

Instruction Set Architecture (ISA) of the Boz–5

This chapter of the textbook begins a three–chapter sequence on the design of a “didactic computer” called the Boz–5, the 5th design by your instructor.

The design is called “didactic” because many of its features exist only to be used within a context of teaching.

The Boz–5 shares many RISC characteristics, including being a Load–Store design, but retaining some CISC characteristics as well.

The Boz–5 is a stored program computer, following the von Neumann model. It is a fetch–execute design with no pipelining and few modern features.

Topics for the ISA include:

1. The general–purpose register set and its use
2. The special–purpose registers, including the PSR, and their use.
3. The address space and management of memory
4. The handling of the Input/Output devices (I/O)

Specification of the Boz-5

- 1) It is a stored program computer; i.e., the computer memory is used to store both data and the machine language instructions.
- 2) It is a Load/Store machine; only register loads and stores access memory. All arithmetic and logic operators are done on registers.
- 3) The Boz-5 is a 32-bit machine. The basic unit of data is a 32-bit word. This is in contrast to machines, such as the Pentium class, in which the basic data unit is the byte (8 bits).
- 4) This is a two's-complement machine. Negative numbers are stored in the two's-complement form. The range for integer values is from $-2,147,483,648$ to $2,147,483,647$ inclusive.
- 5) Real number arithmetic is not supported. We may envision the computer as a typical RISC, with an attached floating point unit that we will not design.
- 6) The CPU uses a 26-bit Memory Address Register (MAR) to address memory. This implies 2^{26} words (64 M words) of main memory. Cache memory is not used.

Specification of the Boz-5 (Part 2)

- 7) The memory uses a 32-bit Memory Buffer Register (MBR) to transfer data to and from the Central Processing Unit. The MBR is used by Instruction Fetch to transfer instructions to the CPU.
- 8) The Boz-5 uses isolated I/O with the dedicated instructions GET and PUT, each of which takes an address on the I/O bus as an argument.
- 9) The CPU uses a 16-bit I/O Address Register (IOA) to address I/O registers. This implies $2^{16} = 65,536$ registers associated with I/O.
- 10) The CPU uses a 32-bit I/O Data Register (IOD) to put and get I/O data.
- 11) The Boz-5 uses 20-bit addressing and the entire address space is occupied. The memory is 32-bit word-addressable, for a total of 2^{20} (1 048 576) words. It is not byte-addressable. One advantage of this addressing scheme is that we may ignore the byte ordering problem known as Big Endian – Little Endian.
- 12) The Boz-5 has a 5-bit op-code, allowing for a maximum of $2^5 = 32$ different instructions. As yet, not all op-codes have been assigned.

Specification of the Boz-5 (Part 3)

- 13) The Boz-5 has four addressing modes: direct, indirect, indexed, and indexed-indirect. In addition, two instructions explicitly call for immediate addressing, in which the operand is in the instruction itself. Indexed-indirect addressing is implemented as pre-indexed indirect. This decision allows implementation of register indirect addressing, a fifth address mode.
- 14) The Boz-5 has eight general purpose registers, denoted %R0 through %R7, with the “%” prefix indicating a general-purpose register. Each of these registers is a 32-bit register, able to hold a complete memory word.
%R0 is identically 0. It stores only the constant 0 and is not changed.
%R1 through %R7 is read/write registers, used to store results of computation.

Each of the eight registers can be used as an index register or as the source operand for an instruction. Only registers %R1 – %R7 can be changed by arithmetic or register load operations. Attempts to change %R0 are undertaken for side effects only, such as setting the ALU status flags in the PSR.

Structure of the Memory Address Space

The physical memory of the Boz-5 is quite small, comprising only 64 M words, which is 67,108,864 32-bit words or 256 megabytes. It is not byte addressable.

The MMU (Memory Management Unit) breaks the memory into 64 pages of 1 M word (1, 048, 576 words) each.

