OSOROM Instruction Set Reference

The Moroso Project

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Contents

Chapter 1

CPU Architecture

1.1 Instructions

Each instruction is a 32-bit word, stored in little-endian order. The top 2 bits of the instruction select one of four predicate registers, and the third bit from the top optionally inverts it. The instruction is only executed if the resulting predicate is true.

1.2 VLIW

At each time step, the CPU fetches a "packet" of 4 instructions located contiguously in memory and executes them in parallel. These packets must be aligned to their 16-byte size, and branch targets must also be so aligned.

There are three types of instructions: Control, Memory, and ALU instructions. Only one control instruction may be executed in any given packet; it must occupy the first (lowest-address) slot in its packet. Likewise, only the first two slots in a packet may execute memory instructions. ALU instructions may be located in any slot.

ALU instructions in the first three slots may optionally specify a "long immediate" operand. In this case, the 32 bits following that instruction are interpreted as an operand, and a no-op is scheduled in the following slot of that packet.

1.3 Registers

There are 32 32-bit general-purpose registers, R0 through R31. R31 is used as the link register for BL instructions. The program counter is stored separately, and may only be modified through branch instructions and read through BL instructions.

There are three one-bit predicate registers that may be written to by compare instructions and used to conditionally execute any instruction.

1.4 Shifting

The ALU is preceded by a shifter for its second operand

1.5 Virtual Memory

Virtual memory is accomplished through a hardware-filled TLB, with 4KB pages and a 2-level page-table structure that looks like x86's without any of the fancy bits. (more detail to come in this section; in particular, we want to boot with paging on but it's not clear how the world looks then)

1.6 Exceptions

Chapter 2

Instruction Listing

2.1 ADD - Addition

2.1.1 Encoding

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
PRED			0	CONSTANT														ROTATE		0	0	0	0	RD				RS				
PRED			1	0	1	SHIFTAMT					SHF	RT								0	0	0	0	RD				RS				
PRED			1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	RD				RS				LIM

2.1.2 Syntax

- `ADD[PN] Rd, Rs, #Imm`
- `ADD[PN] Rd, Rs, Rt [SHF #Imm]`

2.1.3 Type

ADD is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.1.4 Behavior

Adds the two operands together into the destination register. If two register operands are specified, the second may optionally be shifted by an immediate value before the addition is performed.

TODO optional overflow exceptions???

2.2 AND - Bitwise And

2.2.1 Encoding

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
PRED			0	CONSTANT															ROTATE			0	0	0	1	RD				RS		
PRED			1	0	1	SHIFTAMT					SHF	RT										0	0	0	1	RD				RS		
PRED			1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	RD				RS		LIM

2.2.2 Syntax

- `AND[PN] Rd, Rs, #Imm`
- `AND[PN] Rd, Rs, Rt [SHF #Imm]`

2.2.3 Type

AND is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.2.4 Behavior

Computes the bitwise logical AND of the two operands, storing the result in the destination register. If two register operands are specified, the second may optionally be shifted by an immediate value before the computation is performed.

2.3 B - Branch

2.3.1 Encoding

31 30	29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
PRED	1 1 0 0 OFFSET
PRED	1 1 1 0 OFFSET RS

2.3.2 Syntax

- `B[PN] <label>`
- `B[PN] (Rs + OFF)`

2.3.3 Type

Branch is a Control operation. It may only be placed as the first instruction in a packet.

2.3.4 Behavior

Transfers control to the address specified. The `OFFSET` field is shifted left by 4 places and sign-extended to 32 bits, then added to either the source register or, if none is specified, the address of the branch instruction. If the specified base register is not aligned to a 16-byte value, the target is rounded down to the nearest aligned value before control is transferred. Other instructions in the same packet as the branch instruction are executed before control is transferred.

2.4 BL - Branch with Link

2.4.1 Encoding

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PRED			1	1	0	1	OFFSET																								
PRED			1	1	1	1	OFFSET																					RS			

2.4.2 Syntax

- `BL[PN] <label>`
- `BL[PN] (Rs + OFF)`

2.4.3 Type

Branch with Link is a Control operation. It may only be placed as the first instruction in a packet.

