# ELEC6027 - VLSI Design Project : Programmers Guide

Team R4

13<sup>th</sup> April, 2014

# 1 Introduction

Lorem Ipsum...

# 2 Architecture

Lorem Ipsum...

# 3 Register Description

Lorem Ipsum...

## 4 Instruction Set

The complete instruction set architecture includes a number of instructions for performing calculations on data, moving data between external memory and general purpose registers, transfer of control within a program and interrupt handling. It is based around a RISC <u>architecture and as such has a highly orthogonal formatting of bit fields within the instruction code.</u>

All instruction implemented by the architecture fall into one of 6 groups:

- Data Manipulation
- Byte Immediate
- Data Transfer
- Control Transfer
- Stack Operations
- Interrupts

Each instruction has only one addressing mode associated with it, determined by which group it falls within. Data manipulation instructions have either a register-register or register-immediate addressing mode for performing arithmetic, logic or shift operations. Byte immediate instructions have a register-immediate addressing mode for arithmetic and load immediate type operations. Data transfer instructions have a base plus offset addressing mode for accessing external memory using an address stored in a GPR. Control transfer instructions have PC relative, register indirect and base plus offset addressing modes for changing the value of the program counter. Stack operations have register indirect preincrement or register indirect postdecrement addressing modes for accessing external memory and adjusting the stack pointer value. While interrupt operations have register indirect with postdecrement or preincrement addressing modes for restoring program counter and accessing the stack.

HSL: This is quite tough to read. Maybe refer to the types of instruction using the letters in the table below. Maybe bullet too? I'll have a ponder on this

HSL: I agree, but this may be discussed in the architecture section. This is a note to check when that is

done

# 4.1 General Instruction Formatting

| Instruction Type | Sub-Type | 15 14 13 12 | 2 11 10 9 | 8 7 6 5 4 | 3 2 1 0 |
|------------------|----------|-------------|-----------|-----------|---------|
|                  |          |             |           |           |         |

| A1 | Data Manipulation | Register  |   | Or             | oco  | ما |   |    | Rd   | Ra    |    | Rb |    | X  | X |
|----|-------------------|-----------|---|----------------|------|----|---|----|------|-------|----|----|----|----|---|
| A2 | Bata Manipulation | Immediate |   | O <sub>I</sub> | )CO( | ıc |   |    | Rd   | Ra    |    | im | m4 | /5 |   |
| В  | Byte Immediate    |           |   | $O_{\rm I}$    | oco  | de |   |    | Rd   |       | in | nm | 3  |    |   |
| С  | Data Transfer     |           | 0 | LS             | 0    | 0  | 0 |    | Rd   | Ra    |    | in | nm | 5  |   |
| D1 | Control Transfer  | Others    | 1 | 1              | 1    | 1  | 0 | C  | ond. |       | in | nm | 3  |    |   |
| D2 | Control Transfer  | Jump      | 1 | 1              | 1    | 1  | U |    | onu. | Ra    |    | ir | nm | 5  |   |
| Е  | Stack Operations  |           | 0 | U              | 0    | 0  | 1 | L  | X X  | Ra    | 0  | 0  | 0  | 0  | 1 |
| F  | Interrupts        |           | 1 | 1              | 0    | 0  | 1 | IC | ond. | 1 1 1 | X  | X  | X  | X  | X |

#### **Instruction Field Definitions**

Opcode: Operation code as defined for each instruction

Rd: Destination Register

Ra: Source register 1

Rb: Source register 2

immX: Immediate value of length X

Cond.: Branching condition code as defined for branch instructions

ICond.: Interrupt instruction code as defined for interrupt instructions

LS: 0=Load Data, 1=Store Data

U: 1=PUSH, 0=POP

L: 1=Use Link Register, 0=Use GPR

## Pseudocode Notation

| Symbol                       | Meaning  |
|------------------------------|--|
| $\leftarrow$ , $\rightarrow$ | Assignment   |
| Result[x]                    | Bit $x$ of result                                    |
| Ra[x: y]                     | Bit range from $x$ to $y$ of register Ra             |
| +Ra                          | Positive value in Register Ra                        |
| -Ra                          | Negative value in Register Ra                        |
| <                            | Numerically greater than                             |
| >                            | Numerically less than                                |
| <<                           | Logical shift left                                   |
| >>                           | Logical shift right                                  |
| >>>                          | arithmetic shift right                               |
| Mem[val]                     | Data at memory location with address $val$           |
| $\{x, y\}$                   | Contatenation of $x$ and $y$ to form a 16-bit value  |
| (cond)?                      | Operation performed if <i>cond</i> evaluates to true |
| !                            | Bitwise Negation                                     |

Use of the word UNPREDICTABLE indicates that the resultant flag value after operation execution will not be indicative of the ALU result. Instead its value will correspond to the result of an undefined arithmetic operation and as such should not be used.

4.2 ADD Add Word

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|----|---|---|---|
| 0  | 0  | 0  | 1  | 0  |    | Rd |   |   | Ra |   |   | Rb |   | X | X |

#### **Syntax**

ADD Rd, Ra, Rb

eg. ADD R5, R3, R2

#### Operation

$$Rd \leftarrow Ra + Rb$$

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

 $V \leftarrow if \; (+Ra, \, +Rb, \, -Result) \; or \;$ 

(-Ra, -Rb, +Result) then 1, else 0

 $C \leftarrow \text{if (Result} > 2^{15}) \text{ or}$ 

(Result  $< -2^{16}$ ) then 1, else 0

## Description

The 16-bit word in GPR Ra is added to the 16-bit word in GPR Rb and the result is placed into GPR Rd.

