**Dark Star \* Dragon Nine**

# General Architecture

## Instruction Pipeline

DSD9 has a short three stage overlapped pipeline that allows many instructions to execute in a single clock cycle. Loads and stores stall the pipeline until the memory operation is complete. Multiply, divide and floating point operations all stall the pipeline for varying numbers of clock cycles depending on the instruction.

## Caching

The core has a 16kiB direct mapped instruction cache. At reset the cache is loaded with the contents of block of memory ($FFFC0000 to $FFFC3FFF). The core outputs an address sequence on the bus in order to load the cache during reset.

The core has a 16kiB direct mapped data cache. At reset the cache is loaded with the contents of block of memory ($FFFC0000 to $FFFC3FFF). The core outputs an address sequence on the bus in order to load the cache during reset.

## Register File

The core has a 64 entry, 80 bit general purpose register file. r0 always reads as a zero. Several registers have specific uses as outlined later in the document.

## Floating Point

The core supports basic extended double precision (80 bit) floating point.

## Data / Instruction Granularity

Data and instructions both use a minimum parcel size of 8 bits. Addresses refer to 8 bit quantities.

## Endian

The core is a little-endian machine.

## Bus Interface

The core uses an 128 bit wide WISHBONE bus. There are a number of additional signals not part of the WISHBONE spec. WISHBONE signals are identified with an ‘\*’ in the table below.

The WISHBONE bus operates as a bus master as detailed in the WISHBONE spec.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| WISHBONE | Signal | Width | I/O | Purpose |  |
|  | hartid\_i | 80 | I | identifies the core in a multi-core environment |  |
| \* | rst\_i | 1 | I | resets the core (synchronous) |  |
| \* | clk\_i | 1 | I | clock |  |
|  | irq\_i | 1 | I | interrupt request |  |
|  | icause\_i | 9 | I | interrupt cause code |  |
| \* | cyc\_o | 1 | O | bus cycle is valid |  |
| \* | stb\_o | 1 | O | valid data strobe |  |
| \* | ack\_i | 1 | I | bus acknowledge |  |
| \* | err\_i | 1 | I | bus error occurred (timeout) |  |
| \* | lock\_o | 1 | O | indicates the bus should be locked |  |
| \* | wr\_o | 1 | O | indicates a write cycle is taking place |  |
| \* | sel\_o | 16 | O | byte lane select |  |
| \* | adr\_o | 32 | O | address bus |  |
| \* | dat\_i | 128 | I | input data |  |
| \* | dat\_o | 128 | O | output data |  |
|  | sr\_o | 1 | O | set address reservation |  |
|  | cr\_o | 1 | O | clear address reservation |  |
|  | rb\_i | 1 | I | address reservation status |  |

### hartid\_i

This input bus is used to identify the core in a multi-core system. It should be a non-zero value and remain constant while the core is running. The value of this input is reflected in the hartid CSR register.

### clk\_i

The leading edge of the clock signal is the active edge. Core outputs become valid sometime after the leading edge of the clock. Data is latched into the core on the leading edge of the clock.

### sel\_o

sel\_o identifies which byte of the data bus is active. Data should be reflected across the bus for peripherals that are less than 128 bits wide during a read transaction. During an 8, 16 or 32 bit write transaction the core will reflect data across the bus. For example during a byte write operation the same eight data bits will appear on every byte lane of the bus. Bus reflections are not provided for 40 or 80 bit data. Instead the inactive portions of the bus are set to zero.

### adr\_o

The adr\_o signal indicates which address should be transacted for the memory / I/O system. All addresses are 8 bit references. The core may address up to 4Gi bytes of memory or I/O.

### sr\_o

sr\_o indicates that the memory system should place a reserved status on the address when a read operation takes place. Older reservations may be lost if the memory system depending on how many reservations the memory system can track. This signal is provided for use in multi-core systems.

### cr\_o

The cr\_o signal indicates that the memory system should clear the reserved status on the address when a write operation takes place. This signal is provided for use in multi-core systems.

### rbi\_i

This signal indicates to the core that the addressed memory cell has a reserved status and if a write to memory was successful. It will be true (1) if the address was still reserved during a write cycle. The core latches the status of the rb\_i signal into the SEMA CSR during the SWC instruction.

## Operating Modes

The core has four primary operating modes (User, Supervisor, Hypervisor, and Machine). All features (CRS’s and instructions) are available to Machine mode. Other modes of operation have more limited capabilities depending on the operating mode.

## Privilege Levels

The core supports a 256 level privilege level system.

# Programming Model

## General Purpose Register Array

DSD9 has an array of 64, 80 bit general purpose registers. The registers may hold either integer or floating point data.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Usage |  |  |  |
| r0 | always zero |  | r32 |  |
| r1 | return value / exception code |  | r33 | return value |
| r2 | return value / exception type |  | r34 |  |
| r3 | temporary register |  | r35 | temporary register |
| r4 | temporary register |  | r36 | temporary register |
| r5 | temporary register |  | r37 | temporary register |
| r6 | temporary register |  | r38 | temporary register |
| r7 | temporary register |  | r39 | temporary register |
| r8 | temporary register |  | r40 | temporary register |
| r9 | temporary register |  | r41 | temporary register |
| r10 | temporary register |  | r42 | temporary register |
| r11 | register var |  | r43 |  |
| r12 | register var |  | r44 |  |
| r13 | register var |  | r45 |  |
| r14 | register var |  | r46 |  |
| r15 | register var |  | r47 |  |
| r16 | register var |  | r48 |  |
| r17 | register var |  | r49 |  |
| r18 | register var |  | r50 |  |
| r19 |  |  | r51 |  |
| r20 |  |  | r52 |  |
| r21 |  |  | r53 |  |
| r22 |  |  | r54 |  |
| r23 |  |  | r55 | constant |
| r24 |  |  | r56 | thread pointer |
| r25 |  |  | r57 | global pointer |
| r26 |  |  | r58 | exception link register |
| r27 |  |  | r59 | frame pointer |
| r28 |  |  | r60 | banked |
| r29 |  |  | r61 | banked |
| r30 |  |  | r62 | banked |
| r31 |  |  | r63 | stack pointer - banked |

## Register Banking

For purposes of high-speed exception processing a portion of the register file is banked. The last four registers are banked according to the core’s operating level. The supervisor has access to the user level registers which are mapped as CSR’s . At the machine level all registers are accessible.

## Register Usage

Several of the general purpose registers have specific uses.

r0 – always reads as zero. This register may be used where the constant zero is required. For floating point this register reads as positive zero.

r1 – assigned usage is as a return value register. This register also contains the exception code for a locally handled exception. The core loads r1 with the cause code during exception processing.

r2 – has an assigned usage as a return value register. This register is also set to the exception type (24) during exception processing.

r58 – is assigned to be used as the catch handler address register (or exception linkage register). When an exception is routed to local handlers, the core jumps to the address contained in this register.

r59 – has a dedicated use as the stack frame pointer (BP). When referenced in a memory operation causes the core to check the effective address against stack bounds.

r60,r61,r62, and r63 – are a banked registers. There is a separate physical register for each operating level.

r63 – is dedicated to being used as the stack pointer. When referenced in a memory operation causes the core to check the effective address against stack bounds. This register is also automatically updated by stack operations such as push / pop / call / ret.

# Instruction Alignment

Instructions may by aligned on byte address boundaries.

# Data Alignment

Data may by aligned on byte address boundaries.

# Instruction Cache

The instruction cache line size is 256 bits or about six 40 bit instructions. Instructions may span cache lines. There is no wasted memory space. It may be desirable to align code with the start of the cache line for short loops which will fit entirely in a cache line, to improve performance. Cache lines begin every 16 bytes (address mod 16 = 0).

# Special Purpose Registers (Control and Status Registers)

## Overview

Most special purpose registers are accessible only at more privileged operating modes. A privilege violation will result if attempting to access a special purpose register in user mode that is not available to that mode.

The special purpose or control or status register is identified by a 14 bit constant. The upper two bits of the constant specify which operating mode register is desired. Depending on the specific register requested it may be “banked” for different operating modes. For instance there are three separate banked TVEC (register #004) registers, one for each operating mode above user mode.

There are no results forwarding on the update of a special purpose register. If the value of the register is required immediately in the following few instructions, then some provision must be made to allow the special purpose register to update. This can be done by following a move to the spr with a couple of NOP instructions. Alternately a branch to a delay subroutine could be performed.

## Program Counter

The program counter identifies which instruction to execute. Normally the program counter increments by the size of the instruction, but the increment may be overridden using one of the flow control instructions. The program counter typically addresses 40 bit instruction parcels using byte addresses. There are no alignment restrictions on the program counter. It may be set to any byte address.

|  |
| --- |
| 79 0 |
|  |

## Control Register Zero (CSR #000)

This register contains a bit to enable protected mode.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 63 | 62 32 30 9 6 1 | | | | | | | | 0 |
| D | ~ |  |  | bpe | ce |  | ~ |  | Pe |

D: debug mode status. this bit is set during an interrupt routine if the processor was in debug mode when the interrupt occurred.

PE: Protected Mode enable: 1 = enabled, 0 = disabled.

CE: cache enable: 1=enabled, 0 = disabled

bpe: branch predictor enable: 1=enabled, 0=disabled

## Tick Count Register (CSR #002h or TICK)

This register contains a count of the number of clock cycles that have passed since the last time the processor was reset. Tick may be used for high-resolution timing or performance measurement.

## PCR Paging Control (CSR #003h)

This register controls the paged memory management unit. A more detailed description is available under the section on memory management.

## Trap Vector Address (CSR #004h or TVEC)

This register contains the physical base address of the interrupt vector table in memory. There is a separate register for each operating mode. For machine mode the Table is 256B aligned. For hypervisor and supervisor modes this register is byte aligned.

|  |  |
| --- | --- |
| 79 8 | 7 0 |
| Address79..8 | 008 |

## EXROUT (CSR #005h)

This register contains bitfields controlling routing of exceptions in the core. Some exceptions may be routed to a local exception handler in addition to the global exception handler.

|  |  |  |
| --- | --- | --- |
| Bit |  |  |
| 0 | 0 = global, 1 = local routing for check instruction |  |
| 1 | 0 = global, 1 = local routing for floating point exceptions |  |
| 3-2 | 00 = ignored, 10 = global routing, 11 = local routing for divide by zero |  |
| 5-4 | 00 = ignored, 10 = global routing, 11 = local routing for multiplier overflow |  |
| 7-6 | 00 = ignored, 10 = global routing, 11 = local routing for add/subtract overflow |  |

## Clock Register (SPR 06)

The clock register controls clock gating to the processor to allow lower power consumption. Gating is controlled with a bit pattern which is fed to a clock enable gate. The pattern is 50 bits long, allowed clock control (or power control) in 2% increments. For example loading the register with h2AAAAAAAAAAAA will cause every other clock to be gated off, reducing the effective operating frequency of the core in half. Loading the register with a zero will stop the clock completely. However, a non-maskable interrupt or reset will reload the clock register with all ones, causing the processor to operate at maximum frequency.

|  |  |
| --- | --- |
| 63 50 | 49 0 |
| ~14 | clock gating pattern49..0 |

## DBPC (SPR07)

This register stores the return address for a debug interrupt processing routine. This register is automatically loaded when a debug interrupt occurs. The program counter is loaded from this register automatically as part of the RTD instruction processing.

|  |
| --- |
| 63 0 |
| Value 63..0 |

## PCR2 Paging Control (CSR #008h)

This register controls the paged memory management unit. A more detailed description is available under the section on memory management.

## SEMA (CSR #00Ch) Semaphores

This register is available for system semaphore or flag use. The least significant bit is tied to the reservation address status input (rb\_i). It will be set if a STDCR instruction was successful. The least significant bit is also cleared automatically when an interrupt (BRK) or interrupt return (RTI) instruction is executed. Any one of the remaining bits may also be cleared by an RTI instruction. This could be a busy status bit for the interrupt routine. Bits in this CSR may be set or cleared with one of the CSRxx instructions. This register has individual bit set / clear capability.

