddr, loadRAM
- 4. outRAM, loadCmp
- 5. clearMIcounter

#### 3.7 DISPLAY

# 3.7.1 DISPLAY\_A : 0x56

 ${\it Micro-instructions}: 2$ 

- 1. outA, loadDisplay
- 2. clearMIcounter

## **3.7.2** DISPLAY\_B : 0x57

Micro-instructions:2

- 1. outB, loadDisplay
- 2. clearMIcounter

## 3.7.3 DISPLAY\_U0: 0x58

 ${\it Micro-instructions}: 2$ 

- 1. outUO, loadDisplay
- 2. clearMIcounter

## 3.7.4 DISPLAY\_U1: 0x59

 ${\it Micro-instructions}: 2$ 

- 1. outU1, loadDisplay
- 2. clearMIcounter

#### 3.7.5 DISPLAY\_U2: 0x5a

- 1. outU2, loadDisplay
- 2. clearMIcounter

## 3.7.6 DISPLAY\_U3: 0x5b

 ${\it Micro-instructions}: 2$ 

- 1. outU3, loadDisplay
- 2. clearMIcounter

## 3.7.7 DISPLAY\_mem: 0x5c

Micro-instructions:2

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- $3. \ {\tt loadRAM}, \, {\tt outMemAddr}$
- $4. \ \mathtt{outRAM}, \ \mathtt{loadDisplay}$
- 5. clearMIcounter

#### 3.8 FAIL

#### 3.8.1 FAIL: 0x5d

 ${\it Micro-instructions}: 2$ 

1. error, halt

#### 3.9 HALT

#### 3.9.1 HALT: 0x5e

Micro-instructions:2

 $1.\ \mathtt{halt}$ 

#### 3.10 INC

#### 3.10.1 INC\_A: 0x5f

 ${\it Micro-instructions}: 2$ 

- $1. \ \mathtt{outA}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- $2. \ \mathtt{outALU}, \, \mathtt{loadA}$
- 3. clearMIcounter

#### 3.10.2 INC\_B: 0x60

 ${\it Micro-instructions}: 2$ 

- 1. outB, enableInc, loadALU
- 2. outALU, loadB
- 3. clearMIcounter

## 3.10.3 INC\_U0: 0x61

 ${\it Micro-instructions}: 2$ 

- 1. outU0, enableInc, loadALU
- $2. \ \mathtt{outALU}, \ \mathtt{loadU0}$
- 3. clearMIcounter

## 3.10.4 INC\_U1: 0x62

- 1. outU1, enableInc, loadALU
- 2. outALU, loadU1
- 3. clearMIcounter

## 3.10.5 INC\_U2: 0x63

 ${\it Micro-instructions}: 2$ 

- 1. outU2, enableInc, loadALU
- 2. outALU, loadU2
- 3. clearMIcounter

## 3.10.6 INC\_U3: 0x64

 ${\it Micro-instructions}: 2$ 

- 1. outU3, enableInc, loadALU
- $2. \ \mathtt{outALU}, \ \mathtt{loadU3}$
- 3. clearMIcounter

## 3.10.7 INC\_mem: 0x65

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- 2. outRAM, loadMemAddr, incPC
- $3. \ \mathtt{outMemAddr}, \, \mathtt{loadRAM}$
- 4. outRAM, enableInc, loadALU
- 5. outALU, storeRAM
- 6. clearMIcounter

#### 3.11 JMP

## 3.11.1 JMP\_const : 0x66

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadPC}, \ \mathtt{cond\_always}$
- 3. clearMIcounter

## 3.11.2 JMP\_if\_eq: 0x67

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- $2.\ {\tt incPC}$
- outRAM, loadPC, cond\_null
- 4. clearMIcounter

## 3.11.3 JMP\_if\_ge: 0x68

- 1. outPC, loadRAM
- 2. incPC
- 3. outRAM, loadPC, cond\_pos, cond\_null
- 4. clearMIcounter