## 4.3 ADDI

## Add Immediate

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3 | 2  | 1 | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|---|----|---|---|
| 0  | 0  | 1  | 1  | 0  | -  | Rd |   |   | Ra |   |   | i | mm | 5 |   |

#### **Syntax**

ADDI Rd, Ra, #imm5

eg. ADDI R5, R3, #7

## Operation

$$Rd \leftarrow Ra + \#imm5$$

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

$$V \leftarrow if (+Ra, +\#imm5, -Result) or$$

$$(-Ra, -\#imm5, +Result)$$
 then 1, else 0

$$C \leftarrow if (Result > 2^{15}) or$$

(Result 
$$< -2^{16}$$
) then 1, else 0

#### Description

The 16-bit word in GPR Ra is added to the sign-extended 5-bit value given in the instruction and the result is placed into GPR Rd.

## **4.4** ADDIB

# Add Immediate Byte

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6 | 5 | 4  | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|----|---|---|---|---|----|----|---|---|---|
| 0  | 0  | 0  | 1  | 1  |    | Rd |   |   |   |   | im | m8 |   |   |   |

#### **Syntax**

ADDIB Rd, #imm8

eg. ADDIB R5, #93

#### Operation

$$Rd \leftarrow Rd + \#imm8$$

$$N \leftarrow \text{Result}[31]$$

$$Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$$

V 
$$\leftarrow$$
 if (+Rd, +#imm8, -Result) or

$$(-Rd, -\#imm8, +Result)$$
 then 1, else 0

$$C \leftarrow if (Result > 2^{15}) or$$

(Result 
$$< -2^{16}$$
) then 1, else 0

#### Description

The 16-bit word in GPR Rd is added to the sign-extended 8-bit value given in the instruction and the result is placed into GPR Rd.

## 4.5 ADC

# Add Word With Carry

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|----|---|---|---|
| 0  | 0  | 1  | 0  | 0  |    | Rd |   |   | Ra |   |   | Rb |   | X | X |

#### **Syntax**

ADC Rd, Ra, Rb

eg. ADC R5, R3, R2

## Operation

$$Rd \leftarrow Ra + Rb + C$$
  
 $N \leftarrow Result[31]$ 

$$Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$$

$$V \leftarrow if (+Ra, +(Rb+CFlag), -Result)$$
 or 
$$(-Ra, -(Rb+CFlag), +Result) \ then \ 1, \ else \ 0$$

$$C \leftarrow \text{if (Result} > 2^{15}) \text{ or}$$
 (Result  $< -2^{16}$ ) then 1, else 0

#### Description

The 16-bit word in GPR Ra is added to the 16-bit word in GPR Rb with the added carry in set according to the Carry flag from previous operation, and the result is placed into GPR Rd.

## 4.6 ADCI

# Add Immediate With Carry

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3 | 2  | 1 | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|---|----|---|---|
| 0  | 0  | 1  | 0  | 1  |    | Rd |   |   | Ra |   |   | i | mm | 5 |   |

#### **Syntax**

ADCI Rd, Ra, #imm5

eg. ADCI R5, R4, #7

#### Operation

Rd 
$$\leftarrow$$
 Ra + #imm5 + C  
N  $\leftarrow$  Result[31]  
Z  $\leftarrow$  if Result = 0 then 1, else 0  
V  $\leftarrow$  if (+Ra, +(#imm5+CFlag), -Result) or  
(-Ra, -(#imm5+CFlag), +Result) then 1, else 0  
C  $\leftarrow$  if (Result >  $2^{15}$ ) or  
(Result <  $-2^{16}$ ) then 1, else 0

#### Description

The 16-bit word in GPR Ra is added to the sign-extended 5-bit value given in the instruction with carry in set according to the Carry flag from previous operation, and the result is placed into GPR Rd.

4.7 NEG

Negate Word

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|----|---|---|---|
| 1  | 1  | 0  | 1  | 0  |    | Rd |   |   | Ra |   |   | Rb |   | X | X |

## Syntax

NEG Rd, Ra

eg. NEG R5, R3

## Operation

$$Rd \leftarrow 0$$
 -  $Ra$ 

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow if Result = 0 then 1, else 0$ 

 $V \leftarrow 0$ 

 $C \leftarrow \text{if (Result} > 2^{15}) \text{ or}$   $(\text{Result} < -2^{16}) \text{ then } 1, \text{ else } 0$ 

## Description

The 16-bit word in GPR Ra is added to the 16-bit word in GPR Rb and the result is placed into GPR Rd.

4.8 SUB Subtract Word

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|----|---|---|---|
| 0  | 1  | 0  | 1  | 0  |    | Rd |   |   | Ra |   |   | Rb |   | X | X |

#### **Syntax**

SUB Rd, Ra, Rb

eg. SUB R5, R3, R2

#### Operation

$$\mathrm{Rd} \leftarrow \mathrm{Ra} - \mathrm{Rb}$$

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

 $V \leftarrow if (+Ra, +Rb, -Result) or$ 

(-Ra, -Rb, +Result) then 1, else 0

 $C \leftarrow if (Result > 2^{15}) or$ 

(Result  $< -2^{16}$ ) then 1, else 0

#### Description

The 16-bit word in GPR Rb is subtracted from the 16-bit word in GPR Ra and the result is placed into GPR Rd.

