

TEAM 3V

Maura Coriale

Ben Gothard

Matthew Lyons

Joy Stockwell

"Frankie"

CSSE232-02

Processor Design Document

Table of Contents

Recent Changes	2
Meet “Frankie”	3
Register file	4
The “Clerval” Instruction Set Architecture	5
Writing an instruction	6
Converting an instruction to machine code	7
Procedure calling conventions	8
Instructions Overview	9
Detailed Instructions Reference	11
I/O	23
Assembly Code Fragments	24
Euclid’s Algorithm	27
RTL Table	29
RTL Reference by Instruction	31
RTL Tests	Error! Bookmark not defined.
States for Each Instruction Type	42
State Diagram	45
Shopping List	46
Control Signals	48

Recent Changes

- Added a noop instruction which does nothing, currently used by the assembler for basic label support
- Converted the flag bit to a more subtle decoration. The presence of the @ symbol after the mnemonic indicates a flag bit of 1; the absence of it indicates a flag bit of 0
- Added RTL for every instruction, and tests and state diagram for each major category of RTL
- Added list of needed parts
- Added list of needed control signals

Meet "Frankie"

Our processor is named Frankie, in reference to Frankenstein's monster. It is primarily accumulator-based, with parts taken from both stack and load-store architecture.

Its main feature is the presence of two accumulators: a main accumulator ("Mary") and a secondary accumulator ("Shelley"). All commands dealing with immediates are handled by Mary. Many commands also have an option of acting on the two accumulators instead; for example, an "aadd" (accumulator add) command could either add an immediate to Mary, or it could add the value in Shelley to Mary. This relationship between the main and secondary accumulators is fundamental to the architecture's design.

Register file

Mary (main accumulator)

This is the main accumulator. Instructions that interact with immediates will interact directly with this. The value in this register is always treated as a signed number in two's complement.

Shelley (secondary accumulator)

This is the secondary accumulator. It can be used as a backup register. It can also be used to perform operations that involve two accumulators. It generally will not interact with immediates. The value in this register is always treated as a signed number in two's complement.

ra (return address register)

This register stores the address that a procedure call will return from using the jret (jump return) instruction. This is set automatically by the jfnc (jump to function) instruction.

pc (program counter register)

This register stores the address of the current instruction. This is set by various jump instruction.

sp (stack pointer register)

This register stores the address of the top of the stack. All operations which manipulate the stack implicitly move the stack pointer; as a result, there is no way to set this directly.

comp (comparison result register)

This register stores the result of a comparison instruction (cequ, cles, or cgre), and can only be set by those instructions.

The "Clerval" Instruction Set Architecture

in loving memory of Henry Clerval

There is only one instruction format. It is arranged as follows:

1 flag bit at the start

This determines whether the instruction will operate on an immediate or on the two accumulators.

If the flag bit is a 0, the command takes an immediate.

If the flag bit is a 1, the command operates on the two accumulators.

Example:

aadd 0 10 adds 10 to Mary.

aadd 1 adds the value in Shelley to Mary.

5 bit op code

This determines which instruction is performed.

8 bit immediate

This is always a signed number in two's complement form and will be implicitly sign-extended if it is less than 8 bits.

2 unused bits

These bits are necessary to make the instruction take up a full two bytes, but they do nothing, and whether they are 0 or 1 has no effect on the instruction itself.

Writing an instruction

All instruction names are 4 characters long. Let "mnem" be the instruction mnemonic and "i" be the immediate; all instructions with flag bit 0 would be written out like the following:

```
mnem i
```

For example, say the user wants to add the immediate value 6 to Mary, the main accumulator. This instruction would be written as follows:

```
aadd 6
```

To set the flag bit to 1, an @ is appended to the end of the mnemonic, like so:

```
aadd@
```

This would perform the alternate aadd instruction, which adds the value of Shelley to Mary.

In cases where the flag bit has no effect, either a 0 or 1 will suffice. In cases where the immediate has no effect, any value will do.

If the flag bit is left blank, it is assumed to be 1.

If the immediate is left blank, it is assumed to be 0.

The mnemonic, of course, cannot be left blank.

Converting an instruction to machine code

To convert an instruction to machine code, the formula is:

(flag bit) + (op code) + (8-bit immediate) + (00),

where '+' here is assumed to mean "concatenate."

Consider the instruction from the previous example:

aadd 6

There is no '@' symbol, so the flag bit is 0.

The op code for aadd is 00010.

The 8-bit binary representation of 6 is 00000110.

After concatenating this together, the full machine code instruction is as follows:

(0) + (00010) + (00000110) + (00) = 0000100000011000

flag	op code	immediate	unused
1	5	8	2

Procedure calling conventions

- When a procedure is called, if the caller requires a backup of the current accumulator values, it is responsible for calling bkac to put them on the stack. It is assumed that the callee is free to overwrite the accumulator values in whatever ways it wishes.
- When a procedure is called, the caller is responsible for backing up the return address register with bkra. The callee is free to overwrite the return address register; it is assumed to be backed up already.
- The first argument to a procedure goes into Mary. The second argument goes into Shelley. Any additional arguments should be put onto the stack after the return address has been backed up.
- After a procedure has concluded, its return value should be put into Mary. If a second return value is needed, it can be put into Shelley. Any additional return values must go onto the stack.
- When a procedure returns, it should no longer have anything remaining on the stack; its stack frame should be completely empty.

Instructions Overview

mnemonic	op code	quick example	quick description
aput	00000	aput 4	sets Mary's value to 4
sput	00001	sput 5	puts 5 on top of the stack
aadd	00010	aadd 4	adds 4 to Mary's value
asub	00011	asub 3	subtracts 3 from Mary's value
spek	00100	spek 0	copies the top value of the stack into Mary
spop	00101	spop 0	pops the top value of the stack into Mary
rpop	00110	rpop	pops the top value of the stack into ra
jimm	00111	jimm LABEL	jumps to the address defined by LABEL
jacc	01000	jacc	jumps to the address denoted by the value in Mary
jcmp	01001	jcmp LABEL	jumps to LABEL if the value in the comp register is 1
jret	01010	jret	jumps to the value in ra
jfnc	01011	jfnc FOO	jumps to the label FOO and sets ra to pc+2
cequ	01100	cequ 5	sets the value in the comp register to 1 if the value in Mary is equal to 5
cles	01101	cles 6	sets the value in the comp register to 1 if the value in Mary is less than 6

cgre	01110	cgre 2	sets the value in the comp register to 1 if the value in Mary is greater than 2
lorr	01111	lorr 5	sets the value in Mary to the result of a bitwise "or" of its current value and 5
land	10000	land 4	sets the value in Mary to the result of a bitwise "and" of its current value and 4
shfl	10001	shfl 2	shift the value in Mary left 2 bits
shfr	10010	shfr 2	shift the value in Mary right 2 bits
load	10011	load 0x0	loads the value at 0x0 in memory and copies it into Mary
stor	10100	stor 0x0	copies the value in Mary to the address 0x0 in memory
bkac	10101	bkac	copies the value in Mary onto the top of the stack
bkra	10110	bkra	copies the value in ra onto the top of the stack
swap	10111	swap	swaps the values of Mary and Shelley
noop	11000	noop	does nothing and skips to the next instruction

Detailed Instructions Reference

aput -- "accumulator put" -- op: 00000

Flag bit 0: Puts a value into Mary, overwriting her previous value.