## 3.11.4 JMP\_if\_gt: 0x69

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. incPC
- outRAM, loadPC, cond\_pos, cond\_not\_null
- 4. clearMIcounter

## 3.11.5 JMP\_if\_le: 0x6a

 ${\it Micro-instructions}: 2$ 

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- 2. incPC
- 3. outRAM, loadPC, cond\_neg, cond\_null
- 4. clearMIcounter

## 3.11.6 JMP\_if\_lt: 0x6b

- 1. outPC, loadRAM
- $2. \; {\tt incPC}$
- outRAM, loadPC, cond\_neg, cond\_not\_null
- 4. clearMIcounter

## 3.11.7 JMP\_if\_neq: 0x6c

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. incPC
- 3. outRAM, loadPC, cond\_null, invert\_cond
- 4. clearMIcounter

## $3.11.8 \quad JMP\_not\_sel\_bit\_0: 0x6d$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. incPC
- 3. outRAM, loadPC, cond\_selected\_bit, invert\_cond
- 4. clearMIcounter

## $3.11.9 \quad JMP\_not\_sel\_bit\_1:0x6e$

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- $2.\ {\tt incPC}$
- 3. outRAM, loadPC, cond\_selected\_bit, invert\_cond, selector0
- 4. clearMIcounter

## $3.11.10 \quad JMP\_not\_sel\_bit\_2:0x6f$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. incPC
- 3. outRAM, loadPC, cond\_selected\_bit, invert\_cond, selector1
- 4. clearMIcounter

## 3.11.11 JMP\_not\_sel\_bit\_3:0x70

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. incPC
- $3. \ \mathtt{outRAM}, \mathtt{loadPC}, \mathtt{cond\_selected\_bit}, \mathtt{invert\_cond}, \mathtt{selector0}, \mathtt{selector1}$
- $4. \ {\tt clearMIcounter}$

## 3.11.12 JMP\_not\_sel\_bit\_4:0x71

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- $2.\ {\tt incPC}$
- $3. \ \mathtt{outRAM}, \ \mathtt{loadPC}, \ \mathtt{cond\_selected\_bit}, \ \mathtt{invert\_cond}, \ \mathtt{selector2}$
- 4. clearMIcounter

## 3.11.13 JMP\_not\_sel\_bit\_5:0x72

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. incPC
- 3. outRAM, loadPC, cond\_selected\_bit, invert\_cond, selector0, selector2
- 4. clearMIcounter

## $3.11.14 \quad JMP\_not\_sel\_bit\_6:0x73$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. incPC
- 3. outRAM, loadPC, cond\_selected\_bit, invert\_cond, selector1, selector2
- $4. \ {\tt clearMIcounter}$

## 3.11.15 JMP\_not\_sel\_bit\_7:0x74

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- $2.\ {\tt incPC}$
- outRAM, loadPC, cond\_selected\_bit, invert\_cond, selector0, selector1, selector2
- 4. clearMIcounter

## 3.11.16 JMP\_ptr: 0x75

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr
- 3. outMemAddr, loadRAM
- $4. \ \mathtt{outRAM}, \ \mathtt{loadPC}, \ \mathtt{cond\_always}$
- 5. clearMIcounter

#### 3.11.17 JMP\_sel\_bit\_0: 0x76

Micro-instructions:2

- 1. outPC, loadRAM
- 2. incPC
- 3. outRAM, loadPC, cond\_selected\_bit
- 4. clearMIcounter

#### 3.11.18 JMP\_sel\_bit\_1:0x77

- 1. outPC, loadRAM
- 2. incPC
- 3. outRAM, loadPC, cond\_selected\_bit, selector0
- 4. clearMIcounter

## $3.11.19 \quad JMP\_sel\_bit\_2:0x78$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. incPC
- outRAM, loadPC, cond\_selected\_bit, selector1
- 4. clearMIcounter

## 3.11.20 JMP\_sel\_bit\_3:0x79

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. incPC
- 3. outRAM, loadPC, cond\_selected\_bit, selector0, selector1
- $4. \ {\tt clearMIcounter}$

