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

ADD	0001 DR SR1 0 00 SR2	ADD DR, SR1, SR2	LD	0010 DR PCoffset9	LD DR, PCoffset9
	DR ← SR1 + SR2, Setcc			$DR \leftarrow M[PC + SEXT(PCoffset9)],Setcc$	
ADD	0001 DR SR1 1 imm5	ADD DR, SR1, imm5	LDI	1010 DR PCoffset9	LDI DR, PCoffset9
	$DR \leftarrow SR1 + SEXT(imm5)$ , Setcc			$DR \leftarrow M[M[PC + SEXT(PCoffset9)]],Setcc$	
AND	0101 DR SR1 0 00 SR2	AND DR, SR1, SR2	LDR	0110 DR BaseR offset6	LDR DR, BaseR, offset6
	DR ← SR1 AND SR2, Setcc			$DR \leftarrow M[BaseR + SEXT(offset6)],Setcc$	
AND	0101 DR SR1 1 imm5	AND DR, SR1, imm5	LEA	1110 DR PCoffset9	LEA DR, PCoffset9
	$DR \leftarrow SR1 \; AND \; SEXT(imm5), \; Setcc$			$DR \leftarrow PC + SEXT(PCoffset9),Setcc$	
BR	0000 n z p PCoffset9	BR{nzp} PCoffset9	NOT	1001 DR SR 111111	NOT DR, SR
	((n AND N) OR (z AND Z) OR (p AND P)): $PC \leftarrow PC + SEXT(PCoffset9)$			$DR \leftarrow NOTSR,Setcc$	
JMP	1100 000 BaseR 000000	JMP BaseR	ST	0011 SR PCoffset9	ST SR, PCoffset9
	PC ← BaseR			$M[PC + SEXT(PCoffset9)] \leftarrow SR$	
JSR	0100 1 PCoffset11	JSR PCoffset11	STI	1011 SR PCoffset9	STI SR, PCoffset9
	$R7 \leftarrow PC, PC \leftarrow PC + SEXT(PCoffset11)$			$M[M[PC + SEXT(PCoffset9)]] \leftarrow SR$	
TRAP	1111 0000 trapvect8	TRAP trapvect8	STR	0111 SR BaseR offset6	STR SR, BaseR, offset6
	$R7 \leftarrow PC, PC \leftarrow M[ZEXT(trapvect8)]$			$M[BaseR  + SEXT(offset6)] \leftarrow SR$	