Each executing process, except the Operating System, is allocated exactly one page of physical memory and cannot generate addresses outside that page.

The mapping of logical addresses to physical addresses is achieved as follows:

$$\text{Physical_Address} = (\text{Page Number}) \cdot 2^{20} + \text{Logical_Address}$$

All processes, including the Operating System, view the MAR as a 20-bit register that generates a 20-bit logical address.

The Operating System executes in page 0, but has the privilege to change its page number so that it can access any physical address in memory.

The goals of this strange design are:

- 1) To introduce a simple memory management system,
- 2) To motivate discussion of simple Operating System security.

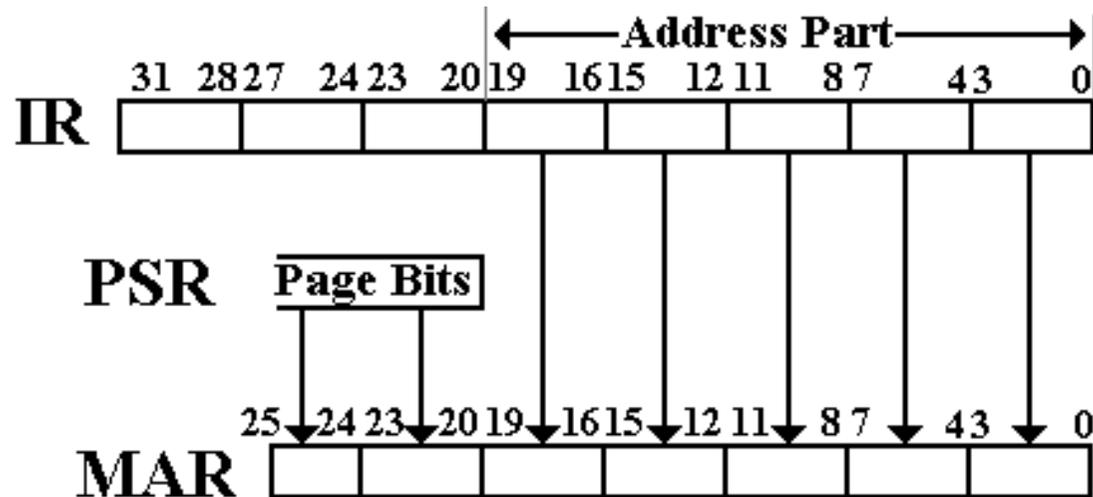
Operation of the Memory Management Unit

The MMU takes the address part of the IR and the page bits in the PSR to generate an address.

The address part of the Instruction Register is IR_{19-0} , the low order 20 bits.

The page number is found in bits 21–16 of the PSR.

The 26-bit address is formed by concatenation, which has the same effect as multiplication followed by addition.



Shifting the page bits left by 20 bits is the same as multiplication by 2^{20} .

The Program Status Register (PSR)

The PSR (Program Status Register) of the Boz-5 is a 32-bit word.

It contains Boolean flags and bit fields to control the status of the CPU.

All of the bits in the PSR can be read by any program, User or O/S.

The write status of these bits varies by function.

The ALU status bits (V, C, Z, and N) are set directly by ALU actions.

No programs (O/S or User) can write directly to these bits.

The O/S can write to the other bits and does so in order to manage execution of I/O and User processes. In particular, it uses some fields as follows:

The CPU priority	to match execution priority to the I/O device priority
The I bit	to turn off interrupts until they can be handled safely
Security Flags	to grant each program appropriate access rights.
The Page Number	to allocate a page of memory to a user process. to change the range of addresses it can access.

The PSR (Part 2)

Here is the layout of the PSR.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Not presently assigned.										6-bit Page Number					

The ten bits marked “not presently assigned” are reserved for future options for support of the Operating System. Software designers who give in to the temptation to use these ten spare bits for other purposes might get a surprise when these bits are assigned by the hardware architect. This has happened.