#### 4.9 SUBI

## **Subtract Immediate**

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3 | 2  | 1 | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|---|----|---|---|
| 0  | 1  | 1  | 1  | 0  |    | Rd |   |   | Ra |   |   | i | mm | 5 |   |

## Syntax

SUBI Rd, Ra, #imm5

eg. SUBI R5, R3, #7

## Operation

$$Rd \leftarrow Ra - \#imm5$$

$$N \leftarrow \text{Result}[31]$$

$$Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$$

$$V \leftarrow if (+Ra, +\#imm5, -Result) or$$

$$(-Ra, -\#imm5, +Result)$$
 then 1, else 0

$$C \leftarrow if (Result > 2^{15}) or$$

(Result 
$$< -2^{16}$$
) then 1, else 0

#### Description

The sign extended 5-bit value given in the instruction is subtracted from the 16-bit word in GPR Ra and the result is placed into GPR Rd.

## 4.10 **SUBIB**

# Subtract Immediate Byte

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6 | 5 | 4  | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|----|---|---|---|---|----|----|---|---|---|
| 0  | 1  | 0  | 1  | 1  | -  | Rd |   |   |   |   | im | m8 |   |   |   |

#### **Syntax**

SUBIB Rd, #imm8

eg. SUBIB R5, #93

#### Operation

$$Rd \leftarrow Rd - \#imm8$$

$$N \leftarrow \text{Result}[31]$$

$$Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$$

V 
$$\leftarrow$$
 if (+Rd, +#imm8, -Result) or

$$(-Rd, -\#imm8, +Result)$$
 then 1, else 0

$$C \leftarrow if (Result > 2^{15}) or$$

(Result 
$$< -2^{16}$$
) then 1, else 0

#### Description

The 8-bit immediate value given in the instruction is subtracted from the 16-bit word in GPR Rd and the result is placed into GPR Rd.

## 4.11 SUC

# Subtract Word With Carry

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|----|---|---|---|
| 0  | 1  | 1  | 0  | 0  | -  | Rd |   |   | Ra |   |   | Rb |   | X | X |

#### **Syntax**

SUC Rd, Ra, Rb

eg. SUC R5, R3, R2

#### Operation

$$Rd \leftarrow Ra - Rb - C$$

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

$$V \leftarrow if (+Ra, +(Rb-CFlag), -Result) or$$

$$(-Ra, -(Rb-CFlag), +Result)$$
 then 1, else 0

$$C \leftarrow if (Result > 2^{15}) or$$

(Result 
$$< -2^{16}$$
) then 1, else 0

#### Description

The 16-bit word in GPR Rb is subtracted from the 16-bit word in GPR Rb with the subtracted carry in set according to the Carry flag from previous operation, and the result is placed into GPR Rd.

## 4.12 SUCI

# Subtract Immediate With Carry

#### **Format**

| 15 | 5 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3 | 2  | 1 | 0 |
|----|---|----|----|----|----|----|----|---|---|----|---|---|---|----|---|---|
| 0  |   | 1  | 1  | 0  | 1  |    | Rd |   |   | Ra |   |   | i | mm | 5 |   |

#### **Syntax**

SUCI Rd, Ra, #imm5

eg. SUCI R5, R4, #7

## Operation

Rd 
$$\leftarrow$$
 Ra - #imm5 - C  
N  $\leftarrow$  Result[31]  
Z  $\leftarrow$  if Result = 0 then 1, else 0  
V  $\leftarrow$  if (+Ra, +(#imm5-CFlag), -Result) or  
(-Ra, -(#imm5-CFlag), +Result) then 1, else 0  
C  $\leftarrow$  if (Result >  $2^{15}$ ) or

(Result  $< -2^{16}$ ) then 1, else 0

## Description

The 5-bit immediate value in instruction is subtracted from the 16-bit word in GPR Ra with the subtracted carry in set according to the Carry flag from previous operation, and the result is placed into GPR Rd.

#### 4.13 CMP

# Compare Word

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3  | 2 | 1 | 0 |  |
|----|----|----|----|----|----|----|---|---|----|---|---|----|---|---|---|--|
| 0  | 0  | 1  | 1  | 1  |    | Rd |   |   | Ra |   |   | Rb |   | X | X |  |

#### **Syntax**

CMP Ra, Rb

eg. CMP R3, R2

## Operation

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

 $V \leftarrow if (+Ra, +Rb, -Result) or$ 

(-Ra, -Rb, +Result) then 1, else 0

 $C \leftarrow if (Result > 2^{15}) or$ 

(Result  $< -2^{16}$ ) then 1, else 0

#### Description

The 16-bit word in GPR Rb is subtracted from the 16-bit word in GPR Ra and the status flags are updated without saving the result.

## 4.14 CMPI

# Compare Immediate

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3 | 2  | 1 | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|---|----|---|---|
| 0  | 1  | 1  | 1  | 1  |    | Rd |   |   | Ra |   |   | i | mm | 5 |   |

#### **Syntax**

CMPI Ra, #imm5

eg. CMPI R3, #7

## Operation

$$Ra - \#imm5$$

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

 $V \leftarrow if (+Ra, +\#imm5, -Result) or$ 

(-Ra, -#imm5, +Result) then 1, else 0

 $C \leftarrow if (Result > 2^{15}) or$ 

(Result  $< -2^{16}$ ) then 1, else 0

#### Description

The sign extended 5-bit value given in the instruction is subtracted from the 16-bit word in GPR Ra and the status flags are updated without saving the result.

4.15 AND

Logical AND

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|----|---|---|---|
| 1  | 0  | 0  | 0  | 0  | -  | Rd |   |   | Ra |   |   | Rb |   | X | X |

#### **Syntax**

AND Rd, Ra, Rb

eg. AND R5, R3, R2

#### Operation

 $\mathrm{Rd} \leftarrow \mathrm{Ra} \; \mathrm{AND} \; \mathrm{Rb}$ 

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

 $V \leftarrow UNPREDICTABLE$ 

 $\mathbf{C} \leftarrow \mathbf{UNPREDICTABLE}$ 

## Description

The logical AND of the 16-bit words in GPRs Ra and Rb is performed and the result is placed into GPR Rd.