The following is sample code for entrance into a system function.

|  |
| --- |
| asm {  csrrs r1,#$0C,#2 // read status bit and set it (bit mask)  and r1,r1,#2 // check bit #1  beq r1,r0,.0002 // if it wasn't already set, okay to process  csrrw r1,#$40,r0 // get exceptioned PC  add r1,r1,#1 // increment to skip over static parameter  csrrw r0,#$40,r1 // write it back  csrrw r0,#$42,#E\_Busy // store busy status in ER1 to be returned in r1  rti // leave system busy status bit set  .0002:  }  … <more code>  asm {  rti #1 // clear the system busy bit (bit number)  } |

## EPC (CSR #040h) Exception Program Counter

This register stack stores the return address for an exception processing routine (OVERFLOW / privilege violation). This register is automatically loaded when an exception occurs. The program counter is loaded from this register automatically as part of the IRET instruction processing. This register stack is five deep. When stack underflow occurs the program counter will be set to the exception stack underflow vector.

|  |
| --- |
| 79 0 |
| Value 79..0 |

## STATUS (CSR #041h) Machine Status

This register contains a stack of machine states in bits zero to fifty-five that need to be recovered after an exception occurs. Included in this register are fields for the operating level, privilege level and interrupt mask. This register allows for a five deep stack of machine status bits.

The top of the stack are bits zero to ten. When an interrupt or exception occurs this register is shifted left by eleven bits, and the current interrupt mask, operating level, and privilege level are copied to the top of the stack.

On return from exception or interrupt this register is shifted right by eleven bits and the top of stack copied to the current interrupt mask, operating level and privilege level.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 79 | 7877 | 76 72 | 71 | 7068 | 6766 | 6564 | 63 55 | 54 11 | 10 3 | 2 1 | 0 |
| SD1 | ~2 | VM5 | MPRV1 | ~3 | XS2 | FS2 | ~9 | Stack | PL8 | OL2 | IM1 |

### VM5

These bits control virtual memory options. Note that multiple options may be present at the same time. At reset all the bits are set to zero.

|  |  |  |
| --- | --- | --- |
| Bit |  |  |
| 0 | 1 = single bound |  |
| 1 | 1 = separate program and data bounds |  |
| 2 | 1 = lot protection system |  |
| 3 | 1 = simplified paged unit |  |
| 4 | 1 = paging unit |  |

### MPRV

This bit when true (1) causes memory operations to use the first stack privilege level when evaluating privilege and protection rules. (Bits 0 to 10 in the status reg).

### FS2

These two bits can be used to keep track of the floating point register state.

### XS2

These two bits can be used to keep track of an additional core extension state.

## EA (CSR #028h)

This register holds the effective address associated with a memory tag. The tag number is contained in bits 16 to 26. The tag associated with this address will be accessible in the TAGS special purpose register. Note that this register and following tag access should be executed with interrupts disabled to prevent the effective address from changing before the tag is updated or read. Also no memory operation should occur between setting this register and updating or reading the tag. This register also reflects the latest effective address calculated by the processor and will be automatically updated when a memory operation occurs.

|  |  |  |
| --- | --- | --- |
| 63 0 | | |
| ~ | tag number11 | Offset16 |

## TAGS (CSR #029h)

This register makes the tag value accessible for update or read-back. It is used in association with the EA special purpose register. Writing this register will update the tag identified in the EA register.

|  |  |
| --- | --- |
| 63 0 | |
| ~ | Tag16 |

## LOTGRP (CSR #02Ah)

This register contains a list of memory groups that the process belongs to. The owning group associated with a memory tag is compared to this list during a memory access. If the group is in the list then the memory access is allowed, otherwise a memory fault exception occurs. This comparison takes place only in user mode; in machine mode the machine owns all of memory so the memory access is always allowed.

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 79 70 | | 69 60 | | 59 50 | 49 40 | 39 30 | | 29 20 | 19 10 | | 9 0 | |
|  |  | | Group5 | | Group4 | Group3 | Group2 | | | Group1 | | Group0 |

## Compare and Swap (SPR44 or CAS)

This register is to support the compare and swap (CAS) instruction. If the value in the addressed memory location identified by the CAS instruction is equal to the value in the CAS register, then the source register is written to the memory location, and the source register is loaded with the value 1. Otherwise if the value in the addressed memory location doesn’t match the value in this register, then value at the memory location is loaded into the CAS register, and the source register is set to zero. No write to memory occurs if the match fails.

|  |
| --- |
| 63 0 |
| Value 63..0 |

## MYST (SPR45)

This register is to supports the MYST instruction. During execution of the MYST instruction the function code of the operation to be performed is loaded from this register. The MYST register is available to both user and kernel modes.

|  |  |
| --- | --- |
| 63 7 | 6 0 |
| ~57 | Funct7 |

## Debug Address Register (SPR50 to SPR53 or DBAD0 to DBAD3)

These registers contain addresses of instruction or data breakpoints.

|  |
| --- |
| 63 0 |
| Address 63..0 |

## Debug Control Register (SPR54)

These registers contains bits controlling the circumstances under which a debug interrupt will occur.

|  |  |  |  |
| --- | --- | --- | --- |
| bits |  |  |  |
| 3 to 0 | Enables a specific debug address register to do address matching. If the corresponding bit in this register is set and the address (instruction or data) matches the address in the debug address register then a debug interrupt will be taken. |  |  |
| 17, 16 | This pair of bits determine what should match the debug address register zero in order for a debug interrupt to occur.   |  |  |  | | --- | --- | --- | | 17:16 |  |  | | 00 | match the instruction address |  | | 01 | match a data store address |  | | 10 | reserved |  | | 11 | match a data load or store address |  | |  |  |
| 19, 18 | This pair of bits determine how many of the address bits need to match in order to be considered a match to the debug address register. These bits are ignored when matching instruction addresses, which are always half-word aligned.   |  |  |  | | --- | --- | --- | | 19:18 |  | Size | | 00 | all bits must match | byte | | 01 | all but the least significant bit should match | char | | 10 | all but the two LSB’s should match | half | | 11 | all but the three LSB’s should match | word | |  |  |
| 23 to 20 | Same as 16 to 19 except for debug address register one. |  |  |
| 27 to 24 | Same as 16 to 19 except for debug address register two. |  |  |
| 31 to 28 | Same as 16 to 19 except for debug address register three. |  |  |
| 62 | This bit is a history bit for single stepping mode. The debug interrupt records bit 63 into bit 62 when a debug interrupt occurs. Then turns off SSM by writing a zero to bit 63. On return from debug routine (RTD) this bit is restored into bit 63 re-enabling SSM. |  |  |
| 63 | This bit enables SSM (single stepping mode) |  |  |

## Debug Status Register (SPR55)

This register contains bits indicating which addresses matched. These bits are set when an address match occurs, and must be reset by software.

|  |  |
| --- | --- |
| bit |  |
| 0 | matched address register zero |
| 1 | matched address register one |
| 2 | matched address register two |
| 3 | matched address register three |
| 63 to 4 | not used, reserved |

## Floating Point Status and Control Register –SPR20

The floating point status and control register may be read using the MFSPR instruction.

|  |  |  |  |
| --- | --- | --- | --- |
| Bit |  | Symbol | Description |
| 31:29 | **RM** | rm | rounding mode (unimplemented) |
| 28 | **E5** | inexe | - inexact exception enable |
| 27 | **E4** | dbzxe | - divide by zero exception enable |
| 26 | **E3** | underxe | - underflow exception enable |
| 25 | **E2** | overxe | - overflow exception enable |
| 24 | **E1** | invopxe | - invalid operation exception enable |
| 23 | **NS** | ns | - non standard floating point indicator |
| **Result Status** | | | |
| 22 |  | fractie | - the last instruction (arithmetic or conversion) rounded intermediate result (or caused a disabled overflow exception) |
| 21 | **RA** | rawayz | rounded away from zero (fraction incremented) |
| 20 | **SC** | C | denormalized, negative zero, or quiet NaN |
| 19 | **SL** | neg < | the result is negative (and not zero) |
| 18 | **SG** | pos > | the result is positive (and not zero) |
| 17 | **SE** | zero = | the result is zero (negative or positive) |
| 16 | **SI** | inf ? | the result is infinite or quiet NaN |
| **Exception Occurrence** | | | |
| 15 | **X6** | swt | {reserved} - set this bit using software to trigger an invalid operation |
| 14 | **X5** | inerx | - inexact result exception occurred (sticky) |
| 13 | **X4** | dbzx | - divide by zero exception occurred |
| 12 | **X3** | underx | - underflow exception occurred |
| 11 | **X2** | overx | - overflow exception occurred |
| 10 | **X1** | giopx | - global invalid operation exception – set if any invalid operation exception has occurred |
| 9 | **GX** | gx | - global exception indicator – set if any enabled exception has happened |
| 8 | **SX** | sumx | - summary exception – set if any exception could occur if it was enabled  - can only be cleared by software |
| **Exception Type Resolution** | | | |
| 7 | **X1T** | cvt | - attempt to convert NaN or too large to integer |
| 6 | **X1T** | sqrtx | - square root of non-zero negative |
| 5 | **X1T** | NaNCmp | - comparison of NaN not using unordered comparison instructions |
| 4 | **X1T** | infzero | - multiply infinity by zero |
| 3 | **X1T** | zerozero | - division of zero by zero |
| 2 | **X1T** | infdiv | - division of infinities |
| 1 | **X1T** | subinfx | - subtraction of infinities |
| 0 | **X1T** | snanx | - signaling NaN |

## CONFIG (CSR #EFFh)

This register contains information controlling the configuration of the core.

|  |  |
| --- | --- |
| 31 5 | 4 0 |
|  |  |

## CPU Info Registers (CSR #FF0 to #FF7h)

|  |  |  |
| --- | --- | --- |
| Regno |  |  |
| FF0h | Manufacturer name – first 10 chars | “Finitron” |
| FF1h | Manufacturer name – next 10 chars |  |
| FF2h | CPU Class | 80 Bit |
| FF3h | CPU Class |  |
| FF4h | CPU Name | “DSD9” |
| FF5h | CPU Name |  |
| FF6h | Model Number | 1 |
| FF7h | Serial Number | 1234 |
| FF8h | Bits 0 to 39 – Instruction cache size | 16384 |
| FF8h | Bits 40 to 79 – Data cache size | 16384 |

## Floating Point Number Format

The floating point number format used by DSD9 is the extended double precision format:

|  |  |  |  |
| --- | --- | --- | --- |
| 1 | 1 | 14 | 64 + 1 hidden bit |
| Sm | Se | EEEEEEEEEE | .MMMMMMM…..MMMMMMMM |

Sm = sign of mantissa

Se = sign of exponent

The exponent and mantissa are both represented as two’s complement numbers, however the sign bit of the exponent is inverted.

|  |  |
| --- | --- |
| SeEEEEEEEEEE |  |
| 11111111111 | Maximum exponent |
| …. |  |
| 01111111111 | exponent of zero |
| …. |  |
| 00000000000 | Minimum exponent |

The exponent ranges from -16382 to +16382

# Exceptions

## External Interrupts

There is very little difference between an externally generated exception and an internally generated one. An externally caused exception will force a BRK instruction into the instruction stream. The BRK instruction contains a cause code identifying the external interrupt source.

## Effect on Machine Status

The operating level is always switched to the machine level on exception. It’s up to the machine level code to redirect the exception to a lower operating level when desired. Further exceptions at the machine level are disabled automatically. Machine level code must enable interrupts at some point. This can be done automatically when the exception is redirected to a lower level by the REX instruction. The RTI instruction will also automatically enable further machine level exceptions.

## Exception Stack

The program counter and status bits are pushed onto an internal stack when an exception occurs. This stack is only five entries deep as that is the maximum amount of nesting that can occur. Further nesting of exceptions can be achieved by saving the state contained in the exception registers.

## Exception Vectoring

Exceptions are handled through a single vector for a given operating level. More specific exception information is supplied in the cause register.

