

Instruction Set

RISC 16-bit, 16-instruction 16-Register Design

The Processor features five instruction classes:

1. Arithmetic (Two's Complement) ALU operation (2)

| Operation | Opcode | Destination | Source | Target | Description |
|-----------|--------|-------------|--------|--------|--|
| ADD | 0000 | Rd | Rs | Rt | ADD: $Rd = Rs + Rt$ Operands A and B stored in register locations Rs and Rt are added and written to the destination register specified by Rd. |
| SUB | 0001 | Rd | Rs | Rt | SUB: $Rd = Rs - Rt$ Operand B (Rt) is subtracted from Operand A (Rs) and written to Rd. |

2. Logical ALU operation (6)

| Operation | Opcode | Destination | Source | Target | Description |
|-----------|--------|-------------|--------|--------|---|
| AND | 0011 | Rd | Rs | Rt | AND: $Rd = Rs \& Rt$ Operand A (Rs) is bitwise anded with Operand B (Rt) and written into Rd. |
| OR | 0011 | Rd | Rs | Rt | OR: $Rd = Rs Rt$ Operand A (Rs) is bitwise ored with Operand B (Rt) and written into Rd. |
| XOR | 0100 | Rd | Rs | Rt | XOR: $Rd = Rs \wedge Rt$ Operand A (Rs) is bitwise Xored with Operand B (Rt) and written into Rd. |
| NOT | 0101 | Rd | Rs | | NOT: $Rd = \sim Rs$ Operand A (Rs) is bitwise inverted and written into Rd. |
| SLA | 0110 | Rd | Rs | | SLA: $Rd = Rs \ll 1$ Operand A (Rs) is arithmetically shifted to the left by one bit and written into Rd. |
| SRA | 0111 | Rd | Rs | | SRA: $Rd = Rs \gg 1$ Operand A (Rs) is arithmetically shifted to the right by one bit and written into Rd. The MSB (sign bit) will be preserved for this operation. |

3. Memory operations (3)

| Operation | Opcode | Destination | Source | Target | Description |
|-----------|--------|-------------|--------|--------|---|
| LI | 1000 | Rd | Imm | | LI: Rd = 8-bit Sign extended Immediate The 8-bit immediate in the Instruction word is sign-extended to 16-bits and written into the register specified by Rd. |
| LW | 1001 | Rd | Dir | | LW: Rd = Mem[Dir] The memory word specified by the address Dir is loaded into register Rd. |
| SW | 1010 | Rt | Dir | | SW: Mem[Dir] = Rt The data in register Rt is stored into the memory location Dir. |

4. Conditional Branch operations (2)

| Operation | Opcode | Destination | Source | Target | Description |
|-----------|--------|-------------|--------|--------|--|
| BIZ | 1011 | Rs | Offset | | BIZ: PC = PC + 1 + Offset if Rs = 0 If all the bits in register Rs are zero then the current Program Count (PC + 1) is offset to PC + 1 + Offset. The count is offset from PC + 1 because it is incremented and stored during the Fetch cycle. |
| BNZ | 1100 | Rs | Offset | | BNZ: PC = PC + 1 + Offset if Rs! = 0 If all the bits in register Rs are not zero then the current Program Count (PC + 1) is offset to PC + 1 + Offset. |

5. Program Count Jump operations (3)

| Operation | Opcode | Destination | Source | Target | Description |
|-----------|--------|-------------|--------|--------|--|
| JAL | 1101 | Rd | Offset | | JAL: Rd = PC + 1 and PC = PC + 1 + Offset Jump and Link instruction would write current Program Count in register Rd and offset the program count to PC + 1 + Offset |
| JMP | 1110 | | Offset | | JMP: PC = PC + 1 + Offset Unconditional jump instruction will offset the program count to PC + 1 + Offset. |
| JR | 1111 | | Rs | | JR: PC = Rs Jump Return instruction will set the Program Count to the one previously stored in JAL. |