

1. Processor Specification

The Mini SRC is a 32-bit machine, having a 32-bit datapath and sixteen 32-bit registers R0 to R15, with R0 to R7 as general-purpose registers, R8 and R9 as the return value registers, R10 to R13 as the argument registers, R14 as the stack pointer (SP), and R15 as the return address register (RA), holding the return address for a *jal* instruction. It also has two dedicated 32-bit registers HI and LO for multiplication and division instructions. Note that Mini SRC does not have a condition code register. Rather, it allows any of the general-purpose registers to hold a value to be tested for conditional branching. The memory unit is 512 words.

The following is a formal definition of the Mini SRC.

Processor State

PC<31..0>:	32-bit Program Counter (PC)
IR<31..0>:	32-bit Instruction Register (IR)
R[0..15]<31..0>:	Sixteen 32-bit registers named R[0] through R[15]
R[0..7]<31..0>:	Eight general-purpose registers
R[8..9]<31..0>:	Two Return Value Registers
R[10..13]<31..0>:	Four Argument Registers
R[14]<31..0>:	Stack Pointer (SP)
R[15]<31..0>:	Return Address Register (RA)
HI<31..0>:	32-bit HI Register dedicated to keep the high-order word of a Multiplication product, or the Remainder of a Division operation
LO<31..0>:	32-bit LO Register dedicated to keep the low-order word of a Multiplication

product, or the Quotient of a Division operation

Memory State

Mem[0..511]<31..0>: 512 words (32 bits per word) of memory
 MDR<31..0>: 32-bit memory data register
 MAR<31..0>: 32-bit memory address register

I/O State

In.Port<31..0>: 32-bit input port
 Out.Port<31..0>: 32-bit output port
 Run.Out: Run/halt indicator
 Stop.In: Stop signal
 Reset.In: Reset signal

The *Arithmetic Logic Unit* (ALU) performs 12 operations: addition, subtraction, multiplication, division, shift right, shift left, rotate right, rotate left, logical AND, logical OR, Negate (2's complement), and NOT (1's complement).

The instructions in Mini SRC are one-word (32-bit) long each. They can be categorized as [Load and Store](#) instructions, [Arithmetic and Logical](#) instructions, [Conditional Branch](#) and [Jump](#) instructions, [Input/Output](#) instructions, and [miscellaneous](#) instructions. There are no push and pop instructions (they can be implemented by other instructions). The following addressing modes are supported: [Direct](#), [Indexed](#), [Register](#), [Register Indirect](#), [Immediate](#), and [Relative](#).

1.1 Instruction Formats

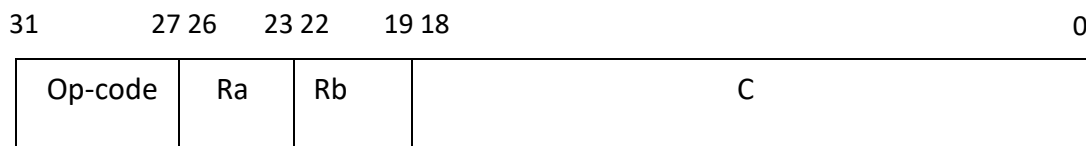
There are five instruction formats, as shown in the table below.

Name	Fields					Comments
Field size	31..27 5 bits	26..23 4 bits	22..19 4 bits	18..15 4 bits	14..0 15 bits	All instructions are 32-bit long
R-Format	OP-code	Ra	Rb	Rc	Unused	Arithmetic/Logical
I-Format	OP-code	Ra	Rb	Constant C/Unused		Arithmetic/Logical; Load/Store; Imm.
B-Format	OP-code	Ra	C2	Constant C		Branch
J-Format	OP-code	Ra	Unused			Jump; Input/Output; Special
M-Format	OP-code	Unused				Misc.

The instruction formats for different categories are detailed below:

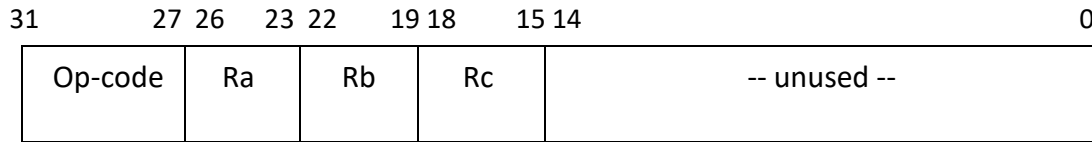
- [Load and Store](#) instructions: operands in memory can be accessed only through load/store instructions.

