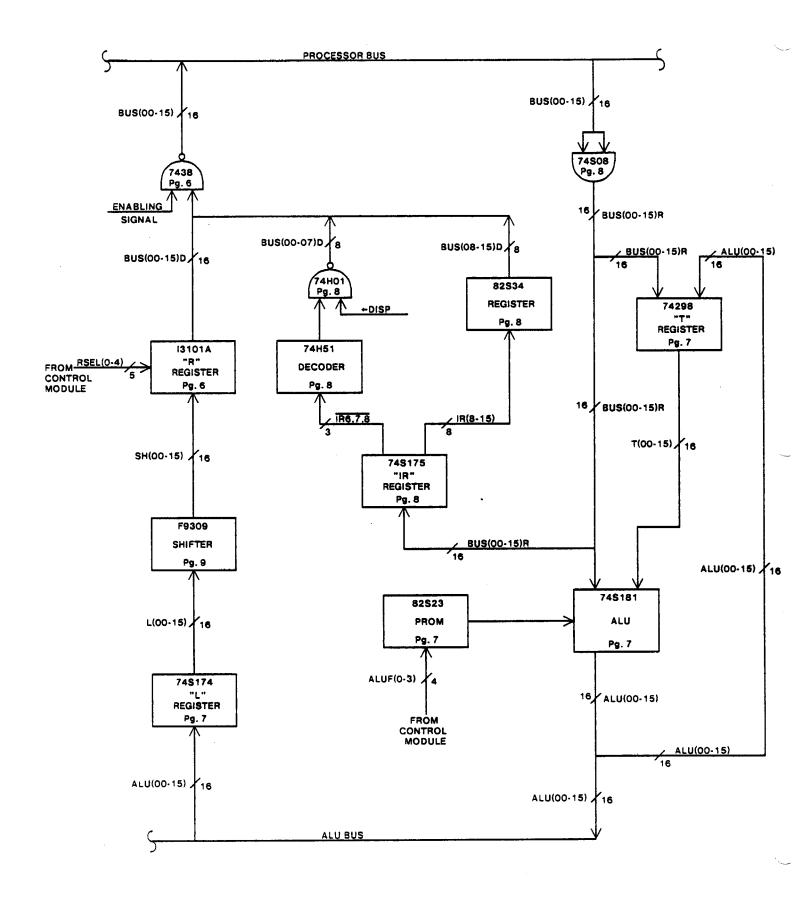
## ARITHMETIC SECTION

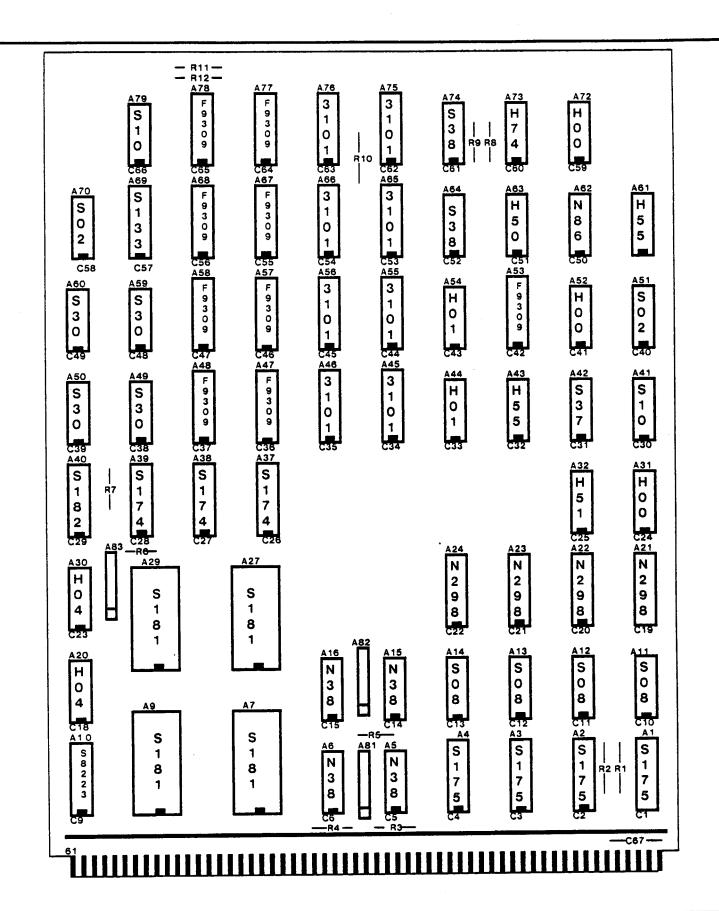
The arithmetic section of the processor consists of two 32-word by 16-bit register files R and S, and five registers, T, L, M, MAR, and IR. The registers are connected to the memory and to an ALU with a 16-bit parallel bus.