2.4.4 Behavior

BL functions identically to the Branch instruction, except that the address of the BL instruction is placed in R31.

2.5 BREAK - TODO XXX

2.5.1 Encoding

31 30 29	28 27 26 25 24 23 22 21 20	19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
PRED	1 0 0 0 1 0 0 0 1	X X X X X X X X X X X X X X X X X X X

2.6 CMPBC - Compare Bits Clear

2.6.1 Encoding

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
PRED			0	CONSTANT														ROTATE			0	1	1	1	1	1	1	PD			RS			
PRED			1	0	1	SHIFTAMT							SHF	RT							0	1	1	1	1	1	1	PD			RS			
PRED			1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	PD			RS			LIM

2.6.2 Syntax

- `CMPBC[PN] Pd, Rs, #Imm`
- `CMPBC[PN] Pd, Rs, Rt [SHF #Imm]`

2.6.3 Type

CMPBC is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.6.4 Behavior

CMPBC checks each bit of Rs corresponding to a 1 bit in the second operand, writing 1 into the destination predicate if all such bits are 0, and writing 0 otherwise – that is, it computes the unary OR of the bits in `(~Rs & OP2)` and stores the result in the desired predicate.
P3 is pinned to 1. Writes into P3 from compare instructions are ignored.

2.7 CMPBS - Compare Bits Set

2.7.1 Encoding

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
PRED				0	CONSTANT														ROTATE			0	1	1	1	1	1	0	PD		RS		
PRED				1	0	1	SHIFTAMT									SHF		RT				0	1	1	1	1	1	0	PD		RS		
PRED				1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	0	PD		RS		LIM

2.7.2 Syntax

- `CMPBS[PN] Pd, Rs, #Imm`
- `CMPBS[PN] Pd, Rs, Rt [SHF #Imm]`

2.7.3 Type

CMPBS is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.7.4 Behavior

CMPBS checks each bit of Rs corresponding to a 1 bit in the second operand, writing 1 into the destination predicate if any such bit is 1, and writing 0 otherwise – that is, it computes the unary OR of the bits in `(Rs & OP2)` and stores the result in the desired predicate.
P3 is pinned to 1. Writes into P3 from compare instructions are ignored.

2.8 CMPEQ - Compare Equal

2.8.1 Encoding

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
PRED			0	CONSTANT														ROTATE		0	1	1	1	0	1	0	PD			RS		
PRED			1	0	1	SHIFTAMT								SHF		RT				0	1	1	1	0	1	0	PD			RS		
PRED			1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0	1	0	PD			RS		LIM

2.8.2 Syntax

- `CMPEQ[PN] Pd, Rs, #Imm`
- `CMPEQ[PN] Pd, Rs, Rt [SHF #Imm]`

2.8.3 Type

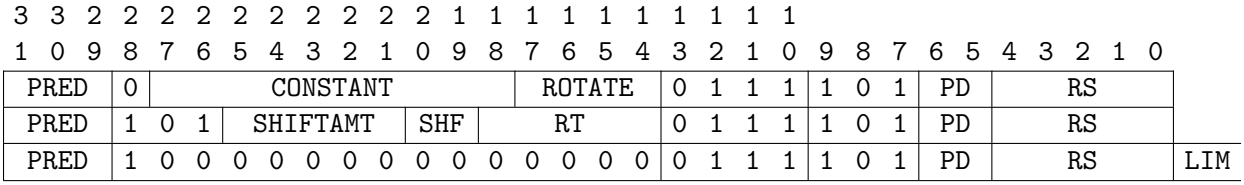
CMPEQ is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.8.4 Behavior

CMPEQ tests whether its two operands are equal, writing 1 into the destination predicate if they are and 0 otherwise.
P3 is pinned to 1. Writes into P3 from compare instructions are ignored.

