# FT64v4

# Preface

## Who This Book is For

This book is for the FPGA enthusiast who’s interested in instruction set architecture (ISA). It’s advisable that one have a fairly good background in digital electronics, computer systems and networking before attempting a read. Examples are provided in the Verilog language, it would be helpful to have some understanding of HDL languages. Finally, a lot about computer architecture is contained within these pages, some previous knowledge would also be helpful. If you’re into electronics and computers as a hobby FPGA’s can be a lot of fun.

## Motivation

The author has learned a few new tricks and it was time for a new book. Initially the author was going to create one massive book covering many different cores as an extension of the Table888 book. Rather than create a massive revision of the book, a new book has been created that focuses on a single component. This book is another book about the development of a 64 bit homebrew processor, more specifically it’s ISA. This time the processing core is much more in line with contemporary processors and has an improved ISA. Once again one has to be somewhat nuts to consider it. It takes a lot of time and dedication to develop a good ISA; perhaps too much for a hobbyist. It is less work to develop cores against and already established ISA.

If you seek to be an expert on the personal computer or laptop sitting on your desk, there’s nothing like trying to develop your own system to learn things. It’s possible these days to develop something simple and rudimentary using a small FPGA board available from several different vendors. One can get started working with FPGA’s for well under $100; with free toolsets available it’s not an expensive hobby. It’s no more expensive than a good video game and can provide a lot of entertainment for the money. For an outlay of a few hundred dollars one can begin to become a real expert on home-grown processors, including some of the more advanced aspects of processor such as memory management and data protection. FPGA stands for ‘Field Programmable Gate Array’, which is a chip with lots of small memories interconnected with a connection network. I’m currently using the Nexys4Video board from Digilent. I’ve upgraded several times, to more memory and more logic cells. I’ve used boards from Terasic and BurchEd in the past. Of course, it’s also possible to make your own board if you have the skills. The first board I used was one I wired up myself but it didn’t work very reliably. Be sure to recycle the boards appropriately; I sell my older boards on Ebay to budding students.

The ISA and core presented here aren’t necessarily the best available for a given system. The processor isn’t the smallest or fastest RISC processor. The core presented here is also not a simple beginner’s example. Those weren’t my goals. Instead they offer reasonable size and performance and hopefully are balanced to the available hardware.

There’s lots of room for expansion in the future. I chose 64 bits in part anticipating more than 4GB of memory available sometime down the road. A 64-bit architecture is doable in FPGA’s today, although it uses double or more the resources that a 32 bit design would.

## What this book is about

This book is an outgrowth of the Table888 book and covers one aspect of core design – a general purpose ISA for a 64-bit machine. It is centric to the author and a record of his work. The book shows how flexible FPGA’s can be. A single FPGA board is used for several different systems. The processing core could be incorporated into a single chip (called an SoC System-On-Chip). Although the book is primarily about the ISA some notes on an implementation of FT64 are included. The author continues to learn about computing systems.

## About the Author

First a warning: I’m an enthusiastic hobbyist like yourself, with a ton of experience. I’ve spent a lot of time at home doing research and implementing several soft-core processors, almost maniacally. One of the first cores I worked on was a 6502 emulation. I then went on to develop the Butterfly32 core. Later the Raptor64. I have about 20 years professional experience working on banking applications at a variety of language levels including assembler. So I have some real world experience developing complex applications. I also have a diploma (in what is now a degree course) in electronics engineering technology. Some of the cores I work on these days are really too complex and too large to do at home on an inexpensive FPGA. I await bigger, better, faster boards yet to come.

## Status

FT64 is still a project in the works. The ISA has become somewhat stable and is unlikely to undergo major changes. The basic instruction formats are unlikely to change. A lot of work has been put into implementing the ISA as a two-way superscalar core, but it is far from a finished project. The author has begun work on a new version of the processor so maybe it’s time to spit out the book for the current version. The most recent evolution of FT64 (FT64v3) is as a barrel processor.

# Overview

FT64 is a two-way superscalar processing core capable of executing up to two instructions per clock cycle. The core features register renaming to avoid data hazards. The core has the following rich set of features:

* 64 register sets
* 32 general purpose scalar registers
* 32 general purpose floating-point registers
* 32 general purpose vector registers, length 63
* register renaming
* speculative loading
* 32 bit fixed instruction format
* 64 bit data width
* powerful branch prediction with target buffer (BTB)
* return address prediction (RSB)
* bus interface unit
* instruction and data caches
* Vector and SIMD operations
* fine-grained simultaneous multi-threading (SMT)
* dual ALU’s, one flow control unit, one memory unit, one floating point unit

## History

FT64 is a work-in-progress beginning in July 2017. FT64 originated from RiSC-16 by Dr. Bruce Jacob. RiSC-16 evolved from the Little Computer (LC-896) developed by Peter Chen at the University of Michigan. See the comment in FT64.v. FT64 is the author's fifth attempt at a 64 bit ISA. Other attempts including Raptor64, Thor, FISA64, and DSD9. The author has tried to be innovative with this design borrowing ideas from a number of other processing cores. Berkeley’s RiSC-V has had an influence on this core.

## Goals

One of the primary goals for the development of this core was the implementation of a register renaming mechanism. The author also wanted a stream-lined core as a starting place.

Implementing many features of the Thor core using a fixed 32 bit instruction set.

Easy implementation of a compiler.

Eventual implementation as a four-way superscalar processing core.

# Core Features

## SMT

The core is capable of fine-grained SMT (simultaneous multi-threading) operation. With SMT there are two possible threads of execution each of which operates at about ½ the performance of a single thread. For some applications it may be desirable to use SMT in order to increase the overall performance of the system. The core fetches from two different execution threads simultaneously. When enabled the core’s program counters operate independently. One half of the fetch buffers are used for each of two possible threads of execution.

The availability of SMT operation does not affect the core’s ISA. The same instructions are executed on either thread, and there are no instructions specific to SMT.

### SMT Granularity

There are two basic granularities to SMT, fine-grained and coarse-grained. This core is capable of fine-grained SMT meaning instructions for more than one thread are fetched and executed per clock cycle. In coarse-grained SMT the same thread may run for several clock cycles before the thread alternates to another thread.

Notes:

For simplicity, on a branch miss the entire fetch buffer is flushed and reloaded with instructions from the target address. This includes instructions for both threads of execution. Both threads may miss at the same time and the fetch buffer will only be reloaded once.

External interrupts are processed only by the even numbered thread to prevent an interrupt from being processed twice. Other exceptions may occur on either thread.

There is a bit in the machine status register to indicate which thread is running when the bit is checked. Testing this bit makes it possible to branch to different code for each thread.

When SMT is turned on, the program counter for the second thread will be pointing to the next instruction after the current program counter. Also, the current program counter may increment by eight for one cycle. Because the exact value of the program counters may not be known a ramp of harmless instructions needs to be performed when SMT is turned on. the following code show an example of turning on SMT.

|  |
| --- |
| ldi r1,#$10000 ; turn on SMT use $10000  csrrs r0,#0,r1  add r0,r0,#0 ; fetch adjustment ramp  add r0,r0,#0  add r0,r0,#0  add r0,r0,#0  add r0,r0,#0  add r0,r0,#0  add r0,r0,#0  add r0,r0,#0  add r0,r0,#0  add r0,r0,#0  csrrd r1,#$044,r0 ; which thread is running ?  bfextu r1,r1,#24,#24  bne r1,r0,.st2 |

Turning SMT off is equally as tricky. It is best to turn off SMT when the location of both sets of program counters are known. Turning SMT off will cause the second program counter to follow the first one again.

## Vectors

The core has standard support for vector operations. Support includes vector length and vector mask registers. Although the vector registers are currently limited to 63 elements there is no reason why the number of vector elements can’t be increased in the future.

### Vector Chaining

The core is capable of limited chaining of vector instruction; starting a second vector instruction before the first one is complete.

The vector chain bit in control register #0 controls the priority of queueing vector instructions when there are two vector instructions available to queue. If vector chaining is on, then one element from each vector instruction will queue. If vector chaining is off, then two elements from the first vector instruction will queue. Vector chaining may improve performance depending on the instruction mix. For instance, if there is a multiply followed by an add under normal circumstances multiplication of the next vector element can’t proceed until the instruction is finished. Without vector chaining the add can’t proceed until the multiply is done. With vector chaining the add can be performed at the same time as the multiply, hiding some of the latency of the multiply operation.

# Pieces

This section covers various pieces that make up the FT64 core and influence it’s ISA.

## Register File

There are 64 sets of 32 general purpose registers in the architecture. The odd registers sets may be used as floating-point registers for the even register set or they may be used as additional integer registers. There is a single set of vector registers. Register sets should also be used as quadruplets when SMT (simultaneous multi-threading) is turned on. The following is an illustration of register set usage.



On reset register set #0 is selected to be the operating register set. Every fourth register set beginning with #4 to #28 is reserved for interrupt processing. The register set is automatically switched on interrupt and restored at interrupt return.

|  |  |
| --- | --- |
| Machine State | Register Set Reservation |
| BRK / RESET | 0 |
| IRQ 1 | 4 |
| IRQ 2 | 8 |
| IRQ 3 | 12 |
| IRQ 4 | 16 |
| IRQ 5 | 20 |
| IRQ 6 | 24 |
| IRQ 7 | 28 |
| Normal Operations | according to rs field in control reg #0 |

### Register Usage Convention

The register usage convention probably has more to do with software than hardware. Excepting a couple of special cases, the registers are general purpose in nature.

R0 always has the value zero in all register sets. r29 is the link register used implicitly by the call instruction.

|  |  |  |  |
| --- | --- | --- | --- |
| Register |  | Description / Suggested Usage | Saver |
| r0 | r0 | always reads as zero |  |
| r1-r4 | v0-v3 | return values / exception | caller |
| r5-r20 | t0-t15 | temporaries | caller |
| r21-r34 |  | register variables | callee |
| r35-r47 | a0-a12 | function arguments | caller |
| r52-r55 | c0-c3 | assembler usage |  |
| r56 |  | type number / function argument | caller |
| r57 | cp | class pointer / function argument | caller |
| r58 | tp | thread pointer | callee |
| r59 | gp | global pointer |  |
| r60 | xh | exception link register | caller |
| r61 | ra | return address / link register | caller |
| r62 | fp | base / frame pointer | callee |
| r63 | sp | stack pointer | callee |

The ISA supports up to 32 vector registers of length 63. There is only a single set of vector registers.

|  |  |
| --- | --- |
| Register |  |
| v0 to v31 | general purpose vector registers |
| vm0 to vm7 | vector mask registers |

The register file has six read ports and two write ports.

Notes:

The register set is implemented with block ram resources in the FPGA. In order to get byte write strobes for the registers it was possible to accommodate a large number of registers. Elucidating, the block rams in use provided 4096 eight-bit wide registers per block ram. Regardless of the number of registers actually used there was still a provision for 4096. All these available registers were put to good use as multiple register sets and vectored registers.

The register set currently selected is determined by the rs field in the machine status register (0x044). Note that the register sets selected for SMT operation should have different bit settings for bit 6, and 7 of the register code in order to allow bypassing logic to work correctly.

Internally to the core a single register file is in use that uses a 12-bit register code:

|  |  |  |  |
| --- | --- | --- | --- |
| 11 6 | | 5 | 4 0 |
| Register Set | Fp | 0 | General Purpose Register number |
| Vector element | | 1 | Vector register number |

To conserve hardware which would otherwise be quite large, the bypassing logic looks at only the six least significant bits, plus bits 6, and 7 of the register code for bypassing purposes. This allows it to differentiate between different general purpose registers, floating-point, thread 0 and thread 1 registers, and vector registers. This meets bypass logic requirements in most circumstances.

The core does not provide bypass logic between different elements of the same vector register. It only provides bypassing at the vector register number level. Normally this is not a problem because vector elements are processed independently.

Similarly, the core does not provide bypassing between register sets of the general purpose registers outside of checking thread register pairs. Switching the register set should be followed by a synchronization operation to ensure contents of the previous instructions are updated before the new use. Note that the break and return from interrupt operations automatically synchronize the processor so that register sets remain valid.

There are only 63 usable elements to each vector register. Register codes for the 64th element are used to access the vector mask registers.

|  |  |  |  |
| --- | --- | --- | --- |
| 11 6 | 5 | 4 3 | 2 0 |
| 63 | 1 | 0 | mask register number |

This is hidden from the ISA and may be implemented differently in the future.

On reset register set #0 is selected.

### Program Counter

The program counter identifies which instruction to execute. The program counter increments by four with the least significant two bits always zero. The increment may be overridden using one of the flow control instructions. The program counter addresses 32 bit instruction parcels.

|  |  |
| --- | --- |
| 63 2 | 1 0 |
| Address[63..2] | 02 |

Notes:

There are actually two program counters in use by the core, one for each fetch buffer, and each one normally increments by eight. The second program counter always follows the first one, incremented by four, so that it addresses the next instruction word. There are a couple of reasons to use two counters. One is to avoid an adder delay that would be present on the output of a single counter if only one counter were used. A second reason for two counters is that they may be used independently for simultaneous multi-threading (SMT). When SMT is on each program counter operates independently and increments by four instead of eight.

### Register Zero

Register zero – r0 – always reads as zero. However, it should be initialized at start-up to a zero value. After the first write to r0 it will contain the value zero. After a power cycle r0 is not guaranteed to contain the value zero.

### Stack and Frame Pointers

Although the stack and frame pointer registers may be used with any instruction the core has special hardware to detect stack bounds violations by either the stack pointer or frame pointer. The stack and frame pointer registers should be kept aligned on whole word boundaries. That is they should be a multiple of eight, which has the three least significant bits as zero. There is currently no hardware in the core to enforce a word alignment.

## Control and Status Registers

### Control Register Zero (CSR #000)

This register contains a bit to enable protected mode.

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 63 | 62 |  |  | 33 | 32 | 30 | 17 | 16 | 1514 | 13 8 | 7 1 | 0 |
| D | ~ |  |  | ~ | bpe | dce | SNR | SMT | 0 | ~ |  | Pe |

D: debug mode status. this bit is set during an interrupt routine if the processor was in debug mode when the interrupt occurred.

PE: Protected Mode enable: 1 = enabled, 0 = disabled.

DCE: data cache enable: 1=enabled, 0 = disabled

bpe: branch predictor enable: 1=enabled, 0=disabled

SMT: simultaneous multi-threading enable 1 = enabled, 0 = disabled (0 default).

SNR: sequence number reset, 1 = reset, automatically clears

Disabling the data cache is useful for some codes with large data sets to prevent cache loading of values that are used infrequently. The instruction cache may not be disabled.

Disabling branch prediction will significantly affect the cores performance, but may be useful for debugging. Disabling branch prediction causes all branches to be predicted as not-taken (unless determined otherwise by the instruction). No entries will be updated in the branch history table if the branch predictor is disabled.

This register supports bit set / clear CSR instructions.

SNR bit

The core makes use of an instruction sequence number to determine instruction ordering in some places where required. This sequence number needs to be reset periodically at a low frequency to prevent mis-ordering. It is suggested to use the system’s time-slice or garbage collect interrupt to reset the sequence number.

### HARTID (0x001)

This register contains a number that is externally supplied on the hartid\_i input bus to represent the hardware thread id or the core number. No core should have the value zero as the hartid.

### TICK (0x002)

This register contains a tick count of the number of clock cycles that have passed since the last reset. Note that this register should not be used for precise timing as the processor’s clock frequency may vary for performance and power reasons. The TIME CSR may be used for wall-clock timing as it has its own timing source.

### PCR Paging Control (CSR 0x003)

This register controls the paged memory management unit. A more detailed description is available under the section on memory management.

### AEC Arithmetic Exception Control (CSR 0x004)

This register has controls to enable arithmetic exceptions and status bits to indicate the occurrence of exception conditions.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Exception Occurrence | | | | | | Exception Enable | | | | | |
| 63 37 | 36 | 35 | 34 | 33 | 32 | 31 5 | 4 | 3 | 2 | 1 | 0 |
|  | DIV | MUL | ASL | SUB | ADD |  | DIV | MUL | ASL | SUB | ADD |

### CAUSE (0x006)

This register contains a code indicating the cause of an exception or interrupt. The break handler will examine this code in order to determine what to do. Only the low order 16 bits are implemented. The high order bits read as zero and are not updateable. The low order eight bits are loaded from the cause field of the BRK instruction. The next eight bits are loaded from the user8 field of the break instruction. Bit 7 of the cause is set if a hardware interrupt was the source of the break.

### BADADDR (CSR 0x007)

This register contains the effective address for a load / store operation that caused a memory management exception or a bus error. Note that the address of the instruction causing the exception is available in the EPC register.

### PCR2 Paging Control (CSR 0x008)

This register controls the paged memory management unit. A more detailed description is available under the section on memory management.

### Scratch (CSR 0x009)

This register is available for scratchpad use. It is typically swapped with a GPR during exception processing.

### SEMA (CSR 0x00C) Semaphores

This register is available for system semaphore or flag use. The least significant bit is tied to the reservation address status input (rb\_i). It will be set if a SWC instruction was successful. The least significant bit is also cleared automatically when an interrupt (BRK) or interrupt return (RTI) instruction is executed. Any one of the remaining bits may also be cleared by an RTI instruction. This could be a busy status bit for the interrupt routine. Bits in this CSR may be set or cleared with one of the CSRxx instructions. This register has individual bit set / clear capability.

|  |  |
| --- | --- |
| Semaphore | Usage Convention |
| 0 | LWR / SWC status bit |
| 1 | system garbage collection protector |
| 2 | system |
| 3 | input / output focus list |
| 4 | keyboard |
| 5 | system busy |
| 6 | memory management |

### SBL (CSR 0x00E)

The SBL register contains the address representing the lower bound of the stack. If an address is formed using one of the stack indexing registers (stack pointer r31 or base pointer r30) is lower than the SBL a stack fault occurs. This represents a stack overflow condition.

### SBU (CSR 0x00F)

The SBU register contains the address representing the upper bound of the stack. If an address is formed using one of the stack indexing registers (stack pointer r31 or base pointer r30) is higher than the SBU a stack fault occurs. This represents a stack underflow condition.

### TCB (CSR 0x010)

This CSR register is reserved for use as a pointer to a control block for the currently running thread.

### FSTAT (CSR 0x014) Floating Point Status and Control Register

The floating point status and control register may be read using the CSR instruction. Unlike other CSR’s the control register has its own dedicated instructions for update. See the section on floating point instructions for more information.

|  |  |  |  |
| --- | --- | --- | --- |
| Bit |  | Symbol | Description |
| 31:29 | **RM** | rm | rounding mode |
| 28 | **E5** | inexe | - inexact exception enable |
| 27 | **E4** | dbzxe | - divide by zero exception enable |
| 26 | **E3** | underxe | - underflow exception enable |
| 25 | **E2** | overxe | - overflow exception enable |
| 24 | **E1** | invopxe | - invalid operation exception enable |
| 23 | **NS** | ns | - non standard floating point indicator |
| **Result Status** | | | |
| 22 |  | fractie | - the last instruction (arithmetic or conversion) rounded intermediate result (or caused a disabled overflow exception) |
| 21 | **RA** | rawayz | rounded away from zero (fraction incremented) |
| 20 | **SC** | C | denormalized, negative zero, or quiet NaN |
| 19 | **SL** | neg < | the result is negative (and not zero) |
| 18 | **SG** | pos > | the result is positive (and not zero) |
| 17 | **SE** | zero = | the result is zero (negative or positive) |
| 16 | **SI** | inf ? | the result is infinite or quiet NaN |
| **Exception Occurrence** | | | |
| 15 | **X6** | swt | {reserved} - set this bit using software to trigger an invalid operation |
| 14 | **X5** | inerx | - inexact result exception occurred (sticky) |
| 13 | **X4** | dbzx | - divide by zero exception occurred |
| 12 | **X3** | underx | - underflow exception occurred |
| 11 | **X2** | overx | - overflow exception occurred |
| 10 | **X1** | giopx | - global invalid operation exception – set if any invalid operation exception has occurred |
| 9 | **GX** | gx | - global exception indicator – set if any enabled exception has happened |
| 8 | **SX** | sumx | - summary exception – set if any exception could occur if it was enabled  - can only be cleared by software |
| **Exception Type Resolution** | | | |
| 7 | **X1T** | cvt | - attempt to convert NaN or too large to integer |
| 6 | **X1T** | sqrtx | - square root of non-zero negative |
| 5 | **X1T** | NaNCmp | - comparison of NaN not using unordered comparison instructions |
| 4 | **X1T** | infzero | - multiply infinity by zero |
| 3 | **X1T** | zerozero | - division of zero by zero |
| 2 | **X1T** | infdiv | - division of infinities |
| 1 | **X1T** | subinfx | - subtraction of infinities |
| 0 | **X1T** | snanx | - signaling NaN |

### DBADx (CSR 0x018 to 0x01B) Debug Address Register

These registers contain addresses of instruction or data breakpoints.

|  |
| --- |
| 63 0 |
| Address 63..0 |

### DBCR (CSR 0x01C) Debug Control Register

This register contains bits controlling the circumstances under which a debug interrupt will occur.

|  |  |  |  |
| --- | --- | --- | --- |
| bits |  |  |  |
| 3 to 0 | Enables a specific debug address register to do address matching. If the corresponding bit in this register is set and the address (instruction or data) matches the address in the debug address register then a debug interrupt will be taken. |  |  |
| 17, 16 | This pair of bits determine what should match the debug address register zero in order for a debug interrupt to occur.   |  |  |  | | --- | --- | --- | | 17:16 |  |  | | 00 | match the instruction address |  | | 01 | match a data store address |  | | 10 | reserved |  | | 11 | match a data load or store address |  | |  |  |
| 19, 18 | This pair of bits determine how many of the address bits need to match in order to be considered a match to the debug address register. These bits are ignored when matching instruction addresses, which are always half-word aligned.   |  |  |  | | --- | --- | --- | | 19:18 |  | Size | | 00 | all bits must match | byte | | 01 | all but the least significant bit should match | char | | 10 | all but the two LSB’s should match | half | | 11 | all but the three LSB’s should match | word | |  |  |
| 23 to 20 | Same as 16 to 19 except for debug address register one. |  |  |
| 27 to 24 | Same as 16 to 19 except for debug address register two. |  |  |
| 31 to 28 | Same as 16 to 19 except for debug address register three. |  |  |
| 55 to 62 | These bits are a history stack for single stepping mode. An exception will automatically disable single stepping mode and record the single step mode state on stack. Returning from an exception pops the single step mode state from the stack. |  |  |
| 63 | This bit enables SSM (single stepping mode) |  |  |

### DBSR (CSR 0x01D) - Debug Status Register

This register contains bits indicating which addresses matched. These bits are set when an address match occurs, and must be reset by software.

|  |  |
| --- | --- |
| bit |  |
| 0 | matched address register zero |
| 1 | matched address register one |
| 2 | matched address register two |
| 3 | matched address register three |
| 63 to 4 | not used, reserved |

### CAS (CSR 0x02C) Compare and Swap

This register is to support the compare and swap (CAS) instruction. If the value in the addressed memory location identified by the CAS instruction is equal to the value in the CAS register, then the source register is written to the memory location, and the source register is loaded with the value 1. Otherwise if the value in the addressed memory location doesn’t match the value in this register, then value at the memory location is loaded into the CAS register, and the source register is set to zero. No write to memory occurs if the match fails.

|  |
| --- |
| 63 0 |
| Value 63..0 |

### TVEC (0x030 to 0x037)

These registers contain the address of the exception handling routine for a given operating level. TVEC[0] (0x030) is used directly by hardware to form an address of the interrupt routine. The lower eight bits of TVEC[0] are not used. The lower bits of the interrupt address are determined from the operating level. For the other registers the two low order bits of the address must be zero in order to keep the program counter aligned on a half-word address. TVEC[1] to TVEC[7] are used by the REX instruction.

### IM\_STACK (0x040)

This register contains the interrupt mask stack. When an exception or interrupt occurs this register is shifted to the left and the current status copied to the low order bits, when an RTI instruction is executed this register is shifted to the right and the status bits copied from the low order bits of the register. On RTI the last stack entry is set to seven masking all interrupts on stack underflow. Only the low order 24 bits of the register are implemented.