The ALU is a SN74181 type, restricted so that it can do only 16 arithmetic and logical functions. The ALU output feeds the L, M, and MAR registers. T may also be loaded from the ALU output under certain conditions. L is connected to a shifter capable of left and right shifts by one place, and cycles of 8. It has a mode in which it does the peculiar 17-bit shifts of the standard instruction set, and a mode which allows double-length shifts to be done.

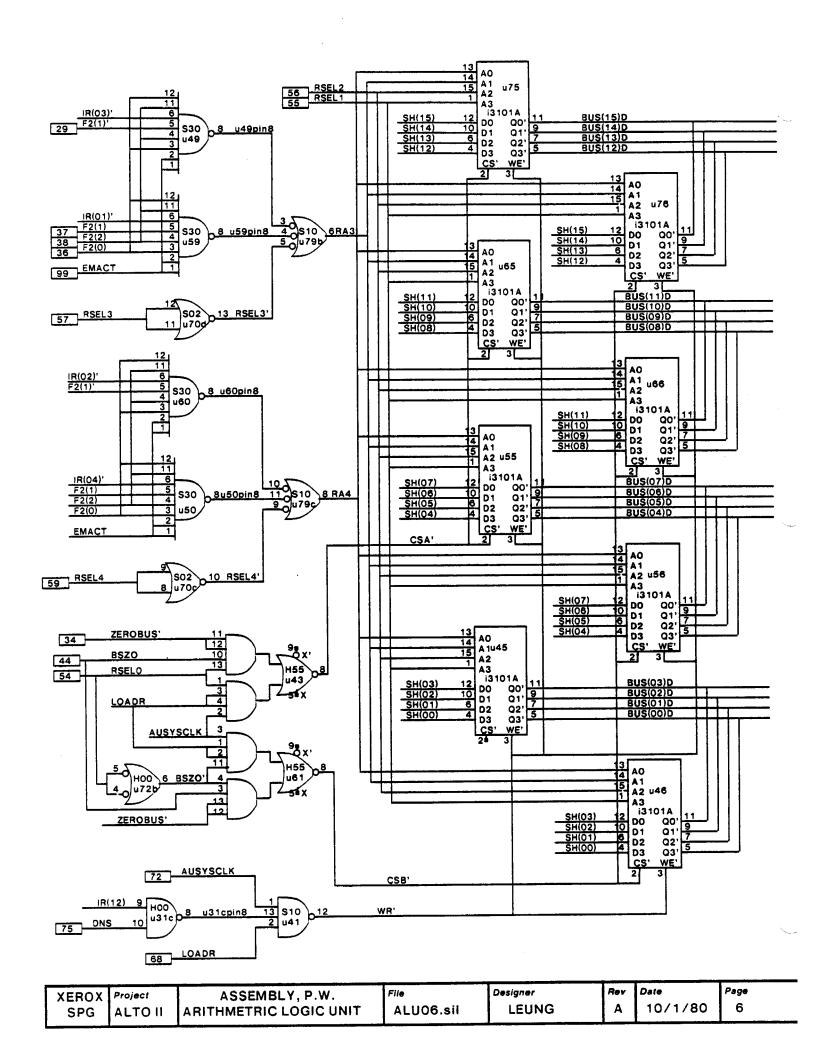
The IR register is used by the emulator to hold the current emulated instruction.

