

Flare32 CPU

FL4SHK

April 14, 2023

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Introduction

2.1 General Information

- Addresses are 32-bit.
- Big-endian byte ordering is used.
- Bytes are octets (8 bits).
- Instructions must be aligned to 16 bits, so jump and branch targets must also be aligned to 16 bits.
 - Branch offsets encoded into instructions must be 16-bit aligned, or in other words bit 0 of the branch offset must be **0b0**

2.2 Registers

There are sixteen general-purpose registers (all of which are 32-bit): **r0**, **r1**, **r2**, ..., **r11**, **r12**, **lr**, **fp** (frame pointer), **sp** (stack pointer).

The program counter, **pc**, is 32 bits long, as addresses are 32-bit.
Here are the special-purpose registers:

- **flags**: arithmetic/logic FLAGS; (reg encoding: **0x0**)
- **ids**: Interrupt DeStination: the address to jump to upon an interrupt being serviced (also known as the interrupt vector); (reg encoding **0x1**)
- **ira**: Interrupt Return Address: the address that was jumped from upon an interrupt being serviced; (reg encoding (**0x2**))
- **ie**: Interrupt Enable flag: flag indicating whether interrupts are enabled (**0x1**) or disabled (**0x0**) note that interrupts start off as disabled; (reg encoding **0x3**)
- **hi**: HIgh 32 bits of instructions that produce 64-bit results; (reg encoding **0x4**)
- **lo**: LOw 32 bits of instructions that produce 64-bit results; (reg encoding **0x5**)
- Note: All other encodings for special-purpose registers are reserved.

Here are the bits of **flags**:

- Zero (Z): (**flags** bit 0)
- Carry (C): (**flags** bit 1)

- oVerflow (V): (**flags** bit 2)
- Negative (N): (**flags** bit 3)
- Note: All other bit positions of **flags** are reserved.

Instruction Set

3.1 Instruction Group 0: **pre** and **lpre**

For **pre**, the following encoding is used, with each character representing one bit:

0000 *iiii* *iiii* *iiii*, where

- *i* is a 12-bit constant.

For **lpre**, the following encoding is used, with each character representing one bit:

0001 0*iiii* *iiii* *iiii* *iiii* *iiii* *iiii* *iiii*, where

- *i* is a 27-bit constant.

pre and **lpre** are mechanisms by which immediates larger than normal can be used, essentially acting like variable width instructions.

There is no mechanism in the assembly language itself to use **pre** or **lpre** as instructions. Instead, it is expected that the assembler or linker will be the one to insert **pre** or **lpre** as needed if an immediate is too large for a particular instruction.

For non-branch instructions:

- If **pre** is used, the immediate field of the **pre** instruction will form bits [16:5] of the immediate of the next non-**index** instruction. The 17-bit immediate will then be sign-extended to 32 bits.
- On the other hand, if **lpre** is used, the immediate field of the **lpre** instruction will form bits [31:5] of the immediate of the next non-**index** instruction.

For branch instructions (group 3):

- if **pre** is used, the immediate field of the **pre** instruction will form bits [20:9] of the immediate of the next non-**index** instruction. The 21-bit immediate will then be sign-extended to 32 bits.
- On the other hand, if **lpre** is used, the immediate field of the **lpre** instruction will form bits [31:9] of the immediate of the next non-**index** instruction.

Instructions that use an immediate value, other than **pre**, **lpre**, and relative branches normally have 5-bit immediates. Relative branches normally have 9-bit branch offsets. if **pre** or **lpre** is used with a relative branch, bits [9:5] of the branch offset that is encoded directly into a relative branch instruction will be ignored, and the immediate field of the **pre** or **lpre** instruction will be used to determine bits [9:5] of the branch offset..

3.1.1 Handling of pre, lpre, and index

When a **pre** or **lpre** instruction is found, **pre** or **lpre** will be considered to be "in effect". This condition lasts for one or two instructions after the **pre** or **lpre** instruction, depending on whether or not **index** was in effect.

index is an instruction (defined later) that allows a subsequent load or store instruction to perform **base_reg + index_reg** indexing. When an **index** instruction is found, it is considered to be in effect. Like **pre** and **lpre**, **index** is inserted automatically by the assembler.

index can be combined with **pre** or **lpre**, and it does not matter whether **index** or the **pre/lpre** instruction came first.

