

TMS320C54x DSP Reference Set

Volume 3: Algebraic Instruction Set

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Read This First

About This Manual

The TMS320C54x is a fixed-point digital signal processor (DSP) in the TMS320 family, and it can use either of two forms of the instruction set: a mnemonic form or an algebraic form. This book is a reference for the algebraic form of the instruction set. It contains information about the instructions used for all types of operations (arithmetic, logical, load and store, conditional, and program control), the nomenclature used in describing the instruction operation, and supplemental information you may need, such as interrupt priorities and locations.

This book uses a shortened form of the device name, '54x, to refer to all members of the device family and as an aid in readability. For a summary of changes in this book, see Appendix E, *Summary of Updates in This Document*.

How to Use This Manual

The following table summarizes the '54x information contained in this book:

If you are looking for information about:	Turn to:
Arithmetic operations	Chapter 2, <i>Instruction Set Summary</i>
Changes in this book	Appendix E, <i>Summary of Updates in This Document</i>
Conditions for conditional instructions	Appendix A, <i>Condition Codes</i>
Example description of instruction	Chapter 1, <i>Symbols and Abbreviations</i>
Individual instruction descriptions	Chapter 4, <i>Assembly Language Instructions</i>

If you are looking for information about:	Turn to:
Instruction set abbreviations	Chapter 1, <i>Symbols and Abbreviations</i>
Instruction set classes	Chapter 3, <i>Instruction Classes and Cycles</i>
Instruction set symbols	Chapter 1, <i>Symbols and Abbreviations</i>
Interrupt locations and priorities	Appendix B, <i>Interrupt Locations and Priority Tables</i>
Interrupt register layout	Appendix C, <i>Interrupt and Status Registers</i>
Load and store operations	Chapter 2, <i>Instruction Set Summary</i>
Logical operations	Chapter 2, <i>Instruction Set Summary</i>
Program control operations	Chapter 2, <i>Instruction Set Summary</i>
Status register layout	Appendix C, <i>Interrupt and Status Registers</i>
Summary of instructions	Chapter 2, <i>Instruction Set Summary</i>
Summary of updates in this document	Appendix E, <i>Summary of Updates in This Document</i>

Notational Conventions

This book uses the following conventions.

- ❑ Program listings and program examples are shown in a `special typeface`.

Here is a segment of a program listing:

```
lms( *AR3+ , *AR4+ )
```

- ❑ In syntax descriptions, the instruction is in a **bold typeface** and parameters are in an *italic typeface*. Portions of a syntax in **bold** must be entered as shown; portions of a syntax in *italics* describe the type of information that you specify. Here is an example of an instruction syntax:

lms(*Xmem*, *Ymem*)

lms is the instruction, and it has two parameters, *Xmem* and *Ymem*. When you use **lms**, the parameters should be actual dual data-memory operand values. A comma and a space (optional) must separate the two values.

- The term OR is used in the assembly language instructions to denote a Boolean operation. The term or is used to indicate selection. Here is an example of an instruction with OR and or:

lk OR (src) → src or [dst]

This instruction ORs the value of lk with the contents of src. Then, it stores the result in src or dst, depending on the syntax of the instruction.

- Square brackets, [and], identify an optional parameter. If you use an optional parameter, specify the information within the brackets; do not type the brackets themselves.

Related Documentation From Texas Instruments

The following books describe the '54x and related support tools. To obtain a copy of any of these TI documents, call the Texas Instruments Literature Response Center at (800) 477–8924. When ordering, please identify the book by its title and literature number.

TMS320C54x DSP Reference Set is composed of four volumes that can be ordered as a set with literature number SPRU210. To order an individual book, use the document-specific literature number:

TMS320C54x DSP Reference Set, Volume 1: CPU and Peripherals (literature number SPRU131) describes the TMS320C54x 16-bit, fixed-point, general-purpose digital signal processors. Covered are its architecture, internal register structure, data and program addressing, the instruction pipeline, and on-chip peripherals. Also includes development support information, parts lists, and design considerations for using the XDS510 emulator.

TMS320C54x DSP Reference Set, Volume 2: Mnemonic Instruction Set (literature number SPRU172) describes the TMS320C54x digital signal processor mnemonic instructions individually. Also includes a summary of instruction set classes and cycles.

TMS320C54x DSP Reference Set, Volume 3: Algebraic Instruction Set (literature number SPRU179) describes the TMS320C54x digital signal processor algebraic instructions individually. Also includes a summary of instruction set classes and cycles.

TMS320C54x DSP Reference Set, Volume 4: Applications Guide (literature number SPRU173) describes software and hardware applications for the TMS320C54x digital signal processor. Also includes development support information, parts lists, and design considerations for using the XDS510 emulator.

TMS320C54x, TMS320LC54x, TMS320VC54x Fixed-Point Digital Signal Processors (literature number SPRS039) data sheet contains the electrical and timing specifications for these devices, as well as signal descriptions and pinouts for all of the available packages.

TMS320C54x DSKplus User's Guide (literature number SPRU191) describes the TMS320C54x digital signal processor starter kit (DSK), which allows you to execute custom 'C54x code in real time and debug it line by line. Covered are installation procedures, a description of the debugger and the assembler, customized applications, and initialization routines.

TMS320C54x Assembly Language Tools User's Guide (literature number SPRU102) describes the assembly language tools (assembler, linker, and other tools used to develop assembly language code), assembler directives, macros, common object file format, and symbolic debugging directives for the 'C54x generation of devices.

TMS320C5xx C Source Debugger User's Guide (literature number SPRU099) tells you how to invoke the 'C54x emulator, evaluation module, and simulator versions of the C source debugger interface. This book discusses various aspects of the debugger interface, including window management, command entry, code execution, data management, and breakpoints. It also includes a tutorial that introduces basic debugger functionality.

TMS320C54x Code Generation Tools Getting Started Guide (literature number SPRU147) describes how to install the TMS320C54x assembly language tools and the C compiler for the 'C54x devices. The installation for MS-DOS™, OS/2™, SunOS™, Solaris™, and HP-UX™ 9.0x systems is covered.

TMS320C54x Evaluation Module Technical Reference (literature number SPRU135) describes the 'C54x evaluation module, its features, design details and external interfaces.

TMS320C54x Optimizing C Compiler User's Guide (literature number SPRU103) describes the 'C54x C compiler. This C compiler accepts ANSI standard C source code and produces TMS320 assembly language source code for the 'C54x generation of devices.

TMS320C54x Simulator Getting Started (literature number SPRU137) describes how to install the TMS320C54x simulator and the C source debugger for the 'C54x. The installation for MS-DOS™, PC-DOS™, SunOS™, Solaris™, and HP-UX™ systems is covered.

TMS320 Third-Party Support Reference Guide (literature number SPRU052) alphabetically lists over 100 third parties that provide various products that serve the family of TMS320 digital signal processors. A myriad of products and applications are offered—software and hardware development tools, speech recognition, image processing, noise cancellation, modems, etc.

TMS320 DSP Development Support Reference Guide (literature number SPRU011) describes the TMS320 family of digital signal processors and the tools that support these devices. Included are code-generation tools (compilers, assemblers, linkers, etc.) and system integration and debug tools (simulators, emulators, evaluation modules, etc.). Also covered are available documentation, seminars, the university program, and factory repair and exchange.

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Symbols and Abbreviations

This chapter lists and defines the symbols and abbreviations used in the instruction set summary and in the individual instruction descriptions. It also provides an example description of an instruction.

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1.1 Instruction Set Symbols and Abbreviations

Table 1–1 through Table 1–4 list the symbols and abbreviations used in the instruction set summary (Chapter 2) and in the individual instruction descriptions (Chapter 4).

Table 1–1. Instruction Set Symbols and Abbreviations

Symbol	Meaning
A	Accumulator A
ALU	Arithmetic logic unit
AR	Auxiliary register, general usage
ARx	Designates a specific auxiliary register ($0 \leq x \leq 7$)
ARP	Auxiliary register pointer field in ST0; this 3-bit field points to the current auxiliary register (AR).
ASM	5-bit accumulator shift mode field in ST1 ($-16 \leq \text{ASM} \leq 15$)
B	Accumulator B
BRAF	Block-repeat active flag in ST1
BRC	Block-repeat counter
bit_code	4-bit value that determines which bit of a designated data memory value is tested by the test bit instruction ($0 \leq \text{bit_code} \leq 15$)
C16	Dual 16-bit/double-precision arithmetic mode bit in ST1
C	Carry bit in ST0
CC	2-bit condition code ($0 \leq \text{CC} \leq 3$)
CMPT	Compatibility mode bit in ST1
CPL	Compiler mode bit in ST1
cond	An operand representing a condition used by instructions that execute conditionally
[d]	Delay option
DAB	D address bus
DAR	DAB address register
dmad	16-bit immediate data-memory address ($0 \leq \text{dmad} \leq 65\,535$)
Dmem	Data-memory operand
DP	9-bit data-memory page pointer field in ST0 ($0 \leq \text{DP} \leq 511$)

Table 1–1. Instruction Set Symbols and Abbreviations (Continued)

Symbol	Meaning
dst	Destination accumulator (A or B)
dst_	Opposite destination accumulator: If dst = A, then dst_ = B If dst = B, then dst_ = A
EAB	E address bus
EAR	EAB address register
extpmad	23-bit immediate program-memory address
FRCT	Fractional mode bit in ST1
hi(A)	High part of accumulator A (bits 31–16)
HM	Hold mode bit in ST1
IFR	Interrupt flag register
INTM	Interrupt mode bit in ST1
K	Short-immediate value of less than 9 bits
k3	3-bit immediate value ($0 \leq k3 \leq 7$)
k5	5-bit immediate value ($-16 \leq k5 \leq 15$)
k9	9-bit immediate value ($0 \leq k9 \leq 511$)
lk	16-bit long-immediate value
Lmem	32-bit single data-memory operand using long-word addressing
mmr, MMR	Memory-mapped register
MMRx, MMRy	Memory-mapped register, AR0–AR7 or SP
n	Number of words following the execute conditionally instruction; $n = 1$ or 2
N	Designates the status register modified in the reset or set status register bit, and execute conditionally instructions: N = 0 Status register ST0 N = 1 Status register ST1
OVA	Overflow flag for accumulator A in ST0
OVB	Overflow flag for accumulator B in ST0

Table 1–1. Instruction Set Symbols and Abbreviations (Continued)

Symbol	Meaning
OVdst	Overflow flag for the destination accumulator (A or B)
OVdst_	Overflow flag for the opposite destination accumulator (A or B)
OVsrc	Overflow flag for the source accumulator (A or B)
OVM	Overflow mode bit in ST1
PA	16-bit port immediate address ($0 \leq PA \leq 65\,535$)
PAR	Program address register
PC	Program counter
pmad	16-bit immediate program-memory address ($0 \leq pmad \leq 65\,535$)
Pmem	Program-memory operand
PMST	Processor mode status register
prog	Program-memory operand
[R]	Rounding option
RC	Repeat counter
REA	Block-repeat end address register
rnd	Round
RSA	Block-repeat start address register
RTN	Fast-return register used in [d]return_fast instruction
SBIT	4-bit value that designates the status register bit number modified in the reset or set status register bit, and execute conditionally instructions ($0 \leq SBIT \leq 15$)
SHFT	4-bit shift value ($0 \leq SHFT \leq 15$)
SHIFT	5-bit shift value ($-16 \leq SHIFT \leq 15$)
Sind	Single data-memory operand using indirect addressing
Smem	16-bit single data-memory operand
SP	Stack pointer
src	Source accumulator (A or B)
ST0, ST1	Status register 0, status register 1
SXM	Sign-extension mode bit in ST1

Table 1–1. Instruction Set Symbols and Abbreviations (Continued)

Symbol	Meaning
T	Temporary register
TC	Test/control flag in ST0
TOS	Top of stack
TRN	Transition register
TS	Shift value specified by bits 5–0 of T ($-16 \leq TS \leq 31$)
uns	Unsigned
XF	External flag status bit in ST1
XPC	Program counter extension register
Xmem	16-bit dual data-memory operand used in dual-operand instructions and some single-operand instructions
Ymem	16-bit dual data-memory operand used in dual-operand instructions
– – SP	Stack pointer value is decremented by 1
+ + SP	Stack pointer value is incremented by 1
+ + PC	Program counter value is incremented by 1

Table 1–2. Opcode Symbols and Abbreviations

Symbol	Meaning
A	Data-memory address bit
ARX	3-bit value that designates the auxiliary register
BITC	4-bit bit code
CC	2-bit condition code
CCCC CCCC	8-bit condition code
COND	4-bit condition code
D	Destination (dst) accumulator bit
	D = 0 Accumulator A
	D = 1 Accumulator B

Table 1–2. Opcode Symbols and Abbreviation (Continued)

Symbol	Meaning
I	Addressing mode bit I = 0 Direct addressing mode I = 1 Indirect addressing mode
K	Short-immediate value of less than 9 bits
MMRX	4-bit value that designates one of nine memory-mapped registers ($0 \leq \text{MMRX} \leq 8$)
MMRY	4-bit value that designates one of nine memory-mapped registers ($0 \leq \text{MMRY} \leq 8$)
N	Single bit
NN	2-bit value that determines the type of interrupt
R	Rounding (rnd) option bit R = 0 Execute instruction without rounding R = 1 Round the result
S	Source (src) accumulator bit S = 0 Accumulator A S = 1 Accumulator B
SBIT	4-bit status register bit number
SHFT	4-bit shift value ($0 \leq \text{SHFT} \leq 15$)
SHIFT	5-bit shift value ($-16 \leq \text{SHIFT} \leq 15$)
X	Data-memory bit
Y	Data-memory bit
Z	Delay instruction bit Z = 0 Execute instruction without delay Z = 1 Execute instruction with delay

Table 1–3. Instruction Set Notations

Symbol	Meaning
Boldface Characters	Boldface characters in an instruction syntax must be typed as shown. <i>Example:</i> For the syntax abdst (<i>Xmem</i> , <i>Ymem</i>), you can use a variety of values for <i>Xmem</i> and <i>Ymem</i> , but the word abdst must be typed as shown.
<i>italic symbols</i>	Italic symbols in an instruction syntax represent variables. <i>Example:</i> For the syntax abdst (<i>Xmem</i> , <i>Ymem</i>), you can use a variety of values for <i>Xmem</i> and <i>Ymem</i> .
[x]	Operands in square brackets are optional. <i>Example:</i> For the syntax <i>dst</i> = <i>src</i> + <i>Smem</i> [<< <i>SHIFT</i>], you must use a value for <i>Smem</i> and <i>src</i> ; however, <i>SHIFT</i> is optional.
#	Prefix of constants used in immediate addressing. For short- or long-immediate operands, # is used in instructions where there is ambiguity with other addressing modes that use immediate operands. For example: repeat #15 uses short immediate addressing. It causes the next instruction to be repeated 16 times. repeat 15 uses direct addressing. The number of times the next instruction repeats is determined by a value stored in memory. For instructions using immediate operands for which there is no ambiguity, # is accepted by the assembler. For example, RPTZ A, #15 and RPTZ A, 15 are equivalent.
(abc)	The content of a register or location abc. <i>Example:</i> (src) means <i>the content of the source accumulator</i> .
x → y	Value x is assigned to register or location y. <i>Example:</i> (<i>Smem</i>) → <i>dst</i> means <i>the content of the data-memory value is loaded into the destination accumulator</i> .
r(n–m)	Bits n through m of register or location r. <i>Example:</i> src(15–0) means <i>bits 15 through 0 of the source accumulator</i> .
<< nn	Shift of nn bits left (negative or positive)
	Parallel instruction
\	Rotate left
//	Rotate right
\overline{x}	Logical inversion (1s complement) of x
x	Absolute value of x
AAh	Indicates that AA represents a hexadecimal number

Table 1–4. Operators Used in Instruction Set

Symbols	Operators	Evaluation
+ – ~	Unary plus, minus, 1s complement	Right to left
* / %	Multiplication, division, modulo	Left to right
+ –	Addition, subtraction	Left to right
<< >>	Left shift, right shift	Left to right
<<<	Logical left shift	Left to right
< ≤	Less than, LT or equal	Left to right
> ≥	Greater than, GT or equal	Left to right
≠ !=	Not equal to	Left to right
&	Bitwise AND	Left to right
^	Bitwise exclusive OR	Left to right
	Bitwise OR	Left to right

Note: Unary +, –, and * have higher precedence than the binary forms.

1.2 Example Description of Instruction

This example of a typical instruction description is provided to familiarize you with the format of the instruction descriptions and to explain what is described under each heading. Each instruction description in Chapter 4 presents the following information:

- ☐ Assembler syntax
- ☐ Operands
- ☐ Opcode
- ☐ Execution
- ☐ Status Bits
- ☐ Description
- ☐ Words
- ☐ Cycles
- ☐ Classes
- ☐ Examples

Each instruction description begins with an assembly syntax expression. Labels may be placed either before the instruction on the same line or on the preceding line in the first column. An optional comment field may conclude the syntax expression. Spaces are required between the fields:

- ☐ Label
- ☐ Command and operands
- ☐ Comment

Syntax

```
1:  src = src + Smem
    src += Smem
2:  src = src + Smem << TS
    src += Smem << TS
3:  dst = src + Smem << 16
    dst += Smem << 16
4:  dst = src + Smem [ << SHIFT ]
    dst += Smem [ << SHIFT ]
```

Each instruction description begins with an assembly syntax expression. See Section 1.1 on page 1-2 for definitions of symbols in the syntax.

Operands

Smem: Single data-memory operand
src, dst: A (accumulator A)
 B (accumulator B)

$-16 \leq \text{SHIFT} \leq 15$

Operands may be constants or assembly-time expressions that refer to memory, I/O ports, register addresses, pointers, and a variety of other constants. This section also gives the range of acceptable values for the operand types.

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x

The opcode breaks down the various bit fields that make up each instruction. See Section 1.1 on page 1-2 for definitions of symbols in the instruction opcode.

Execution

```
1:  (Smem) + (src) → src
2:  (Smem) << (TS) + (src) → src
3:  (Smem) << 16 + (src) → dst
4:  (Smem) [ << SHIFT ] + (src) → dst
```

The execution section describes the processing that takes place when the instruction is executed. The example executions are numbered to correspond to the numbered syntaxes. See Section 1.1 on page 1-2 for definitions of symbols in the execution.

Status Bits

An instruction's execution may be affected by the state of the fields in the status registers; also it may affect the state of the status register fields. Both the effects *on* and the effects *of* the status register fields are listed in this section.

Description

This section describes the instruction execution and its effect on the rest of the processor or on memory contents. Any constraints on the operands imposed by the processor or the assembler are discussed. The description parallels and supplements the information given symbolically in the execution section.

Words	This field specifies the number of memory words required to store the instruction and its extension words. For instructions operating in single-addressing mode, the number of words given is for all modifiers except for long-offset modifiers, which require one additional word.
Cycles	This field specifies the number of cycles required for a given '54x instruction to execute as a single instruction with data accesses in DARAM and program accesses from ROM. Additional details on the number of cycles required for other memory configurations and repeat modes are given in Chapter 3, <i>Instruction Classes and Cycles</i> .
Classes	This field specifies the instruction class for each syntax of the instruction. See Chapter 3, <i>Instruction Classes and Cycles</i> , for a description of each class.
Example	Example code is included for each instruction. The effect of the code on memory and/or registers is summarized when appropriate.

Instruction Set Summary

The '54x instruction set can be divided into four basic types of operations:

- ☐ Arithmetic operations
- ☐ Logical operations
- ☐ Program-control operations
- ☐ Load and store operations

In this chapter, each of the types of operations is divided into smaller groups of instructions with similar functions. With each instruction listing, you will find the best possible numbers for word count and cycle time, and the instruction class. You will also find a page number that directs you to the appropriate place in the instruction set of Chapter 4. Also included is information on repeating a single instruction and a list of nonrepeatable instructions.

Topic	Page
2.1 Arithmetic Operations	2-2
2.2 Logical Operations	2-9
2.3 Program-Control Operations	2-12
2.4 Load and Store Operations	2-16
2.5 Repeating a Single Instruction	2-22

2.1 Arithmetic Operations

This section summarizes the arithmetic operation instructions. Table 2–1 through Table 2–6 list the instructions within the following functional groups:

- ☐ Add instructions (Table 2–1)
- ☐ Subtract instructions (Table 2–2 on page 2-3)
- ☐ Multiply instructions (Table 2–3 on page 2-4)
- ☐ Multiply-accumulate instructions (Table 2–4 on page 2-5)
- ☐ Multiply-subtract instructions (Table 2–4 on page 2-5)
- ☐ Double (32-bit operand) instructions (Table 2–5 on page 2-7)
- ☐ Application-specific instructions (Table 2–6 on page 2-8)

Table 2–1. Add Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>src</i> = <i>src</i> + <i>Smem</i> <i>src</i> += <i>Smem</i>	<i>src</i> = <i>src</i> + <i>Smem</i>	1	1	3A, 3B	4-4
<i>src</i> = <i>src</i> + <i>Smem</i> << <i>TS</i> <i>src</i> += <i>Smem</i> << <i>TS</i>	<i>src</i> = <i>src</i> + <i>Smem</i> << <i>TS</i>	1	1	3A, 3B	4-4
<i>dst</i> = <i>src</i> + <i>Smem</i> << 16 <i>dst</i> += <i>Smem</i> << 16	<i>dst</i> = <i>src</i> + <i>Smem</i> << 16	1	1	3A, 3B	4-4
<i>dst</i> = <i>src</i> + <i>Smem</i> [<< <i>SHIFT</i>] <i>dst</i> += <i>Smem</i> [<< <i>SHIFT</i>]	<i>dst</i> = <i>src</i> + <i>Smem</i> << <i>SHIFT</i>	2	2	4A, 4B	4-4
<i>src</i> = <i>src</i> + <i>Xmem</i> << <i>SHFT</i> <i>src</i> += <i>Xmem</i> << <i>SHFT</i>	<i>src</i> = <i>src</i> + <i>Xmem</i> << <i>SHFT</i>	1	1	3A	4-4
<i>dst</i> = <i>Xmem</i> << 16 + <i>Ymem</i> << 16	<i>dst</i> = <i>Xmem</i> << 16 + <i>Ymem</i> << 16	1	1	7	4-4
<i>dst</i> = <i>src</i> + # <i>lk</i> [<< <i>SHFT</i>] <i>dst</i> += # <i>lk</i> [<< <i>SHFT</i>]	<i>dst</i> = <i>src</i> + # <i>lk</i> << <i>SHFT</i>	2	2	2	4-4
<i>dst</i> = <i>src</i> + # <i>lk</i> << 16 <i>dst</i> += # <i>lk</i> << 16	<i>dst</i> = <i>src</i> + # <i>lk</i> << 16	2	2	2	4-4
<i>dst</i> = <i>dst</i> + <i>src</i> [<< <i>SHIFT</i>] <i>dst</i> += <i>src</i> [<< <i>SHIFT</i>]	<i>dst</i> = <i>dst</i> + <i>src</i> << <i>SHIFT</i>	1	1	1	4-4
<i>dst</i> = <i>dst</i> + <i>src</i> << <i>ASM</i> <i>dst</i> += <i>src</i> << <i>ASM</i>	<i>dst</i> = <i>dst</i> + <i>src</i> << <i>ASM</i>	1	1	1	4-4
<i>src</i> = <i>src</i> + <i>Smem</i> + CARRY <i>src</i> += <i>Smem</i> + CARRY	<i>src</i> = <i>src</i> + <i>Smem</i> + C	1	1	3A, 3B	4-8

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–1. Add Instructions (Continued)

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>Smem</i> = <i>Smem</i> + # <i>lk</i> <i>Smem</i> += # <i>lk</i>	<i>Smem</i> = <i>Smem</i> + # <i>lk</i>	2	2	18A, 18B	4-9
<i>src</i> = <i>src</i> + uns(<i>Smem</i>) <i>src</i> += uns(<i>Smem</i>)	<i>src</i> = <i>src</i> + uns(<i>Smem</i>)	1	1	3A, 3B	4-10

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–2. Subtract Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>src</i> = <i>src</i> – <i>Smem</i> <i>src</i> –= <i>Smem</i>	<i>src</i> = <i>src</i> – <i>Smem</i>	1	1	3A, 3B	4-191
<i>src</i> = <i>src</i> – <i>Smem</i> << TS <i>src</i> –= <i>Smem</i> << TS	<i>src</i> = <i>src</i> – <i>Smem</i> << TS	1	1	3A, 3B	4-191
<i>dst</i> = <i>src</i> – <i>Smem</i> << 16 <i>dst</i> –= <i>Smem</i> << 16	<i>dst</i> = <i>src</i> – <i>Smem</i> << 16	1	1	3A, 3B	4-191
<i>dst</i> = <i>src</i> – <i>Smem</i> [<< SHIFT] <i>dst</i> –= <i>Smem</i> [<< SHIFT]	<i>dst</i> = <i>src</i> – <i>Smem</i> << SHIFT	2	2	4A, 4B	4-191
<i>src</i> = <i>src</i> – <i>Xmem</i> << SHFT <i>src</i> –= <i>Xmem</i> << SHFT	<i>src</i> = <i>src</i> – <i>Xmem</i> << SHFT	1	1	3A	4-191
<i>dst</i> = <i>Xmem</i> << 16 – <i>Ymem</i> << 16	<i>dst</i> = <i>Xmem</i> << 16 – <i>Ymem</i> << 16	1	1	7	4-191
<i>dst</i> = <i>src</i> – # <i>lk</i> [<< SHFT] <i>dst</i> –= # <i>lk</i> [<< SHFT]	<i>dst</i> = <i>src</i> – # <i>lk</i> << SHFT	2	2	2	4-191
<i>dst</i> = <i>src</i> – # <i>lk</i> << 16 <i>dst</i> –= # <i>lk</i> << 16	<i>dst</i> = <i>src</i> – # <i>lk</i> << 16	2	2	2	4-191
<i>dst</i> = <i>dst</i> – <i>src</i> << SHIFT <i>dst</i> –= <i>src</i> << SHIFT	<i>dst</i> = <i>dst</i> – <i>src</i> << SHIFT	1	1	1	4-191
<i>dst</i> = <i>dst</i> – <i>src</i> << ASM <i>dst</i> –= <i>src</i> << ASM	<i>dst</i> = <i>dst</i> – <i>src</i> << ASM	1	1	1	4-191
<i>src</i> = <i>src</i> – <i>Smem</i> – BORROW <i>src</i> –= <i>Smem</i> – BORROW	<i>src</i> = <i>src</i> – <i>Smem</i> – \overline{C}	1	1	3A, 3B	4-195

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–2. Subtract Instructions (Continued)

Syntax	Expression	W [†]	Cycles [†]	Class	Page
subc(<i>Smem</i> , <i>src</i>)	If (<i>src</i> – <i>Smem</i> << 15) ≥ 0 <i>src</i> = (<i>src</i> – <i>Smem</i> << 15) << 1 + 1 Else <i>src</i> = <i>src</i> << 1	1	1	3A, 3B	4-196
<i>src</i> = <i>src</i> – uns(<i>Smem</i>) <i>src</i> – = uns(<i>Smem</i>)	<i>src</i> = <i>src</i> – uns(<i>Smem</i>)	1	1	3A, 3B	4-198

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–3. Multiply Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>dst</i> = <i>T</i> * <i>Smem</i>	<i>dst</i> = <i>T</i> * <i>Smem</i>	1	1	3A, 3B	4-103
<i>dst</i> = rnd(<i>T</i> * <i>Smem</i>)	<i>dst</i> = rnd(<i>T</i> * <i>Smem</i>)	1	1	3A, 3B	4-103
<i>dst</i> = <i>Xmem</i> * <i>Ymem</i> [, <i>T</i> = <i>Xmem</i>]	<i>dst</i> = <i>Xmem</i> * <i>Ymem</i> , <i>T</i> = <i>Xmem</i>	1	1	7	4-103
<i>dst</i> = <i>Smem</i> * # <i>lk</i> [, <i>T</i> = <i>Smem</i>]	<i>dst</i> = <i>Smem</i> * # <i>lk</i> , <i>T</i> = <i>Smem</i>	2	2	6A, 6B	4-103
<i>dst</i> = <i>T</i> * # <i>lk</i>	<i>dst</i> = <i>T</i> * # <i>lk</i>	2	2	2	4-103
<i>dst</i> = <i>T</i> * hi(<i>A</i>)	<i>dst</i> = <i>T</i> * A(32–16)	1	1	1	4-106
<i>B</i> = <i>Smem</i> * hi(<i>A</i>) [, <i>T</i> = <i>Smem</i>]	<i>B</i> = <i>Smem</i> * A(32–16), <i>T</i> = <i>Smem</i>	1	1	3A, 3B	4-106
<i>dst</i> = <i>T</i> * uns(<i>Smem</i>)	<i>dst</i> = uns(<i>T</i>) * uns(<i>Smem</i>)	1	1	3A, 3B	4-108
<i>dst</i> = <i>Smem</i> * <i>Smem</i> [, <i>T</i> = <i>Smem</i>] <i>dst</i> = square(<i>Smem</i>) [, <i>T</i> = <i>Smem</i>]	<i>dst</i> = <i>Smem</i> * <i>Smem</i> , <i>T</i> = <i>Smem</i>	1	1	3A, 3B	4-163
<i>dst</i> = hi(<i>A</i>) * hi(<i>A</i>) <i>dst</i> = square(hi(<i>A</i>))	<i>dst</i> = A(32–16) * A(32–16)	1	1	1	4-163

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–4. Multiply-Accumulate and Multiply-Subtract Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>src</i> = <i>src</i> + <i>T</i> * <i>Smem</i> <i>src</i> += <i>T</i> * <i>Smem</i>	<i>src</i> = <i>src</i> + <i>T</i> * <i>Smem</i>	1	1	3A, 3B	4-83
<i>dst</i> = <i>src</i> + <i>Xmem</i> * <i>Ymem</i> [, <i>T</i> = <i>Xmem</i>] <i>dst</i> += <i>Xmem</i> * <i>Ymem</i> [, <i>T</i> = <i>Xmem</i>]	<i>dst</i> = <i>src</i> + <i>Xmem</i> * <i>Ymem</i> , <i>T</i> = <i>Xmem</i>	1	1	7	4-83
<i>dst</i> = <i>src</i> + <i>T</i> * # <i>lk</i> <i>dst</i> += <i>T</i> * # <i>lk</i>	<i>dst</i> = <i>src</i> + <i>T</i> * # <i>lk</i>	2	2	2	4-83
<i>dst</i> = <i>src</i> + <i>Smem</i> * # <i>lk</i> [, <i>T</i> = <i>Smem</i>] <i>dst</i> += <i>Smem</i> * # <i>lk</i> [, <i>T</i> = <i>Smem</i>]	<i>dst</i> = <i>src</i> + <i>Smem</i> * # <i>lk</i> , <i>T</i> = <i>Smem</i>	2	2	6A, 6B	4-83
<i>src</i> = <i>rnd</i> (<i>src</i> + <i>T</i> * <i>Smem</i>)	<i>src</i> = <i>rnd</i> (<i>src</i> + <i>T</i> * <i>Smem</i>)	1	1	3A, 3B	4-83
<i>dst</i> = <i>rnd</i> (<i>src</i> + <i>Xmem</i> * <i>Ymem</i>) [, <i>T</i> = <i>Xmem</i>]	<i>dst</i> = <i>rnd</i> (<i>src</i> + <i>Xmem</i> * <i>Ymem</i>), <i>T</i> = <i>Xmem</i>	1	1	7	4-83
<i>B</i> = <i>B</i> + <i>Smem</i> * <i>hi</i> (<i>A</i>) [, <i>T</i> = <i>Smem</i>] <i>B</i> += <i>Smem</i> * <i>hi</i> (<i>A</i>) [, <i>T</i> = <i>Smem</i>]	<i>B</i> = <i>B</i> + <i>Smem</i> * <i>A</i> (32–16), <i>T</i> = <i>Smem</i>	1	1	3A, 3B	4-87
<i>dst</i> = <i>src</i> + <i>T</i> * <i>hi</i> (<i>A</i>) <i>dst</i> += <i>T</i> * <i>hi</i> (<i>A</i>)	<i>dst</i> = <i>src</i> + <i>T</i> * <i>A</i> (32–16)	1	1	1	4-87
<i>B</i> = <i>rnd</i> (<i>B</i> + <i>Smem</i> * <i>hi</i> (<i>A</i>)) [, <i>T</i> = <i>Smem</i>]	<i>B</i> = <i>rnd</i> (<i>B</i> + <i>Smem</i> * <i>A</i> (32–16)), <i>T</i> = <i>Smem</i>	1	1	3A, 3B	4-87
<i>dst</i> = <i>rnd</i> (<i>src</i> + <i>T</i> * <i>hi</i> (<i>A</i>))	<i>dst</i> = <i>rnd</i> (<i>src</i> + <i>T</i> * <i>A</i> (32–16))	1	1	1	4-87
<i>macd</i> (<i>Smem</i> , <i>pmad</i> , <i>src</i>)	<i>src</i> = <i>src</i> + <i>Smem</i> * <i>pmad</i> , <i>T</i> = <i>Smem</i> , (<i>Smem</i> + 1) = <i>Smem</i>	2	3	23A, 23B	4-89
<i>macp</i> (<i>Smem</i> , <i>pmad</i> , <i>src</i>)	<i>src</i> = <i>src</i> + <i>Smem</i> * <i>pmad</i> , <i>T</i> = <i>Smem</i>	2	3	22A, 22B	4-91
<i>src</i> = <i>src</i> + <i>uns</i> (<i>Xmem</i>) * <i>Ymem</i> [, <i>T</i> = <i>Xmem</i>] <i>src</i> += <i>uns</i> (<i>Xmem</i>) * <i>Ymem</i> [, <i>T</i> = <i>Xmem</i>]	<i>src</i> = <i>src</i> + <i>uns</i> (<i>Xmem</i>) * <i>Ymem</i> , <i>T</i> = <i>Xmem</i>	1	1	7	4-93

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–4. Multiply-Accumulate and Multiply-Subtract Instructions (Continued)

Syntax	Expression	W [†]	Cycles [†]	Class	Page
$src = src - T * Smem$ $src -= T * Smem$	$src = src - T * Smem$	1	1	3A, 3B	4-96
$src = rnd(src - T * Smem)$	$src = rnd(src - T * Smem)$	1	1	3A, 3B	4-96
$dst = src - Xmem * Ymem$ [, $T = Xmem$] $dst -= Xmem * Ymem$ [, $T = Xmem$]	$dst = src - Xmem * Ymem$, $T = Xmem$	1	1	7	4-96
$dst = rnd(src - Xmem * Ymem)$ [, $T = Xmem$]	$dst = rnd(src - Xmem * Ymem)$, $T = Xmem$	1	1	7	4-96
$B = B - Smem * hi(A)$ [, $T = Smem$] $B -= Smem * hi(A)$ [, $T = Smem$]	$B = B - Smem * A(32-16)$, $T = Smem$	1	1	3A, 3B	4-99
$dst = src - T * hi(A)$ $dst -= T * hi(A)$	$dst = src - T * A(32-16)$	1	1	1	4-99
$dst = rnd(src - T * hi(A))$	$dst = rnd(src - T * A(32-16))$	1	1	1	4-99
$src = src + square(Smem)$ [, $T = Smem$] $src += square(Smem)$ [, $T = Smem$] $src = src + Smem * Smem$ [, $T = Smem$] $src += Smem * Smem$ [, $T = Smem$]	$src = src + Smem * Smem$, $T = Smem$	1	1	3A, 3B	4-165
$src = src - square(Smem)$ [, $T = Smem$] $src -= square(Smem)$ [, $T = Smem$] $src = src - Smem * Smem$ [, $T = Smem$] $src -= Smem * Smem$ [, $T = Smem$]	$src = src - Smem * Smem$, $T = Smem$	1	1	3A, 3B	4-167

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–5. Double (32-Bit Operand) Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
$dst = src + dbl(Lmem)$ $dst += dbl(Lmem)$ $dst = src + dual(Lmem)$ $dst += dual(Lmem)$	If C16 = 0 $dst = Lmem + src$ If C16 = 1 $dst(39-16) = Lmem(31-16) + src(31-16)$ $dst(15-0) = Lmem(15-0) + src(15-0)$	1	1	9A, 9B	4-37
$dst = dadst(Lmem, T)$	If C16 = 0 $dst = Lmem + (T \ll 16 + T)$ If C16 = 1 $dst(39-16) = Lmem(31-16) + T$ $dst(15-0) = Lmem(15-0) - T$	1	1	9A, 9B	4-39
$src = dbl(Lmem) - src$ $src = dual(Lmem) - src$	If C16 = 0 $src = Lmem - src$ If C16 = 1 $src(39-16) = Lmem(31-16) - src(31-16)$ $src(15-0) = Lmem(15-0) - src(15-0)$	1	1	9A, 9B	4-44
$dst = dsadt(Lmem, T)$	If C16 = 0 $dst = Lmem - (T \ll 16 + T)$ If C16 = 1 $dst(39-16) = Lmem(31-16) - T$ $dst(15-0) = Lmem(15-0) + T$	1	1	9A, 9B	4-46
$src = src - dbl(Lmem)$ $src -= dbl(Lmem)$ $src = src - dual(Lmem)$ $src -= dual(Lmem)$	If C16 = 0 $src = src - Lmem$ If C16 = 1 $src(39-16) = src(31-16) - Lmem(31-16)$ $src(15-0) = src(15-0) - Lmem(15-0)$	1	1	9A, 9B	4-49
$dst = dbl(Lmem) - T$ $dst = dual(Lmem) - T$	If C16 = 0 $dst = Lmem - (T \ll 16 + T)$ If C16 = 1 $dst(39-16) = Lmem(31-16) - T$ $dst(15-0) = Lmem(15-0) - T$	1	1	9A, 9B	4-51

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Lmem*.