### OL\_STACK (0x041)

This register contains the operating level stack. When an exception or interrupt occurs this register is shifted to the left and the current status copied to the low order bits, when an RTI instruction is executed this register is shifted to the right and the status bits copied from the low order bits of the register. On RTI the last stack entry is set to zero which will select the machine operating level on stack underflow. Only the low order 24 bits of the register are implemented.

### PL\_STACK (0x042)

This register contains the privilege level stack. When an exception or interrupt occurs this register is shifted to the left and the current status copied to the low order bits, when an RTI instruction is executed this register is shifted to the right and the status bits copied from the low order bits of the register. On RTI the last stack entry will be set to zero which will select privilege level zero on stack underflow.

### RS\_STACK (0x043)

This register contains the register set selection stack. When an exception or interrupt occurs this register is shifted to the left and the current status copied to the low order bits, when an RTI instruction is executed this register is shifted to the right and the status bits copied from the low order bits of the register. On RTI the last stack entry will be set to eight which will select register set #8 on stack underflow.

### STATUS (0x044)

This register contains the interrupt mask, operating level, and privilege level.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 63 | 6261 | 60 56 | 55 | 5452 | 5150 | 4948 | 47 32 | 27 24 | 2320 | 19 14 | 13 6 | 5 3 | 2 0 |
| SD1 | ~2 | VM5 | MPRV1 | ~3 | XS2 | FS2 | ~16 | Thrd1 | ~4 | RS6 | PL8 | OL3 | IM3 |

#### VM5

These bits control virtual memory options. Note that multiple options may be present at the same time. At reset all the bits are set to zero.

|  |  |  |
| --- | --- | --- |
| Bit | Indicates |  |
| 0 | 1 = single bound |  |
| 1 | 1 = separate program and data bounds |  |
| 2 | 1 = lot protection system |  |
| 3 | 1 = simplified paged unit |  |
| 4 | 1 = paging unit |  |

#### MPRV

This bit when true (1) causes memory operations to use the first stack privilege level when evaluating privilege and protection rules. (Bits 0 to 13 in the status reg).

#### FS2

These two bits can be used to keep track of the floating point register state.

#### XS2

These two bits can be used to keep track of an additional core extension state.

Thrd1

The currently executing hardware thread.

IRQ[42..40]

The level of interrupt that caused the hardware BRK.

#### VCA

(bit 32) This bit indicates that vector chaining was active prior to an exception.

### VE\_HOLD (0x045)

This register contains the currently executing vector element number for fetch buffers #0 and #1. Source and target element numbers are stored independently. Normally the source and target elements are the same, however they may be different if a vector compress instruction is executing. If the vector register set is switched during exception processing this register should be saved and restored.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 63 54 | 53 48 | 47 38 | 37 32 | 31 22 | 21 16 | 15 6 | 5 0 |
| ~ | vet1 | ~ | ves1 | ~ | vet0 | ~ | ves0 |

### EPC (0x048 to 0x4F)

This sets of registers contains the interrupt or exception stack of the program counter register. The top of the stack is register 0x48. When an interrupt or exception occurs register 0x48 to 0x4E are copied to the next register and the program counter is placed into register 0x48. When an RTI instruction is executed the program counter is loaded from register 0x048 and registers 0x048 to 0x047 are loaded with the next register. Register 0x04F is loaded with the address of the break handler so that in the event of an underflow the break handler will be executed.

### CODEBUF (0x080 to 0x0BF)

This register range is for access to 64 adaptable code buffers. The code buffers are used by the EXEC instruction to execute code which may change at run-time.

### TIME (0x7E0)

The TIME register corresponds to the wall clock real time. This register can be used to compute the current time based on a known reference point. The register value will typically be a fixed number of seconds offset from the real wall clock time. The lower 32 bits of the register are driven by the tm\_clk\_i clock time base input which is independent of the cpu clock. The tm\_clk\_i input is a fixed frequency used for timing that cannot be less than 10MHz. The low order 32 bits represent the fraction of one second. The upper 32 bits represent seconds passed. For example, if the tm\_clk\_i frequency is 100MHz the low order 32 bits should count from 0 to 99,999,999 then cycle back to 0 again. When the low order 32 bits cycle back to 0 again, the upper 32 bits of the register is incremented. The upper 32 bits of the register represent the number of seconds passed since an arbitrary point in the past.

Note that this register has a fixed time basis, unlike the TICK register whose frequency may vary with the cpu clock. The cpu clock input may vary in frequency to allow for performance and power adjustments.

### INSTRET (0x7E1)

This register contains a count of the number of instructions retired (successfully completed) by the core.

### INFO (0x7F0 to 0x7FF)

This set of registers contains general information about the core including the manufacturer name, cpu class and name, and model number.

## Caches

### Overview

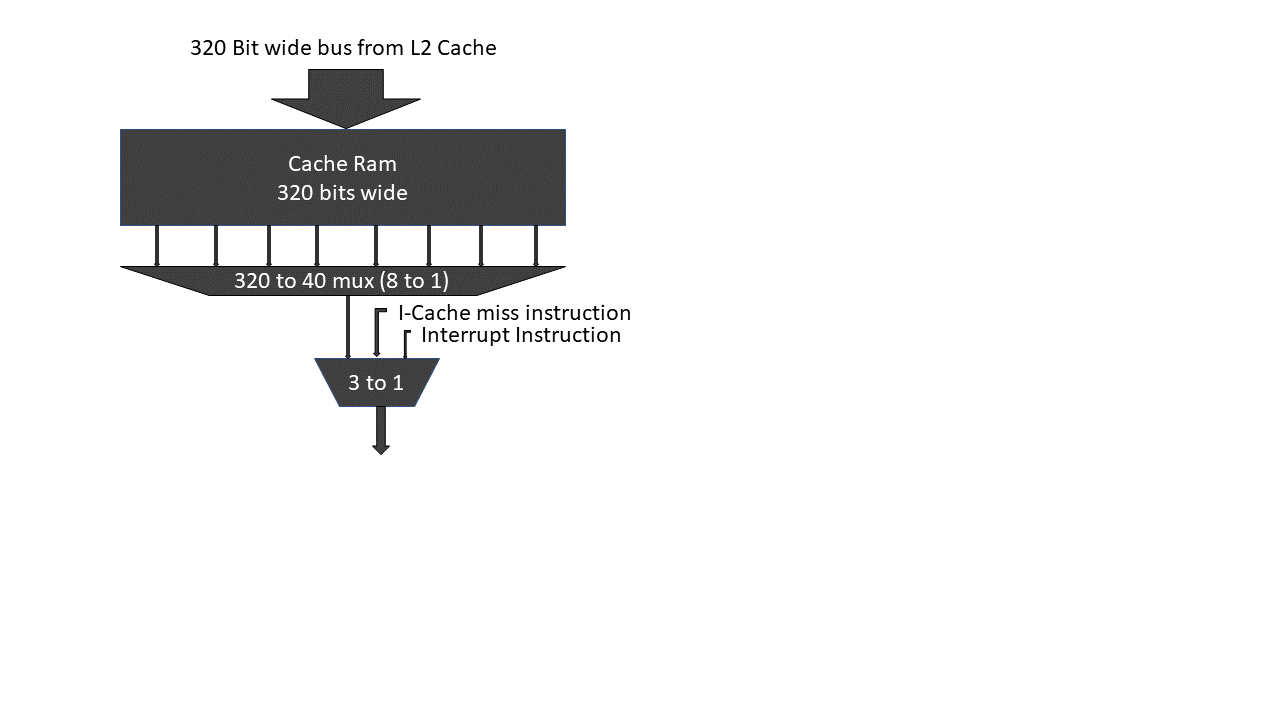
The core has both instruction and data caches to improve performance. The instruction cache is a two-level cache (L1, L2) allowing better performance. The first level cache is four-way associative, the second level cache is four-way set associative. The author initially had the first level cache fully associative based on a cam memory but found the resource requirements for the cam memory to be too large. It was turned into an option. The cache sizes of the instruction and data cache are available for reference from one of the INFO CSR registers.

### Instructions

Since the instruction format affects the cache design it is mentioned here. For this design instructions are of a fixed 40-bit format. Specific formats are listed under the instruction set description section of this book. Initially some thought was given to supporting a smaller instruction parcel as there would be a code density and therefore cache utilization benefit. A fixed 40-bit format was chosen because it’s simpler for a hobbyist design and to limit the amount of multiplexing taking place for an instruction read. A simpler design makes it easier to achieve a higher clock rate. Having multiple instruction sizes would require additional multiplexing, logic, and possibly wide or more read ports on the cache.

### L1 Instruction Cache

L1 is 2.5kB in size and made from distributed ram to get single cycle read performance. L1 is organized as 64 lines of 40 bytes or eight instruction words. Note that there are two copies of the L1 cache to support reading two instructions at one time. The following illustration shows the L1 cache organization for FT64.



A 64-line cache was chosen as that matches the inherent size of single distributed ram component in the FPGA. It is the author’s opinion that it would be better if the L1 cache were larger because it often misses due to its small size. However, using a larger distributed ram means going outside of the single lookup-table (LUT) and may then affect the clock cycle time. Using just a single LUT as a memory component may also make it possible to implement part of the eight-to-one multiplexor in the same logic slice as the ram. In short the current design is an attempt to make it easy for the tools to create a fast implementation.

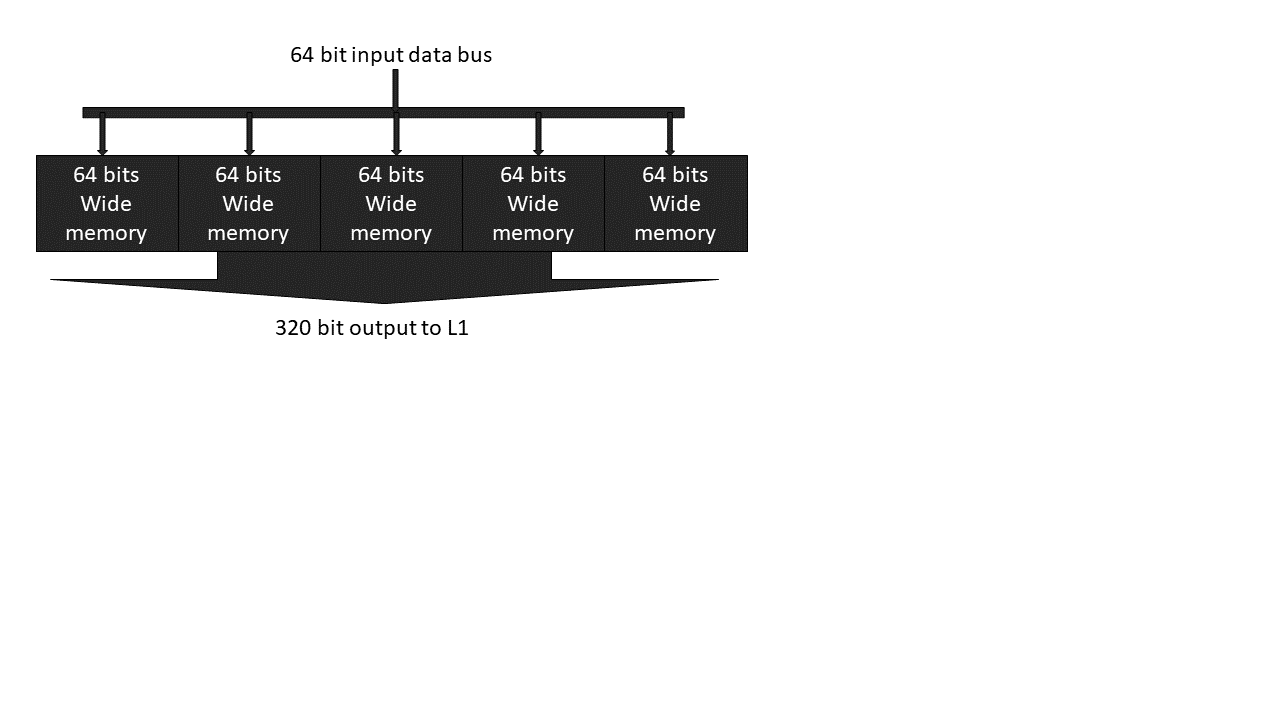
Note that supporting interrupts and cache misses, a requirement for a realistic processor design, adds complexity to the instruction stream. Reading the cache ram, selecting the correct instruction word and accounting for interrupts and cache misses must all be done in a single clock cycle.

While the L1 cache has single cycle reads it requires two clock cycles to update (write) the cache. The cache line to update needs to be provided by the tag memory which is unknown until after the tag updates.

### L2 Instruction Cache

L2 is 20kB in size implemented with block ram. L2 is organized as 512 lines of 40 bytes. Unlike the L1 cache there is only a single L2 cache. There is more flexibility in the design of the L2 cache since it’s made up of block ram components. Once again the cache is too small in the author’s opinion but it represents a trade-off in use of block ram resources for the cpu core versus using the block ram for other purposes such as memory management or data cache. There are only so many block rams in the FPGA.

The L2 cache has a read latency of two clock cycles to try and get the best clock cycle time out of the cache. It feeds the L1 cache with a cache-line wide bus so that only a single cycle is required to update the L1 cache.



### Data Cache

The data cache organization is somewhat simpler than that of the instruction cache. Data is cached with a single level cache because it’s not critical that the data be available within a single clock cycle at least not for the hobby design. Some of the latency of the data cache can be hidden by the presence of non-memory operating instructions in the instruction queue.

The data cache is organized as 512 lines of 32 bytes (16kB) and implemented with block ram. Access to the data cache is multicycle. The data cache has three read ports allowing three load operations to be in progress at the same time. The policy for stores is write-through. Stores always write through to memory. Since stores follow a write-through policy the latency of the store operation depends on the external memory system. It isn’t critical that the cache be able to update in single cycle as external memory access is bound to take many more cycles than a cache update. There is only a single write port on the data cache.

### Cache Enables

The instruction cache is always enabled in order to keep hardware simpler and faster. Otherwise an additional multiplexor and control logic would be required in the instruction stream to read from external memory.

For some operations it may desirable to disable the data cache so there is a data cache enable bit in control register #0. This bit may be set or cleared with one of the CSR instructions.

### Cache Validation

A cache line is automatically marked as valid when loaded. The entire cache may be invalidated using the CACHE instruction. Invalidating a single line of the cache is not currently supported, but it is supported by the ISA.

### Uncached Data Area

The address range $F…FDxxxxx is an uncached 1MB data area. This area is reserved for I/O devices. The data cache may also be disabled in control register zero. There is also a set of load instructions that bypass the data cache. These are called load volatile (LVx) instructions.

## Fetch Buffers

There are two fetch buffers each of which holds a pair of instructions. When a fetch buffer becomes empty it is loaded with new instructions from the cache. While the processor is working with instructions from one fetch buffer, the other fetch buffer can be loading more instructions. In the case of a cache miss or interrupt a special instruction is loaded into the fetch buffer rather than the instruction output by the cache. For a cache miss this is the NOP instruction. For an interrupt this is the BRK instruction. The program counter increment is suppressed during a cache miss.

The program counters are located in the fetch buffer component.

When SMT is enabled one half of the fetch buffers is used for each thread.

### Fetch Rate

The fetch rate is two instructions per clock cycle. When SMT is on one instruction is fetched for each thread. This is fine-grained SMT.

## Return Address Stack Predictor (RSB)

There is an address predictor for return addresses which can in some cases can eliminate the flushing of the instruction queue when a return instruction is executed. The RET instruction is detected in the fetch stage of the core and a predicted return address used to fetch instructions following the return. JAL instructions using the link register as the source are also treated as return instructions. The return address stack predictor has a stack depth of 32 entries. On stack overflow or underflow, the prediction will be wrong, however performance will be no worse than not having a predictor. The return address stack predictor checks the address of the instruction queued following the RET against the address fetched for the RET instruction to make sure that the address corresponds.

There is a separate RSB for each thread while operating with SMT turned on.

## Branch Predictor

The branch predictor is a (2, 2) correlating predictor. The branch history is maintained in a 512- entry history table. It has four read ports for predicting branch outcomes, one port for each instruction in the fetch buffer. The branch predictor may be disabled by a bit in control register zero. When disabled all branches are predicted as not taken, unless specified otherwise in the branch instruction. A statically predicted branch does not use the branch predictor instead the prediction is based on the setting of the prediction bits in the branch instruction.

The CC64 compiler has a notation for representing static branch predictions in high level code. Refer to the CC64 compiler documentation for the exact notation used.

To conserve hardware the branch predictor uses a fifo that can queue up to two branch outcomes at the same time. Outcomes are removed from the fifo one at a time and used to update the branch history table which has only a single write port. In an earlier implementation of the branch predictor, two write ports were provided on the history table. This turned out to be relatively large compared to it’s usefulness.

Correctly predicting a branch turns the branch into a single cycle operation. During execution of the branch instruction the address of the following instruction queued is checked against the address depending on the branch outcome. If the address does not match what is expected then the queue will be flushed and new instructions loaded from the correct program path.

## Branch Target Buffer (BTB)

The core has a 1k entry branch target buffer for predicting the target address of flow control instructions where the address is calculated and potentially unknown at time of fetch. Instructions covered by the BTB include jump-and-link, interrupt return and breakpoint instructions and branches to targets contained in a register.

## Decode Logic

Instruction decode is distributed about the core. Although a number of decodes take place between fetch and instruction queue. Broad classes of instructions are decoded for the benefit of issue logic along with register specifications prior to instruction enqueue. Most of the decodes are done with functions defined early in FT64.v because decoding typically involves reducing a wide input into a smaller number of output signals. Other decodes are done at instruction execution time with case statements.



A sample decode of the register Rc field is shown below. It shows that there is additional logic required to insert the register set selection and vector element selection into the final register select output bits. It also shows that the least significant bits of the register Rc field of the instruction are simply copied directly from the instruction.

|  |
| --- |
| function [RBIT:0] fnRc;  input [31:0] isn;  input [5:0] vqei;  input thrd;  case(isn[`INSTRUCTION\_OP])  `RR: case(isn[`INSTRUCTION\_S2])  `SVX: fnRc = {vqei,1'b1,isn[`INSTRUCTION\_RC]};  `SBX,`SCX,`SHX,`SWX,`SWCX,`CACHEX:  fnRc = {rgs,1'b0,isn[`INSTRUCTION\_RC]};  `CMOVEQ,`CMOVNE,`MAJ:  fnRc = {rgs,1'b0,isn[`INSTRUCTION\_RC]};  default: fnRc = {rgs,1'b0,isn[`INSTRUCTION\_RC]};  endcase  `VECTOR:  case(isn[`INSTRUCTION\_S2])  `VSxx,`VSxxS,`VSxxU,`VSxxSU: fnRc = {6'h3F,1'b1,2'b0,isn[18:16]};  default: fnRc = {vqei,1'b1,isn[`INSTRUCTION\_RC]};  endcase  `FLOAT: fnRc = {rgs[5:1],1'b1,1'b0,isn[`INSTRUCTION\_RC]};  `BccR: fnRc = {rgs,1'b0,isn[`INSTRUCTION\_RC]};  default: fnRc = {rgs,1'b0,isn[`INSTRUCTION\_RC]};  endcase  endfunction |

## Instruction Queue (ROB)

The instruction queue is an eight-entry re-ordering buffer (ROB). The instruction queue tracks an instructions progress and provides a holding place for operands and results. Each instruction in queue may be in one of a number of different states. The instruction queue is a circular buffer with head and tail pointers. Instructions are queued onto the tail and committed to the machine state at the head.



### Queue Rate

Up to two instructions may queue during the same clock cycle depending on the availability of queue slots. For a vector instruction up to two elements of the vector may queue during a clock cycle, or if vector chaining is on single elements from both the current and following vector instruction may queue during the same clock cycle.

### Sequence Numbers

The queue maintains a 32-bit instruction sequence number which gives other operations in the core a clue as to the order of instructions. The sequence number is assigned when an instruction queues. Branch instructions need to know when the next instruction has queued in order to detect branch misses. A separate sequence number is maintained for each hardware thread. The program counter cannot be used to determine the instruction sequence because there may be a software loop at work which causes the program counter to cycle backwards even though it’s really the next instruction executing.

### Queueing of Flow Control Operations

Flow control operations are not done until sometime after the next instruction queues. This is necessary to determine address miss-predicts during the flow control operation. Waiting until the next instruction queues avoids the problem of false mis-predictions. A consequence of waiting for the next instruction to queue is that flow control operations may only issue from one of the first seven queue slots relative to the head of the queue. Note however that if the instruction queue is full the flow control operation will issue anyway otherwise the core could become deadlocked. When the core issues a flow control operation because the queue is full it will most likely cause a branch-miss state, which may reduce performance.

## Issue Logic

Issue logic is responsible for assigning instructions to functional units. Instructions cannot be issued unless all operands are available, and the functional unit is also available.

The amount of issue logic required grows at a more than linear rate corresponding to the number of queue entries in the re-order buffer. This is in part due to the need for the issue logic to be synchronous in nature for an FPGA. There are more elegant ways to implement the issue logic using asynchronous loops, however these are not possible with an FPGA implementation. The amount of issue logic may be reduced by a core configuration define at some loss of performance. Since instructions that have just queued at the tail of the queue are unlikely to be ready to be processed the issue logic for those queue entries can be omitted. Instructions more towards the head of the queue will be more likely to be ready to issue.

### Issue Rate

The functional units of FT64 include two alu’s, a floating-point unit, a memory unit, and a flow control unit (branch unit). Instructions may be issued to any and all functional units during a single clock cycle. The memory unit can handle three requests at the same time. As a result, up to seven instructions may be issued in a single clock cycle. In practice fewer instructions will be ready to be issued. The author has noted, with limited testing, that issuing a third memory operation in the same clock cycle is rarely done. The memory unit is typically 2/3 occupied or less. The design could likely be reduced in size by omitting the third cache read port and support for a third memory operation in the issue logic with little loss of performance.

## Execute Logic

Instructions are executed on functional units after they have been issued to the unit. The execution logic for FT64 consists of two alu’s, a floating-point unit, a flow control unit and a memory unit.

### ALU’s

Most instructions execute on one of two alu’s. The alu’s are asymmetrical. The first alu supports all operations including rarely performed operations, the second alu supports a subset of the operations which represents the most commonly performed operations. Splitting the functionality like this allows the core to support a wide variety of instructions while at the same time not using too many resources for rarely used operations. The issue logic knows about the difference in the ALU’s and will issue what it can to the second alu if the first is busy. It’s best to intermix commonly used instructions with rarely used ones to keep both alu’s busy.

### Floating Point Unit

The floating-point unit is used to execute almost all floating-point operations. The exception is floating point branches which are executed on the flow control unit. The length of time required to complete a floating-point operation varies depending on the instruction.

It would be better for performance if the floating-point unit were broken apart into several separate units. Each unit would have associated issue logic. That way the pipelining of the individual operations could be put to better use. Some machines have the fp multiplier separate from fp addition/subtraction and other units. This could be done but would require more resources from the FPGA. Having multiple floating-point units would also help.



Note that the ISA isn’t closely related to the implementation of the floating-point unit. There is no reason why faster floating point wouldn’t be possible from an ISA perspective.

### Flow Control Unit

A single flow control (or branch) unit takes care of all the flow control instructions the core supports. The author prefers to call the unit a flow control unit rather than a branch unit, because the unit takes care of additional instructions besides simple branches. A branch implies multiple paths of execution. For some instructions for instance a jump or a call there is only one path of execution, calling them a branch is a bit of a misnomer. In an initial version of the core flow control operations were performed by the alu’s. This led to problems of prioritization of flow control operations when two flow control operations were taking place at the same time. Especially given that the operations may have been assigned out of order to the alu’s. Moving from the alu pair to a single flow control unit resolved those problems.

The flow control unit is responsible for determining whether a branch should be taken. However, by the time the branch reaches the flow control unit, it has already taken a predicted path of execution. So, the flow control unit’s real job is to verify that the correct path was taken.

The flow control unit has a small alu to calculate register increment or decrement, stack pointer adjustment, and return addresses. The fcu’s alu is called FT64\_fcu\_calc.v to avoid confusion with FT64’s master alu.

### Memory Unit

The memory unit can handle up to three requests at a time. If the data cache is enabled loads check for data in the data cache, which is loaded with data if the data is not present in the cache. Up to three load operations may be taking place at the same time, each one making use of a different read port of the data cache.