2.9 CMPLES - Compare Less Than or Equal (Signed)

2.9.1 Encoding



31–28	27	26–23	22–18	17–14	13	12–9	8–7	6–5	4–0	
PRED	0	CONSTANT			ROTATE		0 1 1 1	1 0 1	PD	RS	
PRED	1 0 1	SHIFTAMT			SHF	RT		0 1 1 1	1 0 1	PD	RS	
PRED	1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0							0 1 1 1	1 0 1	PD	RS	LIM

2.9.2 Syntax

- `CMPLES[PN] Pd, Rs, #Imm`
- `CMPLES[PN] Pd, Rs, Rt [SHF #Imm]`

2.9.3 Type

CMPLES is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.9.4 Behavior

CMPLES interprets its operands as 32-bit two's-complement signed integers, and writes 1 into the specified predicate register if the value of `Rs` is less than or equal to the value of the second operand, and 0 otherwise.
P3 is pinned to 1. Writes into P3 from compare instructions are ignored.

2.10 CMPLEU - Compare Less Than or Equal (Unsigned)

2.10.1 Encoding

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
PRED			0	CONSTANT														ROTATE			0	1	1	1	0	0	1	PD			RS		
PRED			1	0	1	SHIFTAMT							SHF	RT							0	1	1	1	0	0	1	PD			RS		
PRED			1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0	0	1	PD			RS		LIM

2.10.2 Syntax

- `CMPLEU[PN] Pd, Rs, #Imm`
- `CMPLEU[PN] Pd, Rs, Rt [SHF #Imm]`

2.10.3 Type

CMPLEU is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.10.4 Behavior

CMPLEU interprets its operands as 32-bit unsigned integers, and writes 1 into the specified predicate register if the value of `Rs` is less than or equal to the value of the second operand, and 0 otherwise.
P3 is pinned to 1. Writes into P3 from compare instructions are ignored.

2.11 CMPLTS - Compare Less Than (Signed)

2.11.1 Encoding

3 1	3 0	2 9	2 8	2 7	2 6	2 5	2 4	2 3	2 2	2 1	2 0	1 9	1 8	1 7	1 6	1 5	1 4	1 3	1 2	1 1	1 0	9	8	7	6	5	4	3	2	1	0	
PRED			0	CONSTANT												ROTATE		0	1	1	1	1	0	0	PD			RS				
PRED			1	0	1	SHIFTAMT								SHF		RT						0	1	1	1	1	0	0	PD			RS	
PRED			1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	0	PD			RS				LIM

2.11.2 Syntax

- `CMPLTS[PN] Pd, Rs, #Imm`
- `CMPLTS[PN] Pd, Rs, Rt [SHF #Imm]`

2.11.3 Type

CMPLTS is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.11.4 Behavior

CMPLTS interprets its operands as 32-bit two's-complement signed integers, and writes 1 into the specified predicate register if the value of `Rs` is less than to the value of the second operand, and 0 otherwise.
P3 is pinned to 1. Writes into P3 from compare instructions are ignored.

2.12 CMPLTU - Compare Less Than (Unsigned)

2.12.1 Encoding

31–28	27	26–25	24–20	19–15	14–13	12–10	9–8	7–5	4–0	
PRED	0	CONSTANT			ROTATE	0 1 1 1	0 0	PD	RS	
PRED	1 0 1	SHIFTAMT		SHF	RT	0 1 1 1	0 0	PD	RS	
PRED	1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0					0 1 1 1	0 0	PD	RS	LIM

2.12.2 Syntax

- `CMPLTU[PN] Pd, Rs, #Imm`
- `CMPLTU[PN] Pd, Rs, Rt [SHF #Imm]`

2.12.3 Type

CMPLTU is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.12.4 Behavior

CMPLTU interprets its operands as 32-bit unsigned integers, and writes 1 into the specified predicate register if the value of `Rs` is less than to the value of the second operand, and 0 otherwise. P3 is pinned to 1. Writes into P3 from compare instructions are ignored.