(a) [ld, ldi, st](#) I-Format

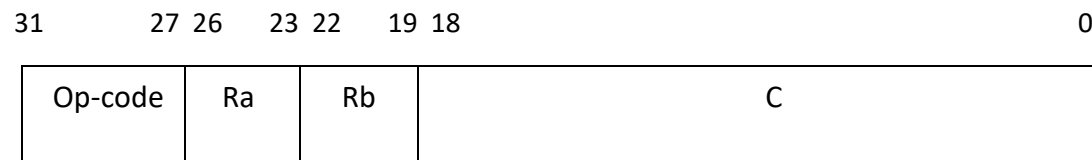


- Arithmetic and Logical instructions:

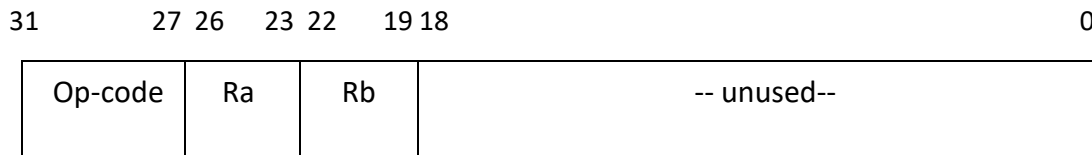
(a) add, sub, and, or, shr, shl, ror, rol R-Format



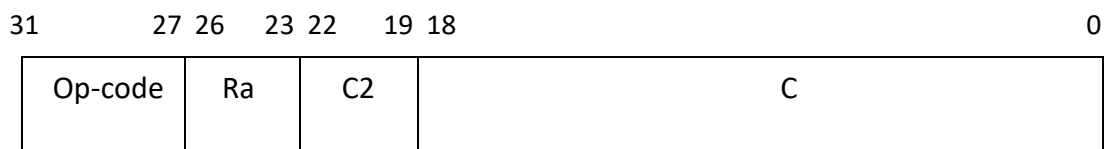
(b) addi, andi, ori I-Format



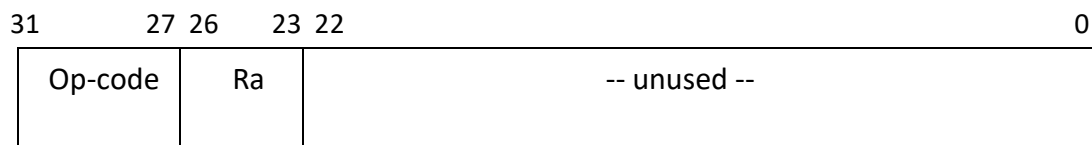
(c) mul, div, neg, not I-Format



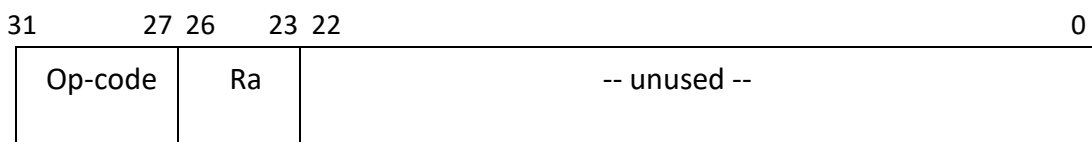
- Branch instructions: brzr, brnz, brmi, brpl B-Format



- Jump instructions: jr, jal J-Format

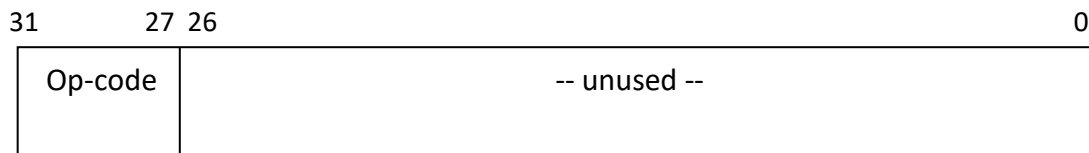


- Input/Output and MFHI/MFLO instructions: in, out, mfhi, mflo J-Format



- Miscellaneous instructions: *nop*, *halt*

M-Format



Op-code: specifies the operation to be performed.

Ra, Rb, Rc: 0000: R0, 0001: R1, ..., 1111: R15

C: constant (data or address)

C2: condition

- 00: branch if zero
- 01: branch if nonzero
- 10: branch if positive
- 11: branch if negative

Notation: x: 0 or 1
- : unused

1.2 Instructions

The instructions (with their op-code patterns shown in parentheses) perform the following operations:

Load and Store Instructions

ld, ldi, st:

		Assembly language	
ld: Load Direct (00000xxxx0000xxxxxxxxxxxxxxxxxxx)	$R[Ra] \leftarrow M[C \text{ (sign-extended)}]$ Direct addressing, Rb = R0	ld	Ra, C
ld: Load Indexed/Register Indirect (00000xxxxxxxxxxxxxxxxxxxxxxxxxxx)	$R[Ra] \leftarrow M[R[Rb] + C \text{ (sign-extended)}]$ Indexed addressing, Rb ≠ R0 If C = 0 → Register Indirect addressing	ld	Ra, C(Rb)
ldi: Load Immediate (00001xxxx0000xxxxxxxxxxxxxxxxxxx)	$R[Ra] \leftarrow C \text{ (sign-extended)}$ Immediate addressing, Rb = R0	ldi	Ra, C
(00001xxxxxxxxxxxxxxxxxxxxxxxxxxx)	$R[Ra] \leftarrow R[Rb] + C \text{ (sign-extended)}$ Immediate addressing, Rb ≠ R0 If C = 0 → instruction acts like a simple register transfer If C ≠ 0 and Ra = Rb → Increment/decrement instruction	ldi	Ra, C(Rb)
st: Store Direct (00010xxxx0000xxxxxxxxxxxxxxxxxxx)	$M[C \text{ (sign-extended)}] \leftarrow R[Ra]$ Direct addressing, Rb = R0	st	C, Ra
st: Store Indexed/Register Indirect (00010xxxxxxxxxxxxxxxxxxxxxxxxxxx)	$M[R[Rb] + C \text{ (sign-extended)}] \leftarrow R[Ra]$ Indexed addressing, Rb ≠ R0	st	C(Rb), Ra