Un-cached loads and stores access external memory and hence are serialized. Since there is only a single port to external memory access takes place one request at a time.

## Operating Levels

The core has eight operating levels. The highest operating level is operating level zero which is called the machine operating level. Operating level zero has complete access to the machine. Other operating levels may have more restricted access. When an interrupt occurs, the operating level is set to the machine level. The core vectors to an address depending on the current operating level.

|  |  |  |
| --- | --- | --- |
| Operating Level | Privilege Level | Moniker |
| 7 | 7 to 255 | user |
| 6 | 6 | supervisor |
| 5 | 5 | supervisor |
| 4 | 4 | supervisor |
| 3 | 3 | supervisor |
| 2 | 2 | supervisor |
| 1 | 1 | hypervisor |
| 0 | 0 | machine |

### Switching Operating Levels

The operating level is automatically switched to the machine level when an interrupt occurs. The BRK instruction may be used to switch operating levels. The REX instruction may also be used by an interrupt handler to switch the operating level to a lower level. The RTI instruction will switch the operating level back to what it was prior to the interrupt.

## Privilege Levels

The core supports a 256-level privilege level system. Privilege level zero is assigned to operating mode zero. Privilege level one is assigned to operating level one. Privilege levels 2 to 6 are assigned to their corresponding operating level. The remaining privilege levels are assigned to operating level seven.

# Exceptions

## External Interrupts

There is very little difference between an externally generated exception and an internally generated one. An externally caused exception will force a BRK instruction into the instruction stream. The BRK instruction contains a cause code identifying the external interrupt source.

If running with SMT then an external interrupt will be processed only by the even numbered thread to prevent the same interrupt from being processed twice. Other exceptions may occur on either thread.

## Effect on Machine Status

The operating mode is always switched to the machine mode on exception. It’s up to the machine mode code to redirect the exception to a lower operating mode when desired. Further exceptions at the same or lower interrupt level are disabled automatically. Machine mode code must enable interrupts at some point. This can be done automatically when the exception is redirected to a lower level by the REX instruction. The RTI instruction will also automatically enable further machine level exceptions.

For a hardware interrupt the register set is set to the level of the hardware interrupt (0 to 7) times four. For a software exception register set #0 is selected. Individual registers from alternate register sets may be selected with the [MOV](#_MOV_–_Move) instruction.

## Exception Stack

The program counter and status bits are pushed onto an internal stack when an exception occurs. This stack is only eight entries deep as that is the maximum amount of nesting that can occur. Further nesting of exceptions can be achieved by saving the state contained in the exception registers.

## Exception Vectoring

Exceptions are handled through a vector table. The vector table has eight entries, one for each operating level the core may be running at. The location of the vector table is determined by TVEC[0]. If the core is operating at level four for instance and an interrupt occurs vector table address number four is used for the interrupt handler. Note that the interrupt automatically switches the core to operating level zero, privilege level zero. An exception handler at the machine level may redirect exceptions to a lower level handler identified in one of the vector registers. More specific exception information is supplied in the cause register.

|  |  |  |
| --- | --- | --- |
| Operating Level | Address (If TVEC[0] contains $FFFC0000) |  |
| 0 | $FFFC0000 | Handler for operating level zero |
| 1 | $FFFC0020 |  |
| 2 | $FFFC0040 |  |
| 3 | $FFFC0060 |  |
| 4 | $FFFC0080 |  |
| 5 | $FFFC00A0 |  |
| 6 | $FFFC00C0 |  |
| 7 | $FFFC00E0 | handler for operating level seven |

## Reset

The core begins executing instructions at address $FFFC0100. All registers are in an undefined state. Register set #0 is selected.

## Precision

Exceptions in FT64 are precise. They are processed according to program order of the instructions. If an exception occurs during the execution of an instruction, then an exception field is set in the reorder buffer. The exception is processed when the instruction commits which happens in program order. If the instruction was executed in a speculative fashion, then no exception processing will be invoked unless the instruction makes it to the commit stage.

## Exception Cause Codes

The following table outlines the cause code for a given purpose. These codes are specific to FT64. Under the HW column an ‘x’ indicates that the exception is internally generated by the processor; the cause code is hard-wired to that use. An ‘e’ indicates an externally generated interrupt, the usage may vary depending on the system.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Cause Code |  | HW | Description |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  | FMTK Scheduler |  |
| 128 |  | e |  |  |
| 129 | KRST | e | Keyboard reset interrupt |  |
| 130 | MSI | e | Millisecond Interrupt |  |
| 131 | TICK | e |  |  |
| 158 | KBD | e | Keyboard interrupt |  |
| 159 | TSI | e | FMTK Time Slice Interrupt |  |
| 3 |  |  | Control-C pressed |  |
| 20 |  |  | Control-T pressed |  |
| 26 |  |  | Control-Z pressed |  |
| 32 | SSM | x | single step |  |
| 33 | DBG | x | debug exception |  |
| 34 | TGT | x | call target exception |  |
| 35 | MEM | x | memory fault |  |
| 36 | IADR | x | bad instruction address |  |
| 37 | UNIMP | x | unimplemented instruction |  |
| 38 | FLT | x | floating point exception |  |
| 39 | CHK | x | bounds check exception |  |
| 40 | DBZ | x | divide by zero |  |
| 41 | OFL | x | overflow |  |
|  | FLT | x | floating point exception |  |
| 49 | EXF | x | Executable fault |  |
| 50 | DWF | x | Data write fault |  |
| 51 | DRF | x | data read fault |  |
| 52 | SGB | x | segment bounds violation |  |
| 53 | PRIV | x | privilege level violation |  |
|  |  |  |  |  |
|  |  |  |  |  |
| 56 | STK | x | stack fault |  |
| 57 | CPF | x | code page fault |  |
| 58 | DPF | x | data page fault |  |
| 60 | DBE | x | data bus error |  |
| 61 | IBE | x | instruction bus error |  |
| 62 | NMI | x | Non-maskable interrupt |  |
|  |  |  |  |  |

### DBG

A debug exception occurs if there is a match between a data or instruction address and an address in one of the debug address registers.

### IADR

This exception is currently not implemented but reserved for the purpose of identifying bad instruction addresses. If the two least significant bits of the instruction address are non-zero then this exception will occur.

### UNIMP

This exception occurs if an instruction is encountered that is not supported by the processor. It is not currently implemented.

### OFL

If an arithmetic operation overflows (multiply, add, or shift) and the overflow exception is enabled in the arithmetic exception enable register then an OFL exception will be triggered.

### FLT

A floating-point exception is triggered if an exceptional condition occurs in the floating-point unit and the exception is enabled. Please see the section on floating-point for more details.

### DRF, DWF, EXF

Data read fault, data write fault, and execute fault are exceptions that are returned by the memory management unit when an attempt is made to access memory for which the corresponding access type is not allowed. For instance, if the memory page is marked as non-executable an attempt is made to load the instruction cache from the page then an execute fault EXF exception will occur.

### CPF, DPF

The code page fault and data page fault exceptions are activated by the mmu if the page is not present in memory. Access may be allowed but simply unavailable.

### PRIV

Some instructions and CSR registers are legal to use only at a higher operating level. If an attempt is made to use the privileged instruction by a lower operating level, then a privilege violation exception may occur. For instance, attempting to use RTI instruction from user operating level.

### STK

If the value loaded into one of the stack pointer registers (the stack point sp or frame pointer fp) is outside of the bounds defined by the stack bounds registers, then a stack fault exception will be triggered.

### DBE

A timeout signal is typically wired to the err\_i input of the core and if the data memory does not respond with an ack\_i signal fast enough and error will be triggered. This will happen most often when the core is attempting to access an unimplemented memory area for which no ack signal is generated. When the err\_i input is activated during an data fetch, an exception is flagged in a result register for the instruction. The core will process the exception when the instruction commits. If the instruction does not commit (it could be a speculated load instruction) then the exception will not be processed.

### IBE

A timeout signal is typically wired to the err\_i input of the core and if the instruction memory does not respond with an ack\_i signal fast enough and error will be triggered. This will happen most often when the core is attempting to access an unimplemented memory area for which no ack signal is generated. When the err\_i input is activated during an instruction fetch, a breakpoint instruction is loaded into the cache at the address of the error.

### NMI

The core does not currently support non-maskable interrupts. However, this cause value is reserved for that purpose.

# Simplified Paged Memory Management Unit

## Overview

One option for memory management is a simplified paged memory management unit. Memory management by the MMU includes virtual to physical address mapping and read/write/execute permissions. The MMU divides memory into 8kiB or 512kiB pages depending on the setting in PCR2. The FPGA board in use has 512MiB of ram onboard. The simplified MMU is setup to map only this amount of ram.

8kiB pages

Processor address bits 13 to 22 are used as a ten-bit index into a mapping table to find the physical page. The MMU remaps the ten address bits into a sixteen-bit value used as address bits 13 to 28 when accessing a physical address. The lower thirteen bits of the address pass through the MMU unchanged. The maximum amount of memory that may be mapped in the MMU is 8MiB per map out of a pool of 512MiB. Only addresses with the most significant three bits set to zero are mapped.

512kiB pages

Some tasks require a lot of memory and an 8MiB map isn’t sufficient. For instance, while in machine mode the core requires access to the entire address range. A memory page size of 512kiB may be selected by setting the bit corresponding to the memory map in PCR2.

Processor address bits 19 to 28 are used as a ten-bit index into a mapping table to find the physical page. The MMU remaps the ten address bits into a ten-bit value used as address bits 19 to 28 when accessing a physical address. The lower 19 bits of the address pass through the MMU unchanged. The maximum amount of memory that may be mapped in the MMU is 512MiB per map out of a pool of 512MiB. Only addresses with the most significant three bits set to zero are mapped.

## Map Tables

The mapping tables for memory management are stored directly in the MMU rather than being stored in main memory as is commonly done. The MMU supports up to 64 independent mapping tables. Only a single mapping table may be active at one time. The active mapping table is set in the paging control register (CSR #3) bits 0 to 5 – called the operate key. Mapping tables may be shared between tasks.

## Map Caching / TLB

There isn’t a need for a TLB or ATC as the entire mapping table is contained in the MMU. A TLB isn’t required. Address mapping is still only two cycles.

## Operate Key

The operate key controls which mapping table is actively mapping the memory space. The operate key is located in CSR #3 bits 0 to 5. The operate key is similar to an ASID (address space identifier). The operate key is also used as part of the cores cache tags. When the operate key changes due to a task switch, the cache does not have to be invalidated.

## Access Key

The MMU mapping tables are present at I/O address $FFDC4000 to $FFDC4FFF. All the mapping tables share the same I/O space. Only one mapping table is visible in the address space at one time. Which table is visible is controlled by an access key. The access key is located in the paging control register (CSR #3) bits 8 to 13.

## Address Pass-through

Addresses pass through the MMU unaltered until the mapping enable bit is set. Until mapping is enabled, the physical address will match the virtual address. Additionally address bits 0 to 12 pass through the MMU unaltered.

## Mapping Table Layout

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | D20 | D19 | D18 | D17 | D16 | D15 | D14 | D13 | D12 | D11 | D10 | D9 | D8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |  |
| 000 | S1 | S0 | W | R | X | PA28 | PA27 | PA26 | PA25 | PA24 | PA23 | PA22 | PA21 | PA20 | PA19 | PA18 | PA17 | PA16 | PA15 | PA14 | PA13 |  |
| 004 | S1 | S0 | W | R | X | PA28 | PA27 | PA26 | PA25 | PA24 | PA23 | PA22 | PA21 | PA20 | PA19 | PA18 | PA17 | PA16 | PA15 | PA14 | PA13 |  |
|  |  |  | … | | | | | | | | | | | | | | | | | | |  |
| FFC | S1 | S0 | W | R | X | PA28 | PA27 | PA26 | PA25 | PA24 | PA23 | PA22 | PA21 | PA20 | PA19 | PA18 | PA17 | PA16 | PA15 | PA14 | PA13 |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

PAnn = physical address bit

X = executable page indicator.

W = writeable data page indicator.

R = readable data page indicator.

Note the low order six bits are not used for 512kiB pages.

S1,S0 = two bits for program use

## PCR- Paging Control Register Layout

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 31 | 30 14 | 13 8 | 7 6 | 5 0 |
| PE | ~18 | AKey6 | ~ | OKey6 |

PE = Paging Enable (1=enabled, 0 = disabled)

AKey = Access Key

OKey = Operate Key

## PCR2 – Page Size

This register controls the memory page size. Each bit in the register corresponds to a memory map. Memory may be paged in either 8kiB or 512kiB pages. All pages in a map have the same size.

## Latency

The address map operation when enabled has two cycles of latency. In the case of instructions address translation only takes place on a cache miss when the cache needs to be loaded from main memory.

# Instruction Set Description

## Formats

Instructions have a fixed 40 bit format. There are only a handful of different instruction formats. The opcode, register read Ra, Rb, and Rc fields always occur in the same place in an instruction to simplify decoding and keep the register read address which is needed prior to enqueue at a fixed decoding location. The Rt field floats around to make the instruction encoding easier. In a pipelined processor there is usually at least one clock cycle before Rt is used meaning it has time to be shifted around before it’s use.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Immed20 | | | | | | | | | | | | | | Prc2 | | Rt6 | Ra6 | Opcode6 | RI |
| Displacement20 | | | | | | | | | | | | | | Ar2 | | Rt6/Rc6 | Ra6 | Opcode6 | MD |
| Funct6 | | | Immed14 | | | | | | | | | | | Prc2 | | Rt6 | Ra6 | Opcode6 | RI15 |
| Funct6 | | | ~ | Rt6 | | | | | Prc3 | | Rc6 | | | | | Rb6 | Ra6 | Opcode6 | R3 |
| Funct6 | | | ~7 | | | | | | Prc3 | | Rt6 | | | | | Rb6 | Ra6 | Opcode6 | R2 |
| 016 | | | ~7 | | | | | | Prc3 | | Funct6 | | | | | Rt6 | Ra6 | Opcode6 | R1 |
| Funct6 | | | Funct4 | | | ~3 | | | Prc3 | | Rt6 | | | | | Rb6 | Ra6 | Opcode6 | SR |
| Funct6 | | | Funct4 | | | ~3 | | | Prc3 | | Immed6 | | | | | Rt6 | Ra6 | Opcode6 | SI |
| Funct6 | | | ~ | Me6 | | | | | Prc3 | | Mb6 | | | | | Rt6 | Ra6 | Opcode6 | BF |
| Disp13 | | | | | | | | | Prc3 | | P2 | Cond4 | | | | Rb6 | Ra6 | Opcode6 | BD |
| Disp13 | | | | | | | | | Prc3 | | P2 | Cond3 | | | ~ | Bitno6 | Ra6 | Opcode6 | BB |
| Disp13 | | | | | | | | | Prc3 | | P2 | Immed10 | | | | | Ra6 | Opcode6 | BI |
| ~7 | | | | Cond4 | | | P2 | | Prc3 | | Rc6 | | | | | Rb6 | Ra6 | Opcode6 | BR |
| Funct6 | | | Immed6 | | | | | Ar2 | | Sc2 | Rt6/Rc6 | | | | | Rb6 | Ra6 | Opcode6 | MX |
| Op2 | OL3 | ~3 | | Regno12 | | | | | | | | | Prc2 | | | Rt6 | Ra6 | Opcode6 | CS |
| Address34 | | | | | | | | | | | | | | | | | | Opcode6 | JC |
| Funct6 | | | ~3 | | Rm3 | | | Prc4 | | | Rt6 | | | | | Rb6 | Ra6 | Opcode6 | FP |
| Funct6 | | | Vm3 | | Rm3 | | | Prc4 | | | Vt6 | | | | | Vb6 | Va6 | Opcode6 | VC |

There are a handful of additional formats primarily for control type instructions. See the instruction details for the exact format used and additional information.

|  |  |
| --- | --- |
| Format | Instruction Group |
| RI | register-immediate and load / store with displacement |
| RI15 | register-immediate 15, set and load volatile instructions. |
| R3 | Register-register, three source registers |
| R2 | register-register, two source registers |
| R1 | single source register |
| SR | shift register-register |
| SI | shift register-immediate |
| BF | bitfield |
| BD | branch with displacement |
| BB | branch on bit set / clear |
| BI | Branch on equal immediate |
| BR | branch to register |
| MX | memory indexed |
| CS | control and status register access |
| JC | jump and call |
| FP | floating-point |
| VC | vector |

## Common Field Descriptions

|  |  |
| --- | --- |
| Q3 | Bits |
| 0 | 0 to 21 |
| 1 | 22 to 43 |
| 2 | 44 to 65 |
| 3 | 66 to 87 |
| 4 | 88 to 109 |
| 5 | 110 to 131 |
| 6 | Reserved |
| 7 | Reserved |

Integer Precision

|  |  |
| --- | --- |
| Prc2 |  |
| 0 | Byte |
| 1 | Char |
| 2 | Half |
| 3 | Word |

|  |  |
| --- | --- |
| Prc3 |  |
| 0 | Byte |
| 1 | Char |
| 2 | Half |
| 3 | Word |
| 4 | Byte Parallel |
| 5 | Char Parallel |
| 6 | Half Parallel |
| 7 | Word |

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

## Operation Sizes / Precision

Many instructions have an option to process data in sub-word data sizes including bytes, chars, and half-words.

## SIMD

Single instruction multiple data operations treat the 64-bit operands as multiple independent lanes of data depending on the size selected. For a half-word size, the operands are treated as two independent 32-bit operands. For a character size the operands are treated as four independent 16-bit operands. SIMD operations are selected by setting the parallel operation bit in the instruction (the most significant bit of the precision field).

## Arithmetic Operations

Arithmetic operations include addition, subtraction, comparison, multiplication and division.

## Logical Operations

Logical operations include bitwise and, or, and exclusive or. Inverted logical ops are also available for register instruction forms (nand, nor, and exnor).

## Shift Operations

There is a full complement of shift operations including left and right unsigned and signed shifts, and left and right rotate instructions. Shift instructions are only supported on alu #0.

## Bitfield Operations

The CC64 compiler has direct support for bitfields and bitfield instructions support these operations. Bitfield operations include insert, extract, set, change and clear operations.

## Memory Operations

Memory operations include loads and stores of bytes, words or half-words. There isn’t yet a full complement of memory operations in order to keep the size of the core smaller. The core can perform loads and stores using indexed addressing.

### Loads

Loads may execute speculatively. They may occur out of program order. A load will be issued provided there is no address overlap with a previous memory operation.

### Stores

Stores will not be issued by the core until it is known that the store can be guaranteed to execute. Unlike a load, a store cannot be executed speculatively. This means no prior instruction will exception and no change of control flow will take place before the store. Stores always write through to memory. A store instruction can’t be committed to the machine state until exceptions are checked for during the store operation. Until the operation to memory is complete the store can’t commit. However, the store operation is marked as “done” as soon as it’s issued so that other instructions may continue to execute. Much of the latency of a store operation is then hidden.

### AMO

There is a set of AMO memory operations (atomic memory operations). These operations use a read-modify-write cycle to modify the memory location. There is a small ALU associated with the AMO operations that allows some basic functions to be performed on the data between the read and write cycle.

## Control Flow Instructions

Control flow instructions include call, return, jumps and branches, breakpoint and return instructions. All controls transfers take place at the fetch stage of the processor and if a predicted fetch direction turns out to be incorrect it is corrected during the execution stage of the instruction. Instructions which use calculated addresses unknown until run-time make use of the branch target buffer to predict the address.

### Jump

There is a single jump instruction which modifies the low order 28 bits of the program counter, allowing a jump within the same 256MB region of memory. This range is probably sufficient for most applications when an mmu is present.

### Call

There is a single call instruction which modifies the low order 28 bits of the program counter. Call instruction flow transfer takes place immediately in the fetch stage of the core. The call return address is pushed onto the return address stack predictor. When the call instruction executes, the return address is stored in the return address register. The JAL instruction may also be used to call subroutines and allows a register indirect call to be performed.

### Return

Return instructions are predicted during the fetch stage of the core using a return address predictor. The return instruction is also capable of adjusting the stack pointer.

### Conditional Branches

Conditional branches are predicted using a (2,2) correlating branch predictor. Displacement values specified in branches are in terms of number of instructions. The displacement is multiplied by five to determine the number of bytes.

### Breakpoint

Breakpoint instructions cause some of the cores state to be stored on internal stacks. The stored state includes the program counter, interrupt mask, privilege level, and operating level. The internal stacks are eight entries deep; this is the maximum amount of nesting that can occur. The breakpoint instruction specifies the number of instruction words to skip over to determine point of return.

### Exception (breakpoint) Return

The exception return instruction unstacks the state previously stacked by a breakpoint instruction.

## Clock cycles

The clock cycles indicated are only approximate. An attempt has been made to give a relative indication between instructions of the clocks required. The core hasn’t under gone significant timing measurements. Many common instructions which can execute in only ½ of a clock cycle, for example add and subtract, indicate a clock cycle time of 1. A number of instructions have single cycle execution times because they may only execute on ALU #0.

## ABS – Absolute Value

**Description:**

This instruction takes the absolute value of a register and places the result in a target register.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 016 | ~7 | Prc3 | 46 | Rt6 | Ra6 | 02h6 |

**Clock Cycles:** 1

**Execution Units:** ALU #0 only

**Operation:**

If Ra < 0

Rt = -Ra

else

Rt = Ra

Exceptions: none

Notes:

|  |  |
| --- | --- |
| Prc3 |  |
| 0 | Byte |
| 1 | Char |
| 2 | Half |
| 3 | Word |
| 4 | Byte Parallel |
| 5 | Char Parallel |
| 6 | Half Parallel |
| 7 | Word |

## ADD - Addition

Description:

Add two values. The first operand must be in a register. The second operand may be in a register or may be an immediate value specified in the instruction.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Prc2 | Rt6 | Ra6 | 04h6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 046 | ~6 | Ov | Prc3 | Rt6 | Rb6 | Ra6 | 02h6 |

|  |  |
| --- | --- |
| Ov |  |
| 0 | no overflow |
| 1 | overflow exception if overflow occurred and enabled in AEC |

Overflow works properly only on 64 bit values.

Instruction Format:

This format performs the ‘add’ operation with an immediate value to one of four quadrants of the target register. It may be used to build a 64 bit constant in a register. The immediate is sign extended to 64 bits then shifted by 0, 22, 44 or 66 bits to the left.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed22 | Rt6 | 13 | Q3 | 1Ah6 |

|  |  |
| --- | --- |
| Q3 | Bits |
| 0 | 0 to 21 |
| 1 | 22 to 43 |
| 2 | 44 to 65 |
| 3 | 66 to 87 |
| 4 | 88 to 109 |
| 5 | 110 to 131 |
| 6 | Reserved |
| 7 | Reserved |

**Clock Cycles:** 0.5

**Execution Units:** All ALU’s

Exceptions:

The immediate form of the instruction will not cause an exception. The registered form of the instruction may cause an overflow exception if enabled in the AEC register.