2.13 CPOP - TODO XXX

2.13.1 Encoding

31 30 29	28 27 26 25 24 23 22 21 20	19	18 17 16 15 14	13 12 11 10 9	8 7 6 5 4	3 2 1 0
PRED	1 0 0 0 1 0 1 0 1	C	X X X X X	CPOPC	X X X X X	RS

2.14 DIV - Integer Division

2.14.1 Encoding

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PRED			1	0	0	0	1	1	0	0	1	X	RT					X	X	X	X	RD					RS				

2.14.2 Syntax

- `DIV[PN] Rd, Rs, Rt`

2.14.3 Type

DIV is a Control operation. It may only be placed as the first instruction in a packet.

2.14.4 Behavior

Performs the integer division `Rs / Rt`, writing the quotient into `Rd` and the remainder into the multiply/divide overflow register.

2.15 ERET - Return from Exception

2.15.1 Encoding

3 1	3 0	2 9	2 8	2 7	2 6	2 5	2 4	2 3	2 2	2 1	2 0	1 9	1 8	1 7	1 6	1 5	1 4	1 3	1 2	1 1	1 0	9	8	7	6	5	4	3	2	1	0
PRED			1	0	0	0	1	0	1	0	0	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

2.15.2 Syntax

- `ERET[PN]`

2.15.3 Type

ERET is a Control operation. It may only be placed as the first instruction in a packet. It may only be used when the processor is in kernel mode.

2.15.4 Behavior

ERET returns the processor to user mode from kernel mode, and branches to the memory address contained in the Error PC control register. Other instructions in the same packet as the ERET instruction are executed in kernel mode before control is transferred. This instruction also clears the memory link bit.

2.16 FENCE - TODO XXX

2.16.1 Encoding

31 30 29	28 27 26 25 24 23 22 21	20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
PRED	1 0 0 0 1 0 0 1 1	X X X X X X X X X X X X X X X X X X X X X X X

2.17 LB - Load Byte

2.17.1 Encoding

31–29	28	27–26	25–21	20–15	14–10	9–5
PRED	1	00	1	OFFSET	000	RD	RS

2.17.2 Syntax

- `LB[PN] Rd, (Rs [+ OFFSET])`

2.17.3 Type

LB is a Memory operation. It may only be placed in the first or second slot in an instruction packet.

2.17.4 Behavior

LB loads a byte from the specified address into `Rd`. The address is computed by sign-extending the `OFFSET` field to 32 bits and adding it to the value of `Rs`. The high 24 bits of `Rd` are zeroed.

2.18 LH - Load Half-Word

2.18.1 Encoding

31 30 29	28 27 26 25	24 23 22 21 20 19 18 17 16 15 14 13 12 11 10	9 8 7	6 5 4 3 2	1 0
PRED	1 0 0 1	OFFSET	0 0 1	RD	RS

2.18.2 Syntax

- `LH[PN] Rd, (Rs [+ OFFSET])`

2.18.3 Type

LH is a Memory operation. It may only be placed in the first or second slot in an instruction packet.

2.18.4 Behavior

LH loads two bytes from the specified address into `Rd`. The address is computed by sign-extending the `OFFSET` field to 32 bits and adding it to the value of `Rs`. Only 2-byte aligned addresses may be accessed - the low bit of the address is ignored. The high 16 bits of `Rd` are zeroed.

2.19 LL - Load Linked

2.19.1 Encoding

31–29	28	27	26	25–21	20–16	15–0
PRED	1	0	0	1	OFFSET	0 1 1	RD	RS

2.19.2 Syntax

- `LL[PN] Rd, (Rs [+ OFFSET])`

2.19.3 Type

LL is a Memory operation. It may only be placed in the first or second slot in an instruction packet.

2.19.4 Behavior

LL loads a word from the specified address into `Rd`. The address is computed by sign-extending the `OFFSET` field to 32 bits and adding it to the value of `Rs`. Only 4-byte aligned addresses may be accessed - the low 2 bits of the address are ignored.
Additionally, LL sets the link bit. A future SC operation will only complete if no interrupt, exception, or ERET clears the link bit in the intervening period.

2.20 LW - Load Word

2.20.1 Encoding

31–28	27	26	25	24	23	22	21–10	9	8	7	6–0
PRED	1	0	0	1	OFFSET			0	1	0	RD	RS

2.20.2 Syntax

- `LW[PN] Rd, (Rs [+ OFFSET])`

2.20.3 Type

LW is a Memory operation. It may only be placed in the first or second slot in an instruction packet.

