

Instruction set of the Mic1 Macro Language

Binary	Mnemonic	Instruction	Meaning
0000xxxxxxxxxxxx	LODD	Load direct	$ac := m[x]$
0001xxxxxxxxxxxx	STOD	Store direct	$m[x] := ac$
0010xxxxxxxxxxxx	ADDD	Add direct	$ac := ac + m[x]$
0011xxxxxxxxxxxx	SUBD	Subtract direct	$ac := ac - m[x]$
0100xxxxxxxxxxxx	JPOS	Jump positive	if $ac \geq 0$ then $pc := x$
0101xxxxxxxxxxxx	JZER	Jump zero	if $ac = 0$ then $pc := x$
0110xxxxxxxxxxxx	JUMP	Jump	$pc := x$
0111xxxxxxxxxxxx	LOCO	Load constant	$ac := x$ ($0 \leq x \leq 4095$)
1000xxxxxxxxxxxx	LODL	Load local	$ac := m[sp + x]$
1001xxxxxxxxxxxx	STOL	Store local	$m[x + sp] := ac$
1010xxxxxxxxxxxx	ADDL	Add local	$ac := ac + m[sp + x]$
1011xxxxxxxxxxxx	SUBL	Subtract local	$ac := ac - m[sp + x]$
1100xxxxxxxxxxxx	JNEG	Jump negative	if $ac < 0$ then $pc := x$
1101xxxxxxxxxxxx	JNZE	Jump nonzero	if $ac \neq 0$ then $pc := x$
1110xxxxxxxxxxxx	CALL	Call procedure	$sp := sp - 1; m[sp] := pc; pc := x$
1111000000000000	PSHI	Push indirect	$sp := sp - 1; m[sp] := m[ac]$
1111001000000000	POPI	Pop indirect	$m[ac] := m[sp]; sp := sp + 1$
1111010000000000	PUSH	Push onto stack	$sp := sp - 1; m[sp] := ac$
1111011000000000	POP	Pop from stack	$ac := m[sp]; sp := sp + 1$
1111100000000000	RETN	Return	$pc := m[sp]; sp := sp + 1$
1111101000000000	SWAP	Swap ac, sp	$tmp := ac; ac := sp; sp := tmp$
11111100yyyyyyyy	INSP	Increment sp	$sp := sp + y$ ($0 \leq y \leq 255$)
11111110yyyyyyyy	DESP	Decrement sp	$sp := sp - y$ ($0 \leq y \leq 255$)

xxxxxxxxxxxx is a 12-bit machine address; in column 4 it is called x .
 yyyyyyy is an 8-bit constant; in column 4 it is called y .

The various instruction formats include:

4 bit opcodes with remaining 12 bits used as either address or immediate value.
 In both cases the 12 bits are treated as an unsigned magnitude integer with range from 0 to 4095

0000 - 1110 Op Codes from LODD to CALL	Used an a 12 bit address range 0 to 4095 Or a 12 bit unsigned integer with this range
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7 bit opcodes with the eighth bit unused and the low 8 bits used only as a positive value with range of 0 to 255 for the INSP and DESP (increment/decrement stack pointer) instructions (always zeros for other 7 bit opcodes)

1111000 - 1111111 Op Codes from PSHI to DESP	Low 8 bits unused except for INSP and DESP where 0 - 255 range
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Eighth bit unused except with the
halt instruction: 11111111

Data use is (for now) based on simple 16 bit 2s complement integers:

Sign Bit	15 bits of integer significance, providing values from -32K to +(32K - 1)
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Below is a simple example of a program that includes a function called **adder** that takes two arguments that include the address of an array of 2s complement integers, and the number of elements in that array, such that its signature is:

