

# Y86 Instruction Set Reference

Instruction	Byte offset from PC										Instruction	Byte offset from PC									
	0	1	2	3	4	5	6	7	8	9		0	1	2	3	4	5	6	7	8	9
halt	0	0									OPq rA, rB	6	fn	rA	rB						
nop	1	0									jXX Dest	7	fn	Dest							
cmovXX rA, rB	2	fn	rA	rB							call Dest	8	0	Dest							
irmovq V, rB	3	0	f	rB							ret	9	0								
rmmovq rA, D(rB)	4	0	rA	rB							pushq rA	a	0	rA	f						
mrmmovq D(rB), rA	5	0	rA	rB							popq rA	b	0	rA	f						

cmovXX:				OPq:				jXX:				Registers:				Args:	
rrmovq	20	cmovne	24	addq	60	jmp	70	jne	74	%rax <sup>+</sup>	0	%rbp <sup>*</sup>	5	%rdi		%rdi	
cmovle	21	cmovge	25	subq	61	jle	71	jge	75	%rcx <sup>+</sup>	1	%rsi <sup>+</sup>	6	%rsi		%rsi	
cmovl	22	cmovg	26	andq	62	j1	72	jg	76	%rdx <sup>+</sup>	2	%rdi <sup>+</sup>	7	%rdx		%rdx	
cmove	23			xorq	63	je	73			%rbx <sup>*</sup>	3	%r8-%r11 <sup>+</sup>		%rcx		%rcx	
										%rsp	4	%r12-%r14 <sup>*</sup>		%r8		%r8	
										<sup>+</sup> caller-save		<sup>*</sup> callee-save		%r9		%r9	

Stage	HALT	NOP	CMOV	IRMOVQ
Fch	icode:ifun $\leftarrow$ M <sub>1</sub> [PC]	icode:ifun $\leftarrow$ M <sub>1</sub> [PC]	icode:ifun $\leftarrow$ M <sub>1</sub> [PC] rA:rB $\leftarrow$ M <sub>1</sub> [PC+1]	icode:ifun $\leftarrow$ M <sub>1</sub> [PC] rA:rB $\leftarrow$ M <sub>1</sub> [PC+1] valC $\leftarrow$ M <sub>8</sub> [PC+2] valP $\leftarrow$ PC + 10
Dec	valP $\leftarrow$ PC + 1	valP $\leftarrow$ PC + 1	valP $\leftarrow$ PC + 2	valP $\leftarrow$ PC + 10
Exe	cpu.stat = HLT		valA $\leftarrow$ R[rA] valE $\leftarrow$ valA Cnd $\leftarrow$ Cond(CC,ifun)	valE $\leftarrow$ valC
Mem				
WB	CCs $\leftarrow$ false		Cnd ? R[rB] $\leftarrow$ valE	R[rB] $\leftarrow$ valE
PC	PC $\leftarrow$ valP	PC $\leftarrow$ valP	PC $\leftarrow$ valP	PC $\leftarrow$ valP
Stage	RMMOVQ	MRMOVQ	OPq	jXX
Fch	icode:ifun $\leftarrow$ M <sub>1</sub> [PC] rA:rB $\leftarrow$ M <sub>1</sub> [PC+1] valC $\leftarrow$ M <sub>8</sub> [PC+2] valP $\leftarrow$ PC + 10	icode:ifun $\leftarrow$ M <sub>1</sub> [PC] rA:rB $\leftarrow$ M <sub>1</sub> [PC+1] valC $\leftarrow$ M <sub>8</sub> [PC+2] valP $\leftarrow$ PC + 10	icode:ifun $\leftarrow$ M <sub>1</sub> [PC] rA:rB $\leftarrow$ M <sub>1</sub> [PC+1] valP $\leftarrow$ PC + 2	icode:ifun $\leftarrow$ M <sub>1</sub> [PC] valC $\leftarrow$ M <sub>8</sub> [PC+1] valP $\leftarrow$ PC + 9
Dec	valA $\leftarrow$ R[rA] valB $\leftarrow$ R[rB]	valB $\leftarrow$ R[rB]	valA $\leftarrow$ R[rA] valB $\leftarrow$ R[rB]	
Exe	valE $\leftarrow$ valB + valC	valE $\leftarrow$ valB + valC	valE $\leftarrow$ valB OP valA Set CC	Cnd $\leftarrow$ Cond(CC,ifun)
Mem	M <sub>8</sub> [valE] $\leftarrow$ valA	valM $\leftarrow$ M <sub>8</sub> [valE]		
WB		R[rA] $\leftarrow$ valM	R[rB] $\leftarrow$ valE	
PC	PC $\leftarrow$ valP	PC $\leftarrow$ valP	PC $\leftarrow$ valP	PC $\leftarrow$ Cnd ? valC:valP
Stage	CALL	RET	PUSHQ	POPQ
Fch	icode:ifun $\leftarrow$ M <sub>1</sub> [PC] valC $\leftarrow$ M <sub>8</sub> [PC+1] valP $\leftarrow$ PC + 9	icode:ifun $\leftarrow$ M <sub>1</sub> [PC] valP $\leftarrow$ PC + 1	icode:ifun $\leftarrow$ M <sub>1</sub> [PC] rA:rB $\leftarrow$ M <sub>1</sub> [PC+1] valP $\leftarrow$ PC + 2	icode:ifun $\leftarrow$ M <sub>1</sub> [PC] rA:rB $\leftarrow$ M <sub>1</sub> [PC+1] valP $\leftarrow$ PC + 2
Dec	valB $\leftarrow$ R[RSP]	valA $\leftarrow$ R[RSP] valB $\leftarrow$ R[RSP]	valA $\leftarrow$ R[rA] valB $\leftarrow$ R[RSP]	valA $\leftarrow$ R[RSP] valB $\leftarrow$ R[RSP]
Exe	valE $\leftarrow$ valB - 8	valE $\leftarrow$ valB + 8	valE $\leftarrow$ valB - 8	valE $\leftarrow$ valB + 8
Mem	M <sub>8</sub> [valE] $\leftarrow$ valP	valM $\leftarrow$ M <sub>8</sub> [valA]	M <sub>8</sub> [valE] $\leftarrow$ valA	valM $\leftarrow$ M <sub>8</sub> [valA]
WB	R[RSP] $\leftarrow$ valE	R[RSP] $\leftarrow$ valE	R[RSP] $\leftarrow$ valE	R[RSP] $\leftarrow$ valE R[rA] $\leftarrow$ valM
PC	PC $\leftarrow$ valC	PC $\leftarrow$ valM	PC $\leftarrow$ valP	PC $\leftarrow$ valP