2.20.4 Behavior

LW loads a word from the specified address into `Rd`. The address is computed by sign-extending the `OFFSET` field to 32 bits and adding it to the value of `Rs`. Only 4-byte aligned addresses may be accessed - the low 2 bits of the address are ignored.

2.21 MFC - Move From Coprocessor Register

2.21.1 Encoding

31–28	27	26	25	24	23	22	21	20	19–15	14–10	9–5	4–0
PRED	1	0	0	0	1	0	1	1	0	X X X X X X X X X X	RD	CPRS

2.21.2 Syntax

- `MFC[PN] Rd, CPRs`

2.21.3 Type

MFC is a Control operation. It may only be placed as the first instruction in a packet. It may only be used when the processor is in kernel mode.

2.21.4 Behavior

MFC moves the contents of the specfied coprocessor register into the specified general-purpose register. See TODO XXX Link for a description of the available coprocessor registers and their mnemonics.

2.22 MFHI - Move From Multiply/Division Overflow Register

2.22.1 Encoding

31 30 29	28 27 26 25 24	23 22 21 20	19 18 17 16 15	14 13 12 11 10	9 8 7 6 5	4 3 2 1 0
PRED	1 0 0 0 1	0 1 1 1	X X X X X	X X X X X	RD	X X X X X

2.22.2 Syntax

- `MFHI[PN] Rd`

2.22.3 Type

MFHI is a Control operation. It may only be placed as the first instruction in a packet.

2.22.4 Behavior

MFHI moves the contents of the multiply/division overflow register into the specified general-purpose register. This register stores the high bits of results of multiplication operations, or the remainders generated by division operations.

2.23 MOV - Move

2.23.1 Encoding

31–28	27	26–21	20–15	14–10	9–5	4–0	
PRED	0	CONSTLOW	ROTATE	1000	RD	CONSTHI	
PRED	101	SHIFTAMT	SHF	XXXXX	1000	RD	RS
PRED	1000001		SHF	RT	1000	RD	RS
PRED	1000000		000000		1000	RD	RS	LIM

2.23.2 Syntax

- `MOV[PN] Rd, #Imm`
- `MOV[PN] Rd, Rs [SHF #Imm]`
- `MOV[PN] Rd, Rs SHF Rt`

2.23.3 Type

MOV is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.23.4 Behavior

MOV moves the value of its source operand into the specified destination register. If the second operand is a register, it may be shifted by an immediate value or by the contents of a register before being stored.

2.24 MTC - Move To Coprocessor Register

2.24.1 Encoding

31–28	27	26	25	24	23	22	21	20–16	15–11	10–0
PRED	1	0	0	0	1	0	1	1	XXXXXXXXXX	CPRD	RS

2.24.2 Syntax

- `MTC[PN] CPRd, Rs`

2.24.3 Type

MTC is a Control operation. It may only be placed as the first instruction in a packet. It may only be used when the processor is in kernel mode.

2.24.4 Behavior

MTC moves the contents of the selected general-purpose register into the specified coprocessor register. See TODO XXX Link for a description of the available coprocessor registers and their mnemonics.

2.25 MTHI - Move To Multiply/Division Overflow Register

2.25.1 Encoding

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PRED			1	0	0	0	1	0	1	1	1	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	RS				

2.25.2 Syntax

- `MTHI[PN] Rs`

2.25.3 Type

MTHI is a Control operation. It may only be placed as the first instruction in a packet.

2.25.4 Behavior

MTHI moves the value of the specified general-purpose register into the multiply/division overflow register.

2.26 MVN - Move and Invert

2.26.1 Encoding

31–28	27	26–18	17–14	13–9	8–5	4–0	
PRED	0	CONSTLOW	ROTATE	1001	RD	CONSTHI	
PRED	101	SHIFTAMT	SHF	XXXXX	1001	RD	RS
PRED	1000001		SHF	RT	1001	RD	RS
PRED	1000000000000000				1001	RD	RS	LIM

2.26.2 Syntax

- `MVN[PN] Rd, #Imm`
- `MVN[PN] Rd, Rs [SHF #Imm]`
- `MVN[PN] Rd, Rs SHF Rt`

2.26.3 Type

MVN is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.26.4 Behavior

MVN inverts its source operand, storing the result in the specified destination register. If the second operand is a register, it may be shifted by an immediate value or by the contents of a register before being inverted and stored.

