

# RISC-16 ISA

Designed by Josh, some modifications by William

Class	Format	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
IMM		1	op	imm[7:4]			rs			rd			imm[4:0] (signed)				
addi	addi rd, rs, imm		0	rd ← rs + imm													
nandi	nandi rd, rs, imm		1	rd ← rs nand imm													
ALU		0	1	opcode			rs			rd			ro			?	?
swb	swb rd, rs				0	0	0	rd ← byteswap(rs)									
nand	nand rd, rs, ro				0	0	1	rd ← rs nand ro									
sl	sl rd, rs				0	1	0	rd ← rs << 1									
sr	sr rd, rs				0	1	1	rd ← rs >> 1									
add	add rd, rs, ro				1	0	0	rd ← rs + ro									
JUMP		0	0	0	0	0	rs			rd			?	?	?	?	?
jalr	jalr rd, rs	rd ← pc + 2; pc = rs															
BR		0	0	1	opcode			rs			imm (signed)						
bn	bn rs, label					0	1	pc += imm if rs < 0									
bz	bz rs, label					1	0	pc += imm if rs == 0									
bp	bp rs, label					1	1	pc += imm if rs > 0									
MEM		0	0	0	1	op	rs			rd			imm (signed)				
lw	lw rd, offset(rs)						0	rd ← mem[rs+imm]									
sw	sw rd, offset(rs)						1	mem[rs+imm] ← rd									

### Notes

- jal exists independent of jalr and bz because it links (unlike bz)
  - and has an 8-bit immediate (unlike jalr)
- To jump to arbitrary places, put offset in rs and call `jalr`
- Immediate values for br-type and mem-type have last bit chopped off because they're always even

### CPU design

- Four 16-bit registers: zero, stack pointer, a0, a1
- Memory:
  - two 256kbit, byte-addressed RAMs (in parallel)
  - two 64kbit, byte-addressed ROMs (in parallel)
- Two 16-bit output registers
  - Can be used to multiplex LED dot matrix

### Questions

- Can it be single-cycle or do I need two cycles to fetch instruction → execute
- Memory considerations
  - With 2x 64kbit ROMs, gives 8k instructions
  - Is that enough to make Tetris with this stripped-down architecture
  - How to bootload
- Faster shifting?
- jal instruction immediates are 8 bits so you can only jump +/- 128 instructions. Is that enough?
- Where does the stack usually start
- How fast will this run if use discrete transistors
- Resources for learning to write compilers

### Compiler

- Subset of C