Example:

```
aput 3    # puts 3 into Mary
```

This command overwrites Mary's value with the number 3.

Flag bit 1: Puts a value into Shelley, overwriting her previous value.

Example:

```
aput@ 6   # puts 6 into Shelley
```

This command overwrites Shelley's value with the number 6.

sput -- "stack put" -- op: 00001

Puts an immediate value directly on top of the stack.
The flag bit has no effect on sput.

Example:

```
sput 8    # puts 8 on top of the stack
```

This command places 8 on top of the memory stack.

aadd -- "accumulator add" -- op: 00010

Flag bit 0: Adds an immediate value to Mary's.

Example:

```
aput 5    # puts 5 into Mary
```

```
aadd 7    # adds 7 to Mary's current value
```

After this command is executed, the value in Mary is 12.

Flag bit 1: Adds the value in Shelly to the value in Mary.
Shelley is unaffected.

Example:

```
aput 4    # puts 4 into Mary
```

```
aput@ 2   # puts 2 into Shelley
```

```
aadd@     # adds Shelley's value to Mary's
```

After this command is executed, the value in Mary is 6, and the value in Shelley is 2.

asub -- "accumulator sub" -- op: 00011

Flag bit 0: Subtracts an immediate value from the value in Mary.

Example:

```
aput 5    # puts 5 into Mary
asub 7    # subtracts 7 from Mary's current value
```

After this command is executed, the value in Mary is -2.

Flag bit 1: Subtracts the value in Shelley from the value in Mary. Shelley is unaffected.

Example:

```
aput 4      # puts 4 into Mary
aput@ 2     # puts 2 into Shelley
asub@       # subtracts Shelley's value from
              Mary's
```

After this command is executed, the value in Mary is 2, and the value in Shelley is 2.

spek -- "stack peek" -- op: 00100

Flag bit 0: Copies a value from the stack into Mary. Unlike a true stack peek, spek can traverse down the stack in 16 bit increments.

Example:

```
sput 5      # put 5 on top of the stack
sput 7      # put 7 on top of the stack
spek 1      # copy the second value on the stack into
              Mary
```

After this command is executed, Mary's value is 5. The stack has a 5 on the bottom and a 7 on top.

Flag bit 1: Copies a value from the stack into Shelley. Unlike a true stack peek, spek can traverse down the stack in 16 bit increments.

Example:

```
sput 5      # put 5 on top of the stack
sput 7      # put 7 on top of the stack
spek@ 0     # copy the second first on the stack into
```

Shelley

After this command is executed, Shelley's value is 7. The stack has a 5 on the bottom and a 7 on top.

spop -- "stack pop" -- op: 00101

Flag bit 0: Moves the top value of the stack into Mary.

Example:

```
sput 2      # put 2 on top of the stack
spop        # move the value on top of the stack into
            Mary
```

After this command is executed, Mary's value is 2, and the stack is empty.

Flag bit 1: Moves the top value of the stack into Shelley.

Example:

```
sput 6      # put 6 on top of the stack
spop@       # move the value on top of the stack into
            Shelley
```

After this command is executed, Shelley's value is 6, and the stack is empty.

rpop -- "ra pop" -- op: 00110

Moves the top value of the stack into ra, the return address register. If the top of the stack is not a valid address, a memory exception will likely occur.

The flag bit has no effect on rpop.

Example:

```
bkra        # back up value of ra onto the stack
rpop        # move the value on top of the stack into
            ra
```

After this command is executed, both ra and the stack are the same as they began.

jimm -- "jump immediate" -- op: 00111

Flag bit 0: Set pc to the address specified by the immediate. If the immediate is not a valid address, a memory exception will likely occur.

Example:

```
jimm 0x0    # jump to the address 0x0
```

After this command is executed, the value in pc will be 0x0.

Flag bit 1: Add (16*immediate) to the current pc. This effectively moves (1*immediate) instructions forward.

Example:

```
jimm@ -2    # sets pc to pc-32
```

After this command is executed, the program will effectively be moved two instructions back.

jacc -- "jump accumulator" -- op: 01000

Flag bit 0: Set pc to the value in Mary. If the value in Mary is not a valid address, a memory exception will likely occur.

Example:

```
aput 0x0    # put 0x0 into Mary
```

```
jacc        # jump to the address in Mary
```

After this command is executed, the value in pc will be 0x0.

Flag bit 1: Add (16*Mary's value) to the current pc. This effectively moves (1*Mary's value) instructions forward.

Example:

```
aput -2     # put -2 into Mary
```

```
jacc@       # sets pc to pc-32
```

After this command is executed, the program will effectively be moved two instructions back.

jcmp -- "jump compare" -- op: 01001

Flag bit 0: Acts exactly like jimm, but only operates if the value in the comp register is 1; otherwise it does nothing.

Example:

```
aput 5      # put 5 into Mary
```

```
cles 6      # if the value in Mary is less than 6, set  
             the comp register to 1
```

```
        jcmp 0x0    # jump to the address 0x0 if the value in
                    the comp register is 1
After this command is executed, the value in pc will be
0x0.
```

Flag bit 1: Acts exactly like jimm, but only operates if the value in the comp register is 1; otherwise it does nothing.

Example:

```
        aput 5      # put 5 into Mary
        cles 6      # if the value in Mary is less than 6, set
                    the comp register to 1
        jcmp@ -2    # sets pc to pc-32 if the value in the
                    comp register is 1
After this command is executed, the program will
effectively be moved two instructions back.
```

jret -- "jump return" -- op: 01010

Sets the pc to the value in ra.
The flag bit has no effect on jret.

