CISC SIMULATOR

Manual

V 2.1

Group 8

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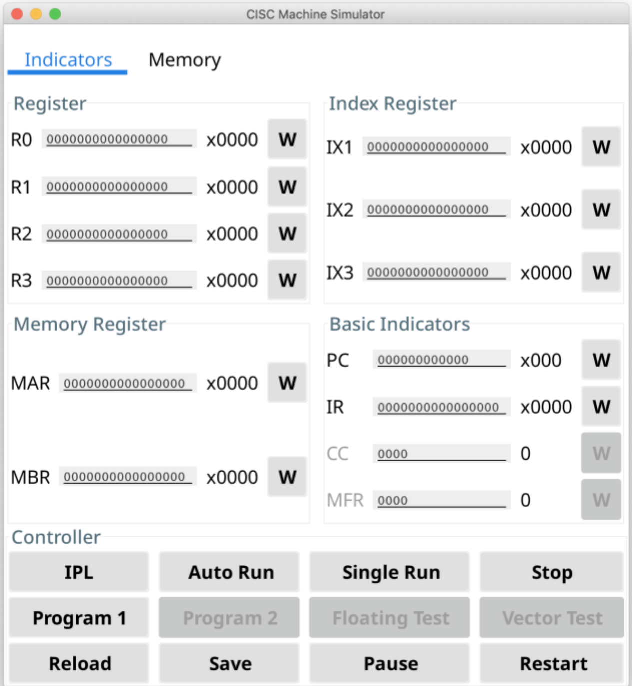
Contents

1 Introduction

This simulator is a simulation of a Complex Instruction Set Computer (CISC). Three panels are designed for the simulator, and two themes are supported.

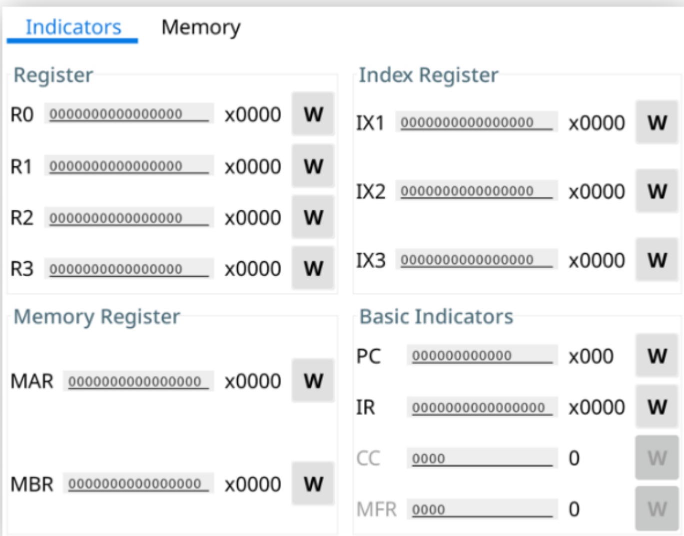
1.1 Debugging Panel

Debugging Panel displays all the information about the Registers, Indicators, and Memory in the computer and can be written manually.



The panel is divided into three parts：

1.1.1 Register Indicators Area

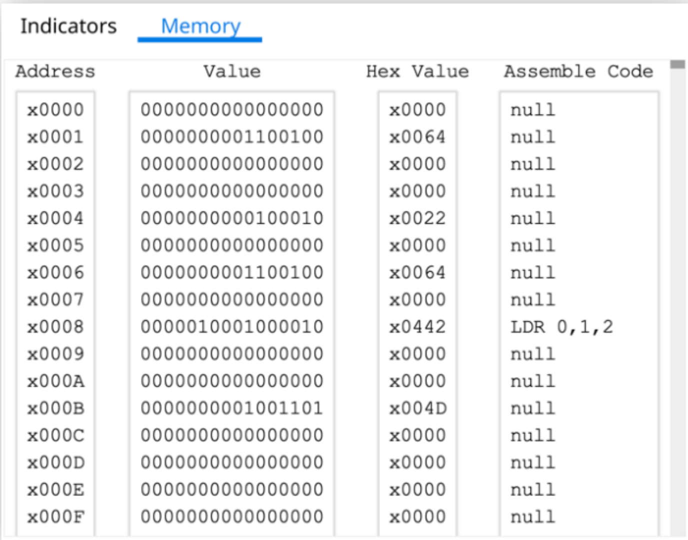


The Register Indicators display the values of all kinds of registers.

- Click the 'W' button to manually modify the value of a register.
- Hexadecimal values are shown on the right.