Table 2–6. Application-Specific Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
abdst(<i>Xmem</i> , <i>Ymem</i>)	$B = B + A(32-16) $ $A = (Xmem - Ymem) \ll 16$	1	1	7	4-2
$dst = src $	$dst = src $	1	1	1	4-3
$dst = \sim src$	$dst = \sim src$	1	1	1	4-32
delay(<i>Smem</i>)	$(Smem + 1) = Smem$	1	1	24A, 24B	4-41
$T = \exp(src)$	$T = \text{number of sign bits}(src) - 8$	1	1	1	4-53
firs(<i>Xmem</i> , <i>Ymem</i> , <i>pmad</i>)	$B = B + A * pmad$ $A = (Xmem + Ymem) \ll 16$	2	3	8	4-60
lms(<i>Xmem</i> , <i>Ymem</i>)	$B = B + Xmem * Ymem$ $A = A + Xmem \ll 16 + 2^{15}$	1	1	7	4-81
$dst = \max(A, B)$	$dst = \max(A, B)$	1	1	1	4-101
$dst = \min(A, B)$	$dst = \min(A, B)$	1	1	1	4-102
$dst = -src$	$dst = -src$	1	1	1	4-121
$dst = src \ll TS$ $dst = \text{norm}(src, TS)$	$dst = src \ll TS$ $dst = \text{norm}(src, TS)$	1	1	1	4-124
poly(<i>Smem</i>)	$B = Smem \ll 16$ $A = \text{rnd}(A(32-16) * T + B)$	1	1	3A, 3B	4-128
$dst = \text{rnd}(src)$	$dst = src + 2^{15}$	1	1	1	4-144
saturate(<i>src</i>)	saturate(<i>src</i>)	1	1	1	4-156
sqdst(<i>Xmem</i> , <i>Ymem</i>)	$B = B + A(32-16) * A(32-16)$ $A = (Xmem - Ymem) \ll 16$	1	1	7	4-162

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

2.2 Logical Operations

This section summarizes the logical operation instructions. Table 2–7 through Table 2–11 list the instructions within the following functional groups:

- ☐ AND instructions (Table 2–7)
- ☐ OR instructions (Table 2–8 on page 2-10)
- ☐ XOR instructions (Table 2–9 on page 2-10)
- ☐ Shift instructions (Table 2–10 on page 2-11)
- ☐ Test instructions (Table 2–11 on page 2-11)

Table 2–7. AND Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>src</i> = <i>src</i> & <i>Smem</i> <i>src</i> &= <i>Smem</i>	<i>src</i> = <i>src</i> & <i>Smem</i>	1	1	3A, 3B	4-11
<i>dst</i> = <i>src</i> & # <i>lk</i> [<< <i>SHFT</i>] <i>dst</i> &= # <i>lk</i> [<< <i>SHFT</i>]	<i>dst</i> = <i>src</i> & # <i>lk</i> << <i>SHFT</i>	2	2	2	4-11
<i>dst</i> = <i>src</i> & # <i>lk</i> << 16 <i>dst</i> &= # <i>lk</i> << 16	<i>dst</i> = <i>src</i> & # <i>lk</i> << 16	2	2	2	4-11
<i>dst</i> = <i>dst</i> & <i>src</i> [<< <i>SHIFT</i>] <i>dst</i> &= <i>src</i> [<< <i>SHIFT</i>]	<i>dst</i> = <i>dst</i> & <i>src</i> << <i>SHIFT</i>	1	1	1	4-11
<i>Smem</i> = <i>Smem</i> & # <i>lk</i> <i>Smem</i> &= # <i>lk</i>	<i>Smem</i> = <i>Smem</i> & # <i>lk</i>	2	2	18A, 18B	4-13

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–8. OR Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>src</i> = <i>src</i> <i>Smem</i> <i>src</i> = <i>Smem</i>	<i>src</i> = <i>src</i> <i>Smem</i>	1	1	3A, 3B	4-125
<i>dst</i> = <i>src</i> # <i>lk</i> [<< <i>SHFT</i>] <i>dst</i> = # <i>lk</i> [<< <i>SHFT</i>]	<i>dst</i> = <i>src</i> # <i>lk</i> << <i>SHFT</i>	2	2	2	4-125
<i>dst</i> = <i>src</i> # <i>lk</i> << 16 <i>dst</i> = # <i>lk</i> << 16	<i>dst</i> = <i>src</i> # <i>lk</i> << 16	2	2	2	4-125
<i>dst</i> = <i>dst</i> <i>src</i> [<< <i>SHIFT</i>] <i>dst</i> = <i>src</i> [<< <i>SHIFT</i>]	<i>dst</i> = <i>dst</i> <i>src</i> << <i>SHIFT</i>	1	1	1	4-125
<i>Smem</i> = <i>Smem</i> # <i>lk</i> <i>Smem</i> = # <i>lk</i>	<i>Smem</i> = <i>Smem</i> # <i>lk</i>	2	2	18A, 18B	4-127

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–9. XOR Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>src</i> = <i>src</i> ^ <i>Smem</i> <i>src</i> ^= <i>Smem</i>	<i>src</i> = <i>src</i> ^ <i>Smem</i>	1	1	3A, 3B	4-205
<i>dst</i> = <i>src</i> ^ # <i>lk</i> [<< <i>SHFT</i>] <i>dst</i> ^= # <i>lk</i> [<< <i>SHFT</i>]	<i>dst</i> = <i>src</i> ^ # <i>lk</i> << <i>SHFT</i>	2	2	2	4-205
<i>dst</i> = <i>src</i> ^ # <i>lk</i> << 16 <i>dst</i> ^= # <i>lk</i> << 16	<i>dst</i> = <i>src</i> ^ # <i>lk</i> << 16	2	2	2	4-205
<i>dst</i> = <i>dst</i> ^ <i>src</i> [<< <i>SHIFT</i>] <i>dst</i> ^= <i>src</i> [<< <i>SHIFT</i>]	<i>dst</i> = <i>dst</i> ^ <i>src</i> << <i>SHIFT</i>	1	1	1	4-205
<i>Smem</i> = <i>Smem</i> ^ # <i>lk</i> <i>Smem</i> ^= # <i>lk</i>	<i>Smem</i> = <i>Smem</i> ^ # <i>lk</i>	2	2	18A, 18B	4-207

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–10. Shift Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>src</i> = <i>src</i> \\ CARRY	Rotate left with carry in	1	1	1	4-145
roltc(<i>src</i>)	Rotate left with TC in	1	1	1	4-146
<i>src</i> = <i>src</i> // CARRY	Rotate right with carry in	1	1	1	4-147
<i>dst</i> = <i>src</i> <<C <i>SHIFT</i>	<i>dst</i> = <i>src</i> << SHIFT {arithmetic shift}	1	1	1	4-157
shiftrc(<i>src</i>)	if <i>src</i> (31) = <i>src</i> (30) then <i>src</i> = <i>src</i> << 1	1	1	1	4-159
<i>dst</i> = <i>src</i> <<< <i>SHIFT</i>	<i>dst</i> = <i>src</i> << SHIFT {logical shift}	1	1	1	4-160

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–11. Test Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
TC = bit(<i>Xmem</i> , <i>bit_code</i>)	TC = <i>Xmem</i> (15 – <i>bit_code</i>)	1	1	3A	4-21
TC = bitt(<i>Smem</i> , # <i>lk</i>)	TC = (<i>Smem</i> && # <i>lk</i>)	2	2	6A, 6B	4-22
TC = bitt(<i>Smem</i>)	TC = <i>Smem</i> (15 – T(3–0))	1	1	3A, 3B	4-23
TC = (<i>Smem</i> == # <i>lk</i>)	TC = (<i>Smem</i> == # <i>lk</i>)	2	2	6A, 6B	4-33
TC = (<i>AR0</i> == <i>ARx</i>)	Compare <i>ARx</i> with <i>AR0</i>	1	1	1	4-34
TC = (<i>AR0</i> > <i>ARx</i>)					
TC = (<i>AR0</i> < <i>ARx</i>)					
TC = (<i>AR0</i> != <i>ARx</i>)					

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

2.3 Program-Control Operations

This section summarizes the program-control instructions. Table 2–12 through Table 2–18 list the instructions within the following functional groups:

- ☐ Branch instructions (Table 2–12)
- ☐ Call instructions (Table 2–13 on page 2-13)
- ☐ Interrupt instructions (Table 2–14 on page 2-13)
- ☐ Return instructions (Table 2–15 on page 2-14)
- ☐ Repeat instructions (Table 2–16 on page 2-14)
- ☐ Stack-manipulating instructions (Table 2–17 on page 2-15)
- ☐ Miscellaneous program-control instructions (Table 2–18 on page 2-15)

Table 2–12. Branch Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>goto pmad</i> <i>dgoto pmad</i>	PC = pmad(15–0)	2	4/[2 [¶]]	29A	4-14
<i>goto src</i> <i>dgoto src</i>	PC = src(15–0)	1	6/[4 [¶]]	30A	4-15
<i>if (Sind != 0) goto pmad</i> <i>if (Sind != 0) dgoto pmad</i>	if (Sind ≠ 0) then PC = pmad(15–0)	2	4 [‡] /2 [§] / [2 [¶]]	29A	4-16
<i>if (cond[, cond[, cond]]) goto pmad</i> <i>if (cond[, cond[, cond]]) dgoto pmad</i>	if (cond(s)) then PC = pmad(15–0)	2	5 [‡] /3 [§] / [3 [¶]]	31A	4-18
<i>far goto extpmad</i> <i>far dgoto extpmad</i>	PC = pmad(15–0), XPC = pmad(22–16)	2	4/[2 [¶]]	29A	4-54
<i>far goto src</i> <i>far dgoto src</i>	PC = src(15–0), XPC = src(22–16)	1	6/[4 [¶]]	30A	4-55

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

[‡] Conditions true

[§] Condition false

[¶] Delayed instruction

Table 2–13. Call Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
call <i>src</i> dcall <i>src</i>	– –SP, PC + 1[3 [¶]] = TOS, PC = src(15–0)	1	6/[4 [¶]]	30B	4-25
call <i>pmad</i> dcall <i>pmad</i>	– –SP, PC + 2[4 [¶]] = TOS, PC = pmad(15–0)	2	4/[2 [§]]	29B	4-27
if (<i>cond</i> [, <i>cond</i> [, <i>cond</i>]]) call <i>pmad</i> if (<i>cond</i> [, <i>cond</i> [, <i>cond</i>]]) dcall <i>pmad</i>	if (<i>cond</i> (s)) then – –SP, PC + 2[4 [¶]] = TOS, PC = pmad(15–0)	2	5 [‡] /3 [§] / [3 [¶]]	31B	4-29
far call <i>src</i> far dcall <i>src</i>	– –SP, PC + 1[3 [¶]] = TOS, PC = src(15–0), XPC = src(22–16)	1	6/[4 [¶]]	30B	4-56
far call <i>extpmad</i> far dcall <i>extpmad</i>	– –SP, PC + 2[4 [¶]] = TOS, PC = pmad(15–0), XPC = pmad(22–16)	2	4/[2 [¶]]	29B	4-58

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

[‡] Conditions true

[§] Condition false

[¶] Delayed instruction

Table 2–14. Interrupt Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
int(<i>K</i>)	– –SP, ++ PC = TOS, PC = IPTR(15–7) + K << 2, INTM = 1	1	3	35	4-66
trap(<i>K</i>)	– –SP, ++ PC = TOS, PC = IPTR(15–7) + K << 2	1	3	35	4-199

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–15. Return Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
far return far dreturn	XPC = TOS, ++ SP, PC = TOS, ++SP	1	6/[4 [†]]	34	4-62
far return_enable far dreturn_enable	XPC = TOS, ++ SP, PC = TOS, ++SP, INTM = 0	1	6/[4 [†]]	34	4-63
if (cond[, cond[, cond]]) return if (cond[, cond[, cond]]) dreturn	if (cond(s)) then PC = TOS, ++SP	1	5‡/3§/[3 [†]]	32	4-135
return dreturn	PC = TOS, ++SP	1	5/[3 [†]]	32	4-141
return_enable dreturn_enable	PC = TOS, ++SP, INTM = 0	1	5/[3 [†]]	32	4-142
return_fast dreturn_fast	PC = RTN, ++SP, INTM = 0	1	3/[1 [†]]	33	4-143

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

[‡] Conditions true

[§] Condition false

[†] Delayed instruction

Table 2–16. Repeat Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
repeat(<i>Smem</i>)	Repeat single, RC = <i>Smem</i>	1	1	5A, 5B	4-148
repeat(<i>#K</i>)	Repeat single, RC = <i>#K</i>	1	1	1	4-148
repeat(<i>#lk</i>)	Repeat single, RC = <i>#lk</i>	2	2	2	4-148
blockrepeat(<i>pmad</i>) dblockrepeat(<i>pmad</i>)	Repeat block, RSA = PC + 2[4 [†]], REA = <i>pmad</i> , BRAF = 1	2	4/[2 [†]]	29A	4-150
repeat(<i>#lk</i>), <i>dst</i> = 0	Repeat single, RC = <i>#lk</i> , <i>dst</i> = 0	2	2	2	4-152

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

[†] Delayed instruction

Table 2–17. Stack-Manipulating Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
SP = SP + K SP += K	SP = SP + K	1	1	1	4-61
<i>Smem</i> = pop()	<i>Smem</i> = TOS, ++SP	1	1	17A, 17B	4-129
<i>MMR</i> = pop() mmr(<i>MMR</i>) = pop()	<i>MMR</i> = TOS, ++SP	1	1	17A	4-130
push(<i>Smem</i>)	--SP, <i>Smem</i> = TOS	1	1	16A, 16B	4-133
push(<i>MMR</i>) push(mmr(<i>MMR</i>))	--SP, <i>MMR</i> = TOS	1	1	16A	4-134

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–18. Miscellaneous Program-Control Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
idle(<i>K</i>)	idle(<i>K</i>)	1	4	36	4-64
mar(<i>Smem</i>)	If CMPT = 0, then modify ARx If CMPT = 1 and ARx ≠ AR0, then modify ARx, ARP = x If CMPT = 1 and ARx = AR0, then modify AR(ARP)	1	1	1, 2	4-94
nop	no operation	1	1	1	4-123
reset	software reset	1	3	35	4-140
<i>SBIT</i> = 0 ST(<i>N</i> , <i>SBIT</i>) = 0	STN (<i>SBIT</i>) = 0	1	1	1	4-153
<i>SBIT</i> = 1 ST(<i>N</i> , <i>SBIT</i>) = 1	STN (<i>SBIT</i>) = 1	1	1	1	4-170
if (<i>cond</i> [, <i>cond</i> [, <i>cond</i>]]) execute(<i>n</i>)	If (<i>cond</i> (s)) then execute the next <i>n</i> instructions; <i>n</i> = 1 or 2	1	1	1	4-202

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

2.4 Load and Store Operations

This section summarizes the load and store instructions. Table 2–19 through Table 2–26 list the instructions within the following functional groups:

- ☐ Load instructions (Table 2–19)
- ☐ Store instructions (Table 2–20 on page 2-18)
- ☐ Conditional store instructions (Table 2–21 on page 2-18)
- ☐ Parallel load and store instructions (Table 2–22 on page 2-19)
- ☐ Parallel load and multiply instructions (Table 2–23 on page 2-19)
- ☐ Parallel store and add/subtract instructions (Table 2–24 on page 2-19)
- ☐ Parallel store and multiply instructions (Table 2–25 on page 2-20)
- ☐ Miscellaneous load-type and store-type instructions (Table 2–26 on page 2-21)

Table 2–19. Load Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>dst</i> = dbl(<i>Lmem</i>) <i>dst</i> = dual(<i>Lmem</i>)	<i>dst</i> = <i>Lmem</i>	1	1	9A, 9B	4-42
<i>dst</i> = <i>Smem</i>	<i>dst</i> = <i>Smem</i>	1	1	3A, 3B	4-67
<i>dst</i> = <i>Smem</i> << TS	<i>dst</i> = <i>Smem</i> << TS	1	1	3A, 3B	4-67
<i>dst</i> = <i>Smem</i> << 16	<i>dst</i> = <i>Smem</i> << 16	1	1	3A, 3B	4-67
<i>dst</i> = <i>Smem</i> [<< <i>SHIFT</i>]	<i>dst</i> = <i>Smem</i> << <i>SHIFT</i>	2	2	4A, 4B	4-67
<i>dst</i> = <i>Xmem</i> [<< <i>SHFT</i>]	<i>dst</i> = <i>Xmem</i> << <i>SHFT</i>	1	1	3A	4-67
<i>dst</i> = # <i>K</i>	<i>dst</i> = # <i>K</i>	1	1	1	4-67
<i>dst</i> = # <i>lk</i> [<< <i>SHFT</i>]	<i>dst</i> = # <i>lk</i> << <i>SHFT</i>	2	2	2	4-67
<i>dst</i> = # <i>lk</i> << 16	<i>dst</i> = # <i>lk</i> << 16	2	2	2	4-67
<i>dst</i> = <i>src</i> << ASM	<i>dst</i> = <i>src</i> << ASM	1	1	1	4-67
<i>dst</i> = <i>src</i> [<< <i>SHIFT</i>]	<i>dst</i> = <i>src</i> << <i>SHIFT</i>	1	1	1	4-67
T = <i>Smem</i>	T = <i>Smem</i>	1	1	3A, 3B	4-71
DP = <i>Smem</i>	DP = <i>Smem</i> (8–0)	1	3	5A, 5B	4-71

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Lmem* or *Smem*.

Table 2–19. Load Instructions (Continued)

Syntax	Expression	W [†]	Cycles [†]	Class	Page
DP = #k9	DP = #k9	1	1	1	4-71
ASM = #k5	ASM = #k5	1	1	1	4-71
ARP = #k3	ARP = #k3	1	1	1	4-71
ASM = <i>Smem</i>	ASM = Smem(4–0)	1	1	3A, 3B	4-71
<i>dst</i> = MMR <i>dst</i> = mmr(MMR)	dst = MMR	1	1	3A	4-74
<i>dst</i> = rnd(<i>Smem</i>)	dst = rnd(Smem)	1	1	3A, 3B	4-79
<i>dst</i> = uns(<i>Smem</i>)	dst = uns(Smem)	1	1	3A, 3B	4-80
ltd(<i>Smem</i>)	T = Smem, (Smem + 1) = Smem	1	1	24A, 24B	4-82

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Lmem* or *Smem*.

Table 2–20. Store Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<code>dbl(Lmem) = src</code> <code>dual(Lmem) = src</code>	<code>Lmem = src</code>	1	2	13A, 13B	4-48
<code>Smem = T</code>	<code>Smem = T</code>	1	1	10A, 10B	4-171
<code>Smem = TRN</code>	<code>Smem = TRN</code>	1	1	10A, 10B	4-171
<code>Smem = #lk</code>	<code>Smem = #lk</code>	2	2	12A, 12B	4-171
<code>Smem = hi(src)</code>	<code>Smem = src << -16</code>	1	1	10A, 10B	4-173
<code>Smem = hi(src) << ASM</code>	<code>Smem = src << (ASM - 16)</code>	1	1	10A, 10B	4-173
<code>Xmem = hi(src) << SHFT</code>	<code>Xmem = src << (SHFT - 16)</code>	1	1	10A	4-173
<code>Smem = hi(src) << SHIFT</code>	<code>Smem = src << (SHIFT - 16)</code>	2	2	11A, 11B	4-173
<code>Smem = src</code>	<code>Smem = src</code>	1	1	10A, 10B	4-176
<code>Smem = src << ASM</code>	<code>Smem = src << ASM</code>	1	1	10A, 10B	4-176
<code>Xmem = src << SHFT</code>	<code>Xmem = src << SHFT</code>	1	1	10A, 10B	4-176
<code>Smem = src << SHIFT</code>	<code>Smem = src << SHIFT</code>	2	2	11A, 11B	4-176
<code>MMR = src</code> <code>mnr(MMR) = src</code>	<code>MMR = src</code>	1	1	10A	4-179
<code>MMR = #lk</code> <code>mnr(MMR) = #lk</code>	<code>MMR = #lk</code>	2	2	12A	4-180

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Lmem* or *Smem*.

Table 2–21. Conditional Store Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<code>cmps(src, Smem)</code>	If <code>src(31–16) > src(15–0)</code> then <code>Smem = src(31–16)</code> If <code>src(31–16) ≤ src(15–0)</code> then <code>Smem = src(15–0)</code>	1	1	10A, 10B	4-35
if (<i>cond</i>) <code>Xmem = hi(src) << ASM</code>	If (<i>cond</i>) <code>Xmem = src << (ASM - 16)</code>	1	1	15	4-154
if (<i>cond</i>) <code>Xmem = BRC</code>	If (<i>cond</i>) <code>Xmem = BRC</code>	1	1	15	4-169
if (<i>cond</i>) <code>Xmem = T</code>	If (<i>cond</i>) <code>Xmem = T</code>	1	1	15	4-190

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Table 2–22. Parallel Load and Store Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>Ymem</i> = hi(<i>src</i>) [<< <i>ASM</i>] <i>dst</i> = <i>Xmem</i> << 16	<i>Ymem</i> = <i>src</i> << (<i>ASM</i> – 16) <i>dst</i> = <i>Xmem</i> << 16	1	1	14	4-182
<i>Ymem</i> = hi(<i>src</i>) [<< <i>ASM</i>] <i>T</i> = <i>Xmem</i>	<i>Ymem</i> = <i>src</i> << (<i>ASM</i> – 16) <i>T</i> = <i>Xmem</i>	1	1	14	4-182

[†] Values for words (W) and cycles assume the use of DARAM for data.

Table 2–23. Parallel Load and Multiply Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>dst</i> = <i>Xmem</i> [<< 16] <i>dst_</i> = <i>dst_</i> + <i>T</i> * <i>Ymem</i> <i>dst</i> = <i>Xmem</i> [<< 16] <i>dst_</i> += <i>T</i> * <i>Ymem</i>	<i>dst</i> = <i>Xmem</i> << 16 <i>dst_</i> = <i>dst_</i> + <i>T</i> * <i>Ymem</i>	1	1	7	4-75
<i>dst</i> = <i>Xmem</i> [<< 16] <i>dst_</i> = rnd(<i>dst_</i> + <i>T</i> * <i>Ymem</i>)	<i>dst</i> = <i>Xmem</i> << 16 <i>dst_</i> = rnd(<i>dst_</i> + <i>T</i> * <i>Ymem</i>)	1	1	7	4-75
<i>dst</i> = <i>Xmem</i> [<< 16] <i>dst_</i> = <i>dst_</i> – <i>T</i> * <i>Ymem</i> <i>dst</i> = <i>Xmem</i> [<< 16] <i>dst_</i> – = <i>T</i> * <i>Ymem</i>	<i>dst</i> = <i>Xmem</i> << 16 <i>dst_</i> = <i>dst_</i> – <i>T</i> * <i>Ymem</i>	1	1	7	4-77
<i>dst</i> = <i>Xmem</i> [<< 16] <i>dst_</i> = rnd(<i>dst_</i> – <i>T</i> * <i>Ymem</i>)	<i>dst</i> = <i>Xmem</i> << 16 <i>dst_</i> = rnd(<i>dst_</i> – <i>T</i> * <i>Ymem</i>)	1	1	7	4-77

[†] Values for words (W) and cycles assume the use of DARAM for data.

Table 2–24. Parallel Store and Add/Subtract Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>Ymem</i> = hi(<i>src</i>) [<< <i>ASM</i>] <i>dst</i> = <i>dst_</i> + <i>Xmem</i> << 16	<i>Ymem</i> = <i>src</i> << (<i>ASM</i> – 16) <i>dst</i> = <i>dst_</i> + <i>Xmem</i> << 16	1	1	14	4-181
<i>Ymem</i> = hi(<i>src</i>) [<< <i>ASM</i>] <i>dst</i> = <i>Xmem</i> << 16 – <i>dst_</i>	<i>Ymem</i> = <i>src</i> << (<i>ASM</i> – 16) <i>dst</i> = (<i>Xmem</i> << 16) – <i>dst_</i>	1	1	14	4-189

[†] Values for words (W) and cycles assume the use of DARAM for data.

Table 2–25. Parallel Store and Multiply Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
$Ymem = hi(src) [<< ASM]$ $ dst = dst + T * Xmem$ $Ymem = hi(src) [<< ASM]$ $ dst + = T * Xmem$	$Ymem = src << (ASM - 16)$ $ dst = dst + T * Xmem$	1	1	14	4-184
$Ymem = hi(src) [<< ASM]$ $ dst = rnd(dst + T * Xmem)$	$Ymem = src << (ASM - 16)$ $ dst = rnd(dst + T * Xmem)$	1	1	14	4-184
$Ymem = hi(src) [<< ASM]$ $ dst = dst - T * Xmem$ $Ymem = hi(src) [<< ASM]$ $ dst - = T * Xmem$	$Ymem = src << (ASM - 16)$ $ dst = dst - T * Xmem$	1	1	14	4-186
$Ymem = hi(src) [<< ASM]$ $ dst = rnd(dst - T * Xmem)$	$Ymem = src << (ASM - 16)$ $ dst = rnd(dst - T * Xmem)$	1	1	14	4-186
$Ymem = hi(src) [<< ASM]$ $ dst = T * Xmem$	$Ymem = src << (ASM - 16)$ $ dst = T * Xmem$	1	1	14	4-188

[†] Values for words (W) and cycles assume the use of DARAM for data.

Table 2–26. Miscellaneous Load-Type and Store-Type Instructions

Syntax	Expression	W [†]	Cycles [†]	Class	Page
<i>Ymem</i> = <i>Xmem</i>	<i>Ymem</i> = <i>Xmem</i>	1	1	14	4-109
<i>data(dmad)</i> = <i>Smem</i>	<i>dmad</i> = <i>Smem</i>	2	2	19A, 19B	4-110
<i>MMR</i> = <i>data(dmad)</i> <i>mmr(MMR)</i> = <i>data(dmad)</i>	<i>MMR</i> = <i>dmad</i>	2	2	19A	4-112
<i>prog(pmad)</i> = <i>Smem</i>	<i>pmad</i> = <i>Smem</i>	2	4	20A, 20B	4-113
<i>Smem</i> = <i>data(dmad)</i>	<i>Smem</i> = <i>dmad</i>	2	2	19A, 19B	4-115
<i>data(dmad)</i> = <i>MMR</i> <i>data(dmad)</i> = <i>mmr(MMR)</i>	<i>dmad</i> = <i>MMR</i>	2	2	19A	4-117
<i>MMRy</i> = <i>MMRx</i> <i>mmr(MMRy)</i> = <i>mmr(MMRx)</i>	<i>MMRy</i> = <i>MMRx</i>	1	1	1	4-118
<i>Smem</i> = <i>prog(pmad)</i>	<i>Smem</i> = <i>pmad</i>	2	3	21A, 21B	4-119
<i>Smem</i> = <i>port(PA)</i>	<i>Smem</i> = <i>PA</i>	2	2	27A, 27B	4-131
<i>port(PA)</i> = <i>Smem</i>	<i>PA</i> = <i>Smem</i>	2	2	28A, 28B	4-132
<i>Smem</i> = <i>prog(A)</i>	<i>Smem</i> = <i>A</i>	1	5	25A, 25B	4-138
<i>prog(A)</i> = <i>Smem</i>	<i>A</i> = <i>Smem</i>	1	5	26A, 26B	4-200

[†] Values for words (W) and cycles assume the use of DARAM for data. Add 1 word and 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

2.5 Repeating a Single Instruction

The '54x includes repeat instructions that cause the next instruction to be repeated. The number of times for the instruction to be repeated is obtained from an operand of the instruction and is equal to this operand + 1. This value is stored in the 16-bit repeat counter (RC) register. You cannot program the value in the RC register; it is loaded by the repeat instructions only. The maximum number of executions of a given instruction is 65 536. An absolute program or data address is automatically incremented when the single-repeat feature is used.

Once a repeat instruction is decoded, all interrupts, including $\overline{\text{NMI}}$ but not $\overline{\text{RS}}$, are disabled until the completion of the repeat loop. However, the '54x does respond to the $\overline{\text{HOLD}}$ signal while executing a repeat loop—the response depends on the value of the HM bit of status register 1 (ST1).

The repeat function can be used with some instructions, such as multiply/accumulate and block moves, to increase the execution speed of these instructions. These multicycle instructions (Table 2–27) effectively become single-cycle instructions after the first iteration of a repeat instruction.

Table 2–27. Multicycle Instructions That Become Single-Cycle Instructions When Repeated

Instruction	Description	# Cycles [†]
firs	Symmetrical FIR filter	3
macd	Multiply and move result in accumulator with delay	3
macp	Multiply and move result in accumulator	3
data(dmad) = Smem	Data-to-data move	2
MMR = data(dmad)	Data-to-MMR move	2
prog(pmad) = Smem	Data-to-program move	4
Smem = data(dmad)	Data-to-data move	2
data(dmad) = MMR	MMR-to-data move	2
Smem = prog(pmad)	Program-to-data move	3
Smem = prog(A)	Read from program-memory to data memory	5
prog(A) = Smem	Write data memory to program memory	5

[†] Number of cycles when instruction is not repeated

Single data-memory operand instructions cannot be repeated if a long offset modifier or an absolute address is used (for example, *ARn(lk), *+ARn(lk), *+ARn(lk)% and *(lk)). Instructions listed in Table 2–28 cannot be repeated using repeat instructions.

Table 2–28. Nonrepeatable Instructions

Instruction	Description
$Smem = Smem + \#lk$	Add long constant to data memory
$Smem = Smem \& \#lk$	AND data memory with long constant
[d]goto <i>pmad</i>	Unconditional branch
[d]goto <i>src</i>	Branch to accumulator address
if (<i>Sind</i> != 0) [d]goto <i>pmad</i>	Branch on auxiliary register not 0
if (<i>cond</i> [, <i>cond</i> [, <i>cond</i>]]) [d]goto <i>pmad</i>	Conditional branch
[d]call <i>src</i>	Call to accumulator address
[d]call <i>pmad</i>	Unconditional call
if (<i>cond</i> [, <i>cond</i> [, <i>cond</i>]]) [d]call <i>pmad</i>	Conditional call
TC = (<i>ARx</i> == <i>AR0</i>)	Compare with auxiliary register
TC = (<i>ARx</i> < <i>AR0</i>)	
TC = (<i>ARx</i> > <i>AR0</i>)	
TC = (<i>ARx</i> != <i>AR0</i>)	
dbl(<i>Lmem</i>) = <i>src</i>	Long word (32-bit) store
far [d]goto <i>extpmad</i>	Far branch unconditionally
far [d]goto <i>src</i>	Far branch to location specified by accumulator
far [d]call <i>src</i>	Far call subroutine at location specified by accumulator
far [d]call <i>extpmad</i>	Far call unconditionally
far [d]return	Far return
far [d]return_enable	Enable interrupts and far return from interrupt
idle(<i>K</i>)	Idle instructions
int(<i>K</i>)	Interrupt trap
ARP = # <i>k3</i>	Load auxiliary register pointer (ARP)
DP = <i>Smem</i>	Load data page pointer (DP)
DP = # <i>k9</i>	

Table 2–28. Nonrepeatable Instructions (Continued)

Instruction	Description
$MMR_y = MMR_x$	Move memory-mapped register (MMR) to another MMR
$Smem = Smem \mid \#lk$	OR data memory with long constant
$\text{if } (cond[, cond[, cond]]) [d]\text{return}$	Conditional return
reset	Software reset
$[d]\text{return}$	Unconditional return
$[d]\text{return_enable}$	Return from interrupt
$[d]\text{return_fast}$	Fast return from interrupt
$dst = \text{rnd}(src)$	Round accumulator
$\text{repeat}(Smem)$	Repeat next instruction
$[d]\text{blockrepeat}(pmad)$	Block repeat
$\text{repeat}(\#lk), dst = 0$	Repeat next instruction and clear accumulator
$SBIT = 0$	Reset status register bit
$SBIT = 1$	Set status register bit
$\text{trap}(K)$	Software trap
$\text{if } (cond[, cond[, cond]]) \text{execute}(n)$	Conditional execute
$Smem = Smem \wedge \#lk$	XOR data memory with long constant

Instruction Classes and Cycles

Instructions are classified into several categories, or classes, according to cycles required. This chapter describes the instruction classes. Because a single instruction can have multiple syntaxes and types of execution, it can appear in multiple classes.

The tables in this chapter show the number of cycles required for a given '54x instruction to execute in a given memory configuration when executed as a single instruction and when executed in the repeat mode. Tables are also provided for a single data-memory operand access used with a long constant. The column headings in the tables indicate the program source location. These headings are defined as follows:

ROM The instruction executes from internal program ROM.

SARAM The instruction executes from internal single-access RAM.

DARAM The instruction executes from internal dual-access RAM.

External The instruction executes from external program memory.

If a class of instructions requires memory operand(s), the row divisions in the tables indicate the location(s) of the operand(s). These locations are defined as follows:

DARAM The operand is in internal dual-access RAM.

SARAM The operand is in internal single-access RAM.

DROM The operand is in internal data ROM.

PROM The operand is in internal program ROM.

External The operand is in external memory.

MMR The operand is a memory-mapped register.

The number of cycles required for each instruction is given in terms of the processor machine cycles (the CLKOUT period). The additional wait states for program/data memory accesses and I/O accesses are defined as follows:

d Data-memory wait states—the number of additional clock cycles the device waits for external data-memory to respond to an access.

- io** I/O wait states—the number of additional clock cycles the device waits for an external I/O to respond to an access.
- n** Repetitions—the number of times a repeated instruction is executed.
- nd** Data-memory wait states repeated n times.
- np** Program-memory wait states repeated n times.
- npd** Program-memory wait states repeated n times.
- p** Program-memory wait states—the number of additional clock cycles the device waits for external program memory to respond to an access.
- pd** Program-memory wait states—the number of additional clock cycles the device waits for external program memory to respond to an access as a program data operand.

These variables can also use the subscripts *src*, *dst*, and *code* to indicate source, destination, and code, respectively.

All reads from external memory take at least one instruction cycle to complete, and all writes to external memory take at least two instruction cycles to complete. These external accesses take longer if additional wait-state cycles are added using the software wait-state generator or the external READY input. However, internal to the CPU all writes to external memory take only one cycle as long as no other access to the external memory is in process at the same time. This is possible because the instruction pipeline takes only one cycle to request an external write access, and the external bus interface unit completes the write access independently.

The instruction cycles are based on the following assumptions:

- ☐ At least five instructions following the current instruction are fetched from the same memory section (internal or external) as the current instruction, except in instructions that cause a program counter (PC) discontinuity, such as a branch or call.
- ☐ When executing a single instruction, there is no pipeline or bus conflict between the current instruction and any other instruction in the pipeline. The only exception is the conflict between the instruction fetch and the memory read/write access (if any) of the instruction under consideration.
- ☐ In single-instruction repeat mode, all conflicts caused by the pipelined execution of that instruction are considered.

Class 1

1 word, 1 cycle. No operand, or short-immediate or register operands and no memory operands.

Syntaxes

- $dst = |src|$
- $dst = dst + src \ll SHIFT$
 $dst = dst + src \ll ASM$
- $dst = dst \& src \ll SHIFT$
- $dst = \sim src$
- $TC = (AR0 == ARx)$
 $TC = (AR0 > ARx)$
 $TC = (AR0 < ARx)$
 $TC = (AR0 != ARx)$
- $T = \exp(src)$
- $SP = SP + K$
- $dst = \#K$
 $dst = src \ll ASM$
 $dst = src \ll SHIFT$
- $DP = \#k9$
 $ASM = \#k5$
 $ARP = \#k3$
- $dst = src + T * hi(A)$
 $dst = rnd(src + T * hi(A))$
- $mar(Smem)$
- $dst = src - T * hi(A)$
 $dst = rnd(src - T * hi(A))$
- $dst = \max(A, B)$
- $dst = \min(A, B)$
- $dst = T * hi(A)$
- $MMRy = MMRx$
 $mmr(MMRy) = mmr(MMRx)$
- $dst = -src$
- nop
- $dst = src \ll TS$
 $dst = norm(src, TS)$
- $dst = dst | src \ll SHIFT$
- $dst = rnd(src)$
- $src = src \ll CARRY$
- $roltc(src)$
- $src = src \ll CARRY$
- $repeat(\#K)$
- $SBIT = 0$
 $ST(N, SBIT) = 0$
- $saturate(src)$
- $dst = src \ll C SHIFT$
- $shiftr(src)$
- $dst = src \lll SHIFT$
- $dst = hi(A) * hi(A)$
 $dst = square(hi(A))$
- $SBIT = 1$
 $ST(N, SBIT) = 1$
- $dst = dst - src \ll SHIFT$
 $dst = dst - src \ll ASM$
- $if(cond[, cond[, cond]]) execute(n)$
- $dst = dst \wedge src \ll SHIFT$

Cycles

Cycles for a Single Execution		
Program		
ROM/SARAM	DARAM	External
1	1	1+p

Cycles for a Repeat Execution		
Program		
ROM/SARAM	DARAM	External
n	n	n+p

Class 2

2 words, 2 cycles. Long-immediate operand and no memory operands.