## 3.11.21 JMP\_sel\_bit\_4: 0x7a

- 1. outPC, loadRAM
- $2.\ {\tt incPC}$
- $3. \ \mathtt{outRAM}, \ \mathtt{loadPC}, \ \mathtt{cond\_selected\_bit}, \ \mathtt{selector2}$
- 4. clearMIcounter

#### 3.11.22 JMP\_sel\_bit\_5: 0x7b

Micro-instructions:2

- 1. outPC, loadRAM
- 2. incPC
- 3. outRAM, loadPC, cond\_selected\_bit, selector0, selector2
- 4. clearMIcounter

## 3.11.23 JMP\_sel\_bit\_6: 0x7c

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. incPC
- 3. outRAM, loadPC, cond\_selected\_bit, selector1, selector2
- $4. \ {\tt clearMIcounter}$

## $3.11.24 \quad JMP\_sel\_bit\_7: \texttt{0x7d}$

Micro-instructions:2

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- $2.\ {\tt incPC}$
- $3. \ \mathtt{outRAM}, \ \mathtt{loadPC}, \ \mathtt{cond\_selected\_bit}, \ \mathtt{selector0}, \ \mathtt{selector1}, \ \mathtt{selector2}$
- 4. clearMIcounter

#### 3.12 LED

#### 3.12.1 LED\_tgl: 0x7e

- 1. flipLed
- 2. clearMIcounter

#### 3.13 LOAD

#### $3.13.1 \quad LOAD\_const\_to\_A : 0x7f$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \, \mathtt{loadA}, \, \mathtt{incPC}$
- $3. \ {\tt clearMIcounter}$

#### $3.13.2 \quad LOAD\_const\_to\_B: 0x80$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadB, incPC
- 3. clearMIcounter

## $3.13.3 \quad LOAD\_const\_to\_U0: 0x81$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadUO}, \ \mathtt{incPC}$
- 3. clearMIcounter

#### $3.13.4 \quad LOAD\_const\_to\_U1:0x82$

- 1. outPC, loadRAM
- 2. outRAM, loadU1, incPC
- 3. clearMIcounter

## $3.13.5 \quad LOAD\_const\_to\_U2:0x83$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadU2, incPC
- 3. clearMIcounter

## $3.13.6 \quad LOAD\_const\_to\_U3:0x84$

 ${\it Micro-instructions}: 2$ 

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- $2. \ \mathtt{outRAM}, \ \mathtt{loadU3}, \ \mathtt{incPC}$
- 3. clearMIcounter

## $3.13.7 \quad LOAD\_ptr\_to\_A : 0x85$

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- $3. \ \mathtt{outMemAddr}, \, \mathtt{loadRAM}$
- 4. outRAM, loadA
- 5. clearMIcounter

## $3.13.8 \quad LOAD\_ptr\_to\_B: 0x86$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- $3. \ \mathtt{outMemAddr}, \, \mathtt{loadRAM}$
- 4. outRAM, loadB
- 5. clearMIcounter

#### 3.13.9 LOAD\_ptr\_to\_U0: 0x87

 ${\it Micro-instructions}: 2$ 

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- 2. outRAM, loadMemAddr, incPC
- 3. outMemAddr, loadRAM
- 4. outRAM, loadUO
- 5. clearMIcounter

## $3.13.10 \quad LOAD\_ptr\_to\_U1: 0x88$

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- $3. \ \mathtt{outMemAddr}, \, \mathtt{loadRAM}$
- 4. outRAM, loadU1
- 5. clearMIcounter

## $3.13.11 \quad LOAD\_ptr\_to\_U2: 0x89$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- 3. outMemAddr, loadRAM
- 4. outRAM, loadU2
- 5. clearMIcounter