Example:

```
        jret        # sets pc to ra
After this command is executed, the program will continue
execution at ra's position.
```

jfnc -- "jump function" -- op: 01011

Flag bit 0: Acts exactly like jimm, but also sets ra to pc+2 so it can be returned back to with jret.

Example:

```
        jfnc 0x0    # jump to the address 0x0, set ra to pc+2
After this command is executed, the value in pc will be
0x0, and the value in ra will be (starting pc)+2.
```

Flag bit 1: Acts exactly like jimm, but also sets ra to pc+2 so it can be returned back to with jret.

Example:

```
        jfnc@ -2    # sets pc to pc-32
After this command is executed, the program will
effectively be moved two instructions back, and the value
in ra will be (starting pc)+2.
```


cequ -- "compare equal" -- op: 01100

Flag bit 0: Compares the supplied immediate to the value in Mary. If they are equal, it sets the value in the "comp" register to 1. If they are not, it sets the value in the "comp" register to 0.

Example:

```
aput 6      # set the value in Mary to 6
cequ 6      # sets the value in comp to 1 if Mary's
              value is equal to 6
```

After this command is executed, the value in Mary will be 6, and the value in comp will be 1.

Flag bit 1: Compares Mary's value to Shelley's value. If they are equal, it sets the value in the "comp" register to 1. If they are not, it sets the value in the "comp" register to 0.

Example:

```
aput 6      # set the value in Mary to 6
aput@ 6     # set the value in Shelley to 6
cequ@       # sets the value in comp to 1 if
              Mary's value is equal to Shelley's
```

After this command is executed, the value in Mary will be 6, the value in Shelley will be 6, and the value in comp will be 1.

cles -- "compare less" -- op: 01101

Flag bit 0: Compares the supplied immediate to the value in Mary. If Mary's value is less than the immediate, it sets the value in the "comp" register to 1. Otherwise it sets the value in the "comp" register to 0.

Example:

```
aput 6      # set the value in Mary to 6
cles 7      # sets the value in comp to 1 if Mary's
              value is less than 6
```

After this command is executed, the value in Mary will be 6, and the value in comp will be 1.

Flag bit 1: Compares Mary's value to Shelley's value. If Mary's is less than Shelley's, it sets the value in the "comp" register to 1. Otherwise it sets the value in the "comp" register to 0.

Example:

```
aput 6      # set the value in Mary to 6
aput@ 7     # set the value in Shelley to 6
cles@      # sets the value in comp to 1 if Mary's
            value is less than Shelley's
```

After this command is executed, the value in Mary will be 6, the value in Shelley will be 7, and the value in comp will be 1.

cgre -- "compare greater" -- op: 01110

Flag bit 0: Compares the supplied immediate to the value in Mary. If Mary's value is greater than the immediate, it sets the value in the "comp" register to 1. Otherwise it sets the value in the "comp" register to 0.

Example:

```
aput 6      # set the value in Mary to 6
cles 5      # sets the value in comp to 1 if Mary's
            value is less than 5
```

After this command is executed, the value in Mary will be 6, and the value in comp will be 1.

Flag bit 1: Compares Mary's value to Shelley's value. If Mary's is greater than Shelley's, it sets the value in the "comp" register to 1. Otherwise it sets the value in the "comp" register to 0.

Example:

```
aput 6      # set the value in Mary to 6
aput@ 5     # set the value in Shelley to 6
cles@      # sets the value in comp to 1 if Mary's
            value is greater than Shelley's
```

After this command is executed, the value in Mary will be 6, the value in Shelley will be 5, and the value in comp will be 1.

lorr -- "logical or" -- op: 01111

Flag bit 0: Performs a bitwise "or" between the value in Mary and the supplied immediate, and puts the result in Mary. If necessary, this instruction zero-extends the smaller value.

Example:

```
aput 4      # sets the value in Mary to 4, or 0b100
lorr 2      # performs bitwise "or" on the value in
            Mary and 2, or 0b010
```

After this command is executed, the value in Mary will be 0b110, or 6.

Flag bit 1: Performs a bitwise "or" between the value in Mary and the value in Shelley, and puts the result in Mary. If necessary, this instruction zero-extends the smaller value.

Example:

```
aput 4      # sets the value in Mary to 4, or 0b100
aput@ 1     # sets the value in Shelley to 1, or 0b001
lorr@       # performs bitwise "or" on the value in
             Mary and the value in Shelley
```

After this command is executed, the value in Mary will be 0b101, or 5.

land -- "logical and" -- op: 10000

Flag bit 0: Performs a bitwise "and" between the value in Mary and the supplied immediate, and puts the result in Mary. If necessary, this instruction zero-extends the smaller value.

Example:

```
aput 4      # sets the value in Mary to 4, or 0b100
land 2      # performs bitwise "and" on the value in
             Mary and 2, or 0b010
```

After this command is executed, the value in Mary will be 0b000, or 0.

Flag bit 1: Performs a bitwise "and" between the value in Mary and the value in Shelley, and puts the result in Mary. If necessary, this instruction zero-extends the smaller value.

Example:

```
aput 4      # sets the value in Mary to 4, or 0b100
aput@ 1     # sets the value in Shelley to 1, or 0b001
land@       # performs bitwise "and" on the value in
             Mary and the value in Shelley
```

After this command is executed, the value in Mary will be 0b000, or 0.

shfl -- "shift left" -- op: 10001

Flag bit 0: Performs a bitwise left shift on the value in Mary by the number of bits specified by the immediate. This instruction zero-extends from the right.

Example:

```
    aput 2      # sets the value in Mary to 2, or 0b010
    shfl 1      # shifts the value in Mary left by 1 bit
```

After this command is executed, the value in Mary will be 0b100, or 4.

Flag bit 1: Performs a bitwise left shift on the value in Mary by the number of bits specified in Shelley. This instruction zero-extends from the right.

Example:

```
    aput 1      # sets the value in Mary to 1, or 0b001
    aput@ 2     # sets the value in Shelley to 2
    shfl@       # shifts the value in Mary left by the
                  number of bits specified by Shelley
```

After this command is executed, the value in Mary will be 0b100, or 4.

shfr -- "shift right" -- op: 10010

Flag bit 0: Performs a bitwise right shift on the value in Mary by the number of bits specified by the immediate. This instruction sign extends from the left.

Example:

```
    aput 2      # sets the value in Mary to 2, or 0b010
    shfr 1      # shifts the value in Mary right by 1 bit
```

After this command is executed, the value in Mary will be 0b001, or 1.