Syntaxes

- $dst = src + \#lk \ll SHFT$
 $dst = src + \#lk \ll 16$
- $dst = src \& \#lk \ll SHFT$
 $dst = src \& \#lk \ll 16$
- $dst = \#lk \ll SHFT$
 $dst = \#lk \ll 16$
- $dst = src + T * \#lk$
- $mar(Smem)$
- $dst = T * \#lk$
- $dst = src \mid \#lk \ll SHFT$
 $dst = src \mid \#lk \ll 16$
- $repeat(\#lk)$
- $repeat(\#lk), dst = 0$
- $dst = src - \#lk \ll SHFT$
 $dst = src - \#lk \ll 16$
- $dst = src \wedge \#lk \ll SHFT$
 $dst = src \wedge \#lk \ll 16$

Cycles**Cycles for a Single Execution**

Program		
ROM/SARAM	DARAM	External
2	2	2+2p

Cycles for a Repeat Execution

Program		
ROM/SARAM	DARAM	External
n+1	n+1	n+1+2p

Class 3A

1 word, 1 cycle. Single data-memory (Smem or Xmem) read operand or MMR read operand.

Syntaxes

- $src = src + Smem$
 $src = src + Smem \ll TS$
 $dst = src + Smem \ll 16$
 $src = src + Xmem \ll SHFT$
- $src = src + Smem + CARRY$
- $src = src + uns(Smem)$
- $src = src \& Smem$
- $TC = bit(Xmem, bit_code)$
- $TC = bitt(Smem)$
- $dst = Smem$
 $dst = Smem \ll TS$
 $dst = Smem \ll 16$
 $dst = Xmem [\ll SHFT]$
- $T = Smem$
 $ASM = Smem$
- $dst = MMR$
 $dst = mmr(MMR)$
- $dst = rnd(Smem)$
- $dst = uns(Smem)$
- $src = src + T * Smem$
 $src = rnd(src + T * Smem)$
- $B = B + Smem * hi(A) [, T = Smem]$
 $B = rnd(B + Smem * hi(A))$
 $[, T = Smem]$
- $src = src - T * Smem$
 $src = rnd(src - T * Smem)$
- $B = B - Smem * hi(A) [, T = Smem]$
- $dst = T * Smem$
 $dst = rnd(T * Smem)$
- $B = Smem * hi(A) [, T = Smem]$
- $dst = T * uns(Smem)$
- $src = src | Smem$
- $poly(Smem)$
- $dst = Smem * Smem [, T = Smem]$
 $dst = square(Smem) [, T = Smem]$
- $src = src + square(Smem)$
 $[, T = Smem]$
 $src = src + Smem * Smem$
 $[, T = Smem]$
- $src = src - square(Smem)$
 $[, T = Smem]$
 $src = src - Smem * Smem$
 $[, T = Smem]$
- $src = src - Smem$
 $src = src - Smem \ll TS$
 $dst = src - Smem \ll 16$
 $src = src - Xmem \ll SHFT$
- $src = src - Smem - BORROW$
- $subc(Smem, src)$
- $src = src - uns(Smem)$
- $src = src \wedge Smem$

Cycles**Cycles for a Single Execution**

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	1	1, 2 [†]	1+p
SARAM	1, 2 [†]	1	1+p
DROM	1, 2 [†]	1	1+p
External	1+d	1+d	2+d+p
MMR [◇]	1	1	1+p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	n	n, n+1 [†]	n+p
SARAM	n, n+1 [†]	n	n+p
DROM	n, n+1 [†]	n	n+p
External	n+nd	n+nd	n+1+nd+p
MMR [◇]	n	n	n+p

[†] Operand and code in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

Class 3B

2 words, 2 cycles. Single data-memory (Smem) read operand using long-offset indirect addressing.

Syntaxes

- $src = src + Smem$
 $src = src + Smem << TS$
 $dst = src + Smem << 16$
- $src = src + Smem + CARRY$
- $src = src + uns(Smem)$
- $src = src \& Smem$
- $TC = bitt(Smem)$
- $dst = Smem$
 $dst = Smem << TS$
 $dst = Smem << 16$
- $T = Smem$
 $ASM = Smem$
- $dst = rnd(Smem)$
- $dst = uns(Smem)$
- $src = src + T * Smem$
 $src = rnd(src + T * Smem)$
- $B = B + Smem * hi(A) [, T = Smem]$
 $B = rnd(B + Smem * hi(A))$
 $[, T = Smem]$
- $src = src - T * Smem$
 $src = rnd(src - T * Smem)$
- $B = B - Smem * hi(A)$
 $[, T = Smem]$
- $dst = T * Smem$
 $dst = rnd(T * Smem)$
- $B = Smem * hi(A) [, T = Smem]$
- $dst = T * uns(Smem)$
- $src = src | Smem$
- $poly(Smem)$
- $dst = Smem * Smem [, T = Smem]$
 $dst = square(Smem) [, T = Smem]$
- $src = src + square(Smem)$
 $[, T = Smem]$
 $src = src + Smem * Smem$
 $[, T = Smem]$
- $src = src - square(Smem)$
 $[, T = Smem]$
 $src = src - Smem * Smem$
 $[, T = Smem]$
- $src = src - Smem$
 $src = src - Smem << TS$
 $dst = src - Smem << 16$
- $src = src - Smem - BORROW$
- $subc(Smem, src)$
- $src = src - uns(Smem)$
- $src = src \wedge Smem$

Cycles**Cycles for a Single Execution With Long-Offset Modifier**

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	2	2, 3 [†]	2+2p
SARAM	2, 3 [†]	2	2+2p
DROM	2, 3 [†]	2	2+2p
External	2+d	2+d	3+d+2p
MMR [◇]	2	2	2+2p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 4A 2 words, 2 cycles. Single data-memory (Smem) read operand.

Syntaxes

- $dst = src + Smem [<< SHIFT]$
- $dst = src - Smem [<< SHIFT]$
- $dst = Smem [<< SHIFT]$

Cycles

Cycles for a Single Execution

Operand	Program		
	ROM/SARAM	DARAM	External
Smem			
DARAM	2	2, 3 [†]	2+2p
SARAM	2, 3 [†]	2	2+2p
DROM	2, 3 [†]	2	2+2p
External	2+d	2+d	3+d+2p
MMR [◇]	2	2	2+2p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand	Program		
	ROM/SARAM	DARAM	External
Smem			
DARAM	n+1	n+1, n+2 [†]	n+1+2p
SARAM	n+1, n+2 [†]	n+1	n+1+2p
DROM	n+1, n+2 [†]	n+1	n+1+2p
External	n+1+nd	n+1+nd	n+2+nd+2p
MMR [◇]	n+1	n+1	n+1+2p

[†] Operand and code in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

Class 4B 3 words, 3 cycles. Single data-memory (Smem) read operand using long-offset indirect addressing.

Syntaxes

- $dst = src + Smem [\ll SHIFT]$
- $dst = src - Smem [\ll SHIFT]$
- $dst = Smem [\ll SHIFT]$

Cycles**Cycles for a Single Execution With Long-Offset Modifier**

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	3	3, 4 [†]	3+3p
SARAM	3, 4 [†]	3	3+3p
DROM	3, 4 [†]	3	3+3p
External	3+d	3+d	4+d+3p
MMR [◇]	3	3	3+3p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 5A 1 word, 3 cycles. Single data-memory (Smem) read operand (with DP destination for load instruction).

Syntaxes

- DP = Smem
- repeat(Smem)

Cycles

Operand	Cycles for a Single Execution		
	Program		
Smem	ROM/SARAM	DARAM	External
DARAM	3	3	3+p
SARAM	3	3	3+p
DROM	3	3	3+p
External	3+d	3+d	3+d+p
MMR [◇]	3	3	3+p

[◇] Add one cycle for peripheral memory-mapped access.

Class 5B 2 words, 4 cycles. Single data-memory (Smem) read operand using long-offset indirect addressing (with DP destination for load instruction).

Syntaxes

- DP = Smem
- repeat(Smem)

Cycles

Operand	Cycles for a Single Execution With Long-Offset Modifier		
	Program		
Smem	ROM/SARAM	DARAM	External
DARAM	4	4	4+2p
SARAM	4	4	4+2p
DROM	4	4	4+2p
External	4+d	4+d	4+d+2p
MMR [◇]	4	4	4+2p

[◇] Add one cycle for peripheral memory-mapped access.

Class 6A 2 words, 2 cycles. Single data-memory (Smem) read operand and single long-immediate operand.

Syntaxes

- $TC = \text{bittf}(Smem, \#lk)$ ■ $dst = src + Smem * \#lk [, T = Smem]$
- $TC = (Smem == \#lk)$ ■ $dst = Smem * \#lk [, T = Smem]$

Cycles

Cycles for a Single Execution			
Operand	Program		
Smem	ROM/SARAM	DARAM	External
DARAM	2	2, 3 [†]	2+2p
SARAM	2, 3 [†]	2	2+2p
DROM	2, 3 [†]	2	2+2p
External	2+d	2+d	3+d+2p
MMR [◇]	2	2	2+2p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution			
Operand	Program		
Smem	ROM/SARAM	DARAM	External
DARAM	n+1	n+1, n+2 [†]	n+1+2p
SARAM	n+1, n+2 [†]	n+1	n+1+2p
DROM	n+1, n+2 [†]	n+1	n+1+2p
External	n+1+nd	n+1+nd	n+2+nd+2p
MMR [◇]	n+1	n+1	n+1+2p

[†] Operand and code in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

Class 6B

3 words, 3 cycles. Single data-memory (Smem) read operand using long-offset indirect addressing and single long-immediate operand.

Syntaxes

- $TC = \text{bitf}(\text{Smem}, \#lk)$ ■ $dst = src + \text{Smem} * \#lk [, T = \text{Smem}]$
- $TC = (\text{Smem} == \#lk)$ ■ $dst = \text{Smem} * \#lk [, T = \text{Smem}]$

Cycles**Cycles for a Single Execution With Long-Offset Modifier**

Operand	Program		
	ROM/SARAM	DARAM	External
Smem			
DARAM	3	3, 4 [†]	3+3p
SARAM	3, 4 [†]	3	3+3p
DROM	3, 4 [†]	3	3+3p
External	3+d	3+d	4+d+3p
MMR [◇]	3	3	3+3p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 7

1 word, 1 cycle. Dual data-memory (Xmem and Ymem) read operands.

Syntaxes

- $\text{abdst}(Xmem, Ymem)$
- $\text{dst} = Xmem \ll 16 + Ymem \ll 16$
- $\text{dst} = Xmem \ll 16$
|| $\text{dst}_- = \text{dst}_- + T * Ymem$
 $\text{dst} = Xmem \ll 16$
|| $\text{dst}_- = \text{rnd}(\text{dst}_- + T * Ymem)$
- $\text{dst} = Xmem \ll 16$
|| $\text{dst}_- = \text{dst}_- - T * Ymem$
 $\text{dst} = Xmem \ll 16$
|| $\text{dst}_- = \text{rnd}(\text{dst}_- - T * Ymem)$
- $\text{lms}(Xmem, Ymem)$
- $\text{dst} = \text{src} + Xmem * Ymem$
[, $T = Xmem$]
 $\text{dst} = \text{rnd}(\text{src} + Xmem * Ymem)$
[, $T = Xmem$]
- $\text{src} = \text{src} + \text{uns}(Xmem) * Ymem$
[, $T = Xmem$]
- $\text{dst} = \text{src} - Xmem * Ymem$
[, $T = Xmem$]
 $\text{dst} = \text{rnd}(\text{src} - Xmem * Ymem)$
[, $T = Xmem$]
- $\text{dst} = Xmem * Ymem$ [, $T = Xmem$]
- $\text{sqdst}(Xmem, Ymem)$
- $\text{dst} = Xmem \ll 16 - Ymem \ll 16$

Cycles**Cycles for a Single Execution**

Operand		Program		
Xmem	Ymem	ROM/SARAM	DARAM	External
DARAM	DARAM	1	1, 2 [†]	1+p
	SARAM	1, 2 [†]	1, 2 [†]	1+p
	DROM	1, 2 [†]	1, 2 [†]	1+p
	External	1+d	1+d, 2	2+d+p
SARAM	DARAM	1, 2 [†]	1	1+p
	SARAM	1, 2 [†] , 3 [‡]	1, 2 [†]	1+p, 2 [☆]
	DROM	1, 2 [†]	1	1+p
	External	1+d, 2	1+d	2+d+p
DROM	DARAM	1, 2 [†]	1	1+p
	SARAM	1, 2 [†]	1, 2 [†]	1+p, 2 [☆]
	DROM	1, 2 [†] , 3 [‡]	1, 2 [†]	1+p, 2 [☆]
	External	1+d, 2	1+d	2+d+p
External	DARAM	1+d	1+d	2+d+p
	SARAM	1+d, 2	1+d	2+d+p
	DROM	1+d, 2	1+d	2+d+p
	External	2+2d	2+2d	3+2d+p
MMR [◇]	DARAM	1	1	1+p
	SARAM	1, 2 [†]	1	1+p
	DROM	1, 2 [†]	1	1+p
	External	1+d	1+d	2+d+p

[†] Operand and code in same memory block

[‡] Two operands and code in same memory block

|| One operand and code in same memory block when d = 0

[☆] Two operands in same memory block when p = 0

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution				
Operand		Program		
Xmem	Ymem	ROM/SARAM	DARAM	External
DARAM	DARAM	n	n, n+1 [†]	n+p
	SARAM	n, n+1 [†]	n, n+1 [†]	n+p
	DROM	n, n+1 [†]	n, n+1 [†]	n+p
	External	n+nd	n+nd, 1+n	n+1+nd+p
SARAM	DARAM	n, n+1 [†]	n	n+p
	SARAM	n, n+1 [†] , 2n [#] , 2n+1 [‡]	n, 2n [#]	n+p, 2n (p = 0) [#] , 2n-1+p (p ≥ 1) [#]
	DROM	n, n+1 [†]	n	n+p
	External	n+nd, n+1	n+nd	n+1+nd+p
DROM	DARAM	n, n+1 [†]	n	n+p
	SARAM	n, n+1 [†]	n	n+p
	DROM	n, n+1 [†] , 2n [#] , 2n+1 [‡]	n, 2n [#]	n+p, 2n (p = 0) [#] , 2n-1+p (p ≥ 1) [#]
	External	n+nd, n+1	n+nd	n+1+nd+p
External	DARAM	n+nd	n+nd	n+1+nd+p
	SARAM	n+nd, n+1	n+nd	n+1+nd+p
	DROM	n+nd, n+1	n+nd	n+1+nd+p
	External	2n+2nd	2n+2nd	2n+1+2nd+p
MMR [◇]	DARAM	n	n	n+p
	SARAM	n, n+1 [†]	n	n+p
	DROM	n, n+1 [†]	n	n+p
	External	n+nd	n+nd	n+1+nd+p

[†] Operand and code in same memory block

[‡] Two operands and code in same memory block

[#] Two operands in same memory block

|| One operand and code in same memory block when d = 0

[◇] Add n cycles for peripheral memory-mapped access.

Class 8

2 words, 3 cycles. Dual data-memory (Xmem and Ymem) read operands and a single program-memory (pmad) operand.

Syntaxes

- `firs(Xmem, Ymem, pmad)`

Cycles

Cycles for a Single Execution					
Operand			Program		
pmad	Xmem	Ymem	ROM/SARAM	DARAM	External
DARAM	DARAM	DARAM	3, 4 [†]	3, 4 [†]	3+2p, 4+2p [†]
		SARAM/ DROM	3, 4 [†]	3, 4 [†]	3+2p, 4+2p [†]
		External	3+d, 4+d [†]	3+d, 4+d [†]	3+d+2p, 4+d+2p [†]
	SARAM/ DROM	DARAM	3	3	3+2p
		SARAM/ DROM	3, 4 [‡]	3, 4 [‡]	3+2p, 4+2p [‡]
		External	3+d	3+d	3+d+2p
	External	DARAM	3+d	3+d	3+d+2p
		SARAM/ DROM	3+d	3+d	3+d+2p
		External	4+2d	4+2d	4+2d+2p
SARAM/ DROM	DARAM	DARAM	3	3	3+2p
		SARAM/ DROM	3, 4 [§]	3, 4 [§]	3+2p, 4+2p [§]
		External	3+d	3+d	3+d+2p

[†] Xmem and pmad in same memory block

[‡] Xmem and Ymem in same memory block

[§] Ymem and pmad in same memory block

[¶] Xmem, Ymem, and pmad in same memory block

Cycles for a Single Execution (Continued)

Operand			Program		
pmad	Xmem	Ymem	ROM/SARAM	DARAM	External
	SARAM/ DROM	DARAM	3, 4 [†]	3, 4 [†]	3+2p, 4+2p [†]
		SARAM/ DROM	3, 4 [†] , 5 [¶]	3, 4 [†] , 5 [¶]	3+2p, 4+2p [†] , 5+2p [¶]
		External	3+d, 4+d [†]	3+d, 4+d [†]	3+d+2p, 4+d+2p [†]
	External	DARAM	3+d	3+d	3+2p
		SARAM/ DROM	3+d, 4+d [§]	3+d, 4+d [§]	3+2p, 4+d+2p [§]
		External	4+2d	4+2d	4+2d+2p
External	DARAM	DARAM	3+pd	3+pd	3+pd+2p
		SARAM/ DROM	3+pd	3+pd	3+pd+2p
		External	4+pd+d	4+pd+d	4+pd+d+2p
	SARAM/ DROM	DARAM	3+pd	3+pd	3+pd+2p
		SARAM/ DROM	3+pd, 4+pd [‡]	3+pd, 4+pd [‡]	3+pd+2p, 4+pd+2p [‡]
		External	4+pd+d	4+pd+d	4+pd+d+2p
	External	DARAM	4+pd+d	4+pd+d	4+pd+d+2p
		SARAM/ DROM	4+pd+d	4+pd+d	4+pd+d+2p
		External	5+pd+2d	5+pd+2d	5+pd+2d +2p

[†] Xmem and pmad in same memory block

[‡] Xmem and Ymem in same memory block

[§] Ymem and pmad in same memory block

[¶] Xmem, Ymem, and pmad in same memory block

Cycles for a Repeat Execution					
Operand			Program		
pmad	Xmem	Ymem	ROM/ SARAM	DARAM	External
DARAM	DARAM	DARAM	$n+2, 2n+2^\dagger$	$n+2, 2n+2^\dagger$	$n+2+2p, 2n+2+2p^\dagger$
		SARAM/ DROM	$n+2, 2n+2^\dagger$	$n+2, 2n+2^\dagger$	$n+2+2p, 2n+2+2p^\dagger$
		External	$n+2+nd, 2n+2+nd^\dagger$	$n+2+nd, 2n+2+nd^\dagger$	$n+2+nd+2p, 2n+2+nd+2p^\dagger$
	SARAM/ DROM	DARAM	$n+2$	$n+2$	$n+2+2p$
		SARAM/ DROM	$n+2, 2n+2^\ddagger$	$n+2, 2n+2^\ddagger$	$n+2+2p, 2n+2+2p^\ddagger$
		External	$n+2+nd$	$n+2+nd$	$n+2+nd+2p$
	External	DARAM	$n+2+nd$	$n+2+nd$	$n+2+nd+2p$
		SARAM/ DROM	$n+2+nd$	$n+2+nd$	$n+2+nd+2p$
		External	$2n+2+2nd$	$2n+2+2nd$	$2n+2+2nd+2p$
SARAM/ DROM	DARAM	DARAM	$n+2$	$n+2$	$n+2+2p$
		SARAM/ DROM	$n+2, 2n+2^\S$	$n+2, 2n+2^\S$	$n+2+2p, 2n+2+2p^\S$
		External	$n+2+nd$	$n+2+nd$	$n+2+nd+2p$

† Xmem and pmad in same memory block

‡ Xmem and Ymem in same memory block

§ Ymem and pmad in same memory block

¶ Xmem, Ymem, and pmad in same memory block

Cycles for a Repeat Execution (Continued)

Operand			Program		
pmad	Xmem	Ymem	ROM/ SARAM	DARAM	External
	SARAM/ DROM	DARAM	$n+2, 2n+2^\dagger$	$n+2, 2n+2^\dagger$	$n+2+2p, 2n+2+2p^\dagger$
		SARAM/ DROM	$n+2, 2n+2^\dagger, 3n+2^\P$	$n+2, 2n+2^\dagger, 3n+2^\P$	$n+2+2p, 2n+2+2p^\dagger, 3n+2+2p^\P$
		External	$n+2+nd, 2n+2+nd^\dagger$	$n+2+nd, 2n+2+nd^\dagger$	$n+2+nd+2p, 2n+2+nd+2p^\dagger$
	External	DARAM	$n+2+nd$	$n+2+nd$	$n+2+nd$
		SARAM/ DROM	$n+2+nd, 2n+2+nd^\S$	$n+2+nd, 2n+2+nd^\S$	$n+2+nd+2p, 2n+2+nd+2p^\S$
		External	$2n+2+2nd$	$2n+2+2nd$	$2n+2+2nd+2p$
External	DARAM	DARAM	$n+2+npd$	$n+2+npd$	$n+2+npd+2p$
		SARAM/ DROM	$n+2+npd$	$n+2+npd$	$n+2+npd+2p$
		External	$2n+2+npd+nd$	$2n+2+npd+nd$	$2n+2+npd+nd+2p$
	SARAM/ DROM	DARAM	$n+2+npd$	$n+2+npd$	$n+2+npd+2p$
		SARAM/ DROM	$n+2+npd, 2n+2+npd^\ddagger$	$n+2+npd, 2n+2+npd^\ddagger$	$n+2+npd+2p, 2n+2+npd+2p^\ddagger$
		External	$2n+2+npd+nd$	$2n+2+npd+nd$	$2n+2+npd+nd+2p$

† Xmem and pmad in same memory block

‡ Xmem and Ymem in same memory block

§ Ymem and pmad in same memory block

¶ Xmem, Ymem, and pmad in same memory block

Cycles for a Repeat Execution (Continued)

Operand			Program		
pmad	Xmem	Ymem	ROM/ SARAM	DARAM	External
	External	DARAM	$2n+2+npd+nd$	$2n+2+npd+nd$	$2n+2+npd+nd+2p$
		SARAM/ DROM	$2n+2+npd+nd$	$2n+2+npd+nd$	$2n+2+npd+nd+2p$
		External	$3n+2+npd+2nd$	$3n+2+npd+2nd$	$3n+2+npd+2nd+2p$

† Xmem and pmad in same memory block

‡ Xmem and Ymem in same memory block

§ Ymem and pmad in same memory block

¶ Xmem, Ymem, and pmad in same memory block

Class 9A 1 word, 1 cycle. Single long-word data-memory (Lmem) read operand.

Syntaxes

- $dst = src + dbl(Lmem)$
 $dst = src + dual(Lmem)$
- $dst = dadst(Lmem, T)$
- $dst = dbl(Lmem)$
 $dst = dual(Lmem)$
- $src = dbl(Lmem) - src$
 $src = dual(Lmem) - src$
- $dst = dsadt(Lmem, T)$
- $src = src - dbl(Lmem)$
 $src = src - dual(Lmem)$
- $dst = dbl(Lmem) - T$
 $dst = dual(Lmem) - T$

Cycles

Cycles for a Single Execution

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	1	1, 2 [†]	1+p
SARAM	1, 2 [†]	1	1+p
DROM	1, 2 [†]	1	1+p
External	2+2d	2+2d	3+2d+p

[†] Operand and code in same memory block

Cycles for a Repeat Execution

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	n	n, n+1 [†]	n+p
SARAM	n, n+1 [†]	n	n+p
DROM	n, n+1 [†]	n	n+p
External	2n+2nd	2n+2nd	1+2n+2nd+p

[†] Operand and code in same memory block

Class 9B

2 words, 2 cycles. Single long-word data-memory (Lmem) read operand using long-offset indirect addressing.

Syntaxes

- $dst = src + dbl(Lmem)$
 $dst = src + dual(Lmem)$
- $dst = dadst(Lmem, T)$
- $dst = dbl(Lmem)$
 $dst = dual(Lmem)$
- $src = dbl(Lmem) - src$
 $src = dual(Lmem) - src$
- $dst = dsadt(Lmem, T)$
- $src = src - dbl(Lmem)$
 $src = src - dual(Lmem)$
- $dst = dbl(Lmem) - T$
 $dst = dual(Lmem) - T$

Cycles**Cycles for a Single Execution With Long-Offset Modifier**

Operand	Program		
	Lmem	ROM/SARAM	DARAM External
DARAM	2	2, 3 [†]	2+2p
SARAM	2, 3 [†]	2	2+2p
DROM	2, 3 [†]	2	2+2p
External	3+2d	3+2d	4+2d+2p

[†] Operand and code in same memory block

Class 10A 1 word, 1 cycle. Single data-memory (Smem or Xmem) write operand or an MMR write operand.

Syntaxes

- $\text{cmps}(\text{src}, \text{Smem})$
- $\text{Smem} = \text{T}$
 $\text{Smem} = \text{TRN}$
- $\text{Smem} = \text{hi}(\text{src})$
 $\text{Smem} = \text{hi}(\text{src}) \ll \text{ASM}$
 $\text{Xmem} = \text{hi}(\text{src}) \ll \text{SHFT}$
- $\text{Smem} = \text{src}$
 $\text{Smem} = \text{src} \ll \text{ASM}$
 $\text{Xmem} = \text{src} \ll \text{SHFT}$
- $\text{MMR} = \text{src}$
 $\text{mmr}(\text{MMR}) = \text{src}$

Cycles

Cycles for a Single Execution

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	1	1	1+p
SARAM	1, 2 [†]	1	1+p
External	1	1	4+d+p
MMR [◇]	1	1	1+p

[†] Operand and code in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	n	n	n+p
SARAM	n, n+1 [†]	n	n+p
External	2n-1+(n-1)d	2n-1+(n-1)d	2n+2+nd+p
MMR [◇]	n	n	n+p

[†] Operand and code in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

2 words, 2 cycles. Single data-memory (Smem or Xmem) write operand using long-offset indirect addressing.

- `cmps(src, Smem)`
 - `Smem = T`
`Smem = TRN`
 - `Smem = hi(src)`
`Smem = hi(src) << ASM`
- `Smem = src`
`Smem = src << ASM`
`Xmem = src << SHFT`

Cycles for a Single Execution With Long-Offset Modifier

Operand	Program		
Smem	ROM/SARAM	DARAM	External
DARAM	2	2	2+2p
SARAM	2, 3 [†]	2	2+2p
External	2	2	5+d+2p
MMR [‡]	2	2	2+2p

† Operand and code in same memory block

- ◆ Add one cycle for peripheral memory-mapped access.

Class 11A 2 words, 2 cycles. Single data-memory (Smem) write operand.

Syntaxes

- $Smem = hi(src) << SHIFT$
- $Smem = src << SHIFT$

Cycles

Cycles for a Single Execution

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	2	2	2+2p
SARAM	2, 3 [†]	2	2+2p
External	2	2	5+d+2p
MMR [◇]	2	2	2+2p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	n+1	n+1	n+1+2p
SARAM	n+1, n+2 [†]	n+1	n+1+2p
External	2n+(n-1)d	2n+(n-1)d	2n+3+nd+2p
MMR [◇]	n+1	n+1	n+1+2p

[†] Operand and code in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

Class 11B 3 words, 3 cycles. Single data-memory (Smem) write operand using long-offset indirect addressing.

Syntaxes

■ $Smem = hi(src) \ll SHIFT$

■ $Smem = src \ll SHIFT$

Cycles

Cycles for a Single Execution With Long-Offset Modifier			
Operand	Program		
Smem	ROM/SARAM	DARAM	External
DARAM	3	3	3+3p
SARAM	3, 4 [†]	3	3+3p
External	3	3	6+d+3p
MMR [◇]	3	3	3+3p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 12A 2 words, 2 cycles. Single data-memory (Smem) write operand or MMR write operand.

Syntaxes

■ $Smem = \#lk$

■ $MMR = \#lk$
 $mnr(MMR) = \#lk$

Cycles

Cycles for a Single Execution

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	2	2	2+2p
SARAM	2, 3 [†]	2	2+2p
External	2	2	5+d+2p
MMR [◇]	2	2	2+2p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	2n	2n	2n+2p
SARAM	2n, 2n+1 [†]	2n	2n+2p
External	2n+(n-1)d	2n+(n-1)d	2n+3+nd+p
MMR [◇]	2n	2n	2n+2p

[†] Operand and code in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

Class 12B 3 words, 3 cycles. Single data-memory (Smem) write operand using long-offset indirect addressing.

Syntaxes ■ $Smem = \#lk$

Cycles

Cycles for a Single Execution With Long-Offset Modifier			
Operand	Program		
Smem	ROM/SARAM	DARAM	External
DARAM	3	3	3+3p
SARAM	3, 4 [†]	3	3+3p
External	3	3	6+d+3p
MMR [◇]	3	3	3+3p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 13A 1 word, 2 cycles. Single long-word data-memory (Lmem) write operand.

Syntaxes

- $\text{dbl}(\text{Lmem}) = \text{src}$
 $\text{dual}(\text{Lmem}) = \text{src}$

Cycles

Cycles for a Single Execution			
Operand	Program		
Lmem	ROM/SARAM	DARAM	External
DARAM	2	2	2+p
SARAM	2, 4 [†]	2	2+p
External	3+d	3+d	8+2d+p
MMR [◇]	2	2	2+p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution			
Operand	Program		
Lmem	ROM/SARAM	DARAM	External
DARAM	2n	2n	2n+p
SARAM	2n, 2n+2 [†]	2n	2n+p
External	4n-1+(2n-1)d	4n-1+(2n-1)d	4n+4+2nd+p
MMR [◇]	2n	2n	2n+p

[†] Operand and code in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

Class 13B 2 words, 3 cycles. Single long-word data-memory (Lmem) write operand using long-offset indirect addressing.

Syntaxes

- $\text{dbl}(\text{Lmem}) = \text{src}$
 $\text{dual}(\text{Lmem}) = \text{src}$

Cycles

Cycles for a Single Execution With Long-Offset Modifier

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	3	3	3+2p
SARAM	3, 5 [†]	3	3+2p
External	4+d	4+d	9+2d+2p
MMR [◇]	3	3	3+2p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 14 1 word, 1 cycle. Dual data-memory (Xmem and Ymem) read and write operands.

Syntaxes

- $Ymem = Xmem$
- $Ymem = hi(src) [<< ASM]$
|| $dst = dst_ + Xmem << 16$
- $Ymem = hi(src) [<< ASM]$
|| $dst = Xmem << 16$
 $Ymem = hi(src) [<< ASM]$
|| $T = Xmem$
- $Ymem = hi(src) [<< ASM]$
|| $dst = dst + T * Xmem$
 $Ymem = hi(src) [<< ASM]$
|| $dst = rnd(dst + T * Xmem)$
- $Ymem = hi(src) [<< ASM]$
|| $dst = dst - T * Xmem$
 $Ymem = hi(src) [<< ASM]$
|| $dst = rnd(dst - T * Xmem)$
- $Ymem = hi(src) [<< ASM]$
|| $dst = T * Xmem$
- $Ymem = hi(src) [<< ASM]$
|| $dst = Xmem << 16 - dst_$

Cycles

Cycles for a Single Execution

Operand		Program		
Xmem	Ymem	ROM/SARAM	DARAM	External
DARAM	DARAM	1	1, 2 [†]	1+p
	SARAM	1, 2 [†]	1, 2 [†]	1+p
	External	1	1, 2 [†]	4+d+p
SARAM	DARAM	1, 2 [†]	1	1+p
	SARAM	1, 2 [†] , 3 [‡]	1	1+p
	External	1, 2 [†]	1	4+d+p
DROM	DARAM	1, 2 [†]	1	1+p
	SARAM	1, 2 [†]	1	1+p
	External	1, 2 [†]	1	4+d+p
External	DARAM	1+d	1+d	2+d+p
	SARAM	1+d, 2+d [†]	1+d	2+d+p
	External	1+d	1+d	5+2d+p
MMR [◇]	DARAM	1	1, 2 [†]	1+p
	SARAM	1, 2 [†]	1	1+p
	External	1	1	4+d+p

[†] Operand and code in same memory block

[‡] Two operands and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand		Program		
Xmem	Ymem	ROM/SARAM	DARAM	External
DARAM	DARAM	n	n, n+1 [†]	n+p
	SARAM	n, n+1 [†]	n, n+1 [†]	n+p
	External	2n-1+(n-1)d	2n-1+(n-1)d, 2n+(n-1)d [†]	2n+2+nd+p
SARAM	DARAM	n, n+1 [†]	n	n+p
	SARAM	n, n+1 [†] , 2n [#] , 2n+1 [‡]	n, 2n [#]	n+p, 2n+p [#]
	External	2n-1+(n-1)d, 2n+(n-1)d [†]	2n-1+(n-1)d, 2n+(n-1)d [†]	2n+2+nd+p
DROM	DARAM	n, n+1 [†]	n, n+1 [†]	n+p
	SARAM	n, n+1 [†]	n	n+p
	External	2n-1+(n-1)d, 2n+(n-1)d [†]	2n-1+(n-1)d	2n+2+nd+p
External	DARAM	n+nd	n+nd	n+1+nd+p
	SARAM	n+nd, n+1+nd [†]	n+nd	n+1+nd+p
	External	4n-3+(2n-1)d	4n-3+(2n-1)d	4n+1+2nd+p
MMR [◇]	DARAM	n	n, 2n [†]	n+p
	SARAM	n, n+1 [†]	n	n+p
	External	2n-1+(n-1)d	2n-1+(n-1)d	2n+2+nd+p

[†] Operand and code in same memory block

[‡] Two operands and code in same memory block

[#] Two operands in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

Class 15 1 word, 1 cycle. Single data-memory (Xmem) write operand.

Syntaxes

- if (cond) Xmem = hi(src) << ASM ■ if (cond) Xmem = T
- if (cond) Xmem = BRC

Cycles

Cycles for a Single Execution

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	1	1	1+p
SARAM	1, 2 [†]	1	1+p
External	1	1	4+d+p
MMR [◇]	1	1	1+p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand	Program		
	ROM/SARAM	DARAM	External
DARAM	n	n	n+p
SARAM	n, n+1 [†]	n	n+p
External	2n-1+(n-1)d	2n-1+(n-1)d	2n+2+nd+p
MMR [◇]	n	n	n+p

[†] Operand and code in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

Class 16A 1 word, 1 cycle. Single data-memory (Smem) read operand or MMR read operand, and a stack-memory write operand.

Syntaxes

- `push(Smem)`
- `push(MMR)`
`push(mmr(MMR))`

Cycles

Cycles for a Single Execution				
Operand		Program		
Smem	Stack	ROM/SARAM	DARAM	External
DARAM	DARAM	1	1, 2 [†]	1+p
	SARAM	1, 2 [†]	1, 2 [†]	1+p
	External	1	1, 2 [†]	4+d+p
SARAM	DARAM	1, 2 [†]	1	1+p
	SARAM	1, 2 [†] , 3 [‡]	1	1+p
	External	1, 2 [†]	1	4+d+p
DROM	DARAM	1, 2 [†]	1	1+p
	SARAM	1, 2 [†]	1	1+p
	External	1, 2 [†]	1	4+d+p
External	DARAM	1+d	1+d	2+d+p
	SARAM	1+d, 2+d [†]	1+d	2+d+p
	External	1+d	1+d	5+2d+p
MMR [◇]	DARAM	1	1, 2 [†]	1+p
	SARAM	1, 2 [†]	1	1+p
	External	1	1	4+d+p

[†] Operand and code in same memory block

[‡] Two operands and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand		Program		
Smem	Stack	ROM/SARAM	DARAM	External
DARAM	DARAM	n	n, n+1 [†]	n+p
	SARAM	n, n+1 [†]	n, n+1 [†]	n+p
	External	2n-1+(n-1)d	2n-1+(n-1)d, 2n+(n-1)d [†]	2n+2+nd+p
SARAM	DARAM	n, n+1 [†]	n	n+p
	SARAM	n, n+1 [†] , 2n [#] , 2n+1 [‡]	n, 2n [#]	n+p, 2n+p [#]
	External	2n-1+(n-1)d, 2n+(n-1)d [†]	2n-1+(n-1)d, 2n+(n-1)d [†]	2n+2+nd+p
DROM	DARAM	n, n+1 [†]	n, n+1 [†]	n+p
	SARAM	n, n+1 [†]	n	n+p
	External	2n-1+(n-1)d, 2n+(n-1)d [†]	2n-1+(n-1)d	2n+2+nd+p
External	DARAM	n+nd	n+nd	n+1+nd+p
	SARAM	n+nd, n+1+nd [†]	n+nd	n+1+nd+p
	External	4n-3+(2n-1)d	4n-3+(2n-1)d	4n+1+2nd+p
MMR [◇]	DARAM	n	n, 2n [†]	n+p
	SARAM	n, n+1 [†]	n	n+p
	External	2n-1+(n-1)d	2n-1+(n-1)d	2n+2+nd+p

[†] Operand and code in same memory block

[‡] Two operands and code in same memory block

[#] Two operands in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

Class 16B 2 words, 2 cycles. Single data-memory (Smem) read operand using long-offset indirect addressing and a stack-memory write operand.