adder array_count array_address

The program sets up the stack with the appropriate argument values and then calls **adder**. The **adder** routine finds the array of numbers, adds them together and then returns with the sum in the **AC** (as previously mentioned, the convention is to return function results in the AC). The main program, upon return from the **adder** call, then stores the AC contents into the memory **rslt:** location and calls **halt** to enter the debugger.

```

start:  lodd daddr:      ;load AC with data address
        push          ;push AC to stack (2nd arg)
        lodd dcnt:     ;load AC with data count
        push          ;push AC to stack (1st arg)
        call adder:    ;push return address on stack
        stod rslt:     ;store AC (has sum) to rslt: location
        halt          ;enter debugger
daddr:  data:         ;location holds data array address
data:   25             ;first of 5 data values
        50
        75
        100
        125           ;last of 5 data values
dcnt:   5              ;location holds data array element count
rslt:   0              ;location for the sum to be stored
        .LOC 20       ;forces adder routine to start at location 20
adder:  lodl 1         ;get 1st arg from stack into AC (data count)
        stod mycnt:    ;store count at location mycnt:
        lodl 2         ;get 2nd arg from stack into AC (data addr)
        pshi          ;push indirect first datum to stack
        addd myc1:     ;add 1 (value at myc1:) to addr in AC
        stod myptr:    ;store new addr to location myptr:
loop:   lodd mycnt:    ;load AC with value at mycnt: (data count)
        subd myc1:     ;subtract 1 (value at myc1:) from AC
        jzer done:     ;if new data count is 0 go to location done:
        stod mycnt:    ;if more data to add, store new data count
        lodd myptr:    ;load AC with addr of next datum
        pshi          ;push indirect next datum to stack
        addd myc1:     ;add 1 (value at myc1:) to addr in AC
        stod myptr:    ;store new addr to location myptr:
        pop           ;pop top of stack into AC (new datum)
        addl 0         ;add new top of stack location to AC
        insp 1         ;move stack pointer down one place
        push          ;push new sum in AC onto stack
        jump loop:     ;jump to location loop:
done:   pop           ;come here when all data added, sum in AC
        retn          ;return to caller
        halt          ;should never get here (safety halt)
mycnt:  0              ;location for running count
myptr:  0              ;location for running data pointer
myc1:   1              ;location of a constant value of 1

```

The program from the previous page must be assembled, and then run with the Mic1 emulator. The following is a transcript of this activity using the mercury system:

```
bash-2.05$ cd cs305
bash-2.05$ pwd
/usr/cs/fac1/bill/cs305
bash-2.05$ ./masm < adder.asm > adder.obj
bash-2.05$ ./mic1 prom.dat adder.obj 0 1024
```

```
Read in 81 micro instructions
Read in 45 machine instructions
Starting PC is : 0000000000000000 base 10: 0
Starting SP is : 0000010000000000 base 10: 1024
```

```
ProgramCounter : 0000000000000111 base 10: 7
Accumulator : 0000000101110111 base 10: 375
InstructionReg : 1111111100000000 base 10: 65280
TempInstr : 1000000000000000 base 10: 32768
StackPointer : 0000001111111110 base 10: 1022
ARegister : 1111111111111110 base 10: 65534
BRegister : 0000000000000000 base 10: 0
CRegister : 0000000000000000 base 10: 0
DRegister : 0000000000000000 base 10: 0
ERegister : 0000000000000000 base 10: 0
FRegister : 0000000000000000 base 10: 0
```

```
Total cycles : 683
```

```
Type decimal address to view memory, q to quit or c to continue: 7
the location 7 has value 0000000000001000 , or 8 or signed 8
```

```
Type <Enter> to continue debugging
```

```
Type q to quit
```

```
Type f for forward range
```

```
Type b for backward range: f
```

```
Type the number of forward locations to dump: 10
```

```
the location 8 has value 0000000000011001 , or 25 or signed 25
the location 9 has value 000000000110010 , or 50 or signed 50
the location 10 has value 0000000001001011 , or 75 or signed 75
the location 11 has value 0000000001100100 , or 100 or signed 100
the location 12 has value 0000000001111101 , or 125 or signed 125
the location 13 has value 000000000000101 , or 5 or signed 5
the location 14 has value 0000000101110111 , or 375 or signed 375
the location 15 has value 1111111111111111 , or 65535 or signed -1
the location 16 has value 1111111111111111 , or 65535 or signed -1
the location 17 has value 1111111111111111 , or 65535 or signed -1
```

```
Type decimal address to view memory, q to quit or c to continue: 1024
the location 1024 has value 1111111111111111 , or 65535 or signed -1
```

```
Type <Enter> to continue debugging
```

```
Type q to quit
```

```
Type f for forward range
```

```
Type b for backward range: b
```

```
Type the number of reverse locations to dump: 6
```

```
the location 1023 has value 000000000001000 , or 8 or signed 8
the location 1022 has value 0000000000000101 , or 5 or signed 5
the location 1021 has value 0000000000000101 , or 5 or signed 5
the location 1020 has value 0000000101110111 , or 375 or signed 375
the location 1019 has value 0000000001111101 , or 125 or signed 125
the location 1018 has value 1111111111111111 , or 65535 or signed -1
```

```
Type decimal address to view memory, q to quit or c to continue: q
```

```
MIC-1 emulator finishing, goodbye
```

```
bash-2.05$
```