Type	Size(bits)	Number	Description
R0...R3	16	4	General-Purpose Register
IX1...IX3	16	3	Index Register
MAR	16	1	Memory Address Register
MBR	16	1	Memory Buffer Register
PC	12	1	Program Counter
IR	16	1	Instruction Register
CC	4	1	Condition Code
MFR	4	1	Machine Fault Register

1.1.2 Memory Area



The Memory Area shows the address, the value, the Hexadecimal value, and the Assemble Code of each line on memory.

- The memory address pointed by the Program Counter will be highlighted.
- Double click to manually modify the binary value of a memory row.

1.1.3 Controller Area

The Controller Area integrates all function buttons and the instruction input box.

Functions of the buttons in Controller Area:

Button	Function
IPL	Pre-load a program from I/O
Auto Run	Run the instructions until TRAP or HALT
Single Run	Run one instruction
Stop	Stop the workload on the machine
Program 1	Run Program 1
Reload	Reload the data from memory.txt to memory
Save	Save the data in memory to memory.txt
Pause	Pause the workload on the machine
Restart	Restart the machine

1.2 Operation Panel (Console)

Operation Panel is a console used for system operation through the command line.

Commands supported:

Command	Description
autorun	Run the instructions until TRAP or HALT (Same as ‘auto run’ and ‘run’)
auto run	Run the instructions Until TRAP or HALT (Same as ‘autorun’ and ‘run’)
clean	Clean the console (same as ‘cls’)
cls	Clean the console (same as ‘clean’)
exit	Shutdown the machine (same as ‘quit’ and ‘power off’)
floating test	Run the Floating Test
ipl	Load the program from I/O
pause	Pause the workload on the machine (not finished)
power off	Shutdown the machine (same as ‘exit’ and ‘quit’)
Program1	Run Program 1 (same as ‘Program 1’)
Program 1	Run Program 1 (same as ‘Program1’)
Program2	Run Program 1 (same as ‘Program 2’)

Program 2	Run Program 1 (same as 'Program2')
quit	Shutdown the machine (same as 'exit' and 'power off')
reload	Reload the data from memory.txt to memory
reset	Restart the machine (Same as 'restart')
restart	Restart the machine (Same as 'reset')
run	Run the instructions until TRAP or HALT (same as 'autorun' and 'auto run')
save	Save the data in memory to memory.txt
singlerun	Run one instruction (Same as 'single run')
single run	Run one instruction (Same as 'singlerun')
status	Show the status of the machine
stop	Stop the workload on the machine
switch theme	switch theme {$THEME_NAME} | Switch the theme of UI. Now support 'Material Design Ocean' (or 'MaterialDesignOcean') and 'Material Design Lighter' (or 'MaterialDesignLighter')
vector test	Run the Vector Test
/help	Show the command list

1.3 Classic Panel

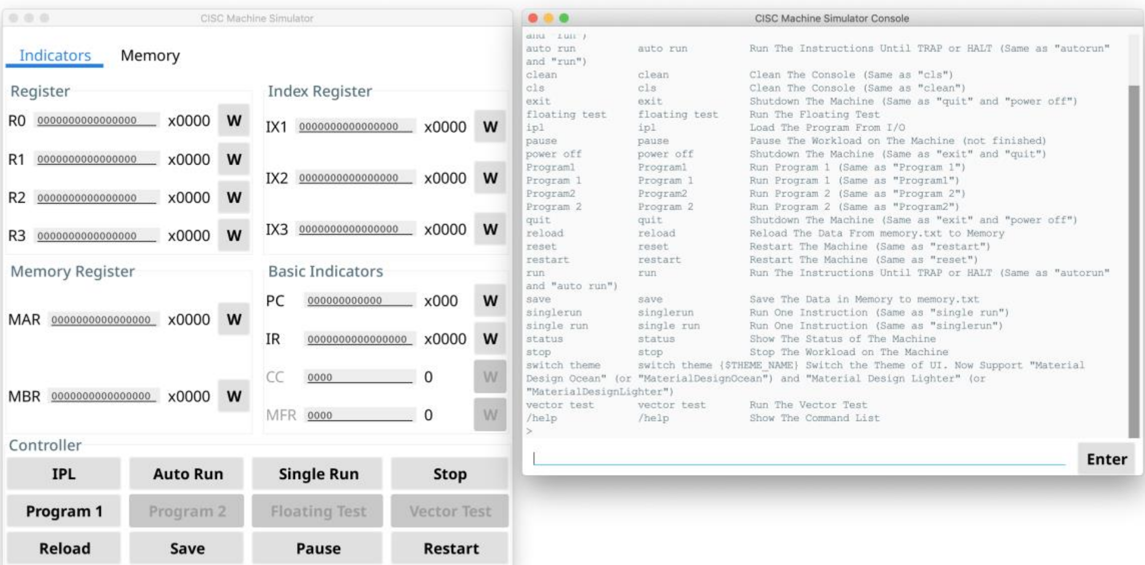
The appearance and operational logic of the **Classic Panel** emulate the PDP-8 computer. Users will use switches to input and lights for indication.

