

ANNA Programming Card

<i>Opcode</i>	<i>Op</i>	<i>Operands</i>	<i>Description</i>
0000	add	$Rd\ Rs_1\ Rs_2$	Two's complement addition: $R(Rd) \leftarrow R(Rs_1) + R(Rs_2)$
0000	sub	$Rd\ Rs_1\ Rs_2$	Two's complement subtraction: $R(Rd) \leftarrow R(Rs_1) - R(Rs_2)$
0000	and	$Rd\ Rs_1\ Rs_2$	Bitwise and operation: $R(Rd) \leftarrow R(Rs_1) \& R(Rs_2)$
0000	or	$Rd\ Rs_1\ Rs_2$	Bitwise or operation: $R(Rd) \leftarrow R(Rs_1) R(Rs_2)$
0000	not	$Rd\ Rs_1$	Bitwise not operation: $R(Rd) \leftarrow \sim R(Rs_1)$
0001	j _{alr}	$Rd\ Rs_1$	Jumps to the address stored in register Rd and stores PC + 1 in register Rs_1 .
0010	in	Rd	Input instruction: $R(Rd) \leftarrow \text{input}$
0011	out	Rd	Output instruction: $\text{output} \leftarrow R(Rd)$. If Rd is r_0 , halts the processor.
0100	addi	$Rd\ Rs_1\ Imm6$	Add immediate: $R(Rd) \leftarrow R(Rs_1) + Imm6$
0101	shf	$Rd\ Rs_1\ Imm6$	Bit shift. The contents of Rs_1 are shifted left (if $Imm6$ is positive) or right with zero extension (if $Imm6$ is negative). The shift amount is $\text{abs}(Imm6)$; the result is stored in $R(Rd)$.
0110	lw	$Rd\ Rs_1\ Imm6$	Loads word from memory using the effective address computed by adding Rs_1 with the signed immediate: $R(Rd) \leftarrow M[R(Rs_1) + Imm6]$
0111	sw	$Rd\ Rs_1\ Imm6$	Stores word into memory using the effective address computed by adding Rs_1 with the signed immediate: $M[R(Rs_1) + Imm6] \leftarrow R(Rd)$
1000	lli	$Rd\ Imm8$	The lower bits (7-0) of Rd are copied from $Imm8$. The upper bits (15-8) of Rd are equal to bit 7 of $Imm8$ (sign extension).
1001	lui	$Rd\ Imm8$	The upper bits (15- 8) of Rd are copied from $Imm8$. The lower bits (7-0) of Rd are unchanged.
1010	beq	$Rd\ Imm8$	If $R(Rd) = 0$, then branch is taken with indirect target of $PC + 1 + Imm8$ as next PC. Immediate is a signed value.
1011	bne	$Rd\ Imm8$	If $R(Rd) \neq 0$, then branch is taken with indirect target of $PC + 1 + Imm8$ as next PC. Immediate is a signed value.
1100	bgt	$Rd\ Imm8$	If $R(Rd) > 0$, then branch is taken with indirect target of $PC + 1 + Imm8$ as next PC. Immediate is a signed value.
1101	bge	$Rd\ Imm8$	If $R(Rd) \geq 0$, then branch is taken with indirect target of $PC + 1 + Imm8$ as next PC. Immediate is a signed value.
1110	blt	$Rd\ Imm8$	If $R(Rd) < 0$, then branch is taken with indirect target of $PC + 1 + Imm8$ as next PC. Immediate is a signed value.
1111	ble	$Rd\ Imm8$	If $R(Rd) \leq 0$, then branch is taken with indirect target of $PC + 1 + Imm8$ as next PC. Immediate is a signed value.
Assembler Directives	.halt		Assemble directive that emits an out instruction (0x3000) that halts the processor.
	.fill	$Imm16$	Assembler directive that fills next memory location with the specified value. Immediate is a signed value.

Registers

- Represented by *Rd*, *Rs1*, and *Rs2*.
- A register can be any value from: r0, r1, r2, r3, r4, r5, r6, r7.
- Register r0 is always zero. Writes to register r0 are ignored.

Immediates

- Represented by *Imm6*, *Imm8*, and *Imm16*. The number refers to the size of the immediate in bits.
- Immediates can be specified using decimal values, hexadecimal values, or labels. Hexadecimal values must start with '0x' and labels must be preceded with '&'.
- Immediates represent a signed value. The immediate for `lui` is specified using a signed value but the sign is irrelevant as the eight bits are copied directly into the upper eight bits of the destination register.
- Labels refer to the address of the label. If a label is used in a branch, the proper PC-relative offset is computed and used as the immediate.

Comments

- A comment begins with a pound sign '#' and continues until the following newline.

Labels

- Label definitions consist of a string of letters, digits, and underscore characters followed by a colon. The colon is not part of the label name.
- A label definition must precede an instruction on the same line.
- A label may only be defined once in a program. Only one label is allowed per instruction. The instruction must appear on the same line as the label.

Instruction Formats

Instructions adhere to one of the following three instruction formats:

R-type (add, sub, and, or, not, jalr, in, out)

15	12	11	9	8	6	5	3	2	0
Opcode		<i>Rd</i>		<i>Rs1</i>		<i>Rs2</i>		Function code*	

*Function codes for opcode 0000: add (000), sub (001), and (010), or (011), not (100), jalr, in, out do not use the function code; each has a unique opcode.

I6-type (addi, shf, lw, sw)

15	12	11	9	8	6	5	0
Opcode		<i>Rd</i>		<i>Rs1</i>		<i>Imm6</i>	

I8-type (lli, lui, beq, bne, bgt, bge, blt, ble)

15	12	11	9	8	7	0
Opcode		<i>Rd</i>		Unused	<i>Imm8</i>	

ANNA Calling Convention

This section is only relevant for programs that employ function calls.

- The start of the stack is at address 0x8000. The program is responsible for initializing the stack and frame pointers at the beginning of the program.
- Register usage:
 - r4: return value after a function call.
 - r5: return address at the beginning of the function call.
 - r6: frame pointer throughout the program
 - r7: stack pointer throughout the program
- All parameters must be stored on the stack (registers are not used).
- The return value is stored in r4 (stack is not used).
- Caller must save values in r1-r5 they want retained after a function (caller save registers).
 - The return address in r5 is treated like any other caller save register.
- All activation records have the same ordering.
 - First entry (offset 0) is for the previous frame pointer
 - The next n entries (offset 1... n) are for the function parameters (in the same order as they appear).
 - Remaining entries are used for local variables and temporary values (order left up to programmer).
- Activation record for “main” only has local variables and temporary values.
 - No previous frame
 - No parameters

ANNA Heap Management

This section is only relevant for programs that employ dynamic memory allocation.

- Dynamic memory in ANNA is simplified – only allocations (no deallocations).
- Heap management table is implemented using a single pointer called `heapPtr`: it points to the next free word in memory.
- Heap is placed at the very end of the program:

```
# heap section
heapPtr:  .fill &heap
heap:     .fill 0
```