

Documentation

Introduction

The final purpose of this document is not necessary to be a technical documentation of the RISC built, but should also be instructional for other students interested in computer architecture.

Instruction Set

Instructions

The instruction set consists of 32 different instructions. The first 5 bit of the operation code are interpreted as the instruction. The following instructions are implemented:

Data transfer	1	LDW	Load a value of a memory address into a register
	2	LDB	Load the LSB of a memory address into a register
	3	MOV	Move a value from one register to another
	4	MOV	Move an immediate value in a register
	5	STW	Store the value of a register in a memory address
	6	STB	Store the LSB of a register value in a memory address
Stack	7	PSH	Push register values onto the stack
	8	POP	Pop values from the stack
ALU	9	ADD	Add the values of two registers
	10	ADD	Add an immediate value to a register
	11	SUB	Subtract the values of two registers
	12	SUB	Subtract an immediate value from a register
	13	MUL	Multiply the values of two registers
	14	AND	Bitwise AND of the values of two registers
	15	ORR	Bitwise OR of the values of two registers
	16	XOR	Bitwise XOR of the values of two registers
	17	NOT	Bitwise inversion of the value in one register
	18	LLS	Shift the value in a register left by a variable amount
	19	ALS	Shift the value in a register arithmetically left by a variable amount
	20	RLS	Rotate the value in a register left by a variable amount
	21	LRS	Shift the value in a register right by a variable amount
	22	ARS	Shift the value in a register arithmetically right by a variable amount
	23	RRS	Rotate the value in a register right by a variable amount
	24	SXT	Sign extension of the LSB
Branching	25	BRX	Branch to the address stored in a register
	26	BIF	Branch if a certain flag is set in the flag register

The operation codes have the following general layout:

Architecture

Operation Code	Mnemonic	Description
0100 0001 0mmm 1nnn	LDW	Load the word that is stored at the address held by the register Rmmm into the register Rnnn.
0100 1001 0mmm 1nnn	LDB	Load the least significant byte of the word at the address held by the register Rmmm into the register Rnnn.
0101 0nnn bbbb bbbb	MOVE	Move the value bbbb ' bbbb into the register Rnnn.
0110 0001 0mmm 1nnn	STRW	Store the value of the register Rmmm at the address held by the register Rnnn.
0110 1001 0mmm 1nnn	STRB	Store the least significant byte of the value in register Rmmm at the address held by the register Rnnn.
0000 00ps xxxx xxxx	PUSH	Push the declared registers x, the stack pointer s or the program counter p on the stack
0000 10ps xxxx xxxx	POP	Pop values from the stack in the declared registers x, the stack pointer s or the program counter p.
1000 001m mmnn nddd	ADD	Add the values of the registers Rmmm and Rnnn and store the result in the register Rddd.
1000 101m mmnn nddd	SUB	Subtract the value in the register Rnnn from the value in the register Rmmm and store the result in the register Rddd.
1001 001m mmnn nddd	AND	Calculate a bitwise AND of the values in the registers Rmmm and Rnnn. Store the result in the register Rddd.
1001 101m mmnn nddd	OR	Calculate a bitwise OR of the values in the registers Rmmm and Rnnn. Store the result in the register Rddd.
1010 0001 0mmm 1ddd	NOT	Bitwise inversion of the value in the register Rmmm. Store the result in the register Rddd.
1010 1001 0mmm bbbb	LSHIFT	Shift the value in the register Rmmm by bbbb to the left.
1011 0001 0mmm bbbb	RSHIFT	Shift the value in the register Rmmm by bbbb to the right.
1011 1000 0000 1nnn	SIXT	Signextend the least significant byte of the value that is stored in the register Rnnn.

ALU

The ALU consists of the following components:

- Brent-Kung Adder (BKA)
- Barrel Shifter
- Dadda Tree Multiplier (DTM)
- Logic Unit (LU)

Brent-Kung Adder

A Brent-Kung adder is a parallel prefix adder.

Barrel Shifter

The barrel shifter is able to (arithetically) shift and rotate all the bits to the left or to the right.

Dadda Tree Multiplier

A Dadda Tree Multiplier uses a Dadda Tree to multiply two numbers.