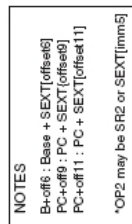


LC-3 FSM



NOTES: RTL corresponds to execution (after fetch!); JSRR not shown

ADD	<table border="1"><tr><td>0001</td><td>DR</td><td>SR1</td><td>0</td><td>00</td><td>SR2</td></tr></table>	0001	DR	SR1	0	00	SR2	ADD DR, SR1, SR2	LD	<table border="1"><tr><td>0010</td><td>DR</td><td colspan="4">PCOffset9</td></tr></table>	0010	DR	PCOffset9				LD DR, PCOffset9
0001	DR	SR1	0	00	SR2												
0010	DR	PCOffset9															
	$DR \leftarrow SR1 + SR2, Setcc$			$DR \leftarrow M[PC + SEXT(PCOffset9)], Setcc$													
ADD	<table border="1"><tr><td>0001</td><td>DR</td><td>SR1</td><td>1</td><td colspan="2">imm5</td></tr></table>	0001	DR	SR1	1	imm5		ADD DR, SR1, imm5	LDI	<table border="1"><tr><td>1010</td><td>DR</td><td colspan="4">PCOffset9</td></tr></table>	1010	DR	PCOffset9				LDI DR, PCOffset9
0001	DR	SR1	1	imm5													
1010	DR	PCOffset9															
	$DR \leftarrow SR1 + SEXT(imm5), Setcc$			$DR \leftarrow M[M[PC + SEXT(PCOffset9)]]$, Setcc													
AND	<table border="1"><tr><td>0101</td><td>DR</td><td>SR1</td><td>0</td><td>00</td><td>SR2</td></tr></table>	0101	DR	SR1	0	00	SR2	AND DR, SR1, SR2	LDR	<table border="1"><tr><td>0110</td><td>DR</td><td>BaseR</td><td colspan="3">offset6</td></tr></table>	0110	DR	BaseR	offset6			LDR DR, BaseR, offset6
0101	DR	SR1	0	00	SR2												
0110	DR	BaseR	offset6														
	$DR \leftarrow SR1 \text{ AND } SR2, Setcc$			$DR \leftarrow M[BaseR + SEXT(offset6)], Setcc$													
AND	<table border="1"><tr><td>0101</td><td>DR</td><td>SR1</td><td>1</td><td colspan="2">imm5</td></tr></table>	0101	DR	SR1	1	imm5		AND DR, SR1, imm5	LEA	<table border="1"><tr><td>1110</td><td>DR</td><td colspan="4">PCOffset9</td></tr></table>	1110	DR	PCOffset9				LEA DR, PCOffset9
0101	DR	SR1	1	imm5													
1110	DR	PCOffset9															
	$DR \leftarrow SR1 \text{ AND } SEXT(imm5), Setcc$			$DR \leftarrow PC + SEXT(PCOffset9), Setcc$													
BR	<table border="1"><tr><td>0000</td><td>n</td><td>z</td><td>p</td><td colspan="2">PCOffset9</td></tr></table>	0000	n	z	p	PCOffset9		BR{nzp} PCOffset9	NOT	<table border="1"><tr><td>1001</td><td>DR</td><td>SR</td><td colspan="3">111111</td></tr></table>	1001	DR	SR	111111			NOT DR, SR
0000	n	z	p	PCOffset9													
1001	DR	SR	111111														
	((n AND N) OR (z AND Z) OR (p AND P)): $PC \leftarrow PC + SEXT(PCOffset9)$			$DR \leftarrow \text{NOT } SR, Setcc$													
JMP	<table border="1"><tr><td>1100</td><td>000</td><td>BaseR</td><td colspan="3">000000</td></tr></table>	1100	000	BaseR	000000			JMP BaseR	ST	<table border="1"><tr><td>0011</td><td>SR</td><td colspan="4">PCOffset9</td></tr></table>	0011	SR	PCOffset9				ST SR, PCOffset9
1100	000	BaseR	000000														
0011	SR	PCOffset9															
	$PC \leftarrow BaseR$			$M[PC + SEXT(PCOffset9)] \leftarrow SR$													
JSR	<table border="1"><tr><td>0100</td><td>1</td><td colspan="4">PCOffset11</td></tr></table>	0100	1	PCOffset11				JSR PCOffset11	STI	<table border="1"><tr><td>1011</td><td>SR</td><td colspan="4">PCOffset9</td></tr></table>	1011	SR	PCOffset9				STI SR, PCOffset9
0100	1	PCOffset11															
1011	SR	PCOffset9															
	$R7 \leftarrow PC, PC \leftarrow PC + SEXT(PCOffset11)$			$M[M[PC + SEXT(PCOffset9)]] \leftarrow SR$													
TRAP	<table border="1"><tr><td>1111</td><td>0000</td><td colspan="4">trapvect8</td></tr></table>	1111	0000	trapvect8				TRAP trapvect8	STR	<table border="1"><tr><td>0111</td><td>SR</td><td>BaseR</td><td colspan="3">offset6</td></tr></table>	0111	SR	BaseR	offset6			STR SR, BaseR, offset6
1111	0000	trapvect8															
0111	SR	BaseR	offset6														
	$R7 \leftarrow PC, PC \leftarrow M[SEXT(trapvect8)]$			$M[BaseR + SEXT(offset6)] \leftarrow SR$													