When **pre**, **lpre**, or **index** is in effect, interrupts will not be serviced.

Pseudo code for handling the how **pre**, **lpre**, and **index** are to be handled regarding whether or not they are "in effect" is as follows:

```
function handle_pre_lpre_index(input in, output out) {
    if (in.instruction.is_pre()) {
        if (in.state.pre.have || in.state.lpre.have) {
            out.state.can_service_interrupts = false;

            // Instruction was a NOP
            out.state.pre.have = false;
            out.state.lpre.have = false;
            out.state.index.have = false;
            out.instruction = nop;
        } else {
            if (in.state.index.have) {
                out.state.can_service_interrupts = false;
            } else {
                out.state.can_service_interrupts = true;
            }
            out.state.pre.set_have(true);
            out.instruction = in.instruction;
        }
    } else if (in.instruction.is_lpre()) {
        if (in.state.pre.have || in.state.lpre.have) {
            out.state.can_service_interrupts = false;

            // Instruction was a NOP
            out.state.pre.have = false;
            out.state.lpre.have = false;
            out.state.index.have = false;
            out.instruction = nop;
        } else {
            if (in.state.index.have) {
                out.state.can_service_interrupts = false;
            }
        }
    }
}
```

```

        } else {
            out.state.can_service_interrupts = true;
        }
        out.state.lpre.set_have(true);
        out.instruction = in.instruction;
    }
} else if (in.instruction.is_index()) {
    if (in.state.index.have) {
        out.state.can_service_interrupts = false;

        // Instruction was a NOP
        out.state.pre.have = false;
        out.state.lpre.have = false;
        out.state.index.have = false;
        out.instruction = nop;
    } else {
        if (in.state.pre.have || in.state.lpre.have) {
            out.state.can_service_interrupts = false;
        } else {
            out.state.can_service_interrupts = true;
        }
        out.state.index.have = true;
        out.instruction = in.instruction;
    }
} else {
    if (
        in.state.pre.have || in.state.lpre.have || in.state.index.have
    ) {
        out.state.can_service_interrupts = false;
    } else {
        out.state.can_service_interrupts = true;
    }
    out.instruction = instruction;

    // Whenever we see an instruction other than pre, lpre, or index,
    // that means that those instructions stop being "in effect".
    out.state.pre.have = false;
    out.state.lpre.have = false;
    out.state.index.have = false;
}
}

```

3.2 Instruction Group 1

The following encoding is used, with each character representing one bit:
001i iiii oooo aaaa, where

- `i` is a 5-bit sign-extended immediate, and is denoted `simm`
- `a` encodes register `rA`
- `o` is the opcode

Here is a list of instructions from this encoding group.

- Opcode 0x0: `add rA, #simm`
- Opcode 0x1: `add rA, pc, #simm`
- Opcode 0x2: `add rA, sp, #simm`
- Opcode 0x3: `add rA, fp, #simm`
- Opcode 0x4: `cmp rA, #simm`
 - Effect: Compare `rA` to `simm`.
 - Affectable flags: Z, C, V, N
- Opcode 0x5: `cpy rA, #simm`
 - Effect: Copy an immediate value into `rA`
- Opcode 0x6: `lsl rA, #simm`
 - Effect: Logical shift left
- Opcode 0x7: `lsr rA, #simm`
 - Effect: Logical shift right
- Opcode 0x8: `asr rA, #simm`
 - Effect: Arithmetic shift right
- Opcode 0x9: `and rA, #simm`
 - Effect: Bitwise AND
- Opcode 0xa: `orr rA, #simm`
 - Effect: Bitwise OR
- Opcode 0xb: `xor rA, #simm`
 - Effect: Bitwise XOR
- Opcode 0xc: `ze rA, #simm`
 - Effect: Set `rA[31:simm]` to zero.
- Opcode 0xd: `se rA, #simm`
 - Effect: Sign-extend `rA[simm:0]` to 32 bits, then copy that value to `rA`

3.3 Instruction Group 2

The following encoding is used, with each character representing one bit:

010f oooo bbbb aaaa, where

- o is the opcode
- b encodes register **rB**
- a encodes register **rA**
- f is encoded as 0 if this instruction cannot affect flags and encoded 1 if this instruction is permitted to affect flags. Note that **cmp** is permitted to affect flags regardless of this bit.