2.27 MULT - Integer Multiplication

2.27.1 Encoding

31 30 29	28 27 26 25 24 23 22 21	20	19 18 17 16 15 14	13 12 11 10	9 8 7 6 5 4 3 2 1 0
PRED	1 0 0 0 1 1 0 0	S	RT	X X X X	RD	RS

2.27.2 Syntax

- `MULT[PN] Rd, Rs, Rt`
- `MULTS[PN] Rd, Rs, Rt`

2.27.3 Type

MULT is a Control operation. It may only be placed as the first instruction in a packet.

2.27.4 Behavior

MULT performs an integer multiplication on its two register operands. If the S bit is set, the operands are interpreted as two's complement signed integers; otherwise they are interpreted as unsigned. The low 32 bits of the 64 bit result are placed in the specified destination register, and the high 32 bits are placed in the special-purpose multiply/division overflow register, where they are accessible via the MFHI instruction.

2.28 NOR - Bitwise Logical NOR

2.28.1 Encoding

31–28	27	26–21	20–15	14–13	12–7	6–5	4–0	32
PRED	0	CONSTANT		ROTATE	0010	RD	RS	
PRED	101	SHIFTAMT		SHF	RT	0010	RD	RS	
PRED	1000000000000000					0010	RD	RS	LIM

2.28.2 Syntax

- `NOR[PN] Rd, Rs, #Imm`
- `NOR[PN] Rd, Rs, Rt [SHF #Imm]`

2.28.3 Type

NOR is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.28.4 Behavior

Computes the bitwise logical NOR of the two operands, storing the result in the destination register. If two register operands are specified, the second may optionally be shifted by an immediate value before the computation is performed.

2.29 OR - Bitwise Logical OR

2.29.1 Encoding

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
PRED			0	CONSTANT															ROTATE			0	0	1	1	RD				RS		
PRED			1	0	1	SHIFTAMT										SHF	RT					0	0	1	1	RD				RS		
PRED			1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	RD				RS		LIM

2.29.2 Syntax

- `OR[PN] Rd, Rs, #Imm`
- `OR[PN] Rd, Rs, Rt [SHF #Imm]`

2.29.3 Type

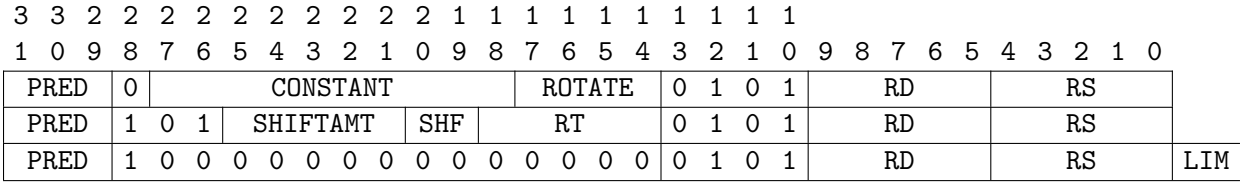
OR is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.29.4 Behavior

Computes the bitwise logical OR of the two operands, storing the result in the destination register. If two register operands are specified, the second may optionally be shifted by an immediate value before the computation is performed.

2.30 RSB - Reverse Subtraction

2.30.1 Encoding



31–28	27	26–19	18–14	13	12–9	8–5	4–1	0	
PRED	0	CONSTANT			ROTATE	0101	RD	RS	
PRED	101	SHIFTAMT		SHF	RT	0101	RD	RS	
PRED	1000000000000000					0101	RD	RS	LIM

2.30.2 Syntax

- `RSB[PN] Rd, Rs, #Imm`
- `RSB[PN] Rd, Rs, Rt [SHF #Imm]`

2.30.3 Type

RSB is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.30.4 Behavior

Subtracts the value stored in RS from the value of the second operand, storing the result in the destination register. If two register operands are specified, the second may optionally be shifted by an immediate value before the computation is performed.