4.16 OR Logical OR

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3  | 2 | 1 | 0 |  |
|----|----|----|----|----|----|----|---|---|----|---|---|----|---|---|---|--|
| 1  | 0  | 0  | 0  | 1  |    | Rd |   |   | Ra |   |   | Rb |   | X | X |  |

## Syntax

OR Rd, Ra, Rb

eg. OR R5, R3, R2

#### Operation

 $Rd \leftarrow Ra \ OR \ Rb$ 

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

 $V \leftarrow UNPREDICTABLE$ 

 $\mathbf{C} \leftarrow \mathbf{UNPREDICTABLE}$ 

## Description

The logical OR of the 16-bit words in GPRs Ra and Rb is performed and the result is placed into GPR Rd.

4.17 XOR

Logical XOR

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3  | 2 | 1 | 0 |  |
|----|----|----|----|----|----|----|---|---|----|---|---|----|---|---|---|--|
| 1  | 0  | 0  | 1  | 1  |    | Rd |   |   | Ra |   |   | Rb |   | X | X |  |

#### **Syntax**

XOR Rd, Ra, Rb

eg. XOR R5, R3, R2

#### Operation

 $\mathrm{Rd} \leftarrow \mathrm{Ra} \; \mathrm{XOR} \; \mathrm{Rb}$ 

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

 $V \leftarrow UNPREDICTABLE$ 

 $\mathbf{C} \leftarrow \mathbf{UNPREDICTABLE}$ 

## Description

The logical XOR of the 16-bit words in GPRs Ra and Rb is performed and the result is placed into GPR Rd.

4.18 NOT

Logical NOT

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3  | 2 | 1 | 0 |  |
|----|----|----|----|----|----|----|---|---|----|---|---|----|---|---|---|--|
| 1  | 0  | 0  | 1  | 0  |    | Rd |   |   | Ra |   |   | Rb |   | X | X |  |

## Syntax

NOT Rd, Ra

eg. NOT R5, R3

## Operation

 $\mathrm{Rd} \leftarrow \mathrm{NOT} \ \mathrm{Ra}$ 

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

 $V \leftarrow UNPREDICTABLE$ 

 $\mathbf{C} \leftarrow \mathbf{UNPREDICTABLE}$ 

## Description

The logical NOT of the 16-bit word in GPR Ra is performed and the result is placed into GPR Rd.

## 4.19 NAND

# Logical NAND

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|----|---|---|---|
| 1  | 0  | 1  | 1  | 0  |    | Rd |   |   | Ra |   |   | Rb |   | X | X |

#### **Syntax**

NAND Rd, Ra, Rb

eg. NAND R5, R3, R2

#### Operation

 $Rd \leftarrow Ra~NAND~Rb$ 

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

 $V \leftarrow UNPREDICTABLE$ 

 $C \leftarrow UNPREDICTABLE$ 

## Description

The logical NAND of the 16-bit words in GPRs Ra and Rb is performed and the result is placed into GPR Rd.

4.20 NOR

Logical NOR

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3  | 2 | 1 | 0 |  |
|----|----|----|----|----|----|----|---|---|----|---|---|----|---|---|---|--|
| 1  | 0  | 1  | 1  | 1  |    | Rd |   |   | Ra |   |   | Rb |   | X | X |  |

#### **Syntax**

NOR Rd, Ra, Rb

eg. NOR R5, R3, R2

#### Operation

 $\mathrm{Rd} \leftarrow \mathrm{Ra} \; \mathrm{NOR} \; \mathrm{Rb}$ 

 $N \leftarrow Result[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

 $V \leftarrow UNPREDICTABLE$ 

 $\mathbf{C} \leftarrow \mathbf{UNPREDICTABLE}$ 

## Description

The logical NOR of the 16-bit words in GPRs Ra and Rb is performed and the result is placed into GPR Rd.

## 4.21 LSL

# Logical Shift Left

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3 | 2  | 1  | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|---|----|----|---|
| 1  | 1  | 1  | 1  | 1  | -  | Rd |   |   | Ra |   | 0 |   | im | m4 |   |

## Syntax

LSL Rd, Ra, #imm4

eg. LSL R5, R3, #7

#### Operation

 $Rd \leftarrow Ra << \#imm4$ 

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow if Result = 0 then 1, else 0$ 

 $V \leftarrow UNPREDICTABLE$ 

 $\mathbf{C} \leftarrow \mathbf{UNPREDICTABLE}$ 

## Description

The 16-bit word in GPR Ra is shifted left by the 4-bit amount specified in the instruction, shifting in zeros, and the result is placed into GPR Rd.

## 4.22 LSR

# Logical Shift Right

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3 | 2  | 1  | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|---|----|----|---|
| 1  | 1  | 1  | 0  | 1  |    | Rd |   |   | Ra |   | 0 |   | im | m4 |   |

#### **Syntax**

LSR Rd, Ra, #imm4

eg. LSR R5, R3, #7

#### Operation

 $Rd \leftarrow Ra >> \#imm4$ 

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

 $V \leftarrow UNPREDICTABLE$ 

 $\mathbf{C} \leftarrow \mathbf{UNPREDICTABLE}$ 

## Description

The 16-bit word in GPR Ra is shifted right by the 4-bit amount specified in the instruction, shifting in zeros, and the result is placed into GPR Rd.