#### 3.13.12 LOAD\_ptr\_to\_U3: 0x8a

 ${\it Micro-instructions}: 2$ 

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- 2. outRAM, loadMemAddr, incPC
- 3. outMemAddr, loadRAM
- 4. outRAM, loadU3
- 5. clearMIcounter

#### 3.14 NEG

#### 3.14.1 NEG\_A: 0x8b

- $1. \ \mathtt{outA}, \, \mathtt{enableNOT}, \, \mathtt{loadALU}$
- 2. outALU, enableInc, loadALU
- 3. outALU, loadA
- 4. clearMIcounter

## 3.14.2 NEG\_B: 0x8c

 ${\it Micro-instructions}: 2$ 

- 1. outB, enableNOT, loadALU
- 2. outALU, enableInc, loadALU
- 3. outALU, loadB
- 4. clearMIcounter

## 3.14.3 NEG\_U0: 0x8d

 ${\it Micro-instructions}: 2$ 

- 1. outU0, enableNOT, loadALU
- $2. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 3. outALU, loadU0
- 4. clearMIcounter

## 3.14.4 NEG\_U1: 0x8e

- 1. outU1, enableNOT, loadALU
- 2. outALU, enableInc, loadALU
- 3. outALU, loadU1
- 4. clearMIcounter

#### 3.14.5 NEG\_U2: 0x8f

 ${\it Micro-instructions}: 2$ 

- 1. outU2, enableNOT, loadALU
- 2. outALU, enableInc, loadALU
- 3. outALU, loadU2
- 4. clearMIcounter

#### 3.14.6 NEG U3: 0x90

 ${\it Micro-instructions}: 2$ 

- 1. outU3, enableNOT, loadALU
- $2. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 3. outALU, loadU3
- 4. clearMIcounter

#### 3.14.7 NEG\_mem: 0x91

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr
- 3. outMemAddr, loadRAM, incPC
- 4. outRAM, enableNOT, loadALU
- $5. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 6. outALU, storeRAM
- 7. clearMIcounter

#### 3.15 NOP

#### 3.15.1 NOP: 0x92

 ${\it Micro-instructions}: 2$ 

1. clearMIcounter

#### 3.16 NOT

## 3.16.1 NOT\_A: 0x93

 ${\it Micro-instructions}: 2$ 

- 1. enableNOT, loadALU, outA
- 2. outALU, loadA
- 3. clearMIcounter

## 3.16.2 NOT\_B: 0x94

 ${\it Micro-instructions}: 2$ 

- 1. enableNOT, loadALU, outB
- 2. outALU, loadB
- 3. clearMIcounter

## $3.16.3 \text{ NOT\_U0}: 0x95$

- $1. \ {\tt enable NOT}, \, {\tt loadALU}, \, {\tt out UO}$
- $2. \ \mathtt{outALU}, \ \mathtt{loadU0}$
- 3. clearMIcounter

## 3.16.4 NOT\_U1: 0x96

 ${\it Micro-instructions}: 2$ 

- 1. enableNOT, loadALU, outU1
- 2. outALU, loadU1
- 3. clearMIcounter

## 3.16.5 NOT\_U2: 0x97

 ${\it Micro-instructions}: 2$ 

- 1. enableNOT, loadALU, outU2
- $2. \ \mathtt{outALU}, \ \mathtt{loadU2}$
- 3. clearMIcounter