2.31 SB - Store Byte

2.31.1 Encoding

31 30 29	28 27 26 25	24 23 22 21 20	19 18 17 16 15	14	13 12 11	10 9 8 7 6	5 4 3 2 1 0
PRED	1 0 0 1	OFFSETHIGH	RT	M	1 0 0	OFFSETLOW	RS

2.31.2 Syntax

- `SB[PN] Rt, (Rs [+ OFFSET])`

2.31.3 Type

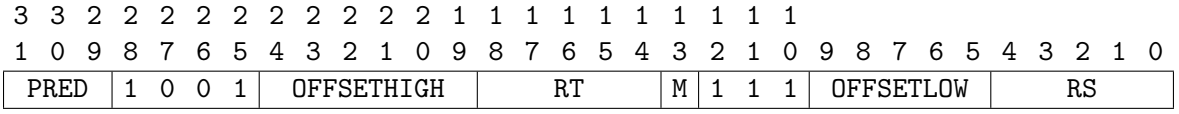
SB is a Memory operation. It may only be placed in the first or second slot in an instruction packet.

2.31.4 Behavior

SB stores the low byte of `Rt` at the provided address. The address is computed by sign-extending the `OFFSET` field to 32 bits and adding it to the value of `Rs`.
The `OFFSET` field for stores is broken up into 3 parts: `{inst[24:19], inst[13], inst[9:5]}`.

2.32 SC - Store Conditional

2.32.1 Encoding



2.32.2 Syntax

- `SC[PN] Rt, (Rs [+ OFFSET])`

2.32.3 Type

SC is a Memory operation. It may only be placed in the first or second slot in an instruction packet.

2.32.4 Behavior

SC stores the value in `Rt` at the provided address, if the processor's link bit is set. The address is computed by sign-extending the `OFFSET` field to 32 bits and adding it to the value of `Rs`. Only 4-byte aligned addresses may be accessed - the low 2 bits of the address are ignored.

The link bit is set by executing the LL instruction, and is cleared by the SC or ERET instructions, or any time an exception or interrupt is dispatched. SC only completes if the link bit is set when it is executed - thus, if it completes, all instructions since the last LL instruction are known to have been executed atomically. The SC instruction writes a 1 into predicate register 0 if the store completes successfully, or a 0 if it fails.

The `OFFSET` field for stores is broken up into 3 parts: `{inst[24:19], inst[13], inst[9:5]}`.

2.33 SH - Store Half-Word

2.33.1 Encoding

31 30 29	28 27 26 25	24 23 22 21 20	19 18 17 16 15	14	13 12 11	10 9 8 7 6	4 3 2 1 0
PRED	1 0 0 1	OFFSETHIGH	RT	M	1 0 1	OFFSETLOW	RS

2.33.2 Syntax

- `SH[PN] Rt, (Rs [+ OFFSET])`

2.33.3 Type

SH is a Memory operation. It may only be placed in the first or second slot in an instruction packet.

2.33.4 Behavior

SH stores the low two bytes of `Rt` at the provided address. The address is computed by sign-extending the `OFFSET` field to 32 bits and adding it to the value of `Rs`. The address must be aligned to a multiple of 2; the low bit of the address is ignored.
The `OFFSET` field for stores is broken up into 3 parts: `{inst[24:19], inst[13], inst[9:5]}`.

2.34 SUB - Subtraction

2.34.1 Encoding

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
PRED			0	CONSTANT															ROTATE			0	1	0	0	RD				RS		
PRED			1	0	1	SHIFTAMT								SHF	RT							0	1	0	0	RD				RS		
PRED			1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	RD				RS		LIM

2.34.2 Syntax

- `SUB[PN] Rd, Rs, #Imm`
- `SUB[PN] Rd, Rs, Rt [SHF #Imm]`

2.34.3 Type

SUB is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.34.4 Behavior

Subtracts the value of the second operand from the value in `Rs`, storing the result in the destination register. If two register operands are specified, the second may optionally be shifted by an immediate value before the computation is performed.