#### 4.23 ASR

# Arithmetic Shift Right

#### **Format**

| 15 |   |   |   |   |   |    |  |    |   |    |    |  |
|----|---|---|---|---|---|----|--|----|---|----|----|--|
| 1  | 1 | 1 | 0 | 0 | - | Rd |  | Ra | 0 | im | m4 |  |

#### **Syntax**

ASR Rd, Ra, #imm4

eg. ASR R5, R3, #7

#### Operation

 $Rd \leftarrow Ra >>> \#imm4$ 

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

 $V \leftarrow UNPREDICTABLE$ 

 $C \leftarrow UNPREDICTABLE$ 

## Description

The 16-bit word in GPR Ra is shifted right by the 4-bit amount specified in the instruction, shifting in the sign bit of Ra, and the result is placed into GPR Rd.

4.24 LDW Load Word

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3 | 2  | 1 | 0 |
|----|----|----|----|----|----|----|---|---|----|---|---|---|----|---|---|
| 0  | 0  | 0  | 0  | 0  |    | Rd |   |   | Ra |   |   | i | mm | 5 |   |

#### **Syntax**

LDW Rd, [Ra, #imm5]

eg. LDW R5, [R3, #7]

## Operation

$$Rd \leftarrow Mem[Ra + \#imm5]$$

 $N \leftarrow Result[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

$$V \leftarrow if (+Ra,\, +\#imm5,\, \text{-Result})$$
 or

$$C \leftarrow if (Result > 2^{15}) or$$

(Result 
$$< -2^{16}$$
) then 1, else 0

## Description

Data is loaded from memory at the resultant address from addition of GPR Ra and the 5-bit immediate value specified in the instruction, and the result is placed into GPR Rd.

The addressing mode of this instruction is Base Plus Offset.

4.25 STW Store Word

#### **Format**

| <br>15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6  | 5 | 4 | 3 | 2  | 1 | 0 |
|--------|----|----|----|----|----|----|---|---|----|---|---|---|----|---|---|
| 0      | 1  | 0  | 0  | 0  |    | Rd |   |   | Ra |   |   | i | mm | 5 |   |

#### **Syntax**

STW Rd, [Ra, #imm5]

eg. STW R5, [R3, #7]

## Operation

$$Rd \rightarrow Mem[Ra + \#imm5]$$

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow \text{if Result} = 0 \text{ then } 1, \text{ else } 0$ 

$$V \leftarrow if (+Ra, \, +\#imm5, \, -Result)$$
 or

$$(-Ra, -\#imm5, +Result)$$
 then 1, else 0

$$C \leftarrow if (Result > 2^{15}) or$$

(Result 
$$< -2^{16}$$
) then 1, else 0

# Description

Data in GPR Rd is stored to memory at the resultant address from addition of GPR Ra and the 5-bit immediate value specified in the instruction.

The addressing mode of this instruction is Base Plus Offset.

## 4.26 LUI

# Load Upper Immediate

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6 | 5 | 4  | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|----|---|---|---|---|----|----|---|---|---|
| 1  | 0  | 1  | 0  | 0  |    | Rd |   |   |   |   | im | m8 |   |   |   |

## **Syntax**

LUI Rd #imm8

eg. LUI R5, #93

# Operation

 $Rd \leftarrow \{\#imm8, 0\}$ 

 $N \leftarrow Result[31]$ 

 $Z \leftarrow if Result = 0 then 1, else 0$ 

 $V \leftarrow UNPREDICTABLE$ 

 $\mathbf{C} \leftarrow \mathbf{UNPREDICTABLE}$ 

## Description

The 8-bit immediate value provided in the instruction is loaded into the top half in GPR Rd, setting the bottom half to zero.

## 4.27 LLI

## Load Lower Immediate

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8 | 7 | 6 | 5 | 4  | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|----|---|---|---|---|----|----|---|---|---|
| 1  | 0  | 1  | 0  | 1  |    | Rd |   |   |   |   | im | m8 |   |   |   |

## **Syntax**

LLI Rd #imm8

eg. LLI R5, #93

#### Operation

 $Rd \leftarrow \{Rd[15:8], \#imm8\}$ 

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow if Result = 0 then 1, else 0$ 

 $V \leftarrow UNPREDICTABLE$ 

 $\mathbf{C} \leftarrow \mathbf{UNPREDICTABLE}$ 

## Description

The 8-bit immediate value provided in the instruction is loaded into the bottom half in GPR Rd, leaving the top half unchanged.

## 4.28 BR

# **Branch Always**

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4  | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|----|----|---|---|---|
| 1  | 1  | 1  | 1  | 0  | 0  | 0 | 0 |   |   |   | im | m8 |   |   |   |

#### **Syntax**

BR LABEL

eg. BR .loop

#### Operation

PC 
$$\leftarrow$$
 PC + #imm8  
N  $\leftarrow$  Result[31]  
Z  $\leftarrow$  if Result = 0 then 1, else 0  
V  $\leftarrow$  if (+Rd, +#imm8, -Result) or  
(-Rd, -#imm8, +Result) then 1, else 0  
C  $\leftarrow$  if (Result >  $2^{15}$ ) or  
(Result <  $-2^{16}$ ) then 1, else 0

## Description

Unconditionally branch to the resultant address from addition of PC and the 8-bit immediate value specified in the instruction. LABEL can be both a symbolic name or a numeric value, and is capable of jumping forwards or backwards.