If C = 0 → Register Indirect addressing

Arithmetic and Logical Instructions**(a): add, sub, and, or, shr, shl, ror, rol**

add: Add (00011xxxxxxxxxxxxx-----)	$R[Ra] \leftarrow R[Rb] + R[Rc]$	add	Ra, Rb, Rc
sub: Sub (00100xxxxxxxxxxxxx-----)	$R[Ra] \leftarrow R[Rb] - R[Rc]$	sub	Ra, Rb, Rc
shr: Shift Right (00101xxxxxxxxxxxxx-----)	Shift right R[Rb] into R[Ra] by count in R[Rc]	shr	Ra, Rb, Rc
shl: Shift Left (00110xxxxxxxxxxxxx-----)	Shift left R[Rb] into R[Ra] by count in R[Rc]	shl	Ra, Rb, Rc
ror: Rotate Right (00111xxxxxxxxxxxxx-----)	Rotate right R[Rb] into R[Ra] by count in R[Rc]	ror	Ra, Rb, Rc
rol: Rotate Left (01000xxxxxxxxxxxxx-----)	Rotate left R[Rb] into R[Ra] by count in R[Rc]	rol	Ra, Rb, Rc
and: AND (01001xxxxxxxxxxxxx-----)	$R[Ra] \leftarrow R[Rb] \wedge R[Rc]$	and	Ra, Rb, Rc
or: OR (01010xxxxxxxxxxxxx-----)	$R[Ra] \leftarrow R[Rb] \vee R[Rc]$	or	Ra, Rb, Rc

(b): addi, andi, ori

addi: Add Immediate (01011xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)	$R[Ra] \leftarrow R[Rb] + C \text{ (sign-extended)}$ Immediate addressing If C = 0 → instruction acts like a simple register transfer If C ≠ 0 and Ra = Rb → Increment/decrement instruction Similar to Ldi, however Rb can be any register	addi	Ra, Rb, C
andi: AND Immediate (01100xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)	$R[Ra] \leftarrow R[Rb] \wedge C \text{ (sign-extended)}$ Immediate addressing	andi	Ra, Rb, C
ori: OR Immediate (01101xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)	$R[Ra] \leftarrow R[Rb] \vee C \text{ (sign-extended)}$ Immediate addressing	ori	Ra, Rb, C

(c): mul, div, neg, not

mul: Multiply (01110xxxxxxx -----)	$HI, LO \leftarrow R[Ra] \times R[Rb]$	mul	Ra, Rb
div: Divide (01111xxxxxxx -----)	$HI, LO \leftarrow R[Ra] \div R[Rb]$	div	Ra, Rb
neg: Negate (10000xxxxxxx -----)	$R[Ra] \leftarrow -R[Rb]$	neg	Ra, Rb
not: NOT (10001xxxxxxx -----)	$R[Ra] \leftarrow R[Rb]$	not	Ra, Rb

Conditional Branch Instructions**brzr, brnz, brmi, brpl**

Branch (10010xxxx--xxxxxxxxxxxxxxxxxxxxxx)	$PC \leftarrow PC + 1 + C$ (sign-extended) if R[Ra] meets the condition		
	Condition: --00: branch if zero	brzr	Ra, C
	--01: branch if nonzero	brnz	Ra, C
	--10: branch if positive	brpl	Ra, C
	--11: branch if negative	brmi	Ra, C

Jump Instructions**jr, jal**

jr: return from procedure (10011xxxx -----)	$PC \leftarrow R[Ra]$ If Ra = R15, it is for procedure return	jr	Ra
jal: jump and link (10100xxxx -----)	$R[15] \leftarrow PC + 1$ $PC \leftarrow R[Ra]$	jal	Ra

Input/Output and MFHI/MFLO Instructions**in, out, mfhi, mflo**

in: Input (10101xxxx.....)	$R[Ra] \leftarrow In.Port$	in	Ra
out: Output (10110xxxx.....)	$Out.Port \leftarrow R[Ra]$	out	Ra

mfhi: Move from HI
(10111xxxx.....)

R[Ra] ← HI

mfhi Ra

mflo: Move from LO
(11000xxxx.....)

R[Ra] ← LO

mflo Ra

Miscellaneous Instructions

nop, halt

nop: No-operation
(11001.....)

Do nothing

nop

halt: Halt
(11010.....)

Halt the control stepping process

halt