The **Classic Panel** has not been finished yet and will be released in the next version.

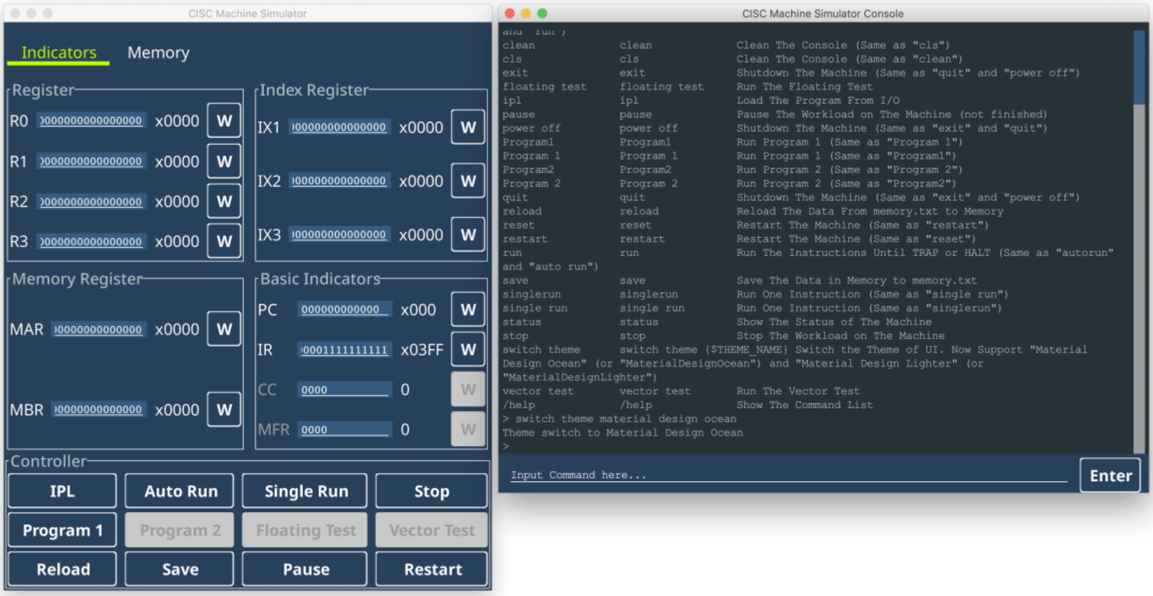
1.4 Themes

Two themes, Material Design Ocean and Material Design Lighter, are supported now. To change the theme, input 'switch theme {$THEME_NAME}' in **Operation Panel**.

Material Design Lighter Theme (default)



Material Design Ocean Theme

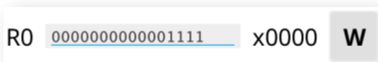


2 Basic Operations

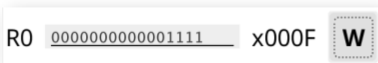
2.1 Writing Values to Registers

Following the steps below to write a value to a register.

Step 1: Input a value into the box.



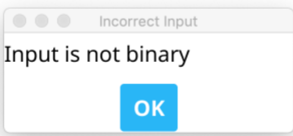
Step 2: Click the ‘W’ button at right to write the value to the register.



Step 3: Done! The value will be written to the Register.

Error handling:

- Input too long: Remove the excess bits from the left
- Input too short: Add zeros from the left
- Input is not binary: Pop up an Error window



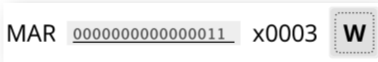
2.2 Writing Values to Memory

Two methods are acceptable to write a value to the Memory.

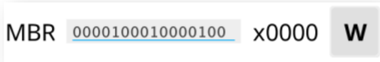
2.2.1 Using Memory Address Register and Memory Buffer Register

Step 1: Input a value into the MAR box.

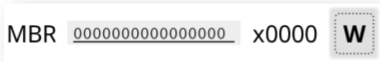
Step 2: Click the ‘W’ button of MAR.



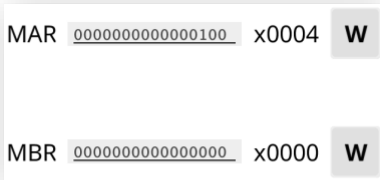
Step 3: Input a value into the MBR box.

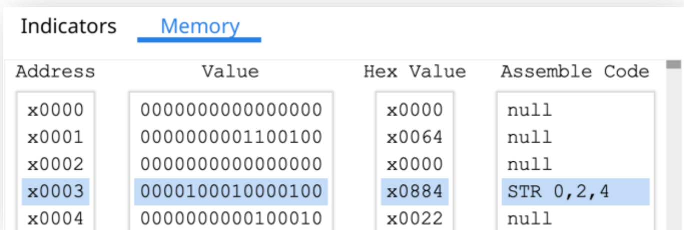


Step 4: Click the ‘W’ button of MBR.