Notes:

For sub-word forms the part of the register updated corresponds to the size selected. For instance, if a byte operation is specified then only the low order eight bits of the target register is updated, the remaining bits hold their current value. For parallel operation forms the registers are treated as if they were a group of registers corresponding to the size selected. And the same operation is performed on each part of the register. For parallel forms the entire register is updated.

|  |  |
| --- | --- |
| Prc3 |  |
| 0 | Byte |
| 1 | Char |
| 2 | Half |
| 3 | Word |
| 4 | Byte Parallel |
| 5 | Char Parallel |
| 6 | Half Parallel |
| 7 | Word |

## AMO – Atomic Memory Operation

Description:

The atomic memory operations read from memory addressed by the Ra register and store the value in Rt. As a second step the value from memory is combined with the value in register Rb according to one of the available functions then stored back into the memory addressed by Ra.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Funct6 | ~5 | Ar2 | Prc3 | Rt6 | Rb6 | Ra6 | 2Fh6 |

Instruction Format (immediate operand):

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Funct6 | Imm5 | Ar2 | Prc3 | Imm5 | Rt5 | Ra5 | 2Fh6 |

|  |  |  |  |
| --- | --- | --- | --- |
| Funct6 | Mnemonic | Operation Performed |  |
| 01 | swap | swap | memory[Ra] = Rb |
| 04 | add | addition | memory[Ra] = memory[Ra] + Rb |
| 08 | and | bitwise and | memory[Ra] = memory[Ra] & Rb |
| 09 | or | bitwise or | memory[Ra] = memory[Ra] | Rb |
| 0A | xor | bitwise exclusive or | memory[Ra] = memory[Ra] ^ Rb |
| 0C | shl | shift left | memory[Ra] = memory[Ra] << Rb |
| 0D | shr | shift right | memory[Ra] = memory[Ra] >> Rb |
|  |  |  |  |
|  |  |  |  |
| 1C | min | minimum | memory[Ra] = memory[Ra] < Rb ? memory[Ra] : Rb |
| 1D | max | maximum | memory[Ra] = memory[Ra] >Rb ? memory[Ra] : Rb |
| 1E | minu | minimum unsigned | memory[Ra] = memory[Ra] < Rb ? memory[Ra] : Rb |
| 1F | maxu | maximum unsigned | memory[Ra] = memory[Ra] > Rb ? memory[Ra] : Rb |
| 20 | swapi | swap | memory[Ra] = imm |
| 24 | addi | addition | memory[Ra] = memory[Ra] + imm |
| 28 | andi | bitwise and | memory[Ra] = memory[Ra] & imm |
| 29 | ori | bitwise or | memory[Ra] = memory[Ra] | imm |
| 2A | xori | bitwise exclusive or | memory[Ra] = memory[Ra] ^ imm |
| 2C | shli | shift left | memory[Ra] = memory[Ra] << imm |
| 2D | shri | shift right | memory[Ra] = memory[Ra] >> imm |
|  |  |  |  |
|  |  |  |  |
| 3C | mini | minimum | memory[Ra] = memory[Ra] < imm ? memory[Ra] : imm |
| 3D | maxi | maximum | memory[Ra] = memory[Ra] > imm ? memory[Ra] : imm |
| 3E | minui | minimum | memory[Ra] = memory[Ra] < imm ? memory[Ra] : imm |
| 3F | maxui | maximum | memory[Ra] = memory[Ra] > imm ? memory[Ra] : imm |

|  |  |
| --- | --- |
| Sz2 |  |
| 0 | Byte |
| 1 | Char |
| 2 | Half |
| 3 | Word |

Acquire and release bits determine the ordering of memory operations.

A = acquire – 1 = no following memory operations can take place before this one

R = release – 1 = this memory operation cannot take place before prior ones.

All combinations of A, R are allowed.

## AND – Bitwise And

Description:

Perform a bitwise ‘and’ operation between operands.

Instruction Format:

The immediate value is sign extended on the left before use.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Prc2 | Rt6 | Ra6 | 08h6 |

Rt = Ra & Rb & Rc

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 086 | ~ | Rt6 | Prc3 | Rc6 | Rb6 | Ra6 | 02h6 |

Instruction Format:

This format performs the ‘and’ operation with an immediate value to one of four quadrants of the target register. It may be used to build a 64 bit constant in a register. The immediate is shifted to the left by 0, 22, 44, or 66 bits then one extended on both the left and right sides. Note this instruction will only mask out bits in the selected quadrant.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed22 | Rt6 | 23 | Q3 | 3Bh6 |

Clock Cycles: 0.5

**Execution Units: All** ALUs

Exceptions: none

## ANDOR – Bitwise And Then Or

Description:

Perform a bitwise ‘and’ operation between two operands then a bitwise ‘or’ with a third operand.

Instruction Format:

Rt = (Ra & Rb) | Rc

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1Fh6 | ~ | Rt6 | Prc3 | Rc6 | Rb6 | Ra6 | 02h6 |

Clock Cycles: 0.5

**Execution Units: All** ALUs

Exceptions: none

## ASL – Arithmetic Shift Left

Description:

Bits from the source register Ra are shifted left by the amount in register Rb or an immediate value. A zero is shifted into bit zero. The difference between this instruction and a SHL instruction is that ASL may cause an arithmetic overflow exception. SHL will never cause an exception.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Fh6 | 24 | ~3 | Prc3 | Rt5 | Rb5 | Ra5 | 02h6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Fh6 | Ah4 | ~3 | Prc3 | Imm6 | Rt5 | Ra5 | 02h6 |

Clock Cycles: 1

**Execution Units:** ALU #0 Only

Exceptions:

An overflow exception may result if the bits shifted out from the MSB are not the same as the resulting sign bit and the exception is enabled in the AEC register. Exceptions are only caused by a word size operation.

## ASR – Arithmetic Shift Right

Description:

Bits from the source register Ra are shifted right by the amount in register Rb or an immediate value. The sign bit is shifted into the most significant bits.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Fh6 | 34 | ~3 | Prc3 | Rt5 | Rb5 | Ra5 | 02h6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Fh6 | Bh4 | ~3 | Prc3 | Imm6 | Rt5 | Ra5 | 02h6 |

Clock Cycles: 1

**Execution Units:** ALU #0 Only

Exceptions: none

## BBC –Branch if Bit Clear

Description:

If the specified bit in a register is clear, then a thirteen-bit sign extended value is multiplied by five and added to the program counter. The branch is relative to the address of the instruction directly following the branch. The displacement value is in terms of number of instructions.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 27 | 26 24 | 23 | 2119 | 18 | 17 12 | 11 6 | 5 0 |
| Displacement13 | Prc3 | P2 | 13 | ~ | Bitno6 | Ra6 | 26h6 |

Operation:

if (Ra[bitno]=0)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

Clock Cycles: 1 with accurate prediction, otherwise 8 or more

**Execution Units:** FCU Only

Exceptions: none

## BBS –Branch if Bit Set

Description:

If the specified bit in a register is set, then a thirteen-bit sign extended value is multiplied by five and added to the program counter. The branch is relative to the address of the instruction directly following the branch.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 27 | 26 24 | 23 | 2119 | 18 | 17 12 | 11 6 | 5 0 |
| Displacement13 | Prc3 | P2 | 03 | ~ | Bitno6 | Ra6 | 26h6 |

Operation:

if (Ra[bitno]=1)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

Clock Cycles: 1 with accurate prediction, otherwise 8 or more

**Execution Units:** FCU Only

Exceptions: none

## Bcc – Conditional Branch

Description:

If the branch condition is true, a thirteen-bit sign extended value is multiplied by five and added to the program counter. The branch is relative to the address of the instruction directly following the branch. If the branch branches back to itself (the displacement is -1) then a branch exception occurs.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 27 | 26 24 | 23 | 21 18 | 17 12 | 11 6 | 5 0 |
| Displacement13 | Prc3 | P2 | Cond4 | Rb6 | Ra6 | 30h6 |

A branch to a value computed in a register may be performed using the instruction format shown below. Rc contains the target address which is an absolute address.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 33 | 32 29 | 2827 | 26 24 | 23 18 | 17 12 | 11 6 | 5 0 |
| ~7 | Cond4 | P2 | Prc3 | Rc6 | Rb6 | Ra6 | 03h6 |

|  |  |  |
| --- | --- | --- |
| Cond4 | Mne. |  |
|  | Integer Branches | |
| 0 | BEQ | Ra = Rb signed |
| 1 | BNE | Ra <> Rb |
| 2 | BLT | Ra < Rb |
| 3 | BGE | Ra >= Rb |
| 4 | BLTU | Ra < Rb (unsigned) |
| 5 | BGEU | Ra >= Rb (unsigned) |
| 6 |  | reserved |
| 7 | BOR | Ra || Rb (either Ra or Rb is true) |
|  | Floating Point Branches | |
| 8 | FBEQ | Ra = Rb |
| 9 | FBNE | Ra <> Rb |
| 10 | FBLT | Ra < Rb |
| 11 | FBLE | Ra <= Rb |
| 12 |  |  |
| 13 |  |  |
| 14 |  |  |
| 15 |  |  |

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

Clock Cycles:

Typically 1 with correct branch outcome and target prediction.

## BCDADD - Register-Register

**Description:**

Adds two registers using BCD arithmetic and places the result in a target register. Only the low order byte of the register is used. The result is an eight bit BCD number. The result is zero extended to 64 bits.

**Instruction Format:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 006 | 05 | Rt5 | Rb5 | Ra5 | 02h6 |

**Clock Cycles:** 1

**Execution Units:** ALU #0 only

**Operation:**

Rt = Ra + Rb

**Exceptions:** none

## BCDMUL - Register-Register

**Description:**

Multiplies two registers using BCD arithmetic and places the result in a target register. Only the low order byte of the register is used. The result is a 16 bit BCD value. The result is zero extended to 64 bits.

**Instruction Format:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 006 | 25 | Rt5 | Rb5 | Ra5 | 02h6 |

**Clock Cycles:** 1

**Execution Units:** ALU #0 Only

**Operation:**

Rt = Ra \* Rb

**Exceptions:** none

## BCDSUB - Register-Register

**Description:**

Subtracts two registers using BCD arithmetic and places the result in a target register. Only the low order byte of the register is used. The result is an eight bit BCD number. The result is zero extended to 64 bits.

**Instruction Format:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 006 | 15 | Rt5 | Rb5 | Ra5 | 02h6 |

**Clock Cycles:** 1

**Execution Units:** ALU #0 only

**Operation:**

Rt = Ra - Rb

**Exceptions:** none

## BEQ –Branch if Equal

Description:

If two registers are equal a thirteen-bit sign extended value is multiplied by five and added to the program counter. The branch is relative to the address of the instruction directly following the branch.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 27 | 26 24 | 23 | 21 18 | 17 12 | 11 6 | 5 0 |
| Displacement13 | Prc3 | P2 | 04 | Rb6 | Ra6 | 30h6 |

A branch to a value computed in a register may be performed using the instruction format shown below. Rc contains the target address which is an absolute address.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 33 | 32 29 | 2827 | 26 24 | 23 18 | 17 12 | 11 6 | 5 0 |
| ~7 | 04 | P2 | Prc3 | Rc6 | Rb6 | Ra6 | 03h6 |

Operation:

if (Ra <> 0)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

Clock Cycles: Typically 1 with correct branch outcome and target prediction.

## BEQI –Branch if Equal Immediate

Description:

If a register is equal to a ten bit sign extended value then a thirteen-bit sign extended value is multiplied by five and added to the program counter. The branch is relative to the address of the instruction directly following the branch. This instruction is useful for implementing case statements based on small values.

Instruction Format:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 39 27 | 26 24 | 23 | 21 12 | 11 6 | 5 0 |
| Displacement13 | Prc3 | P2 | Immed10 | Ra6 | 32h6 |

Operation:

if (Ra = Immediate)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

Clock Cycles: Typically 1 with correct branch outcome and target prediction.

## BFCHG – Bitfield Change

Description:

A bitfield is inverted in the target register.

Instruction Format:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 24 | Rg2 | ~ | Rt6 | Prc3 | Rc6 | Bw6 | Bo6 | 22h6 | BF |

Bo6: beginning offset of the bitfield within the word

Bw6: width of the bitfield

|  |  |
| --- | --- |
| Rg2 | Meaning |
| 0 | Bw and Bo are immediate constants |
| 1 | Bo is a register spec |
| 2 | Bw is a register spec |
| 3 | Bw and Bo are register specs |

Clock Cycles: 1

**Execution Units:** ALU #0 Only

Exceptions: none

## BFCLR – Bitfield Clear

Description:

A btifield is cleared in the target register. This is an alternate mnemonic for the bitfield insert instruction.

Instruction Format:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 34 | Rg2 | ~ | Rt6 | Prc3 | Rc6 | Bw6 | Bo6 | 22h6 | BF |

Clock Cycles: 1

**Execution Units:** ALU #0 Only

Exceptions: none

## BFEXT – Bitfield Extract

Description:

A bitfield is extracted from the source register Ra by shifting to the right and ‘and’ masking. The result is sign extended to the width of the machine. This instruction may be used to sign extend a value from an arbitrary bit position.

Instruction Format:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 54 | Rg2 | ~ | Rt6 | Prc3 | Rc6 | Bw6 | Bo6 | 22h6 | BF |

Clock Cycles: 1

**Execution Units:** ALU #0 Only

Exceptions: none

## BFEXTU – Bitfield Extract

Description:

A btifield is extracted from the source register Ra by shifting to the right and ‘and’ masking. The result is zero extended to the width of the machine. This instruction may be used to zero extend a value from an arbitrary bit position.

Instruction Format:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 64 | Rg2 | ~ | Rt6 | Prc3 | Rc6 | Bw6 | Bo6 | 22h6 | BF |

Clock Cycles: 1

**Execution Units:** ALU #0 Only

Exceptions: none

## BFFFO – Bitfield Find First One

Description:

A bitfield contained in Rc is searched beginning at the most significant bit to the least significant bit for a bit that is set. The index into the word of the bit that is set is stored in Rt. If no bits are set then Rt is set equal to -1. To get the index into the bitfield of the set bit, subtract off the bitfield offset.

Instruction Format:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 84 | Rg2 | ~ | Rt6 | Prc3 | Rc6 | Bw6 | Bo6 | 22h6 | BF |

Clock Cycles: 1

**Execution Units:** ALU #0 Only

**Exceptions:** none

## ~~BFINS – Bitfield Insert~~

Description:

Not implemented: requires four register reads

A btifield is inserted into the source register Ra by shifting to the left.

Instruction Format:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 34 | Rg2 | ~ | Rt6 | Prc3 | Rc6 | Bw6 | Bo6 | 22h6 | BF |

Clock Cycles: 1

**Execution Units:** ALU #0 Only

Exceptions: none

## BFINSI – Bitfield Insert Immediate

Description:

A bitfield is inserted into the target register Rt by shifting a constant to the left. The bitfield may not be larger than six bits. To accommodate a larger field, multiple instructions can be used.

Instruction Format:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 44 | Rg2 | ~ | Imm6 | Prc3 | Rt6 | Bw6 | Bo6 | 22h6 | BF |

Clock Cycles: 1

**Execution Units:** ALU #0 Only

Exceptions: none

## BGE –Branch if Greater or Equal

Description:

If register Ra is greater than or equal to register Rb then a thirteen-bit sign extended value is multiplied by five and added to the program counter. The branch is relative to the address of the instruction directly following the branch. This instruction may also be used to branch on less than or equal by swapping the registers around.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 27 | 26 24 | 23 | 21 18 | 17 12 | 11 6 | 5 0 |
| Displacement13 | Prc3 | P2 | 34 | Rb6 | Ra6 | 30h6 |

A branch to a value computed in a register may be performed using the instruction format shown below. Rc contains the target address which is an absolute address.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 33 | 32 29 | 2827 | 26 24 | 23 18 | 17 12 | 11 6 | 5 0 |
| ~7 | 34 | P2 | Prc3 | Rc6 | Rb6 | Ra6 | 03h6 |

Operation:

if (Ra < 0)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

## BGEU –Branch if Greater or Equal Unsigned

Description:

If register Ra is greater than or equal to register Rb then an thirteen-bit sign extended value is multiplied by five and added to the program counter. The values are treated as unsigned numbers. The branch is relative to the address of the instruction directly following the branch. This instruction may also be used to branch on less than or equal by swapping the registers around.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 27 | 26 24 | 23 | 21 18 | 17 12 | 11 6 | 5 0 |
| Displacement13 | Prc3 | P2 | 54 | Rb6 | Ra6 | 30h6 |

A branch to a value computed in a register may be performed using the instruction format shown below. Rc contains the target address which is an absolute address.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 33 | 32 29 | 2827 | 26 24 | 23 18 | 17 12 | 11 6 | 5 0 |
| ~7 | 54 | P2 | Prc3 | Rc6 | Rb6 | Ra6 | 03h6 |

Operation:

if (Ra < 0)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

## BLT –Branch if Less Than

Description:

If register Ra is less than register Rb then an eleven bit sign extended value is shifted left twice and added to the program counter. The branch is relative to the address of the instruction directly following the branch. This instruction may also be used to branch on greater than by swapping the registers around.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 22 | 21 | 19 16 | 15 11 | 10 6 | 5 1 | 0 |
| Displacement10 | P2 | 24 | Rb5 | Ra5 | 18h5 | D1 |

A branch to a value computed in a register may be performed using the instruction format shown below. Rc contains the target address which is an absolute address.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 27 | 26 | 24 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| ~5 | P2 | 24 | Rc5 | Rb5 | Ra5 | 03h6 |

Operation:

if (Ra < 0)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

## BLTU –Branch if Less Than Unsigned

Description:

If register Ra is less than register Rb then an eleven bit sign extended value is shifted left twice and added to the program counter. The values are treated as unsigned numbers. The branch is relative to the address of the instruction directly following the branch. This instruction may also be used to branch on greater than by swapping the registers around.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 22 | 21 | 19 16 | 15 11 | 10 6 | 5 1 | 0 |
| Displacement10 | P2 | 44 | Rb5 | Ra5 | 18h5 | D1 |

A branch to a value computed in a register may be performed using the instruction format shown below. Rc contains the target address which is an absolute address.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 27 | 26 | 24 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| ~5 | P2 | 44 | Rc5 | Rb5 | Ra5 | 03h6 |

Operation:

if (Ra < 0)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

## BMMO – Bit Matrix Multiply

BMMO Rt, Ra, Rb

Description:

The BMMO instruction treats the bits of register Ra and Rb as an 8x8 bit matrix, performs a bit matrix multiply of the two registers and stores the result in the target register. An alternate mnemonic for this instruction is MOR.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 036 | 04 | ~3 | Prc3 | Rt6 | Rb6 | Ra6 | 02h6 |

Operation:

for I = 0 to 7

for j = 0 to 7

Rt.bit[i][j] = (Ra[i][0]&Rb[0][j]) | (Ra[i][1]&Rb[1][j]) | … | (Ra[i][7]&Rb[7][j])

**Clock Cycles:** 1

**Execution Units:** ALU #0 only

Exceptions: none

Notes:

The bits are numbered with bit 63 of a register representing I,j = 0,0 and bit 0 of the register representing I,j = 7,7.

## BMMOT – Bit Matrix Multiply Transpose

BMMOT Rt, Ra, Rb

Description:

The BMMO instruction treats the bits of register Ra and Rb as an 8x8 bit matrix, performs a bit matrix multiply of the two registers using the transpose of Rb and stores the result in the target register. An alternate mnemonic for this instruction is MORT.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 036 | 84 | ~3 | Prc3 | Rt6 | Rb6 | Ra6 | 02h6 |

Operation:

for I = 0 to 7

for j = 0 to 7

Rt.bit[i][j] = (Ra[i][0]&Rb[j][0]) | (Ra[i][1]&Rb[j][1]) | … | (Ra[i][7]&Rb[j][7])

**Clock Cycles:** 1

**Execution Units:** ALU #0 only

Exceptions: none

Notes:

The bits are numbered with bit 63 of a register representing I,j = 0,0 and bit 0 of the register representing I,j = 7,7.

## BMMX – Bit Matrix Multiply

BMMX Rt, Ra, Rb

Description:

The BMMO instruction treats the bits of register Ra and Rb as an 8x8 bit matrix, performs a bit matrix multiply of the two registers and stores the result in the target register. An alternate mnemonic for this instruction is MXOR.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 036 | 14 | ~3 | Prc3 | Rt6 | Rb6 | Ra6 | 02h6 |

Operation:

for I = 0 to 7

for j = 0 to 7

Rt.bit[i][j] = (Ra[i][0]&Rb[0][j]) ^ (Ra[i][1]&Rb[1][j]) ^ … ^(Ra[i][7]&Rb[7][j])

**Clock Cycles:** 1

**Execution Units:** ALU #0 only

Exceptions: none

Notes:

The bits are numbered with bit 63 of a register representing I,j = 0,0 and bit 0 of the register representing I,j = 7,7.

## BNE –Branch if Not Equal

Description:

If two registers are unequal an thirteen-bit sign extended value is multiplied by five and added to the program counter. The branch is relative to the address of the instruction directly following the branch.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 27 | 26 24 | 23 | 21 18 | 17 12 | 11 6 | 5 0 |
| Displacement13 | Prc3 | P2 | 14 | Rb6 | Ra6 | 30h6 |

A branch to a value computed in a register may be performed using the instruction format shown below. Rc contains the target address which is an absolute address.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 39 33 | 32 29 | 2827 | 26 24 | 23 18 | 17 12 | 11 6 | 5 0 |
| ~7 | 14 | P2 | Prc3 | Rc6 | Rb6 | Ra6 | 03h6 |

Operation:

if (Ra <> 0)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

## BRK – Hardware / Software Breakpoint

**Description:**

Invoke the break handler routine. The break handler routine handles all the hardware and software exceptions in the core. A cause code is loaded into the CAUSE CSR register. The break handler should read the CAUSE code to determine what to do. A register may be used to load the cause code especially if the cause code is over eight bits in size. The break handler is located by TVEC[0]. This address should contain a jump to the break handler. Note the reset address is $FFFC0100. An exception will automatically switch the processor to the machine level operating mode. The break handler routine may redirect the exception to a lower level using the [REX](#_REX_–_Redirect) instruction.

For hardware interrupts a register set is selected automatically according to the hardware interrupt level (0 to 7). For a software interrupt register set #8 is selected. Registers from alternate register sets are available with the [MOV](#_MOV_–_Move) instruction.

The core maintains an internal eight level interrupt stack for each of the following:

|  |  |  |
| --- | --- | --- |
| Item Stacked | CSR reg |  |
| program counter | pc\_stack |  |
| operating level | ol\_stack | available as a single CSR |
| privilege level | pl\_stack | available as a single CSR |
| interrupt mask | im\_stack | available as a single CSR |
| register set | rs\_stack | available as a single CSR |

If further nesting of interrupts is required the stacks may be copied to memory as they are available from CSR’s.

On stack underflow a break exception is triggered.

**Instruction Format:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 39 24 | 23 19 | 18 16 | 15 | 14 6 | 5 0 |
| User16 | WS5 | L3 | 0 | Cause Code9 | 00h6 |

WS = word skip 1 = software interrupt – return address is next instruction

WS = 0 = hardware interrupt – return address is current instruction

L3 = the priority level of the hardware interrupt, the priority level at time of interrupt is recorded in the instruction, the interrupt mask will be set to this level when the instruction commits. This field is not used for software interrupts and should be zero.

Cause Code = numeric code associated with the cause of the interrupt.

The User16 field may be used to pass constant data to the break handler.

**Instruction Format (When cause code is larger than eight bits):**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39 24 | 23 19 | 18 16 | 15 | 14 12 | 11 6 | 5 0 |
| User16 | WS5 | L3 | 1 | ~3 | Ra6 | 00h6 |

WS = word skip 1 = software interrupt – return address is next instruction

WS = 0 = hardware interrupt – return address is current instruction

L3 = the priority level of the hardware interrupt, the priority level at time of interrupt is recorded in the instruction, the interrupt mask will be set to this level when the instruction commits. This field is not used for software interrupts and should be zero.

Ra6: Contains the cause code = numeric code associated with the cause of the interrupt.

The User16 field may be used to pass constant data to the break handler.

## CACHE – Cache Command

## CACHEX –

CACHE Cmd, d(Rn)

CACHE Cmd, d(Ra + Rb \* scale)

**Description:**

This instruction commands the cache controller to perform an operation. Commands are summarized in the command table below.

Instruction Formats:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Displacement20 | | | | | ~2 | Cmd6 | Ra6 | 1Eh6 | CACHE Cmd,d16(Rn) |
| 1Eh6 | Disp6 | ~2 | Sc2 | Cmd6 | | Rb6 | Ra6 | 02h6 | CACHE Cmd,d(Ra+Rb\*sc) |

**Commands:**

|  |  |  |
| --- | --- | --- |
| Cmd6 | Mne. | Operation |
| 00h |  | reserved |
| 01h |  | reserved |
| 02h | inviline | invalidate instruction cache line |
| 03h | invic | invalidate entire instruction cache (address is ignored) |
| 20h | disabledc | disable data cache |
| 21h | enabledc | enable data cache |
| 22h |  | invalidate data cache line |
| 23h | invdc | invalidate entire data cache (address is ignored) |
|  |  |  |

Operation:

Register Indirect with Displacement Form

Line = round32(sign extend(memory[displacement + Ra]))

Register-Register Form

Line = round32(sign extend(memory[Ra + Rb \* scale]))

Notes:

The displacement constant may be extended up to 64 bits.

|  |  |
| --- | --- |
| Sc2 Code | Multiply By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

## CALL – Call Subroutine

Description:

Call a subroutine. This instruction is a longer address form than the JAL instruction and has the link register as an implied target for the return address. This is the preferred method to call a subroutine. If a larger address range is required then the address must be loaded into a register and the JAL instruction used.