Flag bit 1: Performs a bitwise right shift on the value in Mary by the number of bits specified in Shelley. This instruction sign extends from the left.

Example:

```
    aput 4      # sets the value in Mary to 1, or 0b100
    aput@ 1     # sets the value in Shelley to 1
    shfr@       # shifts the value in Mary right by the
                  number of bits specified by Shelley
```

After this command is executed, the value in Mary will be 0b010, or 2.

load -- "load from memory" -- op: 10011

Flag bit 0: Loads the value from memory at the address specified in the immediate and copies it into Mary. Note that only primary memory (memory with an address whose first 8 bits are 0) is accessible through this command; other memory must be accessed through load@.

Example:

```
load 0x0    # loads the value at address 0x0 in memory
             and copies it into Mary.
```

After this command is executed, the value in Mary will be the value at the address 0x0 in memory.

Flag bit 1: Loads the value from memory at the address stored in Mary and copies it into Mary.

Example:

```
aput 0x0    # sets Mary's value to 0x0
load@       # loads the value at the address in
             Mary from memory and copies it into Mary
```

After this command is executed, the value in Mary will be the value at the address 0x0 in memory.

stor -- "store in memory" -- op: 10100

Flag bit 0: Stores the value in Mary into memory at the address specified by the immediate.

Example:

```
aput 2      # sets Mary's value to 2
stor 0x0     # stores the value in Mary at the address
             0x0 in memory
```

After this command is executed, the value in Mary will be 2, and the value at 0x0 in memory will also be 2.

Flag bit 1: Stores the value in Mary into memory at the address specified by Shelley.

Example:

```
aput 2      # sets Mary's value to 2
aput@ 0x0   # sets the value in Shelley to 0x0
stor@       # stores the value in Mary at the address
             specified by the value in Shelley
```

After this command is executed, the value in Mary will be 2, the value in Shelley will be 0x0, and the value at 0x0 in memory will be 2.

bkac -- "back up accumulator" -- op: 10101

Flag bit 0: Copies the value in Mary and places it on top of the stack.

Example:

```
    aput 2      # sets Mary's value to 2
    bkac        # copies the value in Mary onto the stack
```

After this command is executed, the value in Mary will be 2, and the value at the top of the stack will also be 2.

Flag bit 1: Copies the value in Shelley and places it on top of the stack.

Example:

```
    aput@ 3     # sets Shelley's value to 3
    bkac@       # copies the value in Shelley onto the
                stack
```

After this command is executed, the value in Shelley will be 3, and the value at the top of the stack will also be 3.

bkra -- "back up return address" -- op: 10110

Copies the value in ra and places it on top of the stack. The flag bit has no effect on bkra.

Example:

```
    bkra        # copies ra onto the stack
```

After this command is executed, the value on top of the stack will be whatever ra started as.

swap -- "swap the accumulators" -- op: 10111

Swaps the value in Mary with the value in Shelley. The flag bit has no effect on swap.

Example:

```
    aput 5      # sets the value in Mary to 5
    aput@ 8     # sets the value in Shelley to 8
```

```
swap      # swaps the values in Mary and Shelley
After this command is executed, the value in Mary will be
8, and the value in Shelley will be 5.
```

noop -- "no operation" -- op: 11111

Empty instruction that does nothing and is always skipped.
The flag bit has no effect on noop.

Example:

```
noop      # does nothing
After this command is executed, nothing has happened!
```

I/O

I/O is done using interrupts. Details will be added later. Need to research how they work, conventions, ways to make them work...

Assembly Code Fragments

Add

```
aput 0 2 # Put the value 2 into the "Mary" accumulator
aadd 0 5 # Add the immediate value 5 to "Mary"
# "Mary" result: 7

aput 1 5 # Put the value 5 into "Shelley"
aadd 1   # Add the values of "Mary" and "Shelley"
# "Mary" result: 12, "Shelley" result: 5
```

Subtract

```
aput 0 5 # Put the value 5 into the "Mary" accumulator
asub 0 2 # Subtract the immediate value 2 from "Mary"s value
# "Mary" result: 3

aput 1 3 # Put the value 3 into "Mary"
asub 1   # Subtract "Shelley"s value from "Mary"see
# "Mary" result: 0, "Shelley" result: 3
```

Basic Stack Functions

```
sput 0 7      # Puts 7 onto the stack
spek 0        # Put top value of the stack into the "Mary"
accumulator
sput 0 10     # Puts 10 onto the stack
spop          # Pops off the top value (10) and puts it into the
"Mary" accumulator
spop          # Pops off the top value (7) and puts it into the
"Mary" accumulator
```

Putting a big immediate into the accumulator

```
aput 0 0b01111111 # Put upper half into "Mary"
shfl 0 8           # Shift "Mary"s value left 8 bits
lorr 0 0b11111111 # Or the lower 8 bits into "Mary"
# result: 0b0111111111111111 = 32767
```

Logical Operations

```
aput 0 10      # Put 10 into the "Mary" accumulator
```

```

    lorr 0 0b10110  # Or the value in "Mary" with 10110, result in
accumulator 0b00011
    land 0 0b10110  # And the value in "Mary" with 10110, result:
0b00010
    shfl 0 2        # Shift the value in "Mary" 2 bits left
    shfr 0 1        # Shift the value in "Mary" 1 bit right
    # result: 0b00100 = 4

```

Load from Memory

```

load 0 0x1001      # Load the value at 0x1001 into "Mary"
aput 1 0x0         # Put the value 0 into "Shelley"
load 1             # Load the value into "Shelley" from the address already
stored in "Shelley"

```

Save to Memory

```

aput 0 2           # Set "Mary" to the value 2
stor 0 0x1011      # Store the value in "Mary" into address 0x1011

```

Procedure to add 2 + 5

```

add:
    spop # Pops the top value off of the stack in the "Mary"
accumulator (2)
    swap # Swaps which accumulator is currently being used
    spop # Pops the top value off of the stack (5)
    aadd 1 0 # Adds both of the accumulators together and stores the
result in the "Mary" accumulator
    jret    # Jump back to ra

```

```

main:
    bkra # Back up the return register to stack
    bkac # Back up both of the accumulators to stack
    sput 0 5
    sput 0 2
    jfnc add # Jump to add procedure, sets ra to pc + 2
    # When the procedure returns, the return value is in the "Mary"
accumulator

```

Sum numbers 1 - 10

```

aput 0 0 # Put 0 into the "Mary" accumulator (total)
aput 1 1 # Put 1 into the "Shelley" accumulator (i)

```

```

loop:
    cgre 0 10    # Compare the "Shelley" accumulator to see if the
value is greater than 10
    jcmp 0 exit  # Jump to exit if "Shelley"s value is greater than 10
    swap        # Switch accumulator to "Mary"
    aadd 1       # Add both accumulators and store in "Mary"
    swap        # Switch back to "Shelley"
    aadd 0 1     # Increment "Shelley" accumulator by 1
    jimm -12     # Jump 6 instructions up
exit:
    ....