Syntaxes

- `push(Smem)`

Cycles

Cycles for a Single Execution With Long-Offset Modifier				
Operand		Program		
Smem	Stack	ROM/SARAM	DARAM	External
DARAM	DARAM	2	2, 3 [†]	2+2p
	SARAM	2, 3 [†]	2, 3 [†]	2+2p
	External	2	2, 3 [†]	5+d+2p
SARAM	DARAM	2, 3 [†]	2	2+2p
	SARAM	2, 3 [†] , 4 [‡]	2	2+2p
	External	2, 3 [†]	2	5+d+2p
DROM	DARAM	2, 3 [†]	2	2+2p
	SARAM	2, 3 [†]	2	2+2p
	External	2, 3 [†]	2	5+d+2p
External	DARAM	2+d	2+d	3+d+2p
	SARAM	2+d, 3+d [†]	2+d	3+d+2p
	External	2+d	2+d	6+2d+2p
MMR [◇]	DARAM	2	2, 3 [†]	2+2p
	SARAM	2, 3 [†]	2	2+2p
	External	2	2	5+d+2p

[†] Operand and code in same memory block

[‡] Two operands and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 17A 1 word, 1 cycle. Single data-memory (Smem) write operand or MMR write operand, and a stack-memory read operand.

Syntaxes

- $Smem = pop()$
- $MMR = pop()$
 $mmr(MMR) = pop()$

Cycles

Cycles for a Single Execution				
Operand		Program		
Smem	Stack	ROM/SARAM	DARAM	External
DARAM	DARAM	1	1, 2 [†]	1+p
	SARAM	1, 2 [†]	1	1+p
	DROM	1, 2 [†]	1	1+p
	External	1+d	1+d	2+d+p
	MMR [◇]	1	1, 2 [†]	1+p
SARAM	DARAM	1, 2 [†]	1, 2 [†]	1+p
	SARAM	1, 2 [†] , 3 [‡]	1	1+p
	DROM	1, 2 [†]	1	1+p
	External	1+d, 2+d [†]	1+d	2+d+p
	MMR [◇]	1, 2 [†]	1	1+p
External	DARAM	1	1, 2 [†]	4+d+p
	SARAM	1, 2 [†]	1	4+d+p
	DROM	1, 2 [†]	1	4+d+p
	External	1+d	1+d	5+2d+p
	MMR [◇]	1	1	4+d+p

[†] Operand and code in same memory block

[‡] Two operands and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand		Program		
Smem	Stack	ROM/SARAM	DARAM	External
DARAM	DARAM	n	n, n+1 [†]	n+p
	SARAM	n, n+1 [†]	n	n+p
	DROM	n, n+1 [†]	n, n+1 [†]	n+p
	External	n+nd	n+nd	n+1+nd+p
	MMR [◇]	n	n, 2n [†]	n+p
SARAM	DARAM	n, n+1 [†]	n, n+1 [†]	n+p
	SARAM	n, n+1 [†] , 2n 2n+1 [‡]	n, 2n	n+p, 2n+p
	DROM	n, n+1 [†]	n	n+p
	External	n+nd, n+1+nd [†]	n+nd	n+1+nd+p
	MMR [◇]	n, n+1 [†]	n	n+p
External	DARAM	2n-1+(n-1)d	2n-1+(n-1)d, 2n+(n-1)d [†]	2n+2+nd+p
	SARAM	2n-1+(n-1)d, 2n+(n-1)d [†]	2n-1+(n-1)d, 2n+(n-1)d [†]	2n+2+nd+p
	DROM	2n-1+(n-1)d, 2n+(n-1)d [†]	2n-1+(n-1)d	2n+2+nd+p
	External	4n-3+((2n-1)d	4n-3+(2n-1)d	4n+1+2nd+p
	MMR [◇]	2n-1+(n-1)d	2n-1+(n-1)d	2n+2+nd+p

[†] Operand and code in same memory block

[‡] Two operands and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 17B 2 words, 2 cycles. Single data-memory (Smem) write operand using long-offset indirect addressing, and a stack-memory read operand.

Syntaxes

- *Smem* = pop()

Cycles

Cycles for a Single Execution With Long-Offset Modifier				
Operand		Program		
Smem	Stack	ROM/SARAM	DARAM	External
DARAM	DARAM	2	2, 3 [†]	2+2p
	SARAM	2, 3 [†]	2	2+2p
	DROM	2, 3 [†]	2	2+2p
	External	2+d	2+d	3+d+2p
	MMR [◇]	2	2, 3 [†]	2+2p
SARAM	DARAM	2, 3 [†]	2, 3 [†]	2+2p
	SARAM	2, 3 [†] , 4 [‡]	2	2+2p
	DROM	2, 3 [†]	2	2+2p
	External	2+d, 3+d [†]	2+d	3+d+2p
	MMR [◇]	2, 3 [†]	2	2+2p
External	DARAM	2	2, 3 [†]	5+d+2p
	SARAM	2, 3 [†]	2	5+d+2p
	DROM	2, 3 [†]	2	5+d+2p
	External	2+d	2+d	6+2d+2p
	MMR [◇]	2	2	5+d+2p

[†] Operand and code in same memory block

[‡] Two operands and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 18A 2 words, 2 cycles. Single data-memory (Smem) read and write operand.

Syntaxes

- $Smem = Smem + \#lk$
- $Smem = Smem \mid \#lk$
- $Smem = Smem \& \#lk$
- $Smem = Smem \wedge \#lk$

Cycles

Operand	Cycles for a Single Execution		
	Program		
Smem	ROM/SARAM	DARAM	External
DARAM	2	2, 3 [†]	2+2p
SARAM	2, 4 [†]	2	2+2p
External	2+d	2+d	6+2d+2p
MMR [◇]	2	2	2+2p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 18B 3 words, 3 cycles. Single data-memory (Smem) read and write operand using long-offset indirect addressing.

Syntaxes

- $Smem = Smem + \#lk$
- $Smem = Smem \mid \#lk$
- $Smem = Smem \& \#lk$
- $Smem = Smem \wedge \#lk$

Cycles

Operand	Cycles for a Single Execution With Long-Offset Modifier		
	Program		
Smem	ROM/SARAM	DARAM	External
DARAM	3	3, 4 [†]	3+3p
SARAM	3, 5 [†]	3	3+3p
External	3+d	3+d	7+2d+3p
MMR [◇]	3	3	3+3p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 19A 2 words, 2 cycles. Single data-memory (Smem) read operand or MMR read operand, and single data-memory (dmad) write operand; or single data-memory (dmad) read operand, and single data-memory (Smem) write operand or MMR write operand.

Syntaxes

- $\text{data}(\text{dmad}) = \text{Smem}$
- $\text{Smem} = \text{data}(\text{dmad})$
- $\text{MMR} = \text{data}(\text{dmad})$
- $\text{data}(\text{dmad}) = \text{MMR}$
- $\text{mmr}(\text{MMR}) = \text{data}(\text{dmad})$
- $\text{data}(\text{dmad}) = \text{mmr}(\text{MMR})$

Cycles

Cycles for a Single Execution				
Operand		Program		
Smem	dmad	ROM/SARAM	DARAM	External
DARAM	DARAM	2	2, 3 [†]	2+2p
	SARAM	2, 3 [†]	2, 3 [†]	2+2p
	External	2	2, 3 [†]	5+d+2p
	MMR [◇]	2	2	2+2p
SARAM	DARAM	2, 3 [†]	2	2+2p
	SARAM	2, 3 [†] , 4 [‡]	2	2+2p
	External	2, 3 [†]	2	5+d+2p
	MMR [◇]	2, 3 [†]	2	2+2p
DROM	DARAM	2, 3 [‡]	2	2+2p
	SARAM	2, 3 [†]	2	2+2p
	External	2, 3 [†]	2	5+d+2p
	MMR [◇]	2, 3 [†]	2	2+2p
External	DARAM	2+d	2+d	3+d+2p
	SARAM	2+d, 3+d [†]	2+d	3+d+2p
	External	2+d	2+d	6+2d+p
	MMR [◇]	2+d	2+d	3+d+2p
MMR [◇]	DARAM	2	2, 3 [†]	2+2p
	SARAM	2, 3 [†]	2	2+2p
	External	2	2	5+d+2p
	MMR [◇]	2	2	2+2p

[†] Operand and code in same memory block

[‡] Two operands and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand		Program		
Smem	dmem	ROM/SARAM	DARAM	External
DARAM	DARAM	$n+1$	$n+1, n+2^\dagger$	$n+1+2p$
	SARAM	$n+1, n+2^\dagger$	$n+1, n+2^\dagger$	$n+1+2p$
	External	$2n+(n-1)d$	$2n+(n-1)d,$ $2n+1+(n-1)d^\dagger$	$2n+3+nd+2p$
	MMR $^\diamond$	$n+1$	$n+1$	$n+1+2p$
SARAM	DARAM	$n+1, n+2^\dagger$	$n+1$	$n+1+2p$
	SARAM	$2n, 2n+1^\dagger,$ $2n+2^\ddagger$	$2n$	$2n+2p$
	External	$2n+(n-1)d,$ $2n+1+(n-1)d^\dagger$	$2n+(n-1)d$	$2n+3+nd+2p$
	MMR $^\diamond$	$n+1, n+2^\dagger$	$n+1$	$n+1+2p$
DROM	DARAM	$n+1, n+2^\dagger$	$n+1$	$n+1+2p$
	SARAM	$n+1, n+2^\dagger$	$n+1$	$n+1+2p$
	External	$2n+(n-1)d,$ $2n+1+(n-1)d^\dagger$	$2n+(n-1)d$	$2n+3+nd+2p$
	MMR $^\diamond$	$n+1, n+2^\dagger$	$n+1$	$n+1+2p$
External	DARAM	$n+1+nd$	$n+1+nd$	$n+1+nd+2p$
	SARAM	$n+1+nd,$ $n+2nd^\dagger$	$n+1+nd$	$n+1+nd+2p$
	External	$4n-2+(2n-1)d$	$4n-2+(2n-1)d$	$4n+2+2nd+2p$
	MMR $^\diamond$	$n+1+nd$	$n+1+nd$	$n+1+nd+2p$
MMR $^\diamond$	DARAM	$n+1$	$n+1$	$n+1+2p$
	SARAM	$n+1, n+2^\dagger$	$n+1$	$n+1+2p$
	External	$2n+(n-1)d$	$2n+(n-1)d$	$2n+3+nd+2p$
	MMR $^\diamond$	$n+1$	$n+1$	$n+1+2p$

† Operand and code in same memory block

‡ Two operands and code in same memory block

$^\diamond$ Add n cycles for peripheral memory-mapped access.

Class 19B

2 words, 2 cycles. Single data-memory (Smem) read operand using long-offset indirect addressing and single data-memory (dmd) write operand, or single data-memory (dmd) read operand and single data-memory (Smem) write operand using long-offset indirect addressing.

Syntaxes

■ $\text{data}(\text{dmd}) = \text{Smem}$

■ $\text{Smem} = \text{data}(\text{dmd})$

Cycles**Cycles for a Single Execution With Long-Offset Modifier**

Operand		Program		
Smem	dmd	ROM/SARAM	DARAM	External
DARAM	DARAM	3	3, 4 [†]	3+3p
	SARAM	3, 4 [†]	3, 4 [†]	3+3p
	External	3	3, 4 [†]	6+d+3p
	MMR [◇]	3	3	3+3p
SARAM	DARAM	3, 4 [†]	3	3+3p
	SARAM	3, 4 [†] , 5 [‡]	3	3+3p
	External	3, 4 [†]	3	6+d+3p
	MMR [◇]	3, 4 [†]	3	3+3p
DROM	DARAM	3, 4 [‡]	3	3+3p
	SARAM	3, 4 [†]	3	3+3p
	External	3, 4 [†]	3	6+d+3p
	MMR [◇]	3, 4 [†]	3	3+3p
External	DARAM	3+d	3+d	4+d+3p
	SARAM	3+d, 4+d [†]	3+d	4+d+3p
	External	3+d	3+d	7+2d+2p
	MMR [◇]	3+d	3+d	4+d+3p

[†] Operand and code in same memory block

[‡] Two operands and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Single Execution With Long-Offset Modifier (Continued)

Operand		Program		
Smem	dmad	ROM/SARAM	DARAM	External
MMR [◇]	DARAM	3	3, 4 [†]	3+3p
	SARAM	3, 4 [†]	3	3+3p
	External	3	3	6+d+3p
	MMR [◇]	3	3	3+3p

[†] Operand and code in same memory block

[‡] Two operands and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 20A 2 words, 4 cycles. Single data-memory (Smem) read operand and single program-memory (pmad) write operand.

Syntaxes ■ $\text{prog}(\text{pmad}) = \text{Smem}$

Cycles

Cycles for a Single Execution				
Operand		Program		
Smem	pmad	ROM/SARAM	DARAM	External
DARAM	DARAM	4	4	4+2p
	SARAM	4	4	4+2p
	External	4	4	6+pd+2p
SARAM	DARAM	4, 5 [†]	4	4+2p
	SARAM	4	4	4+2p
	External	4	4	6+pd+2p
DROM	DARAM	4, 5 [†]	4	4+2p
	SARAM	4	4	4+2p
	External	4	4	6+pd+2p
External	DARAM	4+d	4+d	4+d+2p
	SARAM	4+d	4+d	4+d+2p
	External	4+d+pd	4+d+pd	6+d+pd+2p
MMR [◇]	DARAM	4	4	4+2p
	SARAM	4	4	4+2p
	External	4	4	6+pd+2p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution				
Operand		Program		
Smem	pmad	ROM/SARAM	DARAM	External
DARAM	DARAM	$n+3$	$n+3$	$n+3+2p$
	SARAM	$n+3$	$n+3$	$n+3+2p$
	External	$2n+2+(n-1)pd$	$2n+2+(n-1)pd$	$2n+4+npd+2p$
SARAM	DARAM	$n+3$	$n+3$	$n+3+2p$
	SARAM	$n+3, 2n+2^\#$	$n+3, 2n+2^\#$	$n+3+2p, 2n+2+2p^\#$
	External	$2n+2+(n-1)pd$	$2n+2+(n-1)pd$	$2n+4+npd+2p$
DROM	DARAM	$n+3$	$n+3$	$n+3+2p$
	SARAM	$n+3$	$n+3$	$n+3+2p$
	External	$2n+2+(n-1)pd$	$2n+2+(n-1)pd$	$2n+4+npd+2p$
External	DARAM	$n+3+npd$	$n+3+npd$	$n+3+npd+2p$
	SARAM	$n+3+npd$	$n+3+npd$	$n+3+npd+2p$
	External	$4n+nd+npd$	$4n+nd+npd$	$4n+2+nd+npd+2p$
MMR $^\diamond$	DARAM	$n+3$	$n+3$	$n+3+2p$
	SARAM	$n+3$	$n+3$	$n+3+2p$
	External	$2n+2+(n-1)pd$	$2n+2+(n-1)pd$	$2n+4+npd+2p$

$^\#$ Two operands in same memory block

$^\diamond$ Add n cycles for peripheral memory-mapped access.

Class 20B 3 words, 5 cycles. Single data-memory (Smem) read operand using long-offset indirect addressing and single program-memory (pmad) write operand.

Syntaxes ■ $\text{prog}(\text{pmad}) = \text{Smem}$

Cycles

Cycles for a Single Execution With Long-Offset Modifier				
Operand		Program		
Smem	pmad	ROM/SARAM	DARAM	External
DARAM	DARAM	5	5	5+3p
	SARAM	5	5	5+3p
	External	5	5	7+2pd+3p
SARAM	DARAM	5, 6 [†]	5	5+3p
	SARAM	5	5	5+3p
	External	5	5	7+2pd+3p
DROM	DARAM	5, 6 [†]	5	5+3p
	SARAM	5	5	5+3p
	External	5	5	7+2pd+3p
External	DARAM	5+d	5+d	5+d+3p
	SARAM	5+d	5+d	5+d+3p
	External	5+d+2pd	5+d+2pd	7+d+2pd+3p
MMR [◇]	DARAM	5	5	5+3p
	SARAM	5	5	5+3p
	External	5	5	7+3pd+3p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 21A 2 words, 3 cycles. Single program-memory (pmad) read operand and single data-memory (Smem) write operand.

Syntaxes ■ $Smem = prog(pmad)$

Cycles

Cycles for a Single Execution				
Operand		Program		
pmad	Smem	ROM/SARAM	DARAM	External
DARAM	DARAM	3	3	3+2p
	SARAM	3	3	3+2p
	External	3	3	6+d+2p
	MMR [◇]	3	3	3+2p
SARAM	DARAM	3	3	3+2p
	SARAM	3	3	3+2p
	External	3	3	6+d+2p
	MMR [◇]	3	3	3+2p
PROM	DARAM	3	3	3+2p
	SARAM	3	3	3+2p
	External	3	3	6+d+2p
	MMR [◇]	3	3	3+2p
External	DARAM	3+pd	3+pd	3+pd+2p
	SARAM	3+pd	3+pd	3+pd+2p
	External	3+pd	3+pd	6+d+pd+2p
	MMR [◇]	3+pd	3+pd	3+pd+2p

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand		Program		
pmad	Smem	ROM/SARAM	DARAM	External
DARAM	DARAM	$n+2$	$n+2$	$n+2+2p$
	SARAM	$n+2$	$n+2$	$n+2+2p$
	External	$2n+1+(n-1)d$	$2n+1+(n-1)d$	$2n+4+nd+2p$
	MMR [◇]	$n+2$	$n+2$	$n+2+2p$
SARAM	DARAM	$n+2$	$n+2$	$n+2+2p$
	SARAM	$n+2, 2n+1^{\#}$	$n+2, 2n+1^{\#}$	$n+2+2p$
	External	$2n+1+(n-1)d$	$2n+1+(n-1)d$	$2n+4+nd+2p$
	MMR [◇]	$n+2$	$n+2$	$n+2+2p$
PROM	DARAM	$n+2$	$n+2$	$n+2+2p$
	SARAM	$n+2$	$n+2$	$n+2+2p$
	External	$2n+1+(n-1)d$	$2n+1+(n-1)d$	$2n+4+nd+2p$
	MMR [◇]	$n+2$	$n+2$	$n+2+2p$
External	DARAM	$n+2+npd$	$n+2+npd$	$n+2+npd+2p$
	SARAM	$n+2+npd$	$n+2+npd$	$n+2+npd+2p$
	External	$4n-1+(n-1)d+npd$	$4n-1+(n-1)d+npd$	$4n+2+nd+npd+2p$
	MMR [◇]	$n+2+npd$	$n+2+npd$	$n+2+npd+2p$

[#] Two operands in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

Class 21B 3 words, 4 cycles. Single program-memory (pmad) read operand and single data-memory (Smem) write operand using long-offset indirect addressing.

Syntaxes ■ $Smem = prog(pmad)$

Cycles

Cycles for a Single Execution With Long-Offset Modifier				
Operand		Program		
pmad	Smem	ROM/SARAM	DARAM	External
DARAM	DARAM	4	4	4+3p
	SARAM	4	4	4+3p
	External	4	4	7+d+3p
	MMR [◇]	4	4	4+3p
SARAM	DARAM	4	4	4+3p
	SARAM	4	4	4+3p
	External	4	4	7+d+3p
	MMR [◇]	4	4	4+3p
PROM	DARAM	4	4	4+3p
	SARAM	4	4	4+3p
	External	4	4	7+d+3p
	MMR [◇]	4	4	4+3p
External	DARAM	4+2pd	4+2pd	4+2pd+3p
	SARAM	4+2pd	4+2pd	4+2pd+3p
	External	4+2pd	4+2pd	7+d+2pd+3p
	MMR [◇]	4+2pd	4+2pd	4+2pd+3p

[◇] Add one cycle for peripheral memory-mapped access.

Class 22A 2 words, 3 cycles. Single data-memory (Smem) read operand and single program-memory (pmad) read operand.

Syntaxes ■ `macp(Smem, pmad, src)`

Cycles

Cycles for a Single Execution				
Operand		Program		
pmad	Smem	ROM/SARAM	DARAM	External
DARAM	DARAM	3	3, 4 [†]	3+2p
	SARAM	3, 4 [†]	3	3+2p
	External	3+d	3+d	4+d+2p
	MMR [◇]	3	3	3+2p
SARAM	DARAM	3	3, 4 [†]	3+2p
	SARAM	3, 4 [†]	3	3+2p
	External	3+d	3+d	4+d+2p
	MMR [◇]	3	3	3+2p
PROM	DARAM	3	3, 4 [†]	3+2p
	SARAM	3, 4 [†]	3	3+2p
	External	3+d	3+d	4+d+2p
	MMR [◇]	3	3	3+2p
External	DARAM	3+pd	3+pd, 4+pd [†]	3+pd+2p
	SARAM	3+pd	3+pd	4+pd+2p
	External	4+d+pd	4+d+pd	4+d+pd+2p
	MMR [◇]	3+pd	3+pd	3+pd+2p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution				
Operand		Program		
pmad	Smem	ROM/SARAM	DARAM	External
DARAM	DARAM	n+2	n+2, n+3 [†]	n+2+2p
	SARAM	n+2, n+3 [†]	n+2	n+2+2p
	External	n+2+nd	n+2+nd	n+2+nd+2p
	MMR [◇]	n+2	n+2	n+2+2p
SARAM	DARAM	n+2	n+2, n+3 [†]	n+2+2p
	SARAM	n+2, n+3 [†] , 2n+2 [#]	n+2, 2n+2 [#]	n+2+2p, 2n+2+2p [#]
	External	n+2+nd	n+2+nd	n+2+nd+2p
	MMR [◇]	n+2	n+2	n+2+2p
PROM	DARAM	n+2	n+2, n+3 [†]	n+2+2p
	SARAM	n+2, n+3 [†]	n+2	n+2+2p
	External	n+2+nd	n+2+nd	n+2+nd+2p
	MMR [◇]	n+2	n+2	n+2+2p
External	DARAM	n+2+npd	n+2+npd, n+3+npd [†]	n+2+npd+2p
	SARAM	n+2+npd	n+2+npd	n+3+npd+2p
	External	2n+2+nd+npd	2n+2+nd+npd	2n+2+nd+npd +2p
	MMR [◇]	n+2+npd	n+2+npd	n+2+npd+2p

[†] Operand and code in same memory block

[#] Two operands in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

Class 22B

3 words, 4 cycles. Single data-memory (Smem) read operand using long-offset indirect addressing and single program-memory (pmad) read operand.

Syntaxes

- `macp(Smem, pmad, src)`

Cycles**Cycles for a Single Execution With Long-Offset Modifier**

Operand		Program		
pmad	Smem	ROM/SARAM	DARAM	External
DARAM	DARAM	4	4, 5 [†]	4+3p
	SARAM	4, 5 [†]	4	4+3p
	External	4+d	4+d	5+d+3p
	MMR [◇]	4	4	4+3p
SARAM	DARAM	4	4, 5 [†]	4+3p
	SARAM	4, 5 [†]	4	4+3p
	External	4+d	4+d	5+d+3p
	MMR [◇]	4	4	4+3p
PROM	DARAM	4	4, 5 [†]	4+3p
	SARAM	4, 5 [†]	4	4+3p
	External	4+d	4+d	5+d+3p
	MMR [◇]	4	4	4+3p
External	DARAM	4+2pd	4+2pd, 5+2pd [†]	4+2pd+3p
	SARAM	4+2pd	4+2pd	5+2pd+3p
	External	5+d+2pd	5+d+2pd	5+d+2pd+3p
	MMR [◇]	4+2pd	4+2pd	4+2pd+3p

[†] Operand and code in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 23A 2 words, 3 cycles. Single data-memory (Smem) read operand, single data-memory (Smem) write operand, and single program-memory (pmad) read operand.

Syntaxes ■ `macd(Smem, pmad, src)`

Cycles

Cycles for a Single Execution				
Operand		Program		
pmad	Smem	ROM/SARAM	DARAM	External
DARAM	DARAM	3, 4 [#]	3, 4 [#]	3+2p, 4+2p [#]
	SARAM	3, 4 [†]	3, 4 [†]	3+2p
	External	3+d	3+d	6+2d+2p
	MMR [◇]	3	3	3+2p
SARAM	DARAM	3, 4 [†]	3	3+2p
	SARAM	3, 4 [#]	3, 4 [#]	3+2p, 4+2p [#]
	External	3+d	3+d	6+2d+2p
	MMR [◇]	3	3	3+2p
PROM	DARAM	3	3	3+2p
	SARAM	3, 4 [†]	3	3+2p
	External	3+d	3+d	6+2d+2p
	MMR [◇]	3	3	3+2p
External	DARAM	3+pd	3+pd	3+pd+2p
	SARAM	3+pd	3+pd	3+pd+2p
	External	4+d+pd	4+d+pd	7+d+pd+2p
	MMR [◇]	3+pd	3+pd	4+pd+2p

[†] Operand and code in same memory block

[#] Two operands in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand		Program		
p _{mad}	S _{mem}	ROM/SARAM	DARAM	External
DARAM	DARAM	$n+2, 2n+2^{\#}$	$n+2, 2n+2^{\#}$	$n+2+2p, 2n+2+2p^{\#}$
	SARAM	$n+2, n+3^{\dagger}$	$n+2, n+3^{\dagger}$	$n+2+2p$
	External	$4n+1+2nd$	$4n+1+2nd$	$4n+2+2nd+2p$
	MMR $^{\diamond}$	$n+2$	$n+2$	$n+2+2p$
SARAM	DARAM	$n+2, n+3^{\dagger}$	$n+2$	$n+2+2p$
	SARAM	$n+2, 2n+2^{\#}$	$n+2, 2n+2^{\#}$	$n+2+2p, 2n+2+2p^{\#}$
	External	$4n+1+2nd$	$4n+1+2nd$	$4n+2+2nd+2p$
	MMR $^{\diamond}$	$n+2$	$n+2$	$n+2+2p$
PROM	DARAM	$n+2$	$n+2$	$n+2+2p$
	SARAM	$n+2, n+3^{\dagger}$	$n+2$	$n+2+2p$
	External	$4n+1+2nd$	$4n+1+2nd$	$4n+2+2nd+2p$
	MMR $^{\diamond}$	$n+2$	$n+2$	$n+2+2p$
External	DARAM	$n+2+npd$	$n+2+npd, n+3+npd^{\dagger}$	$n+2+npd+2p$
	SARAM	$n+2+npd$	$n+2+npd$	$n+2+npd+2p$
	External	$5n-1+nd+npd$	$5n-1+nd+npd$	$5n+2+nd+npd+2p$
	MMR $^{\diamond}$	$n+2+npd$	$n+2+npd$	$4n+3+npd+2p$

† Operand and code in same memory block

$^{\#}$ Two operands in same memory block

$^{\diamond}$ Add one cycle for peripheral memory-mapped access.

Class 23B 3 words, 4 cycles. Single data-memory (Smem) read operand using long-offset indirect addressing, single data-memory (Smem) write operand using long-offset indirect addressing, and single program-memory (pmad) read operand.

Syntaxes ■ `macd(Smem, pmad, src)`

Cycles

Cycles for a Single Execution With Long-Offset Modifier				
Operand		Program		
pmad	Smem	ROM/SARAM	DARAM	External
DARAM	DARAM	4, 5 [#]	4, 5 [#]	4+3p, 5+3p [#]
	SARAM	4, 5 [†]	4, 5 [†]	4+3p
	External	4+d	4+d	7+2d+3p
	MMR [◇]	4	4	4+3p
SARAM	DARAM	4, 5 [†]	4	4+3p
	SARAM	4, 5 [#]	4, 5 [#]	4+3p, 5+3p [#]
	External	4+d	4+d	7+2d+3p
	MMR [◇]	4	4	4+3p
PROM	DARAM	4	4	4+3p
	SARAM	4, 5 [†]	4	4+3p
	External	4+d	4+d	7+2d+3p
	MMR [◇]	4	4	4+3p
External	DARAM	4+2pd	4+2pd	4+pd+3p
	SARAM	4+2pd	4+2pd	4+2pd+3p
	External	5+d+2pd	5+d+2pd	8+d+2pd+3p
	MMR [◇]	4+2pd	4+2pd	5+2pd+3p

[†] Operand and code in same memory block

[#] Two operands in same memory block

[◇] Add one cycle for peripheral memory-mapped access.

Class 24A 1 word, 1 cycle. Single data-memory (Smem) read operand and single data-memory (Smem) write operand.

Syntaxes ■ `delay(Smem)` ■ `ltd(Smem)`

Cycles

Cycles for a Single Execution			
Operand	Program		
Smem	ROM/SARAM	DARAM	External
DARAM	1	1, 2 [†]	1+p
SARAM	1, 3 [†]	1	1+p
External	1+d	1+d	5+p+2d

[†] Operand and code in same memory block

Cycles for a Repeat Execution			
Operand	Program		
Smem	ROM/SARAM	DARAM	External
DARAM	n	n, n+1 [†]	n+p
SARAM	2n-1, 2n+1 [†]	2n-1	2n-1+p
External	4n-3+(2n-1)d	4n-3+(2n-1)d	4n+1+p+2nd

[†] Operand and code in same memory block

Class 24B 2 words, 2 cycles. Single data-memory (Smem) read operand using long-offset indirect addressing and single data-memory (Smem) write operand using long-offset indirect addressing.

Syntaxes ■ `delay(Smem)` ■ `ltd(Smem)`

Cycles

Cycles for a Single Execution With Long-Offset Modifier			
Operand	Program		
Smem	ROM/SARAM	DARAM	External
DARAM	2	2, 3 [†]	2+2p
SARAM	2, 4 [†]	2	2+2p
External	2+d	2+d	6+2p+2d

[†] Operand and code in same memory block

Class 25A 1 word, 5 cycles. Single program-memory (pmad) read address and single data-memory (Smem) write operand.

Syntaxes ■ $Smem = prog(A)$

Cycles

Cycles for a Single Execution				
Operand		Program		
pmad	Smem	ROM/SARAM	DARAM	External
DARAM	DARAM	5	5	5+p
	SARAM	5	5	5+p
	External	5	5	8+d+p
	MMR [◇]	5	5	5+p
SARAM	DARAM	5	5	5+p
	SARAM	5	5	5+p
	External	5	5	8+d+p
	MMR [◇]	5	5	5+p
PROM	DARAM	5	5	5+p
	SARAM	5	5	5+p
	External	5	5	8+d+p
	MMR [◇]	5	5	5+p
External	DARAM	5+pd	5+pd	5+pd+p
	SARAM	5+pd	5+pd	5+pd+p
	External	5+pd	5+pd	8+pd+d+p
	MMR [◇]	5+pd	5+pd	5+pd+p

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand		Program		
pmad	Smem	ROM/SARAM	DARAM	External
DARAM	DARAM	$n+4$	$n+4$	$n+4+p$
	SARAM	$n+4$	$n+4$	$n+4+p$
	External	$2n+3+(n-1)d$	$2n+3+(n-1)d$	$2n+6+nd+np$
	MMR [◇]	$n+4$	$n+4$	$n+4+p$
SARAM	DARAM	$n+4$	$n+4$	$n+4+p$
	SARAM	$n+4, 2n+3^{\#}$	$n+4, 2n+3^{\#}$	$n+4+p, 2n+3+p^{\#}$
	External	$2n+3+(n-1)d$	$2n+3+(n-1)d$	$2n+6+nd+p$
	MMR [◇]	$n+4$	$n+4$	$n+4+p$
PROM	DARAM	$n+4$	$n+4$	$n+4+p$
	SARAM	$n+4$	$n+4$	$n+4+p$
	External	$2n+3+(n-1)d$	$2n+3+(n-1)d$	$2n+6+nd+p$
	MMR [◇]	$n+4$	$n+4$	$n+4+p$
External	DARAM	$n+4+npd$	$n+4+npd$	$n+4+npd+p$
	SARAM	$n+4+npd$	$n+4+npd$	$n+4+npd+p$
	External	$4n+1+(n-1)d+npd$	$4n+1+(n-1)d+npd$	$4n+4+nd+npd+p$
	MMR [◇]	$n+4+npd$	$n+4+npd$	$n+4+npd+p$

[#] Two operands in same memory block

[◇] Add n cycles for peripheral memory-mapped access.

Class 25B 2 words, 6 cycles. Single program-memory (pmad) read address and single data-memory (Smem) write operand using long-offset indirect addressing.

Syntaxes ■ $Smem = prog(A)$

Cycles

Cycles for a Single Execution With Long-Offset Modifier				
Operand		Program		
pmad	Smem	ROM/SARAM	DARAM	External
DARAM	DARAM	6	6	6+2p
	SARAM	6	6	6+2p
	External	6	6	9+d+2p
	MMR [◇]	6	6	6+2p
SARAM	DARAM	6	6	6+2p
	SARAM	6	6	6+2p
	External	6	6	9+d+2p
	MMR [◇]	6	6	6+2p
PROM	DARAM	6	6	6+2p
	SARAM	6	6	6+2p
	External	6	6	9+d+2p
	MMR [◇]	6	6	6+2p
External	DARAM	6+2pd	6+2pd	6+2pd+2p
	SARAM	6+2pd	6+2pd	6+2pd+2p
	External	6+2pd	6+2pd	9+2pd+d+2p
	MMR [◇]	6+2pd	6+2pd	6+2pd+2p

[◇] Add one cycle for peripheral memory-mapped access.

Class 26A 1 word, 5 cycles. Single data-memory (Smem) read operand and single program-memory (pmad) write address.

Syntaxes ■ $\text{prog}(A) = \text{Smem}$

Cycles

Cycles for a Single Execution				
Operand		Program		
Smem	pmad	ROM/SARAM	DARAM	External
DARAM	DARAM	5	5	5+p
	SARAM	5	5	5+p
	External	5	5	5+pd+p
SARAM	DARAM	5	5	5+p
	SARAM	5	5	5+p
	External	5	5	5+pd+p
DROM	DARAM	5	5	5+p
	SARAM	5	5	5+p
	External	5	5	5+pd+p
External	DARAM	5+pd	5+pd	5+pd+p
	SARAM	5+pd	5+pd	5+pd+p
	External	5+d	5+d	7+d+pd+p
MMR [◇]	DARAM	5	5	5+p
	SARAM	5	5	5+p
	External	5	5	5+pd+p

[◇] Add one cycle for peripheral memory-mapped access.

Cycles for a Repeat Execution

Operand		Program		
Smem	pmad	ROM/SARAM	DARAM	External
DARAM	DARAM	$n+4$	$n+4$	$n+4+p$
	SARAM	$n+4$	$n+4$	$n+4+p$
	External	$2n+3+(n-1)pd$	$2n+3+(n-1)pd$	$2n+3+npd+p$
SARAM	DARAM	$n+4$	$n+4$	$n+4+p$
	SARAM	$n+4, 2n+3^\#$	$n+4, 2n+3^\#$	$n+4+p, 2n+3+p^\#$
	External	$2n+3+(n-1)pd$	$2n+3+(n-1)pd$	$2n+3+npd+p$
DROM	DARAM	$n+4$	$n+4$	$n+4+p$
	SARAM	$n+4$	$n+4$	$n+4+p$
	External	$2n+3+(n-1)pd$	$2n+3+(n-1)pd$	$2n+3+npd+p$
External	DARAM	$n+4+npd$	$n+4+npd$	$n+4+npd+p$
	SARAM	$n+4+npd$	$n+4+npd$	$n+4+npd+p$
	External	$4n+1+nd+(n-1)pd$	$4n+1+nd+(n-1)pd$	$4n+3+nd+npd+p$
MMR $^\diamond$	DARAM	$n+4$	$n+4$	$n+4+p$
	SARAM	$n+4$	$n+4$	$n+4+p$
	External	$2n+3+(n-1)pd$	$2n+3+(n-1)pd$	$2n+3+npd+p$

$^\#$ Two operands in same memory block

$^\diamond$ Add n cycles for peripheral memory-mapped access.

