

Control Logic																						
Instruction	State #	Condition	Data Path	PCen	PCLD	Aen	Aout	IRen	Ten	Tout	ALUout	ALUM	ROMout	DEV1en	DEV2en	DEV0en	MEMen	MEMin	MEMout	ALUCn	Examples	Encoding
<i>FETCH</i>	S0	X	ROM -> IR					0			X	0								X	/	/
	S1	X	PC+1 -> PC	0							X									X	/	/
<i>OUT</i>	S2	OPC=0 & OPC2=0	A -> DEV1					0					0								OUT DEV1, A	20
		OPC=0 & OPC2=1	A -> DEV2									X		0							OUT DEV2, A	24
		OPC=1 & OPC2=0	T -> DEV1							0			0							X	OUT DEV1, T	28
		OPC=1 & OPC2=1	T -> DEV2										0								OUT DEV2, T	2C
<i>IN</i>	S3	OPC=0	DEVO -> A			0					X				0					X	IN A	30
		OPC=1	DEVO -> T					0			X									X	IN T	38
<i>LDR</i>	S4	/	RAM -> A			0					X				0		0	X				
	S5	/	PC+1 -> PC	0							X								X		LDR 0x123	41 23
<i>SUB*</i>	S6	OPC=0	A-T -> A			0				0	0								0		SUB A	60
		OPC=1	A-T -> T					0											0		SUB T	68
<i>LDI</i>	S7	OPC=0	ROM -> A			0					X	0								X	LDI A, #0xAB	70 AB
		OPC=1	ROM -> T					0			X									X	LDI T, #0xEF	78 EF
<i>ADD*</i>	S9	/	PC+1 -> PC	0							X									X	/	/
		OPC=0	A+T -> A			0				0	0								1		ADD A	90
<i>JMP</i>	S10 (A)	OPC=1	A+T -> T					0												1	ADD T	98
		/	IR+ROM -> PC	0							X	0							X	JMP 0x123	A1 23	
<i>AND*</i>	S11 (B)	OPC=0	A&T -> A			0				0	1									X	AND A	B0
		OPC=1	A&T -> T					0											X	AND T	B8	
<i>STR</i>	S12 (C)	/	A -> RAM			0					X				0	0			X			
		/	PC+1 -> PC	0							X								X		STR 0x123	C1 23
<i>OR*</i>	S14 (E)	OPC=0	A   T -> A			0				0	1									X	OR A	E0
		OPC=1	A   T -> T					0											X	OR T	E8	
<i>JNZ</i>	S15 (F)	Zflag=0 (A=0)	IR+ROM -> PC	0							X								X	JNZ 0x123	F1 23	
		Zflag=1 (A≠0)	PC+1 -> PC	0							X	0							X			

Note: (1) All blanks in the table are set to 1, symbol 'X' means don't care, can be 0 or 1.

(2) For all instructions with '\*' (i.e., SUB, ADD, AND, and OR), the opcodes are corresponding to 74X181 chip's function code.

(3) All instructions using lower 4 bits of IR register for higher 4 address bits, they cannot make these bits to be any conditions, because these bits are occupied by address.