```

Euclid's Algorithm

Address	Code	Comments	Machine Code
0x0000	GCD:	n is a and is on the top of the stack, ra is right behind n, m is b and is in the backup accumulator	01111100000000
0x0002	spop	get n into the main accumulator	00010100000000
0x0004	cequ 1	put 1 in the comp reg if n is equal to 1	00110000000001
0x0006	swap	get ready for the loop or return by putting m into the main accumulator	01011100000000
0x0008	jump ENDgcd	if 1 is in the comp reg (n == 1) then jump to the end where we return m	00100100010010
0x000A	LOOPgcd:	This is replaced by a noop command	01111100000000
0x000C	cequ 0	puts 1 into the comp reg if m is 0	00110000000000
0x000E	jump ENDswap	if m is 0, the comp reg holds 1, so jump out of the loop and return a = n	00100100010000
0x0010	cles 1	if m (b, in main) is less than n (a, in backup) puts 1 into comp reg, ie: puts 1 into comp reg if a > b	00110100000001
0x0012	jump ELSEgcd	jump to the else clause if !(a > b) --> !(n > m)	00100100001101
0x0014	swap	if (a > b) --> (n > m), puts n into main accumulator so we can change its val	01011100000000
0x0016	asub@	subtract the value of the backup accumulator from the value of the main accumulator and store the result in the main accumulator; leaves backup alone, our return value is a = n, so leave it there to be the return value	10001100000000
0x0018	swap	puts b back into the main	01011100000000

		accumulator so we can compare it with 0 at the beginning of the loop (we're about to go back to its top)	
0x001A	jimm LOOPgcd	jump to the end	00011100000100
0x001C	ELSEgcd:	converted into a noop instruction	01111100000000
0x001E	asub@	m is in the main accumulator, n in the backup, subtract the value of the backup accumulator from the value of the main accumulator and store the result in the main accumulator; leaves backup alone, this is $m = m - n \rightarrow b = b - a$	00001100000001
0x0020	jimm LOOPgcd		00011100000100
0x0022	ENDswap:	converted into a noop instruction	01111100000000
0x0024	swap	n was in the backup; now it is in the main to be returned	01011100000000
0x0026	ENDgcd:	Converted into a noop instruction	01111100000000
0x0028	jret	jump to the addr in ra (ie a line in relPrime)	00101000000000
0x002A			
0x002C	main:		01111100000000
0x002E	bkra	Back up the ra on the stack before putting the args on the stack so that GCD can get back to relPrime	01011000000000
0x0030	sput nVal	Put n on the stack, for assembly this is all 0s since this comes from IO	00000100000000
0x0032	aput 2	Put 2 (i.e. mVal) in the accumulator	00000000000000
0x0034	swap	put 2 in the backup accumulator	01011100000000
0x0036	LOOPrp:	converted into a noop instruction	01111100000000
0x0038	jfnc GCD	go to the function in the other file; automatically sets ra to the address of this line	00101100000000
0x003A	cequ 1	checks if return value from GCD	00110000000001

		(which gets stored in the accumulator upon return) is 1 or not. It puts 1 in the comp reg if so, and puts 0 in the comp reg if not.	
0x003C	jcmp ENDrp	continue in the loop unless GCD returned 1 which is to say, break out of the loop if GCD returned 1	00100101000110
0x003E	swap	if GCD didn't return 1, get out of the backup accumulator and into the main accumulator	01011100000000
0x0040	aadd 1	add 1 to m	00000000000001
0x0042	swap	put the new m = mOld + 1 back in the backup accumulator so it is the arg for the next time we call GCD	01011100000000
0x0044	jimm LOOPrp	do the loop again	00011100110110
0x0046	ENDrp:		01111100000000
0x0048	swap	get m into the accumulator because it is the return value, pop until the addr on top of the stack is the address of relPrime's caller	01011100000000
0x004A	rpop	restore ra to the address of whatever called relPrime	00011000000000
0x004C	jret	jump to wherever called relPrime	00101000000000

RTL Table

Arithmetic	Compare	Stack	Jump	Swap	Load/Store
$PC = PC + 2$ $inst = Mem[PC]$					
$flagbit = inst[15]$ $OPCODE = inst[14, 10]$ $imm = inst[9, 2]$					
A = mary B = shelley/imm	A = mary, B = shelley/ imm	A = sp B = imm	B = LS(SE(imm)) or B = imm	A = mary B = shelley	val = Mem[imm] OR Mem[shelley]

					(only load)
ALUOUT = A OP B	ALUOUT = A OP B	ALUOUT = A OP B	PC = B		
mary = ALUOUT	cmp = ALUOUT	mary/shelley = ALUOUT		mary = B shelley = A	mary = val OR Mem[shelley] = mary OR Mem[imm] = mary

RTL Reference by Instruction

aput:

```
pc = pc + 2
inst = Mem[pc]
flagbit = inst[15]
OPCODE = inst[14, 10]
imm = inst[9, 2]
mary = imm
```

aput@:

```
pc = pc + 2
inst = Mem[pc]
flagbit = inst[15]
OPCODE = inst[14, 10]
imm = inst[9, 2]
shelley = imm
```

sput:

```
pc = pc + 2
inst = Mem[pc]
flagbit = inst[15]
OPCODE = inst[14, 10]
imm = inst[9, 2]
sp = sp + 2
Mem[sp] = imm
```

aadd:

```
pc = pc + 2
inst = Mem[pc]
flagbit = inst[15]
OPCODE = inst[14, 10]
imm = inst[9, 2]
ALUOUT = mary + imm
mary = ALUOUT
```

aadd@:

```
pc = pc + 2
inst = Mem[pc]
flagbit = inst[15]
OPCODE = inst[14, 10]
```



```

    imm = inst[9, 2]
    ALUOUT = mary + shelley
    mary = ALUOUT

asub:
    pc = pc + 2
    inst = Mem[pc]
    flagbit = inst[15]
    OPCODE = inst[14, 10]
    imm = inst[9, 2]
    ALUOUT = mary - imm
    mary = ALUOUT

asub@:
    pc = pc + 2
    inst = Mem[pc]
    flagbit = inst[15]
    OPCODE = inst[14, 10]
    imm = inst[9, 2]
    ALUOUT = mary - shelley
    mary = ALUOUT

spek:
    pc = pc + 2
    inst = Mem[pc]
    flagbit = inst[15]
    OPCODE = inst[14, 10]
    imm = inst[9, 2]
    B = imm*2
    B = B + sp
    val = Mem[sp]
    mary = val

spop:
    pc = pc + 2
    inst = Mem[PC]
    flagbit = inst[15]
    OPCODE = inst[14, 10]
    imm = inst[9, 2]
    val = Mem[sp]

