# XR/17032 Processor Specification Draft 8

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#### REGISTERS

The XR/17032 processor architecture contains 32 GPRs (general-purpose registers), and 16 CRs (control registers).

## Control Registers

For control registers, there are 2 instructions, MTCR and MFCR, that alter the control registers, and for these 2 instructions the control registers are encoded in 4 bits of the opcode. The TBLO and TBINDEX control registers specifically are modified by the TBRD and TBFN instructions.

| Name      | Encoding | Description               |
|-----------|----------|---------------------------|
| RS        | 0000     | Processor Status          |
| TBLO      | 0010     | TLB Entry                 |
| EPC       | 0011     | Exception Program Counter |
| EVEC      | 0100     | Exception Vector          |
| PGTB      | 0101     | Page Table Base           |
| TBINDEX   | 0110     | TLB Index                 |
| EBADADDR  | 0111     | Bad Address               |
| TBVEC     | 1000     | TLB Miss Handler          |
| FWVEC     | 1001     | Firmware Call Vector      |
| TBSCRATCH | 1010     | TLB Miss Scratch          |
| TBHI      | 1011     | ASID & TLB Miss Address   |
| K0        | 1100     |                           |
| K1        | 1101     |                           |
| K2        | 1110     |                           |
| K3        | 1111     |                           |

## General Purpose Registers

General purpose registers are encoded with 5 bits in instruction opcodes using registers.

| Name | Encoding                          | Description |  |
|------|-----------------------------------|-------------|--|
| ZERO | 00000 Zero Register: always reads |             |  |
|      | zero, ignores writes.             |             |  |
| T0   | 00001                             |             |  |
| T1   | 00010                             |             |  |
| T2   | 00011                             |             |  |
| Т3   | 00100                             |             |  |
| T4   | 00101                             |             |  |
| T5   | 00110                             |             |  |
| A0   | 00111                             |             |  |
| A1   | 01000                             |             |  |
| A2   | 01001                             |             |  |
| A3   | 01010                             |             |  |
| S0   | 01011                             |             |  |
| S1   | 01100                             |             |  |
| S2   | 01101                             |             |  |
| S3   | 01110                             |             |  |
| S4   | 01111                             |             |  |
| S5   | 10000                             |             |  |

| Name     | Encoding | Description                 |
|----------|----------|-----------------------------|
| S6       | 10001    |                             |
| S7       | 10010    |                             |
| S8       | 10011    |                             |
| S9       | 10100    |                             |
| S10      | 10101    |                             |
| S11      | 10110    |                             |
| 812      | 10111    |                             |
| 813      | 11000    |                             |
| 814      | 11001    |                             |
| 815      | 11010    |                             |
| 816      | 11011    |                             |
| 817      | 11100    |                             |
| S18 / TP | 11101    | AISIX: Scratch register 18. |
|          |          | MINTIA: Thread Local        |
|          |          | Storage Pointer             |
| SP       | 11110    | Stack Pointer               |
| LR       | 11111    | Link Register               |
|          |          |                             |

## **MEMORY**

The memory layout of the address space of the  $\rm XR/17032$  architecture are discussed here. TODO:

• finish writing this section

#### **OPCODES**

## Example - EX imm16

nnnn nnnn nnnn nnnn ssss sddd dd11 1100

This is where the full English explanation of an opcode goes.

#### Implementation

// put the exact code of how its implemented in xremu here. md.py adds backticks.

#### Notes

Any auxiliary notes (such as referring to other opcodes or document sections) goes here.

This is the only optional opcode toml key.

## Example 2 - EX2 imm16

nnnn nnnn nnnn nnnn ssss sddd dd11 1111

This is where the full English explanation of an opcode goes.

#### Implementation

// put the exact code of how its implemented in xremu here. md.py adds backticks.

#### Notes

Any auxiliary notes (such as referring to other opcodes or document sections) goes here.

This is the only optional opcode toml key.