Computer Architecture Laboratory
ToyRISC Specification

1 Specification

1.1 Memory Model

The memory space is of 256kB. Each word is 4 bytes long, and the memory is word-addressable. That is, a total of 2^{16} words may be stored. These include the program instructions, the static data, and the stack.

1.2 Register

There are a total of 32 registers: `x0` to `x31`. Each register is 4 bytes wide.

Table 1: Registers in the custom ISA

Register	**Purpose**
`x0`	Zero Register
`x1`	Stack Pointer
`x2`	Frame Pointer
`x3` to `x30`	General purpose
`x31`	Special behavior, according to particular instruction
`PC`	Program Counter

Encoding

32 registers require 5 bits for encoding. `x0` is encoded as `00000`, `x1` as `00001`, and so on.

1.3 Instruction Formats

Table 2 lists the 3 instruction formats in our custom ISA.

1.3.1 Arithmetic Instructions

Table 3 lists the different arithmetic instructions.

1.3.2 Memory Instructions

Table 4 lists the different memory instructions in our custom ISA.

Table 2: Instruction formats in the custom ISA

R3-Type

opcode	rs1	rs2	rd	unused
5 bits	5 bits	5 bits	5 bits	12 bits

R2I-Type

opcode	rs1	rd	immediate
5 bits	5 bits	5 bits	17 bits

RI-Type

opcode	rd	immediate
5 bits	5 bits	22 bits

Table 3: Arithmetic instructions in the custom ISA

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Operation	**Opcode**	**Format**	**Description**
`add`	00000	R3-Type	`rd` = `rs1` + `rs2`
`addi`	00001	R2I-Type	`rd` = `rs1` + `imm`
`sub`	00010	R3-Type	`rd` = `rs1` - `rs2`
`subi`	00011	R2I-Type	`rd` = `rs1` - `imm`
`mul`	00100	R3-Type	`rd` = `rs1` * `rs2`
`muli`	00101	R2I-Type	`rd` = `rs1` * `imm`
`div`	00110	R3-Type	`rd` = `rs1` / `rs2`
`divi`	00111	R2I-Type	`rd` = `rs1` / `imm`
`and`	01000	R3-Type	`rd` = `rs1` & `rs2`
`andi`	01001	R2I-Type	`rd` = `rs1` & `imm`
`or`	01010	R3-Type	`rd` = `rs1` | `rs2`
`ori`	01011	R2I-Type	`rd` = `rs1` | `imm`
`xor`	01100	R3-Type	`rd` = `rs1` (xor) `rs2`
`xori`	01101	R2I-Type	`rd` = `rs1` (xor) `imm`
`slt`	01110	R3-Type	`rd` = 1 if `rs1` < `rs2`, 0 otherwise
`slti`	01111	R2I-Type	`rd` = 1 if `rs1` < `imm`, 0 otherwise
`sll`	10000	R3-Type	`rd` = `rs1` logically left shifted by `rs2` bits
`slli`	10001	R2I-Type	`rd` = `rs1` logically left shifted by `imm` bits
`srl`	10010	R3-Type	`rd` = `rs1` logically right shifted by `rs2` bits
`srli`	10011	R2I-Type	`rd` = `rs1` logically right shifted by `imm` bits
`sra`	10100	R3-Type	`rd` = `rs1` arithmetically right shifted by `rs2` bits
`srai`	10101	R2I-Type	`rd` = `rs1` arithmetically right shifted by `imm` bits
Note: If the result is greater than 32 bits, the higher bits (63 to 32) are stored in `x31`. In case of division operation, the remainder is stored in `x31`. In case of shift operations, the bits shifted out are stored in `x31`.			
Note: `imm` values are placed in `sourceOperand2` in `ParsedProgram`			

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1.3.3 Control Flow Instructions

Table 5 lists the different control instructions in our custom ISA.

Control flow instructions are slightly more involved. The assembly notation, and the corresponding binary code have a subtle but important difference.