Instruction Format:

The address of the following instruction is stored in the link register. The format modifies only PC bits 0 to 33. The high order PC bits are not affected. This allows accessing a subroutine within a 8GB region of memory. Note that with the use of a mmu this address range is often sufficient.

|  |  |
| --- | --- |
| Address34 | 19h6 |

The change of address takes place during the fetch stage of the core. This makes the instruction faster than other alternatives.

**Execution Units:** FCU

**Clock Cycles:** 1

**Exceptions:** none

Notes:

There is no need for the instruction queue to flush as the address is entirely determined during the fetch stage.

## CAS – Compare and Swap

**Description:**

If the contents of the addressed memory cell is equal to the contents of CAS register then a sixty-four bit value is stored to memory from the source register Rst and Rst is set equal to one. Otherwise Rst is set to zero and the contents of the memory cell is loaded into the CAS register. The memory address is the sum of the sign extended displacement and register Ra. The compare and swap operation is an atomic operation; the bus is locked during the load and potential store operation. This operation assumes that the addressed memory location is part of the volatile region of memory and bypasses the data cache. Note that the memory system must support bus locks in order for this instruction to work as expected.

This instruction is typically used to implement semaphores. The LWR and SWC may also be used to perform a similar function where the memory system does not support bus locks, but support address reservations instead.

**Instruction Format:**

|  |  |  |  |
| --- | --- | --- | --- |
| Disp16 | Rst5 | Ra5 | 25h6 |

**Operation:**

if memory[Ra+displacement] = casreg

memory[Ra + displacement] = Rst

Rst = 1

else

casreg = memory [Ra + displacement]

Rst = 0

**Assembler:**

CAS Rt, displacement[Ra]

## CHK – Check Register Against Bounds

Description:

A register is compared to two values. If the register is outside of the bounds defined by Rb and Rc or an immediate value then an exception will occur. Ra must be greater than or equal to Rb and Ra must be less than Rc or the immediate.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| 31 16 | 15 11 | 10 6 | 5 0 |
| Immediate16 | Rb5 | Ra5 | 34h6 |

Instruction Format:

A register is compared to two values. If the register is inside of the bounds defined by Rb and Rc then a branch will occur. Ra must be greater than or equal to Rb and Ra must be less than Rc. The branch is predicted as normally taken.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 39 27 | 26 24 | 23 18 | 17 12 | 11 6 | 5 0 |
| Displacement13 | Prc3 | Rc6 | Rb6 | Ra6 | 34h6 |

Clock Cycles: 1

Exceptions: bounds check

Notes:

## CLI – Clear Interrupt Mask

Description:

The interrupt level mask is set to zero enabling all interrupts. This is an alternate mnemonic for the SEI instruction where the mask level to set is set to zero by the assembler.

Instruction Format:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 306 | ~13 | 03 | ~6 | 06 | 02h6 |

Clock Cycles: 0.5

## CMOVEQ – Conditional Move Equal

Description:

The conditional move if equal instruction moves the contents of register Rb to the target register Rt if Ra is zero. Otherwise the contents of register Rc are moved to the target register.

Instruction Format:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 28h6 | Rt5 | Rc5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 0.5

## CMOVNE – Conditional Move Not Equal

Description:

The conditional move if not equal instruction moves the contents of register Rb to the target register Rt if Ra is non-zero. Otherwise the contents of register Rc are moved to the target register.

Instruction Format:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 29h6 | Rt5 | Rc5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 0.5

## CMP – Signed Comparison

Description:

The compare instruction places a 1, 0 or -1 in the target register based on the relationship between the two source operands. If they are equal a zero is placed in the target register, if register Ra is less than the second operand then a -1 is placed in the target register, otherwise a 1 is placed in the target register. The values are treated as signed operands. The immediate constant is sign extended to the width of the machine.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Prc2 | Rt6 | Ra6 | 06h6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 06h6 | ~4 | Cnd3 | Prc3 | Rt6 | Rb6 | Ra6 | 02h6 |

Clock Cycles: 0.5

|  |  |
| --- | --- |
| Cnd3 |  |
| 0 | CMP |
| 2 | SEQ |
| 3 | SNE |
| 4 | SLT |
| 5 | SGE |
| 6 | SLE |
| 7 | SGT |

## CMPU – Unsigned Comparison

Description:

The compare instruction places a 1, 0 or -1 in the target register based on the relationship between the two source operands. If they are equal a zero is placed in the target register, if register Ra is less than the second operand then a -1 is placed in the target register, otherwise a 1 is placed in the target register. The values are treated as unsigned operands. Note the immediate constant is sign extended but otherwise treated as an unsigned value.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Prc2 | Rt6 | Ra6 | 07h6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 07h6 | ~4 | Cnd3 | Prc3 | Rt6 | Rb6 | Ra6 | 02h6 |

Clock Cycles: 0.5

|  |  |
| --- | --- |
| Cnd3 |  |
| 0 | CMPU |
| 4 | SLTU |
| 5 | SGEU |
| 6 | SLEU |
| 7 | SGTU |

## CNTLO – Count Leading Ones

Description:

Count the number of leading ones (starting at the MSB) and place the count in the target register.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 016 | ~7 | Prc3 | 16 | Rt6 | Ra6 | 02h6 |

Clock Cycles: 1

**Execution Units:** ALU #0 Only

Exceptions: none

## CNTLZ – Count Leading Zeros

Description:

Count the number of leading zeros (starting at the MSB) and place the count in the target register.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 016 | ~7 | Prc3 | 06 | Rt6 | Ra6 | 02h6 |

Clock Cycles: 1

**Execution Units:** ALU #0 Only

Exceptions: none

## CNTPOP – Count Population

Description:

Count the number of ones and place the count in the target register.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 016 | ~7 | Prc3 | 26 | Rt6 | Ra6 | 02h6 |

Clock Cycles: 1

**Execution Units:** ALU #0 Only

Exceptions: none

## CSR – Control and Status Access

Description:

The CSR instruction group provides access to control and status registers in the core. For the read-write operation the current value of the CSR is placed in the target register Rt then the CSR is updated from register Ra. The CSR read / update operation is an atomic operation.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Op3 | ~2 | OL3 | Regno12 | Prc2 | Rt6 | Ra6 | 0Eh6 |

|  |  |  |
| --- | --- | --- |
| Op3 |  | Operation |
| 0 | CSRRD | Only read the CSR, no update takes place, Ra should be R0. |
| 1 | CSRRW | Both read and write the CSR |
| 2 | CSRRS | Read CSR then set CSR bits |
| 3 | CSRRC | Read CSR then clear CSR bits |
| 4 | CSRRDX | Only read the exceptioned CSR, no update takes place, Ra should be R0. |
| 5 | CSRRWX | Both read and write the exceptioned CSR |
| 6 | CSRRSX | Read CSR then set exceptioned CSR bits |
| 7 | CSRRCX | Read CSR then clear exceptioned CSR bits |

CSRRS and CSRRC operations are only valid on registers that support the capability.

The OL3 field is reserved to specify the operating level. Note that registers cannot be accessed by a lower operating level.

The Prc2 field controls only which portion of the target register (Rt) is updated. It would normally be a word value (3).

|  |  |  |  |
| --- | --- | --- | --- |
| Regno12 |  | Access | Description |
| 001 | HARTID | R | hardware thread identifier (core number) |
| 002 | TICK | R | tick count, counts every cycle from reset |
| 030-037 | TVEC | RW | trap vector handler address |
| 040 | EPC | RW | exceptioned pc, pc value at point of exception |
| 044 | STATUSL | RWSC | status register, contains interrupt mask, operating level |
| 045 | STATUSH | RW | status register bits 64 to 127 |
| 080-0BF | CODE | RW | code buffers |
| 7F0 | INFO | R | Manufacturer name |
| 7F1 | “ | R | “ |
| 7F2 | “ | R | cpu class |
| 7F3 | “ | R | “ |
| 7F4 | “ | R | cpu name |
| 7F5 | “ | R | “ |
| 7F6 | “ | R | model number |
| 7F7 | “ | R | serial number |
| 7F8 | “ | R | cache sizes instruction (bits 32 to 63), data (bits 0 to 31) |

Clock Cycles: 0.5

## DBNZ –Decrement, Branch if Not Zero

Description:

If the specified register is non-zero, then a twelve-bit sign extended value is added to the program counter. The branch is relative to the address of the instruction directly following the branch. The register is also decremented by one.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 21 | 20 | 18 11 | | 10 6 | 5 1 | 0 |
| Displacement11 | P2 | 32 | 06 | Ra5 | 13h5 | D1 |

Operation:

if (Ra<>0)

pc = pc + displacement

Ra = Ra - 1

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

Clock Cycles: 1 with accurate prediction, otherwise 8 or more

**Execution Units:** FCU Only

Exceptions: none

## DIV – Signed Division

Description:

Compute the quotient. The first operand must be in a register. The second operand may be in either a register or an immediate value specified in the instruction. The operands are treated as signed values and the result is a signed result. Note that for the registered form of the instruction both the quotient and remainder may be calculated at the same time.

Divide by zero for the registered form of the instruction may optionally generate an exception.

If the divisor is zero then the quotient is set to the maximum signed value (negative or positive according to the sign calculcation).

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Prc2 | Rt6 | Ra6 | 3Eh6 |

Return quotient

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 3Eh6 | 02 | ~4 | X | Prc3 | Rt6 | Rb6 | Ra6 | 02h6 |

Return remainder

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 3Eh6 | 12 | ~4 | X | Prc3 | Rt5 | Rb5 | Ra5 | 02h6 |

X: 1=generate divide by zero exception when operand is zero

Clock Cycles: 68 (n + 4) where n is the width

ALU Support: ALU #0 Only

Exceptions: A divide by zero exception may occur if enabled in the AEC register.

## DIVSU – Signed-Unsigned Division

Description:

Compute the quotient value. The first operand must be in a register. The second operand may be in either a register or an immediate value specified in the instruction. The first operand is treated as a signed value. The second operand is an unsigned value. The result is a signed result.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Prc2 | Rt6 | Ra6 | 3Dh6 |

Return quotient

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 3Dh6 | 02 | ~4 | X | Prc3 | Rt6 | Rb6 | Ra6 | 02h6 |

Return remainder

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 3Dh6 | 12 | ~4 | X | Prc3 | Rt5 | Rb5 | Ra5 | 02h6 |

X: 1=generate divide by zero exception when operand is zero

Clock Cycles: 68 (n + 4) where n is the width

ALU Support: ALU #0 Only

Exception: A divide by zero exception may occur if enabled in the AEC register.

## DIVU – Unsigned Division

Description:

Compute the quotient value. The first operand must be in a register. The second operand may be in either a register or an immediate value specified in the instruction. The operands are treated as unsigned values and the result is an unsigned result.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Prc2 | Rt6 | Ra6 | 3Ch6 |

Return quotient

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 3Ch6 | 02 | ~4 | X | Prc3 | Rt6 | Rb6 | Ra6 | 02h6 |

Return remainder

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 3Ch6 | 12 | ~4 | X | Prc3 | Rt5 | Rb5 | Ra5 | 02h6 |

X: 1=generate divide by zero exception when operand is zero

Clock Cycles: 68 (n + 4) where n is the width

ALU Support: ALU #0 Only

Exceptions: none

## EXEC – Execute Code Buffer

Description:

Execute code from code buffer. The N6 field specifies the code buffer to use. Code buffers allow code to be adapted at run-time. This is useful as an alternative to self-modifying code when code has to change at runtime.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ~10 | N6 | ~5 | ~5 | 1Fh6 |

Clock Cycles: Minimum 0.5 – depends on the instruction in the code buffer

## IBNE –Increment, Branch if Not Equal

Description:

If the values in the specified registers are not equal, then a twelve-bit sign extended value is added to the program counter. The branch is relative to the address of the instruction directly following the branch. Register Ra is also incremented by one.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 31 21 | 20 | 18 | 16 | 15 11 | 10 6 | 5 1 | 0 |
| Displacement11 | P2 | 22 | 01 | Rb5 | Ra5 | 13h5 | D1 |

Operation:

if (Ra<>Rb)

pc = pc + displacement

Ra = Ra + 1

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

Clock Cycles: 1 with accurate prediction, otherwise 8 or more

**Execution Units:** FCU Only

Exceptions: none

## JAL – Jump-And-Link

Description:

Instruction Format:

This instruction loads the program counter with the sum of a register and a constant value specified in the instruction. In addition the address of the instruction following the JAL is stored in the specified target register. This instruction may be used to implement subroutine calls and returns.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | 32 | Rt6 | Ra6 | 18h6 |

**Execution Units:** FCU

Clock Cycles:

## JMP – Jump to Address

Description:

A jump is made to the address specified in the instruction. The format modifies only PC bits 0 to 33. The high order PC bits are not affected. This allows accessing code within a 8GB region of memory. Note that with the use of a mmu this address range is often sufficient. If a larger address range is required the JAL instruction must be used.

Instruction Format:

|  |  |
| --- | --- |
| Address34 | 28h6 |

**Execution Units:** FCU

**Clock Cycles:** 1

**Exceptions:** none

Notes:

The jump instruction executes immediately during the fetch stage of the core. This makes it much faster than a JAL.

## LB – Load Byte

Description:

This instruction loads a byte (8 bit) value from memory. The value is sign extended to 64 bits when placed in the target register.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Ar2 | Rt6 | Ra6 | 13h6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 13h6 | Immed6 | Ar2 | Sc2 | Rt6 | Rb6 | Ra6 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

## LBO – Load Byte Only

Description:

This instruction loads a byte (8 bit) value from memory. Only the lower eight bits of the target register are updated, the upper bits of the register are not affected. This instruction may be used to perform unaligned memory loads when combined with a shift instruction.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Ar2 | Rt6 | Ra6 | 2Ah6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 2Ah6 | Immed6 | Ar2 | Sc2 | Rt6 | Rb6 | Ra6 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

## LBU – Load Unsigned Byte

Description:

This instruction loads a byte (8 bit) value from memory. The value is zero extended to 64 bits when placed in the target register.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Ar2 | Rt6 | Ra6 | 23h6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 23h6 | Immed6 | Ar2 | Sc2 | Rt6 | Rb6 | Ra6 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

## LC – Load Char (16 bits)

Description:

This instruction loads a char (16 bit) value from memory. The value is sign extended to 64 bits when placed in the target register.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Ar2 | Rt6 | Ra6 | 20h6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 20h6 | Immed6 | Ar2 | Sc2 | Rt6 | Rb6 | Ra6 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

## LCO – Load Char Only (16 bits)

Description:

This instruction loads a char (16 bit) value from memory. Only the low order sixteen bits of the target register are updated, the remaining bits are not affected.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rt5 | Ra5 | 2Bh6 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2Bh6 | ~3 | Sc2 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

## LCU – Load Unsigned Char (16 bits)

Description:

This instruction loads a char (16 bit) value from memory. The value is zero extended to 64 bits when placed in the target register.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rt5 | Ra5 | 21h6 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 21h6 | ~3 | Sc2 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

## LDI – Load Immediate

Description:

This instruction loads an immediate value into a register. It is an alternate mnemonic for the OR instruction.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Prc2 | Rt6 | 06 | 09h6 |

Instruction Format:

This format performs the ‘ldi’ operation with an immediate value to one of three quadrants of the target register. It may be used to build a 64 bit constant in a register. The immediate constant is sign extended then shifted to the left by 0, 22, 44, or 66 bits.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Immed20 | Prc2 | Rt6 | 43 | Q3 | 1Ah6 |

A 64 bit constant may be built up in a register by first setting the upper 20 bits using the LDI instruction (which will also zero out the lower 44 bits), then using the ORI format to fill in the lower 44 bits.

Example:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Immed20 | 32 | Rt6 | 43 | 33 | 1Ah6 | LDI bits 60 to 63 |
| Immed20 | 32 | Rt6 | 03 | 23 | 1Ah6 | ORI bits 40 to 59 |
| Immed20 | 32 | Rt6 | 03 | 13 | 1Ah6 | ORI bits 20 to 39 |
| Immed20 | 32 | Rt6 | 03 | 03 | 1Ah6 | ORI bits 0 to 19 |

Clock Cycles: 0.5

## LEAX – Load Effective Address

Description:

This instruction loads an address value into a register.

Instruction Format:

This instruction format is simply an alternate mnemonic and representation for the ADD instruction. The ADD instruction is sufficient to calculate the effective address for register indirect with displacement addressing.

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rt5 | Ra5 | 04h6 |

This instruction format is of the indexed load / store format, but places the calculated address in the target register rather than fetching or storing data.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 18h6 | ~3 | Sc2 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 0.5

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

## LH – Load Half-Word (32 bits)

Description:

This instruction loads a half-word (32 bit) value from memory. The memory address must be half-word aligned. The value is sign extended to 64 bits when placed in the target register.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rt5 | Ra5 | 10h6 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 10h6 | ~3 | Sc2 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

## LHO – Load Half-Word Only (32 bits)

Description:

This instruction loads a half-word (32 bit) value from memory. The memory address must be half-word aligned. Only the lower 32 bits of the register are updated, the remaining bits are unchanged.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rt5 | Ra5 | 35h6 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 35h6 | ~3 | Sc2 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

## LHU – Load Half-Word (32 bits)

Description:

This instruction loads a half-word (32 bit) value from memory. The memory address must be half-word aligned. The value is zero extended to 64 bits when placed in the target register.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rt5 | Ra5 | 11h6 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 11h6 | ~3 | Sc2 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

## LVB – Load Volatile Byte (8 bits)

Description:

This instruction loads a byte (8 bit) value from memory. This load instruction bypasses the data cache and loads directly from memory.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 04 | Immed12 | Rt5 | Ra5 | 3Bh6 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 3Bh6 | 03 | Sc2 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

## LVBU – Load Volatile Unsigned Byte (8 bits)

Description:

This instruction loads a byte (8 bit) value from memory. This load instruction bypasses the data cache and loads directly from memory.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 14 | Immed12 | Rt5 | Ra5 | 3Bh6 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 3Bh6 | 13 | Sc2 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

## LVC – Load Volatile Char (16 bits)

Description:

This instruction loads a char (16 bit) value from memory. This load instruction bypasses the data cache and loads directly from memory.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 24 | Immed12 | Rt5 | Ra5 | 3Bh6 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 3Bh6 | 23 | Sc2 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

## LVW – Load Volatile Word (64 bits)

Description:

This instruction loads a word (64 bit) value from memory. The memory address must be word aligned. This load instruction bypasses the data cache and loads directly from memory.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 64 | Immed12 | Rt5 | Ra5 | 3Bh6 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 3Bh6 | 63 | Sc2 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

## LW – Load Word (64 bits)

Description:

This instruction loads a word (64 bit) value from memory. The memory address must be word aligned.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rt5 | Ra5 | 12h6 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 12h6 | ~3 | Sc2 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

## LWR – Load Word and Reserve Address

Description:

This instruction loads a word (64 bit) value from memory and places a reservation on the address. The memory address must be word aligned. This instruction activates the sr\_o signal output by the core. It relies on external hardware to implement the address reservation. This instruction performs an un-cached load operation.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rt5 | Ra5 | 1Dh6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1Dh6 | A | R | Sc3 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

Acquire and release bits determine the ordering of memory operations.

A = acquire – no following memory operations can take place before this one

R = release – this memory operation cannot take place before prior ones.

All combinations of A, R are allowed.

## MAJ – Majority Logic

**Description:**

Determines the majority logic bits of three values in registers Ra, Rb, and Rc and places the result in the target register Rt.

**Instruction Format:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 2Eh6 | ~ | Rt5 | Prc3 | Rc5 | Rb5 | Ra5 | 02h6 |

**Clock Cycles:** 1

**Execution Units:** ALU #0 only

**Operation:**

Rt = (Ra & Rb) | (Ra & Rc) | (Rb & Rc)

## MAX – Maximum Value

**Description:**

Determines the maximum of three values in registers Ra, Rb, Rc and places the result in the target register Rt.

**Instruction Format:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 2Dh6 | ~ | Rt6 | Prc3 | Rc6 | Rb6 | Ra6 | 02h6 |

**Clock Cycles:** 1

**Execution Units:** ALU #0 only

**Operation:**

IF Ra > Rb & Ra > Rc

Rt = Ra

Else if Rb > Rc

Rt = Rb

else

Rt = Rc

## MEMDB –Memory Data Barrier

Description:

All memory instructions before the MEMDB are completed and committed to the architectural state before memory instructions after the MEMDB are issued. This instruction is used to ensure that the memory state is valid before subsequent instructions are executed.

Instruction Format:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 01h6 | ~5 | 10h5 | ~5 | ~5 | 02h6 |

Clock Cycles: varies depending on queue contents

## MEMSB –Memory Synchronization Barrier

Description:

This instruction is similar to the SYNC instruction except that it applies only to memory operations. All instructions before the MEMSB are completed and committed to the architectural state before memory instructions after the MEMSB are issued. This instruction is used to ensure that the memory state is valid before subsequent instructions are executed.

Instruction Format:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 01h6 | ~5 | 11h5 | ~5 | ~5 | 02h6 |

Clock Cycles: varies depending on queue contents

## MIN – Minimum Value

**Description:**

Determines the minimum of three values in registers Ra, Rb, Rc and places the result in the target register Rt.

**Instruction Format:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 2Ch6 | ~ | Rt6 | Prc3 | Rc6 | Rb6 | Ra6 | 02h6 |

**Clock Cycles:** 1

**Execution Units:** ALU #0 only

**Operation:**

IF Ra < Rb and Ra < Rc

Rt = Ra

Else if Rb < Rc

Rt = Rb

Else

Rt = Rc

## MOD – Signed Modulus

Description:

Compute the modulus (remainder) value. The first operand must be in a register. The second operand may be in either a register or an immediate value specified in the instruction. The operands are treated as signed values and the result is a signed result.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rt5 | Ra5 | 2Eh6 |

Return remainder

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 3E6 | 12 | Sz3 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 68 (n + 4) where n is the width

ALU Support: ALU #0 Only

Exceptions: A divide by zero exception may occur if enabled in the AEC register.

## MODSU – Signed-Unsigned Modulus

Description:

Compute the modulus (remainder) value. The first operand must be in a register. The second operand may be in either a register or an immediate value specified in the instruction. The first operand is treated as a signed value. The second operand is an unsigned value. The result is a signed result.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rt5 | Ra5 | 2Dh6 |

Return remainder

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 3Dh6 | 12 | Sz3 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 68 (n + 4) where n is the width

ALU Support: ALU #0 Only

Exceptions: A divide by zero exception may occur if enabled in the AEC register.

## MODU – Unsigned Modulus

Description:

Compute the modulus (remainder) value. The first operand must be in a register. The second operand may be in either a register or an immediate value specified in the instruction. The operands are treated as unsigned values and the result is an unsigned result.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rt5 | Ra5 | 2Ch6 |

Return remainder

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 3Ch6 | 12 | Sz3 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 68 (n + 4) where n is the width

ALU Support: ALU #0 Only

Exceptions: none

## MOV – Move register to register

Description:

This instruction moves one general purpose register to another including between different register sets. This instruction may be used to move between the integer and floating point registers or between normal and excepted register sets.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 22h6 | D3 | ~4 | Prc3 | Rgs6 | Rt6 | Ra6 | 02h6 |

|  |  |  |
| --- | --- | --- |
| D3 | Asm Sample | Operation |
| 0 | mov r6:1,r1 | move from current Ra to Rt in register set Rgs |
| 1 | mov r1,r6:1 | move from Ra in register set Rgs to Rt in current register set |
| 2 | mov r7:x,r2 | move from current Ra to Rt in excepted register set (Rgs is ignored). |
| 3 | mov r7,r2:x | move from Ra in excepted register to Rt in current register set. |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 | mov r15,r23 | move from current Ra to current Rt (rgs ignored). |

**Clock Cycles**: 0.5

**Execution Units:** All ALU’s

**Exceptions**: none

Notes:

The exceptioned register set referred to by the instruction is the one identified by the top stack element of the rs\_stack.