Class 26B 2 words, 6 cycles. Single data-memory (Smem) read operand using long-offset indirect addressing and single program-memory (pmad) write address.

Syntaxes

- $\text{prog}(A) = \text{Smem}$

Cycles

Cycles for a Single Execution With Long-Offset Modifier				
Operand		Program		
Smem	pmad	ROM/SARAM	DARAM	External
DARAM	DARAM	6	6	6+2p
	SARAM	6	6	6+2p
	External	6	6	6+2pd+2p
SARAM	DARAM	6	6	6+2p
	SARAM	6	6	6+2p
	External	6	6	6+2pd+2p
DROM	DARAM	6	6	6+2p
	SARAM	6	6	6+2p
	External	6	6	6+2pd+2p
External	DARAM	6+2pd	6+2pd	6+2pd+2p
	SARAM	6+2pd	6+2pd	6+2pd+2p
	External	6+d	6+d	8+d+2pd+2p
MMR [◇]	DARAM	6	6	6+2p
	SARAM	6	6	6+2p
	External	6	6	6+2pd+2p

[◇] Add one cycle for peripheral memory-mapped access.

Class 27A 2 words, 2 cycles. Single I/O port read operand and single data-memory (Smem) write operand.

Syntaxes ■ $Smem = \text{port}(PA)$

Cycles

Cycles for a Single Execution

Operand		Program		
Port	Smem	ROM/SARAM	DARAM	External
External	DARAM	3+io	3+io	6+2p+io
	SARAM	3+io, 4+io [†]	3+io	6+2p+io
	External	3+io	3+io	9+2p+d+io

[†] Operand and code in same memory block

Cycles for a Repeat Execution

Operand		Program		
Port	Smem	ROM/SARAM	DARAM	External
External	DARAM	2n+1+nio	2n+1+nio	2n+4+2p+nio
	SARAM	2n+1+nio, 2n+2+nio [†]	2n+1+nio	2n+4+2p+nio
	External	5n-2+nio +(n-1)d	5n-2+nio +(n-1)d	5n+4+2p +nio+nd

[†] Operand and code in same memory block

Class 27B 3 words, 3 cycles. Single I/O port read operand and single data-memory (Smem) write operand using long-offset indirect addressing.

Syntaxes ■ $Smem = \text{port}(PA)$

Cycles

Cycles for a Single Execution With Long-Offset Modifier

Operand		Program		
Port	Smem	ROM/SARAM	DARAM	External
External	DARAM	4+io	4+io	7+3p+io
	SARAM	4+io, 5+io [†]	4+io	7+3p+io
	External	4+io	4+io	10+3p+d+io

[†] Operand and code in same memory block

Class 28A 2 words, 2 cycles. Single data-memory (Smem) read operand and single I/O port write operand.

Syntaxes ■ $\text{port}(PA) = \text{Smem}$

Cycles

Cycles for a Single Execution

Operand		Program		
Port	Smem	ROM/SARAM	DARAM	External
External	DARAM	2	2, 3 [†]	6+2p+io
	SARAM	2, 3 [†]	2	6+2p+io
	DROM	2, 3 [†]	2	6+2p+io
	External	2+d	2+d	7+2p+d+io

[†] Operand and code in same memory block

Cycles for a Repeat Execution

Operand		Program		
Port	Smem	ROM/SARAM	DARAM	External
External	DARAM	$2n+(n-1)\text{io}$	$2n+(n-1)\text{io},$ $2n+1+(n-1)\text{io}^{\dagger}$	$2n+4+2p+n\text{io}$
	SARAM	$2n+(n-1)\text{io},$ $2n+1+(n-1)\text{io}^{\dagger}$	$2n+(n-1)\text{io}$	$2n+4+2p+n\text{io}$
	DROM	$2n+(n-1)\text{io},$ $2n+1+(n-1)\text{io}^{\dagger}$	$2n+(n-1)\text{io}$	$2n+4+2p+n\text{io}$
	External	$5n-3+nd$ $+(n-1)\text{io}$	$5n-3+nd$ $+(n-1)\text{io}$	$5n+2+2p+nd$ $+n\text{io}$

[†] Operand and code in same memory block

Class 28B 3 words, 3 cycles. Single data-memory (Smem) read operand using long-offset indirect addressing and single I/O port write operand.

Syntaxes

- port(*PA*) = *Smem*

Cycles

Cycles for a Single Execution With Long-Offset Modifier				
Operand		Program		
Port	Smem	ROM/SARAM	DARAM	External
External	DARAM	3	3, 4 [†]	7+3p+io
	SARAM	3, 4 [†]	3	7+3p+io
	DROM	3, 4 [†]	3	7+3p+io
	External	3+d	3+d	8+3p+d+io

[†] Operand and code in same memory block

Syntaxes

- [d]goto *pmad*
- if (*Sind* != 0) [d]goto *pmad*
- far [d]goto *extpmad*
- [d]blockrepeat(*pmad*)

Cycles for a Single Execution

Cycles for a Single Delayed Execution

Syntaxes ■ [d]call *pmad* ■ far [d]call *extpmad*

Cycles for a Single Execution

† Operand and code in same memory block

† Operand and code in same memory block

Class 30A 1 word, 6 cycles, 4 cycles (delayed). Single register operand.

Syntaxes

- [d]goto *src*
- far [d]goto *src*

Cycles

Cycles for a Single Execution		
Program		
ROM/SARAM	DARAM	External
6	6	6+3p

Cycles for a Single Delayed Execution		
Program		
ROM/SARAM	DARAM	External
4	4	4+p

Class 30B 1 word, 6 cycles, 4 cycles (delayed). Single register operand.

Syntaxes

- [d]call *src*
- far [d]call *src*

Cycles

Cycles for a Single Execution			
Stack	Program		
	ROM/SARAM	DARAM	External
DARAM	6	6	6+3p
SARAM	6	6	6+3p
External	6	6	7+3p+d

Cycles for a Single Delayed Execution			
Stack	Program		
	ROM/SARAM	DARAM	External
DARAM	4	4	4+p
SARAM	4	4	4+p
External	4	4	5+p+d

Class 31A 2 words, 5 cycles, 3 cycles (delayed). Single program-memory (p_{mad}) operand and short-immediate operands.

Syntaxes ■ if (*cond* [, *cond* [, *cond*]]) [*d*]goto *p_{mad}*

Cycles

Cycles for a Single Execution			
Condition	Program		
	ROM/SARAM	DARAM	External
True	5	5	5+4p
False	3	3	3+2p

Cycles for a Single Delayed Execution			
Condition	Program		
	ROM/SARAM	DARAM	External
True	3	3	3+2p
False	3	3	3+2p

Class 31B 2 words, 5 cycles, 3 cycles (delayed), 3 cycles (false condition). Single program-memory (pmd) operand and short-immediate operands.

Syntaxes ■ if (cond [, cond [, cond]]) [d]call pmd

Cycles

Cycles for a Single True Condition Execution

Operand	Program		
Stack	ROM/SARAM	DARAM	External
DARAM	5	5	5+4p
SARAM	5, 6 [†]	5	5+4p
External	5	5	8+4p+d

[†] Operand and code in same memory block

Cycles for a Single False Condition Execution

Operand	Program		
Stack	ROM/SARAM	DARAM	External
DARAM	3	3	3+2p
SARAM	3, 4 [†]	3	3+2p
External	3	3	6+2p+d

[†] Operand and code in same memory block

Cycles for a Single Delayed Execution

Operand	Program		
Stack	ROM/SARAM	DARAM	External
DARAM	3	3	3+2p
SARAM	3, 4 [†]	3	3+2p
External	3	3	6+2p+d

[†] Operand and code in same memory block

Class 32 1 word, 5 cycles, 3 cycles (delayed), 3 cycles (false condition). No operand, or short-immediate operands.

Syntaxes

■ if (cond [, cond [, cond]]) [d]return

■ [d]return_enable

■ [d]return

Cycles

Cycles for a Single Execution			
Operand	Program		
Stack	ROM/SARAM	DARAM	External
DARAM	5	5, 6†	5+3p
SARAM	5, 6†	5	5+3p
External	5+d	5+d	6+d+3p

† Operand and code in same memory block

Cycles for a Single Delayed Execution			
Operand	Program		
Stack	ROM/SARAM	DARAM	External
DARAM	3	3, 4†	3+p
SARAM	3, 4†	3	3+p
External	3+d	3+d	4+d+p

† Operand and code in same memory block

Class 33 1 word, 3 cycles, 1 cycle (delayed). No operand.

Syntaxes ■ [d]return_fast

Cycles

Cycles for a Single Execution		
Program		
ROM/SARAM	DARAM	External
3	3	3+p

Cycles for a Single Delayed Execution		
Program		
ROM/SARAM	DARAM	External
1	1	1+p

Class 34 1 word, 6 cycles, 4 cycles (delayed). No operand.

Syntaxes ■ far [d]return ■ far [d]return_enable

Cycles

Cycles for a Single Execution			
Stack	Program		
	ROM/SARAM	DARAM	External
DARAM	6	6, 8 [†]	6+3p
SARAM	6, 8 [†]	6	6+3p
External	6+2d	6+2d	8+3p+d

[†] Operand and code in same memory block

Cycles for a Single Delayed Execution			
Stack	Program		
	ROM/SARAM	DARAM	External
DARAM	4	4, 6 [†]	4+p
SARAM	4, 6 [†]	4	4+p
External	4+2d	4+2d	6+p+2d

[†] Operand and code in same memory block

Class 35 1 word, 3 cycles. No operand or single short-immediate operand.

- Syntaxes**
- `int(K)`
 - `trap(K)`
 - `reset`

Cycles

Cycles for a Single Execution		
Program		
ROM/SARAM	DARAM	External
3	3	3+p

Class 36 1 word, 4 cycles (minimum). Single short-immediate operand.

- Syntaxes**
- `idle(K)`

Cycles The number of cycles needed to execute this instruction depends on the idle period.

Assembly Language Instructions

This section provides detailed information on the instruction set for the '54x family. The '54x instruction set supports numerically intensive signal-processing operations as well as general-purpose applications, such as multiprocessing and high-speed control.

See Section 1.1, *Instruction Set Symbols and Abbreviations*, for definitions of symbols and abbreviations used in the description of assembly language instructions. See Section 1.2, *Example Description of Instruction*, for a description of the elements in an instruction. See Chapter 2 for a summary of the instruction set.

Syntax `abdst(Xmem, Ymem)`

Operands *Xmem*, *Ymem*: Dual data-memory operands

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	0	0	0	1	1	X	X	X	X	Y	Y	Y	Y

Execution $(B) + |(A(32-16))| \rightarrow B$
 $((Xmem) - (Ymem)) \ll 16 \rightarrow A$

Status Bits Affected by OVM, FRCT, and SXM
Affects C, OVA, and OVB

Description This instruction calculates the absolute value of the distance between two vectors, *Xmem* and *Ymem*. The absolute value of accumulator A(32-16) is added to accumulator B. The content of *Ymem* is subtracted from *Xmem*, and the result is left-shifted 16 bits and stored in accumulator A. If the fractional mode bit is logical 1 (FRCT = 1), the absolute value is multiplied by 2.

Words 1 word

Cycles 1 cycle

Classes Class 7 (see page 3-14)

Example `abdst (*AR3+, *AR4+)`

	Before Instruction	After Instruction
A	FF ABCD 0000	FF FFAB 0000
B	00 0000 0000	00 0000 5433
AR3	0100	0101
AR4	0200	0201
FRCT	0	0
Data Memory		
0100h	0055	0055
0200h	00AA	00AA

Syntax $dst = |src|$

Operands src, dst: A (accumulator A)
B (accumulator B)

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	S	D	1	0	0	0	0	1	0	1

Execution $|src| \rightarrow dst$

Status Bits OVM affects this instruction as follows:

If OVM = 1, the absolute value of 80 0000 0000h is 00 7FFF FFFFh.
If OVM = 0, the absolute value of 80 0000 0000h is 80 0000 0000h.

Affects C and OVdst

Description This instruction calculates the absolute value of *src* and loads the value into *dst*.

If the result of the operation is equal to 0, the carry bit, C, is set.

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example 1 $B = |A|$

	Before Instruction		After Instruction
A	FF FFFF FFCB -53	A	FF FFFF FFCB -53
B	FF FFFF FC18 -1000	B	00 0000 0035 +53

Example 2 $A = |A|$

	Before Instruction		After Instruction
A	03 1234 5678	A	00 7FFF FFFF
OVM	1	OVM	1

Example 3 $A = |A|$

	Before Instruction		After Instruction
A	03 1234 5678	A	03 1234 5678
OVM	0	OVM	0

Syntax

- 1: $src = src + Smem$
 $src += Smem$
- 2: $src = src + Smem \ll TS$
 $src += Smem \ll TS$
- 3: $dst = src + Smem \ll 16$
 $dst += Smem \ll 16$
- 4: $dst = src + Smem [\ll SHIFT]$
 $dst += Smem [\ll SHIFT]$
- 5: $src = src + Xmem \ll SHFT$
 $src += Xmem \ll SHFT$
- 6: $dst = Xmem \ll 16 + Ymem \ll 16$
- 7: $dst = src + \#lk [\ll SHFT]$
 $dst += \#lk [\ll SHFT]$
- 8: $dst = src + \#lk \ll 16$
 $dst += \#lk \ll 16$
- 9: $dst = dst + src [\ll SHIFT]$
 $dst += src [\ll SHIFT]$
- 10: $dst = dst + src \ll ASM$
 $dst += src \ll ASM$

Operands

Smem: Single data-memory operand
 Xmem, Ymem: Dual data-memory operands
 src, dst: A (accumulator A)
 B (accumulator B)

$-32\,768 \leq lk \leq 32\,767$

$-16 \leq SHIFT \leq 15$

$0 \leq SHFT \leq 15$

Opcode

1:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	S	I	A	A	A	A	A	A	A

2:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	1	0	S	I	A	A	A	A	A	A	A

3:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	1	1	1	1	S	D	I	A	A	A	A	A	A	A

4:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	1	1	1	1	I	A	A	A	A	A	A	A
0	0	0	0	1	1	S	D	0	0	0	S	H	I	F	T

5:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	1	0	0	0	S	X	X	X	X	S	H	F	T

6:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	1	0	0	0	0	D	X	X	X	X	Y	Y	Y	Y

7:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	S	D	0	0	0	0	S	H	F	T
16-bit constant															

8:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	S	D	0	1	1	0	0	0	0	0
16-bit constant															

9:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	S	D	0	0	0	S	H	I	F	T

10:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	S	D	1	0	0	0	0	0	0	0

Execution

- 1: (Smem) + (src) → src
- 2: (Smem) << (TS) + (src) → src
- 3: (Smem) << 16 + (src) → dst
- 4: (Smem) [<< SHIFT] + (src) → dst
- 5: (Xmem) << SHFT + (src) → src
- 6: ((Xmem) + (Ymem)) << 16 → dst
- 7: lk << SHFT + (src) → dst
- 8: lk << 16 + (src) → dst
- 9: (src or [dst]) + (src) << SHIFT → dst
- 10: (src or [dst]) + (src) << ASM → dst

Status Bits

Affected by SXM and OVM

Affects C and OVdst

For instruction syntax 3, if the result of the addition generates a carry, the carry bit, C, is set to 1; otherwise, C is not affected.

Description

This instruction adds a 16-bit value to the content of the selected accumulator or to a 16-bit operand *Xmem* in dual data-memory operand addressing mode. The 16-bit value added is one of the following:

- ☐ The content of a single data-memory operand (*Smem*)
- ☐ The content of a dual data-memory operand (*Ymem*)
- ☐ A 16-bit immediate operand (*#lk*)
- ☐ The shifted value in *src*

If *dst* is specified, this instruction stores the result in *dst*. If no *dst* is specified, this instruction stores the result in *src*. Most of the second operands can be shifted. For a left shift:

- ☐ Low-order bits are cleared
- ☐ High-order bits are:
 - Sign extended if $SXM = 1$
 - Cleared if $SXM = 0$

For a right shift, the high-order bits are:

- Sign extended if $SXM = 1$
- Cleared if $SXM = 0$

Notes:

The following syntaxes are assembled as a different syntax in certain cases.

- ☐ Syntax 4: If $dst = src$ and $SHIFT = 0$, then the instruction opcode is assembled as syntax 1.
 - ☐ Syntax 4: If $dst = src$, $SHIFT \leq 15$ and *Smem* indirect addressing mode is included in *Xmem*, then the instruction opcode is assembled as syntax 5.
 - ☐ Syntax 5: If $SHIFT = 0$, the instruction opcode is assembled as syntax 1.
-

Words

Syntaxes 1, 2, 3, 5, 6, 9, and 10: 1 word
Syntaxes 4, 7, and 8: 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an *Smem*.

Cycles

Syntaxes 1, 2, 3, 5, 6, 9, and 10: 1 cycle
Syntaxes 4, 7, and 8: 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Classes

Syntaxes 1, 2, 3, and 5: Class 3A (see page 3-6)

Syntaxes 1, 2, and 3: Class 3B (see page 3-8)

Syntax 4: Class 4A (see page 3-9)

Syntax 4: Class 4B (see page 3-10)

Syntax 6: Class 7 (see page 3-14)

Syntaxes 7 and 8: Class 2 (see page 3-5)

Syntaxes 9 and 10: Class 1 (see page 3-3)

Example 1

A = A + *AR3+ << 14

	Before Instruction	After Instruction
A	00 0000 1200	00 0540 1200
C	1	0
AR3	0100	0101
SXM	1	1
Data Memory		
0100h	1500	1500

Example 2

B = B + A << -8

	Before Instruction	After Instruction
A	00 0000 1200	00 0000 1200
B	00 0000 1800	00 0000 1812
C	1	0

Example 3

B = A + #4568 << 8

	Before Instruction	After Instruction
A	00 0000 1200	00 0000 1200
B	00 0000 1800	00 0011 EA00
C	1	0

Example 4

A = *AR2+ << 16 + *AR2- << 16 ; after accessing the
; operands, AR2 is
; incremented by one.

Example 4 shows the same auxiliary register (AR2) with different addressing modes specified for both operands. The mode defined by the Xmod field (*AR2+) is used for addressing.

Syntax	$src = src + Smem + \text{CARRY}$ $src += Smem + \text{CARRY}$																																
Operands	Smem: Single data-memory operand src: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>S</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	1	1	S	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	0	0	0	0	1	1	S	I	A	A	A	A	A	A	A																		
Execution	$(Smem) + (src) + (C) \rightarrow src$																																
Status Bits	Affected by OVM, C Affects C and OVsrc																																
Description	This instruction adds the 16-bit single data-memory operand <i>Smem</i> and the value of the carry bit (C) to <i>src</i> . This instruction stores the result in <i>src</i> . Sign extension is suppressed regardless of the value of the SXM bit.																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.																																
Classes	Class 3A (see page 3-6) Class 3B (see page 3-8)																																

Example $A = A + *AR2(5) + \text{CARRY}$

Before Instruction		After Instruction	
A	<div>00 0000 0013</div>	A	<div>00 0000 0018</div>
C	<div>1</div>	C	<div>0</div>
AR2	<div>0100</div>	AR2	<div>0105</div>
Data Memory			
0105h	<div>0004</div>	0105h	<div>0004</div>

Syntax $Smem = Smem + \#lk$
 $Smem += \#lk$

Operands Smem: Single data-memory operand
 $-32\,768 \leq lk \leq 32\,767$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	1	0	1	1	I	A	A	A	A	A	A	A
16-bit constant															

Execution $\#lk + (Smem) \rightarrow Smem$

Status Bits Affected by OVM and SXM
Affects C and OVA

Description This instruction adds the 16-bit single data-memory operand *Smem* to the 16-bit immediate memory value *lk* and stores the result in *Smem*.

Note:

This instruction is not repeatable.

Words 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes Class 18A (see page 3-41)
Class 18B (see page 3-41)

Example 1 $*AR4+ = *AR4+ + \#0123Bh$

	Before Instruction		After Instruction
AR4	<div>0100</div>	AR4	<div>0101</div>
Data Memory			
0100h	<div>0004</div>	0100h	<div>123F</div>

Example 2 $*AR4+ = *AR4+ + \#0FFF8h$

	Before Instruction		After Instruction
OVM	<div>1</div>	OVM	<div>1</div>
SXM	<div>1</div>	SXM	<div>1</div>
AR4	<div>0100</div>	AR4	<div>0101</div>
Data Memory			
0100h	<div>8007</div>	0100h	<div>8000</div>

Syntax	$src = src + \text{uns}(Smem)$ $src += \text{uns}(Smem)$																																
Operands	Smem: Single data-memory operands src: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>S</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	1	S	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	0	0	0	0	0	1	S	I	A	A	A	A	A	A	A																		
Execution	$\text{uns}(Smem) + (src) \rightarrow src$																																
Status Bits	Affected by OVM Affects C and OVsrc																																
Description	This instruction adds the 16-bit single data-memory operand <i>Smem</i> to <i>src</i> and stores the result in <i>src</i> . Sign extension is suppressed regardless of the value of the SXM bit.																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.																																
Classes	Class 3A (see page 3-6) Class 3B (see page 3-8)																																

Example

B = B + uns(*AR2-)				
	Before Instruction		After Instruction	
B	<div>00 0000 0003</div>		B	<div>00 0000 F009</div>
C	<div>x</div>		C	<div>0</div>
AR2	<div>0100</div>		AR2	<div>00FF</div>
Data Memory				
0104h	<div>F006</div>		0104h	<div>F006</div>

Syntax

```

1:  src = src & Smem
    src &= Smem
2:  dst = src & #lk [ << SHFT ]
    dst &= #lk [ << SHFT ]
3:  dst = src & #lk << 16
    dst &= #lk << 16
4:  dst = dst & src [ << SHIFT ]
    dst &= src [ << SHIFT ]

```

Operands

Smem: Single data-memory operand
src: A (accumulator A)
B (accumulator B)
 $-16 \leq \text{SHIFT} \leq 15$
 $0 \leq \text{SHFT} \leq 15$
 $0 \leq \text{lk} \leq 65535$

Opcode

1:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	1	1	0	0	S	I	A	A	A	A	A	A	A

2:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	S	D	0	0	1	1	S	H	F	T
16-bit constant															

3:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	S	D	0	1	1	0	0	0	1	1
16-bit constant															

4:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	S	D	1	0	0	S	H	I	F	T

Execution

```

1: (Smem) AND (src) → src
2: lk << SHFT AND (src) → dst
3: lk << 16 AND (src) → dst
4: (dst) AND (src) << SHIFT → dst

```

Status Bits

None

Description	<p>This instruction ANDs the following to <i>src</i>:</p> <ul style="list-style-type: none"><input type="checkbox"/> A 16-bit operand <i>Smem</i><input type="checkbox"/> A 16-bit immediate operand <i>lk</i><input type="checkbox"/> The source or destination accumulator (<i>src</i> or <i>dst</i>) <p>If a shift is specified, this instruction left-shifts the operand before the AND. For a left shift, the low-order bits are cleared and the high-order bits are not sign extended. For a right shift, the high-order bits are not sign extended.</p>
Words	<p>Syntaxes 1 and 4: 1 word</p> <p>Syntaxes 2 and 3: 2 words</p> <p>Add 1 word when using long-offset indirect addressing or absolute addressing with an <i>Smem</i>.</p>
Cycles	<p>Syntaxes 1 and 4: 1 cycle</p> <p>Syntaxes 2 and 3: 2 cycles</p> <p>Add 1 cycle when using long-offset indirect addressing or absolute addressing with an <i>Smem</i>.</p>
Classes	<p>Syntax 1: Class 3A (see page 3-6)</p> <p>Syntax 1: Class 3B (see page 3-8)</p> <p>Syntaxes 2 and 3: Class 2 (see page 3-5)</p> <p>Syntax 4: Class 1 (see page 3-3)</p>

Example 1

A = *AR3+ & A

	Before Instruction	After Instruction
A	00 00FF 1200	00 0000 1000
AR3	0100	0101
Data Memory		
0100h	1500	1500

Example 2

B = B & A << 3

Before Instruction

A0000001200

B0000001800

After Instruction

A0000001200

B0000001000

Syntax $Smem = Smem \& \#lk$
 $Smem \&= \#lk$

Operands $Smem$: Single data-memory operand
 $0 \leq lk \leq 65\,535$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	1	0	0	0	I	A	A	A	A	A	A	A
16-bit constant															

Execution $lk \text{ AND } (Smem) \rightarrow Smem$

Status Bits None

Description This instruction ANDs the 16-bit single data-memory operand $Smem$ with a 16-bit long constant lk . The result is stored in the data-memory location specified by $Smem$.

Note:

This instruction is not repeatable.

Words 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an $Smem$.

Cycles 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an $Smem$.

Classes Class 18A (see page 3-41)
Class 18B (see page 3-41)

Example 1 $*AR4+ = *AR4+ \& \#00FFh$

	Before Instruction	After Instruction
AR4	<div>0100</div>	<div>0101</div>
Data Memory		
0100h	<div>0444</div>	<div>0044</div>

Example 2 $@4 = @4 \& \#0101h$

	Before Instruction	After Instruction
Data Memory		
0004h	<div>00 0000 0100</div>	<div>00 0000 0100</div>

Syntax `[d]goto pmad`

Operands $0 \leq pmad \leq 65\,535$

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	Z	0	0	1	1	1	0	0	1	1
16-bit constant															

Execution `pmad → PC`

Status Bits None

Description This instruction passes control to the designated program-memory address (*pmad*), which can be either a symbolic or numeric address. If the branch is delayed (specified by the *d* prefix), the two 1-word instructions or the one 2-word instruction following the branch instruction is fetched from program memory and executed.

Note:

This instruction is not repeatable.

Words 2 words

Cycles 4 cycles
2 cycles (delayed)

Classes Class 29A (see page 3-68)

Example 1 `goto 2000h`

Before Instruction		After Instruction	
PC	<div>1F45</div>	PC	<div>2000</div>

Example 2 `dgoto 1000h`
`*AR1+ = *AR1+ & #4444h`

Before Instruction		After Instruction	
PC	<div>1F45</div>	PC	<div>1000</div>

After the operand has been ANDed with 4444h, the program continues executing from location 1000h.

Syntax `[d]goto src`

Operands src: A (accumulator A)
B (accumulator B)

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	Z	S	1	1	1	0	0	0	1	0

Execution (src(15–0)) → PC

Status Bits None

Description This instruction passes control to the 16-bit address in the low part of *src* (bits 15–0). If the branch is delayed (specified by the *d* prefix), the two 1-word instructions or the one 2-word instruction following the branch instruction is fetched from program memory and executed.

Note:

This instruction is not repeatable.

Words 1 word

Cycles 6 cycles
4 cycles (delayed)

Classes Class 30A (see page 3-69)

Example 1 `goto A`

	Before Instruction		After Instruction
A	00 0000 3000	A	00 0000 3000
PC	1F45	PC	3000

Example 2

`dgoto B`
`*AR1+ = *AR1+ & #4444h`

	Before Instruction		After Instruction
B	00 0000 2000	B	00 0000 2000
PC	1F45	PC	2000

After the operand has been ANDed with 4444h value, the program continues executing from location 2000h.

Syntax `if (Sind != 0) [d]goto pmad`

Operands Sind: Single indirect addressing operand
 $0 \leq pmad \leq 65\,535$

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	0	1	1	0	1	1	Z	0	I	A	A	A	A	A	A	A
	16-bit constant															

Execution If ((ARx) ≠ 0)
Then
pmad → PC
Else
(PC) + 2 → PC

Status Bits None

Description This instruction branches to the specified program-memory address (*pmad*) if the value of the current auxiliary register ARx is not 0. Otherwise, the PC is incremented by 2. If the branch is delayed (specified by the d prefix), the two 1-word instructions or the one 2-word instruction following the branch instruction is fetched from program memory and executed.

Note:
This instruction is not repeatable.

Words 2 words

Cycles 4 cycles (true condition)
2 cycles (false condition)
2 cycles (delayed)

Classes Class 29A (see page 3-68)

Example 1 `if (*AR3- != 0) goto 2000h`

	Before Instruction		After Instruction
PC	1000	PC	2000
AR3	0005	AR3	0004

Example 2 `if (*AR3- != 0) goto 2000h`

	Before Instruction		After Instruction
PC	1000	PC	1002
AR3	0000	AR3	FFFF

Example 3

```
if (*AR3(-1) != 0) dgoto 2000h
```

Before Instruction		After Instruction	
PC	<div>1000</div>	PC	<div>1003</div>
AR3	<div>0001</div>	AR3	<div>0001</div>

Example 4

```
if (*AR3- != 0) dgoto 2000h  
*AR5+ = *AR5+ & #4444h
```

Before Instruction		After Instruction	
PC	<div>1000</div>	PC	<div>2000</div>
AR3	<div>0004</div>	AR3	<div>0003</div>

After the memory location has been ANDed with 4444h, the program continues executing from location 2000h.

Syntax `if (cond [, cond [, cond]]) [d]goto pmad`

Operands $0 \leq \text{pmad} \leq 65\,535$

The following table lists the conditions (*cond* operand) for this instruction.

Cond	Description	Condition Code	Cond	Description	Condition Code
BIO	$\overline{\text{BIO}}$ low	0000 0011	NBIO	$\overline{\text{BIO}}$ high	0000 0010
C	$C = 1$	0000 1100	NC	$C = 0$	0000 1000
TC	$TC = 1$	0011 0100	NTC	$TC = 0$	0010 0000
AEQ	$(A) = 0$	0100 0101	BEQ	$(B) = 0$	0100 1101
ANEQ	$(A) \neq 0$	0100 0100	BNEQ	$(B) \neq 0$	0100 1100
AGT	$(A) > 0$	0100 0110	BGT	$(B) > 0$	0100 1110
AGEQ	$(A) \geq 0$	0100 0010	BGEQ	$(B) \geq 0$	0100 1010
ALT	$(A) < 0$	0100 0011	BLT	$(B) < 0$	0100 1011
ALEQ	$(A) \leq 0$	0100 0111	BLEQ	$(B) \leq 0$	0100 1111
AOV	A overflow	0111 0000	BOV	B overflow	0111 1000
ANOV	A no overflow	0110 0000	BNOV	B no overflow	0110 1000
UNC	Unconditional	0000 0000			

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	1	0	Z	0	C	C	C	C	C	C	C	C
16-bit constant															

Execution

If (cond(s))

Then

$\text{pmad} \rightarrow \text{PC}$

Else

$(\text{PC}) + 2 \rightarrow \text{PC}$

Status Bits

Affects OVA or OVB if OV or NOV is chosen

Description

This instruction branches to the program-memory address (*pmad*) if the specified condition(s) is met. The two 1-word instructions or the one 2-word instruction following the branch instruction is fetched from program memory. If the condition(s) is met, the two words following the instruction are flushed from the pipeline and execution begins at *pmad*. If the condition(s) is not met, the PC is incremented by 2 and the two words following the instruction are executed.

If the branch is delayed (specified by the *d* prefix), the two 1-word instructions or the one 2-word instruction is fetched from program memory and executed. The two words following the delayed instruction have no effect on the conditions being tested. If the condition(s) is met, execution continues at *pmad*. If the condition(s) is not met, the PC is incremented by 2 and the two words following the delayed instruction are executed.

This instruction tests multiple conditions before passing control to another section of the program. This instruction can test the conditions individually or in combination with other conditions. You can combine conditions from only one group as follows:

- Group1: You can select up to two conditions. Each of these conditions must be from a different category (category A or B); you cannot have two conditions from the same category. For example, you can test EQ and OV at the same time but you cannot test GT and NEQ at the same time.
- Group 2: You can select up to three conditions. Each of these conditions must be from a different category (category A, B, or C); you cannot have two conditions from the same category. For example, you can test TC, C, and BIO at the same time but you cannot test NTC, C, and NC at the same time.

Conditions for This Instruction

Group 1		Group 2		
Category A	Category B	Category A	Category B	Category C
EQ	OV	TC	C	BIO
NEQ	NOV	NTC	NC	NBIO
LT				
LEQ				
GT				
GEQ				

Note:

This instruction is not repeatable.

Words	2 words
Cycles	5 cycles (true condition) 3 cycles (false condition) 3 cycles (delayed)
Classes	Class 31A (see page 3-70)

Example 1

```
if (AGT) goto 2000h
```

Before Instruction	
A	00 0000 0053
PC	1000

After Instruction	
A	00 0000 0053
PC	2000

Example 2

```
if (AGT) goto 2000h
```

Before Instruction	
A	FF FFFF FFFF
PC	1000

After Instruction	
A	FF FFFF FFFF
PC	1002

Example 3

```
if (BOV) dgoto 1000h
```

```
*AR1+ = *AR1+ & #4444h
```

Before Instruction	
PC	3000
OVb	1

After Instruction	
PC	1000
OVb	1

After the memory location is ANDed with 4444h, the branch is taken if the condition (OVb) is met. Otherwise, execution continues at the instruction following this instruction.

Example 4

```
if (TC, NC, BIO) goto 1000h
```

Before Instruction	
PC	3000
C	1

After Instruction	
PC	3002
C	1

Syntax **TC = bit**(*Xmem*, *bit_code*)

Operands *Xmem*: Dual data-memory operand
 $0 \leq \text{bit_code} \leq 15$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	1	0	1	1	0	X	X	X	X	B	I	T	C

Execution (*Xmem* (15 – *bit_code*)) → TC

Status Bits Affects TC

Description This instruction copies the specified bit of the dual data-memory operand *Xmem* into the TC bit of status register ST0. The following table lists the bit codes that correspond to each bit in data memory.

The bit code corresponds to *bit_code* and the bit address corresponds to (15 – *bit_code*).

Bit Codes for This Instruction					
Bit Address		Bit Code	Bit Address		Bit Code
(LSB)	0	1111	8	0111	
	1	1110	9	0110	
	2	1101	10	0101	
	3	1100	11	0100	
	4	1011	12	0011	
	5	1010	13	0010	
	6	1001	14	0001	
	7	1000	(MSB)	15	0000

Words 1 word

Cycles 1 cycle

Classes Class 3A (see page 3-6)

Example `TC = bit(*AR5+,15-12) ; test bit 3`

Before Instruction		After Instruction	
AR5	<div>0100</div>	AR5	<div>0101</div>
TC	<div>0</div>	TC	<div>1</div>
Data Memory			
0100h	<div>7688</div>	0100h	<div>7688</div>

Syntax **TC = bitf(*Smem*, #*lk*)**

Operands *Smem*: Single data-memory operand
 $0 \leq lk \leq 65\,535$

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	0	0	0	1	I	A	A	A	A	A	A	A
16-bit constant															

Execution If $((Smem) \text{ AND } lk) = 0$
 Then
 $0 \rightarrow TC$
 Else
 $1 \rightarrow TC$

Status Bits Affects TC

Description This instruction tests the specified bit or bits of the data-memory value *Smem*. If the specified bit (or bits) is 0, the TC bit in status register ST0 is cleared to 0; otherwise, TC is set to 1. The *lk* constant is a mask for the bit or bits tested.

Words 2 words
 Add 1 word when using long-offset indirect addressing or absolute addressing with an *Smem*.

Cycles 2 cycles
 Add 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Classes Class 6A (see page 3-12)
 Class 6B (see page 3-13)

Example 1 `TC = bitf(@5,00FFh)`

	Before Instruction	After Instruction
TC	<div><div>x</div></div>	<div><div>0</div></div>
DP	<div><div>004</div></div>	<div><div>004</div></div>
Data Memory		
0205h	<div><div>5400</div></div>	<div><div>5400</div></div>

Example 2 `TC = bitf(@5,0800h)`

	Before Instruction	After Instruction
TC	<div><div>x</div></div>	<div><div>1</div></div>
DP	<div><div>004</div></div>	<div><div>004</div></div>
Data Memory		
0205h	<div><div>0F7F</div></div>	<div><div>0F7F</div></div>

Syntax $TC = \text{bitt}(Smem)$

Operands Smem: Single data-memory operand

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	0	0	1	1	0	1	0	0	I	A	A	A	A	A	A	A

Execution $(Smem(15 - T(3-0))) \rightarrow TC$

Status Bits Affects TC

Description This instruction copies the specified bit of the data-memory value *Smem* into the TC bit in status register ST0. The four LSBs of T contain a bit code that specifies which bit is copied.

The bit address corresponds to $(15 - T(3-0))$. The bit code corresponds to the content of $T(3-0)$.