## Exception Vector Table

The exception vector table contains instructions used to vector to handling routines. The instructions are typically a jump or branch instruction. The vector table is located by the trap vector address (TVEC) register. This register is set to $FFFC0100 on reset. Note that the reset vector is fixed and cannot be relocated.

|  |  |  |  |
| --- | --- | --- | --- |
| Vector Address |  |  |  |
| 0xFFFC0100 | Exception from user level |  |  |
| 0xFFFC0140 | Exception from supervisor level |  |  |
| 0xFFFC0180 | Exception from hypervisor level |  |  |
| 0xFFFC01C0 | Exception from machine level |  |  |
| 0xFF…FC0200 | Non-maskable interrupt |  |  |
| 0xFF…FC0000 | Reset |  |  |

When an exception is redirected to a lower level by the REX instruction the core will jump to the address contained in one of the lower level vector register (TVEC for hypervisor or supervisor level).

## Reset

On a reset the core vectors to address $FFFC0000.

## Exception Cause Codes

The following table outlines the cause code for a given purpose. These codes are specific to DSD9. Under the HW column an ‘x’ indicates that the exception is internally generated by the processor; the cause code is hard-wired to that use. An ‘e’ indicates an externally generated interrupt, the usage may vary depending on the system.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Cause Code |  | HW | Description |  |
| 0 |  |  |  |  |
| 1 |  |  |  |  |
| 2 |  |  | FMTK Scheduler |  |
| 432 |  | e |  |  |
| 433 | KRST | e | Keyboard reset interrupt |  |
| 434 | MSI | e | Millisecond Interrupt |  |
| 435 | TICK | e | FMTK Tick Interrupt |  |
| … |  |  |  |  |
| 463 | KBD | e | Keyboard interrupt |  |
| 482 | TGT | x | call target exception |  |
| 483 | MEM | x | memory fault |  |
| 484 | IADR | x | bad instruction address |  |
| 485 | UNIMP | x | unimplemented instruction |  |
| 486 | FLT |  | floating point exception |  |
| 487 | CHK |  | bounds check exception |  |
| 488 | DBZ | x | divide by zero |  |
| 489 | OFL | x | overflow |  |
| 493 | FLT | x | floating point exception |  |
| 497 | EXF | x | Executable fault |  |
| 498 | DWF | x | Data write fault |  |
| 499 | DRF | x | data read fault |  |
| 500 | SGB | x | segment bounds violation |  |
| 501 | PRIV | x | privilege level violation |  |
|  |  |  |  |  |
|  |  |  |  |  |
| 504 | STF | x | stack fault |  |
| 505 | CPF | x | code page fault |  |
| 506 | DPF | x | data page fault |  |
| 508 | DBE | x | data bus error |  |
|  |  |  |  |  |
| 510 | NMI | x | Non-maskable interrupt |  |
|  |  |  |  |  |

# Simplified Paged Memory Management Unit

## Overview

The memory management unit is a simplified paged memory management unit. Memory management by the MMU includes virtual to physical address mapping and read/write/execute permissions. The MMU divides memory into 64kB or 4MiB pages depending on the setting in PCR2.

64kiB pages

Processor address bits 16 to 25 are used as a ten bit index into a mapping table to find the physical page. The MMU remaps the ten address bits into a sixteen bit value used as address bits 16 to 31 when accessing a physical address. The lower sixteen bits of the address pass through the MMU unchanged. The maximum amount of memory that may be mapped in the MMU is 64MiB per map out of a pool of 4GiB. Addresses with the most significant six bits set are not mapped.

4MiB pages

Some tasks require a lot of memory and a 64MB map isn’t sufficient. For instance, while in machine mode the core requires access to the entire address range. A memory page size of 4MiB may be selected by setting the bit corresponding to the memory map in PCR2.

Processor address bits 22 to 31 are used as a ten bit index into a mapping table to find the physical page. The MMU remaps the ten address bits into a ten bit value used as address bits 22 to 31 when accessing a physical address. The lower 22 bits of the address pass through the MMU unchanged. The maximum amount of memory that may be mapped in the MMU is 4GiB per map out of a pool of 4GiB. Addresses with the most significant six bits set are not mapped.

## Map Tables

The mapping tables for memory management are stored directly in the MMU rather than being stored in main memory as is commonly done. The MMU supports up to 64 independent mapping tables. Only a single mapping table may be active at one time. The active mapping table is set in the paging control register (CSR #3) bits 0 to 5 – called the operate key. Mapping tables may be shared between tasks.

## Map Caching / TLB

There isn’t a need for a TLB or ATC as the entire mapping table is contained in the MMU. A TLB isn’t required. Address mapping is still only two cycles.

## Operate Key

The operate key controls which mapping table is actively mapping the memory space. The operate key is located in CSR #3 bits 0 to 5. The operate key is similar to an ASID (address space identifier). The operate key is also used as part of the cores cache tags.

## Access Key

The MMU mapping tables are present at I/O address $FFDC4000 to $FFDC4FFE. All the mapping tables share the same I/O space. Only one mapping table is visible in the address space at one time. Which table is visible is controlled by an access key. The access key is located in the paging control register (CSR #3) bits 8 to 13.

## Address Pass-through

Addresses pass through the MMU unaltered until the mapping enable bit is set. Until mapping is enabled, the physical address will match the virtual address. Additionally address bits 0 to 15 pass through the MMU unaltered.

## Mapping Table Layout

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | D18 | D17 | D16 | D15 | D14 | D13 | D12 | D11 | D10 | D9 | D8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |  |
| 000 | W | R | X | PA31 | PA30 | PA29 | PA28 | PA27 | PA26 | PA25 | PA24 | PA23 | PA22 | PA21 | PA20 | PA19 | PA18 | PA17 | PA16 |  |
| 004 | W | R | X | PA31 | PA30 | PA29 | PA28 | PA27 | PA26 | PA25 | PA24 | PA23 | PA22 | PA21 | PA20 | PA19 | PA18 | PA17 | PA16 |  |
|  | … | | | | | | | | | | | | | | | | | | |  |
| FFC | W | R | X | PA31 | PA30 | PA29 | PA28 | PA27 | PA26 | PA25 | PA24 | PA23 | PA22 | PA21 | PA20 | PA19 | PA18 | PA17 | PA16 |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

PAnn = physical address

X = executable page indicator.

W = writeable data page indicator.

R = readable data page indicator.

Note the low order six bits are not used for 4MiB pages.

## PCR- Paging Control Register Layout

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 31 | 30 14 | 13 8 | 7 6 | 5 0 |
| PE | ~18 | AKey6 | ~ | OKey6 |

PE = Paging Enable (1=enabled, 0 = disabled)

AKey = Access Key

OKey = Operate Key

## PCR2 – Page Size

This register controls the memory page size. Each bit in the register corresponds to a memory map. Memory may be paged in either 64kiB or 4MiB pages. All pages in a map have the same size.

## Latency

The address map operation when enabled has two cycles of latency.

# Memory

## Memory Bus Size

The core uses a 128 bit data-bus to interface to external devices. This size was chosen to match the typical size of the dynamic RAM interface. It also allows loading the caches with a minimal number of bus cycles to improve performance. For un-cached data most data is available with just a single bus cycle. When un-cached data is not suitably aligned the core will perform a second memory operation to fetch or store the data.

## Bus Organization

The byte, wyde, and tetra-byte store operations fill the data-bus with contiguous multiple copies of the data in the inactive portions of the data-bus. The penta-byte and deci-byte store operations pad the data-bus with zeros for the inactive portions. For instance a byte store operation places the same byte of data on every byte lane during the store. There are then 15 copies + 1 valid byte on the data-bus. A wyde operation would place eight copies of the sixteen bit data on the data-bus. This was done to facilitate the use of the bus by input / output devices. The I/O device has to look only at the low order portion of the data-bus that’s relevant to it during a store operation. Otherwise it would be necessary to externally shift the data onto the low order bits for the I/O device. While there are tons of 8, 16, or 32 bit peripheral cores there are not many 40 or 80 bit cores so output to storage for those sizes was simplified.

For input the I/O subsystem should reflect the data from the I/O device across the width of the data-bus. For instance eight copies of wyde data should be placed on the 128 bit data bus by the I/O subsystem. This is required because the core looks only at the portion of the data-bus that is active according to the address and data size.

### Interrupts

FISA64 uses a vectored interrupt system with support for 512 interrupt vectors.

### Interrupt Vector Table Usage

The following table outlines which vector is used for a given purpose. These vectors are specific to FISA64. Under the HW column an ‘x’ indicates that the interrupt is internally generated by the processor; the vector is hard-wired to that use. An ‘e’ indicates an externally generated interrupt, the usage may vary depending on the system.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Vecno |  | HW | Description |  |
| 0 |  |  |  |  |
| 1 |  |  |  |  |
| 2 |  |  | FMTK Scheduler |  |
| 3 |  |  | debug interrupt |  |
| 4 |  |  | OS API call |  |
| 449 | KRST | e | Keyboard reset interrupt |  |
| 450 | MSI | e | Millisecond Interrupt |  |
| 451 | TICK | e | FMTK Tick Interrupt |  |
| 463 | KBD | e | Keyboard interrupt |  |
| 487 | BND | x | Bounds check exception |  |
| 488 | DBZ | x | divide by zero |  |
| 489 | OFL | x | overflow |  |
| 493 | FLT | x | floating point exception |  |
| 494 | TAP | x | debug tap interrupt |  |
| 495 | SSM | x | single-step interrupt |  |
| 496 | BPT | x | breakpoint |  |
| 497 | EXF | x | Executable fault |  |
| 498 | DWF | x | Data write fault |  |
| 499 | DRF | x | data read fault |  |
|  |  |  |  |  |
| 501 | PRIV | x | privilege level violation |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
| 508 | DBE | x | data bus error |  |
| 509 | IBE | x | instruction bus error |  |
| 510 | NMI | x | Non-maskable interrupt |  |
|  |  |  |  |  |

# Instruction Set Description

A description of the instruction set follows.

## Instruction Size

Instructions are primarily 40 bits in size.

|  |
| --- |
| 39 0 |
| Inst |

## Constant Extensions

Constants may be extended up to 80 bits using constant post-words.

Shown below are the instruction formats for the ‘ADD’ immediate instruction with 20, 56, and 92 bits.

20 bit constant

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 39 20 | 19 14 | 13 8 | 7 0 |  |
| Immediate20 | Rt6 | Ra6 | 048 | ADD Rt,Ra,#imm |

56 bit constant

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Immediate19..0 | Rt6 | Ra6 | 048 | | ADD Rt, #imm |
| Immediate55..24 | | | Ch4 | I4 |

92 bit constant

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Immediate19..0 | Rt6 | Ra6 | 048 | | ADD Rt, #imm |
| Immediate55..24 | | | Ch4 | I4 |
| Immediate91..60 | | | Ch4 | I4 |

If a constant is encountered in the instruction stream it will be treated as a NOP operation. Normally the processor advances past constants as they are encountered.

### Arithmetic Instructions

Arithmetic instructions include add, subtract, multiply and divide. There are signed and unsigned versions of all arithmetic instructions.

### Logical / Bitwise Instructions

There is a group of bitwise instructions which may also be used for logical operations. These instructions include and, or, exclusive or, and their inverses.

### Branches

Branches integrate a compare and a branch operation into a single instruction. Both compare to register and compare to immediate value are supported for both signed and unsigned values. The branch architecture is quite powerful and although the instructions are 40 bits they may replace up to two instructions on other architectures. Consider an architecture that doesn’t support branching based on compare to immediates. It must first use a compare instruction, then a branch instruction. This may actually require 64 bits and two clock cycles to do in a 32 bit architecture.

Branches make use of a (2,2) correlating branch predictor with a 512 entry history table. Most branches can be completed in a single cycle.

Branch based on compare to register have the option of specifying the branch prediction. If the branch prediction is specified then the branch does not consume room in the branch predictor tables.

## ADD - Addition

ADD Rt, Ra, #i20

ADD Rt, Ra, Rb

**Instruction Formats**:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | | 19 14 | 13 8 | 7 0 |  |
| 04h8 | ~6 | Rt6 | | Rb6 | Ra6 | 028 | ADD Rt,Ra,Rb |
| Immediate20 | | | | Rt6 | Ra6 | 048 | ADD Rt,Ra,#imm |
|  | | | Immed10 | | Rt6 | 31h8 | ADD Rt,#imm10 |

**Operation**:

Register Immediate Form

Rt = Ra + immediate20

Register-Register Form

Rt = Ra + Rb

**Notes*:***

The immediate constant may be extended up to 80 bits.

