#### **AUBIE CPU SPECIFICATION**

## **DATAPATH ELEMENTS**

#### **Memory**

The memory of the Aubie is 32-bits wide (i.e. a dlx\_word is stored at every address). Can do one read or one write per cycle. Note: Bit 31 is the most significant bit, and bit 0 is the least significant bit of a memory word.

#### ALU

See assignment 3.

### Registers

32 registers, single ported, can do one read or one write per cycle

## 2-way mux

controlled by a one bit signal from controller

### 3-way mux

controlled by a two-bit signal from controller

#### **PC** incrementer

Combinational logic that adds one (unsigned) to its' (32 bit) input

#### **INSTRUCTION SET**

The opcode is always found in the high order 8 bits of an instruction word (bits 31 to 24). Some instructions are one dlx-word long, and some are two words long. In addition to the opcode, the first word may hold a number of register numbers for source and destination registers. The second word contains either a 32-bit immediate value for the load immediate (LDI) instruction or it holds an address for the store (STO),load (LD), jump (JMP), or jump-if-zero (JZ) instructions.

#### ALU INSTRUCTIONS

1 dlx-word long (1 address)

## FORMAT, word 1

Opcode	Dest	Op1	Op2	Not used
Bits 31-24	Bits 23-19	Bits 18-14	Bits 13-9	Bits 8-0

Perform the operation on registers op1 and op2 and put the result in register dest.

#### **OPCODES**

Mnemonic	Opcode	Meaning
ADDU dest, op1, op2	0x00	unsigned add
SUBU dest, op1, op2	0x01	unsigned subtract

ADD	dest,op1,op2	0x02	two's complement add
SUB	dest,op1,op2	0x03	two's complement subtract
MUL	dest,op1,op2	0x04	two's complement multiply
DIV	dest,op1,op2	0x05	two's complement divide
ANDL	dest,op1,op2	0x06	logical and
ANDB	dest,op1,op2	0x07	bitwise and
ORL	dest,op1,op2	0x08	logical or
ORB	dest,op1,op2	0x09	bitwise or
NOTL	dest,op1,op2	0x0a	logical not (op1)
NOTB	dest,op1,op2	0x0b	bitwise not (op1)

## **Examples**

ADDU R1,R2,R3 encodes as 0x00088300 NOTB R7,R8,R9 encodes as 0x0b3a1200

## **STORE INSTRUCTIONS**

2 dlx words long, stored in 2 consecutive addresses in memory

## FORMAT, word 1

Opcode	Dest not used	Op1	Op2 not used	Not used
Bits 31-24	Bits 23-9	Bits 18-14	Bits 13-9	Bits 8-0

### Word 2

Wolu 2	
Address	
Bits 31-0	

STO op1,address 0x20 put contents of reg op1 in memory specified by address (word 2 of instruction)

## Example

STO R2,0x12341234 encodes as 0x20008000, 0x12341234

#### LOAD INSTRUCTIONS

2 dlx words long, stored in 2 consecutive addresses in memory

# FORMAT, word 1

Opcode	Dest	Op1 not used	Op2 not used	Not used
Bits 31-24	Bits 23-19	Bits 18-14	Bits 13-9	Bits 8-0

## Word 2

Address or Immediate	
Bits 31-0	

LD dest, addr

0x30

load contents of addr to

0x31

# **Examples**

LD R5,0x00004412 encodes as 0x30280000, 0x00004412 LDI R1,#0x12121212 encodes as 0x31080000, 0x12121212

## REGISTER INDIRECT LOAD AND STORE

These do load and store using the contents of a register to specify the address. For STOR, the dest register holds the address to which to store the contents of reg. op 1. For LDR, the op 1 reg holds the address to load the contents from into the dest register

# 1 dlx word long

## Format, word 1

Opcode	Dest	Op1	Op2 not used	Not used
Bits 31-24	Bits 23-19	Bits 18-14	Bits 13-9	Bits 8-0
STOR (dest), op	01		put contents of reg address given by o reg	•
LDR dest, (op	1)		load contents of ac by register op1 int	•

## **Examples**

STOR (R7),R8 encodes as 0x223a0000 LDR R11,(R12) encodes as 0x325b0000

## **JUMP OPERATIONS**

Either unconditional (JMP) or condition (JZ) jump to an address given in the  $2^{nd}$  word of the instruction

2 dlx words long, stored in two consecutive addresses in memory

## Format, word 1

Opcode	Dest not used	Op1	Op2 not used	Not used
Bits 31-24	Bits 23-19	Bits 18-14	Bits 13-9	Bits 8-0

## Word 2

Address	
Bits 31-0	

JMP addr 0x40 unconditional jump to addr JZ op1, addr 0x41 jump to addr if op1 == 0

# **Examples**

JMP 0x11111111 encodes 0x40000000,0x111111111 JZ R7,0x22220000 encodes as 0x41380000 ,0x22220000

#### MISC OPERATIONS

## **No Operation,** 1 dlx word long

Opcode	Not Used
Bits 31-24	Bits 23-0

NOOP 0x10 do nothing at all

## Example

NOOP encodes as 0x10000000