Here is a list of instructions from this encoding group.

- Opcode 0x0: **add rA, rB**
 - Mnemonic for when flags not affected: **add**
 - Mnemonic for when flags affected: **add.f**
 - Affectable flags: Z, C, V, N
- Opcode 0x1: **sub rA, rB**
 - Mnemonic for when flags not affected: **sub**
 - Mnemonic for when flags affected: **sub.f**
 - Affectable flags: Z, C, V, N
- Opcode 0x2: **add rA, sp, rB**
 - Mnemonic for when flags not affected: **add**
 - Mnemonic for when flags affected: **add.f**
 - Affectable flags: Z, C, V, N
- Opcode 0x3 **add rA, fp, rB**
 - Mnemonic for when flags not affected: **add**
 - Mnemonic for when flags affected: **add.f**
 - Affectable flags: Z, C, V, N
- Opcode 0x4: **cmp rA, rB**
 - Effect Compare **rA** to **rB**. **cmp** is *always* able to affect flags, independent of the encoded **f** bit of the instruction.
 - Affectable flags: Z, C, V, N

- Opcode 0x5: **cpy rA, rB**
 - Mnemonic for when flags not affected: **cpy**
 - Mnemonic for when flags affected: **cpy.f**
 - Effect Copy rB into rA
 - Affectable flags: Z, N
- Opcode 0x6: **lsl rA, rB**
 - Mnemonic for when flags not affected: **lsl**
 - Mnemonic for when flags affected: **lsl.f**
 - Effect Logical shift left
 - Affectable flags: Z, N
- Opcode 0x7: **lsr rA, rB**
 - Mnemonic for when flags not affected: **lsr**
 - Mnemonic for when flags affected: **lsr.f**
 - Effect Logical shift right
 - Affectable flags: Z, N
- Opcode 0x8: **asr rA, rB**
 - Mnemonic for when flags not affected: **asr**
 - Mnemonic for when flags affected: **asr.f**
 - Effect Arithmetic shift right
 - Affectable flags: Z, N
- Opcode 0x9: **and rA, rB**
 - Mnemonic for when flags not affected: **and**
 - Mnemonic for when flags affected: **and.f**
 - Effect Bitwise AND
 - Affectable flags: Z, N
- Opcode 0xa: **orr rA, rB**
 - Mnemonic for when flags not affected: **orr**
 - Mnemonic for when flags affected: **orr.f**
 - Effect Bitwise OR
 - Affectable flags: Z, N
- Opcode 0xb: **xor rA, rB**
 - Mnemonic for when flags not affected: **xor**

- Mnemonic for when flags affected: **xor.f**
- Effect Bitwise XOR
- Affectable flags: Z, N
- Opcode 0xc: **adc rA, rB**
 - Mnemonic for when flags not affected: **adc**
 - Mnemonic for when flags affected: **adc.f**
 - Effect Add with Carry
 - Affectable flags: Z, C, V, N
- Opcode 0xd: **sbc rA, rB**
 - Mnemonic for when flags not affected: **sbc**
 - Mnemonic for when flags affected: **sbc.f**
 - Effect Subtract with Borrow
 - Affectable flags: Z, C, V, N

3.4 Instruction Group 3: Relative Branches

The following encoding is used, with each character representing one bit:

011i iiii iiii oooo, where

- i is a 9-bit sign-extended immediate, and is denoted **simm**
- o is the opcode

Here is a list of instructions from this encoding group.

- Opcode 0x0: **bl simm**
 - Name: Branch and Link
 - Description: Relative call
 - Effect: $lr \leq pc + 2$; $pc \leq pc + simm + 2$;
- Opcode 0x1: **bra simm**
 - Name: BRanch Always
 - Description: Unconditional relative branch
 - Effect: $pc \leq pc + simm + 2$;
- Opcode 0x2: **beq simm**