## 3.16.6 NOT\_U3: 0x98

Micro-instructions:2

- 1. enableNOT, loadALU, outU3
- 2. outALU, loadU3
- 3. clearMIcounter

#### 3.17 OR

## 3.17.1 OR\_A\_B\_to\_itself: 0x99

- 1. enableOR, loadALU, outA
- 2. outALU, loadA
- 3. clearMIcounter

## $3.17.2 \quad OR\_U0\_B\_to\_itself: \texttt{0x9a}$

 ${\it Micro-instructions}: 2$ 

- 1. enableOR, loadALU, outU0
- 2. outALU, loadU0
- 3. clearMIcounter

## $3.17.3 \quad OR\_U1\_B\_to\_itself: \texttt{0x9b}$

 ${\it Micro-instructions}: 2$ 

- 1. enableOR, loadALU, outU1
- 2. outALU, loadU1
- 3. clearMIcounter

## $3.17.4 \quad OR\_U2\_B\_to\_itself: \texttt{0x9c}$

 ${\it Micro-instructions}: 2$ 

- 1. enableOR, loadALU, outU2
- 2. outALU, loadU2
- 3. clearMIcounter

## $3.17.5 \quad OR\_U3\_B\_to\_itself: \texttt{0x9d}$

- 1. enableOR, loadALU, outU3
- 2. outALU, loadU3
- 3. clearMIcounter

#### 3.18 RET

#### 3.18.1 RET: 0x9e

 ${\it Micro-instructions}: 2$ 

- 1. decRet
- 2. outRetAddr, loadRAM
- 3. outRAM, loadPC, cond\_always
- 4. clearMIcounter

#### 3.19 SHIFTL

#### 3.19.1 SHIFTL\_A: 0x9f

 ${\it Micro-instructions}: 2$ 

- $1. \ \mathtt{outA}, \, \mathtt{enableSHIFTL}, \, \mathtt{loadALU}$
- 2. outALU, loadA
- 3. clearMIcounter

#### 3.19.2 SHIFTL\_B: 0xa0

 ${\it Micro-instructions}: 2$ 

- 1. outB, enableSHIFTL, loadALU
- 2. outALU, loadB
- 3. clearMIcounter

#### 3.19.3 SHIFTL\_U0: 0xa1

- 1. outU0, enableSHIFTL, loadALU
- $2. \ \mathtt{outALU}, \ \mathtt{loadU0}$
- 3. clearMIcounter

#### 3.19.4 SHIFTL\_U1: 0xa2

Micro-instructions:2

- 1. outU1, enableSHIFTL, loadALU
- 2. outALU, loadU1
- 3. clearMIcounter

## 3.19.5 SHIFTL\_U2: 0xa3

Micro-instructions:2

- 1. outU2, enableSHIFTL, loadALU
- 2. outALU, loadU2
- 3. clearMIcounter

#### 3.19.6 SHIFTL\_U3: 0xa4

Micro-instructions:2

- 1. outU3, enableSHIFTL, loadALU
- 2. outALU, loadU3
- 3. clearMIcounter

#### **3.20** SHIFTR

#### 3.20.1 SHIFTR\_A: 0xa5

- 1. outA, enableSHIFTR, loadALU
- 2. outALU, loadA
- 3. clearMIcounter

## 3.20.2 SHIFTR\_B: 0xa6

 ${\it Micro-instructions}: 2$ 

- 1. outB, enableSHIFTR, loadALU
- 2. outALU, loadB
- 3. clearMIcounter

## 3.20.3 SHIFTR\_U0: 0xa7

Micro-instructions:2

- 1. outU0, enableSHIFTR, loadALU
- 2. outALU, loadU0
- 3. clearMIcounter

## $\mathbf{3.20.4} \quad \mathbf{SHIFTR} \underline{\mathbf{U1}} : \mathtt{0xa8}$

 ${\it Micro-instructions}: 2$ 

- 1. outU1, enableSHIFTR, loadALU
- 2. outALU, loadU1
- 3. clearMIcounter

#### 3.20.5 SHIFTR\_U2: 0xa9

- 1. outU2, enableSHIFTR, loadALU
- 2. outALU, loadU2
- 3. clearMIcounter

## 3.20.6 SHIFTR\_U3: 0xaa

Micro-instructions:2

- 1. outU3, enableSHIFTR, loadALU
- 2. outALU, loadU3
- 3. clearMIcounter

#### 3.21 SLEEP

## 3.21.1 SLEEP\_A: 0xab

Micro-instructions:2

- 1. outA, loadSleep, incPC
- 2. clearMIcounter

#### 3.21.2 SLEEP\_B: 0xac

 ${\it Micro-instructions}: 2$ 

- 1. outB, loadSleep, incPC
- 2. clearMIcounter

#### 3.21.3 SLEEP\_U0: 0xad

 ${\it Micro-instructions}: 2$ 

- $1. \ \mathtt{outU0}, \ \mathtt{loadSleep}, \ \mathtt{incPC}$
- 2. clearMIcounter