#### 4.29 BNE

# Branch If Not Equal

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4  | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|----|----|---|---|---|
| 1  | 1  | 1  | 1  | 0  | 1  | 1 | 0 |   |   |   | im | m8 |   |   |   |

#### **Syntax**

BNE LABEL

eg. BNE .loop

#### Operation

$$\begin{split} & \text{PC} \leftarrow \text{PC} + \# \text{imm8} \ (\text{z}{=}0)? \\ & \text{N} \leftarrow \text{Result}[31] \\ & \text{Z} \leftarrow \text{if Result} = 0 \ \text{then 1, else 0} \\ & \text{V} \leftarrow \text{if (+Rd, +}\# \text{imm8, -Result) or} \\ & \text{(-Rd, -}\# \text{imm8, +Result) then 1, else 0} \\ & \text{C} \leftarrow \text{if (Result } > 2^{15}) \ \text{or} \\ & \text{(Result } < -2^{16}) \ \text{then 1, else 0} \end{split}$$

#### Description

Conditionally branch to the resultant address from addition of PC and the 8-bit immediate value specified in the instruction if zero status flag (Z) equals zero. LABEL can be both a symbolic name or a numeric value, and is capable of jumping forwards or backwards.

#### 4.30 BE

# **Branch If Equal**

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4  | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|----|----|---|---|---|
| 1  | 1  | 1  | 1  | 0  | 1  | 1 | 1 |   |   |   | im | m8 |   |   |   |

#### **Syntax**

BE LABEL

eg. BE .loop

#### Operation

PC 
$$\leftarrow$$
 PC + #imm8 (z==1)?  
N  $\leftarrow$  Result[31]  
Z  $\leftarrow$  if Result = 0 then 1, else 0  
V  $\leftarrow$  if (+Rd, +#imm8, -Result) or  
(-Rd, -#imm8, +Result) then 1, else 0  
C  $\leftarrow$  if (Result >  $2^{15}$ ) or  
(Result <  $-2^{16}$ ) then 1, else 0

#### Description

Conditionally branch to the resultant address from addition of PC and the 8-bit immediate value specified in the instruction if zero status flag (Z) equals one. LABEL can be both a symbolic name or a numeric value, and is capable of jumping forwards or backwards.

#### 4.31 BLT

## Branch If Less Than

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4  | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|----|----|---|---|---|
| 1  | 1  | 1  | 1  | 0  | 1  | 0 | 0 |   |   |   | im | m8 |   |   |   |

#### **Syntax**

BLT LABEL

eg. BLT .loop

## Operation

$$\begin{split} & \text{PC} \leftarrow \text{PC} + \# \text{imm8} \text{ (n\&!v OR !n\&v)?} \\ & \text{N} \leftarrow \text{Result}[31] \\ & \text{Z} \leftarrow \text{if Result} = 0 \text{ then 1, else 0} \\ & \text{V} \leftarrow \text{if (+Rd, +\# \text{imm8, -Result) or}} \\ & \text{(-Rd, -\# \text{imm8, +Result) then 1, else 0}} \\ & \text{C} \leftarrow \text{if (Result } > 2^{15}) \text{ or} \\ & \text{(Result } < -2^{16}) \text{ then 1, else 0} \end{split}$$

#### Description

Conditionally branch to the resultant address from addition of PC and the 8-bit immediate value specified in the instruction if negative status flag and overflow status flag are not equivalent. LABEL can be both a symbolic name or a numeric value, and is capable of jumping forwards or backwards.

# 4.32 BGE Branch If Greater Than Or Equal

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4  | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|----|----|---|---|---|
| 1  | 1  | 1  | 1  | 0  | 1  | 0 | 1 |   |   |   | im | m8 |   |   |   |

#### **Syntax**

BGE LABEL

eg. BGE .loop

## Operation

PC 
$$\leftarrow$$
 PC + #imm8 (n&v OR !n&!v)?  
N  $\leftarrow$  Result[31]  
Z  $\leftarrow$  if Result = 0 then 1, else 0  
V  $\leftarrow$  if (+Rd, +#imm8, -Result) or  
(-Rd, -#imm8, +Result) then 1, else 0  
C  $\leftarrow$  if (Result >  $2^{15}$ ) or  
(Result <  $-2^{16}$ ) then 1, else 0

#### Description

Conditionally branch to the resultant address from addition of PC and the 8-bit immediate value specified in the instruction if negative status flag and overflow status flag are equivalent. LABEL can be both a symbolic name or a numeric value, and is capable of jumping forwards or backwards.

#### 4.33 BWL

#### **Branch With Link**

#### **Format**

| 15 | 5 1 | 4 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4  | 3  | 2 | 1 | 0 |
|----|-----|---|----|----|----|----|---|---|---|---|---|----|----|---|---|---|
| 1  |     | 1 | 1  | 1  | 0  | 0  | 1 | 1 |   |   |   | im | m8 |   |   |   |

#### **Syntax**

BWL LABEL

eg. BWL .loop

#### Operation

LR 
$$\leftarrow$$
 PC + 1; PC  $\leftarrow$  PC + #imm8  
N  $\leftarrow$  Result[31]  
Z  $\leftarrow$  if Result = 0 then 1, else 0  
V  $\leftarrow$  if (+Rd, +#imm8, -Result) or  
(-Rd, -#imm8, +Result) then 1, else 0  
C  $\leftarrow$  if (Result > 2<sup>15</sup>) or  
(Result < -2<sup>16</sup>) then 1, else 0

#### Description

Save the current program counter (PC) value plus one to the link register. Then unconditionally branch to the resultant address from addition of PC and the 8-bit immediate value specified in the instruction. LABEL can be both a symbolic name or a numeric value, and is capable of jumping forwards or backwards.