- Name: Branch if EQual
 - Effect: if (flags.Z) pc <= pc + simm + 2;
- Opcode 0x3: **bne** simm
 - Name: Branch if Not Equal
 - Effect: if (!flags.Z) pc <= pc + simm + 2;
- Opcode 0x4: **bmi** simm
 - Name: Branch if MInus
 - Effect: if (flags.N) pc <= pc + simm + 2;
- Opcode 0x5: **bpl** simm
 - Name: Branch if PLus
 - Effect: if (!flags.N) pc <= pc + simm + 2;
- Opcode 0x6: **bvs** simm
 - Name: Branch if oVerflow Set
 - Effect: if (flags.V) pc <= pc + simm + 2;
- Opcode 0x7: **bvc** simm
 - Name: Branch if oVerflow Clear
 - Effect: if (!flags.V) pc <= pc + simm + 2;
- Opcode 0x8: **bgeu** simm
 - Name: Branch if Greater than or Equal Unsigned
 - Effect: if (flags.C) pc <= pc + simm + 2;
- Opcode 0x9: **bltu** simm
 - Name: Branch if Less Than Unsigned
 - Effect: if (!flags.C) pc <= pc + simm + 2;
- Opcode 0xa: **bgtu** simm
 - Name: Branch if Greater Than Unsigned
 - Effect: if (flags.C AND !flags.Z) pc <= pc + simm + 2;
- Opcode 0xb: **bleu** simm
 - Name: Branch if Less than or Equal Unsigned
 - Effect: if (!flags.C OR flags.Z) pc <= pc + simm + 2;
- Opcode 0xc: **bges** simm

- Name: Branch if Greater than or Equal Signed
- Effect: if $(!(\text{flags.N XOR flags.V}))$ $\text{pc} \leq \text{pc} + \text{sim} + 2$;
- Opcode 0xd: **blts** *sim*
 - Name: Branch if Less Than Signed
 - Effect: if $(\text{flags.N XOR flags.V})$ $\text{pc} \leq \text{pc} + \text{sim} + 2$;
- Opcode 0xe: **bgts** *sim*
 - Name: Branch if Greater Than Signed
 - Effect: if $(!(\text{flags.N XOR flags.V}) \text{ AND } !\text{flags.Z})$ $\text{pc} \leq \text{pc} + \text{sim} + 2$;
- Opcode 0xf: **bles** *sim*
 - Name: Branch if Less than or Equal Signed
 - Effect: if $((\text{flags.N XOR flags.V}) \text{ OR } \text{flags.Z})$ $\text{pc} \leq \text{pc} + \text{sim} + 2$;

3.5 Instruction Group 4

The following encoding is used, with each character representing one bit:

100o oooo bbbb aaaa, where

- o is the opcode
- b encodes register **rB** or register **sC**, where **sC** is one of the special-purpose registers
- a encodes register **rA** or register **sA**, where **sA** is one of the special-purpose registers

Here is a list of instructions from this encoding group.

- Opcode 0x0: **j1** *rA*
 - Effect: $\text{lr} \leq \text{pc} + 2$; $\text{pc} \leq \text{rA}$;
- Opcode 0x1: **jmp** *rA*
 - Effect: $\text{pc} \leq \text{rA}$;
- Opcode 0x2: **jmp** *rA*, *rB*
 - Effect: $\text{pc} \leq (\text{rA} + \text{rB})$;

- Opcode 0x3: **jmp ira**
 - Effect: `pc <= ira;`
- Opcode 0x4: **reti**
 - Effect: enables interrupts (by copying 1 into `ie`) and performs `pc <= ira;`
- Opcode 0x5: **cpy rA, sC**
 - Effect: `rA <= sC;`
- Opcode 0x6: **cpy sA, rB**
 - Effect: `sA <= rB;`
- Opcode 0x7: **ei**
 - Effect: copy 1 into `ie`.
- Opcode 0x8: **di**
 - Effect: copy 0 into `ie`.
- Opcode 0x9: **push rA, rB**
 - Effect: pushes `rA` onto the stack, using `rB` as the stack pointer, post-decrementing `rB`.
 - This instruction does nothing when `rA` is the same register as `rB`.
- Opcode 0xa: **pop rA, rB**
 - Effect: pops `rA` off the stack, using `rB` as the stack pointer, pre-incrementing `rB`.
 - This instruction does nothing when `rA` is the same register as `rB`.
- Opcode 0xb: **push sA, rB**
 - Effect: pushes `sA` onto the stack, using `rB` as the stack pointer, post-decrementing `rB`.
 - Note that `sA` is considered to be 32-bit for the purpose of the store to memory and decrementing `rB`, even if `sA` is `flags` or `ie`.
- Opcode 0xc: **pop sA, rB**
 - Effect: pops `sA` off the stack, using `rB` as the stack pointer, pre-incrementing `rB`.
 - Note that `sA` is considered to be 32-bit for the purpose of the load from memory and incrementing `rB`, even if `sA` is `flags` or `ie`.
- Opcode 0xd: **index rA**

