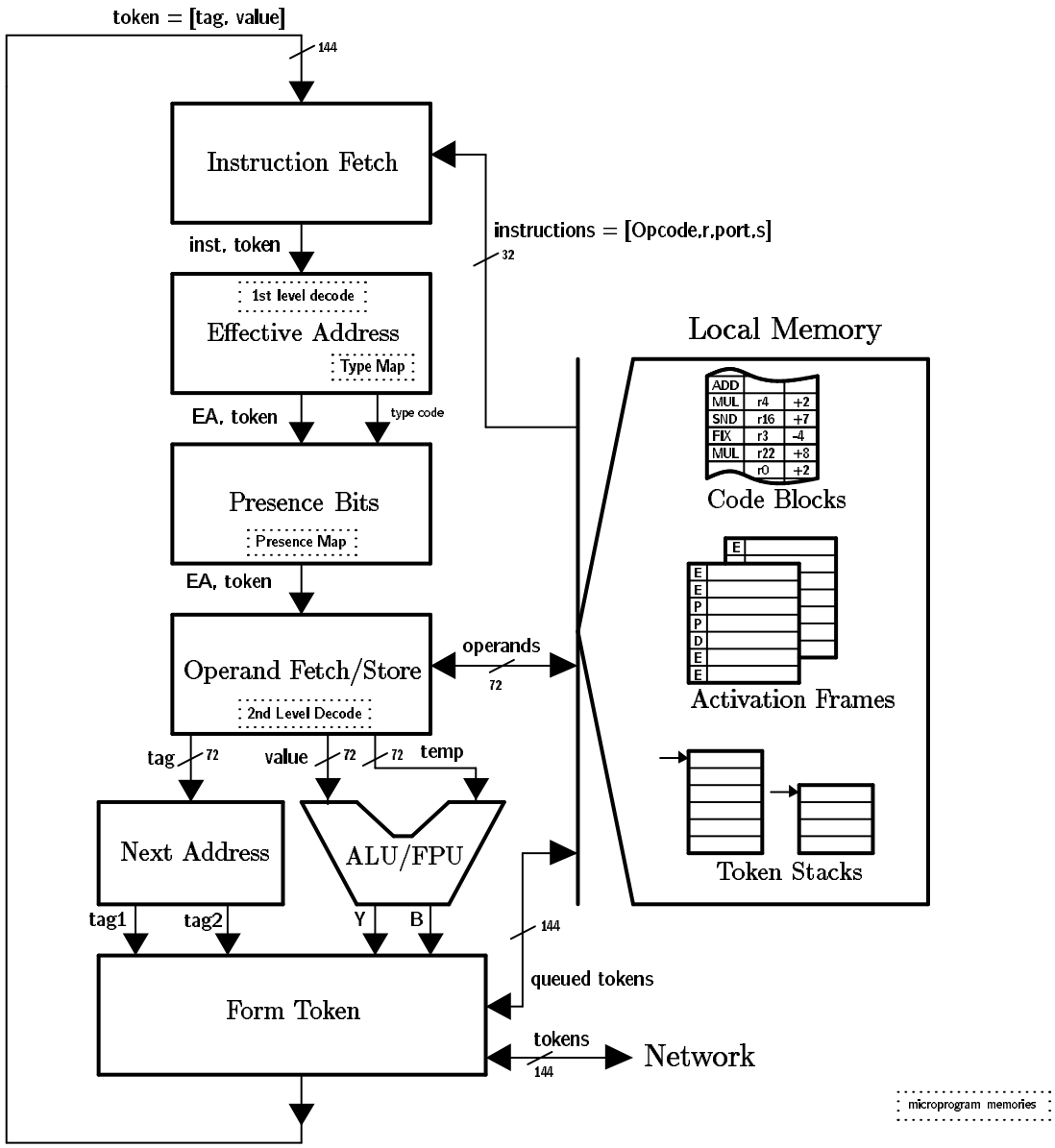
token = [tag, value]
144
Instruction Fetch
instructions = [Opcode,r,port,s]
32
inst, token
1st level decode
Effective Address
Type Map
Local Memory
EA, token
type code
ADD
MUL r4 +2
SND r16 +7
FIX r3 -4
MUL r22 +8
r0 +2
Code Blocks
Presence Bits
Presence Map
EA, token
E
E
E
P
P
D
E
E
Activation Frames
Operand Fetch/Store
operands
72
2nd Level Decode
tag
72
value
72
72
temp
Next Address
ALU/FPU
Token Stacks
tag1
tag2
Y
B
144
queued tokens
Form Token
tokens
144
Network
microprogram memories