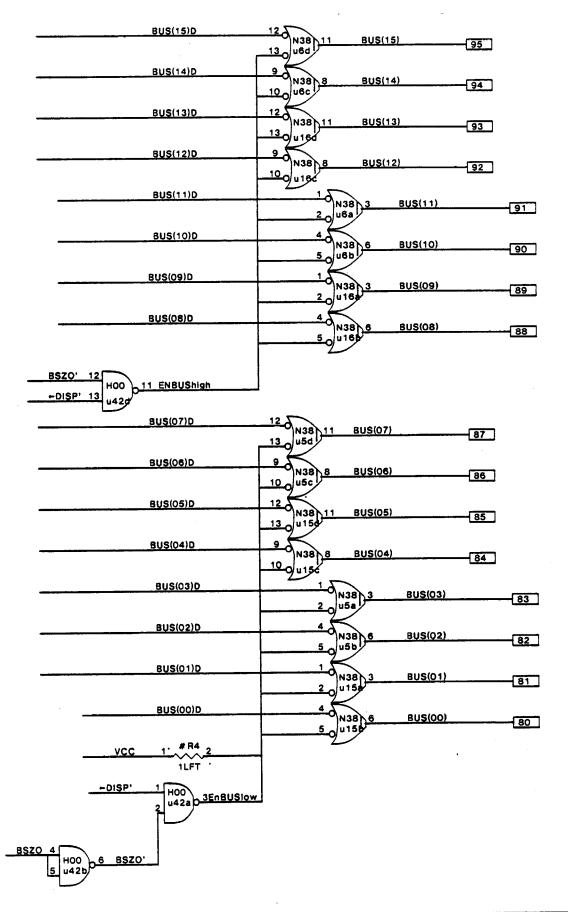
## ARITHMETIC LOGIC UNIT (ALU)



