

## 8404121 PROCESSOR DESIGN

Excercises based on the design flow and instruction coding lectures

- Design the most uniform encoding possible for the operations and addressing modes given in the table below. There are 32 registers and data word length is 32 bits. How big is the usable address space for data and instructions, if instruction word length is also 32 bits.

| Instruction mnemonic   | operands | dest. address | source address       | other         |
|------------------------|----------|---------------|----------------------|---------------|
| ADD dest, src1, src2   | 3        | register      | register             |               |
| SUB dest, src1, src2   | 3        | register      | register             |               |
| MPY dest, src1, src2   | 3        | register      | register             |               |
| LD dest, source        | 2        | register      | reg.indirect, immed. |               |
| ST dest, source        | 2        | reg.indirect  | register             |               |
| SHL dest, source       | 2        | register      | register             | 1-bit shift   |
| SHR dest, source       | 2        | register      | register             | 1-bit shift   |
| BR address             | 1        |               | reg.indirect, immed. |               |
| BC.cc address          | 1        |               | immediate            | 20 conditions |
| BAL link-reg, address  | 2        | register      | immediate            |               |
| BALR link-reg, address | 2        | register      | register             |               |

- Sketch an initial architecture for the data and control parts of a processor implementing this instruction set.