Bit Codes for This Instruction

Bit Address			Bit Code		Bit Address			Bit Code	
(LSB)	0		1111			8		0111	
	1		1110			9		0110	
	2		1101			10		0101	
	3		1100			11		0100	
	4		1011			12		0011	
	5		1010			13		0010	
	6		1001			14		0001	
	7		1000		(MSB)	15		0000	

Words 1 word

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles 1 cycle

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes Class 3A (see page 3-6)
Class 3B (see page 3-8)

Example

TC = bitt(*AR7+0)

	Before Instruction	After Instruction
T	<input type="text" value="C"/>	<input type="text" value="C"/>
TC	<input type="text" value="0"/>	<input type="text" value="1"/>
AR0	<input type="text" value="0008"/>	<input type="text" value="0008"/>
AR7	<input type="text" value="0100"/>	<input type="text" value="0108"/>
Data Memory		
0100h	<input type="text" value="0008"/>	0100h <input type="text" value="0008"/>

Syntax	[d]call src																																
Operands	src: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>Z</td><td>S</td><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	1	1	1	0	1	Z	S	1	1	1	0	0	0	1	1
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
1	1	1	1	0	1	Z	S	1	1	1	0	0	0	1	1																		
Execution	Nondelayed (SP) – 1 → SP (PC) + 1 → TOS (src(15–0)) → PC Delayed (SP) – 1 → SP (PC) + 3 → TOS (src(15–0)) → PC																																
Status Bits	None																																
Description	<p>This instruction passes control to the 16-bit address in the low part of <i>src</i> (bits 15–0). If the call is delayed (specified by the d prefix), the two 1-word instructions or the one 2-word instruction following the call instruction is fetched from program memory and executed.</p> <div>Note: This instruction is not repeatable.</div>																																
Words	1 word																																
Cycles	6 cycles 4 cycles (delayed)																																
Classes	Class 30B (see page 3-69)																																
Example 1	call A																																

	Before Instruction		After Instruction
A	00 0000 3000	A	00 0000 3000
PC	0025	PC	3000
SP	1111	SP	1110
Data Memory			
1110h	4567	1110h	0026

Example 2

```
dcall    B
```

```
*AR1+ = *AR1+ & #4444h
```

	Before Instruction		After Instruction
B	00 0000 2000	B	00 0000 2000
PC	0025	PC	2000
SP	1111	SP	1110
Data Memory			
1110h	4567	1110h	0028

After the memory location has been ANDed with 4444h, the program continues executing from location 2000h.

Syntax [d]call *pmad*

Operands $0 \leq pmad \leq 65\,535$

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	Z	0	0	1	1	1	0	1	0	0
16-bit constant															

Execution

Nondelayed
 $(SP) - 1 \rightarrow SP$
 $(PC) + 2 \rightarrow TOS$
 $pmad \rightarrow PC$

Delayed
 $(SP) - 1 \rightarrow SP$
 $(PC) + 4 \rightarrow TOS$
 $pmad \rightarrow PC$

Status Bits None

Description This instruction passes control to the specified program-memory address (*pmad*). The return address is pushed onto the TOS before *pmad* is loaded into PC. If the call is delayed (specified by the d prefix), the two 1-word instructions or the one 2-word instruction following the call instruction is fetched from program memory and executed.

Note:

This instruction is not repeatable.

Words 2 words

Cycles 4 cycles
2 cycles (delayed)

Classes Class 29B (see page 3-68)

Example 1

```
call    3333h
```

	Before Instruction		After Instruction
PC	<div>0025</div>	PC	<div>3333</div>
SP	<div>1111</div>	SP	<div>1110</div>
Data Memory			
1110h	<div>4567</div>	1110h	<div>0027</div>

Example 2

```
dcall   1000h
@4444h = @4444h & #(*AR1+)
```

	Before Instruction		After Instruction
PC	<div>0025</div>	PC	<div>1000</div>
SP	<div>1111</div>	SP	<div>1110</div>
Data Memory			
1110h	<div>4567</div>	1110h	<div>0029</div>

After the memory location has been ANDed with 4444h, the program continues executing from location 1000h.

Syntax `if (cond [, cond [, cond]]) [d]call pmad`

Operands $0 \leq \text{pmad} \leq 65\,535$

The following table lists the conditions (*cond* operand) for this instruction.

Cond	Description	Condition Code	Cond	Description	Condition Code
BIO	$\overline{\text{BIO}}$ low	0000 0011	NBIO	$\overline{\text{BIO}}$ high	0000 0010
C	$C = 1$	0000 1100	NC	$C = 0$	0000 1000
TC	$TC = 1$	0011 0100	NTC	$TC = 0$	0010 0000
AEQ	$(A) = 0$	0100 0101	BEQ	$(B) = 0$	0100 1101
ANEQ	$(A) \neq 0$	0100 0100	BNEQ	$(B) \neq 0$	0100 1100
AGT	$(A) > 0$	0100 0110	BGT	$(B) > 0$	0100 1110
AGEQ	$(A) \geq 0$	0100 0010	BGEQ	$(B) \geq 0$	0100 1010
ALT	$(A) < 0$	0100 0011	BLT	$(B) < 0$	0100 1011
ALEQ	$(A) \leq 0$	0100 0111	BLEQ	$(B) \leq 0$	0100 1111
AOV	A overflow	0111 0000	BOV	B overflow	0111 1000
ANOV	A no overflow	0110 0000	BNOV	B no overflow	0110 1000
UNC	Unconditional	0000 0000			

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	1	0	Z	1	C	C	C	C	C	C	C	C
16-bit constant															

Execution

Nondelayed

If (cond(s))

Then

$(SP) - 1 \rightarrow SP$

$(PC) + 2 \rightarrow TOS$

$\text{pmad} \rightarrow PC$

Else

$(PC) + 2 \rightarrow PC$

Delayed

If (cond(s))

Then

 $(SP) - 1 \rightarrow SP$ $(PC) + 4 \rightarrow TOS$ $pmad \rightarrow PC$

Else

 $(PC) + 2 \rightarrow PC$ **Status Bits**

Affects OVA or OVB (if OV or NOV is chosen)

Description

This instruction passes control to the program-memory address (*pmad*) if the specified condition(s) is met. The two 1-word instructions or the one 2-word instruction following the call instruction is fetched from program memory. If the condition(s) is met, the two words following the instruction are flushed from the pipeline and execution begins at *pmad*. If the condition(s) is not met, the PC is incremented by 2 and the two words following the instruction are executed.

If the call is delayed (specified by the d prefix), the two 1-word instructions or the one 2-word instruction is fetched from program memory and executed. The two words following the delayed instruction have no effect on the conditions being tested. If the condition(s) is met, execution continues at *pmad*. If the condition(s) is not met, the PC is incremented by 2 and the two words following the delayed instruction are executed.

This instruction tests multiple conditions before passing control to another section of the program. This instruction can test the conditions individually or in combination with other conditions. You can combine conditions from only one group as follows:

- Group1: You can select up to two conditions. Each of these conditions must be from a different category (category A or B); you cannot have two conditions from the same category. For example, you can test EQ and OV at the same time but you cannot test GT and NEQ at the same time.
- Group 2: You can select up to three conditions. Each of these conditions must be from a different category (category A, B, or C); you cannot have two conditions from the same category. For example, you can test TC, C, and BIO at the same time but you cannot test NTC, C, and NC at the same time.

Conditions for This Instruction

Group 1		Group 2		
Category A	Category B	Category A	Category B	Category C
EQ	OV	TC	C	BIO
NEQ	NOV	NTC	NC	NBIO
LT				
LEQ				
GT				
GEQ				

Note:

This instruction is not repeatable.

Words

2 words

Cycles

5 cycles (true condition)
 3 cycles (false condition)
 3 cycles (delayed)

Classes

Class 31B (see page 3-71)

Example 1

```
if (AGT) call 2222h
```

Before Instruction		After Instruction	
A	00 0000 3000	A	00 0000 3000
PC	0025	PC	2222
SP	1111	SP	1110
Data Memory			
1110h	4567	1110h	0027

Example 2

```
if (BOV) dcall 1000h
*AR1+ = *AR1+ & #4444h
```

Before Instruction		After Instruction	
PC	0025	PC	1000
OVB	1	OVB	0
SP	1111	SP	1110
Data Memory			
1110h	4567	1110h	0029

After the memory location has been ANDed with 4444h, the program continues executing from location 1000h.

Syntax $dst = \sim src$

Operands src, dst: A (accumulator A)
B (accumulator B)

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	0	1	S	D	1	0	0	1	0	0	1	1

Execution $(\overline{src}) \rightarrow dst$

Status Bits None

Description This instruction calculates the 1s complement of the content of *src* (this is a logical inversion). The result is stored in *dst*, if specified, or *src* otherwise.

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example B = $\sim A$

	Before Instruction	After Instruction
A	FC DFFA AEAA	FC DFFA AEAA
B	00 0000 7899	03 2005 5155

Syntax $TC = (Smem == \#lk)$

Operands Smem: Single data-memory operand
 $-32\,768 \leq lk \leq 32\,767$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	0	0	0	0	I	A	A	A	A	A	A	A
16-bit constant															

Execution

If (Smem) = lk
 Then
 1 → TC
 Else
 0 → TC

Status Bits Affects TC

Description This instruction compares the 16-bit single data-memory operand *Smem* to the 16-bit constant *lk*. If they are equal, TC is set to 1. Otherwise, TC is cleared to 0.

Words 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes Class 6A (see page 3-12)
 Class 6B (see page 3-13)

Example $TC = (*AR4+ == \#0404h)$

	Before Instruction	After Instruction
TC	<input type="text" value="1"/>	<input type="text" value="0"/>
AR4	<input type="text" value="0100"/>	<input type="text" value="0101"/>
Data Memory		
0100h	<input type="text" value="4444"/>	<input type="text" value="4444"/>

Syntax

1: **TC** = (**AR0** == *ARx*)
2: **TC** = (**AR0** > *ARx*)
3: **TC** = (**AR0** < *ARx*)
4: **TC** = (**AR0** != *ARx*)

Operands *ARx*: AR0–AR7

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	C	C	1	0	1	0	1	A	R	X

Execution

If (cond)
Then
 1 → TC
Else
 0 → TC

Status Bits Affects TC

Description

This instruction compares the content of the designated auxiliary register (*ARx*) to the content of AR0 and sets the TC bit according to the comparison. If the condition is true, TC is set to 1. If the condition is false, TC is cleared to 0. All conditions are computed as unsigned operations.

Condition	Condition Code (CC)	Description
EQ	00	Test if (<i>ARx</i>) == (AR0)
LT	01	Test if (<i>ARx</i>) < (AR0)
GT	10	Test if (<i>ARx</i>) > (AR0)
NEQ	11	Test if (<i>ARx</i>) != (AR0)

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example TC = (**AR0** < **AR4**)

	Before Instruction		After Instruction
TC	<div>1</div>	TC	<div>0</div>
AR0	<div>FFFF</div>	AR0	<div>FFFF</div>
AR4	<div>7FFF</div>	AR4	<div>7FFF</div>

Syntax	cmps(src, Smem)																																
Operands	src: A (accumulator A) B (accumulator B) Smem: Single data-memory operand																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>S</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	0	0	0	1	1	1	S	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
1	0	0	0	1	1	1	S	I	A	A	A	A	A	A	A																		
Execution	If ((src(31–16)) > (src(15–0))) Then (src(31–16)) → Smem (TRN) << 1 → TRN 0 → TRN(0) 0 → TC Else (src(15–0)) → Smem (TRN) << 1 → TRN 1 → TRN(0) 1 → TC																																
Status Bits	Affects TC																																
Description	<p>This instruction compares the two 16-bit 2s-complement values located in the high and low parts of <i>src</i> and stores the maximum value in the single data-memory location <i>Smem</i>. If the high part of <i>src</i> (bits 31–16) is greater, a 0 is shifted into the LSB of the transition register (TRN) and the TC bit is cleared to 0. If the low part of <i>src</i> (bits 15–0) is greater, a 1 is shifted into the LSB of TRN and the TC bit is set to 1.</p> <p>This instruction does not follow the standard pipeline operation. The comparison is performed in the read phase; thus, the <i>src</i> value is the value one cycle before the instruction executes. TRN and the TC bit are updated during the execution phase.</p>																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.																																
Classes	Class 10A (see page 3-24) Class 10B (see page 3-25)																																

Example

`cmps (A, *AR4+)`

	Before Instruction	After Instruction
A	00 2345 7899	00 2345 7899
TC	0	1
AR4	0100	0101
TRN	4444	8889
Data Memory		
0100h	0000	7899

Syntax	1: $dst = src + \mathbf{dbl}(Lmem)$ $dst += \mathbf{dbl}(Lmem)$ 2: $dst = src + \mathbf{dual}(Lmem)$ $dst += \mathbf{dual}(Lmem)$																																
Operands	Lmem: Long data-memory operand src, dst: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>S</td><td>D</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	1	0	1	0	0	S	D	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	1	0	1	0	0	S	D	I	A	A	A	A	A	A	A																		
Execution	If C16 = 0 Then (Lmem) + (src) → dst Else (Lmem(31–16)) + (src(31–16)) → dst(39–16) (Lmem(15–0)) + (src(15–0)) → dst(15–0)																																
Status Bits	Affected by SXM and OVM (only if C16 = 0) Affects C and OVdst																																
Description	<p>This instruction adds the content of <i>src</i> to the 32-bit long data-memory operand <i>Lmem</i>. If a <i>dst</i> is specified, this instruction stores the result in <i>dst</i>. If no <i>dst</i> is specified, this instruction stores the result in <i>src</i>. The value of C16 determines the mode of the instruction:</p> <div><div><input type="checkbox"/></div><div>If C16 = 0, the instruction is executed in double-precision mode. The 40-bit <i>src</i> value is added to the <i>Lmem</i>. The saturation and overflow bits are set according to the result of the operation.</div></div> <div><div><input type="checkbox"/></div><div>If C16 = 1, the instruction is executed in dual 16-bit mode. The high part of <i>src</i> (bits 31–16) is added to the 16 MSBs of <i>Lmem</i>, and the low part of <i>src</i> (bits 15–0) is added to the 16 LSBs of <i>Lmem</i>. The saturation and overflow bits are not affected in this mode. In this mode, the results are not saturated regardless of the state of the OVM bit.</div></div>																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Lmem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Lmem.																																
Classes	Class 9A (see page 3-22) Class 9B (see page 3-23)																																

Example 1

$$B = A + \text{dbl}(*AR3+)$$

Before Instruction		After Instruction	
A	00 5678 8933	A	00 5678 8933
B	00 0000 0000	B	00 6BAC BD89
C16	0	C16	0
AR3	0100	AR3†	0102
Data Memory			
0100h	1534	0100h	1534
0101h	3456	0101h	3456

† Because this instruction is a long-operand instruction, AR3 is incremented by 2 after the execution.

Example 2

$$B = A + \text{dbl}(*AR3-)$$

Before Instruction		After Instruction	
A	00 5678 3933	A	00 5678 3933
B	00 0000 0000	B	00 6BAC 6D89
C16	1	C16	1
AR3	0100	AR3†	00FE
Data Memory			
0100h	1534	0100h	1534
0101h	3456	0101h	3456

† Because this instruction is a long-operand instruction, AR3 is decremented by 2 after the execution.

Example 3

$$B = A + \text{dbl}(*AR3-)$$

Before Instruction		After Instruction	
A	00 5678 3933	A	00 5678 3933
B	00 0000 0000	B	00 8ACE 4E67
C16	0	C16	0
AR3	0101	AR3†	00FF
Data Memory			
0100h	1534	0100h	1534
0101h	3456	0101h	3456

† Because this instruction is a long-operand instruction, AR3 is decremented by 2 after the execution.

Syntax	$dst = dadst(Lmem, T)$																																														
Operands	Lmem: Long data-memory operand dst: A (accumulator A) B (accumulator B)																																														
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>D</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>															15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	1	0	1	1	0	1	D	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																
0	1	0	1	1	0	1	D	I	A	A	A	A	A	A	A																																
Execution	If C16 = 1 Then (Lmem(31–16)) + (T) → dst(39–16) (Lmem(15–0)) – (T) → dst(15–0) Else (Lmem) + ((T) + (T) << 16) → dst																																														
Status Bits	Affected by SXM and OVM (only if C16 = 0) Affects C and OVdst																																														
Description	<p>This instruction adds the content of T to the 32-bit long data-memory operand <i>Lmem</i>. The value of C16 determines the mode of the instruction:</p> <div><div><input type="checkbox"/> If C16 = 0, the instruction is executed in double-precision mode. <i>Lmem</i> is added to a 32-bit value composed of the content of T concatenated with the content of T left-shifted 16 bits (T <<16 + T). The result is stored in <i>dst</i>.</div><div><input type="checkbox"/> If C16 = 1, the instruction is executed in dual 16-bit mode. The 16 MSBs of the <i>Lmem</i> are added to the content of T and stored in the upper 24 bits of <i>dst</i>. At the same time, the content of T is subtracted from the 16 LSBs of <i>Lmem</i>. The result is stored in the lower 16 bits of <i>dst</i>. In this mode, the results are not saturated regardless of the state of the OVM bit.</div></div> <div><div>Note: This instruction is meaningful only if C16 is set to 1 (dual 16-bit mode).</div></div>																																														
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Lmem.																																														
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Lmem.																																														
Classes	Class 9A (see page 3-22) Class 9B (see page 3-23)																																														

Example 1

A = dadst(*AR3-,T)

	Before Instruction	After Instruction
A	00 0000 0000	00 3879 1111
T	2345	2345
C16	1	1
AR3	0100	AR3† 00FE
Data Memory		
0100h	1534	0100h 1534
0101h	3456	0101h 3456

† Because this instruction is a long-operand instruction, AR3 is decremented by 2 after the execution.

Example 2

A = dadst(*AR3+,T)

	Before Instruction	After Instruction
A	00 0000 0000	00 3879 579B
T	2345	2345
C16	0	0
AR3	0100	AR3† 0102
Data Memory		
0100h	1534	0100h 1534
0101h	3456	0101h 3456

† Because this instruction is a long-operand instruction, AR3 is incremented by 2 after the execution.

Syntax `delay(Smem)`

Operands *Smem*: Single data-memory operand

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	0	1	I	A	A	A	A	A	A	A

Execution (*Smem*) → *Smem* + 1

Status Bits None

Description This instruction copies the content of a single data-memory location *Smem* into the next higher address. When data is copied, the content of the addressed location remains the same. This function is useful for implementing a Z delay in digital signal processing applications. The delay operation is also contained in the load T and insert delay instruction (page 4-82) and the multiply by program memory and accumulate with delay instruction (page 4-89).

Words 1 word

Add 1 word when using long-offset indirect addressing or absolute addressing with an *Smem*.

Cycles 1 cycle

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Classes Class 24A (see page 3-58)
Class 24B (see page 3-58)

Example `delay(*AR3)`

	Before Instruction		After Instruction		
AR3	<table><tr><td>0100</td></tr></table>	0100	AR3	<table><tr><td>0100</td></tr></table>	0100
0100					
0100					
Data Memory					
0100h	<table><tr><td>6CAC</td></tr></table>	6CAC	0100h	<table><tr><td>6CAC</td></tr></table>	6CAC
6CAC					
6CAC					
0101h	<table><tr><td>0000</td></tr></table>	0000	0101h	<table><tr><td>6CAC</td></tr></table>	6CAC
0000					
6CAC					

Syntax	1: $dst = \mathbf{dbl}(Lmem)$ 2: $dst = \mathbf{dual}(Lmem)$																																
Operands	Lmem: Long data-memory operand dst: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>D</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	1	0	1	0	1	1	D	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	1	0	1	0	1	1	D	I	A	A	A	A	A	A	A																		
Execution	If C16 = 0 Then (Lmem) → dst Else (Lmem(31–16)) → dst(39–16) (Lmem(15–0)) → dst(15–0)																																
Status Bits	Affected by SXM																																
Description	<p>This instruction loads <i>dst</i> with a 32-bit long operand <i>Lmem</i>. The value of C16 determines the mode of the instruction:</p> <ul style="list-style-type: none"><input type="checkbox"/> If C16 = 0, the instruction is executed in double-precision mode. <i>Lmem</i> is loaded to <i>dst</i>.<input type="checkbox"/> If C16 = 1, the instruction is executed in dual 16-bit mode. The 16 MSBs of <i>Lmem</i> are loaded to the upper 24 bits of <i>dst</i>. At the same time, the 16 LSBs of <i>Lmem</i> are loaded in the lower 16 bits of <i>dst</i>.																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Lmem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Lmem.																																
Classes	Class 9A (see page 3-22) Class 9B (see page 3-23)																																

Example

B = dbl(*AR3+)

	Before Instruction	After Instruction
B	00 0000 0000	00 6CAC BD90
AR3	0100	AR3 [†] 0102
Data Memory		
0100h	6CAC	0100h 6CAC
0101h	BD90	0101h BD90

[†] Because this instruction is a long-operand instruction, AR3 is incremented by 2 after the execution.

Syntax

1: $src = \mathbf{dbl}(Lmem) - src$
2: $src = \mathbf{dual}(Lmem) - src$

Operands

Lmem: Long data-memory operand
src: A (accumulator A)
B (accumulator B)

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	1	1	0	0	S	I	A	A	A	A	A	A	A

Execution

If C16 = 0
Then
 $(Lmem) - (src) \rightarrow src$
Else
 $(Lmem(31-16)) - (src(31-16)) \rightarrow src(39-16)$
 $(Lmem(15-0)) - (src(15-0)) \rightarrow src(15-0)$

Status Bits

Affected by SXM and OVM (only if C16 = 0)
Affects C and OVsrc

Description

This instruction subtracts the content of *src* from the 32-bit long data-memory operand *Lmem* and stores the result in *src*. The value of C16 determines the mode of the instruction:

- ☐ If C16 = 0, the instruction is executed in double-precision mode. The content of *src* (32 bits) is subtracted from *Lmem*. The result is stored in *src*.
- ☐ If C16 = 1, the instruction is executed in dual 16-bit mode. The high part of *src* (bits 31–16) is subtracted from the 16 MSBs of *Lmem* and the result is stored in the high part of *src* (bits 39–16). At the same time, the low part of *src* (bits 15–0) is subtracted from the 16 LSBs of *Lmem*. The result is stored in the low part of *src* (bits 15–0). In this mode, the results are not saturated regardless of the state of the OVM bit.

Words

1 word

Add 1 word when using long-offset indirect addressing or absolute addressing with an Lmem.

Cycles

1 cycle

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Lmem.

Classes

Class 9A (see page 3-22)
Class 9B (see page 3-23)

Example 1

$$A = \text{dbl}(*AR3+) - A$$

Before Instruction		After Instruction	
A	00 5678 8933	A	FF BEBB AB23
C	x	C	0
C16	0	C16	0
AR3	0100	AR3†	0102
Data Memory			
0100h	1534	0100h	1534
0101h	3456	0101h	3456

† Because this instruction is a long-operand instruction, AR3 is incremented by 2 after the execution.

Example 2

$$A = \text{dbl}(*AR3-) - A$$

Before Instruction		After Instruction	
A	00 5678 3933	A	FF BEBC FB23
C	1	C	0
C16	1	C16	1
AR3	0100	AR3†	00FE
Data Memory			
0100h	1534	0100h	1534
0101h	3456	0101h	3456

† Because this instruction is a long-operand instruction, AR3 is decremented by 2 after the execution.

Syntax	$dst = dsadt(Lmem, T)$																																
Operands	Lmem: Long data-memory operand dst: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>D</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	1	0	1	1	1	1	D	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	1	0	1	1	1	1	D	I	A	A	A	A	A	A	A																		
Execution	If C16 = 1 Then (Lmem(31–16)) – (T) → dst(39–16) (Lmem(15–0)) + (T) → dst(15–0) Else (Lmem) – ((T) + (T << 16)) → dst																																
Status Bits	Affected by SXM and OVM (only if C16 = 0) Affects C and OVdst																																
Description	<p>This instruction subtracts/adds the content of T from the 32-bit long data-memory operand <i>Lmem</i> and stores the result in <i>dst</i>. The value of C16 determines the mode of the instruction:</p> <div><div><input type="checkbox"/> If C16 = 0, the instruction is executed in double-precision mode. A 32-bit value composed of the content of T concatenated with the content of T left-shifted 16 bits (T << 16 + T) is subtracted from <i>Lmem</i>. The result is stored in <i>dst</i>.</div><div><input type="checkbox"/> If C16 = 1, the instruction is executed in dual 16-bit mode. The content of T is subtracted from the 16 MSBs of <i>Lmem</i> and the result is stored in the high part of <i>dst</i> (bits 39–16). At the same time, the content of T is added to the 16 LSBs of <i>Lmem</i> and the result is stored in the low part of <i>dst</i> (bits 15–0). In this mode, the results are not saturated regardless of the state of the OVM bit.</div></div>																																
	<div>Note: This instruction is meaningful only if C16 is set (dual 16-bit mode).</div>																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Lmem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Lmem.																																

Classes

Class 9A (see page 3-22)

Class 9B (see page 3-23)

Example 1`A = dsadt(*AR3+,T)`

Before Instruction		After Instruction	
A	00 0000 0000	A	FF F1EF 1111
T	2345	T	2345
C	0	C	0
C16	0	C16	0
AR3	0100	AR3†	0102
Data Memory			
0100h	1534	0100h	1534
0101h	3456	0101h	3456

† Because this instruction is a long-operand instruction, AR3 is incremented by 2 after the execution.

Example 2`A = dsadt(*AR3-,T)`

Before Instruction		After Instruction	
A	00 0000 0000	A	FF F1EF 579B
T	2345	T	2345
C	0	C	1
C16	1	C16	1
AR3	0100	AR3†	00FE
Data Memory			
0100h	1534	0100h	1534
0101h	3456	0101h	3456

† Because this instruction is a long-operand instruction, AR3 is decremented by 2 after the execution.

Syntax	1: dbl (<i>Lmem</i>) = <i>src</i>
	2: dual (<i>Lmem</i>) = <i>src</i>
Operands	<i>src</i> : A (accumulator A)
	B (accumulator B)
	<i>Lmem</i> : Long data-memory operand
Opcode	15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
	0 1 0 0 1 1 1 S I A A A A A A A
Execution	(src(31–0)) → <i>Lmem</i>
Status Bits	None
Description	This instruction stores the content of <i>src</i> in a 32-bit long data-memory location <i>Lmem</i> .
Words	1 word
	Add 1 word when using long-offset indirect addressing or absolute addressing with an <i>Lmem</i> .
Cycles	2 cycles
	Add 1 cycle when using long-offset indirect addressing or absolute addressing with an <i>Lmem</i> .
Classes	Class 13A (see page 3-30)
	Class 13B (see page 3-31)

Example 1

dbl(*AR3+) = B

	Before Instruction		After Instruction
B	00 6CAC BD90	B	00 6CAC BD90
AR3	0100	AR3†	0102
Data Memory			
0100h	0000	0100h	6CAC
0101h	0000	0101h	BD90

† Because this instruction is a long-operand instruction, AR3 is incremented by 2 after the execution.

Example 2

dbl(*AR3-) = B

	Before Instruction		After Instruction
B	00 6CAC BD90	B	00 6CAC BD90
AR3	0101	AR3†	00FF
Data Memory			
0100h	0000	0100h	BD90
0101h	0000	0101h	6CAC

† Because this instruction is a long-operand instruction, AR3 is decremented by 2 after the execution.

Syntax	1: $src = src - \mathbf{dbl}(Lmem)$ $src - = \mathbf{dbl}(Lmem)$ 2: $src = src - \mathbf{dual}(Lmem)$ $src - = \mathbf{dual}(Lmem)$																																
Operands	Lmem: Long data-memory operand src: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>S</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	1	0	1	0	1	0	S	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	1	0	1	0	1	0	S	I	A	A	A	A	A	A	A																		
Execution	If C16 = 0 Then $(src) - (Lmem) \rightarrow src$ Else $(src(31-16)) - (Lmem(31-16)) \rightarrow src(39-16)$ $(src(15-0)) - (Lmem(15-0)) \rightarrow src(15-0)$																																
Status Bits	Affected by SXM and OVM (only if C16 = 0) Affects C and OVsrc																																
Description	<p>This instruction subtracts the 32-bit long data-memory operand <i>Lmem</i> from the content of <i>src</i>, and stores the result in <i>src</i>. The value of C16 determines the mode of the instruction:</p> <div><div><input type="checkbox"/></div><div>If C16 = 0, the instruction is executed in double-precision mode. <i>Lmem</i> is subtracted from the content of <i>src</i>.</div></div> <div><div><input type="checkbox"/></div><div>If C16 = 1, the instruction is executed in dual 16-bit mode. The 16 MSBs of <i>Lmem</i> are subtracted from the high part of <i>src</i> (bits 31–16) and the result is stored in the high part of <i>src</i> (bits 39–16). At the same time, the 16 LSBs of <i>Lmem</i> are subtracted from the low part of <i>src</i> (bits 15–0) and the result is stored in the low part of <i>src</i> (bits 15–0).</div></div>																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Lmem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Lmem.																																
Classes	Class 9A (see page 3-22) Class 9B (see page 3-23)																																

Example 1 $A = A - \text{dbl}(*AR3+)$

Before Instruction		After Instruction	
A	00 5678 8933	A	00 4144 54DD
C16	0	C16	0
AR3	0100	AR3†	0102
Data Memory			
0100h	1534	0100h	1534
0101h	3456	0101h	3456

† Because this instruction is a long-operand instruction, AR3 is incremented by 2 after the execution.

Example 2 $A = A - \text{dbl}(*AR3-)$

Before Instruction		After Instruction	
A	00 5678 3933	A	00 4144 04DD
C	1	C	1
C16	1	C16	1
AR3	0100	AR3†	00FE
Data Memory			
0100h	1534	0100h	1534
0101h	3456	0101h	3456

† Because this instruction is a long-operand instruction, AR3 is decremented by 2 after the execution.

Syntax	1: $dst = \mathbf{dbl}(Lmem) - T$ 2: $dst = \mathbf{dual}(Lmem) - T$																																
Operands	Lmem: Long data-memory operand dst: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>D</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	1	0	1	1	1	0	D	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	1	0	1	1	1	0	D	I	A	A	A	A	A	A	A																		
Execution	If C16 = 1 Then $(Lmem(31-16)) - (T) \rightarrow dst(39-16)$ $(Lmem(15-0)) - (T) \rightarrow dst(15-0)$ Else $(Lmem) - ((T) + (T \ll 16)) \rightarrow dst$																																
Status Bits	Affected by SXM and OVM (only if C16 = 0) Affects C and OVdst																																
Description	<p>This instruction subtracts the content of T from the 32-bit long data-memory operand <i>Lmem</i> and stores the result in <i>dst</i>. The value of C16 determines the mode of the instruction:</p> <div><div><input type="checkbox"/> If C16 = 0, the instruction is executed in double-precision mode. A 32-bit value composed of the content of T concatenated with the content of T left-shifted 16 bits ($T \ll 16 + T$) is subtracted from <i>Lmem</i>. The result is stored in <i>dst</i>.</div><div><input type="checkbox"/> If C16 = 1, the instruction is executed in dual 16-bit mode. The content of T is subtracted from the 16 MSBs of <i>Lmem</i> and the result is stored in the high part of <i>dst</i> (bits 39–16). At the same time, the content of T is subtracted from the 16 LSBs of <i>Lmem</i> and the result is stored in the low part of <i>dst</i> (bits 15–0). In this mode, the results are not saturated regardless of the value of the OVM bit.</div></div> <div><div>Note:</div><div>This instruction is meaningful only if C16 is set to 1 (dual 16-bit mode).</div></div>																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Lmem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Lmem.																																

Classes

Class 9A (see page 3-22)
Class 9B (see page 3-23)

Example 1

A = dbl(*AR3+) - T

Before Instruction		After Instruction	
A	00 0000 0000	A	FF F1EF 1111
T	2345	T	2345
C16	0	C16	0
AR3	0100	AR3†	0102
Data Memory			
0100h	1534	0100h	1534
0101h	3456	0101h	3456

† Because this instruction is a long-operand instruction, AR3 is incremented by 2 after the execution.

Example 2

A = dbl(*AR3-) - T

Before Instruction		After Instruction	
A	00 0000 0000	A	FF F1EF 1111
T	2345	T	2345
C16	1	C16	1
AR3	0100	AR3†	00FE
Data Memory			
0100h	1534	0100h	1534
0101h	3456	0101h	3456

† Because this instruction is a long operand instruction, AR3 is decremented by 2 after the execution.

Syntax $T = \text{exp}(src)$

Operands src: A (accumulator A)
B (accumulator B)

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	0	S	1	0	0	0	1	1	1	0

Execution

If (src) = 0
Then
 $0 \rightarrow T$
Else
 (Number of leading bits of src) – 8 $\rightarrow T$

Status Bits None

Description This instruction computes the exponent value, which is a signed 2s-complement value in the –8 to 31 range, and stores the result in T. The exponent is computed by calculating the number of leading bits in *src* and subtracting 8 from this value. The number of leading bits is equivalent to the number of left shifts needed to eliminate the significant bits from the 40-bit *src* with the exception of the sign bit. The *src* is not modified after this instruction.

The result of subtracting 8 from the number of leading bits produces a negative exponent for accumulator values that have significant bits in the guard bits (the eight MSBs of the accumulator used in error detection and correction). See the normalization instruction (page 4-124).

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example 1 $T = \text{exp}(A)$

	Before Instruction		After Instruction								
A	<table border="1"><tr><td>FF</td><td>FFFF</td><td>FFCB</td></tr></table>	FF	FFFF	FFCB	–53	A	<table border="1"><tr><td>FF</td><td>FFFF</td><td>FFCB</td></tr></table>	FF	FFFF	FFCB	–53
FF	FFFF	FFCB									
FF	FFFF	FFCB									
T	<table border="1"><tr><td>0000</td></tr></table>	0000		T	<table border="1"><tr><td>0019</td></tr></table>	0019	25				
0000											
0019											

Example 2 $T = \text{exp}(B)$

	Before Instruction		After Instruction								
B	<table border="1"><tr><td>07</td><td>8543</td><td>2105</td></tr></table>	07	8543	2105		B	<table border="1"><tr><td>07</td><td>8543</td><td>2105</td></tr></table>	07	8543	2105	
07	8543	2105									
07	8543	2105									
T	<table border="1"><tr><td>FFFC</td></tr></table>	FFFC		T	<table border="1"><tr><td>FFFC</td></tr></table>	FFFC	–4 [†]				
FFFC											
FFFC											

[†] The value in accumulator B has significant bits in the guard bits, which results in a negative exponent.

Syntax `far [d]goto extpmad`

Operands $0 \leq \text{extpmad} \leq 7\text{F FFFF}$

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	1	0	Z	0	1	7-bit constant = pmad(22-16)						
	16-bit constant = pmad(15-0)															

Execution (pmad(15–0)) → PC
(pmad(22–16)) → XPC

Status Bits None

Description This instruction passes control to the program-memory address *pmad* (bits 15–0) on the page specified by *pmad* (bits 22–16). The *pmad* can be either a symbolic or numeric address. If the branch is delayed (specified by the *d* prefix), the two 1-word instructions or the one 2-word instruction following the branch instruction is fetched from program memory and executed.

Note:

This instruction is not repeatable.

Words 2 words

Cycles 4 cycles
2 cycles (delayed)

Classes Class 29A (see page 3-68)

Example 1 `far goto 012000h`

Before Instruction		After Instruction	
PC	1000	PC	2000
XPC	00	XPC	01

2000h is loaded into the PC, 01h is loaded into XPC, and the program continues executing from that location.

Example 2 `far dgoto 7F1000h`
`*AR1+ = *AR1+ & #4444h`

Before Instruction		After Instruction	
PC	2000	PC	1000
XPC	00	XPC	7F

After the operand has been ANDed with 4444h, the program continues executing from location 1000h on page 7Fh.

Syntax `far [d]goto src`**Operands** `src:` A (accumulator A)
B (accumulator B)**Opcode**

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	Z	S	1	1	1	0	0	1	1	0

Execution `(src(15–0)) → PC`
`(src(22–16)) → XPC`**Status Bits** None**Description** This instruction loads the XPC with the value in *src* (bits 22–16) and passes control to the 16-bit address in the low part of *src* (bits 15–0). If the branch is delayed (specified by the *d* prefix), the two 1-word instructions or the one 2-word instruction following the branch instruction is fetched from program memory and executed.**Note:**

This instruction is not repeatable.

Words 1 word**Cycles** 6 cycles
4 cycles (delayed)**Classes** Class 30A (see page 3-69)**Example 1** `far goto A`

	Before Instruction		After Instruction
A	<div>00 0001 3000</div>	A	<div>00 0001 3000</div>
PC	<div>1000</div>	PC	<div>3000</div>
XPC	<div>00</div>	XPC	<div>01</div>

1h is loaded into the XPC, 3000h is loaded into the PC, and the program continues executing from that location on page 1h.

Example 2`far dgoto B`
`*AR1+ = *AR1+ & #(4444h *AR1+)`

	Before Instruction		After Instruction
B	<div>00 007F 2000</div>	B	<div>00 007F 2000</div>
XPC	<div>01</div>	XPC	<div>7F</div>

After the operand has been ANDed with 4444h value, 7Fh is loaded into the XPC, and the program continues executing from location 2000h on page 7Fh.

