TABLE 5-6 Control Functions and Microoperations for the Basic Computer

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Fetch
                                    R'T_0:
                                                AR \leftarrow PC
                                    R'T_1.
                                                IR \leftarrow M[AR], PC \leftarrow PC + 1
Decode
                                    R'T_2.
                                                D_0, \ldots, D_7 \leftarrow \text{Decode } IR(12-14),
                                                AR \leftarrow IR(0-11), I \leftarrow IR(15)
Indirect
                                  D_7'IT_3:
                                                AR \leftarrow M[AR]
Interrupt:
     T_0^{\prime}T_1^{\prime}T_2^{\prime}(IEN)(FGI + FGO):
                                                R \leftarrow 1
                                     RT_0
                                                AR \leftarrow 0, TR \leftarrow PC
                                     RT_1:
                                                M[AR] \leftarrow TR, PC \leftarrow 0
                                     RT_2:
                                                PC \leftarrow PC + 1, IEN \leftarrow 0, R \leftarrow 0, SC \leftarrow 0
Memory-reference:
   AND
                                    D_0T_4:
                                                DR \leftarrow M[AR]
                                   D_0T_5:
                                                AC \leftarrow AC \land DR, SC \leftarrow 0
   ADD
                                    D_1T_4:
                                                DR \leftarrow M[AR]
                                    D_1T_5:
                                                AC \leftarrow AC + DR, E \leftarrow C_{out}, SC \leftarrow 0
   LDA
                                   D_2T_4:
                                                DR \leftarrow M[AR]
                                   D_2T_5:
                                                AC \leftarrow DR, SC \leftarrow 0
   STA
                                   D_3T_4:
                                                M[AR] \leftarrow AC, SC \leftarrow 0
   BUN
                                   D_4T_4:
                                               PC \leftarrow AR, SC \leftarrow 0
   BSA
                                                M[AR] \leftarrow PC, AR \leftarrow AR + 1
                                   D_5T_4:
                                                \overrightarrow{PC} \leftarrow \overrightarrow{AR}, \quad \overrightarrow{SC} \leftarrow 0
                                   D_5T_5:
   ISZ
                                   D_6T_4:
                                                DR \leftarrow M[AR]
                                   D_6T_5.
                                                DR \leftarrow DR + 1
                                   D_6T_6:
                                                M[AR] \leftarrow DR, if (DR = 0) then (PC \leftarrow PC + 1), SC \leftarrow 0
Register-reference:
                                    D_1I'T_3 = r (common to all register-reference instructions)
                                   IR(i) = B_i \ (i = 0, 1, 2, ..., 11)
r: SC \leftarrow 0
                                    rB_{11}:
   CLA
                                                AC \leftarrow 0
                                    rB_{10}:
   CLE
                                                E \leftarrow 0
   CMA
                                                AC \leftarrow \overline{AC}
                                     rB_9:
   CME
                                     rB_8:
                                                E \leftarrow \overline{E}
                                                AC \leftarrow \text{shr } AC, AC(15) \leftarrow E, E \leftarrow AC(0)
   CIR
                                     rB_7:
   CIL
                                     rB_6:
                                                AC \leftarrow \text{shl } AC, AC(0) \leftarrow E, E \leftarrow AC(15)
   INC
                                     rB_5:
                                                AC \leftarrow AC + 1
   SPA
                                                If (AC(15) = 0) then (PC \leftarrow PC + 1)
                                     rB_4:
   SNA
                                                If (AC(15) = 1) then (PC \leftarrow PC + 1)
                                     rB_3:
   SZA
                                               If (AC = 0) then PC \leftarrow PC + 1
                                     rB_2:
   SZE
                                     rB_1:
                                                If (E = 0) then (PC \leftarrow PC + 1)
   HLT
                                     rB_0:
                                                S \leftarrow 0
Input-output:
                                   D_7IT_3 = p (common to all input-output instructions)
                                   IR(i) = B_i (i = 6, 7, 8, 9, 10, 11)
                                              SC ←0
                                       p:
   INP
                                   pB_{11}:
                                               AC(0-7) \leftarrow INPR, FGI \leftarrow 0
   OUT
                                   pB_{10}:
                                                QUTR \leftarrow AC(0-7), \quad \dot{F}GO \leftarrow 0
   SKI
                                    pB_9:
                                               If (FGI = 1) then (PC \leftarrow PC + 1)
  SKO
                                     pB_8:
                                               If (FGO = 1) then (PC \leftarrow PC + 1)
   ION
                                               IEN \leftarrow 1
                                     pB_{1}:
  IOF
                                     pB_6:
                                               IEN \leftarrow 0
```