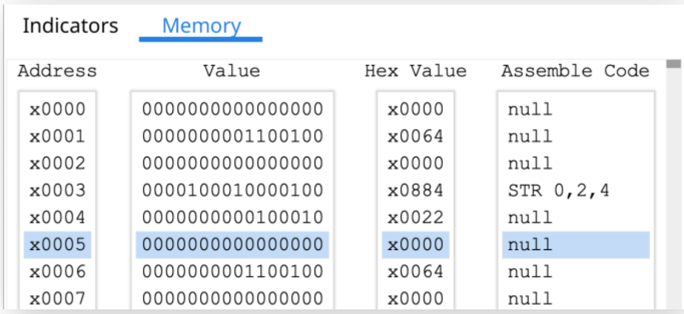
Step 5: Done! The value of MAR will be written to the Memory, and the MAR will automatically change to the next address.





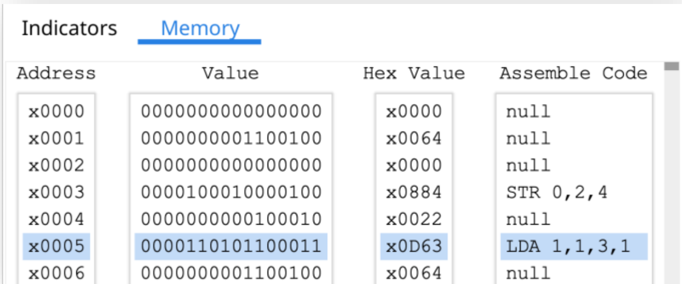
2.2.2 Modifying the Memory Area

Step 1: Double click the memory row that needs to modify.



Step 2: An window as the following will pop up. Input the value to be written to the memory.

Step 3: Click the ‘OK’ button, and then the value will be written to the Memory.

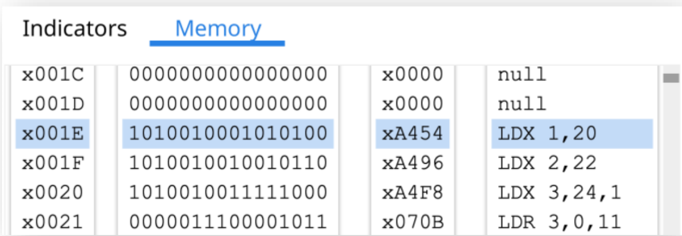


2.3 Executing Instructions

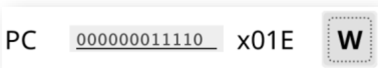
Instruction can be executed step-by-step or automatically.

2.3.1 Executing Instructions Step-by-Step

Step 1: Store an instruction to the Memory.

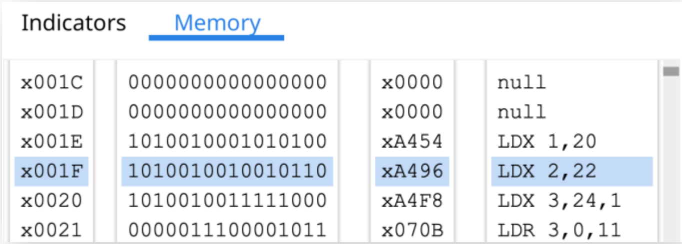


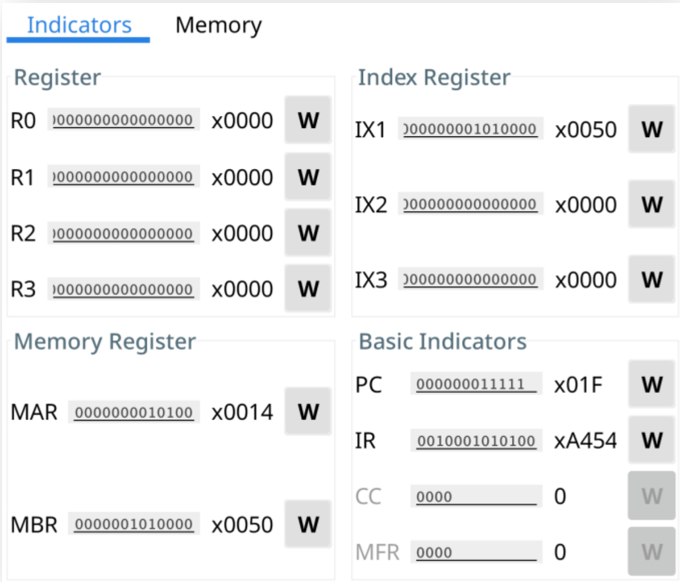
Step 2: Write the address of the instruction to the Program Counter (PC).



