

Figure C.2 A state machine for the LC-3.

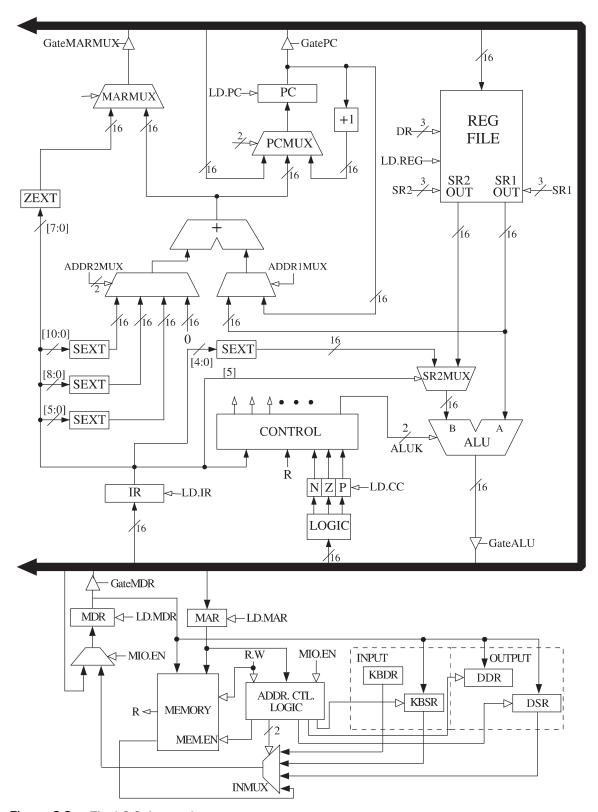


Figure C.3 The LC-3 data path.

Table C.1 Data Path Control Signals		
Signal Name	Signal Values	
LD.MAR/1: LD.MDR/1: LD.IR/1: LD.BEN/1: LD.REG/1: LD.PC/1: LD.Priv/1: LD.Priv/1: LD.Priority/1: LD.SavedSSP/1: LD.SavedUSP/1: LD.ACV/1: LD.Vector/1:	NO, LOAD	
GatePC/1: GateMDR/1: GateALU/1: GateMARMUX/1: GateVector/1: GatePC-1/1: GatePSR/1: GateSP/1:	NO, YES	
PCMUX/2:	PC+1 BUS ADDER	;select pc+1 ;select value from bus ;select output of address adder
DRMUX/2:	11.9 R7 SP	;destination IR[11:9] ;destination R7 ;destination R6
SR1MUX/2:	11.9 8.6 SP	;source IR[11:9] ;source IR[8:6] ;source R6
ADDR1MUX/1:	PC, BaseR	
ADDR2MUX/2:	ZERO offset6 PCoffset9 PCoffset11	;select the value zero ;select SEXT[IR[5:0]] ;select SEXT[IR[8:0]] ;select SEXT[IR[10:0]]
SPMUX/2:	SP+1 SP-1 Saved SSP Saved USP	;select stack pointer+1 ;select stack pointer—1 ;select saved Supervisor Stack Pointer ;select saved User Stack Pointer
MARMUX/1:	7.0 ADDER	;select ZEXT[IR[7:0]] ;select output of address adder
TableMUX/1:	×00, ×01	
VectorMUX/2:	INTV Priv.exception Opc.exception ACV.exception	
PSRMUX/1:	individual settings, BUS	
ALUK/2:	ADD, AND, NOT, PASSA	
MIO.EN/1: R.W/1:	NO, YES RD, WR	
Set.Priv/1:	0	;Supervisor mode ;User mode

the event that causes the program that is executing to stop. Interrupts are events that usually have nothing to do with the program that is executing. Exceptions are events that are the direct result of something going awry in the program that is executing. The LC-3 specifies three exceptions: a privilege mode violation, an illegal opcode, and an ACV exception. Figure C.7 shows the state machine that carries these out. Figure C.8 shows the data path, after adding the additional structures to Figure C.3 that are needed to make interrupt and exception processing work.

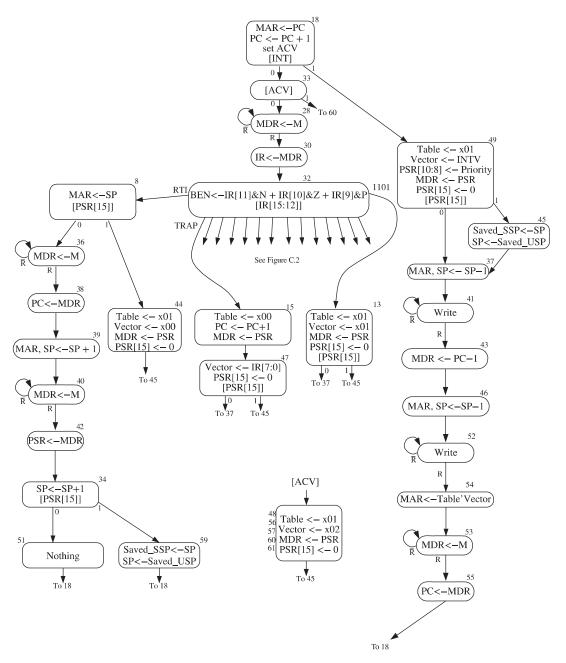


Figure C.7 LC-3 state machine showing interrupt control.