

The BELLE-ISA Manual

(Big Endian, Low Level Emulator Instruction Set Architecture)

A 16-bit RISC CPU architecture

The emulator, assembler, and
disassembler are available [on GitHub](#)

Overview

Memory

The BELLE-ISA can address 2^{16} addresses, numbered from $0x0000$ to $0xFFFF$. Addresses are all general purpose. The *first address available for a program* is address $0x0000$. By default, programs begin execution at address $0x64$ (**100**), with the stack and base pointer expanding to **lower addresses**, starting from $0x63$ (**99**).

Addresses $0xFF$ - $0x9C9$ are used for video memory. It can be written to and read from as normal, but do note that characters in video memory will be displayed. Aside from this, memory **can be used for any purpose**. All addresses are 16-bits wide.

Call stack

The call stack is defined based on the addresses the **stack pointer** and **base pointer** contain. The call stack can expand “*upwards*” (to higher addresses) or “*downwards*” (to lower addresses), depending on the position of the stack and base pointers *relative to each other*. It is recommended that the call stack expands **downwards** to prevent overriding program memory.

A **common setup** of memory for a program is as follows

$0x0 \dots 0x30$	$0x30 \dots 0x40$	$0x40 \dots 0x50$	$0x50 \dots 0xFFFF$
Call stack	Constants	Dynamic data	Program (video memory included)

All memory is **R/W**. Accessing uninitialized memory addresses will generate a **segmentation fault**. Memory is *all uninitialized by default*, until a **ROM** is loaded into memory.

Instructions

Instructions are 16-bits wide. Instructions can contain *certain bits* to identify the type of the next operand.

The BELLE-ISA specifies 20 different instructions that the processor can execute. Instructions take **zero, one, or two** operands, and the operands can *be of different types*.

Instructions can operate on *memory, registers, immediate values, flags*, and affect the *running state of the processor*.

Addressing modes

The BELLE-ISA can be addressed with *register immediate, register indirect, memory value, memory direct, memory indirect*, and *immediate value*. No offset addressing exists on the BELLE-ISA.

- Register immediate: The value at a register
- Register indirect: The value at a memory address at a register
- Memory value: The value *of* a memory address (e.g. `0xff` would refer to `0xff`, not the value at address `0xff`)
- Memory direct: The value *at* a memory address
- Memory indirect: The value *at* memory address *at* a memory address
- Immediate value: A value

Exceptions

A variety of exceptions, or errors, can occur, for a variety of reasons.

Errors include **segmentation faults, illegal instructions, divide by zero, invalid register, stack overflows, and stack underflows**. Execution will immediately halt upon an unrecoverable error, and the machine will enter a crash state.

Registers

8 general purpose registers, numbered 0-7 are present on the CPU. Register 8 is the program counter, and register 9 is the stack pointer. Register 8 and 9 can be accessed in *some instructions*. Registers 0-7 can be accessed as *any operand of most instructions*.

There is also a 16-bit wide **instruction register** that holds the *current instruction* being executed, however this register cannot be directly read or written to.

Program counter - **R8**

Holds the address of the *next instruction* in memory. *16 bits wide*.

Stack pointer - **R9**

Points to the *current top of the call stack*. *16 bits wide*.

General purpose registers (GPRs)			Program counter	Stack pointer
R0-R3	R4-R5	R6-R7	R8	R9
16-bit, signed	16-bit, unsigned	32-bit, float	16-bit, unsigned	16-bit, unsigned

Flags

4 total flags are present on the CPU. **3 control flags** exist on the CPU to represent the result of a **compare** instruction. Sign, overflow, and zero. The 4th flag, the **remainder flag**, becomes set if a division instruction *creates a remainder*. Flags can be read with a *jump instruction* to conditionally branch to an address in memory. Flags can also be set with certain interrupt codes.

Flag	Zero (Z)	Sign (S)	Overflow (O)	Remainder (R)
Set by	CMP L, R instruction		Arithmetic instructions	DIV instruction
Condition	L = R	L < R	Register overflow	Has remainder

ROM structure

All bytes in a ROM are stored in *big-endian*.

