cse141 Project:
Design Your Own ISA
Overview

• You will design an Instruction Set Architecture
  • Define your instructions and your calling convention
  • Produce an assembler.
  • Produce a simulator.
  • Demo your tools for the Matt.
• Due April 27
• Work in Team of 2.
• Start today
• You may use the Google Group to bounce ideas around and ask questions.
Your ISA

- Unusual constraints keep things interesting
  - 34 bit addresses/data
  - 17 bit instructions
  - Mimicking MIPS will not work.
- Needs to be “general-purpose”
  - In particular, it needs to run two programs given on the website.
  - It can be more general.
- Be creative!!!
  - Do something crazy! I like crazy! I will reward crazy!
Program I: SuperGarbage

struct inst {
    int op;
    int srcA;
    int srcB;
    int dest;
};

int SuperGarbage(int pc, int *mem)
{
    while(1)
    {
        struct inst *instruction = &(mem[pc]);
        int op = instruction->op;
        int srcA = instruction->srcA;
        int srcB = instruction->srcB;
        int dest = instruction->dest;
        pc = pc + 4;

        switch(op) {
            case 0: mem[dest] = mem[srcA] - mem[srcB]; break;
            case 1: mem[dest] = mem[srcA] >> 1; break;
            case 2: mem[dest] = ~(mem[srcA] | mem[srcB]); break;
            case 3: temp = mem[srcB];
                    mem[dest] = mem[mem[srcA]];
                    mem[mem[srcA]] = temp; break;
            case 4: in  mem[dest], mem[srcA]; break; // in mem, channel #
            case 5: out mem[srcA], mem[srcB]; break; // out data, channel#
            case 6:
                    mem[dest] = pc;
                    if (mem[srcA] < 0)
                    {
                        pc = mem[srcB];
                    }
                    break;
            case 7: return pc;
        }
    }
}
Program 2: Fibonacci

```c
int fib(int n) {
    if (n < 0)
        return 0x3DEADBEEF;
    else if (n <= 2)
        return 1;
    else if (n == 29)
        return 514229;
    else if (n == 30)
        return 832040;
    else if (n == 48)
        return 4807526976;
    else if (n == 49)
        return 7778742049;
    else return fib(n-1) + fib(n-2);
}
```
The Tools: Assembler

• Your assembler will generate binaries for your simulator (and your eventual processor in 141L)
• We provide a framework, that makes building the assembler pretty easy.
  • Don’t be afraid to hack it, if you need some additional functionality.
  • Talk to Matt
• Features your assembler will support
  • Code and data sections
  • Pseudo instructions
  • Labels
Tools: The Simulator

• This is an ISA Simulator, or an interpreter -- Not a hardware simulator.
• It is only concerned with the big-A effects of the program its running.
  • The IO
  • The architectural state -- memory, registers, PC, etc.
• We provide a framework for this too.
  • It’s basically a while loop and a case statement.
  • Questions? Talk to Matt
Micro Deadlines

• April 13: Alpha version of ISA + SG Coded
• April 20: Beta version of Alpha + Fib + Asm
• April 27: Beta + Sim + Writeup

Requirements for Alpha Version online later tonight