Note there is a compressed 24 bit version of the immediate add instruction.

## ADDO – Addition with Overflow Detect

ADD Rt, Ra, #i20

ADD Rt, Ra, Rb

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 14h8 | ~6 | Rt6 | Rb6 | Ra6 | 028 | ADD Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 148 | ADD Rt,Ra,#imm |

**Operation**:

Register Immediate Form

Rt = Ra + immediate20

Register-Register Form

Rt = Ra + Rb

**Exceptions:** adder/subtracter overflow if enabled in EXROUT

**Notes:**

The immediate constant may be extended up to 80 bits.

Note there is a compressed 24 bit version of the immediate add instruction.

## AND – Bitwise ‘and’

AND Rt, Ra, #i20

AND Rt, Ra, Rb

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 08h8 | ~6 | Rt6 | Rb6 | Ra6 | 028 | AND Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 088 | AND Rt,Ra,#imm |

**Operation**:

**Register Immediate Form**

Rt = Ra & immediate

**Register-Register Form**

Rt = Ra & Rb

Notes***:***

The immediate constant may be extended up to 64 bits with immediate postfix instructions.

## ASL – Arithmetic Shift Left Register

Description:

Shift register to the left by an amount specified in either a second register or a constant in the instruction and place the result in the target register. A Zero is shifted into bit 0.

**Instruction Format**:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 32h8 | ~6 | | Rt6 | Rb6 | Ra6 | 028 | ASL Rt,Ra,Rb |
| 42h8 | ~5 | I1 | Rt6 | Immed6 | Ra6 | 028 | ASL Rt,Ra,#i6 |

**Operation:**

Rt = Ra << Rb

Clock Cycles: 1

Exceptions: overflow if the sign bit changes

Notes:

This instruction performs the same operation as the SHL instruction except that it may cause an overflow exception.

## ASR – Arithmetic Shift Right

ASR Rt, Ra, #i7

ASR Rt, Ra, Rb

**Description:**

Shift register to the right preserving the sign bit, by an amount specified in either a second register or a constant in the instruction and place the result in the target register. The value of the most significant bit is unchanged.

**Instruction Formats**:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 33h8 | ~6 | | Rt6 | Rb6 | Ra6 | 028 | ASR Rt,Ra,Rb |
| 43h8 | ~3 | I1 | Rt6 | Immed6 | Ra6 | 028 | ASR Rt,Ra,#i6 |

**Operation**:

**Register Immediate Form**

Rt = Ra >> immediate7

**Register-Register Form**

Rt = Ra >> Rb

Notes:

Performs an arithmetic shift right, preserving the sign bit of the value.

## BFCHG – Bitfield Change

**Description:**

Inverts the bitfield in Ra located between the mask begin (mb) and mask end (me) bits and stores the result in the target register.

**Instruction Format**:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 36 | 35 | 34 28 | 27 | 26 20 | 19 14 | 13 8 | 7 0 |
| 24 | ~1 | me7 | ~ | mb7 | Rt6 | Ra6 | 13h8 |

## BFCLR – Bitfield Clear

**Description:**

Sets the bits to zero of the bitfield in Ra located between the mask begin (mb) and mask end (me) bits and stores the result in the target register.

**Instruction Format**:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 36 | 35 | 34 28 | 27 | 26 20 | 19 14 | 13 8 | 7 0 |
| 14 | ~1 | me7 | ~ | mb7 | Rt6 | Ra6 | 13h8 |

## BFEXT – Bitfield Extract

**Description:**

Extracts a bitfield from register Ra located between the mask begin (mb) and mask end (me) bits and places the sign extended result into the target register. This instruction may be used to sign extend a value beginning at any bit.

**Instruction Format**:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 36 | 35 | 34 28 | 27 | 26 20 | 19 14 | 13 8 | 7 0 |
| 54 | ~1 | me7 | ~ | mb7 | Rt6 | Ra6 | 13h8 |

## BFEXTU – Bitfield Extract Unsigned

**Description:**

Extracts a bit-field from register Ra located between the mask begin (mb) and mask end (me) bits and places the zero extended result into the target register. This instruction may be used to zero extend a value beginning at any bit.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 36 | 35 | 34 28 | 27 | 26 20 | 19 14 | 13 8 | 7 0 |
| 64 | ~1 | me7 | ~ | mb7 | Rt6 | Ra6 | 13h8 |

## BFINS – Bitfield Insert

**Description:**

Inserts a bitfield into the target register located between the mask begin (mb) and mask end (me) bits from the low order bits of Ra or an immediate value.

**Instruction Format**:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 36 | 35 | 34 28 | 27 | 26 20 | 19 14 | 13 8 | 7 0 |
| 34 | ~1 | me7 | ~ | mb7 | Rt6 | Ra6 | 13h8 |
| 44 | ~1 | me7 | ~ | mb7 | Rt6 | Imm6 | 13h8 |

## BFSET – Bitfield Set

**Description:**

Sets the bits to one of the bitfield in Ra located between the mask begin (mb) and mask end (me) bits and stores the result in the target register.

**Instruction Format**:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 36 | 35 | 34 28 | 27 | 26 20 | 19 14 | 13 8 | 7 0 |
| 04 | ~1 | me7 | ~ | mb7 | Rt6 | Ra6 | 13h8 |

## BBC – Branch on Bit Clear

Description:

Branch if a bit in a register is false. The branch range is approximately +/- 32k bytes.

Instruction Formats:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Target15..0 | P2 | ~1 | Bitno7 | Ra6 | 54h8 |

Operation:

if (~Ra[bitno])

pc <= pc + sign extended Target;

Clock Cycles: 1 if prediction is true, 3 otherwise

## BBS – Branch on Bit Set

Description:

Branch if a bit in a register is true. The branch range is approximately +/- 128k bytes.

Instruction Formats:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Target15..0 | P2 | ~1 | Bitno7 | Ra6 | 55h8 |

Operation:

if (~Ra[bitno])

pc <= pc + sign extended Target;

Clock Cycles: 1 if prediction is true, 3 otherwise

## Bcc – Branch on Compare to Register

Description:

Branch if a comparison condition between a register and another register value is true. The branch range is approximately +/- 32k bytes.

These instructions allow a static branch prediction to be specified. If the branch prediction is statically specified then the branch does not consume room in the branch history table. This may improve the accuracy of predicted branches.

Instruction Formats:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Target15..0 | P2 | ~2 | Rb6 | Ra6 | Opcode8 |

Operation:

if (Ra cond Rb)

pc <= pc + sign extended Target;

Clock Cycles: 1 if prediction is true, 3 otherwise

Conditions:

|  |  |  |
| --- | --- | --- |
| Opcode8 | Mne. | Description |
| 46 | BEQ | branch if equal |
| 47 | BNE | not equal |
| 48 | BLT | signed less than |
| 49 | BGE | signed greater than or equal |
| 4A | BLE | signed less than or equal |
| 4B | BGT | signed greater than |
| 4C | BLTU | unsigned less than |
| 4D | BGEU | unsigned greater than or equal |
| 4E | BLEU | unsigned less than or equal |
| 4F | BGTU | unsigned greater than |

|  |  |
| --- | --- |
| P2 | Meaning |
| 0 | don’t predict |
| 1 | reserved |
| 2 | predict not taken |
| 3 | predict taken |

## BccI – Branch on Compare to Immediate

Description:

Branch if a comparison condition between a register and an eight bit immediate value is true. The branch range is approximately +/- 32k bytes. The immediate value is sign extended before use. Constant postfix words may be used to extend the immediate to 64 bits.

Instruction Formats:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Target15..0 | P2 | Imm7..0 | Ra6 | Opcode8 |

Operation:

if (Ra cond #imm)

pc <= pc + displacement

Clock Cycles: 1 if prediction is true, 3 otherwise

Conditions:

|  |  |  |
| --- | --- | --- |
| Opcode8 | Mne. | Description |
| 56 | BEQ # | branch if equal |
| 57 | BNE # | not equal |
| 58 | BLT # | signed less than |
| 59 | BGE # | signed greater than or equal |
| 5A | BLE # | signed less than or equal |
| 5B | BGT # | signed greater than |
| 5C | BLTU # | unsigned less than |
| 5D | BGEU # | unsigned greater than or equal |
| 5E | BLEU # | unsigned less than or equal |
| 5F | BGTU # | unsigned greater than |

## BRA – Branch Unconditionally

BRA target\_address

Instruction Formats:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Target15..0 | 32 | ~2 | 06 | 06 | 46h8 |

**Operation**:

**Notes**:

This instruction is typically encoded with a static prediction of taken.

## BRK – Breakpoint Exception

BRK address

**Instruction Formats**:

|  |  |  |  |
| --- | --- | --- | --- |
| 23 | 22 17 | 16 8 | 7 0 |
| N | ~6 | Cause9 | 008 |

**Operation**:

**Notes:**

The ‘N’ bit indicates whether to return to the next address (1) or the address of the breakpoint (0).

Perform a global interrupt, exception or debug handler. The BRK instruction is used by hardware interrupts to call a hardware interrupt processing routine. The appropriate return instruction (RTI) should be used to return from the BRK handler. The BRK instruction causes the processor to switch to machine mode. Operating level zero is set along with privilege level zero. The BRK handler may redirect exceptions to a lower operating level (numerically higher) using the REX instruction.

The status register and program counter are pushed to internal stacks. Further interrupts are automatically disabled. Additionally the cause register is loaded with the value specified in the instruction.

## CALL – Call Subroutine

CALL (abs[Rn])

CALL d(Rn)

Description:

This instruction performs a subroutine call operation. First the return address is pushed onto the stack (the address of the next instruction). Next the program counter is loaded from the specified operand.

If register 63 is specified for Ra, then the address of the instruction is substituted for use in calculating the target address. This allows program counter relative addressing to be used.

Instruction Formats:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | 06 | Ra6 | 50h8 | CALL |
| Immed20 | 06 | Ra6 | 51h8 | CALLI |

**Operation**:

Memory Indexed Indirect Form

SP = SP – 10

memory[SP] = return address

PC = memory[address + Rn]

Register Indirect with Displacement Form

SP = SP – 10

memory[SP] = return address

PC = displacement + Rn

Notes:

The address constant may be extended up to 80 bits with immediate postfix instructions.

## CAS – Compare and Swap

CAS R1,R2,d[R4]

**Instruction Format:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Disp15 | Rst5 | Ra5 | 6C7h | CAS |

**Operation:**

if memory[Ra+displacement] = casreg

memory[Ra + displacement] = Rst

Rst = 1

else

casreg = memory [Ra + displacement]

Rst = 0

**Description:**

If the contents of the addressed memory cell is equal to the contents of CAS special purpose register then a sixty-four bit value is stored to memory from the source register Rst and Rst is set equal to one. Otherwise Rst is set to zero and the contents of the memory cell is loaded into CAS. The memory address is the sum of the sign extended displacement and register Ra. The compare and swap operation is an atomic operation; the bus is locked during the load and potential store operation. This operation assumes that the addressed memory location is part of the volatile region of memory and bypasses the data cache. Note that the memory system must support bus locks in order for this instruction to work as expected.

This instruction is typically used to implement semaphores. The LWAR and SWCR may also be used to perform a similar function where the memory system does not support bus locks, but support address reservations instead.

**Assembler:**

CAS Rt,Rt,displacement[Ra]

## CHK – Check and Exception

CHK Rt, Ra, Bn

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 0Bh8 | ~6 | Rc6 | Rb6 | Ra6 | 028 | CHK Ra,Rb,Rc |
| Immediate20 | | | Rb6 | Ra6 | 0B8 | CHK Ra,Rb,#imm |

**Operation**:

if not (Ra >= Rb and Ra < Rc or immediate)

take bounds exception

**Notes:**

This instruction may be used to validate a pointer or array index.

