

Control Logic																						
Instruction	State #	Condition	Data Path	PCen	PCLD	Aen	Aout	IRen	Ten	Tout	ALUout	ALUM	ROMout	DEV1en	DEV2en	DEV0en	MEMen	MEMin	MEMout	ALUCn	Examples	Encoding
<b>FETCH</b>	S0	X	ROM -> IR					0				X	0							X	/	/
	S1	X	PC+1 -> PC	0								X								X	/	/
<b>OUT</b>	S2	OPC=0 & OPC2=0	A -> DEV1				0							0						X	OUT DEV1, A	20
		OPC=0 & OPC2=1	A -> DEV2									X			0						OUT DEV2, A	24
		OPC=1 & OPC2=0	T -> DEV1											0							OUT DEV1, T	28
		OPC=1 & OPC2=1	T -> DEV2							0					0						OUT DEV2, T	2C
<b>IN</b>	S3	OPC=0	DEV0 -> A			0						X				0				X	IN A	30
		OPC=1	DEV0 -> T					0												X	IN T	38
<b>LDR</b>	S4	/	RAM -> A			0						X					0		0	X	LDR 0x123	41 23
	S5	/	PC+1 -> PC	0								X								X		
<b>SUB*</b>	S6	OPC=0	A-T -> A			0					0	0								0	SUB A	60
		OPC=1	A-T -> T					0													SUB T	68
<b>LDI</b>	S7	OPC=0	ROM -> A			0						X	0							X	LDI A, #0xAB	70 AB
		OPC=1	ROM -> T					0													LDI T, #0xEF	78 EF
	S8	/	PC+1 -> PC	0								X								X	/	/
<b>ADD*</b>	S9	OPC=0	A+T -> A			0					0	0								1	ADD A	90
		OPC=1	A+T -> T					0													ADD T	98
<b>JMP</b>	S10 (A)	/	IR+ROM -> PC		0							X	0							X	JMP 0x123	A1 23
<b>AND*</b>	S11 (B)	OPC=0	A&T -> A			0					0	1								X	AND A	B0
		OPC=1	A&T -> T					0													AND T	B8
<b>STR</b>	S12 (C)	/	A -> RAM				0					X					0	0		X	STR 0x123	C1 23
	S13 (D)	/	PC+1 -> PC	0								X								X		
<b>OR*</b>	S14 (E)	OPC=0	A   T -> A			0					0	1								X	OR A	E0
		OPC=1	A   T -> T					0													OR T	E8
<b>JNZ</b>	S15 (F)	Zflag=0 (A=0)	IR+ROM -> PC	0								X								X	JNZ 0x123	F1 23
		Zflag=1 (A≠0)	PC+1 -> PC		0								0									

Note: (1) All blanks in the table are set to 1, symbol 'X' means don't care, can be 0 or 1.

(2) For all instructions with '\*' (i.e., SUB, ADD, AND, and OR), the opcodes are corresponding to 74X181 chip's function code.

(3) All instructions using lower 4 bits of IR register for higher 4 address bits, they cannot make these bits to be any conditions, because these bits are occupied by address.