- Effect: Performs `<index_reg> <= rA`; and stores that `index` is in effect.
- Note: If `index` is in effect and the current instruction is `index`, the current instruction will be treated as a NOP, and `index` will stop being in effect.
- Note: `pre` and `index` can be combined with one another (though this is only useful for `ldr` and `str`).
- Note: A non-`pre` instruction following `index` will store that that `index` is not in effect any more. (It will also store that `pre` is not in effect any more).
- Note: If `index` is in effect, the current instruction cannot be interrupted.
- Note: Any time `index` stops being in effect, `pre` will stop being in effect as well.
- Opcode 0xe: `mul rA, rB`
 - Effect: `rA <= rA * rB`;
- Opcode 0xf: `udiv rA, rB`
 - Effect: `rA <= u32(rA) / u32(rB)`;
- Opcode 0x10: `sdiv rA, rB`
 - Effect: `rA <= s32(rA) / s32(rB)`;
- Opcode 0x11: `umod rA, rB`
 - Effect: `rA <= u32(rA) % u32(rB)`;
- Opcode 0x12: `smod rA, rB`
 - Effect: `rA <= s32(rA) % s32(rB)`;
- Opcode 0x13: `lumul rA, rB`
 - Effect: This instruction multiplies `rA` by `rB`, performing an unsigned 32-bit by 32-bit -> 64-bit multiply, storing result in `{hi, lo}`.
- Opcode 0x14: `lsmul rA, rB`
 - Effect: This instruction multiplies `rA` by `rB`, performing a signed 32-bit by 32-bit -> 64-bit multiply, storing result in `{hi, lo}`.
- Opcode 0x15: `ludiv rA, rB`
 - Effect: performs a 64-bit by 64-bit unsigned division of `{hi, lo}` by `{rA, rB}`, storing 64-bit result in `{hi, lo}`.

- Note: This instruction executes more quickly if **rA**'s value is 0x00000000, i.e. if the operation is actually a 64-bit by 32-bit -> 64-bit unsigned divide.
- Opcode 0x16: **lsdiv rA, rB**
 - Effect: performs a 64-bit by 64-bit signed division of {hi, lo} by {rA, rB}, storing 64-bit result in {hi, lo}.
 - Note: This instruction executes more quickly if **rA** is equal to bits [63:32] of **sign_extend_to_64(rB)**.
- Opcode 0x17: **lumod rA, rB**
 - Effect: performs a 64-bit by 64-bit unsigned modulo of {hi, lo} by {rA, rB}, storing 64-bit result in {hi, lo}.
 - Note: This instruction executes more quickly if **rA**'s value is 0x00000000, i.e. if the operation is actually a 64-bit by 32-bit -> 64-bit unsigned modulo.
- Opcode 0x18: **lsmod rA, rB**
 - Effect: performs a 64-bit by 64-bit signed modulo of {hi, lo} by {rA, rB}, storing 64-bit result in {hi, lo}.
 - Note: This instruction executes more quickly if **rA** is equal to bits [63:32] of **sign_extend_to_64(rB)**.
- Opcode 0x19: **ldub rA, [rB]**
 - Effect: Load an 8-bit value from memory at address computed as **rB** + <index_reg>, zero-extend the 8-bit value to 32 bits, then put the zero-extended 32-bit value into **rA**.
 - The <index_reg> value is guaranteed to be zero unless an **index** is in effect.
 - Shorthand for having the assembler insert an **index rC** instruction before this one: **ldub rA, [rB, rC]**
- Opcode 0x1a: **ldsb rA, [rB]**
 - Effect: Load an 8-bit value from memory at address computed as **rB** + <index_reg>, sign-extend the 8-bit value to 32 bits, then put the sign-extended 32-bit value into **rA**.
 - The <index_reg> value is guaranteed to be zero unless an **index** is in effect.
 - Shorthand for having the assembler insert an **index rC** instruction before this one: **ldsb rA, [rB, rC]**
- Opcode 0x1b: **lduh rA, [rB]**