Step 3: Click the ‘Single Run’ button, and then the instruction will be executed.

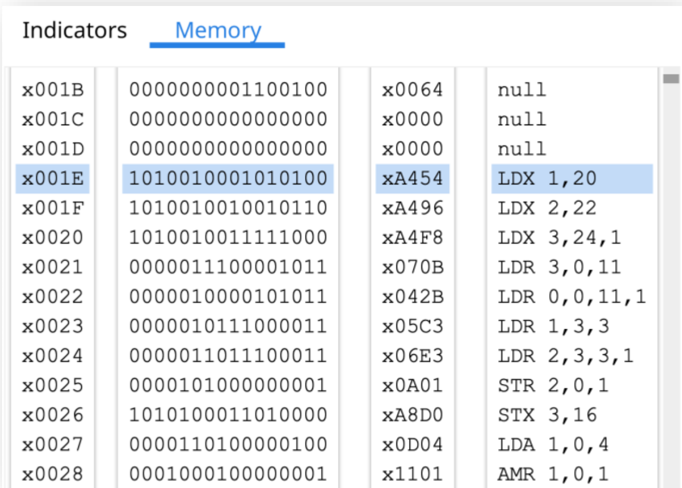
- The Program Counter will automatically point to the next address of Memory.
- The Instruction Register will store the last executed instruction.



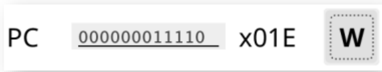


2.3.1 Executing Instructions Automatically

Step 1: Store instructions to the Memory.

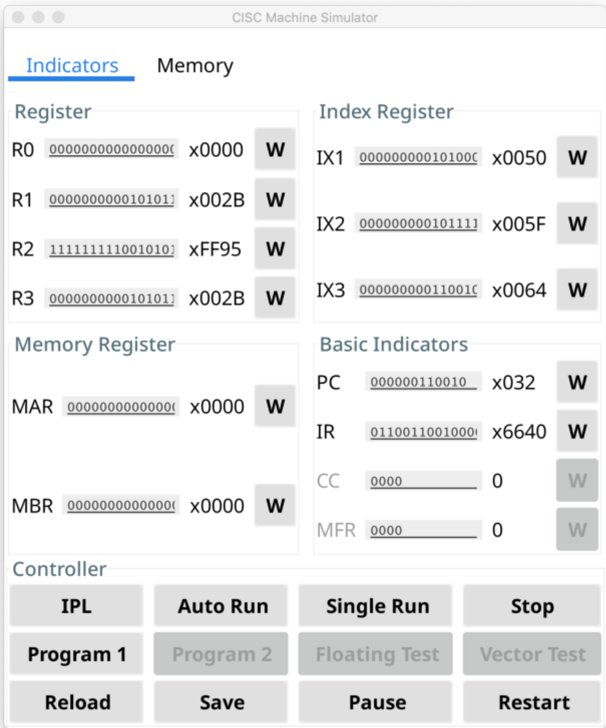


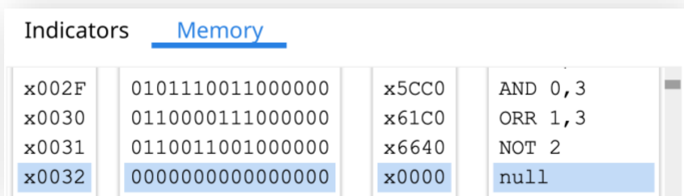
Step 2: Write the address of the **starting** instruction to the Program Counter (PC).



Step 3: Click the ‘Auto Run’ button, and then the instructions will be executed automatically.

- The Program Counter will automatically point to the next address of Memory after an instruction being executed.
- All the indicators will be continuously updated while the program is running.





Step 4: Click the ‘Pause’ button to pause the program or the ‘Stop’ button to stop the program.

