Naming conventions

SRs : Number of Scalar Register (source) , 0 - 255
SRs' : Number of Scalar Register (source) , 0 - 128
SRs1 : Number of Scalar Register (source-1) , 0 - 255
SRs2 : Number of Scalar Register (source-2) , 0 - 255
SRb : Number of Scalar Register (base register) , 0 - 255
SRi : Number of Scalar Register (index register) , 0 - 255
SRd : Number of Scalar Register (destination), 0 - 255
SRp : Number of Scalar Register (VR pointer), 0 - 255

VRs : Number of Vector Register (source) , 0 - 63
VRs1 : Number of Vector Register (source-1) , 0 - 63
VRs2 : Number of Vector Register (source-2) , 0 - 63
VRd : Number of Vector Register (destination) , 0 - 63
VRl : Number of Vector Register (list vector) , 0 - 63

CNs[12] : Number of Chaining Network (source[12]) , 0 - 7
CNd : Number of Chaining Network (destination) , 0 - 7

VMR : Number of Vector Mask Register , 0 - 7 , 0 = VMR not used
VMRs[12]: Number of Vector Mask Register (source[12]) , 0 - 7 , VMR0 = ALL TRUE
VMRd : Number of Vector Mask Register (destination) , 1 - 7

Immed: Immediate value
Addr : Immediate value (address)
Disp : Immediate value (displacement)
Sft : Immediate value (shift amount)

M[addr] : Content of Memory which address is addr

PC : Program counter
ZR : Zero Register (SR0)
FR : Flag Register
SP : Stack Pointer
FP : Frame Pointer
LR : Link Register

Instruction index

opcode	operands	description	p.
SLLI	immed,SRs2,SRd	SRs2 << immed -> SRd (logical shift)	20
SRA	SRs1,SRs2,SRd	SRs2 >> SRs1 -> SRd (arithmetic shift)	21
SRAI	immed,SRs2,SRd	SRs2 >> immed -> SRd (arithmetic shift)	21
SLA	SRs1,SRs2,SRd	SRs2 << SRs1 -> SRd (arithmetic shift)	22
SLAI	immed,SRs2,SRd	SRs2 << immed -> SRd (arithmetic shift)	22
(Float operations)			
FADD	SRs1,SRs2,SRd	SRs2 + SRs1 -> SRd	23
FSUB	SRs1,SRs2,SRd	SRs2 − SRs1 -> SRd	23
FMUL	SRs1,SRs2,SRd	SRs2 × SRs1 -> SRd	24
FDIV	SRs1,SRs2,SRd	SRs2 ÷ SRs1 -> SRd	24
INT	SRs1,SRd	(int)SRs1 -> SRd	25
FLT	SRs1,SRd	(float)SRs1 -> SRd	25
(Jump Instructions)		(cond = P,M,Z,NP,NM,NZ,GT,GE,LT,LE,EQ,NE)	
JMP	disp	PC + disp -> PC	26
JR	disp	PC + disp -> PC	26
JC	cond,disp	if cond then PC + disp -> PC	26
JRC	cond,disp	if cond then PC + disp -> PC	26
JB	SRb,disp	SRb + disp -> PC	26
JBC	cond,SRb,disp	if cond then SRb + disp -> PC	26
JMPL	disp	PC + 2 -> LR; PC + disp -> PC	27
JRL	disp	PC + 2 -> LR; PC + disp -> PC	27
JCL	cond,addr	if cond then PC + 2 -> LR; PC + disp -> PC	27
JRCL	cond,addr	if cond then PC + 2 -> LR; PC + disp -> PC	27
JBL	SRb,disp	PC + 2 -> LR; SRb+disp -> PC	27
JBCL	cond,SRb,disp	if cond then PC + 2 -> LR; SRb+disp -> PC	27
(Compare&jump Instructions)		(opr=SUB,RSUB,AND,OR)	
CJP	opr,SRs1,SRs2,disp	if (SRs2 opr SRs1) > 0 then PC + disp ->PC	28
CJM	opr,SRs1,SRs2,disp	if (SRs2 opr SRs1) < 0 then PC + disp ->PC	28
CJZ	opr,SRs1,SRs2,disp	if (SRs2 opr SRs1) == 0 then PC + disp ->PC	28
CJNZ	opr,SRs1,SRs2,disp	if (SRs2 opr SRs1) != 0 then PC + disp ->PC	28
CJPI	opr,immed,SRs2,disp	if (SRs2 opr immed) > 0 then PC + disp -> PC	28
CJMI	opr,immed,SRs2,disp	if (SRs2 opr immed) < 0 then PC + disp -> PC	28
CJZI	opr,immed,SRs2,disp	if (SRs2 opr immed) == 0 then PC + disp -> PC	28
CJNZI	opr,immed,SRs2,disp	if (SRs2 opr immed) != 0 then PC + disp -> PC	28
(Vector operations)		(VMR = Vector Mask Reg.)	
VFADD	VRs1,VRs2,VRd,VMR	VRs2 + VRs1 -> VRd (float)	29
VFSUB	VRs1,VRs2,VRd,VMR	VRs2 − VRs1 -> VRd (float)	30
VFMUL	VRs1,VRs2,VRd,VMR	VRs2 × VRs1 -> VRd (float)	31
VFDIV	VRs1,VRs2,VRd,VMR	VRs2 ÷ VRs1 -> VRd (float)	32
VADD	VRs1,VRs2,VRd,VMR	VRs2 + VRs1 -> VRd (int)	33
VSUB	VRs1,VRs2,VRd,VMR	VRs2 − VRs1 -> VRd (int)	34
VMUL	VRs1,VRs2,VRd,VMR	VRs2 × VRs1 -> VRd (int)	35
VDIV	VRs1,VRs2,VRd,VMR	VRs2 ÷ VRs1 -> VRd (int)	36