## MUL – Signed Multiply

Description:

Multiply two values. The first operand must be in a register. The second operand may be in a register or may be an immediate value specified in the instruction. Both the operands are treated as signed values, the result is a signed result. For the registered form of the instruction both the high order and low order halves of the result are available. For the immediate form of the instruction, only the low order half (bits 0 to 63) of the product is available.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Prc2 | Rt6 | Ra6 | 3Ah6 |

Multiply, return low order product

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 3Ah6 | 04 | ~3 | Prc3 | Rt5 | Rb6 | Ra6 | 02h6 |

Multiply, return high order product

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 3Ah6 | 14 | ~3 | Prc3 | Rt5 | Rb6 | Ra6 | 02h6 |

Clock Cycles: 19

## MULSU – Signed-Unsigned Multiply

Description:

Multiply two values. The first operand must be in a register. The second operand may be in a register or may be an immediate value specified in the instruction. The first operand is treated as a signed value. The second operand is treated as an unsigned value. The result is a signed result.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rt5 | Ra5 | 39h6 |

Multiply, return low order product

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39h6 | 03 | Sz2 | Rt5 | Rb5 | Ra5 | 02h6 |

Multiply, return high order product

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 39h6 | 13 | Sz2 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 19

## MULU – Unsigned Multiply

Description:

Multiply two values. The first operand must be in a register. The second operand may be in a register or may be an immediate value specified in the instruction. Both the operands are treated as unsigned values. The result is an unsigned result.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rt5 | Ra5 | 38h6 |

Multiply, return low order product

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 38h6 | 03 | Sz2 | Rt5 | Rb5 | Ra5 | 02h6 |

Multiply, return high order product

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 38h6 | 13 | Sz2 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 19

Exceptions: none

## MUX – Multiplex

Description:

The MUX instruction performs a bit-by-bit copy of a bit of Rb to the target register if the corresponding bit in Ra is set, or a copy of a bit from Rc if the corresponding bit in Ra is clear.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1Bh6 | ~ | Rt6 | Prc3 | Rc6 | Rb6 | Ra6 | 02h6 |

Clock Cycles: 0.5

Exceptions: none

## NAND – Bitwise Nand

Description:

Perform a bitwise and operation between three operands then invert the result. All operands must be in registers.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Ch6 | ~ | Rt6 | Prc3 | Rc6 | Rb6 | Ra6 | 02h6 |

Clock Cycles: 0.5

Exceptions: none

## NEG - Negate

Description:

This is an alternate mnemonic for the SUB instruction where the first register operand is R0.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 056 | ~2 | Sz3 | Rt5 | Rb5 | 05 | 02h6 |

Clock Cycles: 0.5

## NOP – No Operation

Description:

The NOP instruction doesn’t perform any operation. NOP’s are detected in the instruction fetch stage of the core and are not enqueued by the core. They do not occupy queue slots. Because NOPs don’t occupy queue slots they may not be used to synchronize operations between instructions.

Instruction Format:

|  |  |
| --- | --- |
| Immediate26 | 1Ch6 |

## NOR – Bitwise Nor

Description:

Perform a bitwise or operation between two operands then invert the result. Both operands must be in registers.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Dh6 | ~ | Rt6 | Prc3 | Rc6 | Rb6 | Ra6 | 02h6 |

Clock Cycles: 0.5

Exceptions: none

## OR – Bitwise Or

Description:

Perform a bitwise or operation between operands.

Instruction Format:

The immediate value is sign extended to the left before use.

Rt = Ra | immed

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Prc2 | Rt6 | Ra6 | 09h6 |

Rt = Ra | Rb | Rc

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 096 | ~ | Rt6 | Prc3 | Rc6 | Rb6 | Ra6 | 02h6 |

Instruction Format:

This format performs the ‘or’ operation with an immediate value to one of four quadrants of the target register. It may be used to build a 64 bit constant in a register. The immediate constant is zero extended then shifted to the left by 0, 16, 32, or 48 bits.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed16 | Rt5 | 03 | Q2 | 1Ah6 |

Clock Cycles: 0.5

**Execution Units: All** ALUs

Exceptions: none

## ORAND – Bitwise Or then And

Description:

Perform a bitwise or operation between two operands then a bitwise ‘and’ with a third operand.

Instruction Format:

Rt = (Ra | Rb) & Rc

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 2Fh6 | ~ | Rt6 | Prc3 | Rc6 | Rb6 | Ra6 | 02h6 |

Clock Cycles: 0.5

**Execution Units: All** ALUs

Exceptions: none

## RET – Return from Subroutine

Description:

This instruction performs a subroutine return by loading the program counter with the contents of the return address register. Additionally, the stack pointer is adjusted by a constant supplied in the instruction. The immediate constant should be a multiple of eight to keep the stack word aligned.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | 32 | 3Dh6 | 3Fh6 | 29h6 |

PC = RA

SP = SP + Immediate

Clock Cycles: 1 (more if predicted incorrectly).

Exceptions: none

Notes:

The RET instruction is detected and used at the fetch stage of the processor to update the RSB.

## REX – Redirect Exception

Description:

This instruction redirects an exception from an operating level to a lower operating level and privilege level. If the target operating level is hypervisor then the hypervisor privilege level (1) is set. If the target operating level is supervisor then one of the supervisor privilege levels must be chosen (2 to 6). This instruction if successful jumps to the target exception handler and does not return. If this instruction fails execution will continue with the next instruction.

This instruction may fail if exceptions are not enabled at the target level.

When redirecting the target privilege level is set to the bitwise ‘or’ of an immediate constant specified in the instruction and register Ra. One of these two values should be zero. The result should be a value in the range 2 to 255. The instruction will not allow setting the privilege level numerically less than the operating level.

The location of the target exception handler is found in the trap vector register for that operating level (tvec[xx]).

The cause (cause) and bad address (badaddr) registers of the originating level are copied to the corresponding registers in the target level.

The REX instruction also specifies the interrupt mask level to set for further processing.

Attempting to redirect the operating level to the machine level (0) will be ignored. The instruction will be treated as a NOP with the exception of setting the interrupt mask register.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 27 | 26 24 | 23 16 | 1514 | 13 11 | 10 6 | 5 0 |
| ~5 | IM3 | PL8 | ~2 | Tgt3 | Ra5 | 0Dh6 |

|  |  |
| --- | --- |
| Tgt3 |  |
| 0 | not used |
| 1 | redirect to hypervisor level |
| 2 | redirect to supervisor level |
| 3 | redirect to supervisor level |
| 4 | redirect to supervisor level |
| 5 | redirect to supervisor level |
| 6 | redirect to supervisor level |
| 7 | not used |

Clock Cycles: 3

Example:

|  |
| --- |
| REX 5,12,r0 ; redirect to supervisor handler, privilege level two  ; If the redirection failed, exceptions were likely disabled at the target level.  ; Continue processing so the target level may complete it’s operation.  RTI ; redirection failed (exceptions disabled ?) |

Notes:

Since all exceptions are initially handled at the machine level the machine level handler must check for disabled lower level exceptions.

## ROL – Rotate Left

Description:

Bits from the source register Ra are shifted left by the amount in register Rb or an immediate value. The most significant bit is shifted into bit zero.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Fh6 | 44 | ~3 | Prc3 | Rt5 | Rb5 | Ra5 | 02h6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Fh6 | Ch4 | ~3 | Prc3 | Imm6 | Rt5 | Ra5 | 02h6 |

Clock Cycles: 1

ALU Support: ALU #0 Only

Exceptions: none

## ROR – Rotate Right

Description:

Bits from the source register Ra are shifted right by the amount in register Rb or an immediate value. The bit zero is shifted into the most significant bits.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Fh6 | 54 | ~3 | Prc3 | Rt5 | Rb5 | Ra5 | 02h6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Fh6 | Dh4 | ~3 | Prc3 | Imm6 | Rt5 | Ra5 | 02h6 |

Clock Cycles: 1

ALU Support: ALU #0 Only

Exceptions: none

## RTI – Return from Interrupt

Description:

Return from an interrupt subroutine. The interrupted program counter is loaded into the program counter register. The internal interrupt stack is popped and the operating level, privilege level, interrupt mask level, and register set are reset to values before the exception occurred. Optionally a semaphore bit in the semaphore register is cleared. The least significant bit of the semaphore register (the reservation status bit) is always cleared by this instruction.

Instruction Format:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 32h6 | ~10 | Sema6 | ~6 | Ra6 | 02h6 |

Semaphore[Sema6|[Ra]] = 0

Semaphore[0] = 0

**Clock Cycles:** 8 minimum

**Execution Units:** Flow Control Unit

## RTE – Return from Exception

Description:

This is an alternate mnemonic for the RTI instruction.

Instruction Format:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 32h6 | ~10 | Sema6 | ~6 | Ra6 | 02h6 |

Semaphore[Sema6|[Ra]] = 0

Semaphore[0] = 0

Clock Cycles:

## SB – Store Byte (8 bits)

Description:

This instruction stores a byte (8 bit) value to memory.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Disp20 | Ar2 | Rb6 | Ra6 | 15h6 |

Memory8[Ra + displacement] = Rb

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 15h6 | Disp6 | Ar2 | Sc2 | Rc6 | Rb6 | Ra6 | 02h6 |

Memory8[Ra + Rb \* Scale + displacement] = Rc

Clock Cycles: 4 minimum depending on memory access time

Notes:

Stores always write through to memory and therefore take a significant number of clock cycles before they are ready to be committed. Exceptions are checked for during the execution of a store operation.

## SC – Store Char (16 bits)

Description:

This instruction stores a char (16 bit) value to memory. The memory address must be char (16 bit) aligned.

Instruction Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Disp20 | Ar2 | Rb6 | Ra6 | 24h6 |

Memory16[Ra + displacement] = Rb

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 24h6 | Disp6 | Ar2 | Sc2 | Rc6 | Rb6 | Ra6 | 02h6 |

Memory16[Ra + Rb \* Scale + displacement] = Rc

Clock Cycles: 4 minimum depending on memory access time

## Scc – Set

Description:

The set instruction places a 1 or 0 in the target register based on the relationship between the two source operands.

Instruction Format:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Cond6 | Immed14 | Prc2 | Rt6 | Ra6 | 1Bh6 |

Signed

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 066 | ~4 | Cnd3 | Prc3 | Rt6 | Rb6 | Ra6 | 02h6 |

Unsigned

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 076 | ~4 | Cnd3 | Prc3 | Rt5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 0.5

|  |  |
| --- | --- |
| Cond3 / Cond6 |  |
| 0 | CMP / CMPU |
| 2 | SEQ |
| 3 | SNE |
| 4 /12 | SLT / SLTU |
| 5 /13 | SGE / SGEU |
| 6 /14 | SLE / SLEU |
| 7 /15 | SGT / SGTU |

## SEI – Set Interrupt Mask

SEI #3

Description:

The interrupt level mask is set to the value specified by the instruction. The value used is the bitwise or of the contents of register Ra and an immediate (M3) supplied in the instruction. The assembler assumes a mask value of seven, masking all interrupts, if no mask value is specified. Usually either M3 or Ra should be zero.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 306 | ~4 | ~6 | ~3 | M3 | 06 | Ra6 | 02h6 |

Operation:

im = M3 | Ra

## SGN – Get Sign

Description:

The SGN instruction places a 1, 0 or -1 in the target register depending on the sign of the source operand. This instruction is an alternate mnemonic for the compare instruction where the value is compared to zero.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 066 | ~4 | 03 | Prc3 | Rt6 | 06 | Ra6 | 02h6 |

Clock Cycles: 0.5

## SH – Store Half-Word (32 bits)

Description:

This instruction stores a half-word (32 bit) value to memory. The memory address must be half-word aligned.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rb5 | Ra5 | 14h6 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 14h6 | ~3 | Sc2 | Rc5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

## SHL – Shift Left

Description:

Bits from the source register Ra are shifted left by the amount in register Rb or an immediate value. Zeros are shifted into the least significant bits.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Fh6 | 04 | ~3 | Prc3 | Rt5 | Rb5 | Ra5 | 02h6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Fh6 | 8h4 | ~3 | Prc3 | Imm6 | Rt5 | Ra5 | 02h6 |

Clock Cycles: 1

ALU Support: ALU #0 Only

Exceptions: none

## SHR – Shift Right

Description:

Bits from the source register Ra are shifted right by the amount in register Rb or an immediate value. Zeros are shifted into the most significant bits.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Fh6 | 14 | ~3 | Prc3 | Rt5 | Rb5 | Ra5 | 02h6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Fh6 | 9h4 | ~3 | Prc3 | Imm6 | Rt5 | Ra5 | 02h6 |

Clock Cycles: 1

ALU Support: ALU #0 Only

Exceptions: none

## SUB - Subtract

Description:

Subtract two values. Both operands must be in a register.

Instruction Format:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 056 | ~2 | Ov | Sz2 | Rt5 | Rb5 | Ra5 | 02h6 |

|  |  |
| --- | --- |
| Ov |  |
| 0 | no overflow |
| 1 | overflow exception if overflow occurred and enabled in AEC |

Overflow works properly only on 64 bit values.

Clock Cycles: 0.5

Exceptions:

The registered form of the instruction may cause an overflow exception if enabled in the AEC register.

## SW – Store Word (64 bits)

Description:

This instruction stores a word (64 bit) value to memory. The memory address must be word aligned.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rb5 | Ra5 | 16h6 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 16h6 | ~3 | Sc2 | Rc5 | Rb5 | Ra5 | 02h6 |

Clock Cycles: 4 minimum depending on memory access time

## SWC – Store Word and Clear Reservation

Description:

This instruction conditionally stores a word (64 bit) value to memory and clears any memory reservation that was previously set at the address. If the memory address was reserved at the time of the store the store will succeed, otherwise the data is not stored. The previous status of the reservation is copied to the least significant bit of the semaphore register. This instruction depends on external hardware to implement the reservation. The instruction activates the cr\_o signal output by the core. The memory address must be word aligned. This instruction should be both preceded and succeeded by SYNC instructions to ensure that the reservation status bit is updated correctly in the semaphore CSR.

Instruction Format:

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Rb5 | Ra5 | 17h6 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 17h6 | A | R | Sc3 | Rc5 | Rb5 | Ra5 | 02h6 |

Side Effect: the reservation status bit (bit 0) in the semaphore register is set accordingly.

Clock Cycles: 4 minimum depending on memory access time

|  |  |
| --- | --- |
| Sc2 | Scale Rb By |
| 0 | 1 |
| 1 | 2 |
| 2 | 4 |
| 3 | 8 |

Acquire and release bits determine the ordering of memory operations.

A = acquire – no following memory operations can take place before this one

R = release – this memory operation cannot take place before prior ones.

All combinations of A, R are allowed.

## SYNC -Synchronize

Description:

All instructions before the SYNC are completed and committed to the architectural state before instructions after the SYNC are issued. This instruction is used to ensure that the machine state is valid before subsequent instructions are executed.

Instruction Format:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 01h6 | 05 | 12h6 | ~6 | ~6 | 02h6 |

**Clock Cycles:** 1\*varies depending on queue contents

**Execution Units:** All ALU’s

Notes:

This instruction may be used with CSR register access as the core does not provide bypassing on the CSR registers. Issuing a sync instruction before reading a CSR will ensure that any outstanding updates to the CSR will be completed before the read.

## WAIT – Wait For Signal

**Description:**

This instruction causes the core to pause execution during the execute phase of the instruction until an external signal is true. Note that instructions already in the queue before the wait will continue to execute to completion. Also additional instructions may be fetched after the wait instruction however they will not be able to update the state of the machine until the wait is done.

The signal to wait for is specified as the union of register Ra and an immediate value. Either Ra or the immediate value should be zero.

A timeout for the wait may be specified in register Rb. If a timeout is not desired use R0 for Rb and the instruction will wait indefinitely.

**Instruction Formats**:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 316 | ~5 | Imm5 | Rb5 | Ra5 | 02h6 |

**Operation**:

if (no signal)

delay instruction

else

mark instruction done

Notes:

This instruction waits for a signal to occur before proceeding.

## XNOR – Bitwise Exclusive Nor

Description:

Perform a bitwise exclusive or operation between three operands then invert the result. Both operands must be in registers.

Instruction Format:

Rt = ~(Ra ^ Rb ^ Rc)

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Eh6 | ~ | Rt6 | Prc3 | Rc6 | Rb6 | Ra6 | 02h6 |

Clock Cycles: 0.5

Exceptions: none

## XOR – Bitwise Exclusive Or

Description:

Perform a bitwise exclusive or operation between operands.

Instruction Format:

The immediate constant is sign extended to the left before use.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Prc2 | Rt6 | Ra6 | 0Ah6 |

Rt = Ra ^ Rb ^ Rc

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0Ah6 | ~ | Rt6 | Prc3 | Rc6 | Rb6 | Ra6 | 02h6 |

Instruction Format:

This format performs the ‘xor’ operation with an immediate value to one of four quadrants of the target register. The immediate constant is zero extended then shifted to the left by 0, 22, 44, or 66 bits.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed22 | Rt6 | 33 | Q3 | 1Ah6 |

Clock Cycles: 0.5

# Floating Point

## Overview

The floating-point unit provides basic floating-point operations including addition, subtraction, multiplication, division, square root, and float to integer and integer to float conversions. The core contains only a single floating-point unit. Only double precision floating point operations are supported. The ISA itself supports single, double, and quad precision. The core automatically uses odd numbered register sets for the floating-point registers. For instance, if register set #16 is selected the corresponding floating-point registers are in register set #17. The floating-point registers may also be used as integer registers by selecting an odd numbered register set if floating-point is not required.

The precision field (prec2) should be set to 1.

The rounding mode is normally specified by the rounding mode bits in the floating-point control and status register. However, it may be overridden by specification of a rounding mode in the instruction.

**Representation**

The floating-point format is an IEEE-754 representation for double precision. Briefly,

**Double Precision Format:**

|  |  |  |  |
| --- | --- | --- | --- |
| 63 | 62 | 61 52 | 51 0 |
| SM | SE | Exponent | Mantissa |

SM – sign of mantissa

SE – sign of exponent

The exponent and mantissa are both represented as two’s complement numbers, however the sign bit of the exponent is inverted.

|  |  |
| --- | --- |
| SeEEEEEEEEEE |  |
| 11111111111 | Maximum exponent |
| …. |  |
| 01111111111 | exponent of zero |
| …. |  |
| 00000000000 | Minimum exponent |

The exponent ranges from -1024 to +1023 for double precision numbers

## Instruction Format

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| Func6 | Prec2 | Rm3 | Rt5 | Rb5 | Ra5 | 0Bh6 |

Not all instructions required the Rb5 field. If not required Rb should be set to zero.

## Instruction Field Description

|  |  |  |
| --- | --- | --- |
| Prec3 |  |  |
| 0 | 16 | Half |
| 1 | 32 | Single |
| 2 | 64 | Double |
| 3 | 96 | Triple |
| 4 | 128 | Quad |
| 5 |  | Reserved |
| 6 |  | Reserved |
| 7 |  | reserved |

|  |  |
| --- | --- |
| P |  |
| 0 | Normal operation |
| 1 | SIMD operation, perform same operation on all lanes |

|  |  |
| --- | --- |
| Rm3 |  |
| 0 | Round to nearest even |
| 1 | Round to zero (truncate) |
| 2 | Round towards + infinity |
| 3 | Round towards - infinity |
| 4 |  |
| 5 | reserved |
| 6 | reserved |
| 7 | use round mode from control register |

## FABS – Floating Absolute Value

**Description:**

Take the absolute value of the floating-point number in register Ra and place the result into target register Rt. The sign bit (bit 63) of the register is set to zero. No rounding of the number occurs.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 15h6 | Prec2 | Rm3 | Rt5 | 05 | Ra5 | 0Fh6 |

**Clock Cycles: 2**

**Execution Units:** Floating Point

## FADD – Floating point addition

**Description:**

Add two floating point numbers in registers Ra and Rb and place the result into target register Rt.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 046 | Prec2 | Rm3 | Rt5 | Rb5 | Ra5 | 0Fh6 |

**Clock Cycles: 10**

**Execution Units:** Floating Point

## FBEQ –Branch if Equal

Description:

If two registers are equal an eleven bit sign extended value is shifted left twice and added to the program counter. The branch is relative to the address of the instruction directly following the branch. The displacement value may not be extended with a prefix instruction. Note that positive and negative zero are treated as equal.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 22 | 21 | 19 16 | 15 11 | 10 6 | 5 1 | 0 |
| Displacement10 | P2 | 84 | Rb5 | Ra5 | 18h5 | D1 |

A branch to a value computed in a register may be performed using the instruction format shown below. Rc contains the target address which is an absolute address.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 27 | 26 | 24 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| ~5 | P2 | 84 | Rc5 | Rb5 | Ra5 | 03h6 |

Operation:

if (Ra = Rb)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

## FBGE –Branch if Greater than or Equal

Description:

If register Ra is greater than or equal to register Rb an eleven bit sign extended value is shifted left twice and added to the program counter. The branch is relative to the address of the instruction directly following the branch. The displacement value may not be extended with a prefix instruction. A branch on less than or equal may be achieved by swapping registers.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 22 | 21 | 19 16 | 15 11 | 10 6 | 5 1 | 0 |
| Displacement10 | P2 | Bh4 | Rb5 | Ra5 | 18h5 | D1 |

A branch to a value computed in a register may be performed using the instruction format shown below. Rc contains the target address which is an absolute address.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 27 | 26 | 24 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| ~5 | P2 | Bh4 | Rc5 | Rb5 | Ra5 | 03h6 |

Operation:

if (Ra >= Rb)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

## FBLT –Branch if Less Than

Description:

If register Ra is less than register Rb an eleven bit sign extended value is shifted left twice and added to the program counter. The branch is relative to the address of the instruction directly following the branch. The displacement value may not be extended with a prefix instruction. A branch on greater than may be achieved by swapping the registers.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 22 | 21 | 19 16 | 15 11 | 10 6 | 5 1 | 0 |
| Displacement10 | P2 | Ah4 | Rb5 | Ra5 | 18h5 | D1 |

A branch to a value computed in a register may be performed using the instruction format shown below. Rc contains the target address which is an absolute address.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 27 | 26 | 24 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| ~5 | P2 | Ah4 | Rc5 | Rb5 | Ra5 | 03h6 |

Operation:

if (Ra < Rb)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

## FBNE –Branch if Not Equal

Description:

If two registers are unequal an eleven bit sign extended value is shifted left twice and added to the program counter. The branch is relative to the address of the instruction directly following the branch. Note that positive and negative zero are treated as equal.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 22 | 21 | 19 16 | 15 11 | 10 6 | 5 1 | 0 |
| Displacement10 | P2 | 94 | Rb5 | Ra5 | 18h5 | D1 |

A branch to a value computed in a register may be performed using the instruction format shown below. Rc contains the target address which is an absolute address.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 27 | 26 | 24 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| ~5 | P2 | 94 | Rc5 | Rb5 | Ra5 | 03h6 |

Operation:

if (Ra <> Rb)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

## FBUN –Branch if Unordered

Description:

If the comparison is unordered an eleven bit sign extended value is shifted left twice and added to the program counter. The branch is relative to the address of the instruction directly following the branch. The displacement value may not be extended with a prefix instruction.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 22 | 21 | 19 16 | 15 11 | 10 6 | 5 1 | 0 |
| Displacement10 | P2 | Fh4 | Rb5 | Ra5 | 18h5 | D1 |

A branch to a value computed in a register may be performed using the instruction format shown below. Rc contains the target address which is an absolute address.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 27 | 26 | 24 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| ~5 | P2 | Fh4 | Rc5 | Rb5 | Ra5 | 03h6 |

Operation:

if (Ra ? Rb)

pc = pc + displacement

The P2 field is reserved for branch prediction hints.

|  |  |
| --- | --- |
| P2 | Prediction Type |
| 0 | no static prediction (use branch history) |
| 1 | reserved |
| 2 | always predict as not-taken |
| 3 | always predict as taken |

If a branch prediction is supplied, then the branch instruction doesn’t occupy room in the history tables.