```

```

        sp = sp + 2
        mary = val

rpop:
    addr = mem[sp]
    sp -= 1 word
    reg[ra] = addr

jimm:
    PC = imm

jimm@:
    target = imm << 4
    PC = target

jacc:
    PC = mary

jacc@:
    target = mary << 4
    PC = target

jcmp:
    if reg[cmp] == 1:
        PC = imm

jcmp@:
    if reg[cmp] == 1:
        target = imm << 4
        PC = target

jret:
    PC = reg[ra]

jfnc:
    reg[ra] = PC + 1 word
    PC = imm

jfnc@:
    reg[ra] = PC + 1 word

```

```

        target = imm << 4
        PC = target

cequ:
    aluout = mary - imm
    if (aluout == 0)
        comp = 1
    else
        comp = 0

cequ@:
    aluout = mary - shelley
    if (aluout == 0)
        comp = 1
    else
        comp = 0

cles:
    aluout = mary - imm
    if (aluout < 0)
        comp = 1
    else
        comp = 0

cles@:
    aluout = mary - shelley
    if (aluout < 0)
        comp = 1
    else
        comp = 0

cgre:
    aluout = mary - imm

    if (aluout > 0)
        comp = 1
    else
        comp = 0

cgre@:
    aluout = mary - shelley

```

```

    if (aluout > 0)
        comp = 1
    else
        comp = 0

lorr:
    aluout = mary OR imm
    mary = aluout

lorr@:
    aluout = mary OR shelley
    mary = aluout

land:
    aluout = mary AND imm
    mary = aluout

land@:
    aluout = mary AND shelley
    mary = aluout

shfl:
    shiftout = mary SHIFTLLEFT imm
    mary = shiftout

shfl@:
    shiftout = mary SHIFTLLEFT shelley
    mary = shiftout

load:
    pc = pc + 2
    inst = Mem[pc]
    flagbit = inst[15]
    OPCODE = inst[14, 10]
    val = Mem[imm]
    mary = val

load@:
    pc = pc + 2
    inst = Mem[pc]
    flagbit = inst[15]
    OPCODE = inst[14, 10]

```

```

        val = Mem[shelly]
        mary = val

stor:
    pc = pc + 2
    inst = Mem[pc]
    flagbit = inst[15]
    OPCODE = inst[14, 10]
    Mem[imm] = mary

stor@:
    pc = pc + 2
    inst = Mem[pc]
    flagbit = inst[15]
    OPCODE = inst[14, 10]
    Mem[shelly] = mary

bkac:
    pc = pc + 2
    inst = Mem[pc]
    flagbit = inst[15]
    OPCODE = inst[14, 10]
    sp = sp + 2
    mem[sp] = mary

bkac@:
    pc = pc + 2
    inst = Mem[pc]
    flagbit = inst[15]
    OPCODE = inst[14, 10]
    sp = sp + 2
    mem[sp] = shelly

bkra:
    pc = pc + 2

```

```
inst = Mem[pc]
flagbit = inst[15]
OPCODE = inst[14, 10]
sp = sp + 2
mem[sp] = ra
```

swap:

```
pc = pc + 2
inst = Mem[pc]
flagbit = inst[15]
OPCODE = inst[14, 10]
A = mary
B = shelly
mary = B
shelly = A
```

RTL Tests

These rtl tests show the state of the relevant regs before their inst is run, at each step of the inst, and after the inst is complete. They say what the state of the regs should be after the inst ends. The tests were all successful, so, every time, the states afterward were correct. There is a test of aput and each type of inst.

aput rtl test

```
pc = 22, mary = 121, shelley = 13
aput 10
result should be: pc = 24, mary = 10, shelley = 13
```

First block:

```
pc = pc + 2
```

```

    inst = Mem[pc]
After block:
    pc = 24, mary = 121, shelley = 13
Second block:
    flagbit = inst[15]
    OPCODE = inst[14, 10]
    imm = inst[9, 2]
After block:
    pc = 24, mary = 121, shelley = 13, imm = 10
Third block:
    mary = imm
After block:
    pc = 24, mary = 10, shelley = 13
    TEST SUCCESS

```

stack rtl test

```

pc = 12, sp = 0, stack empty
sput 4
result should be: pc = 14, sp = 2, stack has 4 on it

```

```

First block:
    pc = pc + 2
    inst = Mem[pc]
After block:
    pc = 14, sp = 0, stack empty
Second block:
    flagbit = inst[15]
    OPCODE = inst[14, 10]
    imm = inst[9, 2]
After block:
    pc = 14, sp = 0, stack empty, imm = 4
Third block:
    sp = sp + 2
    Mem[sp] = imm
After block:
    pc = 14, sp = 2, stack has 4 on it
    TEST SUCCESS

```

arithmetic rtl test

```

pc = 4, mary = 8, shelley = 3

```

```
aadd 12
result should be: pc = 6, mary = 20, shelley = 3
```

First block:

```
pc = pc + 2
inst = Mem[pc]
```

After block:

```
pc = 6, mary = 8, shelley = 3
```

Second block:

```
flagbit = inst[15]
OPCODE = inst[14, 10]
imm = inst[9, 2]
```

After block:

```
pc = 6, mary = 8, shelley = 3, imm = 12
```

Third block:

```
ALUOUT = mary + imm
```

After block:

```
pc = 6, mary = 8, shelley = 3, ALUOUT = 20
```

Fourth block:

```
mary = ALUOUT
```

After block:

```
pc = 6, mary = 20, shelley = 3
TEST SUCCESS
```

jump rtl test

```
pc = 4
```

```
jimm 10
```

```
result should be: pc = 10
```