Byte s	0x0 .. 0x2	0x2 .. 0x4	0x4 .. 0x6	0x6 .. 0x8	0x8 ..
Use	Version	<code>.start</code>	<code>.ssp</code>	<code>.sbp</code>	Rest of program

In addition to instructions that are executed at runtime, the CPU has “**pseudo-instructions**” that set values in the CPU. They are executed *one time* when the **ROM** is loaded into memory, and affect the state of the CPU *at runtime*.

However, at runtime, these values can still be loaded into memory addresses.

Pseudo-instructions

Name	Encoding	Function
<code>.start</code>	0x02XX	Set the <i>starting address</i> of the program to the value of XX
<code>.ssp</code>	0x04XX	Set the <i>stack pointer</i> to the value of XX
<code>.sbp</code>	0x06XX	Set the <i>base pointer</i> to the value of XX
----	0x010X	Version of the binary, denoted by the X
<code>.data</code>	0x01XX	Metadata, an ASCII character denoted by the XX

Instruction set

The **BELLE-ISA** has a reduced, but complete instruction set, containing **20** different instructions that are all **16** bits wide. The first **4** bits of an instruction denote the *opcode*, with the remaining **12** denoting the *operands* and operand *types*.

Notation

This table describes the **notation** that will be used to refer to *different operand types*. **x** is used in the table to refer to the amount of bits for the operand.

Notation	Description
reg[x]	Register Direct - Value <i>in</i> register, R0-7 or R0-9
regi[x]	Register Indirect - Value <i>at</i> address <i>in</i> register, R0-7 or R0-9
mem[x]	Memory address direct - Value <i>at</i> a memory address
memi[x]	Memory address indirect - Value <i>at</i> the address <i>at</i> a memory address
memv[x]	Memory address value - Value <i>of</i> a memory address
imm[x]	Immediate signed value - Value <i>of</i> immediate value
ignore[x]	Ignored - Bits can be in any state and instruction still executes
var[x]	Varied - Bits will be defined later on in the document
opcode[x]	An opcode for an instruction
on[x]	On - Bits all must be 1
off[x]	Off - Bits all must be 0

Later in this document, *each instruction* will be documented, including the *possible instruction operands*, and the encoding for the instruction with *each type of operands*.

Refer back to the addressing modes section of this document to see a full description of all available addressing modes.

Pseudocode conventions

The instruction documentation uses *pseudocode* to represent the instruction in a concise, human-readable format. However, there are some conventions and consistencies within the pseudocode.

Below is a list of **symbols** in *pseudocode* and their function.

Symbol	Description
INS(. . .)	Perform <i>an instruction</i> with the given operand(s)
Xflag	The value of one of the <u>CPU's flags</u>
operand	An operand's value, detailed in the <u>addressing mode section</u>
pc, sp, bp	The program counter or stack/base pointer, respectively
memory[i]	The value <i>at</i> memory address i
oob(X)	Returns true if X is <i>less than</i> 0x0 or <i>greater than</i> 0xFFFF
setpc(X)	Set the program counter to X and throw a segfault if OOB
throw X	Generate an <i>error</i> X
ARITH-OP	Any math operation. Set the overflow flag if an overflow occurred

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
HLT	0000				ignore[12]												
ADD	0001				reg[3]			var[9]									
BO	00100				var[11]												
BNO	00101				var[11]												
POP	0011				var[12]												
DIV	0100				reg[3]			var[9]									
RET	0101				off[12]												
BL	01010				var[11]												
BG	01011				var[11]												
LD	0110				reg[3]			var[9]									
ST	0111				var[9]									reg[3]			
JMP	10000				var[11]												
BZ	10010				var[11]												
BNZ	10011				var[11]												
CMP	1010				reg[3]			var[9]									
NAND	1011				reg[3]			var[9]									
PUSH	1100				off[3]			var[9]									
INT	1101				off[3]			1	imm[8]								
MOV	1110				reg[3]			var[9]									
LEA	1111				reg[3]			var[9]									

HLT - Halt

Description

Halt the CPU. As long as the HLT **opcode** is read, the instruction will be *treated as* a HLT instruction. This means that attempting to execute data *such as ASCII characters* will simply halt the processor.