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Security Flags						V	C	Z	N	R = 00		I	CPU Priority		

The security flags are yet to be determined. They are mentioned here as a part of your author’s campaign for more effective hardware support of security.

The I/O design will call for eight priority levels for interrupts; thus three bits to specify CPU priority. The control unit design is facilitated by grouping the I bit and 3 priority bits as the four low-order bits of the PSR.

More On Handling Interrupts

At any given time, the CPU is executing with a given priority, $P(\text{CPU})$. For user programs, normally $P(\text{CPU}) = 0$. $P(\text{CPU})$ is stored in the PSR.

At any given time, either interrupts are enabled ($I = 1$) or disabled ($I = 0$).

Each I/O device is assigned an interrupt priority, $P(\text{DEV})$.

All hardware interrupts are handled by an Interrupt Handler, which issues a general interrupt signal, INT, to the CPU only when:

1. A device interrupts,
2. $P(\text{DEV}) > P(\text{CPU})$, and
3. $I = 1$.

The normal CPU response to the general INT signal is as follows.

1. Set $I = 0$ to disable further interrupts until this one can be identified.
2. Determine the source of the interrupt and its priority.
At this point, we know that $P(\text{DEV}) > P(\text{CPU})$.
3. Schedule the interrupt handler to be run. Set $P(\text{CPU}) = P(\text{DEV})$ and set $I = 1$.
4. Run the device handler for the I/O device.

Data Formats in the Boz-5

Each word in the Boz-5 has 32 bits, numbered left to right as 31 through 0. Bit 31 is the most significant bit; bit 0 is the least significant bit.

Character Data Format

8-bit characters (ASCII)

Bits	31 to 24	23 to 16	15 to 8	7 to 0
Character	3	2	1	0

16-bit characters (Unicode)

Bits	31 to 16	15 to 0
Character	1	0

Integer Data Format

Thirty-two bit two's complement arithmetic is used, leading to a range from $-(2^{31})$ to $(2^{31} - 1)$ or $-2,147,483,648$ to $2,147,483,647$ inclusive.

Real Number Format

Real numbers and other data formats are not supported by this simple CPU.

The Assembly Language of the Boz-5

The Boz-5 uses bits 31 – 27 of the IR as a five-bit opcode.

Of the possible 32 opcodes, only 26 are implemented.

Op-Code	Mnemonic	Description
00000	HLT	Halt the Computer
00001	LDI	Load Register from Immediate Operand
00010	ANDI	Logical AND Register with Immediate Operand
00011	ADDI	Add Signed Immediate Operand to Register
00100	NOP	Not Yet Defined – At Present it is does nothing
00101	NOP	Not Yet Defined – At Present it is does nothing
00110	NOP	Not Yet Defined – At Present it is does nothing
00111	NOP	Not Yet Defined – At Present it is does nothing

This strange gap in the opcodes caused by not using 4, 5, 6, and 7 will be seen to facilitate the design of the control unit.

More Opcodes

Here are the opcodes in the range 8 to 15.

Op-Code	Mnemonic	Description
01000	GET	Input to Register
01001	PUT	Output from Register
01010	RET	Return from Subroutine
01011	RTI	Return from Interrupt (Not Implemented)
01100 to 01111	NOP	Not Yet Defined – At Present these do nothing

The Last Opcodes

Op-Code	Mnemonic	Description
01100	LDR	Load Register from Memory
01101	STR	Store Register into Memory
01110	JSR	Subroutine Call
01111	BR	Branch on Condition Code to Address
10000	LLS	Logical Left Shift
10001	LCS	Circular Left Shift
10010	RLS	Logical Right Shift
10011	RAS	Arithmetic Right Shift
10100	NOT	Logical NOT (One's Complement)
10101	ADD	Addition
10110	SUB	Subtraction
10111	AND	Logical AND
11000	OR	Logical OR
11001	XOR	Logical Exclusive OR

Privileged Instructions

In modern computer design, certain instructions are not available to programs executing in User Mode. The assembler will translate these into Traps, which are requests to the Operating System for it to do something.