## FCMP - Float Compare

**Description:**

The register compare instruction compares two registers as floating point values and sets the flags in the target register as a result.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 066 | Prec2 | Rm3 | Rt5 | Rb5 | Ra5 | 0Bh6 |

**Clock Cycles:** 2

**Execution Units:** FPU

**Operation:**

if Ra < Rb

Rt[1]= true

else

Rt[1] = false

if mag Ra < mag Rb

Rt[2] = true

else

Rt[2] = false

if Ra = Rb

Rt[0] = true

else

Rt[0] = false

if Ra <= Rb

Rt[3] = true

else

Rt[3] = false

if unordered

Rt[4] = true

else

Rt[4] = false

## FCVTSD – Convert Single to Double

**Description:**

Convert the single precision value (32 bits) in Ra into a floating point double value (64 bits) and place the result into target register Rt.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 19h6 | Prec2 | Rm3 | Rt5 | 05 | Ra5 | 0Fh6 |

**Clock Cycles: 3**

**Execution Units:** Floating Point

## FDIV – Floating point divide

**Description:**

Divide two floating point numbers in registers Ra and Rb and place the result into target register Rt.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 096 | Prec2 | Rm3 | Rt5 | Rb5 | Ra5 | 0Fh6 |

**Clock Cycles: 115**

**Execution Units:** Floating Point

## FCX – Clear Floating Point Exceptions

**Description:**

This instruction clears floating point exceptions. The Exceptions to clear are identified as the bits set in the union of register Ra and an immediate field in the instruction. Either the immediate or Ra should be zero.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 2322 | 21 16 | 15 11 | 10 6 | 5 0 |
| 21h6 | Prec2 | ~2 | Imm6 | 05 | Ra5 | 0Fh6 |

**Execution Units:** All Floating Point

**Operation:**

**Exceptions:**

|  |  |
| --- | --- |
| Bit | Exception Enabled |
| 0 | global invalid operation clears the following:   * division of infinities * zero divided by zero * subtraction of infinities * infinity times zero * NaN comparison * division by zero |
| 1 | overflow |
| 2 | underflow |
| 3 | divide by zero |
| 4 | inexact operation |
| 5 | summary exception |

## FDX – Floating Disable Exceptions

**Description:**

This instruction disables floating point exceptions. The Exceptions disabled are identified as the bits set in the union of register Ra and an immediate field in the instruction. Either the immediate or Ra should be zero. Exceptions won’t be disabled until the instruction commits and the state of the machine is updated. This instruction should be followed by a synchronization instruction (FSYNC) to ensure that following floating point operations recognize the disabled exceptions.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 2322 | 21 16 | 15 11 | 10 6 | 5 0 |
| 23h6 | Prec2 | ~2 | Imm6 | 05 | Ra5 | 0Fh6 |

**Clock Cycles: 2**

**Execution Units:** Floating Point

## FEX – Floating Enable Exceptions

**Description:**

This instruction enables floating point exceptions. The Exceptions enabled are identified as the bits set in the union of register Ra and an immediate field in the instruction. Either the immediate or Ra should be zero. Exceptions won’t be enabled until the instruction commits and the state of the machine is updated. This instruction should be followed by a synchronization instruction (FSYNC) to ensure that following floating point operations recognize the enabled exceptions.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 2322 | 21 16 | 15 11 | 10 6 | 5 0 |
| 22h6 | Prec2 | ~2 | Imm6 | 05 | Ra5 | 0Fh6 |

**Clock Cycles: 2**

**Execution Units:** Floating Point

## FMUL – Floating point multiplication

**Description:**

Multiply two floating point numbers in registers Ra and Rb and place the result into target register Rt.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 086 | Prec2 | Rm3 | Rt5 | Rb5 | Ra5 | 0Fh6 |

**Clock Cycles: 12**

**Execution Units:** Floating Point

## FNABS – Floating Negative Absolute Value

**Description:**

Take the negative absolute value of the floating point number in registers Ra and place the result into target register Rt. The sign bit (bit 63) of the register is set to one. No rounding of the number occurs.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 18h6 | Prec2 | Rm3 | Rt5 | 05 | Ra5 | 0Fh6 |

**Clock Cycles: 2**

**Execution Units:** Floating Point

## FNEG – Floating Negative Value

**Description:**

Negate the value of the floating point number in register Ra and place the result into target register Rt. The sign bit (bit 63) of the register is inverted. No rounding of the number occurs.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 14h6 | Prec2 | Rm3 | Rt5 | 05 | Ra5 | 0Fh6 |

**Clock Cycles: 2**

**Execution Units:** Floating Point

## FSIGN – Floating Sign

**Description:**

FSIGN returns a value indicating the sign of the floating point number. If the value is zero, the target register is set to zero. If the value is negative the target register is set to the floating point value -1.0. Otherwise the target register is set to the floating point value +1.0. No rounding of the result occurs.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 16h6 | Prec2 | Rm3 | Rt5 | 05 | Ra5 | 0Fh6 |

**Clock Cycles: 2**

**Execution Units:** Floating Point

## FSQRT – Floating point square root

**Description:**

Take the square root of the floating-point number in register Ra and place the result into target register Rt. The sign bit (bit 63) of the register is set to zero.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 1Dh6 | Prec2 | Rm3 | Rt5 | 05 | Ra5 | 0Fh6 |

**Clock Cycles: 110**

**Execution Units:** Floating Point

## FSUB – Floating point subtraction

**Description:**

Subtract two floating point numbers in registers Ra and Rb and place the result into target register Rt.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 056 | Prec2 | Rm3 | Rt5 | Rb5 | Ra5 | 0Fh6 |

**Clock Cycles: 10**

**Execution Units:** Floating Point

## FSYNC -Synchronize

Description:

All floating point instructions before the FSYNC are completed and committed to the architectural state before floating point instructions after the FSYNC are issued. This instruction is used to ensure that the machine state is valid before subsequent instructions are executed.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 36h6 | ~2 | ~3 | ~5 | ~5 | ~5 | 0Fh6 |

Clock Cycles: varies depending on queue contents

## FTOI – Floating Convert to Integer

**Description:**

Convert the floating-point value in Ra into an integer and place the result into target register Rt. If the result overflows the value placed in Rt is a maximum integer value.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 12h6 | Prec2 | Rm3 | Rt5 | 05 | Ra5 | 0Fh6 |

**Clock Cycles: 3**

**Execution Units:** Floating Point

## FTX – Trigger Floating Point Exceptions

**Description:**

This instruction triggers floating point exceptions. The Exceptions to trigger are identified as the bits set in the union of register Ra and an immediate field in the instruction. Either the immediate or Ra should be zero.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 2322 | 21 16 | 15 11 | 10 6 | 5 0 |
| 20h6 | Prec2 | ~2 | Imm6 | 05 | Ra5 | 0Fh6 |

**Execution Units:** All Floating Point

**Operation:**

**Exceptions:**

|  |  |
| --- | --- |
| Bit | Exception Enabled |
| 0 | global invalid operation |
| 1 | overflow |
| 2 | underflow |
| 3 | divide by zero |
| 4 | inexact operation |
| 5 | reserved |

## ITOF – Convert Integer to Float

**Description:**

Convert the integer value in Ra into a floating-point value and place the result into target register Rt. Some precision of the integer converted may be lost if the integer is larger than 52 bits. Double precision floating point values only have a precision of 53 bits.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 15h6 | Prec2 | Rm3 | Rt5 | 05 | Ra5 | 0Fh6 |

**Clock Cycles: 3**

**Execution Units:** Floating Point

# Vector Programming Model

The ISA supports up to 32 vector registers of length 63.

## Vector Length (VL register)

The vector length register controls how many elements of a vector are processed. The vector length register may not be set to a value greater than the number of elements supported by hardware. After the vector length is set a SYNC instruction should be used to ensure that following instructions will see the updated version of the length register.

|  |  |
| --- | --- |
| 7 | 6 0 |
| 0 | Length6..0 |

## Vector Masking

All vector operations are performed conditionally depending on the setting in the vector mask register unless otherwise noted.

## Vector Mask (Vm registers)

The ISA supports up to eight, sixty-four element vector mask registers. In the proof-of-concept version there is are four sixteen element vector mask registers. All vector instructions are executed conditionally based on the value in a vector mask register. The mask register may be set using one of the vector set instructions VSEQ, VSNE, VSLT, VSGE, VSLE, VSGT. Mask registers may also be manipulated using one of the mask register operations VMAND, VMOR, VMXOR, VMXNOR, VMFILL.

After a change to a mask register a SYNC instruction should be used to ensure that the updated mask register is visible to following instructions.

On reset the vector mask registers are set to all ones.

The vector mask registers are aliased with vector register #0. The mask registers may be manipulated as a group by referencing v0.

## Instruction Field Description

P: (Parallel) SIMD indicator, 1= SIMD

IF: Integer (0) or Float (1)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Prec3 | Float | | Integer | |
| 0 | 16 | Half | 8 | Byte |
| 1 | 32 | Single | 16 | Char |
| 2 | 64 | Double | 32 | Half |
| 3 | 96 | Triple | 64 | Word |
| 4 | 128 | Quad |  | Reserved |
| 5 |  | Reserved |  | Reserved |
| 6 |  | Reserved |  | Reserved |
| 7 |  | Reserved |  | reserved |

|  |  |
| --- | --- |
| Rm3 | Description |
| 0 | Round to nearest even |
| 1 | Round to zero (truncate) |
| 2 | Round towards + infinity |
| 3 | Round towards - infinity |
| 4 |  |
| 5 | reserved |
| 6 | reserved |
| 7 | use round mode from control register |

## Detailed Vector Instruction Set

### LV – Load Vector

Synopsis

Load vector

**Description:**

Load a vector register from memory. Vector mask register #0 is used to mask the operation.

**Instruction Format:**

|  |  |  |  |
| --- | --- | --- | --- |
| Immed16 | Vt5 | Ra5 | 36h6 |

**Operation**

for x = 0 to VL-1

if vm[x]

Vt[x] = memory64[Ra + Immed + 8 \* x]

else

NOP

**Exceptions:** DBE, DBG, LMT

### LVWS – Load Vector With Stride

Synopsis

Load vector

**Description:**

Load a vector register from memory using indexed addressing.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 26h6 | Vm3 | 02 | Vt5 | Rb5 | Ra5 | 02h6 |

**Operation**

for x = 0 to VL-1

Vt[x] = memory64[Ra+Rb\*x\*8]

**Exceptions:** DBE, DBG, LMT

### LVX – Load Vector

Synopsis

Load vector

**Description:**

Load a vector register from memory using vector indexed addressing.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 36h6 | ~3 | 02 | Vt5 | Vb5 | Ra5 | 02h6 |

**Operation**

for x = 0 to VL-1

Vt[x] = memory64[Ra+Vb[x]]

**Exceptions:** DBE, DBG, LMT

### SV – Store Vector

Synopsis

Load vector

**Description:**

Store a vector register to memory. Vector mask register #0 is used to mask the operation.

**Instruction Format:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immed20 | Ar2 | Vb6 | Ra6 | 37h6 |

**Operation**

for x = 0 to VL-1

if (vm[x])

memory64[Ra + Immed + 8 \* x] = Vb[x]

else

NOP

**Exceptions:** DBE, DBG, LMT

### SVWS – Store Vector With Stride

Synopsis

Store vector

**Description:**

Store a vector register to memory using indexed addressing.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 27h6 | Vm3 | 02 | Vc5 | Rb5 | Ra5 | 02h6 |

**Operation**

for x = 0 to VL-1

memory64[Ra+Rb\*(x\*8)] = Vc[x]

**Exceptions:** DBE, DBG, LMT

### SVX – Store Vector

Synopsis

Load vector

**Description:**

Store a vector register to memory using vector indexed addressing.

**Instruction Format:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 37h6 | ~3 | 02 | Vc5 | Vb5 | Ra5 | 02h6 |

**Operation**

for x = 0 to VL-1

memory64[Ra+Vb[x]] = Vc[x]

**Exceptions:** DBE, DBG, LMT

### V2BITS

Synopsis

Convert Boolean vector to bits.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 21h6 | Vm3 | 02 | 05 | Rt5 | Va5 | 01h6 |

**Description**

The least significant bit of each vector element is copied to the corresponding bit in the target register.

**Operation**

For x = 0 to VL-1

Rt[x] = Va[x].LSB

**Exceptions:** none

**Execution Units:** ALUs

### VABS – Absolute value

Synopsis

Vector register absolute value. Vt = Va < 0 ? –Va : Va

**Description**

The absolute value of a vector register is placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 036 | Vm3 | T2 | Vt5 | 05 | Va5 | 01h6 |

T2: attribute register selection

**Operation**

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = Va[x] < 0 ? –Va[x] : Va[x]

### VADD - Add

Synopsis

Vector register add. Vt = Va + Vb

**Description**

Two vector registers (Va and Vb) are added together and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 39 34 | 33 32 | 31 | 30 28 | 27 | 26 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 046 | ~2 | IF | Vm3 | P | Prc3 | Rm3 | Vt5 | Vb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = Va[x] + Vb[x]

### VADDS – Add Scalar

Synopsis

Vector register add. Vt = Va + Rb

**Description**

A vector and a scalar (Va and Rb) are added together and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 39 34 | 33 32 | 31 | 30 28 | 27 | 26 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 14h6 | ~2 | IF | Vm3 | P | Prc3 | Rm3 | Vt5 | Rb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Vb[x] + Rb

### VAND – Bitwise And

Synopsis

Vector register bitwise and. Vt = Va & Vb

***Description***

Two vector registers (Va and Vb) are bitwise and’ed together and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 39 34 | 33 32 | 31 | 30 28 | 27 | 26 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 086 | ~2 | IF | Vm3 | P | Prc3 | Rm3 | Vt5 | Vb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] & Vb[x]

**Execution Units:** ALUs

### VANDS – Bitwise And with Scalar

Synopsis

Vector register bitwise and. Vt = Va & Rb

***Description***

A vector register (Va) is bitwise and’ed with a scalar register and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 18h6 | Vm3 | T2 | Vt5 | Rb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] & Rb[x]

### VASR – Arithmetic Shift Right

Synopsis

Vector signed shift right.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0Eh6 | S | M2 | S | A | Vt5 | Amt5 | Va5 | 01h6 |

**Description**

Elements of the vector are shifted right. The most significant bits are loaded with the sign bit.

**Operation**

For x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] >> amt

**Exceptions:** none

|  |  |  |
| --- | --- | --- |
| S2 | Amount Field |  |
| 0 | general purpose register |  |
| 1 | vector register |  |
| 2 | immediate |  |
| 3 | reserved |  |

### VBITS2V

Synopsis

Convert bits to Boolean vector.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 20h6 | Vm3 | 02 | Vt5 | 05 | Ra5 | 01h6 |

**Description**

Bits from a general register are copied to the corresponding vector target register.

**Operation**

For x = 0 to VL-1

if (Vm[x]) Vt[x] = Ra[x]

**Exceptions:** none

**Execution Units:** ALUs

### VCIDX – Compress Index

Synopsis

Vector compression.

**Description**

A value in a register Ra is multiplied by the element number and copied to elements of vector register Vt guided by a vector mask register.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 016 | Vm3 | 02 | Vt5 | 05 | Ra5 | 01h6 |

**Operation**

y = 0

for x = 0 to VL - 1

if (Vm[x])

Vt[y] = Ra \* x

y = y + 1

### VCMPRSS – Compress Vector

Synopsis

Vector compression.

**Description**

Selected elements from vector register Va are copied to elements of vector register Vt guided by a vector mask register.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 006 | Vm3 | 02 | Vt5 | 05 | Va5 | 01h6 |

**Operation**

y = 0

for x = 0 to VL - 1

if (Vm[x])

Vt[y] = Va[x]

y = y + 1

### VCNTPOP – Population Count

Synopsis

Vector register population count. Vt = popcnt(Va)

**Description**

The number of bits set in a vector register is placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 28h6 | Vm3 | 02 | Vt5 | 05 | Va5 | 01h6 |

**Operation**

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = popcnt(Va[x])

### VDIV - Divide

Synopsis

Vector register divide. Vt = Va / Vb

**Description**

Vector register Va is divided by Vb and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 3Eh6 | Vm3 | T2 | Vt5 | Vb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = Va[x] / Vb[x]

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VDIVS – Divide by Scalar

Synopsis

Vector register divide by scalar. Vt = Va / Rb

**Description**

Vector register Va is divided by Rb and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2Eh6 | Vm3 | T2 | Vt5 | Rb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = Va[x] / Rb[x]

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VEINS / VMOVSV – Vector Element Insert

Synopsis

Vector element insert.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 22h6 | ~ | M2 | 02 | Vt5 | Rb5 | Ra5 | 01h6 |

**Description**

A general purpose register Rb is transferred into one element of a vector register Vt. The element to insert is identified by Ra.

**Operation**

Vt[Ra] = Rb

Exceptions: none

### VEX / VMOVS – Vector Element Extract

Synopsis

Vector element insert.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 23h6 | ~ | M2 | 02 | Rt5 | Vb5 | Ra5 | 01h6 |

**Description**

A vector register element from Vb is transferred into a general purpose register Rt. The element to extract is identified by Ra.

**Operation**

Rt = Vb[Ra]

Exceptions: none

### VFLT2INT – Float to Integer

Synopsis

Vector float to integer.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 24h6 | ~ | M2 | T2 | Vt5 | 05 | Va5 | 01h6 |

**Description**

Elements of the vector are converted from floating point to integer.

**Operation**

For x = 0 to [Ra]-1

Vt[x] = (int)Va[x]

**Exceptions:** none

### VINT2FLT – Integer to Float

Synopsis

Vector float to integer.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 25h6 | ~ | M2 | T2 | Vt5 | 05 | Va5 | 01h6 |

**Description**

Elements of the vector are converted from integer to floating point.

**Operation**

For x = 0 to VL-1

Vt[x] =(float) Va[x]

**Exceptions:** none

### VMAND – Bitwise Mask And

Synopsis

Vector mask register bitwise and. Vmt = Vma & Vmb

***Description***

Two vector mask registers (Vma and Vmb) are bitwise and’ed together and placed in the target vector register Vmt.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 30h6 | 03 | 04 | Vmt3 | 02 | Vmb3 | 02 | Vma3 | 01h6 |

**Operation**

Vmt = Vma & Vmb

**Execution Units:** ALUs

### VMFILL –Mask Fill

Synopsis

Fill vector mask register with bits.

***Description***

The first Ra bits of the vector mask register are set to one. The remaining bits of the mask register are set to zero.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 30h6 | 53 | 02 | Vmt5 | 05 | Ra5 | 01h6 |

**Operation**

for x = 0 to VLMAX

if (x < Ra) Vmt[x] = 1

else Vmt[x] = 0

**Execution Units:** ALUs

### VMFIRST – Find First Set Bit

Synopsis

Convert Boolean vector to bits.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 30h6 | 63 | 02 | 05 | Rt5 | ~2 | Vm3 | 01h6 |

**Description**

The position of the first bit set in the mask register is copied to the target register. If no bits are set the value is 64. The search begins at the least significant bit and proceeds to the most significant bit.

**Operation**

Rt = first set bit number of (Vm)

**Exceptions:** none

**Execution Units:** ALUs

### VMLAST – Find Last Set Bit

Synopsis

Convert Boolean vector to bits.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 30h6 | 73 | 02 | 05 | Rt5 | ~2 | Vm3 | 01h6 |

**Description**

The position of the last bit set in the mask register is copied to the target register. If no bits are set the value is 64. The search begins at the most significant bit of the mask register and proceeds to the least significant bit.

**Operation**

Rt = first set bit number of (Vm)

**Exceptions:** none

**Execution Units:** ALUs

### VMOR – Bitwise Mask Or

Synopsis

Vector mask register bitwise and. Vmt = Vma | Vmb

***Description***

Two vector mask registers (Vma and Vmb) are bitwise ord’ed together and placed in the target vector register Vmt.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 30h6 | 13 | 04 | Vmt3 | 02 | Vmb3 | 02 | Vma3 | 01h6 |

**Operation**

Vmt = Vma | Vmb

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | reserved |  |
| 2 | reserved |  |
| 3 | reserved |  |

**Execution Units:** ALUs

### VMOV – Move Vector Control Register

**Description:**

.

**Instruction Format:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 33h6 | 05 |  | Vt5 | Ra5 | 02h6 |

|  |  |  |
| --- | --- | --- |
| Va5/Vt5 |  |  |
| 0 to 7 | Vector Mask |  |
| 15 | Vector Length |  |
|  |  |  |
|  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 33h6 | 15 |  | Rt5 | Va5 | 02h6 |

**Clock Cycles:** 1

**Execution Units:** ALUs

### VMPOP – Mask Population Count

Synopsis

Convert Boolean vector to bits.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 30h6 | 43 | 02 | 05 | Rt5 | ~2 | Vm3 | 01h6 |

**Description**

A count of the number of bits set in the mask register is copied to the target register.

**Operation**

Rt = population count(Vm)

**Exceptions:** none

**Execution Units:** ALUs

### VMUL - Multiply

Synopsis

Vector register multiply. Vt = Va \* Vb

**Description**

Two vector registers (Va and Vb) are multiplied together and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 3Ah6 | Vm3 | T2 | Vt5 | Vb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = Va[x] \* Vb[x]

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VMULS – Multiply by Scalar

Synopsis

Vector register multiply by scalar. Vt = Va \* Rb

**Description**

A vector registers (Va) and a scalar register (Rb) are multiplied together and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2Ah6 | Vm3 | T2 | Vt5 | Rb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = Va[x] \* Rb

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VMXNOR – Bitwise Mask Exclusive Nor

Synopsis

Vector mask register bitwise and. Vmt = ~(Vma ^ Vmb)

***Description***

Two vector mask registers (Vma and Vmb) are bitwise exclusive nord’ed together and placed in the target vector register Vmt.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 30h6 | 33 | 04 | Vmt3 | 02 | Vmb3 | 02 | Vma3 | 01h6 |

**Operation**

Vmt = Vma ^ Vmb

**Execution Units:** ALUs

### VMXOR – Bitwise Mask Exclusive Or

Synopsis

Vector mask register bitwise and. Vmt = Vma ^ Vmb

***Description***

Two vector mask registers (Vma and Vmb) are bitwise exclusive ord’ed together and placed in the target vector register Vmt.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 30h6 | 23 | 04 | Vmt3 | 02 | Vmb3 | 02 | Vma3 | 01h6 |

**Operation**

Vmt = Vma ^ Vmb

**Execution Units:** ALUs

### VNEG – Negate

Synopsis

Vector register subtract. Vt = R0 - Va

**Description**

A vector is made negative by subtracting it from zero and placing it in the target vector register Vt. This instruction is an alternate mnemonic for the VSUBRS instruction.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 16h6 | Vm3 | T2 | Vt5 | 05 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = R0 - Va[x]

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VOR – Bitwise Or

Synopsis

Vector register bitwise or. Vt = Va | Vb

***Description***

Two vector registers (Va and Vb) are or’ed together and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 096 | Vm3 | T2 | Vt5 | Vb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] | Vb[x]

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VORS – Bitwise Or with Scalar

Synopsis

Vector register bitwise and. Vt = Va | Rb

***Description***

A vector register (Va) is bitwise ord’ed with a scalar register and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 19h6 | ~ | M2 | T2 | Vt5 | Rb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] | Rb[x]

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | reserved |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VSxx / VSxxS

Synopsis

Vector register set. Vm = Va ? Vb

**Description**

A vector register is compared to either a second vector register or a scalar register and the comparison result is placed in the target vector mask register Vmt.

**Instruction Format**

Vector-Vector Compare (VSxx)

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 066/3F6 | M3 | T2 | Cn2 | Vmt3 | Vb5 | Va5 | 01h6 |

Vector-Vector Unsigned Compare (VSxxU)

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 27h6/2F6 | M3 | T2 | Cn2 | Vmt3 | Vb5 | Va5 | 01h6 |

Vector-Scalar Compare (VSxxS)

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 076/0F6 | M3 | T2 | Cn2 | Vmt3 | Rb5 | Va5 | 01h6 |

Vector-Scalar Unsigned Compare (VSxxSU)

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 17h6/1F6 | M3 | T2 | Cn2 | Vmt3 | Rb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

Vt[x] = Va[x] ? Vb[x]

**Operation:**

**For each vector element**

if signed Va op signed Vb

Vm = true

else

Vm = false

Set Condition

|  |  |  |
| --- | --- | --- |
| Cn3 |  |  |
| 0 | Equal |  |
| 1 | Not Equal |  |
| 2 | Less Than |  |
| 3 | Greater Than or Equal |  |
| 4 | Less Than or Equal |  |
| 5 | Greater Than |  |
| 6 | reserved |  |
| 7 | unordered |  |

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VSCAN

Synopsis

.

