

D16 Processor Reference Manual

Michael Nolan

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1 The Processor

The D16 Processor is a very simple, RISC like 16 bit processor with variable length instructions. It has 8 general purpose registers, 32 special purpose registers, and support for up to 64K of memory.

1.1 General Purpose Registers

The D16 processor defines 8 general purpose registers, called r0 - r7. 2 of these, although they behave the same as the other registers, have special meaning to the processor and in the ABI, and they are as follows:

r6: This is generally used as the pointer to the start of a stack frame, but has no special meaning to the processor

r7: This is the stack pointer, and is manipulated via the stack instructions (push and pop)

1.2 Flags

The processor also contains several flags in Special Register 0.

Zero	set if the result of the last computation is 0
Sign	set if the result is negative (bit 15 is set)
Carry	set if there was a carry or borrow in the past computation
oVerflow	set if there was a signed overflow in the last computation

2 Instruction Set

Most instructions come in 2 formats, register and immediate. The immediate versions of an instruction will have bit 7 set in the opcode field and the 16 bit immediate in the word following the instruction. In the subsequent definitions, op2 will refer to the immediate value if the instruction has an immediate, otherwise it refers to rS.

2.1 ADD

Immediate	opcode	Reserved	source	dest
Imm	000001	00	rS	rD

ADD rD, <rS or immediate>

$rD = rD + op2$

Updates flags

2.2 SUB

Immediate	opcode	Reserved	source	dest
Imm	000010	00	rS	rD

SUB rD, <rS or immediate>

$rD = rD - op2$

Updates flags

2.3 PUSH

Immediate	opcode	Reserved	source	dest
Imm	000011	00	000	rD

PUSH <rD or immediate>

$r7 = r7 - 2$

memory[r7] = rD

This instruction does not update the flags

2.4 POP

Immediate	opcode	Reserved	source	dest
Imm	000100	00	000	rD

POP <rD>

rD = memory[r7]

$r7 = r7 + 2$

Does not update flags

2.5 MOV

Mov has 2 different encodings depending whether the immediate (if any) fits into 1 byte. Neither encoding updates the flags.

2.5.1 general MOV encoding

Immediate	opcode	Reserved	source	dest
Imm	001101	00	rS	rD

MOV rD, <rS or immediate>

rD = op2

This encoding is used for register to register MOVs or when the immediate value will not fit in one byte.

2.5.2 special byte MOV

Reserved	opcode	data
0	000101 + rD	byte immediate

MOV rD, <byte immediate>

rD = immediate

This encoding is only used when the immediate will fit in 1 byte

2.6 AND

Immediate	opcode	Reserved	source	dest
Imm	001110	00	rS	rD

AND rD, <rS or immediate>

$rD = rD \text{ AND } op2$

This instruction updates the flags, and will reset the overflow and carry flags.

2.7 OR

Immediate	opcode	Reserved	source	dest
Imm	001111	00	rS	rD

OR rD, <rS or immediate>

$rD = rD \text{ OR } op2$

This instruction updates the flags, and will reset the overflow and carry flags.

2.8 XOR

Immediate	opcode	Reserved	source	dest
Imm	010000	00	rS	rD

XOR rD, <rS or immediate>

$rD = rD \text{ XOR } op2$

This instruction updates the flags, and will reset the overflow and carry flags.

2.9 NOT

Immediate	opcode	Reserved	source	dest
Imm	010001	00	000	rD

NOT <rD>

$rD = !rD$ (bitwise NOT)

This instruction updates the flags, and will reset the overflow and carry flags.

2.10 NEG

Immediate	opcode	Reserved	source	dest
Imm	010010	00	000	rD

NEG <rD>

$rD = 0 - rD$ (signed negation)

This instruction updates the flags.

2.11 LD

Immediate	opcode	byte	displacement	address	data
imm	010011	byte	disp	rS	rD

LD{.b} rD, [rS]

LD{.b} rD, [immediate]

LD{.b} rD, [rS+immediate]

The load instruction loads a word (or byte) of data from the address specified in the brackets into register rD. The byte flag in the instruction encoding is set when the ".b" suffix is present and indicates a byte load. The displacement flag is set when the third instruction form is used and indicates that rS must be added to the displacement when generating the address. The displacement flag should only be set if the immediate flag is also set. If the displacement flag is set and the immediate flag is not, the behavior is undefined. **Important: All word accesses must be word aligned. Failure to ensure this will result in undefined behavior.**

2.12 ST

Immediate	opcode	byte	displacement	address	data
imm	010100	byte	disp	rS	rD

ST{.b} [rS], rD

ST{.b} [immediate], rD

ST{.b} [rS+immediate], rD

The store instruction stores the contents of rD into the address specified inside the brackets. The byte flag in the instruction is set when the ".b" suffix is present, and so the processor will only store the least significant 8 bits into the specified address. Similarly to the LD instruction, the disp flag indicates that the processor should add rS and the following immediate value before using the result as the address. **Important: All word accesses must be word aligned. Failure to ensure this will result in undefined behavior.**

2.13 CMP

Immediate	opcode	Reserved	source	dest
Imm	010101	00	rS	rD

CMP rD, <rS or immediate>

The instruction sets the flags exactly like the SUB instruction, however it does not store the result back to rD.

2.14 JMP

Immediate	opcode	Reserved	condition code	dest
Imm	010110	0	cc	rD

JMP.CC <rD or immediate>

If the condition code evaluates to True, JMP sets the instruction pointer to the address specified. **Important: This address must be word aligned**

2.15 CALL

Immediate	opcode	Reserved	condition code	dest
Imm	010111	0	cc	rD

CALL.CC <rD or immediate>

If the condition evaluates to true, CALL saves the instruction pointer in the link register (LR), before setting it to the address specified. **Important: This address must be word aligned**

2.16 RET

Reserved	Opcode	Reserved
0	011000	00000000

RET

Sets the instruction pointer to the link register(LR).

2.17 SHL

Immediate	opcode	Reserved	source	dest
Imm	011001	00	rS	rD

SHL rD, <rS or immediate>

Logical left shift rD by op2 and store the result in rD.
Update flags and clear V.

2.18 SHR

Immediate	opcode	Reserved	source	dest
Imm	011010	00	rS	rD

SHR rD, <rS or immediate>

Logical right shift rD by op2 and store the result in rD.
Update flags and clear V.

3 Condition Codes

In the JUMP variety of instructions (Jump, Call, Set), the condition code field specifies that the instruction should only execute if the expression corresponding to the condition code evaluates to true. The conditions are as follows:

Mnemonic	Encoding	Expression	Meaning
NV	0000	False	Never execute
EQ	0001	Z set	Equal
NE	0010	Z clear	Not equal
OS	0011	V set	Overflow
OC	0100	V clear	No overflow
HI	0101	C set and Z clear	Unsigned greater than
LS	0110	C clear and Z set	Unsigned less than or equal to
P	0111	S clear	Positive
N	1000	S set	Negative
CS	1001	C set	Carry set
CC	1010	C clear	Carry clear
GE	1011	S = V	Signed greater than or equal to
G	1100	S = V and Z clear	Signed greater than
LE	1101	Z set or $S \neq V$	Signed less than or equal to
L	1110	$S \neq V$	Signed less than
AL	1111	True	Always execute