Operands and format

No operands

HLT

Encoding

0000	ignore[12]
------	------------

Examples

```
HLT ; Stop execution
```

ADD – Add two operands

Description

Add a value from a *source* to a *destination*, storing the **result in the destination**.
ADD can take a negative number, allowing it to perform subtraction.

If an ADD destination is a *floating point register* but the source is not, the source is *implicitly cast to a float*. If the destination is a signed register, the source is automatically treated as signed (*the MSB is the sign bit*). The **inverse** is applied for unsigned registers.

Operands and format

LHS - Register

RHS - Register, Register Indirect, Memory Indirect, Immediate

ADD LHS, RHS

Encodings

0001	reg[3]	1	imm[8]		
------	--------	---	--------	--	--

0001	reg[3]	off[5]		reg[4]	
------	--------	--------	--	--------	--

0001	reg[3]	off[2]	1	off[2]	regi[4]
------	--------	--------	---	--------	---------

0001	reg[3]	0	1	memi[7]	
------	--------	---	---	---------	--

Example

```
ADD R5, 3 ; Add 3 to register 5
```

Pseudocode

```
lhs += rhs
```

POP – Pop from the stack

Description

First, read the value in memory at the *stack pointer*. If the stack pointer points to an uninitialized address, a stack underflow will be generated. Then **copy the value** into the destination and uninitialized the address the stack pointer is at. Uninitialize the address in the stack pointer. Finally, *change* the stack pointer based on the *base pointer's* value.

Operands and format

DST - Memory address or register

POP DST

Encodings

0011	off[8]	reg[4]
0011	1	mem[11]

Examples

```
POP R4 ; Pop into register 4
```

Pseudocode

```
if memory[sp] == NULL {  
    throw underflow  
}  
dst = memory[sp]  
memory[sp] = NULL  
if sp > bp {  
    sp -= 1  
} else if sp < bp {  
    sp += 1  
} // if sp == bp, sp is unchanged
```

DIV - Divide two operands

Description

Divide a value from the *destination* by a *source*, storing the **result in the destination**. DIV can take a negative number.

If a DIV destination is a *floating point register* but the source is not, the source is *implicitly cast to a float*. If the destination is a *signed register*, the source is automatically treated as signed (*the MSB is the sign bit*). The **inverse** is applied for unsigned registers.

Operands and format

LHS - Register

RHS - Register, Register Indirect, Memory Indirect, Immediate

DIV LHS, RHS

Encodings

0100	reg[3]	1	imm[8]
------	--------	---	--------

0100	reg[3]	off[5]	reg[4]
------	--------	--------	--------

0100	reg[3]	off[2]	1	off[2]	regi[4]
------	--------	--------	---	--------	---------

0100	reg[3]	0	1	memi[7]
------	--------	---	---	---------

Examples

```
DIV R0, 3 ; Divide r0 by 3
```

Pseudocode

```
lhs /= rhs  
rflag = lhs % rhs == 0
```

RET - Return

Description

Pop the last value from the call stack into the *program counter* and continue execution. This instruction is **equivalent to** POP R8.

Note: a BL instruction to address 0x0 *will* be interpreted as a RET instruction, as the encodings are *identical* and they *share the same opcode*.

Operands and format

No operands

RET

Encoding

0101	off[12]
------	---------

Example

```
RET ; Return
```

Pseudocode

```
POP(pc)
```

LD - Load direct

Description

Load a value from a memory address into a register. If the address is uninitialized, throw a segmentation fault.

