

LC-3 ISA Organized Version (and how to recite them all)

By TA Ziyuan Chen on April 28, 2022 – It helps boost your speed in the exams!

Opcode ↓ + →	00	01	10	11
00	BR	ADD	LD	ST
01	JSR	AND	LDR	STR
10	RTI	NOT	LDI	STI
11	JMP	–	LEA	TRAP

- General Rules:
- 1. The opcode’s last two digits decide its *general function*, and the first two digits decide its *specific method*.
 - 2. **Register-based (0)** and **PC-based / immediate-number-based (1)** address modes appear in pairs.
 - 3. Memory R/W modes: EA/Effective Address (no memory access), Default (once), I/Indirect (twice).
 - 4. The SEXT (sign extension) function is assumed for all offsets and is omitted in the expressions.

	Method	Dest	Data		
ADD	0001	DR	SR1	000	SR2
ADD	0001	DR	SR1	1	imm5
AND	0101	DR	SR1	000	SR2
AND	0101	DR	SR1	1	imm5
NOT	1001	DR	SR	111111	

	Method	Dest	Src
LEA	1110	DR	PCOffset9
LD	0010	DR	PCOffset9
LDI	1010	DR	PCOffset9
LDR	0110	DR	BaseR offset6

	Method	Src	Dest
ST	0011	SR	PCOffset9
STI	1011	SR	PCOffset9
STR	0111	SR	BaseR offset6

	<i>Function</i>	<i>Args</i>			
BR	0000	n	z	p	PCOffset9
JMP*	1100	000		BaseR	000000
JSR	0100	1	PCOffset11		
JSRR	0100	000		BaseR	000000
RTI	1000	0000 0000 0000			
TRAP	1111	0000		trapvect8	

* Also known as RET if BaseR = 111.

01 – Operations: write Data to Dest with Method

ADD	DR, SR1, SR2	DR ← SR1 + SR2, Setcc
ADD	DR, SR1, imm5	DR ← SR1 + imm5, Setcc
AND	DR, SR1, SR2	DR ← SR1 & SR2, Setcc
AND	DR, SR1, imm5	DR ← SR1 & imm5, Setcc
NOT	DR, SR	DR ← ~ SR, Setcc

10 – Memory Read: load Src to Dest with Method

LEA	DR, PCOffset9	DR ← PC + PCOffset9, Setcc
LD	DR, PCOffset9	DR ← M[PC + PCOffset9], Setcc
LDI	DR, PCOffset9	DR ← M[M[PC + PCOffset9]], Setcc
LDR	DR, BaseR, offset6	DR ← M[BaseR + offset6], Setcc

11 – Memory Write: store Src to Dest with Method

ST	DR, PCOffset9	M[PC + PCOffset9] ← SR
STI	DR, PCOffset9	M[M[PC + PCOffset9]] ← SR
STR	DR, BaseR, offset6	M[BaseR + offset6] ← SR

00 – Control Flow: perform Function with Args

BR{nzp}	PCOffset9	PC ← PC + PCOffset9 (if Nn + Zz + Pp)
JMP	BaseR	PC ← BaseR
JSR	PCOffset11	R7 ← PC, PC ← PC + PCOffset11
JSRR	BaseR	R7 ← PC, PC ← BaseR
RTI		No need to understand for now.
TRAP	trapvect8	R7 ← PC, PC ← M[trapvect8]