3 Executing Programs

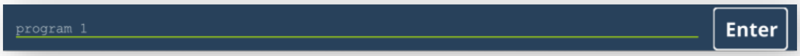
3.1 Executing Program 1

3.1.1 Program Description

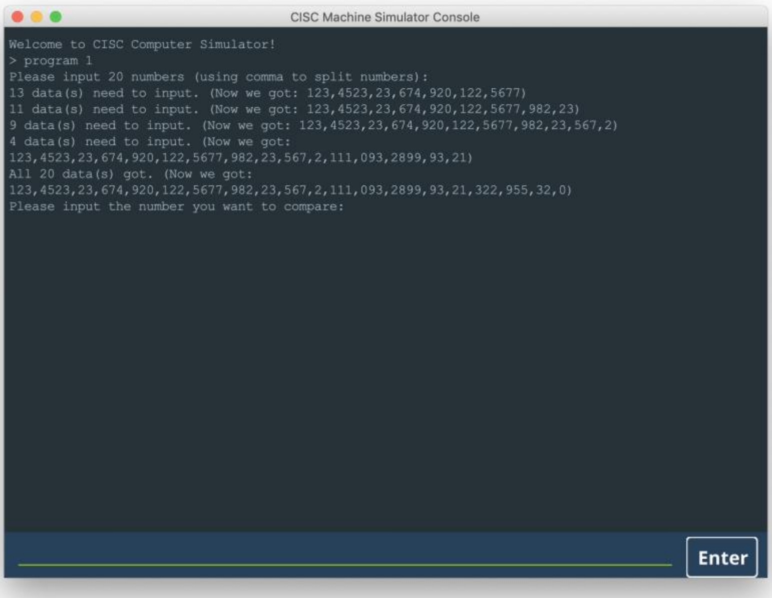
Program 1 is a program that reads 20 numbers (integers) from the keyboard, prints the numbers to the console printer, requests a number from the user, and searches the 20 numbers read in for the number closest to the number entered by the user. The numbers distributed over the range of 0 … 65535. Print the number entered by the user and the number closest to that number.

3.1.2 Running the Program

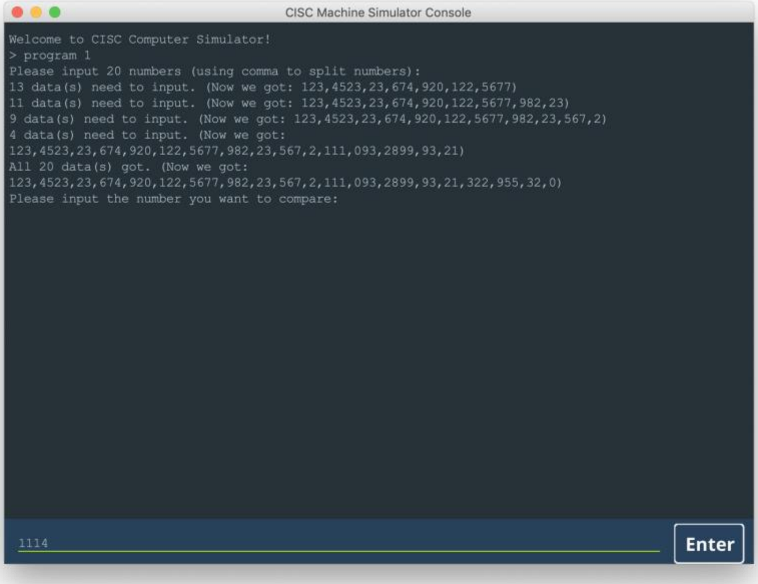
Step 1: Input 'program 1' or 'program1' in the **Operation Panel (Console)** and then click the 'Enter' button. Or click the 'Program 1' button in the **Debugging Panel**.



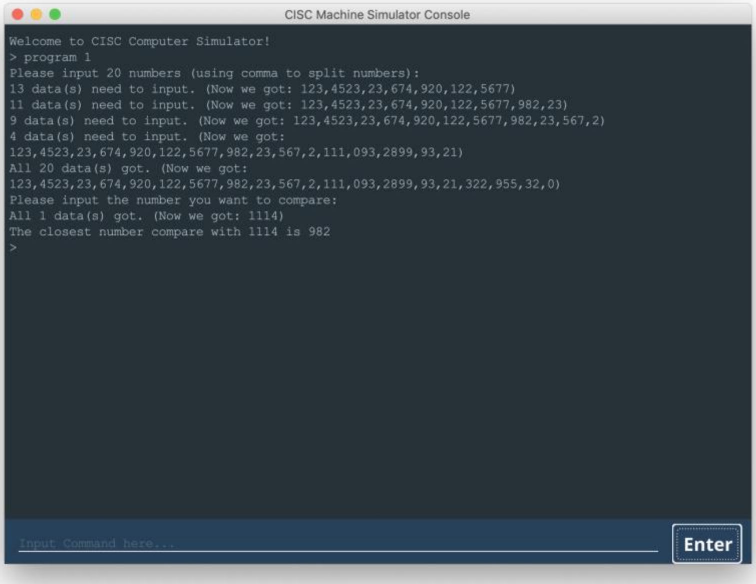
Step 2: Input numbers (use comma to split numbers) and then click the 'Enter' button. You can fill the numbers several times to input the required 20 numbers.



Step 3: Input the number for comparing.



Step 4: Done! The result of the calculation will be output to the **Console**.



3.2 Executing Program 2

Not implemented yet.