Operands and format

LHS - Register

RHS - Memory address

LD LHS, RHS

Encoding

0110	reg[3]	mem[9]
------	--------	--------

Example

```
LD R4, [NEAT] ; Load the value at label NEAT into R4
```

Pseudocode

```
if memory[rhs] == NULL || oob(rhs) {  
    throw segfault  
}  
lhs = memory[rhs]
```

ST - Store direct and indirect

Description

Store a value from a **register** to a *memory address* or register indirect. If the destination is out of bounds, throw a segmentation fault.

Operands and format

LHS - Memory address or register indirect

RHS - Register

ST LHS, RHS

Encodings

0111	0	mem[8]	reg[3]
------	---	--------	--------

0111	1	reg[4]	off[4]	reg[3]
------	---	--------	--------	--------

Example

```
ST [0x45], R2 ; Store R2's value at address 0x45
```

Pseudocode

```
if oob(lhs) {  
    throw segfault  
}  
memory[lhs] = rhs
```

JMP - Unconditional jump

Description

Unconditionally set the *program counter* to the value of a given *destination*. Destinations can be register indirects or memory addresses. The return address is *not pushed* onto the stack.

Operands and format

DST - Memory address or register indirect

JMP DST

Encodings

10000	0	mem[10]	
-------	---	-----------	--

10000	1	off[6]	regi[4]
-------	---	----------	-----------

Example

```
JMP APPLE ; Jump to the address of the APPLE label
```

Pseudocode

```
setpc(dst)
```


Bcc - Branch if condition

Description

If the **condition is met**, push the current value of the program counter onto the call stack (return address). Then, set the *program counter* to the specified memory address or the address in a register if a register indirect is the destination. If the condition is **not** met, do not branch, and move onto the next instruction.

Operands and format

DST - Memory address or register indirect

Bcc DST

Encodings

If the inverted instruction (BNO/BNZ/BG) is to be executed, the *iv* bit will be **on**.

Instruction	Opcode	Condition
BO	0010	OFlag
BZ	1001	ZFlag
BL	0101	SFlag

opcode[4]	iv	1	off[6]	reg[4]
-----------	----	---	--------	--------

opcode[4]	iv	0	mem[10]
-----------	----	---	---------

Examples

```
BL [0x3] ; Branch if less to address 0x3
```

Pseudocode

```
if condition {  
    PUSH(pc)  
    setpc(dst)  
}
```

CMP – Compare two operands

Description

CMP will *read the values of two operands*, then set **flags** on the processor depending on the *values* of the *operands*. If the left side of the instruction is less than the right side, the **sign flag** will be set. If both values are equal, the **zero flag** will be set. The flags will be **unset** for the inverse conditions.

Operands and format

LHS - Register

RHS - Register, Register Indirect, Memory Indirect, Immediate

CMP LHS, RHS

Encodings

1010	reg[3]	1	imm[8]		
------	--------	---	--------	--	--

1010	reg[3]	off[5]		reg[4]
------	--------	--------	--	--------

1010	reg[3]	off[2]	1	off[2]	regi[4]
------	--------	--------	---	--------	---------

1010	reg[3]	0	1	memi[7]	
------	--------	---	---	---------	--

Example

```
CMP R1, 33 ; Compare the value in R1 with 33
```

Pseudocode

```
sflag = lhs < rhs  
zflag = lhs == rhs
```

NAND – NAND two operands

Description

NAND all the bits of a destination and a source, storing the **result in the destination**.

Operands and format

LHS - Register

RHS - Register, Register Indirect, Memory Indirect, Immediate

NAND LHS, RHS

Encodings

1011	reg[3]	1	imm[8]
------	--------	---	--------

1011	reg[3]	off[5]	reg[4]
------	--------	--------	--------

1011	reg[3]	off[2]	1	off[2]	regi[4]
------	--------	--------	---	--------	---------

1010	reg[3]	0	1	memi[7]
------	--------	---	---	---------

Example

```
NAND R3, R8 ; NAND R3 with the program counter
```

Pseudocode

```
lhs = !(lhs & rhs)
```

PUSH – Push onto the stack

Description

Read the **value** in the *stack pointer*. Then, change the **value** of the stack pointer based on the base pointer's value. Lastly, copy the value from the *source* to the address of the stack pointer.