4.34 RET Return

**Format** 

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4  | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|----|----|---|---|---|
| 1  | 1  | 1  | 1  | 0  | 0  | 1 | 0 |   |   |   | im | m8 |   |   |   |

Syntax

RET eg. RET

## Operation

 $\mathrm{PC} \leftarrow \mathrm{LR}$ 

 $N \leftarrow UNPREDICTABLE$ 

 $Z \leftarrow UNPREDICTABLE$ 

 $V \leftarrow UNPREDICTABLE$ 

 $\mathbf{C} \leftarrow \mathbf{UNPREDICTABLE}$ 

## Description

Unconditionally branch to the address stored in the link register (LR).

The addressing mode of this instruction is Register Indirect.

4.35 JMP Jump

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4  | 3  | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|----|----|---|---|---|
| 1  | 1  | 1  | 1  | 0  | 0  | 0 | 1 |   |   |   | im | m8 |   |   |   |

#### **Syntax**

JMP Ra, #imm5

eg. JMP R3, #7

## Operation

$$PC \leftarrow Ra + \#imm5$$

 $N \leftarrow Result[31]$ 

 $Z \leftarrow if Result = 0 then 1, else 0$ 

 $V \leftarrow if (+Rd, +\#imm8, -Result) or$ 

(-Rd, -#imm8, +Result) then 1, else 0

 $C \leftarrow if (Result > 2^{15}) or$ 

(Result  $< -2^{16}$ ) then 1, else 0

#### Description

Unconditionally jump to the resultant address from the addition of GPR Ra and the 5-bit immediate value specified in the instruction.

The addressing mode of this instruction is Base Plus Offset.

#### 4.36 PUSH

## **Push From Stack**

#### **Format**

|   |   | 13 |   |   |   |   |   |    |   |   |   |   |   |
|---|---|----|---|---|---|---|---|----|---|---|---|---|---|
| 0 | 1 | 0  | 0 | 1 | L | X | X | Ra | 0 | 0 | 0 | 0 | 1 |

#### **Syntax**

PUSH Ra PUSH RL eg. PUSH R3 eg. PUSH RL

#### Operation

 $reg \rightarrow Mem[R7]; R7 \leftarrow R7 - 1$ 

 $N \leftarrow \text{Result}[31]$ 

 $Z \leftarrow if Result = 0 then 1, else 0$ 

 $V \leftarrow UNPREDICTABLE$ 

 $\mathbf{C} \leftarrow \mathbf{UNPREDICTABLE}$ 

## Description

'reg' corresponds to either a GPR or the link register, the contents of which are stored to the stack using the address stored in the stack pointer (R7). Then Decrement the stack pointer by one.

The addressing mode of this instruction is Register Indirect Postdecrement.

4.37 POP

Pop From Stack

#### **Format**

| 15 |   |   |   |   |   |   |   |    |   |   |   |   |   |
|----|---|---|---|---|---|---|---|----|---|---|---|---|---|
| 0  | 0 | 0 | 0 | 1 | L | X | Χ | Ra | 0 | 0 | 0 | 0 | 1 |

#### **Syntax**

POP Ra POP RL eg. POP R3 eg. POP RL

#### Operation

 $R7 \leftarrow R7 + 1$ ; Mem[R7]  $\leftarrow$  reg;

 $N \leftarrow Result[31]$ 

 $Z \leftarrow if Result = 0 then 1, else 0$ 

 $V \leftarrow UNPREDICTABLE$ 

 $\mathbf{C} \leftarrow \mathbf{UNPREDICTABLE}$ 

## Description

Increment the stack pointer by one. Then 'reg' corresponds to either a GPR or the link register, the contents of which are retrieved from the stack using the address stored in the stack pointer (R7).

The addressing modes of this instruction are Register Indirect Preincrement.

#### 4.38 RETI

## **Return From Interrupt**

#### **Format**

|   |   |   | 12 |   |   |   |   |   |   |   |   |   |   |   |   |  |
|---|---|---|----|---|---|---|---|---|---|---|---|---|---|---|---|--|
| 1 | 1 | 0 | 0  | 1 | 0 | 0 | 0 | 1 | 1 | 1 | X | X | X | X | X |  |

#### **Syntax**

RETI

eg. RETI

#### Operation

 $PC \leftarrow Mem[R7]$ 

 $N \leftarrow UNPREDICTABLE$ 

 $Z \leftarrow UNPREDICTABLE$ 

 $V \leftarrow UNPREDICTABLE$ 

 $C \leftarrow UNPREDICTABLE$ 

## Description

Restore program counter to its value before interrupt occured, which is stored on the stack, pointed to be the stack pointer (R7). This must be the last instruction in an interrupt service routine.

The addressing mode of this instruction is Register Indirect.

## 4.39 ENAI

# **Enable Interrupts**

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |  |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|--|
| 1  | 1  | 0  | 0  | 1  | 0  | 0 | 1 | 1 | 1 | 1 | X | X | X | X | X |  |

## Syntax

**ENAI** 

eg. ENAI

## Operation

IntEn Flag  $\leftarrow 1$ 

 $\mathbf{N} \leftarrow \mathbf{N}$ 

 $\mathbf{Z} \leftarrow \mathbf{Z}$ 

 $V \leftarrow V$ 

 $\mathbf{C} \leftarrow \mathbf{C}$ 

## Description

Turn on interrupts by setting interrupt enable flag to true (1).

## 4.40 **DISI**

# Disable Interrupts

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 1  | 1  | 0  | 0  | 1  | 0  | 1 | 0 | 1 | 1 | 1 | X | X | X | X | X |

## Syntax

DISI

eg. DISI

## Operation

IntEn Flag  $\leftarrow 0$ 

 $\mathbf{N} \leftarrow \mathbf{N}$ 

 $\mathbf{Z} \leftarrow \mathbf{Z}$ 

 $V \leftarrow V$ 

 $\mathbf{C} \leftarrow \mathbf{C}$ 

## Description

Turn off interrupts by setting interrupt enable flag to false (0).