Syntax **far [d]call src**

Operands **src:** A (accumulator A)
 B (accumulator B)

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	0	1	Z	S	1	1	1	0	0	1	1	1

Execution **Nondelayed**
(SP) – 1 → SP
(PC) + 1 → TOS
(SP) – 1 → SP
(XPC) → TOS
(src(15–0)) → PC
(src(22–16)) → XPC

Delayed
(SP) – 1 → SP
(PC) + 3 → TOS
(SP) – 1 → SP
(XPC) → TOS
(src(15–0)) → PC
(src(22–16)) → XPC

Status Bits None

Description This instruction loads the XPC with the value in *src* (bits 22–16) and passes control to the 16-bit address in the low part of *src* (bits 15–0). If the call is delayed (specified by the d prefix), the two 1-word instructions or the one 2-word instruction following the call instruction is fetched from program memory and executed.

Note:

This instruction is not repeatable.

Words 1 word

Cycles 6 cycles
 4 cycles (delayed)

Classes Class 30B (see page 3-69)

Example 1

far call A

Before Instruction		After Instruction	
A	00 007F 3000	A	00 007F 3000
PC	0025	PC	3000
XPC	00	XPC	7F
SP	1111	SP	110F
Data Memory			
1110h	4567	1110h	0026
110Fh	4567	110Fh	0000

Example 2

far dcall B

*AR1+ = *AR1+ & #4444h

Before Instruction		After Instruction	
B	00 0020 2000	B	00 0020 2000
PC	0025	PC	2000
XPC	7F	XPC	20
SP	1111	SP	110F
Data Memory			
1110h	4567	1110h	0028
110Fh	4567	110Fh	007F

After the memory location has been ANDed with 4444h, the program continues executing from location 2000h on page 20h.

Syntax far [d]call *extpmad*

Operands 0 ≤ *extpmad* ≤ 7F FFFF

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	1	0	Z	1	1	7-bit constant = pmad(22-16)						
	16-bit constant = pmad(15-0)															

Execution

Nondelayed

(SP) – 1 → SP
(PC) + 2 → TOS
(SP) – 1 → SP
(XPC) → TOS
(*pmad*(15–0)) → PC
(*pmad*(22–16)) → XPC

Delayed

(SP) – 1 → SP
(PC) + 4 → TOS
(SP) – 1 → SP
(XPC) → TOS
(*pmad*(15–0)) → PC
(*pmad*(22–16)) → XPC

Status Bits None

Description This instruction passes control to the specified program-memory address *pmad* (bits 15–0) on the page specified by *pmad* (bits 22–16). The return address is pushed onto the stack before *pmad* is loaded into PC. If the call is delayed (specified by the d prefix), the two 1-word instructions or the one 2-word instruction following the call instruction is fetched from program memory and executed.

Note:
This instruction is not repeatable.

Words 2 words

Cycles 4 cycles
2 cycles (delayed)

Classes Class 29B (see page 3-68)

Example 1

```
far call 3333h
```

Before Instruction		After Instruction	
PC	0025	PC	3333
XPC	00	XPC	01
SP	1111	SP	110F
Data Memory			
1110h	4567	1110h	0027
110Fh	4567	110Fh	0000

Example 2

```
far dcall 1000h
```

```
*AR1+ = *AR1+ & #4444h
```

Before Instruction		After Instruction	
PC	3001	PC	1000
XPC	7F	XPC	30
SP	1111	SP	110F
Data Memory			
1110h	4567	1110h	3005
110Fh	4567	110Fh	007F

After the memory location has been ANDed with 4444h, the program continues executing from location 1000h.

Syntax `firs(Xmem, Ymem, pmad)`

Operands *Xmem*, *Ymem*: Dual data-memory operands
 $0 \leq \textit{pmad} \leq 65\,535$

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	0	0	0	0	0	X	X	X	X	Y	Y	Y	Y
	16-bit constant															

Execution $\textit{pmad} \rightarrow \text{PAR}$
While $(\text{RC}) \neq 0$
 $(\text{B}) + (\text{A}(32-16)) \times (\text{Pmem addressed by PAR}) \rightarrow \text{B}$
 $((\text{Xmem}) + (\text{Ymem})) \ll 16 \rightarrow \text{A}$
 $(\text{PAR}) + 1 \rightarrow \text{PAR}$
 $(\text{RC}) - 1 \rightarrow \text{RC}$

Status Bits Affected by SXM, FRCT, and OVM
Affects C, OVA, and OVB

Description This instruction implements a symmetrical finite impulse response (FIR) filter. This instruction multiplies accumulator A (bits 32–16) with a Pmem value addressed by *pmad* (in the program address register PAR) and adds the result to the value in accumulator B. At the same time, it adds the memory operands *Xmem* and *Ymem*, shifts the result left 16 bits, and loads this value into accumulator A. In the next iteration, *pmad* is incremented by 1. Once the repeat pipeline is started, the instruction becomes a single-cycle instruction.

Words 2 words

Cycles 3 cycles

Classes Class 8 (see page 3-17)

Example `firs(*AR3+, *AR4+, COEFFS)`

Before Instruction		After Instruction	
A	00 0077 0000	A	00 00FF 0000
B	00 0000 0000	B	00 0008 762C
FRCT	0	FRCT	0
AR3	0100	AR3	0101
AR4	0200	AR4	0201
Data Memory			
0100h	0055	0100h	0055
0200h	00AA	0200h	00AA
Program Memory			
COEFFS	1234	COEFFS	1234

Syntax **$SP = SP + K$**
 $SP += K$

Operands $-128 \leq K \leq 127$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	0	1	1	1	0	K	K	K	K	K	K	K	K

Execution $(SP) + K \rightarrow SP$

Status Bits None

Description This instruction adds a short-immediate offset K to the SP. There is no latency for address generation in compiler mode (CPL = 1) or for stack manipulation by the instruction following this instruction.

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example $SP = SP + 10h$

	Before Instruction		After Instruction
SP	<div style="border: 1px solid black; padding: 2px; display: inline-block;">1000</div>	SP	<div style="border: 1px solid black; padding: 2px; display: inline-block;">1010</div>

Syntax **far [d]return**

Operands None

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	0	1	Z	0	1	1	1	0	0	1	0	0

Execution (TOS) → XPC
(SP) + 1 → SP
(TOS) → PC
(SP) + 1 → SP

Status Bits None

Description This instruction replaces the XPC with the 7-bit value from the TOS and replaces the PC with the next 16-bit value on the stack. The SP is incremented by 1 for each of the two replacements. If the return is delayed (specified by the d prefix), the two 1-word instructions or one 2-word instruction following this instruction is fetched and executed.

Note:

This instruction is not repeatable.

Words 1 word

Cycles 6 cycles
4 cycles (delayed)

Classes Class 34 (see page 3-73)

Example `far return`

	Before Instruction	After Instruction
PC	2112	1000
XPC	01	05
SP	0300	0302
Data Memory		
0300h	0005	0005
0301h	1000	1000

Syntax `far [d]return_enable`

Operands None

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	0	1	Z	0	1	1	1	0	0	1	0	1

Execution

(TOS) → XPC
 (SP) + 1 → SP
 (TOS) → PC
 (SP) + 1 → SP
 0 → INTM

Status Bits Affects INTM

Description This instruction replaces the XPC with the 7-bit value from the TOS and replaces the PC with the next 16-bit value on the stack, continuing execution from the new PC value. This instruction automatically clears the interrupt mask bit (INTM) in ST1. (Clearing this bit enables interrupts.) If the return is delayed (specified by the d prefix), the two 1-word instructions or one 2-word instruction following this instruction is fetched and executed.

Note:

This instruction is not repeatable.

Words 1 word

Cycles 6 cycles
 4 cycles (delayed)

Classes Class 34 (see page 3-73)

Example `far return_enable`

	Before Instruction		After Instruction
PC	2112	PC	0110
XPC	05	XPC	6E
ST1	xCxx	ST1	x4xx
SP	0300	SP	0302
Data Memory			
0300h	006E	0300h	006E
0301h	0110	0301h	0110

Syntax `idle(K)`

Operands $1 \leq K \leq 3$

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	0	1	N	N	1	1	1	0	0	0	0	1

If K is:	NN is:
1	00
2	10
3	01

Execution (PC) +1 → PC

Status Bits Affected by INTM

Description This instruction forces the program being executed to wait until an unmasked interrupt or reset occurs. The PC is incremented by 1. The device remains in an idle state (power-down mode) until it is interrupted.

The idle state is exited after an unmasked interrupt, even if INTM = 1. If INTM = 1, the program continues executing at the instruction following the idle. If INTM = 0, the program branches to the corresponding interrupt service routine. The interrupt is enabled by the interrupt mask register (IMR), regardless of the INTM value. The following options, indicated by the value of K, determine the type of interrupts that can release the device from idle:

- K = 1 Peripherals, such as the timer and the serial ports, are still active. The peripheral interrupts as well as reset and external interrupts release the processor from idle mode.
- K = 2 Peripherals, such as the timer and the serial ports, are inactive. Reset and external interrupts release the processor from idle mode. Because interrupts are not latched in idle mode as they are in normal device operation, they must be low for a number of cycles to be acknowledged.
- K = 3 Peripherals, such as the timer and the serial ports, are inactive and the PLL is halted. Reset and external interrupts release the processor from idle mode. Because interrupts are not latched in idle mode as they are in normal device operation, they must be low for a number of cycles to be acknowledged.

Note:
This instruction is not repeatable.

Words	1 word
Cycles	The number of cycles needed to execute this instruction depends on the idle period. Because the entire device is halted when $K = 3$, the number of cycles cannot be specified. The minimum number of cycles is 4.
Classes	Class 36 (see page 3-74)
Example 1	<pre>idle(1)</pre> <p>The processor idles until a reset or unmasked interrupt occurs.</p>
Example 2	<pre>idle(2)</pre> <p>The processor idles until a reset or unmasked external interrupt occurs.</p>
Example 3	<pre>idle(3)</pre> <p>The processor idles until a reset or unmasked external interrupt occurs.</p>

Syntax	int(<i>K</i>)																																
Operands	0 ≤ <i>K</i> ≤ 31																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td><i>K</i></td><td><i>K</i></td><td><i>K</i></td><td><i>K</i></td><td><i>K</i></td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	1	1	1	0	1	1	1	1	1	0	<i>K</i>	<i>K</i>	<i>K</i>	<i>K</i>	<i>K</i>
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
1	1	1	1	0	1	1	1	1	1	0	<i>K</i>	<i>K</i>	<i>K</i>	<i>K</i>	<i>K</i>																		
Execution	(SP) − 1 → SP (PC) + 1 → TOS interrupt vector specified by <i>K</i> → PC 1 → INTM																																
Status Bits	Affects INTM and IFR																																
Description	<p>This instruction transfers program control to the interrupt vector specified by <i>K</i>. This instruction allows you to use your application software to execute any interrupt service routine. For a list of interrupts and their corresponding <i>K</i> value, see Appendix B.</p> <p>During execution of the instruction, the PC is incremented by 1 and pushed onto the TOS. Then, the interrupt vector specified by <i>K</i> is loaded in the PC and the interrupt service routine for this interrupt is executed. The corresponding bit in the interrupt flag register (IFR) is cleared and interrupts are globally disabled (INTM = 1). The interrupt mask register (IMR) has no effect on the INTR instruction. INTR is executed regardless of the value of INTM.</p> <div>Note: This instruction is not repeatable.</div>																																
Words	1 word																																
Cycles	3 cycles																																
Classes	Class 35 (see page 3-74)																																
Example	int (3)																																

	Before Instruction		After Instruction
PC	0025	PC	FF8C
INTM	0	INTM	1
IPTR	01FF	IPTR	01FF
SP	1000	SP	0FFF
Data Memory			
0FFFh	9653	0FFFh	0026

Syntax

- 1: *dst* = *Smem*
- 2: *dst* = *Smem* << **TS**
- 3: *dst* = *Smem* << **16**
- 4: *dst* = *Smem* [<< *SHIFT*]
- 5: *dst* = *Xmem* [<< *SHFT*]
- 6: *dst* = #*K*
- 7: *dst* = #*lk* [<< *SHFT*]
- 8: *dst* = #*lk* << **16**
- 9: *dst* = *src* << **ASM**
- 10: *dst* = *src* [<< *SHIFT*]

For additional load instructions, see *Load T/DP/ASM/ARP* on page 4-71.

Operands

Smem: Single data-memory operand
Xmem: Dual data-memory operand
src, dst: A (accumulator A)
 B (accumulator B)

$0 \leq K \leq 255$

$-32\,768 \leq lk \leq 32\,767$

$-16 \leq SHIFT \leq 15$

$0 \leq SHFT \leq 15$

Opcode

1:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	1	0	0	0	D	I	A	A	A	A	A	A	A

2:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	1	0	1	0	D	I	A	A	A	A	A	A	A

3:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	0	1	0	D	I	A	A	A	A	A	A	A

4:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	1	1	1	1	I	A	A	A	A	A	A	A
0	0	0	0	1	1	0	D	0	1	0	S	H	I	F	T

5:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	1	0	1	0	D	X	X	X	X	S	H	F	T

6:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	0	1	0	0	D	K	K	K	K	K	K	K	K

7:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	0	D	0	0	1	0	S	H	F	T
16-bit constant															

8:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	0	D	0	1	1	0	0	0	1	0
16-bit constant															

9:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	S	D	1	0	0	0	0	0	1	0

10:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	S	D	0	1	0	S	H	I	F	T

Execution

- 1: (Smem) → dst
- 2: (Smem) << TS → dst
- 3: (Smem) << 16 → dst
- 4: (Smem) << SHIFT → dst
- 5: (Xmem) << SHFT → dst
- 6: K → dst
- 7: lk << SHFT → dst
- 8: lk << 16 → dst
- 9: (src) << ASM → dst
- 10: (src) << SHIFT → dst

Status Bits

Affected by SXM in all accumulator loads
 Affected by OVM in loads with SHIFT or ASM shift
 Affects OVdst in loads with SHIFT or ASM shift

Description

This instruction loads *dst* with a data-memory value or an immediate value, supporting different shift quantities. Additionally, the instruction supports accumulator-to-accumulator moves with shift.

Notes:

- The following syntaxes are assembled as a different syntax in certain cases.
- ☐ Syntax 4: If *SHIFT* = 0, the instruction opcode is assembled as syntax 1.
 - ☐ Syntax 4: If $0 < SHIFT \leq 15$ and Smem indirect addressing mode is included in Xmem, the instruction opcode is assembled as syntax 5.
 - ☐ Syntax 5: If *SHIFT* = 0, the instruction opcode is assembled as syntax 1.
 - ☐ Syntax 7: If *SHIFT* = 0 and $0 \leq Ik \leq 255$, the instruction opcode is assembled as syntax 6.

Words

Syntaxes 1, 2, 3, 5, 6, 9, and 10: 1 word
Syntaxes 4, 7, and 8: 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles

Syntaxes 1, 2, 3, 5, 6, 9, and 10: 1 cycle
Syntaxes 4, 7, and 8: 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes

Syntaxes 1, 2, 3, and 5: Class 3A (see page 3-6)
Syntaxes 1, 2, and 3: Class 3B (see page 3-8)
Syntax 4: Class 4A (see page 3-9)
Syntax 4: Class 4B (see page 3-10)
Syntaxes 6, 9, and 10: Class 1 (see page 3-3)
Syntaxes 7 and 8: Class 2 (see page 3-5)

Example 1

A = *AR1

	Before Instruction		After Instruction
A	00 0000 0000	A	00 0000 FEDC
SXM	0	SXM	0
AR1	0200	AR1	0200
Data Memory			
0200h	FEDC	0200h	FEDC

Example 2 $A = *AR1$

Before Instruction		After Instruction	
A	00 0000 0000	A	FF FFFF FEDC
SXM	1	SXM	1
AR1	0200	AR1	0200
Data Memory			
0200h	FEDC	0200h	FEDC

Example 3 $B = *AR1 \ll TS$

Before Instruction		After Instruction	
B	00 0000 0000	B	FF FFFE DC00
SXM	1	SXM	1
AR1	0200	AR1	0200
T	8	T	8
Data Memory			
0200h	FEDC	0200h	FEDC

Example 4 $A = *AR3+ \ll 16$

Before Instruction		After Instruction	
A	00 0000 0000	A	FF FEDC 0000
SXM	1	SXM	1
AR3	0300	AR1	0301
Data Memory			
0300h	FEDC	0300h	FEDC

Example 5 $B = \#248$

Before Instruction		After Instruction	
B	00 0000 0000	B	00 0000 00F8
SXM	1	SXM	1

Example 6 $B = A \ll 8$

Before Instruction		After Instruction	
A	00 7FFD 0040	A	00 7FF0 0040
B	00 0000 FFFF	B	7F FD00 4000
OVB	0	OVB	1
SXM	1	SXM	1
Data Memory			
0200h	FEDC	0200h	FEDC

Syntax

- 1: **T** = *Smem*
- 2: **DP** = *Smem*
- 3: **DP** = #*k9*
- 4: **ASM** = #*k5*
- 5: **ARP** = #*k3*
- 6: **ASM** = *Smem*

For additional load instructions, see *Load Accumulator With Shift* on page 4-67.

Operands

Smem: Single data-memory operand

$$0 \leq k9 \leq 511$$

$$-16 \leq k5 \leq 15$$

$$0 \leq k3 \leq 7$$

Opcode

1:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	1	1	0	0	0	0	I	A	A	A	A	A	A	A

2:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	0	1	1	0	I	A	A	A	A	A	A	A

3:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	0	1	0	1	K	K	K	K	K	K	K	K	K

4:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	0	1	1	0	1	0	0	0	K	K	K	K	K

5:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	0	0	1	0	1	0	0	K	K	K

6:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	1	1	0	0	1	0	I	A	A	A	A	A	A	A

Execution

- 1: (*Smem*) → **T**
- 2: (*Smem*(8–0)) → **DP**
- 3: *k9* → **DP**
- 4: *k5* → **ASM**
- 5: *k3* → **ARP**
- 6: (*Smem*(4–0)) → **ASM**

Status Bits

None

Description This instruction loads a value into T or into the DP, ASM, and ARP fields of ST0 or ST1. The value loaded can be a single data-memory operand *Smem* or a constant.

Words 1 word

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles Syntaxes 1, 3, 4, 5, and 6: 1 cycle
Syntax 2: 3 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes Syntaxes 1 and 6: Class 3A (see page 3-6)
Syntaxes 1 and 6: Class 3B (see page 3-8)
Syntax 2: Class 5A (see page 3-11)
Syntax 2: Class 5B (see page 3-11)
Syntaxes 3, 4, and 5: Class 1 (see page 3-3)

Example 1 T = *AR3+

	Before Instruction	After Instruction
T	<div>0000</div>	<div>FEDC</div>
AR3	<div>0300</div>	<div>0301</div>
Data Memory		
0300h	<div>FEDC</div>	<div>FEDC</div>

Example 2 DP = *AR4

	Before Instruction	After Instruction
AR4	<div>0200</div>	<div>0200</div>
DP	<div>1FF</div>	<div>0DC</div>
Data Memory		
0200h	<div>FEDC</div>	<div>FEDC</div>

Example 3 DP = #23

	Before Instruction	After Instruction
DP	<div>1FF</div>	<div>017</div>

Example 4 ASM = @15

	Before Instruction	After Instruction
ASM	<div>00</div>	<div>0F</div>

Example 5 ARP = #3

	Before Instruction	After Instruction
ARP	<div>0</div>	<div>3</div>

Example 6

ASM = @0

	Before Instruction	After Instruction
ASM	<div>00</div>	<div>1C</div>
DP	<div>004</div>	<div>004</div>
Data Memory		
0200h	<div>FEDC</div>	<div>FEDC</div>

Syntax	$dst = MMR$ $dst = \text{mmr}(MMR)$																																
Operands	MMR: Memory-mapped register dst: A (accumulator) B (accumulator)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>D</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	1	0	0	1	0	0	D	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	1	0	0	1	0	0	D	I	A	A	A	A	A	A	A																		
Execution	(MMR) \rightarrow dst(15–0) 00 0000h \rightarrow dst(39–16)																																
Status Bits	None																																
Description	This instruction loads <i>dst</i> with the value in memory-mapped register <i>MMR</i> . The nine MSBs of the effective address are cleared to 0 to designate data page 0, regardless of the current value of DP or the upper nine bits of ARx. This instruction is not affected by the value of SXM.																																
Words	1 word																																
Cycles	1 cycle																																
Classes	Class 3A (see page 3-6)																																

Example 1

A = AR4				
	Before Instruction		After Instruction	
A	<div>00 0000 1111</div>		A	<div>00 0000 FFFF</div>
AR4	<div>FFFF</div>		AR4	<div>FFFF</div>

Example 2

B = mmr(060h)										
	Before Instruction		After Instruction							
B	<table border="1"><tr><td>00</td><td>0000</td><td>0000</td></tr></table>		00	0000	0000	B	<table border="1"><tr><td>00</td><td>0000</td><td>1234</td></tr></table>	00	0000	1234
00	0000	0000								
00	0000	1234								
Data Memory										
0060h	<table border="1"><tr><td>1234</td></tr></table>		1234	0060h	<table border="1"><tr><td>1234</td></tr></table>	1234				
1234										
1234										

Syntax

```

1:  dst = Xmem [<< 16]
    || dst_ = dst_ + T * Ymem
2:  dst = Xmem [<< 16]
    || dst_ += T * Ymem
3:  dst = Xmem [<< 16]
    || dst_ = rnd(dst_ + T * Ymem)

```

Operands

dst: A (accumulator A)
 B (accumulator B)
dst_: If *dst* = A, then *dst_* = B; if *dst* = B, then *dst_* = A
Xmem, Ymem: Dual data-memory operands

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	1	0	1	0	R	D	X	X	X	X	Y	Y	Y	Y

Execution

(Xmem) << 16 → dst (31–16)
If (Rounding)
 Round (((Ymem) × (T)) + (dst_)) → dst_
Else
 ((Ymem) × (T)) + (dst_) → dst_

Status Bits

Affected by SXM, FRCT, and OVM
Affects OVdst_

Description

This instruction loads the high part of *dst* (bits 31–16) with a 16-bit dual data-memory operand *Xmem* shifted left 16-bits. In parallel, this instruction multiplies a dual data-memory operand *Ymem* by the content of T, adds the result of the multiplication to *dst_*, and stores the result in *dst_*.

If you use the rnd prefix, this instruction optionally rounds the result of the multiply and accumulate operation by adding 2^{15} to the result and clearing the LSBs (15–0) to 0, and stores the result in *dst_*.

Words

1 word

Cycles

1 cycle

Classes

Class 7 (see page 3-14)

Example 1

```
A = *AR4+
|| B = B + *AR5+ * T
```

	Before Instruction	After Instruction
A	00 0000 1000	00 1234 0000
B	00 0000 1111	00 010C 9511
T	0400	0400
FRCT	0	0
AR4	0100	0101
AR5	0200	0201
Data Memory		
0100h	1234	1234
0200h	4321	4321

Example 2

```
A = *AR4+
|| B = rnd(B + *AR5+ * T)
```

	Before Instruction	After Instruction
A	00 0000 1000	00 1234 0000
B	00 0000 1111	00 010D 0000
T	0400	0400
FRCT	0	0
AR4	0100	0101
AR5	0200	0201
Data Memory		
0100h	1234	1234
0200h	4321	4321

Syntax

```

1:  dst = Xmem [ << 16 ]
    || dst_ = dst_ - T * Ymem
2:  dst = Xmem [ << 16 ]
    || dst_ = T * Ymem
3:  dst = Xmem [ << 16 ]
    || dst_ = rnd(dst_ - T * Ymem)

```

Operands

Xmem, Ymem: Dual data-memory operands
dst: A (accumulator A)
B (accumulator B)
dst_: If $dst = A$, then $dst_ = B$; if $dst = B$, then $dst_ = A$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	1	0	1	1	R	D	X	X	X	X	Y	Y	Y	Y

Execution

$(Xmem) \ll 16 \rightarrow dst\ (31-16)$
If (Rounding)
Round $((dst_) - ((T) \times (Ymem))) \rightarrow dst_$
Else
 $(dst_) - ((T) \times (Ymem)) \rightarrow dst_$

Status Bits

Affected by SXM, FRCT, and OVM
Affects OVdst_

Description

This instruction loads the high part of dst (bits 31–16) with a 16-bit dual data-memory operand $Xmem$ shifted left 16 bits. In parallel, this instruction multiplies a dual data-memory operand $Ymem$ by the content of T, subtracts the result of the multiplication from $dst_$, and stores the result in $dst_$.

If you use the rnd prefix, this instruction optionally rounds the result of the multiply and subtract operation by adding 2^{15} to the result and clearing the LSBs (15–0) to 0, and stores the result in $dst_$.

Words

1 word

Cycles

1 cycle

Classes

Class 7 (see page 3-14)

Example 1

```
A = *AR4+
|| B = B - *AR5+ * T
```

	Before Instruction	After Instruction
A	00 0000 1000	00 1234 0000
B	00 0000 1111	FF FEF3 8D11
T	0400	0400
FRCT	0	0
AR4	0100	0101
AR5	0200	0201
Data Memory		
0100h	1234	1234
0200h	4321	4321

Example 2

```
A = *AR4+
|| B = rnd(B - *AR5+ * T)
```

	Before Instruction	After Instruction
A	00 0000 1000	00 1234 0000
B	00 0000 1111	FF FEF4 0000
T	0400	0400
FRCT	0	0
AR4	0100	0101
AR5	0200	0201
Data Memory		
0100h	1234	1234
0200h	4321	4321

Syntax $dst = \text{rnd}(Smem)$

Operands $Smem$: Single data-memory operand
 dst : A (accumulator A)
 B (accumulator B)

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	1	0	1	1	D	I	A	A	A	A	A	A	A

Execution $(Smem) \ll 16 + 1 \ll 15 \rightarrow dst(31-16)$

Status Bits Affected by SXM

Description This instruction loads the data-memory value $Smem$ shifted left 16 bits into the high part of dst (bits 31–16). $Smem$ is rounded by adding 2^{15} to this value and clearing the 15 LSBs (14–0) of the accumulator to 0. Bit 15 of the accumulator is set to 1.

Words 1 word

Add 1 word when using long-offset indirect addressing or absolute addressing with an $Smem$.

Cycles 1 cycle

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an $Smem$.

Classes Class 3A (see page 3-6)
 Class 3B (see page 3-8)

Example $A = \text{rnd}(*AR1)$

	Before Instruction	After Instruction
A	00 0000 0000	00 FEDC 8000
SXM	0	0
AR1	0200	0200
Data Memory		
0200h	FEDC	FEDC

Syntax	$dst = \text{uns}(Smem)$																																
Operands	Smem: Single data-memory operand dst: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>D</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	1	0	0	1	D	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	0	0	1	0	0	1	D	I	A	A	A	A	A	A	A																		
Execution	(Smem) → dst(15–0) 00 0000h → dst(39–16)																																
Status Bits	None																																
Description	This instruction loads the data-memory value <i>Smem</i> into the low part of <i>dst</i> (bits 15–0). The guard bits and the high part of <i>dst</i> (bits 39–16) are cleared to 0. Data is then treated as an unsigned 16-bit number. There is no sign extension regardless of the status of the SXM bit.																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.																																
Classes	Class 3A (see page 3-6) Class 3B (see page 3-8)																																
Example	$A = \text{uns}(*AR1)$ <table><tr><td colspan="2">Before Instruction</td><td colspan="2">After Instruction</td></tr><tr><td>A</td><td>00 0000 0000</td><td>A</td><td>00 0000 FEDC</td></tr><tr><td>AR1</td><td>0200</td><td>AR1</td><td>0200</td></tr><tr><td colspan="2">Data Memory</td><td colspan="2"></td></tr><tr><td>0200h</td><td>FEDC</td><td>0200h</td><td>FEDC</td></tr></table>	Before Instruction		After Instruction		A	00 0000 0000	A	00 0000 FEDC	AR1	0200	AR1	0200	Data Memory				0200h	FEDC	0200h	FEDC												
Before Instruction		After Instruction																															
A	00 0000 0000	A	00 0000 FEDC																														
AR1	0200	AR1	0200																														
Data Memory																																	
0200h	FEDC	0200h	FEDC																														

Syntax `lms(Xmem, Ymem)`

Operands Xmem, Ymem: Dual data-memory operands

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	0	0	0	0	1	X	X	X	X	Y	Y	Y	Y

Execution

(A) + (Xmem) << 16 + 2^{15} → A
 (B) + (Xmem) × (Ymem) → B

Status Bits

Affected by SXM, FRCT, and OVM
 Affects C, OVA, and OVB

Description

This instruction executes the least mean square (LMS) algorithm. The dual data-memory operand *Xmem* is shifted left 16 bits and added to accumulator A. The result is rounded by adding 2^{15} to the high part of the accumulator (bits 31–16). The result is stored in accumulator A. In parallel, *Xmem* and *Ymem* are multiplied and the result is added to accumulator B. *Xmem* does not overwrite T; therefore, T always contains the error value used to update coefficients.

Words 1 word

Cycles 1 cycle

Classes Class 7 (see page 3-14)

Example `lms (*AR3+, *AR4+)`

	Before Instruction	After Instruction
A	00 7777 8888	00 77CD 0888
B	00 0000 0100	00 0000 3972
FRCT	0	0
AR3	0100	0101
AR4	0200	0201
Data Memory		
0100h	0055	0055
0200h	00AA	00AA

Syntax	ltd (<i>Smem</i>)																																
Operands	Smem: Single data-memory operand																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	1	0	0	1	1	0	0	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	1	0	0	1	1	0	0	I	A	A	A	A	A	A	A																		
Execution	(Smem) → T (Smem) → Smem + 1																																
Status Bits	None																																
Description	This instruction copies the content of a single data-memory location <i>Smem</i> into T and into the address following this data-memory location. When data is copied, the content of the address location remains the same. This function is useful for implementing a Z delay in digital signal processing applications. This function also contains the memory delay instruction (page 4-41).																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.																																
Classes	Class 24A (see page 3-58) Class 24B (see page 3-58)																																

Example

```
ltd(*AR3)
```

	Before Instruction		After Instruction		
T	<table><tr><td>0000</td></tr></table>	0000	T	<table><tr><td>6CAC</td></tr></table>	6CAC
0000					
6CAC					
AR3	<table><tr><td>0100</td></tr></table>	0100	AR3	<table><tr><td>0100</td></tr></table>	0100
0100					
0100					
Data Memory					
0100h	<table><tr><td>6CAC</td></tr></table>	6CAC	0100h	<table><tr><td>6CAC</td></tr></table>	6CAC
6CAC					
6CAC					
0101h	<table><tr><td>xxxx</td></tr></table>	xxxx	0101h	<table><tr><td>6CAC</td></tr></table>	6CAC
xxxx					
6CAC					

Syntax

- 1: $src = src + T * Smem$
 $src += T * Smem$
 $src = \text{rnd}(src + T * Smem)$
- 2: $dst = src + Xmem * Ymem [, T = Xmem]$
 $dst += Xmem * Ymem [, T = Xmem]$
 $dst = \text{rnd}(src + Xmem * Ymem) [, T = Xmem]$
- 3: $dst = src + T * \#lk$
 $dst += T * \#lk$
- 4: $dst = src + Smem * \#lk [, T = Smem]$
 $dst += Smem * \#lk [, T = Smem]$

Operands

Smem: Single data-memory operands
 Xmem, Ymem: Dual data-memory operands
 src, dst: A (accumulator A)
 B (accumulator B)
 $-32\,768 \leq lk \leq 32\,767$

Opcode

- 1:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	1	0	1	0	R	S	I	A	A	A	A	A	A	A
- 2:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	1	1	0	R	S	D	X	X	X	X	Y	Y	Y	Y
- 3:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	S	D	0	1	1	0	0	1	1	1
16-bit constant															
- 4:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	0	1	S	D	I	A	A	A	A	A	A	A
16-bit constant															

Execution

- 1: $(Smem) \times (T) + (src) \rightarrow src$
- 2: $(Xmem) \times (Ymem) + (src) \rightarrow dst$
 $(Xmem) \rightarrow T$
- 3: $(T) \times lk + (src) \rightarrow dst$
- 4: $(Smem) \times lk + (src) \rightarrow dst$
 $(Smem) \rightarrow T$

Status Bits

Affected by FRCT and OVM
 Affects OVdst

Description This instruction multiplies and adds with or without rounding. The result is stored in *dst* or *src*, as specified. For syntaxes 2 and 4, the data-memory value after the instruction is stored in T. T is updated in the read phase.

If you use the *rnd* prefix, this instruction rounds the result of the multiply and accumulate operation by adding 2^{15} to the result and clearing the LSBs (15–0) to 0.

Words Syntaxes 1 and 2: 1 word
Syntaxes 3 and 4: 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an *Smem*.

Cycles Syntaxes 1 and 2: 1 cycle
Syntaxes 3 and 4: 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Classes Syntax 1: Class 3A (see page 3-6)
Syntax 1: Class 3B (see page 3-8)
Syntax 2: Class 7 (see page 3-14)
Syntax 3: Class 2 (see page 3-5)
Syntax 4: Class 6A (see page 3-12)
Syntax 4: Class 6B (see page 3-13)

Example 1 $A = A + *AR5 + *T$

Before Instruction		After Instruction	
A	00 0000 1000	A	00 0048 E000
T	0400	T	0400
FRCT	0	FRCT	0
AR5	0100	AR5	0101
Data Memory			
0100h	1234	0100h	1234

Example 2 $B = A + \#345h * T$

Before Instruction		After Instruction	
A	00 0000 1000	A	00 0000 1000
B	00 0000 0000	B	00 001A 3800
T	0400	T	0400
FRCT	1	FRCT	1

Example 3

$$A = A + *AR5+ * \#1234h, T = *AR5+$$

Before Instruction		After Instruction	
A	00 0000 1000	A	00 0626 1060
T	0000	T	5678
FRCT	0	FRCT	0
AR5	0100	AR5	0101
Data Memory			
0100h	5678	0100h	5678

Example 4

$$B = A + *AR5+ * *AR6+, T = *AR5+$$

Before Instruction		After Instruction	
A	00 0000 1000	A	00 0000 1000
B	00 0000 0004	B	00 0C4C 10C0
T	0008	T	5678
FRCT	1	FRCT	1
AR5	0100	AR5	0101
AR6	0200	AR6	0201
Data Memory			
0100h	5678	0100h	5678
0200h	1234	0200h	1234

Example 5

$$A = rnd(A + *AR5+ * T)$$

Before Instruction		After Instruction	
A	00 0000 1000	A	00 0049 0000
T	0400	T	0400
FRCT	0	FRCT	0
AR5	0100	AR5	0101
Data Memory			
0100h	1234	0100h	1234

Example 6

$B = \text{rnd}(A + *AR5 + * *AR6) , T = *AR5 +$

Before Instruction		After Instruction	
A	00 0000 1000	A	00 0000 1000
B	00 0000 0004	B	00 0C4C 0000
T	0008	T	5678
FRCT	1	FRCT	1
AR5	0100	AR5	0101
AR6	0200	AR6	0201
Data Memory			
0100h	5678	0100h	5678
0200h	1234	0200h	1234

Syntax

1: $B = B + Smem * hi(A)$ [, $T = Smem$]
 $B += Smem * hi(A)$ [, $T = Smem$]
 $B = rnd(B + Smem * hi(A))$ [, $T = Smem$]
 2: $dst = src + T * hi(A)$
 $dst += T * hi(A)$
 $dst = rnd(src + T * hi(A))$

Operands

Smem: Single data-memory operand
src, *dst*: A (accumulator A)
 B (accumulator B)

Opcode

1:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	1	1	0	1	R	1	I	A	A	A	A	A	A	A

2:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	S	D	1	0	0	0	1	0	0	R

Execution

1: $(Smem) \times (A(32-16)) + (B) \rightarrow B$
 $(Smem) \rightarrow T$
 2: $(T) \times (A(32-16)) + (src) \rightarrow dst$

Status Bits

Affected by FRCT and OVM
 Affects OVdst and OVB in syntax 1

Description

This instruction multiplies the high part of accumulator A (bits 32–16) by a single data-memory operand *Smem* or by the content of T, adds the product to accumulator B (syntax 1) or to *src*. The result is stored in accumulator B (syntax 1) or in *dst*. A(32–16) is used as a 17-bit operand for the multiplier.

If you use the *rnd* prefix, this instruction rounds the result of the multiply by accumulator A operation by adding 2^{15} to the result and clearing the 16 LSBs of *dst* (bits 15–0) to 0.

Words

1 word

Add 1 word when using long-offset indirect addressing or absolute addressing with an *Smem*.