opcode	operands	description	p.
VAND	VRs1,VRs2,VRd,VMR	VRs2 & VRs1 -> VRd (logic)	37
VOR	VRs1,VRs2,VRd,VMR	VRs2 | VRs1 -> VRd (logic)	38
VXOR	VRs1,VRs2,VRd,VMR	VRs2 ^ VRs1 -> VRd (logic)	39
VNOT	VRs1,VRd,VMR	~VRs1 -> VRd (logic)	40
(Chaining vector operations)		(VMR=Vector Mask Reg.; src1,src2,dstn=VR/CN)	
CVFADD	src1,src2,dstn,VMR	src2 + src1 -> dstn (float)	29
CVFSUB	src1,src2,dstn,VMR	src2 − src1 -> dstn (float)	30
CVFMUL	src1,src2,dstn,VMR	src2 × src1 -> dstn (float)	31
CVFDIV	src1,src2,dstn,VMR	src2 ÷ src1 -> dstn (float)	32
CVADD	src1,src2,dstn,VMR	src2 + src1 -> dstn (int)	33
CVSUB	src1,src2,dstn,VMR	src2 − src1 -> dstn (int)	34
CVMUL	src1,src2,dstn,VMR	src2 × src1 -> dstn (int)	35
CVDIV	src1,src2,dstn,VMR	src2 ÷ src1 -> dstn (int)	36
CVAND	src1,src2,dstn,VMR	src2 & src1 -> dstn (logic)	37
CVOR	src1,src2,dstn,VMR	src2 | src1 -> dstn (logic)	38
CVXOR	src1,src2,dstn,VMR	src2 ^ src1 -> dstn (logic)	39
CVNOT	src1,dstn,VMR	~src1 -> dstn (logic)	40
(V&S mixed operations)			
VBCAST	SRs',VRd	SRs' -> VRd (broadcast)	41
VSRL	SRs',VRs,VRd	VRs >> SRs' -> VRd	42
VSLL	SRs',VRs,VRd	VRs << SRs' -> VRd	42
(Vector Load/Store)			
VLIR	VRd,SRb,SRi,VMR	for(i=0;i<128;i++) M[SRb+SRi×i] -> VRd[i]	43
VLII	VRd,SRb,immed,VMR	for(i=0;i<128;i++) M[SRb+immed×i] -> VRd[i]	43
VSIR	VRs,SRb,SRi,VMR	for(i=0;i<128;i++) VRs[i] -> M[SRb+SRi×i]	44
VSII	VRs,SRb,immed,VMR	for(i=0;i<128;i++) VRs[i] -> M[SRb+immed×i]	44
(List Vector L/S)			
LVLD	VRl,VRd,VMR	for(i=0;i<128;i++) M[VRl[i]] -> VRd[i]	45
LVST	VRl,VRs,VMR	for(i=0;i<128;i++) VRs[i] -> M[VRl[i]]	45
LVBLD	VRl,VRd,SRb	for(i=0;i<128;i++) M[VRl[i]+SRb] -> VRd[i]	46
LVBST	VRl,VRs,SRb	for(i=0;i<128;i++) VRs[i] -> M[VRl[i]+SRb]	46
(VMR set)		(cond=Z,NZ,P,NP,M,NM)	
VMRSETI	cond,VRs,VMRd	for(i=0;i<128;i++)	47
		if cond_int(VRs[i]) then TRUE -> VMRd[i]	
VMRSETF	cond,VRs,VMRd	for(i=0;i<128;i++)	47
		if cond_float(VRs[i]) then TRUE -> VMRd[i]	
(VMR operations)			
VMRAND	VMRs1,VMRs2,VMRd	VMRs1 & VMRs2 -> VMRd	48
VMROR	VMRs1,VMRs2,VMRd	VMRs1 | VMRs2 -> VMRd	48
VMRXOR	VMRs1,VMRs2,VMRd	VMRs1 ^ VMRs2 -> VMRd	49
VMRNOT	VMRs1,VMRd	~VMRs1->VMRd	49