A register is checked against the upper and lower bounds contained in a register identified by the instruction. If the register is not between the upper and lower bounds then a bounds check exception is taken.

The immediate constant may be extended up to 80 bits with immediate prefix instructions.

This exception may be routed to either a local or global exception handler depending on the setting in the EXROUT CSR.

## CMP - Comparison

CMP Rt, Ra, #i20

CMP Rt, Ra, Rb

**Description**

CMP performs a signed comparison of operands and sets the target register to -1, 0, or +1 if the first operand is less than, equal to, or greater than the second respectively.

The immediate constant may be extended up to 64 bits with immediate prefix instructions.

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 06h8 | ~6 | Rt6 | Rb6 | Ra6 | 028 | CMP Rt,Ra,Rb |
| Immediate20 | | | Rb6 | Ra6 | 068 | CMP Rt,Ra,#imm |

**Operation**:

**Register Immediate Form**

if (Ra < immediate)

Rt = -1

else if (Ra = immediate)

Rt = 0

else

Rt = 1

**Register-Register Form**

if (Ra < Rb)

Rt = -1

else if (Ra = Rb)

Rt = 0

else

Rt = 1

## CMPU – Unsigned Comparison

CMPU Rt, Ra, #i20

CMPU Rt, Ra, Rb

**Description**

CMPU performs a unsigned comparison of operands and sets the target register to -1, 0, or +1 if the first operand is less than, equal to, or greater than the second respectively.

The immediate constant may be extended up to 80 bits with immediate postfix instructions.

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 06h8 | ~6 | Rt6 | Rb6 | Ra6 | 028 | CMP Rt,Ra,Rb |
| Immediate20 | | | Rb6 | Ra6 | 068 | CMP Rt,Ra,#imm |

**Operation**:

**Register Immediate Form**

if (Ra < immediate)

Rt = -1

else if (Ra = immediate)

Rt = 0

else

Rt = 1

**Register-Register Form**

if (Ra < Rb)

Rt = -1

else if (Ra = Rb)

Rt = 0

else

Rt = 1

## COM – Bitwise Ones Complement

COM Rt, Ra

**Description**

All the bits in Ra are inverted and placed into the target register Rt. This is an alternate mnemonic for the XOR instruction.

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 |  | 20 | 19 14 | 13 8 | 7 0 |  |
| FFFFFh20 | | | Rt6 | Ra6 | 0A8 | XOR Rt,Ra,#imm |

**Operation**:

Register Immediate Form

Rt = Ra ^ -1

Notes***:***

## CSEV – Conditional Set if Even

CSEV Rt, Ra, #i20

CSEV Rt, Ra, Rb

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 678 | ~6 | Rt6 | Rb6 | Ra6 | 028 | CSEV Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 678 | CSEV Rt,Ra,#imm |

**Operation**:

Register Immediate Form

If Ra mod 2 = 0

Rt = immediate

Register-Register Form

If Ra mod 2 = 0

Rt = Rb

**Notes*:***

The immediate constant may be extended up to 80 bits.

## CSN – Conditional Set if Negative

CSN Rt, Ra, #i20

CSN Rt, Ra, Rb

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 628 | ~6 | Rt6 | Rb6 | Ra6 | 028 | CSN Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 628 | CSN Rt,Ra,#imm |

**Operation**:

Register Immediate Form

If Ra<0

Rt = immediate

Register-Register Form

If Ra<0

Rt = Rb

**Notes*:***

The immediate constant may be extended up to 80 bits.

## CSNN – Conditional Set if Non-Negative

CSN Rt, Ra, #i20

CSN Rt, Ra, Rb

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 638 | ~6 | Rt6 | Rb6 | Ra6 | 028 | CSN Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 638 | CSN Rt,Ra,#imm |

**Operation**:

Register Immediate Form

If Ra >= 0

Rt = immediate

Register-Register Form

If Ra >= 0

Rt = Rb

Notes***:***

The immediate constant may be extended up to 64 bits.

## CSNP – Conditional Set if Not Positive

CSNP Rt, Ra, #i20

CSNP Rt, Ra, Rb

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 658 | ~6 | Rt6 | Rb6 | Ra6 | 028 | CSNP Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 658 | CSNP Rt,Ra,#imm |

**Operation**:

Register Immediate Form

If Ra<=0

Rt = immediate

Register-Register Form

If Ra<=0

Rt = Rb

**Notes*:***

The immediate constant may be extended up to 80 bits.

## CSNZ – Conditional Set if Non-Zero

CSNZ Rt, Ra, #i20

CSNZ Rt, Ra, Rb

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 618 | ~6 | Rt6 | Rb6 | Ra6 | 028 | CSZ Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 618 | CSZ Rt,Ra,#imm |

**Operation**:

Register Immediate Form

If Ra<>0

Rt = immediate

Register-Register Form

If Ra<>0

Rt = Rb

**Notes*:***

The immediate constant may be extended up to 80 bits.

## CSOD – Conditional Set if Odd

CSO Rt, Ra, #i20

CSO Rt, Ra, Rb

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 668 | ~6 | Rt6 | Rb6 | Ra6 | 028 | CSOD Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 668 | CSOD Rt,Ra,#imm |

**Operation**:

Register Immediate Form

If Ra mod 2 = 1

Rt = immediate

Register-Register Form

If Ra mod 2 = 1

Rt = Rb

**Notes*:***

The immediate constant may be extended up to 80 bits.

## CSP – Conditional Set if Positive

CSP Rt, Ra, #i20

CSP Rt, Ra, Rb

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 648 | ~6 | Rt6 | Rb6 | Ra6 | 028 | CSP Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 648 | CSP Rt,Ra,#imm |

**Operation**:

Register Immediate Form

If Ra>0

Rt = immediate

Register-Register Form

If Ra>0

Rt = Rb

**Notes*:***

The immediate constant may be extended up to 80 bits.

## CSR – Control and Status Register Update

Description:

This instruction atomically reads the CSR into a target register then sets it to either an immediate value supplied by the instruction or a value supplied by a register. Individual bits in the CSR may be set or cleared by the CSRRSI and CSRRCI instructions. Which CSR register to access may be specified by an immediate constant in the instruction, or by the contents of a register.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 3938 | 3736 | 35 22 | 21 14 | 13 8 | 7 0 |  |
| Op2 | 02 | CSR14 | Imm7..0 | Rt6 | 0Fh8 | CSRI8 |

Immediate to CSR #

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Op2 | 12 | ~8 | Rt6 | Imm7..0 | Ra6 | 0Fh6 |  |

Immediate to CSR Ra

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Op2 | 22 | ~8 | Rt6 | ~2 | Rb6 | Ra6 | 0Fh6 |  |

Register to CSR Ra

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Op2 | 32 | CSR14 | ~2 | Rt6 | Ra6 | 0Fh6 |  |

Register to CSR #

|  |  |  |
| --- | --- | --- |
| Op2 | Mne. | Description |
| 0 | CSRRWI | Write the entire value of immediate to the CSR |
| 1 | CSRRSI | Set the bits in the CSR according to the bits set in the immediate |
| 2 | CSRRCI | Clear the bits in the CSR according to the bits set in the immediate |
| 3 |  | not used |

Note that not all CSR’s support the CSRRS and CSRRC instructions.

CSR’s are determined by the lower 12 bits of the CSR field in the instruction. The upper two bits of the CSR field are reserved, and may be used in the future to resolve the core’s operating level.

## CSZ – Conditional Set if Zero

CSZ Rt, Ra, #i20

CSZ Rt, Ra, Rb

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 608 | ~6 | Rt6 | Rb6 | Ra6 | 028 | CSZ Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 608 | CSZ Rt,Ra,#imm |

**Operation**:

Register Immediate Form

If Ra=0

Rt = immediate

Register-Register Form

If Ra=0

Rt = Rb

Notes***:***

The immediate constant may be extended up to 64 bits.

## DIV – Signed Division

DIV Rt, Ra, #i20

DIV Rt, Ra, Rb

Description:

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 18h8 | ~6 | Rt6 | Rb6 | Ra6 | 028 | DIV Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 188 | DIV Rt,Ra,#imm |

**Operation**:

Register Immediate Form

Rt = Ra / immediate

Register-Register Form

Rt = Ra / Rb

Notes***:***

The immediate constant may be extended up to 80 bits.

The signed registered form of the instruction may generate a divide by zero exception if the divisor is zero. All other forms of the instruction including signed division by a constant never generate any exceptions.

## DIVU – Unsigned Division

DIVU Rt, Ra, #i20

DIVU Rt, Ra, Rb

Description:

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 19h8 | ~6 | Rt6 | Rb6 | Ra6 | 028 | DIVU Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 198 | DIVU Rt,Ra,#imm |

**Operation**:

Register Immediate Form

Rt = Ra / immediate

Register-Register Form

Rt = Ra / Rb

Notes***:***

The immediate constant may be extended up to 80 bits.

## FBcc – Float Branch on Compare to Register

Description:

Branch if the floating point comparison condition between a register and another register value is true. The branch range is approximately +/- 32k bytes.

Instruction Formats:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Target15..0 | P2 | S2 | Rb6 | Ra6 | Opcode8 |

Operation:

if (Ra cond #imm)

pc <= pc + displacement

Clock Cycles: 3 if branch is taken, otherwise 1

Conditions:

|  |  |  |
| --- | --- | --- |
| Opcode8 | Mne. | Description |
| 36 | FBEQ | branch if equal |
| 37 | FBNE | not equal |
| 38 | FBLT | less than |
| 39 | FBGE | greater than or equal |
| 3A | FBLE | less than or equal |
| 3B | FBGT | greater than |
| 3C | FBOR | ordered |
| 3D | FBUN | unordered |

|  |  |
| --- | --- |
| S2 | Precision (Size) |
| 0 | single |
| 1 | double |
| 2 | reserved |
| 3 | quad |

## IMM – Immediate Postfix

IMM #i36

**Instruction Formats**:

|  |  |  |  |
| --- | --- | --- | --- |
| Constant35..4 | Ch4 | C4 | IMM |

**Operation**:

**Notes**:

The IMM prefix appends 36 bits onto the 20 bit or 8 bit constant field of the previous instruction then sign extends the resulting 56 bit constant out to 80 bits. Two immediate prefix instructions may be used in succession in order to append up to 80 bits onto the constant field of the following instruction. Thus a full 80 bit constant may be used by most instructions.

The immediate postfix may not be used to extend the range of a branch instruction. If there is an immediate postfix applied to an instruction that doesn’t use a constant, then the postfix will be ignored.

## INC – Increment memory word

INC d(Rn),#n

Instruction Formats:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Displacement15 | Imm5 | Ra5 | 647h | INC d15(Rn),#n |

Operation:

**Register Indirect with Displacement Form**

memory[displacement + Ra] = memory[displacement + Ra] + n

Notes:

Increments the memory word by a signed five bit immediate constant. The displacement constant may be extended up to 64 bits with immediate prefix instructions.

## JAL – Jump and Link

JAL Rd,(abs,Rn)

JAL Rd,d(Rn)

Instruction Formats:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Rt6 | Ra6 | 40h8 | JAL |
| Immed20 | Rt6 | Ra6 | 41h8 | JALI |

Operation:

Memory Indexed Indirect Form

PC = memory[address + Rn]

Register Indirect with Displacement Form

PC = displacement + Rn

Notes:

The address constant may be extended up to 80 bits with immediate postfix instructions.

## JMP – Jump

JMP (abs,Rn)

JMP d(Rn)

Instruction Formats:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | 06 | Ra6 | 40h8 | JMP |
| Immed20 | 06 | Ra6 | 41h8 | JMPI |

Operation:

Memory Indexed Indirect Form

PC = memory[address + Rn]

Register Indirect with Displacement Form

PC = displacement + Rn

Notes:

The address constant may be extended up to 80 bits with immediate postfix instructions.

This instruction is an alternate mnemonic for the JAL / JALI instruction, where the target register is specified as zero.

If Ra is specified as 63 then the current instruction address is used in forming the target address. This allows program counter relative addresses to be formed.