First block:

```
pc = pc + 2
inst = Mem[pc]
```

After block:

```
pc = 6
```

Second block:

```
flagbit = inst[15]
OPCODE = inst[14, 10]
imm = inst[9, 2]
```

After block:

```
pc = 6, imm = 10
```

Third block:

```
pc = imm
```

After block:

```
pc = 10
TEST SUCCESS
```


compare rtl test

pc = 222, mary = 10, comp = 0
cequ 10
result should be: pc = 224, mary = 10, comp = 1

First block:

pc = pc + 2
inst = Mem[pc]

After block:

pc = 224, mary = 10, comp = 0

Second block:

flagbit = inst[15]
OPCODE = inst[14, 10]
imm = inst[9, 2]

After block:

pc = 224, mary = 10, comp = 0, imm = 10

Third block:

aluout = mary - imm

After block:

pc = 224, mary = 10, comp = 0, aluout = 0

Fourth block:

if (aluout == 0)
comp = 1
else
comp = 0

After block:

pc = 224, mary = 10, comp = 1
TEST SUCCESS

swap rtl test

pc = 4, mary = 1, shelley = 2
swap
result should be: pc = 6, mary = 2, shelley = 1

First block:

pc = pc + 2
inst = Mem[pc]

After block:

pc = 6, mary = 1, shelley = 2

Second block:

flagbit = inst[15]

```

        OPCODE = inst[14, 10]
        imm = inst[9, 2]
After block:
    pc = 6, mary = 1, shelley = 2
Third block:
    A = mary
    B = shelley
After block:
    pc = 6, mary = 1, shelley = 2, A = 1, B = 2
Fourth block:
    -
After block:
    -
Fifth block:
    mary = B
    shelley = A
After block:
    pc = 6, mary = 2, shelley = 1, A = 1, B = 2
    TEST SUCCESS
load/store rtl test

pc = 4, mary = 42, shelley = 0, Mem[0] = 24
load@
result should be: pc = 6, mary = 24, shelley = 0, Mem[0] = 24

First block:
    pc = pc + 2
    inst = Mem[pc]
After block:
    pc = 6, mary = 42, shelley = 0, Mem[0] = 24
Second block:
    flagbit = inst[15]
    OPCODE = inst[14, 10]
    imm = inst[9, 2]
After block:
    pc = 6, mary = 42, shelley = 0, Mem[0] = 24
Third block:
    val = Mem[0]
After block:
    pc = 6, mary = 42, shelley = 0, Mem[0] = 24, val = 24
Fourth block:
    mary = val
After block:
    pc = 6, mary = 42, shelley = 0, Mem[0] = 24, val = 24
    TEST SUCCESS

```

States for Each Instruction Type

Stack	
<code>pc = pc + 2</code>	<code>PCWrite = 0</code>
<code>inst = Mem[pc]</code>	<code>MemRead = 1</code>
<code>flagbit = inst[15]</code> <code>OPCODE = inst[14, 10]</code> <code>imm = inst[9, 2]</code> <code>A = sp, B = SE(LS(imm))</code>	<code>RegRead = 1</code> <code>srcA = sp</code> <code>srcB = SE(LS(imm))</code>
<code>ALUOUT = A + B</code>	<code>ALUOP = add</code>
<code>memVal = Mem[ALUOUT]</code> <code>sp = sp + 2 (only for spop)</code> <code>mary = memVal</code>	<code>regWrite = 1</code> <code>RegData = memory</code> <code>regDst = Mary</code> <code>spWrite = 1</code>

Compare	
<code>pc = pc + 2</code>	<code>PCWrite = 0</code>
<code>inst = Mem[PC]</code>	<code>memRead = 1</code>
<code>flagbit = inst[15]</code> <code>OPCODE = inst[14, 10]</code> <code>imm = inst[9, 2]</code> <code>A = Mary</code> <code>B = shelley (1) OR B = imm</code>	<code>regRead = 1</code> <code>srcA = mary</code> <code>srcB = shelley OR srcB = imm</code>
<code>ALUOUT = A - B</code>	<code>ALUOP = sub</code>
<code>cmp = ALUOUT</code>	<code>regWrite = 1</code> <code>RegData = AluOut</code> <code>regDst = cmp</code>

Jump (to function)

pc = pc + 2	PCWrite = 0
inst = Mem[pc]	memRead = 1
flagbit = inst[15] OPCODE = inst[14, 10] imm = inst[9, 2] OR imm = LS(imm)	
ra = pc	regWrite = 1 RegData = pc regDest = ra
pc = imm	PCWrite = 1

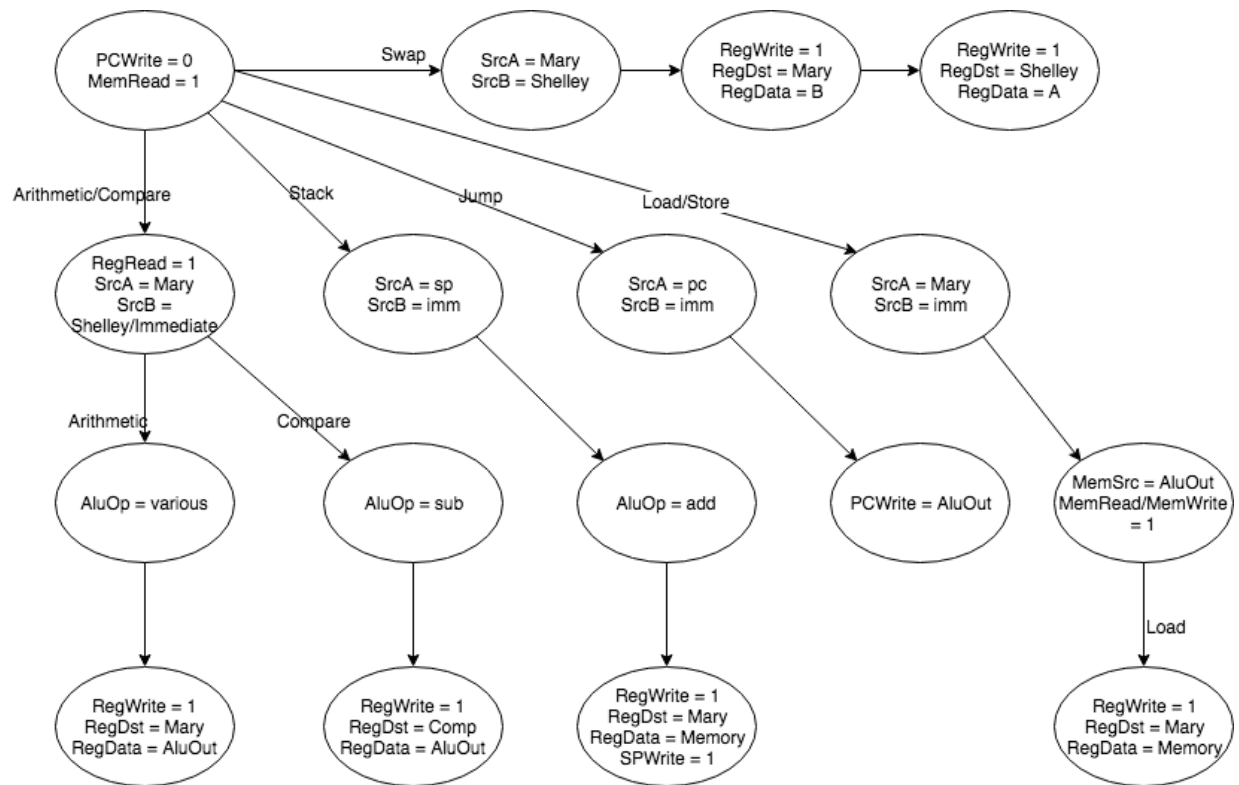
Arithmetic	
pc = pc + 2	PCWrite = 0
inst = Mem[pc]	memRead = 1
flagbit = inst[15] op = inst[14, 10] imm = inst[10, 2]	
A = mary B = shelly OR B = imm	srcA = mary srcB = shelly OR srcB = imm
ALUOUT = A op B	ALUOP = op
mary = ALUOUT	regWrite = 1 regDest = mary regData = ALUOUT

