Instruction Project

Mnemonic: add, sub

Synt: Mne	ax monic	: Rr, R	s, Rd		•	erand ne	S				Progra PC = P	m Cοι C + 1	inter		
15			12	11		9	8		6	5 3 2 0				0	
	0	Р			Rr			Rs		Rd			-	-	-
-	-	-	_	r	r	r	S	S	S	d	d	d	-	-	-

Mnemonic: jumpeq, jumpneq, jumpgt, jumpgte, jumplt, jumplte

Synta	ax				Op	erand	s				_	m Cou	ınter		
Mne	monic	Rr, Rs	s, k		1 <	<= k <=	64			PC = PC + 1 PC = PC + k, false condition					
15			12	11		9	8		6	5 0			0		
	0	Р			Rr			Rs		К					
-	-	-	-	r	r	r	S	S	S	k	k	k	k	k	k

Mnemonic: addi, subi, shfl, shfr

Synta Mne	ax monic	: Rr, Rs	s, k			erand = k <=					Progra PC = PO		inter		
15	15 12 11 9 8 6 5									0					
	0	Р			Rr Rd K										
-	-	-	-	r	r	r	d	d	d	k	k	k	k	k	k

Mnemonic: st

Synta st Rr					•	erand ne	S			Program Counter PC = PC + 1					
15	15 12					9	8		6	5					0
	0	P			Rr			Rm		-					
-	-	-	-	r	r	r	m	m	m	-	-	-	-	-	-

Mnemonic: Id

Synt Id Rr	ax n, Rr				Op No	erand ne	S			Program Counter PC = PC + 1					
15	15 12			11		9	8		6	5					0
OP Rr						Rm									
-	-	-	-	r	r	r	m	m	m	1	-	-	-	-	-

Mnemonic: jump

Synta						erand = k <=					Progra PC = P	m Cou C + 1	inter		
15			12	11											0
	OP k														
-	-	-	-	k	k	k	k	k	k	k	k	k	k	k	k

Mnemonic: nop

	Syntax						S			F	Program Counter					
jump k					No	Nop $PC = PC + 1$										
15															0	
	С	Р								-						
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	

Opcode	Instruction	Description
0000	nop	Processor does not perform operations on this instruction
0001	Jumpeq	Conditional flow deviation, equal to
0010	jumpneq	Conditional flow deviation, not equal to
0011	Jumpgt	Conditional flow deviation, greater than
0100	jumpgte	Conditional flow deviation, greater than or equal to
0101	Jumplt	Conditional flow deviation, less than
0110	Jumplte	Conditional flow deviation, less than or equal to
0111	jump	Unconditional flow deviation instruction "goto"
1000	add	Addition Instruction
1001	sub	Subtraction Instruction
1010	addi	Addition instruction with immediate constant
1011	subi	Subtraction instruction with immediate constant
1100	shfl	Bitwise shift – left
1101	shfr	Bitwise shift – right
1110	st	Instruction that stores a value given by a register in memory
1111	ld	Instruction that loads a memory value into a given register