opcode operands	description	p.
(Vector INT/FLT conversion)		
VINT VRs,VRd,VMR	(int)VRs -> VRd	50
VFLT VRs,VRd,VMR	(float)VRs -> VRd	50
(VR <-> SR move)		
MOVVS VRs,SRp,SRd	VRs[SRp] -> SRd	51
MOVSV VRd,SRp,SRs	SRs -> VRd[SRp]	51
(Synthetic Instructions)		
MOV SRs,SRd	SRs -> SRd (= OR SRs,ZR,SRd)	
CMP SRs1,SRs2	compare SRs1,SRs2 (= SUB SRs1,SRs2,ZR)	
CMPI immed,SRs2	compare Immed,SRs2 (= SUBI Immed,SRs2,ZR)	
RCMP SRs1,SRs2	reversecompareSRs1,SRs2(=RSUBSRs1,SRs2,ZR)	
RCMPI immed,SRs2,SRd	reversecompareImmed,SRs2(=RSUBIImm,SRs2,ZR)	
INC SRd	increment SRd (= ADDI 1,SRd,SRd)	
DEC SRd	decrement SRd (= SUBI 1,SRd,SRd)	
CLR SRd	clear SRd (= ORI ZR,ZR,SRd)	
NOP	no operation (= LDI 0,ZR)	
HLT	halt CPU (= LDI haltflag,flagreg)	
(Pseudo Instructions)		
ORG addr	**アセンブラにて現在のアドレスを設定**	
DS expr	expr**分のスペースを確保**(0**で初期化**)	
DW expr[,expr...]	1word**分のスペースを確保し、**expr**の値で初期化**	
	expr**には整数式の他、浮動小数点定数、文字列が使用可能**	
.data	**アセンブラのモードをデータモードへ、ラベルの制限無し**	
.code	**アセンブラのモードをコードモードへ、ラベルは**4**で割り切れる値のみ**	
LABEL EQU expr	expr**の値を**LABEL**に代入**	