

# **F-CPU Architecture Guide**

## **(draft version 0.19991113)**

**F-CPU Project**

**Mathias Brossard**

# **F-CPU Architecture Guide(draft version 0.19991113)**

by F-CPU Project, Mathias Brossard

# Table of Contents

<b>Forewords .....</b>	<b>5</b>
<b>I. Introduction .....</b>	<b>6</b>
1. Instruction Formats .....	7
1.1. Instruction Formats .....	7
1.2. Size Flags .....	7
<b>II. Instruction Set .....</b>	<b>9</b>
2. Data Manipulation .....	10
2.1. Arithmetic Instructions .....	10
2.1.1. add .....	10
2.1.2. sub .....	10
2.1.3. mul .....	11
3. Load Store .....	13
3.1. load, store, loadi, storei... ..	13

# List of Tables

1-1. Format 0.....	7
1-2. Format 1.....	7
1-3. Format 2.....	7
1-4. Format 3.....	7
1-5. Format 3.....	8

# Forewords

## **This document is preliminary**

Any part can be changed without notice.

# I. Introduction

## Table of Contents

1. Instruction Formats .....	7
------------------------------	---

# Chapter 1. Instruction Formats

## 1.1. Instruction Formats

**Table 1-1. Format 0**

0-7	7-31
Opcode	Constant

**Table 1-2. Format 1**

0-7	7-25	26-31
Opcode	Constant	Register

**Table 1-3. Format 2**

0-7	8-19	20-25	26-31
Opcode	Constant	Register 1	Register 2

**Table 1-4. Format 3**

0-7	8-13	14-19	20-25	26-31
Opcode	Constant	Register 1	Register 2	Register 3

## 1.2. Size Flags

**Table 1-5. Format 3**

Flags	Size(byte)	Suffix	Name
00	1	B	Byte
01	2	D	Double-Byte
10	4	Q	Quad-Byte
11	8	(none)	Octa-Byte (Word)



# II. Instruction Set

## Table of Contents

2. Data Manipulation .....	10
3. Load Store.....	13

# Chapter 2. Data Manipulation

## 2.1. Arithmetic Instructions

### 2.1.1. add

*add r1, r2, r3*

*add* performs an integer addition of the two source operands ( $r1 + r2$ ) and puts the result in destination operand ( $r3$ ).

The *size flag* indicates that *add* performs the addition on the whole operands or only on a part of the operands.

The *SIMD* flag indicates that *add* performs multiple addition on parts of the operand (the size of these parts is defined by the *size* flags).

The *saturate* flag indicates that *add* does not “wrap” if the result is bigger than the size of the operands.

8-9	[qdb]	Defines the size parameter
10	[s]	Defines if the operation is SIMD
11	[m]	Defines if the operation should saturate
12		Unused
13		Unused

### 2.1.2. sub

*sub r1, r2, r3*

*sub* performs an integer subtraction of the two source ( $r1 - r2$ ) and puts the result in destination operand ( $r3$ ).

The *size* flag indicates that *sub* performs the subtraction on the whole operands or only on a part of the operands.

The *SIMD* flag indicates that *sub* performs multiple subtraction on parts of the operand (the size of these parts is defined by the *size* flags).

The *floor* flag indicates that *sub* does not “wrap” if the second operand is bigger than the first one.

8-9	[qdb]	Defines the size parameter
10	[s]	Defines if the operation is SIMD
11	[f]	Defines if the operation should floor
12		Unused
13		Unused

### 2.1.3. mul

*mul r1, r2, r3*

*mul* performs an integer multiplication of the two source ( $r1 \times r2$ ) and puts the result in destination operand ( $r3$ ).

The *size* flag indicates that *mul* performs the multiplication on the whole operands or only on a part of the operands. It only puts the lower part of the result.

The *SIMD* flag indicates that *mul* performs multiple multiplications on parts of the operand (the size of these parts is defined by the *size* flags).

The *sign* flag indicates that *mul* will consider the operands as signed by extending the MSB.

The *high* flag indicates that *mul* will also store the higher part of the result in *r3+1*.

8-9	[qdb]	Defines the size parameter
10	[s]	Defines if the operation is SIMD
11	[a]	Defines if the operation is signed
12	[h]	Defines if the operation also stores the high part
13		Unused

# Chapter 3. Load Store

## 3.1. load, store, loadi, storei...

load, store, loadi, storei...

