

I. Avida instruction set

Each position in the genome sequence of a digital organism is one of 26 possible instructions. The table below shows the alphabetical code for each instruction, its mnemonic, and a brief description of its function.

(a)	nop-A	No-operation instruction; modifies other instructions
(b)	nop-B	No-operation instruction; modifies other instructions
(c)	nop-C	No-operation instruction; modifies other instructions
(d)	if-n-eq	Test if two registers contain equal values
(e)	if-less	Test if one register contains a lesser value than another
(f)	pop	Remove a number from a stack and place it in a register
(g)	push	Copy the value of a register onto the top of a stack
(h)	swap-stk	Toggle the active stack
(i)	swap	Swap the contents of two specified registers
(j)	shift-r	Shift all the bits on a register one to the right
(k)	shift-l	Shift all the bits on a register one to the left
(l)	inc	Increment a register
(m)	dec	Decrement a register
(n)	add	Calculate the sum of the values in two registers
(o)	sub	Calculate the difference between the values in two registers
(p)	nand	Perform a bitwise NAND on the values in two registers
(q)	IO	Output the value in a register and replace with a new input
(r)	h-alloc	Allocate memory for an offspring
(s)	h-divide	Divide off an offspring contained in memory (specified by heads)
(t)	h-copy	Make a copy of a single instruction in memory (specified by heads)
(u)	h-search	Find a pattern of nop-instruction in the genome
(v)	mov-head	Move a head to point to the same position as the flow-head
(w)	jmp-head	Move a head by a fixed amount stored in a register
(x)	get-head	Write the position of a specified head into a register
(y)	if-label	Test if a specified pattern of nops has recently been copied
(z)	set-flow	Move the flow-head to a specified position in memory

From the Supplementary Information for an article by Lenski, Ofria, Pennock & Adami on “The Evolutionary Origin of Complex Features” that appeared in *Nature* (8 May 2003), vol 423, pp 139-144.