## LDB – Load Byte with Sign Extend

## LDBX – Load Byte with Sign Extend

LDB Rt, d(Rn)

LDB Rt, d(Ra + Rb \* scale)

**Description:**

This instruction loads an eight bit quantity into a register then sign extends the value to the width of the machine.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | Rt6 | Ra6 | 80h8 | LDB Rt,d18(Rn) |
| Displacement11 | Sc3 | Rt6 | Rb6 | Ra6 | A0h8 | LDB Rt,d(Ra+Rb\*sc) |

Operation:

Register Indirect with Displacement Form

Rt = sign extend(memory[displacement + Ra])

Register-Register Form

Rt = sign extend(memory[offset + Ra + Rb \* scale])

Notes:

The displacement constant may be extended up to 80. The offset constant for indexed mode may not be extended.

|  |  |
| --- | --- |
| Sc2 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |

## LDBU – Load Byte with Zero Extend

## LDBUX – Load Byte with Zero Extend

LDBU Rt, d(Rn)

LDBU Rt, d(Ra + Rb \* scale)

**Description:**

This instruction loads an eight bit quantity into a register then zero extends the value to the width of the machine.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | Rt6 | Ra6 | 81h8 | LDBU Rt,d20(Rn) |
| Displacement11 | Sc3 | Rt6 | Rb6 | Ra6 | A1h8 | LDBU Rt,d(Ra+Rb\*sc) |

Operation:

Register Indirect with Displacement Form

Rt = sign extend(memory[displacement + Ra])

Register-Register Form

Rt = sign extend(memory[offset + Ra + Rb \* scale])

Notes:

The displacement constant may be extended up to 80. The offset constant for indexed mode may not be extended.

|  |  |
| --- | --- |
| Sc2 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |

## LDD – Load Deci-byte with Sign Extend

## LDDX – Load Deci-byte with Sign Extend

LDD Rt, d(Rn)

LDD Rt, d(Ra + Rb \* scale)

Description:

This instruction loads an 80 bit value into a register and sign extends it to the register width.

Instruction Formats:

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | | | Rt6 | Ra6 | 86h8 | LDD Rt,d20(Rn) |
| Displacement11 | | Sc3 | Rt7 | | Rb6 | Ra6 | A6h8 | LDD Rt,d(Ra+Rb\*sc) |
|  | | | | Disp10 | | Rt6 | 72h8 | LDD Rt,d[bp] |
|  | Displacement12 | | | | Rt6 | Ra6 | 73h8 |  |

Operation:

Register Indirect with Displacement Form

Rt = sign extend(memory[displacement + Ra])

Register-Register Form

Rt = sign extend(memory[offset + Ra + Rb \* scale])

Notes:

The displacement constant may be extended up to 80 bits with immediate prefix instructions. The offset constant for indexed mode may not be extended.

|  |  |
| --- | --- |
| Sc3 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |
| 6 | 10 |

## LDLI – Load Lower Immediate

LDLI Rn,#i27

**Description:**

This instruction loads a 27 bit immediate constant into the low order bits of a register and sign extends the result to the width of the register.

**Instruction Formats**:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Constant26..1 | Rt6 | 60h7 | I0 | IMM |

## LDMI – Load Middle Immediate

LDMI Rn,#i27

**Description:**

This instruction loads a 27 bit immediate constant into the bits 27 to 53 of a register and sign extends the result to the width of the register. The current low order bits of the register are not affected.

**Instruction Formats**:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Constant53..28 | Rt6 | 61h7 | I27 | IMM |

## LDUI – Load Upper Immediate

LDUI Rn,#i27

**Description:**

This instruction loads a 27 bit immediate constant into the bits 54 to 79 of a register. The current low order bits of the register are not affected.

**Instruction Formats**:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Constant79..55 | Rt6 | 62h7 | I54 | IMM |

## LDP – Load Pentabyte with Sign Extend

## LDPX – Load Pentabyte with Sign Extend

LDP Rt, d(Rn)

LDP Rt, d(Ra + Rb \* scale)

Description:

This instruction loads a 40 bit value into a register and sign extends it to the register width.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | Rt6 | Ra6 | 84h8 | LDT Rt,d20(Rn) |
| Displacement11 | Sc3 | Rt7 | Rb6 | Ra6 | A4h8 | LDT Rt,d(Ra+Rb\*sc) |

Operation:

Register Indirect with Displacement Form

Rt = sign extend(memory[displacement + Ra])

Register-Register Form

Rt = sign extend(memory[offset + Ra + Rb \* scale])

Notes:

The displacement constant may be extended up to 80 bits with immediate prefix instructions. The offset constant for indexed mode may not be extended.

|  |  |
| --- | --- |
| Sc2 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |

## LDPU – Load Pentabyte with Zero Extend

## LDPUX – Load Pentabyte with Zero Extend

LDPU Rt, d(Rn)

LDPU Rt, d(Ra + Rb \* scale)

Description:

This instruction loads a 40 bit value into a register and zero extends it to the register width.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | Rt6 | Ra6 | 85h8 | LDTU Rt,d19(Rn) |
| Displacement11 | Sc3 | Rt7 | Rb6 | Ra6 | A5h8 | LDTU Rt,d(Ra+Rb\*sc) |

Operation:

Register Indirect with Displacement Form

Rt = sign extend(memory[displacement + Ra])

Register-Register Form

Rt = sign extend(memory[offset + Ra + Rb \* scale])

Notes:

The displacement constant may be extended up to 80 bits with immediate prefix instructions. The offset constant for indexed mode may not be extended.

|  |  |
| --- | --- |
| Sc2 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |

## LDDAR – Load Deci-byte with Sign Extend and Reserve

## LDDARX – Load Deci-byte with Sign Extend and Reserve

LDDAR Rt, d(Rn)

LDDAR Rt, d(Ra + Rb \* scale)

Description:

This instruction loads an 80 bit value into a register and sign extends it to the register width. In addition the memory reservation signal is activated.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | Rt6 | Ra6 | 8Eh8 | LDDAR Rt,d20(Rn) |
| Displacement11 | Sc3 | Rt7 | Rb6 | Ra6 | AEh8 | LDDAR Rt,d(Ra+Rb\*sc) |

Operation:

Register Indirect with Displacement Form

Rt = sign extend(memory[displacement + Ra])

Register-Register Form

Rt = sign extend(memory[offset + Ra + Rb \* scale])

Notes:

The displacement constant may be extended up to 80 bits with immediate prefix instructions. The offset constant for indexed mode may not be extended.

|  |  |
| --- | --- |
| Sc2 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |

## LDW – Load Wyde with Sign Extend

## LDWX – Load Wyde with Sign Extend

LDW Rt, d(Rn)

LDW Rt, d(Ra + Rb \* scale)

**Description:**

This instruction loads a sixteen bit quantity into a register then sign extends it to the width of the register.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | Rt6 | Ra6 | 82h8 | LDW Rt,d20(Rn) |
| Displacement11 | Sc3 | Rt7 | Rb6 | Ra6 | A2h8 | LDW Rt,d(Ra+Rb\*sc) |

Operation:

Register Indirect with Displacement Form

Rt = sign extend(memory[displacement + Ra])

Register-Register Form

Rt = sign extend(memory[offset + Ra + Rb \* scale])

Notes:

The displacement constant may be extended up to 80. The offset constant for indexed mode may not be extended.

|  |  |
| --- | --- |
| Sc2 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |

## LDWU – Load Wyde with Zero Extend

## LDWUX – Load Wyde with Zero Extend

LDWU Rt, d(Rn)

LDWU Rt, d(Ra + Rb \* scale)

**Description:**

This instruction loads a sixteen bit quantity into a register then zero extends it to the width of the register.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | Rt6 | Ra6 | 83h8 | LDWU Rt,d20(Rn) |
| Displacement11 | Sc3 | Rt7 | Rb6 | Ra6 | A3h8 | LDWU Rt,d(Ra+Rb\*sc) |

Operation:

Register Indirect with Displacement Form

Rt = sign extend(memory[displacement + Ra])

Register-Register Form

Rt = sign extend(memory[offset + Ra + Rb \* scale])

Notes:

The displacement constant may be extended up to 80. The offset constant for indexed mode may not be extended.

|  |  |
| --- | --- |
| Sc2 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |

## LEA – Load Effective Address

LEA Rt,d(Ra)

LEA Rt, d(Ra + Rb \* scale)

**Description**

This instruction loads the effective address of a memory operand into a register.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | Rt6 | Ra6 | 26h8 | LEA Rt,d19(Rn) |
| Displacement11 | Sc3 | Rt6 | Rb6 | Ra6 | 27h8 | LEA Rt,d(Ra+Rb\*sc) |

Operation:

**Indexed Form**

Rt = address of (memory32[offset + Ra + Rb \* scale])

**Notes**:

This instruction loads the target register with the address of the memory determined by the indexing operation.

The displacement constant may be extended up to 80 bits with immediate postfix instructions.

|  |  |
| --- | --- |
| Sc3 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |

## MOV – Move Register to Register

Description:

The contents of the source register Ra are moved to the target register Rt.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| 23 20 | 19 14 | 13 8 | 7 0 |
| ~4 | Rt6 | Ra6 | 30h8 |

Clock Cycles: 1

Exceptions: none

## MUL - Multiplication

MUL Rt, Ra, #i20

MUL Rt, Ra, Rb

Description:

This instruction multiplies two values using signed arithmetic. The first value is in a register, the second value may be either in a register or an immediate constant. The signed result is placed in the target register.

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 10h8 | ~6 | Rt6 | Rb6 | Ra6 | 028 | MUL Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 108 | MUL Rt,Ra,#imm |

Operation:

Register Immediate Form

Rt = Ra \* immediate20

Register-Register Form

Rt = Ra \* Rb

Clock Cycles: 8

Exceptions:

Multiplier overflow (if enabled in the EXROUT CSR). By default the multiplier overflow exception is not enabled.

Multiplier overflow occurs if the upper bits of the product (bits 159 to 80) are not equal to the most significant bit (bit 79).

Notes***:***

The immediate constant may be extended up to 64 bits.

## MULU – Unsigned Multiplication

MULU Rt, Ra, #i20

MULU Rt, Ra, Rb

Description:

This instruction multiplies two values using unsigned arithmetic. The first value is in a register, the second value may be either in a register or an immediate constant. The unsigned result is placed in the target register.

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 11h8 | ~6 | Rt6 | Rb6 | Ra6 | 028 | MUL Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 118 | MUL Rt,Ra,#imm |

Operation:

Register Immediate Form

Rt = Ra \* immediate20

Register-Register Form

Rt = Ra \* Rb

Clock Cycles: 8

Exceptions:

Multiplier overflow (if enabled in the EXROUT CSR). By default the multiplier overflow exception is not enabled.

Multiplier overflow occurs if the upper bits of the product (bits 159 to 80) are not equal zero.

Notes***:***

The immediate constant may be extended up to 64 bits.

MUL - Multiplication

## MUX – Bitwise Multiplex

MUX Rt, Ra, Rb, Rc

**Desription:**

This instruction copies bits to the target register from either register Rb or Rc depending on the setting of the corresponding bit in register Ra. If a bit in Ra is set then the corresponding bit from Rb is copied to Rt, otherwise the corresponding bit from Rc is copied to Rt.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 5Fh8 | Rt6 | Rc6 | Rb6 | Ra6 | 028 | MUX Rt,Ra,Rb,Rc |

Operation:

**Register-Register Form**

for bit = 0 to 79

Rt[bit] = Ra[bit] ? Rb[bit] : Rc[bit]

## POP – Pop Register from Stack

Instruction Format:

|  |  |  |
| --- | --- | --- |
| 1514 | 13 8 | 7 0 |
| ~2 | Rt6 | 71h8 |

Example:

POP r1

## PUSH – Push Register on Stack

Instruction Format:

|  |  |  |
| --- | --- | --- |
| 1514 | 13 8 | 7 0 |
| ~2 | Ra6 | 70h8 |

Example:

PUSH r1

## ROL – Rotate Left Register

Description:

Rotates the register to the left by an amount specified in either a second register or a constant in the instruction and place the result in the target register. Bit 79 is shifted into bit 0.