Table 4: Memory instructions in the custom ISA

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Operation	Opcode	Format	Description
`load`	10110	R2I-Type	`rd` = word at [`rs1` + `imm`]
`store`	10111	R2I-Type	word at [`rd` + `imm`] = `rs1`
Note: `imm` values can be specified as label or absolute value			
Note: `imm` values are placed in `sourceOperand2` in `ParsedProgram`			

Table 5: Control Flow instructions in the custom ISA

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Operation	Opcode	Format	Description
`jmp`	11000	RI-Type	`PC` = `PC` + `rd` + `imm`
`beq`	11001	R2I-Type	If `rs1` = `rd`, `PC` = `PC` + `imm`
`bne`	11010	R2I-Type	If `rs1` $\neq$ `rd`, `PC` = `PC` + `imm`
`blt`	11011	R2I-Type	If `rs1` < `rd`, `PC` = `PC` + `imm`
`bgt`	11100	R2I-Type	If `rs1` > `rd`, `PC` = `PC` + `imm`
Note: for `jmp`, while writing the assembly program, we follow the convention that either `rd` or `imm` is used. In machine code, the unused one is set to zero. In `ParsedProgram`, the used one is placed in the `destinationOperand` field of the `Instruction` class.			
Note: in `ParsedProgram`, for conditional branches, the two registers that are compared are placed in `sourceOperand1` and `sourceOperand2`. The `imm` value is placed in `destinationOperand`.			

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1.3.4 Special Instruction: `end`

The `end` instruction is used to indicate the end of the program.

Table 6: End instruction

Assembly Notation			
Operation	**Description**		
`end`	terminate execution		
Binary Code			
Operation	**Opcode**	**Format**	**Description**
`end`	11101	RI-Type	`rd` and `imm` are unused

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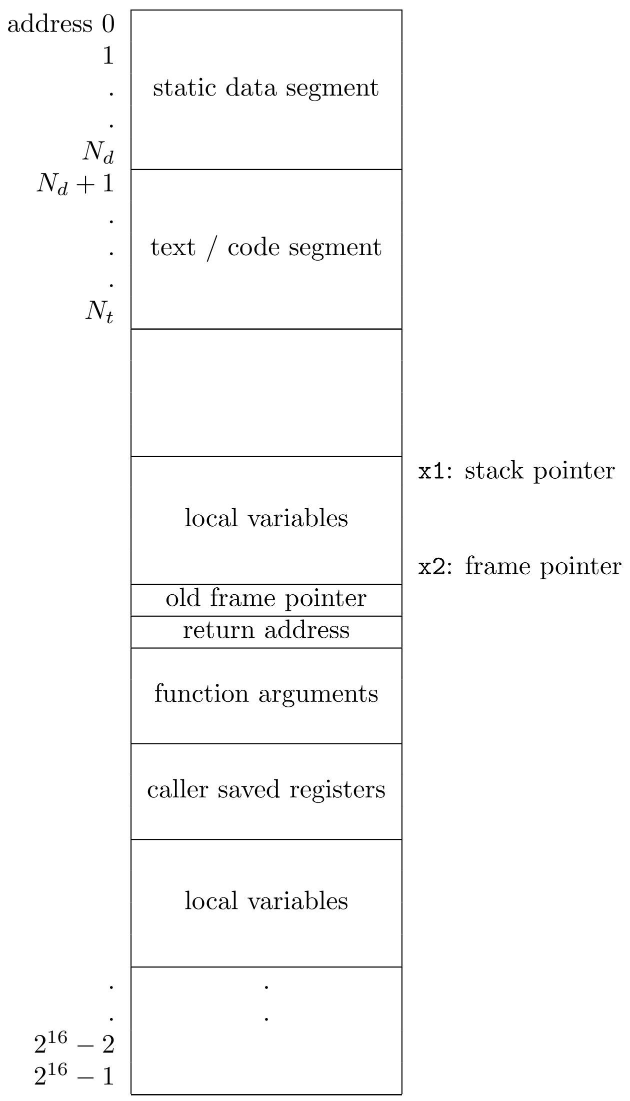
1.4 Address Space Layout

Addresses 0 to N_d correspond to the static data. Addresses N_d to N_t correspond to the text segment or the code segment. These lines contain the instructions of the program – $N_t - N_d$ instructions, one instruction per line. The stack grows in the reverse direction – the top of the stack has a lower address than the bottom. The stack begin growing from address $2^{16} - 1$ onwards.

