Simple Instruction Architecture

The simple instruction architecture (SIA) is designed to be an architecture that is easy to assemble, easy to create a virtual machine for and easy for beginners to computer architecture to understand. While a typical RISC (reduced instruction set computer/chip) has dozens of instructions. SIA has 16 instructions.

SIA has 16 registers, numbered from 0-15 (4 bit selector). Unlike many RISC chips, register 0 is not a constant 0; it is a general-purpose register. All registers are 32 bits wide. All registers are interpreted as signed integers for the purpose of mathematical operations.

This implementation of SIA has a stack – hardware support for a stack data structure that can hold function parameters, local variables, return addresses, and return values. R15 is the stack register – its current address is the bottom most byte of the stack.

To keep the instruction count low, a number of instructions that are traditionally available on most systems are omitted in SIA. Most of these are easily replaced with one or more SIA instructions. For example – there is no “clear” instruction to set a register to 0. This is easily fixed by using “sub”:

**sub r1 r1 r1** will subtract r1 from itself, giving 0.

There is no load immediate to set a register to a particular value. This can be replaced with 2 instructions:  
**sub r1 r1 r1 ; set r1 to 0**

**addimmediate r1 25 ; adds 25 to r1, making r1 = 25**

NOP (no operation) is not available in SIA, but can be emulated with addimmediate:  
**addimmediate r0 0 ; adds 0 to R0, doing nothing**

Branch if less than and branch if equal are provided; branch if greater than can be performed by swapping the operands of branch if less. branch if not equal can be performed with branch if less than and branch if greater than pointing to the same address. Likewise, branch if less than or equal to can be performed with a branch if less than and a branch if equal pointing to the same address.

***IMPORTANT NOTE:***

***Since all instructions are on a 16-bit boundary, the lowest bit of addresses is not stored, since it will always be 0.***

## Instructions

### add (opcode 1)

Adds the values of 2 registers and places the answer in a third register.

Example: add r1 r2 r3 ; r3 🡸 r1 + r2

Instruction format: 3R

### addimmediate (opcode 9)

Adds a **signed** 8 bit value to a register

Example: addimediate r1 -127 ; adds -127 to r1

Instruction format: ai

### and (opcode 2)

Preforms a bitwise and on 2 registers and stores the result in a third register

Example: and r1 r2 r3 ; r3 🡸 r1 & r2

Instruction format: 3R

### branchifequal (opcode 10)

Compares two registers – if they hold the same value, jump to an offset from the current program counter. The offset can be between -524,286 and 524,286. The offset is the number of **words (2 bytes)** forward or back. PC <= PC + (2 \* offset).

Example: branchifequal r1 r2 1000

Instruction format: br

### branchIfless (opcode 11)

Compares two registers – if the first is less than the second, jump to an offset from the current program counter. The offset can be between -524,286 and 524,286. The offset is the number of **words (2 bytes)** forward or back. PC <= PC + (2 \* offset).

Example: branchifless r1 r2 1000

Instruction format: br

### call (opcode 13)

Calls a “function” – pushes the PC of the next instruction onto the stack (R15), then jumps to the address specified by this instruction times 2 (0 – 1,073,741,824).

Example: call 444

Instruction format: jmp

### divide (opcode 3)

Divides the value of the first register by the second and places the answer in a third register. This is integer math with the fractional portion discarded.

Example: divide r1 r2 r3 ; r3 🡸 r1 / r2

Instruction format: 3R

### halt (opcode 0)

Stops the CPU.

Example: halt

Instruction format: 3R (the register values don’t matter)

### interrupt (opcode 8)

Interrupts the CPU using a particular interrupt number. This could be used to jump between kernel mode and user mode or to support devices. For the virtual machine, two interrupts are supported: 0 (print registers) and 1 (print out memory)

Example: interrupt 17

Instruction format: int

### jump (opcode 12)

Jumps to the location specified in the instruction times 2 (0 – 1,073,741,824)

Example: jump 1000

instruction format: jmp

### load (opcode 14)

Loads a register from the memory pointed to by another register plus 2 times the offset (0 to 30). Note that both the address in the register and the offset are in words (memory locations).

Example: load r1 r2 10 ; loads r1 with the value pointed to by r2 plus 20 bytes

instruction format: ls

### multiply (opcode 4)

Multiplies the value of the first register times the second and places the answer in a third register.

Example: multiply r1 r2 r3 ; r3 🡸 r1 \* r2

Instruction format: 3R

### or (opcode 6)

Performs a bitwise OR on 2 registers and stores the result in a third register

Example: or r1 r2 r3 ; r3 🡸 r1 | r2

Instruction format: 3R

### pop (opcode 7)

Copies data from stack pointer through stack pointer + 3 to specified register. Adds four to the stack pointer.

Example: pop R1

Instruction format: stack

### push (opcode 7)

Subtracts four from the stack pointer. Takes the value in the specified register and stores it in the memory address indicated by the stack pointer.

Example: pop R1

Instruction format: stack

### return (opcode 7)

Pops the top value from the stack and jumps to that address

Example: return

Instruction format: stack

### store (opcode 15)

Stores a register’s value into memory memory pointed to by another register plus 2 times the offset (0 to 30). Note that both the address in the register and the offset are in words (memory locations).

Example: store r1 r2 10 ; stores r1’s value into the memory pointed to by r2 plus 20 bytes

instruction format: ls

### subtract (opcode 5)

Subtracts the value of the second register from the first and places the answer in a third register.

Example: subtract r1 r2 r3 ; r3 🡸 r1 - r2

Instruction format: 3R

## Instruction Formats

### 3R

|  |  |  |  |
| --- | --- | --- | --- |
| 4 bits | 4 bits | 4 bits | 4 bits |
| OPCODE | register 1 | register 2 | destination (register 3) |

### ai

|  |  |  |
| --- | --- | --- |
| 4 bits | 4 bits | 8 bits |
| OPCODE | register 1 | immediate value (signed) |

### br

|  |  |  |  |
| --- | --- | --- | --- |
| 4 bits | 4 bits | 4 bits | 4 bits |
| OPCODE | register 1 | register 2 | top 4 bits of address offset |

|  |
| --- |
| 16 bits |
| 16 bits of address offset |

### int

|  |  |
| --- | --- |
| 4 bits | 12 bits |
| OPCODE | interrupt |

### jmp

|  |  |
| --- | --- |
| 4 bits | 12 bits |
| OPCODE | top 12 bits of jump address |

|  |
| --- |
| 16 bits |
| lower 16 bits of jump address |

### ls

|  |  |  |  |
| --- | --- | --- | --- |
| 4 bits | 4 bits | 4 bits | 4 bits |
| OPCODE | register to load/store | address register | address offset |

### stack

|  |  |  |  |
| --- | --- | --- | --- |
| 4 bits | 4 bits | 2 bits | 6 bits |
| OPCODE | register | 00 = return, 01 = push, 10 = pop | unused |