

# Mini Frost32 CPU

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## Registers

There are 16 general purpose registers: `r0` (always zero), `r1`, `r2`, `r3`, `r4`, `r5`, `r6`, `r7`, `r8`, `r9`, `r10`, `r11`, `r12`, `lr`, `fp`, `sp`

One last register is the program counter, `pc`.

## Instructions and Encoding

- `add rA, rB, rC`
  - Encoding: `0x0 a b c 0x0000`
  - Encoding Note: `rC != 0`
- `addi rA, rB, simm16`
  - Encoding: `0x0 a b 0x0 iiii`
- `rsb rA, rB, rC`
  - Encoding: `0x1 a b c 0x0000`
  - Encoding Note: `rC != 0`
- `rsbi rA, rB, simm16`
  - Encoding: `0x1 a b 0x0 iiii`
- `sltu rA, rB, rC`
  - Encoding: `0x2 a b c 0x0000`
  - Encoding Note: `rC != 0`
- `sltui rA, rB, simm16`
  - Encoding: `0x2 a b 0x0 iiii`
- `slts rA, rB, rC`
  - Encoding: `0x3 a b c 0x0000`
  - Encoding Note: `rC != 0`
- `sltsi rA, rB, simm16`
  - Encoding: `0x3 a b 0x0 iiii`
- `nor rA, rB, rC`
  - Encoding: `0x4 a b c 0x0000`
  - Encoding Note: `rC != 0`

- **nori** rA, rB, simm16
  - Encoding: 0x4 a b 0x0 iiii
- **lsl** rA, rB, rC
  - Encoding: 0x5 a b c 0x0000
  - Encoding Note: rC != 0
- **lsli** rA, rB, simm16
  - Encoding: 0x5 a b 0x0 iiii
- **lsr** rA, rB, rC
  - Encoding: 0x6 a b c 0x0000
  - Encoding Note: rC != 0
- **lsri** rA, rB, simm16
  - Encoding: 0x6 a b 0x0 iiii
- **asr** rA, rB, rC
  - Encoding: 0x7 a b c 0x0000
  - Encoding Note: rC != 0
- **asri** rA, rB, simm16
  - Encoding: 0x7 a b 0x0 iiii
- **ldr** rA, rB, rC
  - Encoding: 0x8 a b c 0x0000
  - Encoding Note: rC != 0
- **ldri** rA, rB, simm16
  - Encoding: 0x8 a b 0x0 iiii
- **str** rA, rB, rC
  - Encoding: 0x9 a b c 0x0000
  - Encoding Note: rC != 0
- **stri** rA, rB, simm16
  - Encoding: 0x9 a b 0x0 iiii
- Extended Instructions
  - **lui** rA, simm16

```
    * Encoding: 0xf a 0x0 0x0 iiii
- addi rA, pc, simm16
    * Encoding: 0xf a 0x0 0x1 iiii
- beq rA, rB, simm16
    * Encoding: 0xf a b 0x2 iiii
- bne rA, rB, simm16
    * Encoding: 0xf a b 0x3 iiii
- jmp rA
    * Encoding: 0xf a 0x0 0x4 0x0000
```