**Instruction Format**:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 34h8 | ~6 | | Rt6 | Rb6 | Ra6 | 028 | ROL Rt,Ra,Rb |
| 44h8 | ~5 | I1 | Rt6 | Immed6 | Ra6 | 028 | ROL Rt,Ra,#i7 |

**Operation:**

Rt = Ra << Rb

Clock Cycles: 1

Exceptions: none

Notes:

## ROR – Rotate Right Register

Description:

Rotates the register to the right by an amount specified in either a second register or a constant in the instruction and place the result in the target register. Bit 0 is shifted into bit 79.

**Instruction Format**:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 35h8 | ~6 | | Rt6 | Rb6 | Ra6 | 028 | ROR Rt,Ra,Rb |
| 45h8 | ~5 | I1 | Rt6 | Immed6 | Ra6 | 028 | ROR Rt,Ra,#i7 |

**Operation:**

Rt = Ra >> Rb

Clock Cycles: 1

Exceptions: none

Notes:

## RET – Return From Subroutine

RET #i16

**Description**

This instruction performs a return from subroutine operation. The program counter is loaded from the stack, then the stack pointer incremented by the amount specified in the instruction.

Instruction Formats:

|  |  |  |
| --- | --- | --- |
| Immediate16 | EFh8 | RET #i16 |

Operation:

PC = memory[SP]

SP = SP + Immediate

**Notes**:

The stack pointer may be adjusted in order to remove parameters from the stack. In assembler code if an immediate value is specified it must include ten bytes for popping the return address. By default the immediate value is set to ten.

## REX – Redirect Exception

Description:

This instruction redirects an exception from an operating level to a lower operating level and privilege level. If the target operating level is hypervisor then the hypervisor privilege level (1) is set. If the target operating level is supervisor then one of the supervisor privilege levels must be chosen (2 to 7). This instruction if successful jumps to the target exception handler and does not return. If this instruction fails execution will continue with the next instruction.

This instruction may fail if exceptions are not enabled at the target level.

When redirecting to the supervisor level, the target privilege level is set to the bitwise ‘or’ of an immediate constant specified in the instruction and register Ra. One of these two values should be zero. The result should be a value in the range 2 to 7.

The location of the target exception handler is found in the trap vector register for that operating level (stvec, htvec).

The cause (cause) and bad address (badaddr) registers of the originating level are copied to the corresponding registers in the target level.

The REX instruction automatically enables exceptions for operating levels higher (numerically lower than) than the target level.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 23 16 | 1514 | 13 8 | 7 0 |  |
| PL8 | Tgt2 | Ra6 | E2h8 | R2 |

|  |  |
| --- | --- |
| Tgt2 |  |
| 0 | not used |
| 1 | redirect to hypervisor level |
| 2 | redirect to supervisor level |
| 3 | not used |

Clock Cycles: 3

Example:

|  |
| --- |
| REX super,2,r0 ; redirect to supervisor handler, privilege level two  ; If the redirection failed, exceptions were likely disabled at the target level.  ; Continue processing so the target level may complete it’s operation.  IRET ; redirection failed (exceptions disabled ?) |

Notes:

Since all exceptions are initially handled at the machine level the machine level handler must check for disabled lower level exceptions.

## RTI – Return from Interrupt

Description:

This instruction returns the processor from an exception handler back to the exceptioned code. The program counter and machine status are unstacked from internal registers. This instruction may also clear a semaphore register bit. Semaphore register bit #0 (the reservation status bit) is always cleared by this instruction.

Instruction Format:

|  |  |  |
| --- | --- | --- |
| 15 | 14 8 | 7 0 |
| ~ | Sema7 | E4h8 |

## SHL – Shift Left Register

Description:

Shift register to the left by an amount specified in either a second register or a constant in the instruction and place the result in the target register. A Zero is shifted into bit 0.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 32 | 31 26 | | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 30h8 | ~6 | | Rt6 | Rb6 | Ra6 | 028 | SHL Rt,Ra,Rb |
| 40h8 | ~5 | I1 | Rt6 | Immed6 | Ra6 | 028 | SHL Rt,Ra,#i7 |

Operation:

Rt = Ra << Rb

Clock Cycles: 1

Exceptions: none

## STB – Store Byte

## STBX – Store Byte

STB Rt, d(Rn)

STB Rt, d(Ra + Rb \* scale)

**Description**

This instruction stores a byte from a register to memory using either register indirect with displacement or scaled indexed addressing.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | Rs6 | Ra6 | 908h | STB Rs,d15(Rn) |
| Displacement11 | Sc3 | Rb6 | Rs6 | Ra6 | B08h | STB Rs,d(Ra+Rb\*sc) |

Operation:

**Register Indirect with Displacement Form**

memory[displacement + Ra] = Rs

**Register-Register Form**

memory[offset + Ra + Rb \* scale] = Rs

**Notes:**

The displacement constant may be extended up to 64 bits with immediate prefix instructions.

|  |  |
| --- | --- |
| Sc2 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |

## STD – Store Deci-byte

## STDX – Store Deci-byte

STD Rt, d(Rn)

STD Rt, d(Ra + Rb \* scale)

**Description**

This instruction stores a deci-byte (80 bits) from a register to memory using either register indirect with displacement or scaled indexed addressing.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | Rs6 | Ra6 | 938h | STD Rs,d15(Rn) |
| Displacement11 | Sc3 | Rb6 | Rs6 | Ra6 | B38h | STD Rs,d(Ra+Rb\*sc) |

Operation:

**Register Indirect with Displacement Form**

memory[displacement + Ra] = Rs

**Register-Register Form**

memory[offset + Ra + Rb \* scale] = Rs

**Notes:**

The displacement constant may be extended up to 64 bits with immediate prefix instructions.

|  |  |
| --- | --- |
| Sc2 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |

## STDCR – Store Deci-byte and Clear Reservation

STDCR Rt, d(Rn)

**Description**

This instruction conditionally stores a deci-byte (80 bits) from a register to memory using register indirect with displacement addressing. Memory is updated only if a reservation exists on the address. If memory was updated the least significant bit of the semaphore CSR is set, otherwise the bit is cleared. This instruction sets the cr\_o signal during execution. The memory system must be capable of aborting the store if there is no reservation present. The rb\_i status input bit is latched by this instruction.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | Rs6 | Ra6 | 958h | STDCR Rs,d20(Rn) |
| Displacement11 | Sc3 | Rb6 | Rs6 | Ra6 | B58h | STDCR Rs,d(Ra+Rb\*sc) |

Operation:

**Register Indirect with Displacement Form**

if (address reserved)

memory[displacement + Ra] = Rs

clear address reservation

**Register-Register Form**

If (address reserved)

memory[offset + Ra + Rb \* scale] = Rs

clear address reservation

**Notes:**

The displacement constant may be extended up to 64 bits with immediate prefix instructions.

|  |  |
| --- | --- |
| Sc2 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |

## STOP – Stop Processor

STOP

This instruction stops the processor placing it in low power mode by stopping the processor clock. The clock rate register is loaded with zero. The processor may begin processing again once a non-maskable interrupt occurs or a reset occurs. The processor may be slowed down without stopping the clock by adjusting the value in the clock rate register.

## STP – Store Penta

## STPX – Store Penta

STP Rt, d(Rn)

STP Rt, d(Ra + Rb \* scale)

**Description**

This instruction stores a penta-byte (40 bits) from a register to memory using either register indirect with displacement or scaled indexed addressing.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | Rs6 | Ra6 | 928h | STP Rs,d15(Rn) |
| Displacement11 | Sc3 | Rb6 | Rs6 | Ra6 | B28h | STP Rs,d(Ra+Rb\*sc) |

Operation:

**Register Indirect with Displacement Form**

memory[displacement + Ra] = Rs

**Register-Register Form**

memory[offset + Ra + Rb \* scale] = Rs

**Notes:**

The displacement constant may be extended up to 64 bits with immediate prefix instructions.

|  |  |
| --- | --- |
| Sc2 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |

## STW – Store Wyde

## STWX – Store Wyde

STW Rt, d(Rn)

STW Rt, d(Ra + Rb \* scale)

**Description**

This instruction stores a wyde from a register to memory using either register indirect with displacement or scaled indexed addressing.

Instruction Formats:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | Rs6 | Ra6 | 918h | STW Rs,d15(Rn) |
| Displacement11 | Sc3 | Rb6 | Rs6 | Ra6 | B18h | STW Rs,d(Ra+Rb\*sc) |

Operation:

**Register Indirect with Displacement Form**

memory[displacement + Ra] = Rs

**Register-Register Form**

memory[offset + Ra + Rb \* scale] = Rs

**Notes:**

The displacement constant may be extended up to 64 bits with immediate prefix instructions.

|  |  |
| --- | --- |
| Sc2 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |
| 4 | 16 |

## SXB – Sign Extend Byte

SXB Rt, Ra

**Description**

This instruction sign extends a byte in a register to the width of the register. This instruction is an alternate mnemonic for the BFEXT instruction.

Instruction Formats:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 36 | 35 | 34 28 | 27 | 26 20 | 19 14 | 13 8 | 7 0 |
| 54 | ~1 | 77 | ~ | 07 | Rt6 | Ra6 | 13h8 |

Operation:

**Register Form**

Rt = sign extend (Ra)

Notes:

The most significant bits (8 to 63) are loaded with the sign extension of bit 7.

## SXW – Sign Extend Wyde

SXW Rt, Ra

**Description**

This instruction sign extends a wyde in a register to the width of the register. This instruction is an alternate mnemonic for the BFEXT instruction.

Instruction Formats:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 36 | 35 | 34 28 | 27 | 26 20 | 19 14 | 13 8 | 7 0 |
| 54 | ~1 | 157 | ~ | 07 | Rt6 | Ra6 | 13h8 |

Operation:

**Register Form**

Rt = sign extend (Ra)

Notes:

The most significant bits (16 to 63) are loaded with the sign extension of bit 15.

## SXT – Sign Extend Tetra

SXT Rt, Ra

**Description**

This instruction sign extends a tetra in a register to the width of the register. This instruction is an alternate mnemonic for the BFEXT instruction.

Instruction Formats:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 36 | 35 | 34 28 | 27 | 26 20 | 19 14 | 13 8 | 7 0 |
| 54 | ~1 | 317 | ~ | 07 | Rt6 | Ra6 | 13h8 |

Operation:

**Register Form**

Rt = sign extend (Ra)

Notes:

The most significant bits (16 to 63) are loaded with the sign extension of bit 15.

## TGT – Jump / Call Target

TGT

**Description:**

This instruction identifies the location of a jump or call target. If the target exception is enabled the core will generate an exception if the destination of a call or jump operation doesn’t contain the TGT instruction. The TGT instruction is treated as a NOP.

**Instruction Formats**:

|  |  |
| --- | --- |
| 538 | TGT |

**Operation**:

Exceptions: target exception

Notes:

## WAIT – Wait For Interrupt

WAIT

**Instruction Formats**:

|  |  |
| --- | --- |
| E38 | WAI |

**Operation**:

if (no interrupt)

PC = PC

else

PC = PC + 1

Notes:

This instruction waits for an interrupt to occur before proceeding..

## XOR – Bitwise Exclusive ‘Or’

XOR Rt, Ra, #i20

XOR Rt, Ra, Rb

**Instruction Formats**:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 33 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |  |
| 0Ah8 | ~6 | Rt6 | Rb6 | Ra6 | 028 | XOR Rt,Ra,Rb |
| Immediate20 | | | Rt6 | Ra6 | 0A8 | XOR Rt,Ra,#imm |

**Operation**:

Register Immediate Form

Rt = Ra ^ immediate

Register-Register Form

Rt = Ra ^ Rb

Notes***:***

The immediate constant may be extended up to 80 bits.

## Floating Point Instruction Set

### FABS – Absolute Value

**Description:**

This instruction takes the absolute value of a double precision floating point number contained in a general purpose register. The sign bit of the number is cleared. The precision of the number is not affected and the number is not rounded.

**Instruction Format:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 38 | 37 35 | 34 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |
| ~2 | Prec2 | Rm3 | Rt6 | 156 | ~6 | Ra6 | F1h8 |

**Clock Cycles:** 3

**Execution Units:** All Floating Point

**Operation:**

Rt = Ra

### FADD – Floating point addition

**Description:**

Add two floating point numbers in registers Ra and Rb and place the result into target register Rt.