3.3 Executing a Custom Program Using IPL

3.3.1 Using Operation Panel (Console)

Step 1: Write the custom program in a text file.
Step 2: Input 'ipl' command to the console to import the program to the memory.
Step 4: Input 'auto run' or 'autorun' command to the console, and then the program will be executed. Or input 'single run' or 'singlerun'' command to run the program step-by-step.

3.3.2 Using Debugging Panel

Step 1: Write the custom program in a text file.
Step 2: Click the 'IPL' button to import the program to the memory.
Step 3: Click the 'Auto Run' button, and then the program will be executed. Or click the 'Single Run' button to run the program step-by-step.

4 Instructions Reference

4.1 Load/Store Instructions

The instructions to load/store values from/to Registers or Memory. The binary instruction code format of Load/Store Instructions is as follows:

Opcode	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Opcode:	6 bits	Specifies the instruction
R:	2 bits	Specifies the General-Purpose Register
IX:	2 bits	Specifies the Index Register
I:	1 bit	Specifies Indirect Addressing If I =1, indirect addressing; otherwise, no indirect addressing.
Address:	5 bits	Specifies the location

4.1.1 (01) LDR

000001	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction:	LDR r, x, address[, I]
Octal-Opcode:	01
Binary-Opcode:	000001
Function:	Loads Register from Memory

4.1.2 (02) STR

000010	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction:	STR r, x, address[, I]
Octal-Opcode:	02
Binary-Opcode:	000010
Function:	Stores Register to Memory

4.1.3 (03) LDA

000011	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction: LDA r, x, address[, I]
Octal-Opcode: 03
Binary-Opcode: 000011
Function: Loads Register with Address

4.1.4 (41) LDX

101001	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction: LDX x, address[, I]
Octal-Opcode: 41
Binary-Opcode: 101001
Function: Loads Index Register from Memory

4.1.5 (42) STX

101010	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction: STX x, address[, I]
Octal-Opcode: 42
Binary-Opcode: 101010
Function: Stores Index Register to Memory

4.2 Arithmetic and Logical Instructions

The instructions to perform most of the computational works in the machine.

The binary instruction code format of basic Arithmetic and Logical Instructions is as follows:

Opcode	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Opcode: 6 bits Specifies the instruction
R: 2 bits Specifies the General-Purpose Register
IX: 2 bits Specifies the Index Register

I:	1 bit	Specifies Indirect Addressing If I =1, indirect addressing; otherwise, no indirect addressing.
Address:	5 bits	Specifies the location

The binary instruction code format of register-to-register Arithmetic and Logical Instructions is as follows:

Opcode	Rx	Ry	
0 5	6 7	8 9	10 15

Opcode:	6 bits	Specifies the instruction
Rx:	2 bits	Specifies the General-Purpose Register x
Ry:	2 bits	Specifies the General-Purpose Register y

4.2.1 (04) AMR

000100	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction:	AMR r, x, address[, I]
Octal-Opcode:	04
Binary-Opcode:	000100
Function:	Add Memory to Register

4.2.2 (05) SMR

000101	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction:	SMR r, x, address[, I]
Octal-Opcode:	05
Binary-Opcode:	000101
Function:	Subtract Memory from Register

4.2.3 (06) AIR

000110	R			Address
0 5	6 7	8 9	10	11 15

Instruction:	AIR r, immed
Octal-Opcode:	06

Binary-Opcode: 000110
Function: Add Immediate to Register

4.2.4 (07) SIR

000111	R			Address
0 5	6 7	8 9	10	11 15

Instruction: SIR r, immed
Octal-Opcode: 07
Binary-Opcode: 000111
Function: Subtract Immediate from Register

4.2.5 (20) MLT

010100	Rx	Ry	
0 5	6 7	8 9	10 15

Instruction: MLT rx, ry
Octal-Opcode: 20
Binary-Opcode: 010100
Function: Multiply Register by Register

4.2.6 (21) DVD

010101	Rx	Ry	
0 5	6 7	8 9	10 15

Instruction: DVD rx, ry
Octal-Opcode: 21
Binary-Opcode: 010101
Function: Divide Register by Register

4.2.7 (22) TRR

010110	Rx	Ry	
0 5	6 7	8 9	10 15

Instruction: TRR rx, ry
Octal-Opcode: 22
Binary-Opcode: 010110

Function: Test the Equality of Register and Register

4.2.8 (23) AND

010111	Rx	Ry	
0 5	6 7	8 9	10 15

Instruction: AND rx, ry
Octal-Opcode: 23
Binary-Opcode: 010111
Function: Logical AND of Register and Register

4.2.9 (24) ORR

011000	Rx	Ry	
0 5	6 7	8 9	10 15

Instruction: ORR rx, ry
Octal-Opcode: 24
Binary-Opcode: 011000
Function: Logical OR of Register and Register

4.2.10 (25) NOT

011001	Rx	
0 5	6 7	8 15

Instruction: NOT rx
Octal-Opcode: 25
Binary-Opcode: 011001
Function: Logical NOT of Register to Register

4.3 Transfer Instructions

The instructions to check the value of a register and then change the control of program execution.