Here are the Boz-5 instructions that should be privileged.

- HLT Stop the Computer
This will be translated into a return to Operating System control. The operating system will terminate program execution, resume control, and pass the execution to another program.
- GET Input directly from a physical device.
This will be translated into a Trap to the O/S input routine.
- PUT Output directly to a physical device.
This will be translated into a Trap to the O/S output routine.

Addressing Modes

The Boz-5 uses a number of modes to generate memory addresses. For this discussion, a direct reference to a general-purpose register, such as used by the arithmetic instructions, will not be called an addressing mode.

We shall devote a lecture to addressing modes. For the moment, we shall give the names of these modes and define one. The modes are:

1. Immediate
2. Direct
3. Indirect
4. Indexed
5. Indexed Indirect
6. Register Indirect

These six addressing modes are a bit too many for a pure RISC design, but do not compare with the twenty or more seen in a fully CISC design.

Immediate Addressing

It is convenient and good design practice to encode some small arguments directly into the assembly language instruction.

The Boz-5 has three instructions with immediate arguments.

LDI Load the register with the immediate argument,

ANDI Mask the register with the immediate argument, and

ADDI Add an immediate argument to the register.

In immediate addressing, the twenty low-order bits of the instruction, stored in bits 19 – 0 of the IR, are used to hold a constant.

For the ANDI, the 20 bits are viewed as a bit mask and not an integer value.

This mask is represented as five hexadecimal digits.

As a result of the ANDI, the high-order 12 bits of the register are changed to 0.

For the LDI and ADDI, this constant is viewed as a 20-bit two's-complement integer, having values in the range $-(2^{19})$ to $(2^{19} - 1)$, or $-524,288$ to $524,287$.

The most common immediate arguments will be -1 , 0 , and $+1$. The unusually large range in the Boz-5 is a result of a desire to keep the control unit simple.

Immediate and Direct Addressing

To clarify the idea of immediate addressing, we investigate three instructions.

LDI Load Register Immediate
LDR Load Register from Memory
STR Store Register into Memory

Consider the following instructions:

LDI %R1, 100	Load the value 100 into register R1
LDR %R1, 100	Load the contents of memory location 100 into register R1; $R1 \leftarrow M[100]$.
STR %R2, 100	Store the contents of register R2 into memory location 100; $M[100] \leftarrow (R2)$.

There is no such thing as a Store Immediate instruction.

Direct Addressing: Memory vs. I/O

The Boz-5 uses isolated I/O, in which there are two address spaces.

A 20-bit address space for memory references, and

A 16-bit address space for I/O references.

Consider the following two instructions:

LDR	%R3, 200	Load register R3 from memory location 200. $R3 \leftarrow M[200]$
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GET	%R3, 200	Load register R3 from the 32-bit I/O device register at address 200 on the I/O bus.
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For simplicity of design, all references to I/O device registers will use direct addressing only.

NOTE: Some I/O registers are read-only. Attempts to write to these registers, using a PUT instruction will have no effect.

Basic Structure of Memory Addressing

The memory addressing modes are built around two basic ideas.

Indirection the memory location contains an address.
This is similar to the use of pointers in a modern HLL.

Indexing: the memory address is modified by an index.
This is a direct implementation of a one-dimensional array.

Indirection and indexing can be combined in two distinct ways.

Pre-Indexed the indexing is done first, then the indirection.
Think of an array of pointers.

Post-Indexed the indirection is done first, then the indexing.
Think of a pointer to an array, or an array passed by reference.

These two basic ideas generate four basic addressing modes.

	Indexing Not Used	Indexing Used
Indirection Not Used	Direct Addressing	Indexed Addressing
Indirection Used	Indirect Addressing	Indexed-Indirect Addressing

Immediate addressing does not fit into this scheme.