- Effect: Load a 16-bit value from memory at address computed as `rB + <index_reg>`, zero-extend the 16-bit value to 32 bits, then put the zero-extended 32-bit value into `rA`.
- The `<index_reg>` value is guaranteed to be zero unless an `index` is in effect.
- Shorthand for having the assembler insert an `index rC` instruction before this one: `lduh rA, [rB, rC]`
- Opcode 0x1c: `ldsh rA, [rB]`
 - Effect: Load a 16-bit value from memory at address computed as `rB + <index_reg>`, sign-extend the 16-bit value to 32 bits, then put the zero-extended 32-bit value into `rA`.
 - The `<index_reg>` value is guaranteed to be zero unless an `index` is in effect.
 - Shorthand for having the assembler insert an `index rC` instruction before this one: `ldsh rA, [rB, rC]`
- Opcode 0x1d: `stb rA, [rB]`
 - Effect: Store `rA[7:0]` to memory at the address computed as `rB + <index_reg>`.
 - The `<index_reg>` value is guaranteed to be zero unless an `index` is in effect.
 - Shorthand for having the assembler insert an `index rC` instruction before this one: `stb rA, [rB, rC]`
- Opcode 0x1e: `sth rA, [rB]`
 - Effect: Store `rA[15:0]` to memory at the address computed as `rB + <index_reg>`.
 - The `<index_reg>` value is guaranteed to be zero unless an `index` is in effect.
 - Shorthand for having the assembler insert an `index rC` instruction before this one: `sth rA, [rB, rC]`

3.6 Instruction Group 5: Immediate Indexed Load

The following encoding is used, with each character representing one bit:

101i iiii bbbb aaaa, where

- `i` is a 5-bit sign-extended immediate, which can be expanded by `pre`, and is denoted `simm`

- **b** encodes register **rB**
- **a** encodes register **rA**

The one instruction from this encoding group is **ldr rA, [rB, #simm]**. This is a 32-bit load into **rA**, where the effective address to load from is computed as **rB + <index_reg> + simm**, using the sign-extended form of **simm**.

The **<index_reg>** value is guaranteed to be zero unless an **index** is in effect.

Shorthand for having the assembler insert an **index rC** instruction before this one: **ldr rA, [rB, rC, #simm]**

3.7 Instruction Group 6: Immediate Indexed Store

The following encoding is used, with each character representing one bit:

110i iiii bbbb aaaa, where

- **i** is a 5-bit sign-extended immediate, which can be expanded by **pre**
- **b** encodes register **rB**
- **a** encodes register **rA**

The one instruction from this encoding group is **str rA, [rB, #simm]**. This is a 32-bit store of **rA**, where the effective address to store to is computed as **<index_reg> + rB + simm**, using the sign-extended form of **simm**.

The **<index_reg>** value is guaranteed to be zero unless an **index** is in effect.

Shorthand for having the assembler insert an **index rC** instruction before this one: **str rA, [rB, rC, #simm]**

3.8 Instruction Group 7, Subgroup 0b00: Extra 8-bit and 16-bit Ops

The following encoding is used, with each character representing one bit:

1110 0woo bbbb aaaa, where

- **w** is the operation width
 - When **0b0**: 8-bit operation
 - When **0b1**: 16-bit operation
- **o** is the opcode
- **b** encodes register **rB**
- **a** encodes register **rA**

Here is a list of instructions from this encoding group.

- Opcode **0x0**:
 - **w** value **0b0**: **cmpb rA, rB**
 - * Effect: Compare **rA[7:0]** to **rB[7:0]**
 - * Affectable flags: Z, C, V, N
 - **w** value **0b1**: **cmph rA, rB**
 - * Effect: Compare **rA[15:0]** to **rB[15:0]**
 - * Affectable flags: Z, C, V, N
- Opcode **0x1**:
 - **w** value **0b0**: **lsrb rA, rB**
 - * Effect: Logical shift right **rA[7:0]** by **rB**
 - **w** value **0b1**: **lsrh rA, rB**
 - * Effect: Logical shift right **rA[15:0]** by **rB**
- Opcode **0x2**:
 - **w** value **0b0**: **asrb rA, rB**
 - * Effect: Arithmetic shift right **rA[7:0]** by **rB**
 - **w** value **0b1**: **asrh rA, rB**
 - * Effect: Arithmetic shift right **rA[15:0]** by **rB**