The binary instruction code format of Transfer Instructions is as follows:

Opcode	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Opcode:	6 bits	Specifies the instruction
R:	2 bits	Specifies the General-Purpose Register
IX:	2 bits	Specifies the Index Register
I:	1 bit	Specifies Indirect Addressing
		If I =1, indirect addressing; otherwise, no indirect addressing.
Address:	5 bits	Specifies the location

4.3.1 (10) JZ

001010	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction: JZ r, x, address[, I]
Octal-Opcode: 10
Binary-Opcode: 001010
Function: Jump if Zero

4.3.2 (11) JNE

001011	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction: JNE r, x, address[, I]
Octal-Opcode: 11
Binary-Opcode: 001011
Function: Jump if Not Equal

4.3.3 (12) JCC

001100	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction: JCC cc, x, address[, I]
Octal-Opcode: 12
Binary-Opcode: 001100
Function: Jump if Condition Code

4.3.4 (13) JMA

001101	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction: JMA x, address[, I]
Octal-Opcode: 13
Binary-Opcode: 001101
Function: Unconditional Jump to Address

4.3.5 (14) JSR

001110	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction: JSR x, address[, I]
Octal-Opcode: 14
Binary-Opcode: 001110
Function: Jump and Save Return Address

4.3.6 (15) RFS

001111				Immed
0 5	6 7	8 9	10	11 15

Instruction: RFS immed
Octal-Opcode: 15
Binary-Opcode: 001111
Function: Return from Subroutine with Return Code as Immediate Portion (optional) Stored in the Instruction's Address Field

4.3.7 (16) SOB

010000	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction: SOB r, x, address[, I]
Octal-Opcode: 16
Binary-Opcode: 010000
Function: Subtract One and Branch

4.3.8 (17) JGE

010001	R	IX	I	Address
0 5	6 7	8 9	10	11 15

Instruction: JGE r, x, address[, I]
Octal-Opcode: 17
Binary-Opcode: 010001
Function: Jump Greater than or Equal to

4.4 Shift/Rotate Instructions

The instructions to manipulate a datum in a register. The binary instruction code format of Shift and Rotate Instructions is as follows:

Opcode	R	A/L	L/R		Count
0 5	6 7	8	9	10 11	12 15

Opcode: 6 bits Specifies the instruction
R: 2 bits Specifies the General-Purpose Register
A/L: 2 bits Arithmetic Shift (A/L = 0); Logical Shift (A/L = 1)
L/R: 2 bits Logical Rotate (L/R = 1)
Count: 4 bits Specifies the Count for Operation

4.4.1 (31) SRC

Opcode	R	A/L	L/R		Count
0 5	6 7	8	9	10 11	12 15

Instruction: SRC r, count, L/R, A/L
Octal-Opcode: 31
Binary-Opcode: 011111
Function: Shift Register by Count

4.4.2 (32) RRC

Opcode	R	A/L	L/R		Count
0 5	6 7	8	9	10 11	12 15

Instruction: RRC r, count, L/R, A/L
Octal-Opcode: 32
Binary-Opcode: 100000
Function: Rotate Register by Count

4.5 I/O Instructions

The instructions to communicate with the peripherals attached to the computer system. The binary instruction code format of I/O Instructions is as follows:

Opcode	R		DevID
0 5	6 7	8 10	11 15

Opcode:	6 bits	Specifies the instruction	
R:	2 bits	Specifies the General-Purpose Register	
DevID:	5 bits	Device ID:	
		0	Console Keyboard
		1	Console Printer
		2	Card Reader
		3-31	Console Registers, Switches, etc.

4.5.1 (61) IN

111101	R		DevID
0 5	6 7	8 10	11 15

Instruction: IN r, devid
Octal-Opcode: 61
Binary-Opcode: 111101
Function: Input Character to Register from Device

4.5.2 (62) OUT

111110	R		DevID
0 5	6 7	8 10	11 15

Instruction: OUT r, devid
Octal-Opcode: 62
Binary-Opcode: 111110
Function: Output Character to Device from Register

4.5.3 (63) CHK

111111	R		DevID
0 5	6 7	8 10	11 15

Instruction: CHK r, devid
Octal-Opcode: 63
Binary-Opcode: 111111

Function: Check Device Status to Register

4.6 Other Instructions

4.6.1 (00) HALT

Instruction: HALT
Octal-Opcode: 00
Binary-Opcode: 000000
Function: Stop the machine