Operands and format

SRC - Register, Immediate

PUSH SRC

Encodings

1100	off[3]	1	imm[8]
------	--------	---	--------

1100	off[3]	off[5]	reg[4]
------	--------	--------	--------

Example

```
PUSH 4 ; Push the value of 4 onto the stack
```

Pseudocode

```
if sp > bp {  
    sp += 1  
} else if sp < bp {  
    sp -= 1  
} // if sp == bp, sp is unchanged  
  
memory[sp] = src
```

INT - Interrupt/"pseudo instruction"

Description

INT will pause the program, or interrupt it, and perform a task before returning to execution. INT takes a single argument, and depending on its value, it will perform a different task. INT allows I/O to take place, as well as unconditionally setting flags and generating errors. Interrupts are not blocks of code in memory.

Code	Action
-6 . . -1	Generate a <u>stack underflow</u> , <u>segmentation fault</u> , <u>illegal instruction</u> , <u>divide by zero</u> , <u>invalid register</u> , or <u>stack overflow exception</u> , respectively.
0 . . 7	Print the value in a register, then a newline
8	Print the values in memory from the address in R0 to the address in R1 to the console. If an address is uninitialized, simply <u>skip</u> it
9	Read a single character from standard input without echoing it back to the console, storing its ASCII value in R0
10	Sleep for the number of 10ths of a second specified in R4
11 . . 13	Set/unset/invert the zero flag
21 . . 23	Set/unset/invert the overflow flag
31 . . 33	Set/unset/invert the remainder flag
40	Read and echo a line from the console and parse it to a signed 16 bit integer that is loaded into R0
41 . . 43	Set/unset/invert the sign flag
60	Set the stack pointer to the value in R4
61	Set the base pointer to the value in R4
70	Bcc instructions will push return addresses (true by default)
71	Bcc instructions will not push return addresses

Continued on next page

INT (cont..)

Operands and format

VAL - Immediate

INT VAL

Encoding

1101	off[3]	1	imm[8]
------	--------	---	--------

Example

```
INT 7 ; Print the value of R7
```

Pseudocode

```
// None available here...
```

MOV – Move

Description

MOV will read the value of the **source operand**, and *copy* it to the **destination operand**. The destination cannot be the *program counter* or *stack pointer*. Use a JMP instruction to modify the *program counter*'s value.

Operands and format

LHS - Register

RHS - Register, Register Indirect, Memory Indirect, Immediate

MOV LHS, RHS

Encodings

1110	reg[3]	1	imm[8]		
------	--------	---	--------	--	--

1110	reg[3]	off[5]		reg[4]	
------	--------	--------	--	--------	--

1110	reg[3]	off[2]	1	off[2]	regi[4]
------	--------	--------	---	--------	---------

1110	reg[3]	0	1	memi[7]	
------	--------	---	---	---------	--

Example

```
MOV R3, R4 ; Copy R4 into R3
```

Pseudocode

```
lhs = rhs
```

LEA - Load effective address

Description

Copy the value *of* a memory address into a register. Unlike LD, LEA does not copy the value *at* the address, but rather the *address itself* is copied. This means that a LEA instruction with [0xFF] as its source will load 0xFF and **not** the *value at* 0xFF

Operands and format

LHS - Register

RHS - Memory address

LEA LHS, RHS

Encoding

1111	reg[3]	memv[9]
------	--------	---------

Example

```
LEA R4, [BEEP] ; Load the address of label BEEP into R4
```

Pseudocode

```
lhs = rhs
```


Video memory and screen

Video memory begins at `0xFF` and ends at `0x9C9`. Each **word** in video memory has its lower 8 bits read as an **ASCII** value, with the corresponding character *displayed on screen*. The screen can display 75 characters horizontally, and 30 characters vertically. The emulator's screen is approximately **680** by **480** pixels in width and height, respectively, with a **16** size font. The display runs at 60FPS in the emulator. Uninitialized addresses in video memory are treated as spaces.

Screen

