ISA Design

$\underline{Instruction formats}$

	4 bits	4 bits	4 bits	4 bits			
R-type	Opcode	rsd	rt	function			
	4 bits	4 bits	8 bits				
I-type	Opcode	rsd	imme	immediate			
	4 bits 12 bits						
J-type	Opcode	address					
	4 bits	4 bits	4 bits	4 bits			
LS-type	Opcode	rsd	rt	immediate			

Our registers

<u>Name</u>	<u>Number</u>	<u>Description</u>			
#PC	0	Program counter			
#out0 , #out1	1-2	Function results			
#temp0,#temp1, #temp2	3-5	Temporaries			
#in0, #in1, #in2	6-8	Arguments			
#zero	9	Constant value zero			
#S0, #S1, #S2, #S3	10-13	Saved temporaries			
#ra	14	Return address			

Instructions

<u>Instruction</u>	Description	<u>Action</u>	<u>Type</u>	Opcode bitfield			
Seq	Skip next instruction if equal		R	0000	rsd	rt	0001
Jump		pc=pc_upper (target<<2)	J	0001	Target		
Slt	Skip next instruction if less than		R	0000	rsd	rt	0010
LW	Load word	rt=*(int*)(offset+rsd)	LS	0100	rsd	rt	Immediate
SW	Store word	*(int*)(offset+rsd)=rt	LS	0101	rsd	rt	Immediate
add	Executes the add operation	rsd = rsd + rt	R	0000	rsd	rt	0011
sub	Subtracts	rsd = rsd- rt	R	0000	rsd	rt	0100
and	And gate	rsd = rsd (and) rt	R	0000	rsd	rt	0101
or	Or gate	rsd = rsd (or) rt	R	0000	rsd	rt	0110
nor	Nor gate	rsd = rsd (nor) rt	R	0000	rsd	rt	0111
Jr	Jump to the adress in register		J	0010	Adress in register		
Mult	Performs multiplication on 2 registers	Rsd = rsd*rt	R	0000	rsd	rt	1000
Power	Performs Power operation	rsd=rsd^rt	R	0000	rsd	rt	1001

SNE	Skip if not equal	R	0000	rsd	rt	1010
Addi	Add immediate	Ι	0111	rsd	Immediate	
Jal	Jump and link	J	0011	Target		

Datapath