## 4.41 STF

## **Store Status Flags**

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 1  | 1  | 0  | 0  | 1  | 0  | 1 | 1 | 1 | 1 | 1 | X | X | X | X | X |

## Syntax

STF

eg. STF

#### Operation

Mem  $[R7] \leftarrow \{12\text{-bit } 0, Z, C, V, N\}; R7 \leftarrow R7 - 1;$ 

 $\mathbf{N} \leftarrow \mathbf{N}$ 

 $Z \leftarrow Z$ 

 $V \leftarrow V$ 

 $\mathbf{C} \leftarrow \mathbf{C}$ 

## Description

Store contents of status flags to stack using address held in stack pointer (R7). Then decrement the stack pointer (R7) by one.

The addressing more of this instruction is Register Indirect Postdecrement.

## 4.42 LDF

## **Load Status Flags**

#### **Format**

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 1  | 1  | 0  | 0  | 1  | 1  | 0 | 0 | 1 | 1 | 1 | X | X | X | X | X |

## Syntax

LDF

eg. LDF

#### Operation

$$R7 \leftarrow R7 + 1; \{Z, C, V, N\} \leftarrow Mem[R7][3:0]$$

 $\mathbf{N} \leftarrow \mathbf{N}$ 

 $Z \leftarrow Z$ 

 $V \leftarrow V$ 

 $C \leftarrow C$ 

## Description

Increment the stack pointer (R7) by one. Then load content of status flags with lower 4 bits of value retrieved from stack using address held in stack pointer (R7).

The addressing more of this instruction is Register Indirect Preincrement.

## 5 Programming Tips

Lorem Ipsum...

#### 6 Assembler

The current instruction set architecture includes an assembler for converting symbolic sequences into machine code. This chapter outlines the required formatting and available features of this assembler.

#### 6.1 Instruction Formatting

Each instruction must be formatted using the following syntax, here "[...]" indicates an optional field:

```
[.LABELNAME] MNEMONIC, OPERANDS, ..., :[COMMENTS]
eg. .loop ADDI, R5, R3, #5 :Add 5 to R3
```

Comments may be added by preceding them with either: or;.

Accepted general purpose register values are: R0, R1, R2, R3, R4, R5, R6, R7, SP. These can be upper or lower case and SP is equivalently evaluated to R7.

Branch instructions can take either a symbolic or numeric value. Where a numeric must be relative and between -32 and 31 for a JMP instruction, or between -128 and 127 for any other branch type. If the branch exceed the accepted range, the assembler will flag an error message.

All label names must begin with a '.' while .ISR/.isr and .define are special cases used for the interrupt service routine and variable definitions respectively.

Instruction-less or comments only lines are allowed within the assembly file.

#### Special Case Label

The .ISR/.isr label is reserved for the interrupt service routine and may be located anywhere within the file but must finish with a 'RETI' instruction and be no longer than 126 lines of code. Branches may occur within the ISR, if within an accepted distance, but are not allowed into this subroutine with the exception of a RET call.

Outputted machine code requires the ISR to be in a specific location in memory. This is automatically accounted for by the assembler as well as branching over the ISR during main program execution.

#### 6.2 Assembler Directives

Definitions are supported by the assembler. They are used to assign meaningful names to the GPRs to aid with programming. Definitions can occur at any point within the file and create a mapping from that point onwards. Different names can be assigned to the same register, but only one is valid at a time.

The accepted syntax for definitions is:

.define NAME REGISTER

## 6.3 Running The Assembler

The assembler reads a '.asm' file and outputs a '.hex' file in hexadecimal format. It is run by typing "./assemble filename" at the command line when in the directory of both the assembler executable and the program assembly file. "filename" does not have to include the .asm file extension. The outputted file is saved to the same directory as the input file.

HSL: I've changed this to use the standard executable method that Unix users will be comfortable with

HSL: I'm going to add an option parser to make the UI a bit easier. This section is likely to change a fair amount

Typing -h or —help instead of the file name will bring up the help menu with version information and basic formatting support.

HSL:what's an "ac-cepted" distance?

HSL: this last bit makes no sense

HSL: 1 don't think the above is needed If it is automatically taken care of, the programmer does not need to know surely

> HSL: are branch labels

# 6.4 Error Messages

| Code    | Description  |
|---------|--|
| ERROR1  | Instruction mneumonic is not recognized  |
| ERROR2  | Register code within instruction is not recognized                               |
| ERROR3  | Branch condition code is not recognised  |
| ERROR4  | Attempting to branch to undefined location                                       |
| ERROR5  | Instruction mneumonic is not recognized  |
| ERROR6  | Attempting to shift by more than 16 or perform a negative shift                  |
| ERROR7  | Magnitude of immediate value for ADDI, ADCI, SUBI, SUCI, LDW or STW is too large |
| ERROR8  | Magnitude of immediate value for CMPI or JMP is too large                        |
| ERROR9  | Magnitude of immediate value for ADDIB, SUBIB, LUI or LLI is too large           |
| ERROR10 | Attempting to jump more than 127 forward or 128 backwards                        |
| ERROR11 | Duplicate symbolic link names  |
| ERROR12 | Illegal branch to ISR  |
| ERROR13 | Multiple ISRs in file  |
| ERROR14 | Invalid formatting for .define directive   |

# 7 Programs

 ${\rm Lorem\ Ipsum.\,..}$ 

# 8 Simulation

 ${\rm Lorem\ Ipsum.\,..}$