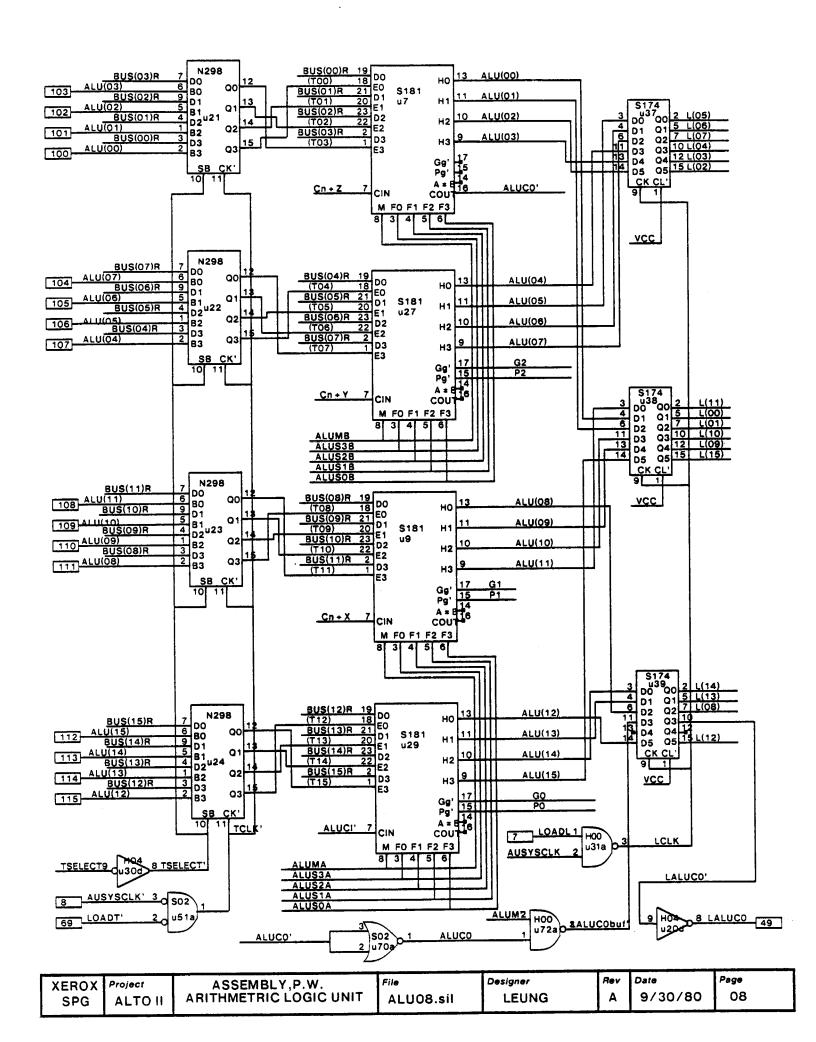


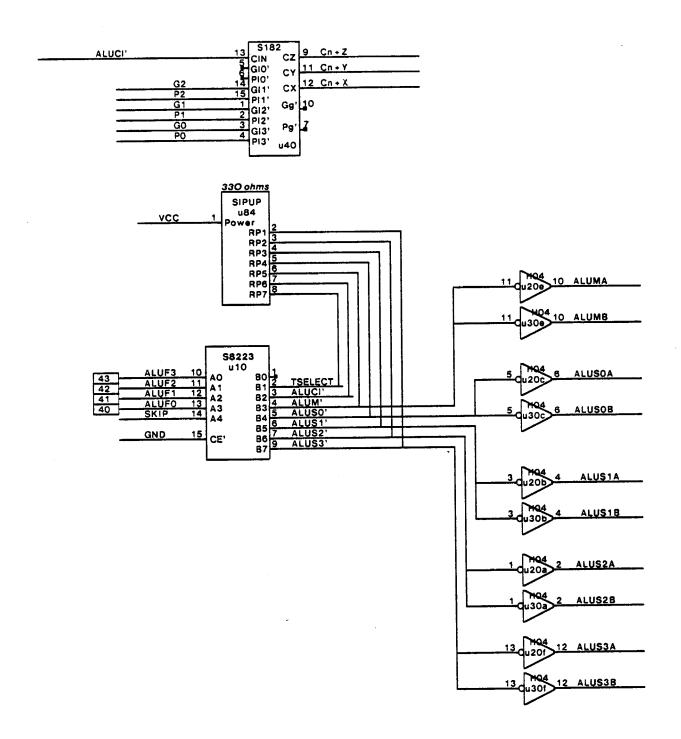
PROPRIETARY NOTE ON SHEET 1 APPLIES TO ALL SHEETS	FILE: ALUO3.SIL			
ASSEMBLY, P.W. ARITHMETERIC LOGIC UNIT (ALU) MODULE	DWG. SIZE A41	DWG. 218090 SHEET 3 OF 13	SHEET REV.	



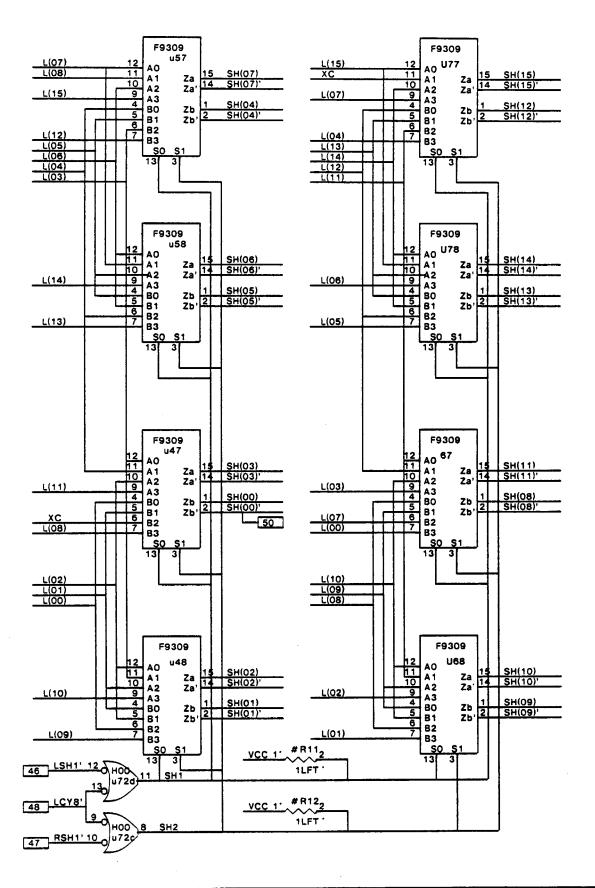


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	SPG		ARITHMETRIC LOGIC UNIT	ALU07.sil	LEUNG	A	10/1/80	07





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١			ARITHMETRIC LOGIC UNIT	ALU09.sil	LEUNG	Α	10/1/80	09
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XEROX P	Project	ACCEMBLY D.W	File	Designer	Rev	Date	Page
	ALTOII	ASSEMBLY, P.W. ARITHMETRIC LOGIC UNIT	ALU11.sil	LEUNG	Α	10/1/80	11