Table 7: Address space layout



1.5 Function Calling Convention

All function arguments are passed through the stack. Return values are also passed through the stack.

Caller Behavior

- The caller function first pushes onto the stack all registers whose values it wishes to preserve for use *after* the function call.

  Pushing a value means decrementing the stack pointer by one, and then performing a store to the address pointed to by the stack pointer. Similarly, popping a value means performing a load from the address pointed to by the stack pointer, and then incrementing the stack pointer by one. Note that the typical behavior is explained – you may optimize the number of additions and subtractions.

- It then pushes all the arguments onto the stack.
- It then pushes the return address (address of the instruction following the jump to the function).
- It sets the stack pointer `x1` to point to the top of the stack.
- It then performs the jump.
- Once the called function returns, it finds the return values in the addresses starting from the stack pointer `x1` (address smaller than `x1`).
- It then pops out all the register values it had earlier preserved.

Callee Behavior

- The callee first pushes `x2` onto the stack.
- It then updates the value of the frame pointer: `x2` takes the value of `x1` subtracted by 1.
- It then performs its work. To access the arguments, it does so relatively based on the value of the frame pointer `x2`. As part of its work, it may perform further memory operations in the stack space, but only in addresses strictly lesser than the frame pointer `x2`.
- Once it is done with its work, it copies `x2` to `x1`.
- It pops out the earlier stored value of `x2` into `x2`.
- It then pushes all the values to be returned onto the stack.
- It then jumps to the return address, which is accessed using the stack pointer `x1`.

Note

Be very meticulous in updating the value of the frame pointer and the stack pointer.

2 Example Assembly Programs

2.1 Adding Two Numbers

The syntax will be described using the following example program, written in our custom ISA, to add two numbers '123' and '234' and place the result in a certain register location:

```
                .data
a:
                123
                234

                .text
main:
                load %x0, $a, %x4
                addi %x0, 1, %x3
                load %x3, $a, %x5
                add %x4, %x5, %x6
                end
```

- "`.data`" is a directive used to signify the beginning of the global data segment.
- "`a`" and "`main`" are descriptive names for memory addresses. Here `a` refers to memory address 0, `main` refers to memory address 2. They are not essential – their only purpose is to make writing, understanding and reasoning about assembly programs easier.
- Global data are simply listed one after the other (after the `.data` directive). Value 123 is stored at memory address 0, value 234 at address 1.
- "`.text`" is a directive used to signify the beginning of the text or the code segment.
- "`main`" is a special name. It indicates where the execution will commence from (program counter will be set to this value when the program is loaded).
- Destination operands are always written last. `load %x0, $a, %x4` denotes a load operation that writes the read value to register `x4`.
- In instructions, named addresses are prefixed by a "`$`". `load $a` denotes a load operation that reads from memory address 0 (recall that `a` refers to address 0).
- Registers are prefixed by a "`%`". `load %x0, $a, %x4` denotes a load operation that writes the read value to register `x4`.
- Immediate values are written simply.
- `end` is a special instruction type used to denote the end of the program.

2.2 Linear Search

Consider the following program to search for `number` in an array `a` of size `n`. If found, '1' is written to `x10`. Else, '-1' is written.

```
        .data
a:
        5
        6
        30
        24
        10
        7
n:
        6
number:
        88
        .text
main:
        add %x0, %x0, %x3
        load %x0, $n, %x6
        load %x0, $number, %x5
loop:
        load %x3, $a, %x4
        beq %x4, %x5, success
        addi %x3, 1, %x3
        bgt %x3, %x6, endl
        jmp loop
success:
        addi %x0, 1, %x10
        end
endl:
        subi %x0, 1, %x10
        end
```