2.35 SW - Store Word

2.35.1 Encoding

31–28	27	26	25	24–19	18–14	13	12	11	10	9–5	4–0
PRED	1	0	0	1	OFFSETHIGH	RT	M	1	1	0	OFFSETLOW	RS

2.35.2 Syntax

- `SW[PN] Rt, (Rs [+ OFFSET])`

2.35.3 Type

SW is a Memory operation. It may only be placed in the first or second slot in an instruction packet.

2.35.4 Behavior

SW stores the contents of `Rt` at the provided address. The address is computed by sign-extending the `OFFSET` field to 32 bits and adding it to the value of `Rs`. The address must be aligned to a multiple of 4; the low two bits of the address are ignored.
The `OFFSET` field for stores is broken up into 3 parts: `{inst[24:19], inst[13], inst[9:5]}`.

2.36 SXB - Sign-Extend Byte

2.36.1 Encoding

31–28	27	26–21	20–15	14–10	9–5	4–0	
PRED	0	CONSTLOW		ROTATE	1010	RD	CONSTHI
PRED	101	SHIFTAMT	SHF	XXXXX	1001	RD	RS
PRED	1000001		SHF	RT	1010	RD	RS
PRED	1000000000000000				1010	RD	RS LIM

2.36.2 Syntax

- `SXB[PN] Rd, #Imm`
- `SXB[PN] Rd, Rs [SHF #Imm]`
- `SXB[PN] Rd, Rs SHF Rt`

2.36.3 Type

SXB is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.36.4 Behavior

SXB moves the low byte of its source operand into the specified destination register, sign-extending it across the rest of the register. If the second operand is a register, it may be shifted by an immediate value or by the contents of a register before being stored.

2.37 SXH

2.37.1 Encoding

3 1	3 0	2 9	2 8	2 7	2 6	2 5	2 4	2 3	2 2	2 1	2 0	1 9	1 8	1 7	1 6	1 5	1 4	1 3	1 2	1 1	1 0	9	8	7	6	5	4	3	2	1	0	
PRED			0	CONSTLOW													ROTATE			1	0	1	1	RD				CONSTHI				
PRED			1	0	1	SHIFTAMT						SHF		X	X	X	X	X		1	0	1	1	RD				RS				
PRED			1	0	0	0	0	0	0	1		SHF		RT						1	0	1	1	RD				RS				
PRED			1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	1	RD				RS				LIM

2.37.2 Syntax

- `SXH[PN] Rd, #Imm`
- `SXH[PN] Rd, Rs [SHF #Imm]`
- `SXH[PN] Rd, Rs SHF Rt`

2.37.3 Type

SXH is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.37.4 Behavior

SXH moves the low two bytes of its source operand into the specified destination register, sign-extending it across the rest of the register. If the second operand is a register, it may be shifted by an immediate value or by the contents of a register before being stored.

2.38 SYSCALL - TODO XXX

2.38.1 Encoding

31 30 29	28 27 26 25 24 23 22 21 20	19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
PRED	1 0 0 0 1 0 0 1 0	X X X X X X X X X X X X X X X X X X X

2.39 XOR - Bitwise Exclusive OR

2.39.1 Encoding

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
PRED			0	CONSTANT															ROTATE			0	1	1	0	RD				RS		
PRED			1	0	1	SHIFTAMT					SHF	RT										0	1	1	0	RD				RS		
PRED			1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	RD				RS		LIM

2.39.2 Syntax

- `XOR[PN] Rd, Rs, #Imm`
- `XOR[PN] Rd, Rs, Rt [SHF #Imm]`

2.39.3 Type

XOR is an ALU operation. It may be placed in any slot of a packet. If the long immediate form is used it must not be located in the last slot in a packet, and no instruction may be specified in the following slot.

2.39.4 Behavior

Computes the bitwise logical XOR of the two operands, storing the result in the destination register. If two register operands are specified, the second may optionally be shifted by an immediate value before the computation is performed.