#### 3.21.4 SLEEP\_U1: 0xae

- 1. outU1, loadSleep, incPC
- 2. clearMIcounter

#### 3.21.5 SLEEP\_U2: 0xaf

Micro-instructions:2

- 1. outU2, loadSleep, incPC
- 2. clearMIcounter

#### 3.21.6 SLEEP\_U3: 0xb0

 ${\it Micro-instructions}: 2$ 

- 1. outU3, loadSleep, incPC
- $2. \ {\tt clearMIcounter}$

#### 3.21.7 SLEEP\_const: 0xb1

 ${\it Micro-instructions}: 2$ 

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- $2. \ \mathtt{outRAM}, \ \mathtt{loadSleep}, \ \mathtt{incPC}$
- 3. clearMIcounter

# **3.21.8** SLEEP\_mem: 0xb2

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- $3. \ {\tt loadRAM}, \, {\tt outMemAddr}$
- 4. outRAM, loadSleep
- 5. clearMIcounter

#### **3.22 STORE**

## $3.22.1 \quad STORE\_A\_to\_address: 0xb3$

Micro-instructions:2

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- 3. storeRAM, outA
- 4. clearMIcounter

## 3.22.2 STORE\_B\_to\_address: 0xb4

Micro-instructions:2

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- $3. \, \, {\tt storeRAM}, \, {\tt outB}$
- 4. clearMIcounter

#### 3.22.3 STORE\_PCp1\_to\_address: 0xb5

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- $3. \ \mathtt{storeRAM}, \, \mathtt{outPCp1}$
- 4. clearMIcounter

## 3.22.4 STORE\_U0\_to\_address: 0xb6

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- 2. outRAM, loadMemAddr, incPC
- 3. storeRAM, outU0
- 4. clearMIcounter

## 3.22.5 STORE\_U1\_to\_address: 0xb7

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- 3. storeRAM, outU1
- $4. \ {\tt clearMIcounter}$

## ${\bf 3.22.6 \quad STORE\_U2\_to\_address:0xb8}$

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- 2. outRAM, loadMemAddr, incPC
- 3. storeRAM, outU2
- 4. clearMIcounter

## ${\bf 3.22.7 \quad STORE\_U3\_to\_address:0xb9}$

 ${\it Micro-instructions}: 2$ 

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- 3. storeRAM, outU3
- 4. clearMIcounter

## $3.22.8 \quad STORE\_const\_to\_address: Oxba$

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- 3. outPC, loadRAM
- $4. \ \mathtt{storeRAM}, \ \mathtt{outRAM}, \ \mathtt{incPC}$
- 5. clearMIcounter

#### 3.23 SUB

#### 3.23.1 SUB\_A\_to\_A: 0xbb

Micro-instructions:2

- 1. outA, loadB
- $2. \ \, {\tt outB}, \, {\tt enableNOT}, \, {\tt loadALU}$
- 3. outALU, enableInc, loadALU
- $4. \ \mathtt{outALU}, \, \mathtt{loadB}$
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outA}$
- $6. \ \mathtt{outALU}, \, \mathtt{loadA}$
- 7. clearMIcounter

#### 3.23.2 SUB\_B\_to\_A: 0xbc

- $1. \ \mathtt{outB}, \ \mathtt{enableNOT}, \ \mathtt{loadALU}$
- $2. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 3. outALU, loadB
- $4. \ {\tt enableAdd}, \, {\tt loadALU}, \, {\tt outA}$
- 5. outALU, loadA
- 6. clearMIcounter