Swap	
pc = pc + 2	PCWrite = 0

inst = Mem[pc]	memRead = 1
flagbit = inst[15] op = inst[14, 10] imm = inst[10, 2]	
A = mary B = shelley OR B = imm	srcA = mary srcB = shelley OR srcB = imm
mary = B	regWrite = 1 regDest = mary regData = B
shelley = A	regWrite = 1 regDest = shelley regData = A

	Stack	A & L	Compare	Jump	Load/ Store	Swap
F	PCWrite = 0 memRead = 1					
D						
E	srcA = sp srcB = imm	srcA = mary srcB = shelley OR srcB = imm		regWrite = 1 srcA = pc srcB = imm	srcA = mary srcB = imm	srcA = mary srcB = shelley OR srcB = imm
M	ALUOP = add	ALUOP = OP	ALUOP = sub	pcWrite = ALUOUT	memSrc = ALUOUT MemRead/ MemWrite = 1	regWrite = 1 regDest = mary regData = B
W	regWrite = 1 regDst = mary regData = Mem spWrite = 1	regWrite = 1 regDst = mary regData = ALUOUT	regWrite = 1 regDst = cmp regData = ALUOUT		regWrite = 1 regDst = mary regData = Mem spWrite = 1	regWrite = 1 regDst = shelley regData = A

State Diagram



Shopping List

Note: number of bits in each control signal on following list of control signals

- Register file
 - Contains Mary, Shelley, RA, and Comp
 - Input: RegA and RegB, which determine which two registers to read. Both 2 bits. Will usually be Mary and Shelley.
 - Output: ValA and ValB, the values of the two registers specified by RegA and RegB. Both 16 bits. Will usually go into intermediate registers A and B.
 - Control signals:
 - RegWrite, determines whether data is being written to a register or not
 - RegRead, determines whether data is being read from a register or not
 - RegDst, determines which register data is being written to
 - RegData, determines the value that is written into the register specified by RegDst
- Memory
 - Input: Memory Address, 16 bits.
 - Output: Memory Data, 16 bits.
 - Control signals:
 - MemRead, determines whether data is being read from memory or not
 - MemWrite, determines whether data is being written to memory or not
 - MemSrc, determines where the address being used comes from
- Single registers x7
 - Intermediate registers to hold data in multicycle. Includes PC, SP, A, B, AluOut, Inst, and MemVal.
 - Control signals:
 - PCWrite, to control writing to PC
 - SPWrite, to control writing to SP
 - SrcA, to control what goes into A
 - SrcB, to control what goes into B
- ALU x1
 - Performs addition, subtraction, logical or, logical and, set-less-than, set-greater-than, and set-equal-to
 - Inputs: A and B (from intermediate registers A and B), each 16 bits
 - Control signals:

- AluOp, to decide which operation the ALU will perform
 - Output goes into AluOut (intermediate register), 16 bits
- Adder x2
 - Adders used to add values to PC and SP (which are separate from the main RegFile)
 - Not controlled; they will always add to PC and SP, but the control signals PCWrite and SPWrite will determine which value is written to them
 - Both inputs are 16 bits, output is 16 bits
- Control unit
 - Sets all control signals based on instruction data
- Zero extender
 - One 8-bit zero extender to extend the 8 bit immediate in the instruction data
 - Input: 8 bits, output: 16 bits
- Sign extender
 - One 8-bit sign extender to extend the 8 bit immediate in the instruction data
 - Input: 8 bits, output: 16 bits
- Sign shifters
 - A 2-bit left shifter for stack operations and a 4-bit left shifter for certain jump operations
 - Input: 16 bits, output: 16 bits

Control Signals

PCWrite: 2-bit signal which determines the value written into PC

- 00: PC+2
- 01: PC+immediate
- 10: immediate (address)
- 11: ra (return address)

SPWrite: 2-bit signal which determines the value written into sp

- 00: SP+0
- 01: SP+2
- 10: SP-2
- 11: nothing

MemRead: 1-bit signal which determines whether or not data is read
from memory

- 0: Don't read
- 1: Read

MemWrite: 1-bit signal which determines whether or not data is
written to memory

- 0: Don't write
- 1: Write

MemSrc: 2-bit signal which determines the address memory is accessed
at

- 00: PC
- 01: Immediate address
- 10: Address stored in Mary
- 11: Address stored in Shelley

RegRead: 1-bit signal which determines whether or not data is read
from the regfile

- 0: Don't read
- 1: Read

RegWrite: 1-bit signal which determines whether or not data is
written to the regfile

- 0: Don't write
- 1: Write

RegDst: 2-bit signal that determines which register data will be
written to

- 00: Mary
- 01: Shelley
- 10: RA
- 11: Comp

RegData: 2-bit signal that determines where the data being written to
the regfile is coming from

- 00: AluOut

01: MemVal
10: A
11: B
SrcA: 1-bit signal that determines what is written into A
0: Mary
1: SP
SrcB: 2-bit signal that determines what is written into B
00: Shelley
01: Zero-extended immediate
10: Sign-extended immediate
11: Sign-extended left-shifted immediate