

The Hmmm Instruction Set

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There are 24 different instructions in Hmmm assembly language, each of which accepts between 0 to 3 arguments. Numerical arguments are represented by N. Two of the instructions, `setn` and `addn`, accept a signed numerical argument between -128 and 127. The load, store and jump instructions accept an unsigned numerical argument between 0 and 255, i.e., a memory address. In the table below, register arguments are represented by `rX`, `rY` or `rZ` which may be any one of the 16 general purpose registers `r0` to `r15`.

Assembly	Binary	Description
System instructions		
<code>halt</code>	0000 0000 0000 0000	Halt program
<code>read rX</code>	0000 xxxx 0000 0001	Place user input in register <code>rX</code>
<code>write rX</code>	0000 xxxx 0000 0010	Print the contents of register <code>rX</code>
<code>nop</code>	0110 0000 0000 0000	Do nothing
Setting register data		
<code>setn rX, N</code>	0001 xxxx nnnn nnnn	Set register <code>rX</code> to the integer <code>N</code> (-128 to 127)
<code>addn rX, N</code>	0101 xxxx nnnn nnnn	Add integer <code>N</code> (-128 to 127) to register <code>rX</code>
<code>copy rX, rY</code>	0110 xxxx yyyy 0000	Set <code>rX</code> = <code>rY</code>
Arithmetic		
<code>add rX, rY, rZ</code>	0110 xxxx yyyy zzzz	Set <code>rX</code> = <code>rY</code> + <code>rZ</code>
<code>sub rX, rY, rZ</code>	0111 xxxx yyyy zzzz	Set <code>rX</code> = <code>rY</code> - <code>rZ</code>
<code>neg rX, rY</code>	0111 xxxx 0000 yyyy	Set <code>rX</code> = - <code>rY</code>
<code>mul rX, rY, rZ</code>	1000 xxxx yyyy zzzz	Set <code>rX</code> = <code>rY</code> * <code>rZ</code>
<code>div rX, rY, rZ</code>	1001 xxxx yyyy zzzz	Set <code>rX</code> = <code>rY</code> / <code>rZ</code>
<code>mod rX, rY, rZ</code>	1010 xxxx yyyy zzzz	Set <code>rX</code> = <code>rY</code> % <code>rZ</code>
Jumps		
<code>jumpn N</code>	1011 0000 nnnn nnnn	Set program counter to address <code>N</code>
<code>jumpr rX</code>	0000 xxxx 0000 0011	Set program counter to address in <code>rX</code>
<code>jeqzn rX, N</code>	1100 xxxx nnnn nnnn	If <code>rX</code> == 0 then set program counter to address <code>N</code>
<code>jnezn rX, N</code>	1101 xxxx nnnn nnnn	If <code>rX</code> != 0 then set program counter to address <code>N</code>
<code>jgtzn rX, N</code>	1110 xxxx nnnn nnnn	If <code>rX</code> > 0 then set program counter to address <code>N</code>
<code>jltzn rX, N</code>	1111 xxxx nnnn nnnn	If <code>rX</code> < 0 then set program counter to address <code>N</code>
<code>calln rX, N</code>	1011 xxxx nnnn nnnn	Set <code>rX</code> to program counter + 1, then set program counter to address <code>N</code>
Interacting with Memory (RAM)		
<code>loadn rX, N</code>	0010 xxxx nnnn nnnn	Load register <code>rX</code> with contents of memory address <code>N</code>
<code>storen rX, N</code>	0011 xxxx nnnn nnnn	Store contents of register <code>rX</code> into memory address <code>N</code>
<code>loadr rX, rY</code>	0100 xxxx yyyy 0000	Load register <code>rX</code> with data from the address location held in register <code>rY</code>
<code>storer rX, rY</code>	0100 xxxx yyyy 0001	Store contents of register <code>rX</code> into memory address held in register <code>rY</code>