## $3.23.3 \quad SUB\_U0\_to\_A: \texttt{Oxbd}$

 ${\it Micro-instructions}: 2$ 

- 1. outUO, loadB
- 2. outB, enableNOT, loadALU
- 3. outALU, enableInc, loadALU
- 4. outALU, loadB
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outA}$
- $6. \ \mathtt{outALU}, \, \mathtt{loadA}$
- 7. clearMIcounter

#### 3.23.4 SUB\_U1\_to\_A: 0xbe

- $1. \ \mathtt{outU1}, \, \mathtt{loadB}$
- $2. \ \mathtt{outB}, \, \mathtt{enableNOT}, \, \mathtt{loadALU}$
- $3. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- $4. \ \mathtt{outALU}, \, \mathtt{loadB}$
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outA}$
- $6. \ \mathtt{outALU}, \, \mathtt{loadA}$
- 7. clearMIcounter

## $3.23.5 \quad SUB\_U2\_to\_A: Oxbf$

 ${\it Micro-instructions}: 2$ 

- 1. outU2, loadB
- 2. outB, enableNOT, loadALU
- 3. outALU, enableInc, loadALU
- 4. outALU, loadB
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outA}$
- $6. \ \mathtt{outALU}, \, \mathtt{loadA}$
- 7. clearMIcounter

#### 3.23.6 SUB\_U3\_to\_A: 0xc0

- 1. outU3, loadB
- $2. \ \mathtt{outB}, \, \mathtt{enableNOT}, \, \mathtt{loadALU}$
- $3. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 4. outALU, loadB
- $5. \ \mathtt{enableAdd}, \, \mathtt{loadALU}, \, \mathtt{outA}$
- $6. \ \mathtt{outALU}, \, \mathtt{loadA}$
- 7. clearMIcounter

## $3.23.7 \quad SUB\_mem\_to\_A: \texttt{0xc1}$

- 1. outPC, loadRAM
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- 3. outMemAddr, loadRAM
- 4. outRAM, loadB
- $5. \ \mathtt{outB}, \, \mathtt{enableNOT}, \, \mathtt{loadALU}$
- $6. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 7. outALU, loadB
- 8. enableAdd, loadALU, outA
- $9. \ \mathtt{outALU}, \, \mathtt{loadA}$
- 10. clearMIcounter

## 3.23.8 SUB\_mem\_to\_U0: 0xc2

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- 3. outMemAddr, loadRAM
- 4. outRAM, loadB
- $5. \ \mathtt{outB}, \, \mathtt{enableNOT}, \, \mathtt{loadALU}$
- $6. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 7. outALU, loadB
- 8. enableAdd, loadALU, outU0
- $9. \ \mathtt{outALU}, \ \mathtt{loadU0}$
- 10. clearMIcounter

## $3.23.9 \quad SUB\_mem\_to\_U1: \texttt{0xc3}$

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- 3. outMemAddr, loadRAM
- 4. outRAM, loadB
- $5. \ \mathtt{outB}, \, \mathtt{enableNOT}, \, \mathtt{loadALU}$
- $6. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 7. outALU, loadB
- 8. enableAdd, loadALU, outU1
- $9. \ \mathtt{outALU}, \ \mathtt{loadU1}$
- 10. clearMIcounter

## $3.23.10 \quad SUB\_mem\_to\_U2: \texttt{0xc4}$

- $1. \ \mathtt{outPC}, \ \mathtt{loadRAM}$
- $2. \ \mathtt{outRAM}, \ \mathtt{loadMemAddr}, \ \mathtt{incPC}$
- 3. outMemAddr, loadRAM
- 4. outRAM, loadB
- $5. \ \mathtt{outB}, \, \mathtt{enableNOT}, \, \mathtt{loadALU}$
- $6. \ \mathtt{outALU}, \, \mathtt{enableInc}, \, \mathtt{loadALU}$
- 7. outALU, loadB
- 8. enableAdd, loadALU, outU2
- $9. \ \mathtt{outALU}, \ \mathtt{loadU2}$
- 10. clearMIcounter