**Description**

Elements of Vt are set to the cumulative sum of a value in register Ra. The summation is guided by a vector mask register.

**Instruction Format**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 026 | ~ | M2 | 02 | Vt5 | 05 | Ra5 | 01h6 |

**Operation**

sum = 0

for x = 0 to VL - 1

Vt[x] = sum

if (Vm[x])

sum = sum + Ra

### VSEQ – Set if Equal

Synopsis

Vector register set. Vm = Va == Vb

**Description**

Two vector registers (Va and Vb) are compared for equality and the comparison result is placed in the target vector mask register Vmt.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 066 | 0 | M2 | T2 | 02 | Vmt3 | Vb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

Vm[x] = Va[x] == Vb[x]

**Operation:**

**For each vector element**

if signed Va equals signed Vb

Vm = true

else

Vm = false

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VSEQS – Set if Equal Scalar

Synopsis

Vector register set. Vm = Va == Rb

**Description**

All elements of a vector are compared for equality to a scalar value. If equal a one is written to the output vector mask register, otherwise a zero is written to the output mask register.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 076 | 0 | M2 | T2 | 02 | Vmt3 | Rb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

Vm[x] = Va[x] == Rb[x]

**Operation:**

**For each vector element**

if signed Va equals signed Rb

Vm = true

else

Vm = false

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VSGE – Set if Greater or Equal

Synopsis

Vector register set. Vm = Va >= Vb

**Description**

Two vector registers (Va and Vb) are compared for greater or equal and the comparison result is placed in the target vector mask register Vmt.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 066 | 0 | M2 | T2 | 32 | Vmt3 | Vb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

Vm[x] = Va[x] >= Vb[x]

**Operation:**

**For each vector element**

if signed Va greater than or equal signed Vb

Vm = true

else

Vm = false

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VSGES – Set if Greater or Equal Scalar

Synopsis

Vector register set. Vm = Va >= Rb

**Description**

All elements of a vector are compared for greater or equal to a scalar value. If the condition is true a one is written to the output vector mask register, otherwise a zero is written to the output mask register.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 076 | 0 | M2 | T2 | 32 | Vmt3 | Rb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

Vm[x] = Va[x] >= Rb

**Operation:**

**For each vector element**

if signed Va greater than or equal signed Rb

Vm = true

else

Vm = false

### VSHL – Shift Left

Synopsis

Vector shift left.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0Ch6 | S | M2 | S | A | Vt5 | Amt5 | Va5 | 01h6 |

**Description**

Elements of the vector are shifted left. The least significant bits are loaded with the value zero.

**Operation**

For x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] << amt

**Exceptions:** none

|  |  |  |
| --- | --- | --- |
| S2 | Amount Field |  |
| 0 | general purpose register |  |
| 1 | vector register |  |
| 2 | immediate |  |
| 3 | reserved |  |

### VSHLV – Shift Vector Left

Synopsis

Vector shift left.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 10h6 | ~ | M2 | 02 | Vt5 | Amt5 | Va5 | 01h6 |

**Description**

Elements of the vector are transferred upwards to the next element position. The first is loaded with the value zero.

**Operation**

For x = VL-1 to Amt

Vt[x] = Va[x-amt]

For x = Amt-1 to 0

Vt[x] = 0

**Exceptions:** none

### VSHR – Shift Right

Synopsis

Vector shift left.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0Dh6 | S | M2 | S | A | Vt5 | Amt5 | Va5 | 01h6 |

**Description**

Elements of the vector are shifted right. The most significant bits are loaded with the value zero.

**Operation**

For x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] >> amt

**Exceptions:** none

|  |  |  |
| --- | --- | --- |
| S2 | Amount Field |  |
| 0 | general purpose register |  |
| 1 | vector register |  |
| 2 | immediate |  |
| 3 | reserved |  |

### VSHRV – Shift Vector Right

Synopsis

Vector shift right.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 11h6 | ~ | M2 | 02 | Vt5 | Amt5 | Va5 | 01h6 |

**Description**

Elements of the vector are transferred downwards to the next element position. The last is loaded with the value zero.

**Operation**

For x = 0 to VL-Amt

Vt[x] = Va[x+amt]

For x = VL-Amt +1 to VL-1

Vt[x] = 0

**Exceptions:** none

### VSIGN – Sign

Synopsis

Vector register sign value. Vt = Va < 0 ? –1 : Va = 0 ? 0 : 1

**Description**

The sign of a vector register is placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 26h6 | ~ | M2 | T2 | Vt5 | 05 | Va5 | 01h6 |

**Operation**

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = Va[x] < 0 ? –1 : Va[x]=0 ? 0 : 1

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VSLT – Set if Less Than

Synopsis

Vector register set. Vm = Va < Vb

**Description**

Two vector registers (Va and Vb) are compared for less than and the comparison result is placed in the target vector mask register Vmt.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 066 | 0 | M2 | T2 | 22 | Vmt3 | Vb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

Vm[x] = Va[x] < Vb[x]

**Operation:**

**For each vector element**

if signed Va less than signed Vb

Vm = true

else

Vm = false

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VSNE – Set if Not Equal

Synopsis

Vector register set. Vm = Va != Vb

**Description**

Two vector registers (Va and Vb) are compared for inequality and the comparison result is placed in the target vector mask register Vmt.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 066 | 0 | M2 | T2 | 12 | Vmt3 | Vb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

Vm[x] = Va[x] <> Vb[x]

**Operation:**

**For each vector element**

if signed Va not equal signed Vb

Vm = true

else

Vm = false

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VSUB - Subtract

Synopsis

Vector register add. Vt = Va - Vb

**Description**

Two vector registers (Va and Vb) are subtracted and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 056 | ~ | M2 | T2 | Vt5 | Vb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = Va[x] - Vb[x]

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VSUBRS – Subtract from Scalar

Synopsis

Vector register subtract. Vt = Rb - Va

**Description**

A vector and a scalar (Va and Rb) are subtracted and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 16h6 | ~ | M2 | T2 | Vt5 | Rb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Rb - Va[x]

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VSUBS – Subtract Scalar

Synopsis

Vector register subtract. Vt = Va - Rb

**Description**

A vector and a scalar (Va and Rb) are subtracted and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 15h6 | ~ | M2 | T2 | Vt5 | Rb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] - Rb

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VSUN – Set if Unordered

Synopsis

Vector register set. Vm = Va ? Vb

**Description**

Two vector registers (Va and Vb) are compared and the comparison result is placed in the target vector mask register Vmt.

**Instruction Format**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 066 | 1 | M2 | T2 | 32 | Vmt3 | Vb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

Vm[x] = Va[x] ? Vb[x]

**Operation:**

**For each vector element**

if is unordered Va or Vb

Vm = true

else

Vm = false

Operand Type

|  |  |  |
| --- | --- | --- |
| T2 | Operand Type |  |
| 0 | Integer |  |
| 1 | Float double |  |
| 2 | reserved |  |
| 3 | reserved |  |

### VSYNC -Synchronize

Description:

All vector instructions before the VSYNC are completed and committed to the architectural state before vector instructions after the VSYNC are issued. This instruction is used to ensure that the machine state is valid before subsequent instructions are executed.

Instruction Format:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 31 26 | 25 24 | 23 21 | 20 16 | 15 11 | 10 6 | 5 0 |
| 36h6 | ~2 | ~3 | ~5 | ~5 | ~5 | 01h6 |

Clock Cycles: varies depending on queue contents

### VXCHG - Exchange

Synopsis

Vector register exchange. Va = Vb;Vb= Va

**Description**

Exchange two vector registers (Va and Vb)

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 0B6 | Vm3 | 02 | Va5 | Vb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL - 1

if (Vm[x])

Vb[x] = Va[x]

Va[x] = Vb[x]

### VXOR – Bitwise Exclusive Or

Synopsis

Vector register bitwise or. Vt = Va ^ Vb

***Description***

Two vector registers (Va and Vb) are exclusive or’ed together and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 0Ah6 | Vm3 | 02 | Vt5 | Vb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] ^ Vb[x]

### VXORS – Bitwise Exclusive Or with Scalar

Synopsis

Vector register bitwise and. Vt = Va ^ Rb

***Description***

A vector register (Va) is bitwise exclusive ord’ed with a scalar register and placed in the target vector register Vt.

**Instruction Format**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1Ah6 | Vm3 | 02 | Vt5 | Rb5 | Va5 | 01h6 |

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] ^ Rb[x]

# Opcode Tables

## Major Opcode (inst. bits 0 to 5)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | x0 | x1 | x2 | x3 | x4 | x5 | x6 | x7 | x8 | x9 | xA | xB | xC | xD | xE | xF |
| 0x | BRK | {VECTOR} | {R2} | BccR | ADDI | SUBI | CMPI | CMPUI | ANDI | ORI | XORI | LFx | SFx | REX | CSR | {FLOAT} |
| 1x | LH | LHU | LW | LB | SH | SB | SW | SWC | JAL | CALL | QOPI | Scc | NOP | LWR | CACHE | EXEC |
| 2x | LC | LCU | {BITFIELD} | LBU | SC | CAS | BBc |  | JMP | RET | LBO | LCO | MODUI | MODSUI | MODI | {AMO} |
| 3x | Bcc |  | BEQ# |  | CHK | LHO | LV | SV | MULUI | MULSUI | MULI | LVx | DIVUI | DIVSUI | DIVI |  |

## Major Funct (inst. bits 26 to 31)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | x0 | x1 | x2 | x3 | x4 | x5 | x6 | x7 | x8 | x9 | xA | xB | xC | xD | xE | xF |
| 0x | {BCD} | {R1} |  | BMM | ADD | SUB | CMP | CMPU | AND | OR | XOR |  | NAND | NOR | XNOR | {shift} |
| 1x | LHX | LHUX | LWX | LBX | SHX | SBX | SWX | SWCX | LEAX | CMP | CMPU | MUX |  | LWRX | CACHEX | ANDOR |
| 2x | LCX | LCUX | MOV | LBUX | SCX | CASX | LVWS | SVWS | CMOVEQ | CMOVNE | LBOX | LCOX | MIN | MAX | MAJ | ORAND |
| 3x | SEI / CLI | WAIT | RTI | VMOV | CHK | LHOX | LVX | SVX | MULU | MULSU | MUL | LVxx | DIVMODU | DIVMODSU | DIVMOD |  |

## Float Funct (inst. bits 26 to 31)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | x0 | x1 | x2 | x3 | x4 | x5 | x6 | x7 | x8 | x9 | xA | xB | xC | xD | xE | xF |
| 0x |  |  |  |  | FADD | FSUB | FCMP |  | FMUL | FDIV |  |  |  |  |  |  |
| 1x | FMOV |  | FTOI | ITOF | FNEG | FABS | FSIGN | FMAN | FNABS | FCVTSD |  | FCVTSQ | FSTAT | FSQRT |  |  |
| 2x | FTX | FCX | FEX | FDX | FRM |  |  |  |  | FCVTDS |  |  |  |  |  |  |
| 3x |  |  |  |  |  |  | FSYNC |  |  |  |  |  |  |  |  |  |

## R1 (inst. bits 21 to 25)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | x0 | x1 | x2 | x3 | x4 | x5 | x6 | x7 | x8 | x9 | xA | xB | xC | xD | xE | xF |
| 0x | CNTLZ | CNTLO | CNTPOP |  | ABS | NOT | REDOR |  |  |  |  |  |  |  |  |  |
| 1x | MEMDB | MEMSB | SYNC |  | CHAIN OFF | CHAIN ON |  |  |  |  |  |  |  |  |  |  |

## Shift (inst. bits 22 to 25)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | x0 | x1 | x2 | x3 | x4 | x5 | x6 | x7 | x8 | x9 | xA | xB | xC | xD | xE | xF |
| 0x | SHL | SHR | ASL | ASR | ROL | ROR |  |  | SHLI | SHRI | ASLI | ASRI | ROLI | RORI |  |  |

## Vector Funct (inst. bits 26 to 31)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | x0 | x1 | x2 | x3 | x4 | x5 | x6 | x7 | x8 | x9 | xA | xB | xC | xD | xE | xF |
| 0x | VCMPRSS | VCIDX | VSCAN | VABS | VADD | VSUB | VSxx | VSxxS | VAND | VOR | VXOR | VXCHG | VSHL | VSHR | VASR |  |
| 1x | VSHLV | VSHRV |  |  | VADDS | VSUBS | VSUBRS | VSxxSU | VANDS | VORS | VXORS |  |  |  |  |  |
| 2x | VBITS2V | V2BITS | VEINS / VMOVSV | VEX / VMOVS | VFLT2INT | VINT2FLT | VSIGN | VSxxU | VCNTPOP |  | VMULS |  |  |  | VDIVS |  |
| 3x | VMAND | VMOR | VMXOR | VMXNOR | VMPOP | VMFILL | VMFIRST | VMLAST |  |  | VMUL |  |  |  | VDIV |  |

# Appendix

## Reducing the size of the core.

The vector instructions add considerably to the size of the core consuming approximately 40,000 LUTs. IF they are not required the core should be built without the vector instructions.

* Only for the FT64a core. Register file based register renaming adds considerably to the size of the core. It uses approximately 30,000 LUTs to implement register renaming. The core (FT64a) may be built without register renaming by setting the RENAME parameter to zero.

SMT support adds considerably to the size of the core. The additional logic requirements for SMT consume approximately 28,000 LUTs. The core size can be reduced significantly by building the core without SMT. This may be done by commenting out the SUPPORT\_SMT configuration define.

Support for debugging logic adds to the size of the core. The core may be built without debugging logic in order to reduce the size. The configuration define for this is SUPPORT\_DBG.

Some of the issue logic may be omitted in order to reduce the size of the core. However the issue logic was found not to have a large impact on core size. The configuration define is FULL\_ISSUE\_LOGIC.

Architectural Register vs Physical Registers

Architectural registers are the registers visible to the programmer as part of the programming model. Physical registers are the registers physically present in the machine’s hardware. There are substantially more physical registers than there are architectural ones. For FT64 there are 32 registers visible to be programmed which are supported by 64 physical registers.

Register Renaming

The core maintains an eight entry deep history file for register rename mappings and register in use flags. The depth of the history file corresponds to the number of entries in the re-order buffer. At most a new map will be needed for each re-order buffer entry. Typically the history file is cycled through at half or less the rate of the instruction queue as approximately 50% of instructions don’t have target registers.

The core can allocate up to two registers as target registers for every pair of instructions queued. If there are no target registers available the core stalls until previous instructions have made more target registers available.

Instruction Cache Miss

During a cache miss the core streams NOP operations to the instruction fetch unit while the core is waiting for the instruction cache to load. The program counters are not incremented however, and they remain at the value when the cache miss occurred.

Branches

Branches store the target address in iqentry\_a0 the immediate constant field of the queue. The target address has to be stored somewhere in the instruction queue so that it may be used to update the branch target buffer later. It can’t be stored in the result field, and it can’t be stored in one of the other argument fields. Arg0 is the only place it can be stored safely.

Branches are evaluated after the following instruction enqueues so that false branch mispredictions don’t occur. Mispredict logic looks at the address of the instruction following the branch to ensure that the branch address was predicted correctly.

## Configuration Defines

Q2VECTORS

* allows queuing two vector elements per cycle, rather than just one
* increases code size and complexity
* not known to be working

SUPPORT\_SMT

* Enables support for SMT and two threads of execution.
* increase the size of the core

SUPPORT\_DBG

* - enables support for debug registers and logic

## Parameters

SUP\_TXE

* default 0
* enables support for the call target exception

SUP\_VECTOR

* default 1
* enables support for vector instructions

## Instructions Supported Only on ALU #0

The following less frequently used instructions are only supported on ALU #0 in order to reduce the size of the core. ALU #0 is almost double the size of ALU#1 due to its support of additional instructions.

* + division and remainder instructions (DIV,DIVSU,DIVU,MOD,MODSU, MODU)
  + bit-field instructions (BFCLR, BFSET, BFCHG, BFINS, BFINSI, BFEXT, BFEXTU)
    - these are rarely used instructions
  + shift instructions (ASR, SHL, SHR)
    - The shift instructions use barrel shifters to shift by any amount in a single clock cycle and so are relatively resource expensive compared to how often they are used.
  + indexed memory loads / stores (LBX, LHX, LHUX, LWX, SBX, SHX, SWX)
    - since indexed memory instructions are infrequently used they are supported only on alu #0.
  + CSR instruction
    - CSR instructions are rarely used. They often also have synchronization issues as there is no bypassing for the CSR registers. Since they typically require synchronization operations there is no benefit to having multiple CSR instructions executing at the same time.

## Notes

If SMT is turned on, only thread 0 receives and processes interrupts. If SMT is off, only thread 0 is executing. Therefore thread 0 is always the thread that is interrupted. This is used to determine which register set and which CSR registers are the ones that were interrupted.

# Glossary

## Burst Access

A burst access is a number of bus accesses that occur rapidly in a row in a known sequence. If hardware supports burst access the cycle time for access to the device is drastically reduced. For instance dynamic RAM memory access is really fast for sequential burst access, and somewhat slower for random access.

## BTB

An acronym for Branch Target Buffer. The branch target buffer is used to improve the performance of a processing core. The BTB is a table that stores the branch target from previously executed branch instructions. A typical table may contain 1024 entries. The table is typically indexed by part of the branch address. Since the target address of a branch type instruction may not be known at fetch time, the address is speculated to be the address in the branch target buffer. This allows the machine to fetch instructions in a continuous fashion without pipeline bubbles. In many cases the calculated branch address from a previously executed instruction remains the same the next time the same instruction is executed. If the address from the BTB turns out to be incorrect, then the machine will have to flush the instruction queue or pipeline and begin fetching instructions from the correct address.

## FPGA

An acronym for Field Programmable Gate Array. FPGA’s consist of a large number of small RAM tables, flip-flops and other logic. These are all connected together with a programmable connection network. FPGA’s are ‘in the field’ programmable, and usually re-programmable. An FPGA’s re-programmability is typically RAM based. They are often used with configuration PROM’s so they may be loaded to perform specific functions.

HDL

An acronym that stands for ‘Hardware Description Language’. A hardware description language is used to describe hardware constructs at a high level.

## Instruction Bundle

A group of instructions. It is sometimes required to group instructions together into bundle. For instance all instructions in a bundle may be executed simultaneously on a processor as a unit. Instructions may also need to be grouped if they are oddball in size for example 41 bits, so that they can be fit evenly into memory. Typically a bundle has some bits that are global to the bundle, such as template bits, in addition to the encoded instructions.

## ISA

An acronym for Instruction Set Architecture. The group of instructions that an architecture supports. ISA’s are sometimes categorized at extreme edges as RISC or CISC. FT64 falls somewhere in between with features of both RISC and CISC architectures.

## Linear Address

A linear address is the resulting address from a virtual address after segmentation has been applied.

## Physical Address

A physical address is the final address seen by the memory system after both segmentation and paging have been applied to a virtual address. One can think of a physical address as one that is “physically” wired to the memory.

## Program Counter

A processor register dedicated to addressing instructions in memory. It is also often and perhaps more aptly called an instruction pointer. The program counter got it’s name because it usually increments (or counts) automatically after an instruction is fetched. In early machines in some rare cases the program counter did not count in a sequential binary fashion, but instead used other forms of a counter such as a grey counter or linear feedback shift register. In some machines the program counter addresses bundles of instructions rather than individual instructions. This is common with some stack machines where multiple instructions are packed into a memory word.

## ROB

An acronym for ReOrder Buffer. The re-order buffer allows instructions to execute out of order yet update the machine’s state in order by tracking instruction state and variables. In FT64 the re-order buffer is a circular queue with a head and tail pointers. Instructions at the head are committed if done to the machine’s state then the head advanced. New instructions are queued at the buffer’s tail as long as there is room in the queue. Instructions in the queue may be processed out of the order that they entered the queue in depending on the availability of resources (register values and functional units).

## RSB

An acronym that stands for return stack buffer. A buffer of addresses used to predict the return address which increases processor performance. The RSB is usually small, typically 16 entries. When a return instruction is detected at time of fetch the RSB is accessed to determine the address of the next instruction to fetch. Predicting the return address allows the processing core to continuously fetch instructions in a speculative fashion without bubbles in the pipeline. The return address in the RSB may turn out to be detected as incorrect during execution of the return instruction, in which case the pipeline or instruction queue will need to be flushed and instructions fetched from the proper address.

## SIMD

An acronym that stands for ‘Single Instruction Multiple Data’. SIMD instructions are usually implemented with extra wide registers. The registers contain multiple data items, such as a 128 bit register containing four 32 bit numbers. The same instruction is applied to all the data items in the register at the same time. For some applications SIMD instructions can enhance performance considerably.

## **Stack Pointer**

A processor register dedicated to addressing stack memory. Sometimes this register is assigned by convention from the general register pool. This register may also sometimes index into a small dedicated stack memory that is not part of the main memory system. Sometimes machines have multiple stack pointers for different purposes but they all work on the idea of a stack. For instance in Forth machines there are typically two stacks, one for data and one for return addresses.

# Miscellaneous

## Reference Material

Below is a short list of some of the reading material I’ve studied. I’ve downloaded a fair number of documents on computer architecture from the web. Too many to list.

*Computer Architecture A Quantitative Approach, Second Edition, by John L Hennessy & David Patterson, published by Morgan Kaufman Publishers, Inc. San Franciso, California* is a good book on computer architecture. There is a newer edition of the book available.

Memory Systems Cache, DRAM, Disk by Bruce Jacob, Spencer W. Ng., David T. Wang, Samuel Rodriguez, Morgan Kaufman Publishers

PowerPC Microprocessor Developer’s Guide, SAMS publishing. 201 West 103rd Street, Indianapolis, Indiana, 46290

80386/80486 Programming Guide by Ross P. Nelson, Microsoft Press

Programming the 286, C. Vieillefond, SYBEX, 2021 Challenger Drive #100, Alameda, CA 94501

Tech. Report UMD-SCA-2000-02 ENEE 446: Digital Computer Design — An Out-of-Order RiSC-16

Programming the 65C816, David Eyes and Ron Lichty, Western Design Centre Inc.

Microprocessor Manuals from Motorola, and Intel,

The SPARC Architecture Manual Version 8, SPARC International Inc, 535 Middlefield Road. Suite210 Menlo Park California, CA 94025

The SPARC Architecture Manual Version 9, SPARC International Inc, Sab Jose California, PTR Prentice Hall, Englewood Cliffs, New Jersey, 07632

The MMIX processor: <http://mmix.cs.hm.edu/doc/instructions-en.html>

RISCV 2.0 Spec, Andrew Waterman, Yunsup Lee, David Patterson, Krste Asanovi´c CS Division, EECS Department, University of California, Berkeley {waterman|yunsup|pattrsn|krste}@eecs.berkeley.edu

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# WISHBONE Compatibility Datasheet

The FT64 core may be directly interfaced to a WISHBONE compatible bus.

|  |  |  |
| --- | --- | --- |
| WISHBONE Datasheet  WISHBONE SoC Architecture Specification, Revision B.3 | | |
|  |  | |
| Description: | Specifications: | |
| General Description: | Central processing unit (CPU core) | |
| Supported Cycles: | MASTER, READ / WRITE  MASTER, READ-MODIFY-WRITE  MASTER, BLOCK READ / WRITE, BURST READ (FIXED ADDRESS) | |
| Data port, size:  Data port, granularity:  Data port, maximum operand size:  Data transfer ordering:  Data transfer sequencing | 64 bit  8 bit  64 bit  Little Endian  any (undefined) | |
| Clock frequency constraints: |  | |
| Supported signal list and cross reference to equivalent WISHBONE signals | Signal Name:  ack\_i  adr\_o(31:0)  clk\_i  dat\_i(63:0)  dat\_o(63:0)  cyc\_o  stb\_o  wr\_o  sel\_o(7:0)  cti\_o(2:0)  bte\_o(1:0) | WISHBONE Equiv.  ACK\_I  ADR\_O()  CLK\_I  DAT\_I()  DAT\_O()  CYC\_O  STB\_O  WE\_O  SEL\_O  CTI\_O  BTE\_O |
| Special Requirements: |  | |