**Instruction Format:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 38 | 37 35 | 34 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |
| ~2 | Prec3 | Rm3 | Rt6 | 046 | Rb6 | Ra6 | F1h8 |

**Clock Cycles: 10**

**Execution Units:** All Floating Point

### FCMP - Float Compare

**Description:**

The register compare instruction compares two registers as floating point values and sets the flags in the target integer register as a result.

**Instruction Format:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 38 | 37 35 | 34 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |
| ~2 | Prec3 | Rm3 | Rt6 | 066 | Rb6 | Ra6 | F1h8 |

**Clock Cycles:** 3

**Execution Units:** All ALU’s

**Operation:**

if Ra < Rb

Rt[1]= true

else

Rt[1] = false

if mag Ra < mag Rb

Rt[2] = true

else

Rt[2] = false

if Ra = Rb

Rt[0] = true

else

Rt[0] = false

if Ra <= Rb

Rt[3] = true

else

Rt[3] = false

if unordered

Rt[4] = true

else

Rt[4] = false

### FCX – Clear Floating Point Exceptions

**Description:**

This instruction clears floating point exceptions. The Exceptions to clear are identified as the bits set in the union of register Ra and an immediate field in the instruction. Either the immediate or Ra should be zero.

**Instruction Format:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 38 | 37 35 | 34 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |
| ~2 | Prec2 | Rm3 | ~6 | 216 | Immed6 | Ra6 | F1h8 |

**Execution Units:** All Floating Point

**Operation:**

**Exceptions:**

|  |  |
| --- | --- |
| Bit | Exception Enabled |
| 0 | global invalid operation clears the following:   * division of infinities * zero divided by zero * subtraction of infinities * infinity times zero * NaN comparison * division by zero |
| 1 | overflow |
| 2 | underflow |
| 3 | divide by zero |
| 4 | inexact operation |
| 5 | summary exception |

### FDIV – Floating point division

**Description:**

Divide two floating point numbers in registers Ra and Rb and place the result into target register Rt.

**Instruction Format:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 38 | 37 35 | 34 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |
| ~2 | Prec3 | Rm3 | Rt6 | 096 | Rb6 | Ra6 | F1h8 |

**Clock Cycles: 140**

**Execution Units:** All Floating Point

### FDX – Disable Floating Point Exceptions

**Description:**

This instruction disables floating point exceptions. The Exceptions disabled are identified as the bits set in the union of register Ra and an immediate field in the instruction. Either the immediate or Ra should be zero.

**Instruction Format:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 38 | 37 35 | 34 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |
| ~2 | Prec2 | Rm3 | ~6 | 226 | Immed6 | Ra6 | F1h8 |

**Execution Units:** All Floating Point

**Operation:**

**Exceptions:**

|  |  |
| --- | --- |
| Bit | Exception Disabled |
| 0 | invalid operation |
| 1 | overflow |
| 2 | underflow |
| 3 | divide by zero |
| 4 | inexact operation |
| 5 | reserved |

### FEX – Enable Floating Point Exceptions

**Description:**

This instruction enables floating point exceptions. The Exceptions enabled are identified as the bits set in the union of register Ra and an immediate field in the instruction. Either the immediate or Ra should be zero.

**Instruction Format:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 38 | 37 35 | 34 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |
| ~2 | Prec2 | Rm3 | ~6 | 236 | Immed6 | Ra6 | F1h8 |

**Execution Units:** All Floating Point

**Operation:**

**Exceptions:**

|  |  |
| --- | --- |
| Bit | Exception Enabled |
| 0 | invalid operation |
| 1 | overflow |
| 2 | underflow |
| 3 | divide by zero |
| 4 | inexact operation |
| 5 | reserved |

### FMUL – Floating point multiplication

**Description:**

Multiply two floating point numbers in registers Ra and Rb and place the result into target register Rt.

**Instruction Format:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 38 | 37 35 | 34 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |
| ~2 | Prec3 | Rm3 | Rt6 | 086 | Rb6 | Ra6 | F1h8 |

**Clock Cycles: 5**

**Execution Units:** All Floating Point

### FSUB – Floating point subtraction

**Description:**

Subtract two floating point numbers in registers Ra and Rb and place the result into target register Rt.

**Instruction Format:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 38 | 37 35 | 34 32 | 31 26 | 25 20 | 19 14 | 13 8 | 7 0 |
| ~2 | Prec3 | Rm3 | Rt6 | 056 | Rb6 | Ra6 | F1h8 |

**Clock Cycles: 10**

**Execution Units:** All Floating Point

### FTX – Trigger Floating Point Exceptions

**Description:**

This instruction triggers floating point exceptions. The Exceptions to trigger are identified as the bits set in the union of register Ra and an immediate field in the instruction. Either the immediate or Ra should be zero.

**Instruction Format:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 3938 | 37 35 | 34 32 | 31 26 | 25 20 | 19 14 | 13 6 | 5 0 |
| ~2 | Prec3 | Rm3 | ~6 | 206 | Imm6 | Ra6 | F1h8 |

**Execution Units:** All Floating Point

**Operation:**

**Exceptions:**

|  |  |
| --- | --- |
| Bit | Exception Enabled |
| 0 | global invalid operation |
| 1 | overflow |
| 2 | underflow |
| 3 | divide by zero |
| 4 | inexact operation |
| 5 | reserved |

# Opcode Maps

## Major Opcodes IR[7:0]

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | x0 | x1 | x2 | x3 | x4 | x5 | x6 | x7 | x8 | x9 | xA | xB | xC | xD | xE | xF |
| 0x | MFLT | {R1} | {R2} | {R3} | ADD # | SUB # | CMP # |  | AND # | OR # | XOR # | CHK # |  | {SYS} | \_16ADD # | CSR |
| 1x | MUL # | MULU # | MULSU # | {BITFIELD} | ADDO # | SUBO # | CMPU # |  | DIV # | DIVU # | DIVSU # | REM # | REMU # | REMSU # | \_8ADD # | \_10ADD # |
| 2x | MULH # | MULUH # | MULSUH # | {Shift} | SADD # | SSUB # | LEA | LEAX | DIVR # |  |  |  |  |  | \_4ADD # |  |
| 3x | MOV | ADD #i10 |  |  |  |  | FBEQ | FBNE | FBLT | FBGE | FBLE | FBGT | FBOR | FBUN | \_2ADD # |  |
| 4x | JMP | JMP () | JMP.T () |  |  |  | BEQ | BNE | BLT | BGE | BLE | BGT | BLTU | BGEU | BLEU | BGTU |
| 5x | CALL | CALL () | CALL.T () | TGT | BBC # | BBS # | BEQ # | BNE # | BLT # | BGE # | BLE # | BGT # | BLTU # | BGEU # | BLEU # | BGTU # |
| 6x | CSZ # | CSNZ # | CSN # | CSNN # | CSP # | CSNP # | CSOD # | CSEV # | ZSZ # | ZSNZ # | ZSN # | ZSNN # | ZNP # | ZSNP # | ZSOD # | ZSEV # |
| 7x | PUSH | POP | LDD [BP] | LDD12 |  |  | SEQ # | SNE # | SLT # | SGE # | SLE # | SGT # | SLTU # | SGEU # | SLEU # | SGTU # |
| 8x | LDB | LDBU | LDW | LDWU | LDP | LDPU | LDD | LDT | LDTU |  |  |  |  |  | LDDAR |  |
| 9x | STB | STW | STP | STD | STT | STDCR | INC |  |  |  |  |  | PEA |  |  |  |
| Ax | LDBX | LDBUX | LDWX | LDWUX | LDPX | LDPUX | LDDX | LDTX | LDTUX | LV | LVWS | LVX | LCL | CAS | LDDARX |  |
| Bx | STBX | STWX | STPX | STDX | STTX | STDCRX | INCX |  |  | SV | SVWS | SVX |  |  | CACHE |  |
| Cx | IMMEDIATE EXTENSION | | | | | | | | | | | | | | | |
| Dx |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Ex |  | BRK | REX | WAI | RTI | MEMSB | MEMDB | SYNC | CLI | SEI | NOP | PUSHF | POPF |  |  | RET |
| Fx |  | {F1} | {F2} |  |  |  |  |  | MARK1 | MARK2 | MARK3 | MARK4 |  |  |  | MFLT |

## Major Functs IR[39:32] IR[7:0]=02

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | x0 | x1 | x2 | x3 | x4 | x5 | x6 | x7 | x8 | x9 | xA | xB | xC | xD | xE | xF |
| 0x |  |  |  |  | ADD | SUB | CMP |  | AND | OR | XOR | CHK |  | {SYS} | \_16ADD |  |
| 1x | MUL | MULU | MULSU |  | ADDU | SUBU | CMPU |  | DIV | DIVU | DIVSU | REM | REMU | REMSU | \_8ADD |  |
| 2x | MULH | MULUH | MULSUH | LEAX | SADD | SSUB |  |  | DIVR |  |  |  |  |  | \_4ADD |  |
| 3x | SHL | SHRU | ASL | ASR | ROL | ROR |  |  |  |  |  |  |  |  | \_2ADD | ABS |
| 4x | SHL # | SHRU # | ASL # | ASR # | ROL # | ROR # |  |  | NAND | NOR | XNOR | ANDN | ORN |  | MIN | MAX |
| 5x |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | MUX |
| 6x | CSZ | CSNZ | CSN | CSNN | CSP | CSNP | CSOD | CSEV | ZSZ | ZSNZ | ZSN | ZSNN | ZNP | ZSNP | ZSOD | ZSEV |
| 7x |  |  |  |  |  |  | SEQ | SNE | SLT | SGE | SLE | SGT | SLTU | SGEU | SLEU | SGTU |
| 8x |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | RET |
| 9x |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Ax |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Bx |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Cx |  | | | | | | | | | | | | | | | |
| Dx |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Ex |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Fx |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

## Float Ops IR[39:32] IR[7:0]=F1h

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | x0 | x1 | x2 | x3 | x4 | x5 | x6 | x7 | x8 | x9 | xA | xB | xC | xD | xE | xF |
| 0x |  |  |  |  | FADD | FSUB | CMP |  | FMUL | FDIV |  | FCHK |  |  |  |  |
| 1x |  |  |  |  |  | FABS |  |  |  |  |  |  |  |  |  |  |
| 2x | FTX | FCX | FDX | FEX |  |  |  |  |  |  |  |  |  |  |  |  |
| 3x |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

## Bitfield Ops IR[39:36] IR[7:0]=13h

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | x0 | x1 | x2 | x3 | x4 | x5 | x6 | x7 | x8 | x9 | xA | xB | xC | xD | xE | xF |
| 0x | BFSET | BFCLR | BFCHG | BFINS | BFINSI | BFEXT | BFEXTU |  |  |  |  |  |  |  |  |  |

# WISHBONE Compatibility Datasheet

The DSD9 core may be directly interfaced to a WISHBONE compatible bus.

|  |  |  |
| --- | --- | --- |
| WISHBONE Datasheet  WISHBONE SoC Architecture Specification, Revision B.3 | | |
|  |  | |
| Description: | Specifications: | |
| General Description: | Central processing unit (CPU core) | |
| Supported Cycles: | MASTER, READ / WRITE  MASTER, BLOCK READ / WRITE | |
| Data port, size:  Data port, granularity:  Data port, maximum operand size:  Data transfer ordering:  Data transfer sequencing | 128 bit  8 bit  128 bit  Little Endian  any (undefined) | |
| Clock frequency constraints: |  | |
| Supported signal list and cross reference to equivalent WISHBONE signals | Signal Name:  ack\_i  adr\_o(31:0)  clk\_i  dat\_i(128:0)  dat\_o(128:0)  cyc\_o  stb\_o  wr\_o  sel\_o(15:0) | WISHBONE Equiv.  ACK\_I  ADR\_O()  CLK\_I  DAT\_I()  DAT\_O()  CYC\_O  STB\_O  WE\_O  SEL\_O |
| Special Requirements: |  | |