Cycles

1 cycle

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Classes

Syntaxes 1 and 2: Class 3A (see page 3-6)
 Syntaxes 1 and 2: Class 3B (see page 3-8)
 Syntaxes 3 and 4: Class 1 (see page 3-3)

Example 1

$$B = B + *AR5 + *hi(A), T = *AR5 +$$

	Before Instruction	After Instruction
A	00 1234 0000	00 1234 0000
B	00 0000 0000	00 0626 0060
T	0400	5678
FRCT	0	0
AR5	0100	0101
Data Memory		
0100h	5678	5678

Example 2

$$B = B + T * hi(A)$$

	Before Instruction	After Instruction
A	00 1234 0000	00 1234 0000
B	00 0002 0000	00 009D 4BA0
T	0444	0444
FRCT	1	1

Example 3

$$B = rnd(B + *AR5 + *hi(A)), T = *AR5 +$$

	Before Instruction	After Instruction
A	00 1234 0000	00 1234 0000
B	00 0000 0000	00 0626 0000
T	0400	5678
FRCT	0	0
AR5	0100	0101
Data Memory		
0100h	5678	5678

Example 4

$$B = rnd(B + T * hi(A))$$

	Before Instruction	After Instruction
A	00 1234 0000	00 1234 0000
B	00 0002 0000	00 009D 0000
T	0444	0444
FRCT	1	1

Syntax `macd(Smem, pmad, src)`

Operands *Smem*: Single data-memory operand
src: A (accumulator A)
 B (accumulator B)
 $0 \leq \text{pmad} \leq 65\,535$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	1	1	0	1	S	I	A	A	A	A	A	A	A
16-bit constant															

Execution

pmad → PAR
 If (RC) ≠ 0
 Then
 (*Smem*) × (Pmem addressed by PAR) + (*src*) → *src*
 (*Smem*) → T
 (*Smem*) → *Smem* + 1
 (PAR) + 1 → PAR
 Else
 (*Smem*) × (Pmem addressed by PAR) + (*src*) → *src*
 (*Smem*) → T
 (*Smem*) → *Smem* + 1

Status Bits Affected by FRCT and OVM
 Affects OVsrc

Description This instruction multiplies a single data-memory value *Smem* by a program-memory value *pmad*, adds the product to *src*, and stores the result in *src*. The data-memory value *Smem* is copied into T and into the next address following the *Smem* address. When this instruction is repeated, the program-memory address (in the program address register PAR) is incremented by 1. Once the repeat pipeline is started, the instruction becomes a single-cycle instruction. This function also contains the memory delay instruction (page 4-41).

Words 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an *Smem*.

Cycles 3 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Classes Class 23A (see page 3-55)
 Class 23B (see page 3-57)

Example

```
macd(*AR3-,COEFS,A)
```

	Before Instruction	After Instruction
A	00 0077 0000	00 007D 0B44
T	0008	0055
FRCT	0	0
AR3	0100	00FF
Program Memory		
COEFS	1234	1234
Data Memory		
0100h	0055	0055
0101h	0066	0055

Syntax **macp**(*Smem*, *pmad*, *src*)

Operands *Smem*: Single data-memory operand
src: A (accumulator A)
 B (accumulator B)
 $0 \leq \text{pmad} \leq 65\,535$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	1	1	0	0	S	I	A	A	A	A	A	A	A
16-bit constant															

Execution (*pmad*) → PAR
 If (RC) ≠ 0
 Then
 (*Smem*) × (Pmem addressed by PAR) + (*src*) → *src*
 (*Smem*) → T
 (PAR) + 1 → PAR
 Else
 (*Smem*) × (Pmem addressed by PAR) + (*src*) → *src*
 (*Smem*) → T

Status Bits Affected by FRCT and OVM
 Affects OVsrc

Description This instruction multiplies a single data-memory value *Smem* by a program-memory value *pmad*, adds the product to *src*, and stores the result in *src*. The data-memory value *Smem* is copied into T. When this instruction is repeated, the program-memory address (in the program address register PAR) is incremented by 1. Once the repeat pipeline is started, the instruction becomes a single-cycle instruction.

Words 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an *Smem*.

Cycles 3 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Classes Class 22A (see page 3-52)
 Class 22B (see page 3-54)

Example

```
macp(*AR3-,COEFS,A)
```

	Before Instruction	After Instruction
A	00 0077 0000	00 007D 0B44
T	0008	0055
FRCT	0	0
AR3	0100	00FF
Program Memory		
COEFS	1234	1234
Data Memory		
0100h	0055	0055
0101h	0066	0066

Syntax

$src = src + \text{uns}(Xmem) * Ymem [, T = Xmem]$
 $src += \text{uns}(Xmem) * Ymem [, T = Xmem]$

Operands

Xmem, Ymem: Dual data-memory operands
 src: A (accumulator A)
 B (accumulator B)

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	1	0	0	1	1	S	X	X	X	X	Y	Y	Y	Y

Execution

$\text{unsigned}(Xmem) \times \text{signed}(Ymem) + (src) \rightarrow src$
 $(Xmem) \rightarrow T$

Status Bits

Affected by FRCT and OVM
 Affects OVsrc

Description

This instruction multiplies an unsigned data-memory value *Xmem* by a signed data-memory value *Ymem*, adds the product to *src*, and stores the result in *src*. The 16-bit unsigned value *Xmem* is stored in T. T is updated with the unsigned value *Xmem* in the read phase.

The data addressed by *Xmem* is fed from the D bus. The data addressed by *Ymem* is fed from the C bus.

Words

1 word

Cycles

1 cycle

Classes

Class 7 (see page 3-14)

Example

$A = A + \text{uns}(*AR4+) * *AR5+ , T = *AR4+$

	Before Instruction	After Instruction
A	00 0000 1000	00 09A0 AA84
T	0008	8765
FRCT	0	0
AR4	0100	0101
AR5	0200	0201
Data Memory		
0100h	8765	8765
0200h	1234	1234

Syntax	mar(<i>Smem</i>)																																
Operands	Smem: Single data-memory operand																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	1	1	0	1	1	0	1	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	1	1	0	1	1	0	1	I	A	A	A	A	A	A	A																		

Execution

In indirect addressing mode, the auxiliary register is modified as follows:
If compatibility is on (CMPT = 1), then:
 If (ARx = AR0)
 AR(ARP) is modified
 ARP is unchanged
 Else
 ARx is modified
 x → ARP
Else compatibility is off (CMPT = 0)
 ARx is modified
 ARP is unchanged

Status Bits

Affected by CMPT
Affects ARP (if CMPT = 1)

Description

This instruction modifies the content of the selected auxiliary register (ARx) as specified by *Smem*. In compatibility mode (CMPT = 1), this instruction modifies the ARx content as well as the auxiliary register pointer (ARP) value.

If CMPT = 0, the auxiliary register is modified but ARP is not.

Words

1 word

Add 1 word when using long-offset indirect addressing or absolute addressing with an *Smem*.

Cycles

1 cycle

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Classes

Class 1 (see page 3-3)
Class 2 (see page 3-5)

Example 1

mar (*AR3+)

	Before Instruction		After Instruction
CMPT	<div>0</div>	CMPT	<div>0</div>
ARP	<div>0</div>	ARP	<div>0</div>
AR3	<div>0100</div>	AR3	<div>0101</div>

Example 2

`mar (*AR0-)`

	Before Instruction		After Instruction
CMPT	<input type="text" value="1"/>	CMPT	<input type="text" value="1"/>
ARP	<input type="text" value="4"/>	ARP	<input type="text" value="4"/>
AR4	<input type="text" value="0100"/>	AR4	<input type="text" value="00FF"/>

Example 3

`mar (*AR3)`

	Before Instruction		After Instruction
CMPT	<input type="text" value="1"/>	CMPT	<input type="text" value="1"/>
ARP	<input type="text" value="0"/>	ARP	<input type="text" value="3"/>
AR0	<input type="text" value="0008"/>	AR0	<input type="text" value="0008"/>
AR3	<input type="text" value="0100"/>	AR3	<input type="text" value="0100"/>

Example 4

`mar (*+AR3)`

	Before Instruction		After Instruction
CMPT	<input type="text" value="1"/>	CMPT	<input type="text" value="1"/>
ARP	<input type="text" value="0"/>	ARP	<input type="text" value="3"/>
AR3	<input type="text" value="0100"/>	AR3	<input type="text" value="0101"/>

Example 5

`mar (*AR3-)`

	Before Instruction		After Instruction
CMPT	<input type="text" value="1"/>	CMPT	<input type="text" value="1"/>
ARP	<input type="text" value="0"/>	ARP	<input type="text" value="3"/>
AR3	<input type="text" value="0100"/>	AR3	<input type="text" value="00FF"/>

Syntax

- 1: $src = src - T * Smem$
 $src -= T * Smem$
 $src = \text{rnd}(src - T * Smem)$
- 2: $dst = src - Xmem * Ymem [, T = Xmem]$
 $dst -= Xmem * Ymem [, T = Xmem]$
 $dst = \text{rnd}(src - Xmem * Ymem) [, T = Xmem]$

Operands

Smem: Single data-memory operand
Xmem, Ymem: Dual data-memory operands
src, dst: A (accumulator A)
B (accumulator B)

Opcode

- 1:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	1	0	1	1	R	S	I	A	A	A	A	A	A	A
- 2:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	1	1	1	R	S	D	X	X	X	X	Y	Y	Y	Y

Execution

- 1: $(src) - (Smem) \times (T) \rightarrow src$
- 2: $(src) - (Xmem) \times (Ymem) \rightarrow dst$
 $(Xmem) \rightarrow T$

Status Bits

Affected by FRCT and OVM
Affects OVdst

Description

This instruction multiplies an operand by the content of T or multiplies two operands, subtracts the result from *src* unless *dst* is specified, and stores the result in *src* or *dst*. *Xmem* is loaded into T in the read phase.

If you use the rnd prefix, this instruction rounds the result of the multiply and subtract operation by adding 2^{15} to the result and clearing bits 15–0 of the result to 0.

The data addressed by *Xmem* is fed from DB and the data addressed by *Ymem* is fed from CB.

Words

1 word

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles

1 cycle

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes

Syntax 1: Class 3A (see page 3-6)

Syntax 1: Class 3B (see page 3-8)

Syntax 2: Class 7 (see page 3-14)

Example 1 $A = A - *AR5+ * T$

	Before Instruction	After Instruction
A	00 0000 1000	FF FFB7 4000
T	0400	0400
FRCT	0	0
AR5	0100	0101
Data Memory		
0100h	1234	1234

Example 2 $B = A - *AR5+ * *AR6+ , T = *AR5+$

	Before Instruction	After Instruction
A	00 0000 1000	00 0000 1000
B	00 0000 0004	FF F3B4 0F40
T	0008	5678
FRCT	1	1
AR5	0100	0101
AR6	0200	0201
Data Memory		
0100h	5678	5678
0200h	1234	1234

Example 3 $A = \text{rnd}(A - *AR5+ * T)$

	Before Instruction	After Instruction
A	00 0000 1000	FF FFB7 0000
T	0400	0400
FRCT	0	0
AR5	0100	0101
Data Memory		
0100h	1234	1234

Example 4

$B = \text{rnd}(A - *AR5 + *AR6), T = *AR5 +$

Before Instruction		After Instruction	
A	00 0000 1000	A	00 0000 1000
B	00 0000 0004	B	FF F3B4 0000
T	0008	T	5678
FRCT	1	FRCT	1
AR5	0100	AR5	0101
AR6	0200	AR6	0201
Data Memory			
0100h	5678	0100h	5678
0200h	1234	0200h	1234

Syntax

1: $B = B - Smem * hi(A) [, T = Smem]$
 $B - = Smem * hi(A) [, T = Smem]$

2: $dst = src - T * hi(A)$
 $dst - = T * hi(A)$
 $dst = rnd(src - T * hi(A))$

Operands

Smem: Single data-memory operand
src, dst: A (accumulator A)
B (accumulator B)

Opcode

1:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	1	1	0	0	1	1	I	A	A	A	A	A	A	A

2:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	S	D	1	0	0	0	1	0	1	R

Execution

1: $(B) - (Smem) \times (A(32-16)) \rightarrow B$
 $(Smem) \rightarrow T$

2: $(src) - (T) \times (A(32-16)) \rightarrow dst$

Status Bits

Affected by FRCT and OVM
Affects OVdst and OVB in syntax 1

Description

This instruction multiplies the high part of accumulator A (bits 32–16) by a single data-memory operand *Smem* or by the content of T, subtracts the result from accumulator B (syntax 1) or from *src*. The result is stored in accumulator B (syntax 1) or in *dst*. T is updated with the *Smem* value in the read phase.

If you use the rnd prefix in syntax 2, this instruction optionally rounds the result of the multiply by accumulator A and subtract operation by adding 2^{15} to the result and clearing bits 15–0 of the result to 0.

Words

1 word

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles

1 cycle

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes

Syntax 1: Class 3A (see page 3-6)
Syntax 1: Class 3B (see page 3-8)
Syntax 2: Class 1 (see page 3-3)

Example 1

$B = B - *AR5 + *hi(A) , T = *AR5 +$

Before Instruction		After Instruction	
A	00 1234 0000	A	00 1234 0000
B	00 0002 0000	B	FF F9DB FFA0
T	0400	T	5678
FRCT	0	FRCT	0
AR5	0100	AR5	0101
Data Memory			
0100h	5678	0100h	5678

Example 2

$B = B - T * hi(A)$

Before Instruction		After Instruction	
A	00 1234 0000	A	00 1234 0000
B	00 0002 0000	B	FF FF66 B460
T	0444	T	0444
FRCT	1	FRCT	1

Example 3

$B = rnd(B - T * hi(A))$

Before Instruction		After Instruction	
A	00 1234 0000	A	00 1234 0000
B	00 0002 0000	B	FF FF67 0000
T	0444	T	0444
FRCT	1	FRCT	1

Syntax $dst = \max(A, B)$

Operands dst: A (accumulator A)
B (accumulator B)

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	0	D	1	0	0	0	0	1	1	0

Execution

If (A > B)
Then
 (A) → dst
 0 → C
Else
 (B) → dst
 1 → C

Status Bits Affects C

Description This instruction compares the content of the accumulators and stores the maximum value in *dst*. If the maximum value is in accumulator A, the carry bit, C, is cleared to 0; otherwise, it is set to 1.

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example 1 A = max(A, B)

Before Instruction			After Instruction		
A	<div>FFF6</div>	-10	A	<div>FFF6</div>	-10
B	<div>FFCB</div>	-53	B	<div>FFCB</div>	-53
C	<div>1</div>		C	<div>0</div>	

Example 2 A = max(A, B)

Before Instruction			After Instruction		
A	<div>00 0000 0055</div>		A	<div>00 0000 1234</div>	
B	<div>00 0000 1234</div>		B	<div>00 0000 1234</div>	
C	<div>0</div>		C	<div>1</div>	

Syntax $dst = \min(A, B)$

Operands dst: A (accumulator A)
B (accumulator B)

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	0	1	0	D	1	0	0	0	0	1	1	1

Execution If (A < B)
Then
 (A) → dst
 0 → C
Else
 (B) → dst
 1 → C

Status Bits Affects C

Description This instruction compares the content of the accumulators and stores the minimum value in *dst*. If the minimum value is in accumulator A, the carry bit, C, is cleared to 0; otherwise, it is set to 1.

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example 1 A = min(A, B)

Before Instruction			After Instruction		
A	<div>FFCB</div>	-53	A	<div>FFCB</div>	-53
B	<div>FFF6</div>	-10	B	<div>FFF6</div>	-10
C	<div>1</div>		C	<div>0</div>	

Example 2 A = min(A, B)

Before Instruction			After Instruction		
A	<div>00 0000 1234</div>		A	<div>00 0000 1234</div>	
B	<div>00 0000 1234</div>		B	<div>00 0000 1234</div>	
C	<div>0</div>		C	<div>1</div>	

Syntax

- 1: $dst = T * Smem$
 $dst = rnd(T * Smem)$
- 2: $dst = Xmem * Ymem [, T = Xmem]$
- 3: $dst = Smem * \#lk [, T = Smem]$
- 4: $dst = T * \#lk$

Operands

Smem: Single data-memory operand
 Xmem, Ymem: Dual data-memory operands
 dst: A (accumulator A)
 B (accumulator B)
 $-32\,768 \leq lk \leq 32\,767$

Opcode

- 1:
- | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | R | D | I | A | A | A | A | A | A | A |
- 2:
- | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | 0 | 1 | 0 | 0 | 1 | 0 | D | X | X | X | X | Y | Y | Y | Y |
- 3:
- | | | | | | | | | | | | | | | | |
|-----------------|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0 | 1 | 1 | 0 | 0 | 0 | 1 | D | I | A | A | A | A | A | A | A |
| 16-bit constant | | | | | | | | | | | | | | | |
- 4:
- | | | | | | | | | | | | | | | | |
|-----------------|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | 1 | 1 | 1 | 0 | 0 | 0 | D | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 |
| 16-bit constant | | | | | | | | | | | | | | | |

Execution

- 1: $(T) \times (Smem) \rightarrow dst$
- 2: $(Xmem) \times (Ymem) \rightarrow dst$
 $(Xmem) \rightarrow T$
- 3: $(Smem) \times lk \rightarrow dst$
 $(Smem) \rightarrow T$
- 4: $(T) \times lk \rightarrow dst$

Status Bits

Affected by FRCT and OVM
 Affects OVdst

Description

This instruction multiplies the content of T or a data-memory value by a data-memory value or an immediate value, and stores the result in *dst*. T is loaded with the *Smem* or *Xmem* value in the read phase.

If you use the *rnd* prefix, this instruction optionally rounds the result of the multiply operation by adding 2^{15} to the result and then clearing bits 15–0 to 0.

Words

Syntaxes 1 and 2: 1 word
 Syntaxes 3 and 4: 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles

Syntaxes 1 and 2: 1 cycle
 Syntaxes 3 and 4: 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes

Syntax 1: Class 3A (see page 3-6)
 Syntax 1: Class 3B (see page 3-8)
 Syntax 2: Class 7 (see page 3-14)
 Syntax 3: Class 6A (see page 3-12)
 Syntax 3: Class 6B (see page 3-13)
 Syntax 4: Class 2 (see page 3-5)

Example 1

A = T * @13

Before Instruction		After Instruction	
A	00 0000 0036	A	00 0000 0054
T	0006	T	0006
FRCT	1	FRCT	1
DP	008	DP	008
Data Memory			
040Dh	0007	040Dh	0007

Example 2

B = *AR2- * *AR4+0% , T = *AR2-;

Before Instruction		After Instruction	
B	FF FFFF FFE0	B	00 0000 0020
FRCT	0	FRCT	0
AR0	0001	AR0	0001
AR2	01FF	AR2	01FE
AR4	0300	AR4	0301
Data Memory			
01FFh	0010	01FFh	0010
0300h	0002	0300h	0002

Example 3

A = T * #0FFFEh

Before Instruction		After Instruction	
A	000 0000 1234	A	FF FFFF C000
T	2000	T	2000
FRCT	0	FRCT	0

Example 4

```
B = rnd(T * @0)
```

	Before Instruction	After Instruction
B	FF FE00 0001	00 0626 0000
T	1234	1234
FRCT	0	0
DP	004	004
Data Memory		
0200h	5678	5678

Syntax	1: B = <i>Smem</i> * hi(A) [, <i>T</i> = <i>Smem</i>] 2: <i>dst</i> = T * hi(A)																																																																
Operands	<i>Smem</i> : Single data-memory operand <i>dst</i> : A (accumulator A) B (accumulator B)																																																																
Opcode	1: <table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table> 2: <table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>D</td><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	1	1	0	0	0	1	I	A	A	A	A	A	A	A	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	1	1	1	0	1	0	D	1	0	0	0	1	1	0	0
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																																		
0	0	1	1	0	0	0	1	I	A	A	A	A	A	A	A																																																		
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																																		
1	1	1	1	0	1	0	D	1	0	0	0	1	1	0	0																																																		
Execution	1: (<i>Smem</i>) × (A(32–16)) → B (<i>Smem</i>) → T 2: (T) × (A(32–16)) → <i>dst</i>																																																																
Status Bits	Affected by FRCT and OVM Affects OVdst (OVB in syntax 1)																																																																
Description	This instruction multiplies the high part of accumulator A (bits 32–16) by a single data-memory operand <i>Smem</i> or by the content of T, and stores the result in <i>dst</i> or accumulator B. T is updated in the read phase.																																																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an <i>Smem</i> .																																																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an <i>Smem</i> .																																																																
Classes	Syntax 1: Class 3A (see page 3-6) Syntax 1: Class 3B (see page 3-8) Syntax 2: Class 1 (see page 3-3)																																																																

Example 1	B = *AR2 * hi(A) , T = *AR2	
	Before Instruction	After Instruction
A	FF 8765 1111	A FF 8765 1111
B	00 0000 0320	B FF D743 6558
T	1234	T 5678
FRCT	0	FRCT 0
AR2	0200	AR2 0200
Data Memory		
0200h	5678	0200h 5678

Example 2

B = T * hi(A)

Before Instruction		After Instruction	
A	FF 8765 1111	A	FF 8765 1111
B	00 0000 0320	B	FF DF4D B2A3
T	4567	T	4567
FRCT	0	FRCT	0

Syntax	$dst = T * \text{uns}(Smem)$																																
Operands	Smem: Single data-memory operand dst: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>D</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	1	0	0	1	0	D	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	0	1	0	0	1	0	D	I	A	A	A	A	A	A	A																		
Execution	$\text{unsigned}(T) \times \text{unsigned}(Smem) \rightarrow dst$																																
Status Bits	Affected by FRCT and OVM Affects OVdst																																
Description	This instruction multiplies the unsigned content of T by the unsigned content of the single data-memory operand <i>Smem</i> , and stores the result in <i>dst</i> . The multiplier acts as a signed 17×17 -bit multiplier for this instruction with the MSB of both operands cleared to 0. This instruction is particularly useful for computing multiple-precision products, such as multiplying two 32-bit numbers to yield a 64-bit product.																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.																																
Classes	Class 3A (see page 3-6) Class 3B (see page 3-8)																																

Example

A = T * uns(*AR0-)

	Before Instruction	After Instruction
A	FF 8000 0000	00 3F80 0000
T	4000	4000
FRCT	0	0
AR0	1000	0FFF
Data Memory		
1000h	FE00	FE00

Syntax $Ymem = Xmem$

Operands Xmem, Ymem: Dual data-memory operands

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	0	0	1	0	1	X	X	X	X	Y	Y	Y	Y

Execution (Xmem) → Ymem

Status Bits None

Description This instruction copies the content of the data-memory location addressed by *Xmem* to the data-memory location addressed by *Ymem*.

Words 1 word

Cycles 1 cycle

Classes Class 14 (see page 3-32)

Example *AR5+ = *AR3+

	Before Instruction		After Instruction
AR3	8000	AR3	8001
AR5	0200	AR5	0201
Data Memory			
0200h	ABCD	0200h	1234
8000h	1234	8000h	1234

Syntax	data (<i>dmad</i>) = <i>Smem</i>																																																
Operands	<i>Smem</i> : Single data-memory operand $0 \leq \text{dmad} \leq 65\,535$																																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr><tr><td colspan="16">16-bit constant</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	1	1	1	0	0	0	1	I	A	A	A	A	A	A	A	16-bit constant															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																		
0	1	1	1	0	0	0	1	I	A	A	A	A	A	A	A																																		
16-bit constant																																																	
Execution	(<i>dmad</i>) → EAB If (RC) ≠ 0 Then (<i>Smem</i>) → Dmem addressed by EAB (EAB) + 1 → EAB Else (<i>Smem</i>) → Dmem addressed by EAB																																																
Status Bits	None																																																
Description	This instruction copies the content of a single data-memory operand <i>Smem</i> to a data-memory location addressed by a 16-bit immediate value <i>dmad</i> (address is in the EAB address register EAB). You can use this instruction with the single-repeat instruction to move consecutive words in data memory (using indirect addressing). The number of words to be moved is one greater than the number contained in the repeat counter at the beginning of the instruction. Once the repeat pipeline is started, the instruction becomes a single-cycle instruction.																																																
Words	2 words Add 1 word when using long-offset indirect addressing or absolute addressing with an <i>Smem</i> .																																																
Cycles	2 cycles Add 1 cycle when using long-offset indirect addressing or absolute addressing with an <i>Smem</i> .																																																
Classes	Class 19A (see page 3-42) Class 19B (see page 3-44)																																																

Example 1

data(8000h) = @10

	Before Instruction	After Instruction
DP	004	004
Data Memory		
020Ah	1234	1234
8000h	ABCD	1234

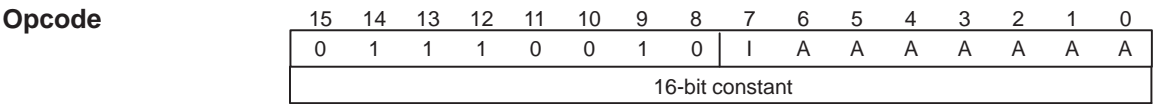
Example 2

`data(1000h) = *AR3-`

	Before Instruction	After Instruction
AR3	01FF	01FE
Data Memory		
1000h	ABCD	1234
01FFh	1234	1234

Syntax
1: $MMR = \text{data}(dmad)$
2: $\text{mmr}(MMR) = \text{data}(dmad)$

Operands
MMR: Memory-mapped register
 $0 \leq dmad \leq 65\,535$



Execution
 $dmad \rightarrow \text{DAR}$
If $(RC) \neq 0$
Then
 $(\text{Dmem addressed by DAR}) \rightarrow \text{MMR}$
 $(\text{DAR}) + 1 \rightarrow \text{DAR}$
Else
 $(\text{Dmem addressed by DAR}) \rightarrow \text{MMR}$

Status Bits None

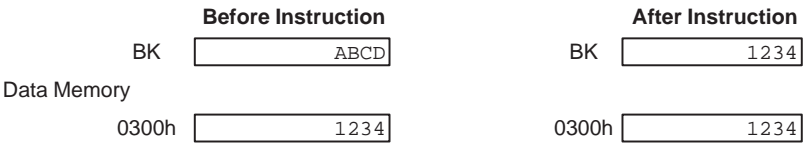
Description
This instruction copies data from a data-memory location $dmad$ (address is in the DAB address register DAR) to a memory-mapped register MMR . The data-memory value is addressed with a 16-bit immediate value. Once the repeat pipeline is started, the instruction becomes a single-cycle instruction.

Words 2 words

Cycles 2 cycles

Classes Class 19A (see page 3-42)

Example $BK = \text{data}(300h)$



Syntax $\text{prog}(\text{pmad}) = \text{Smem}$

Operands Smem: Single data-memory operand
 $0 \leq \text{pmad} \leq 65\,535$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	1	1	1	0	1	I	A	A	A	A	A	A	A
16-bit constant															

Execution pmad \rightarrow PAR
 If (RC) \neq 0
 Then
 (Smem) \rightarrow Pmem addressed by PAR
 (PAR) + 1 \rightarrow PAR
 Else
 (Smem) \rightarrow Pmem addressed by PAR

Status Bits None

Description This instruction copies a 16-bit single data-memory operand *Smem* to a program-memory location addressed by a 16-bit immediate value *pmad*. You can use this instruction with the repeat instruction to move consecutive words in data memory (using indirect addressing) to the contiguous program-memory space addressed by 16-bit immediate values. The source and destination blocks do not have to be entirely on-chip or off-chip. When used with repeat, this instruction becomes a single-cycle instruction after the repeat pipeline starts. In addition, when repeat is used with this instruction, interrupts are inhibited. Once the repeat pipeline is started, the instruction becomes a single-cycle instruction.

Words 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles 4 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes Class 20A (see page 3-46)
 Class 20B (see page 3-48)

Example

```
prog(0FE00h) = @0
```

	Before Instruction	After Instruction
DP	004	004
Data Memory		
0200h	0123	0123
Program Memory		
FE00h	FFFF	0123

Syntax $Smem = \text{data}(dmad)$

Operands Smem: Single data-memory operand
 $0 \leq dmad \leq 65\,535$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	1	0	0	0	0	I	A	A	A	A	A	A	A
16-bit constant															

Execution $dmad \rightarrow DAR$
 If $(RC) \neq 0$
 Then
 (Dmem addressed by DAR) \rightarrow Smem
 $(DAR) + 1 \rightarrow DAR$
 Else
 (Dmem addressed by DAR) \rightarrow Smem

Status Bits None

Description This instruction moves data from data memory to data memory. The source data-memory value is addressed with a 16-bit immediate operand *dmad* and is moved to *Smem*. You can use this instruction with the single repeat instruction to move consecutive words in data memory (using indirect addressing). The number of words to move is one greater than the number contained in the repeat counter at the beginning of the instruction. Once the repeat pipeline is started, the instruction becomes a single-cycle instruction.

Words 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes Class 19A (see page 3-42)
 Class 19B (see page 3-44)

Example 1 @0 = data(300h)

	Before Instruction	After Instruction
DP	004	004
Data Memory		
0200h	ABCD	1234
0300h	1234	1234

Example 2

```
*+AR5 = data(1000h)
```

	Before Instruction	After Instruction
AR5	01FF	0200
Data Memory		
1000h	1234	1234
0200h	ABCD	1234

Syntax

1: **data**(*dmad*) = *MMR*
 2: **data**(*dmad*) = **mmr**(*MMR*)

Operands

MMR: Memory-mapped register
 $0 \leq \text{dmad} \leq 65\,535$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	1	0	0	1	1	I	A	A	A	A	A	A	A
16-bit constant															

Execution

dmad → EAR
 If (RC) ≠ 0
 Then
 (*MMR*) → Dmem addressed by EAR
 (EAR) + 1 → EAR
 Else
 (*MMR*) → Dmem addressed by EAR

Status Bits

None

Description

This instruction moves data from a memory-mapped register *MMR* to data memory. The data-memory destination is addressed with a 16-bit immediate value *dmad*. Once the repeat pipeline is started, the instruction becomes a single-cycle instruction.

Words

2 words

Cycles

2 cycles

Classes

Class 19A (see page 3-42)

Example

`data(8000h) = AR7`

	Before Instruction	After Instruction
AR7	1234	1234
Data Memory		
8000h	ABCD	1234

Syntax 1: *MMRy* = *MMRx*
 2: **mmr**(*MMRy*) = **mmr**(*MMRx*)

Operands *MMRx*: AR0–AR7, SP
 MMRy: AR0–AR7, SP

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	0	0	1	1	1	M	M	R	X	M	M	R	Y

Register	MMRX/MMRY	Register	MMRX/MMRY
AR0	0000	AR5	0101
AR1	0001	AR6	0110
AR2	0010	AR7	0111
AR3	0011	SP	1000
AR4	0100		

Execution (*MMRx*) → *MMRy*

Status Bits None

Description This instruction moves the content of memory-mapped register *MMRx* to the memory-mapped register *MMRy*. Only nine operands are allowed: AR0–AR7 and SP. The read operation from *MMRx* is executed in the decode phase. The write operation to *MMRy* is executed in the access phase.

Note:
This instruction is not repeatable.

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example AR1 = SP

	Before Instruction		After Instruction
AR1	3EFF	AR1	0200
SP	0200	SP	0200

Syntax $Smem = \text{prog}(pmad)$

Operands Smem: Single data-memory operand
 $0 \leq pmad \leq 65\,535$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	1	1	1	0	0	I	A	A	A	A	A	A	A
16-bit constant															

Execution $pmad \rightarrow PAR$
 If (RC) $\neq 0$
 Then
 (Pmem addressed by PAR) $\rightarrow Smem$
 (PAR) + 1 $\rightarrow PAR$
 Else
 (Pmem addressed by PAR) $\rightarrow Smem$

Status Bits None

Description This instruction moves a word in program memory addressed by a 16-bit immediate value *pmad* to a data-memory location addressed by *Smem*. This instruction can be used with the repeat instruction to move consecutive words addressed by a 16-bit immediate program address to contiguous data-memory locations addressed by *Smem*. The source and destination blocks do not have to be entirely on-chip or off-chip. When used with repeat, this instruction becomes a single-cycle instruction after the repeat pipeline starts. In addition, when repeat is used with this instruction, interrupts are inhibited. Once the repeat pipeline is started, the instruction becomes a single-cycle instruction.

Words 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles 3 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes Class 21A (see page 3-49)
 Class 21B (see page 3-51)

Example 1

@5 = prog(0FE00h)

	Before Instruction	After Instruction
DP	006	006
Program Memory		
FE00h	8A55	8A55
Data Memory		
0305h	FFFF	8A55

Example 2

*AR7-0 = prog(2000h)

	Before Instruction	After Instruction
AR0	0002	0002
AR7	0FFE	0FFC
Program Memory		
2000h	1234	1234
Data Memory		
0FFEh	ABCD	1234

Syntax $dst = -src$

Operands src, dst: A (accumulator A)
B (accumulator B)

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	S	D	1	0	0	0	0	1	0	0

Execution $(src) \times -1 \rightarrow dst$

Status Bits Affected by OVM
Affects C and OVDst

Description This instruction computes the 2s complement of the content of *src* (either A or B) and stores the result in *dst*. This instruction clears the carry bit, C, to 0 for all nonzero values of the accumulator. If the accumulator equals 0, the carry bit is set to 1.

If the accumulator equals FF 8000 0000h, the negate operation causes an overflow because the 2s complement of FF 8000 0000h exceeds the lower 32 bits of the accumulator. If OVM = 1, *dst* is assigned 00 7FFF FFFFh. If OVM = 0, *dst* is assigned 00 8000 0000h. The OV bit for *dst* is set to indicate overflow in either case.

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example 1 B = -A

	Before Instruction	After Instruction
A	FF FFFF F228	FF FFFF F228
B	00 0000 1234	00 0000 0DD8
OVA	0	0

Example 2 A = -B

	Before Instruction	After Instruction
A	00 0000 1234	FF 8000 0000
B	00 8000 0000	00 8000 0000
OVB	0	0

Example 3 A = -A

	Before Instruction	After Instruction
A	80 0000 0000	80 0000 0000
OVA	0	1
OVM	0	0

Example 4

$A = -A$

	Before Instruction		After Instruction
A	80 0000 0000	A	00 7FFF FFFF
OVA	0	OVA	1
OVM	1	OVM	1

Syntax **nop****Operands** None**Opcode**

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	0	0	1	0	0	1	0	1	0	1

Execution None**Status Bits** None**Description** No operation is performed. Only the PC is incremented. This is useful to create pipeline and execution delays.**Words** 1 word**Cycles** 1 cycle**Classes** Class 1 (see page 3-3)**Example** `nop`

No operation is performed.

Syntax

1: $dst = src \ll TS$
2: $dst = \text{norm}(src, TS)$

Operands

src, dst : A (accumulator A)
 B (accumulator B)

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	0	1	S	D	1	0	0	0	1	1	1	1

Execution

$(src) \ll TS \rightarrow dst$

Status Bits

Affected by SXM and OVM
Affects OVdst

Description

The signed number contained in *src* is normalized and the value is stored in *dst*. Normalizing a fixed-point number separates the number into a mantissa and an exponent by finding the magnitude of the sign-extended number.

This instruction allows single-cycle normalization of the accumulator once the accumulator exponent instruction, which computes the exponent of a number, has executed. The shift value is defined by T(5–0) and coded as a 2s-complement number. The valid shift values are –16 to 31. For the normalization, the shifter needs the shift value (in T) in the read phase; the normalization is executed in the execution phase.

Words

1 word

Cycles

1 cycle

Classes

Class 1 (see page 3-3)

Example 1

$A = A \ll TS$

Before Instruction		After Instruction	
A	FF FFFF F001	A	FF 8008 0000
T	0013	T	0013

Example 2

$A = B \ll TS$

Before Instruction		After Instruction	
A	FF FFFF F001	A	00 4214 1414
B	21 0A0A 0A0A	B	21 0A0A 0A0A
T	0FF9	T	0FF9

Syntax

- 1: $src = src \mid Smem$
 $src \mid = Smem$
- 2: $dst = src \mid \#lk \ll SHFT$
 $dst \mid = \#lk \ll SHFT$
- 3: $dst = src \mid \#lk \ll 16$
 $dst \mid = \#lk \ll 16$
- 4: $dst = dst \mid src \ll SHIFT$
 $dst \mid = src \ll SHIFT$

Operands

src, dst : A (accumulator A)
 B (accumulator B)

Smem : Single data-memory operand

$0 \leq SHFT \leq 15$
 $-16 \leq SHIFT \leq 15$
 $0 \leq lk \leq 65\,535$

Opcode

- 1:
- | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0 | 0 | 0 | 1 | 1 | 0 | 1 | S | I | A | A | A | A | A | A | A |
- 2:
- | | | | | | | | | | | | | | | | |
|-----------------|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | 1 | 1 | 1 | 0 | 0 | S | D | 0 | 1 | 0 | 0 | S | H | F | T |
| 16-bit constant | | | | | | | | | | | | | | | |
- 3:
- | | | | | | | | | | | | | | | | |
|-----------------|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | 1 | 1 | 1 | 0 | 0 | S | D | 0 | 1 | 1 | 0 | 0 | 1 | 0 | 0 |
| 16-bit constant | | | | | | | | | | | | | | | |
- 4:
- | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | 1 | 1 | 1 | 0 | 0 | S | D | 1 | 0 | 1 | S | H | I | F | T |

Execution

- 1: $(Smem) \text{ OR } (src(15-0)) \rightarrow src$
 $src(39-16)$ unchanged
- 2: $lk \ll SHFT \text{ OR } (src) \rightarrow dst$
- 3: $lk \ll 16 \text{ OR } (src) \rightarrow dst$
- 4: $(src \text{ or } [dst]) \text{ OR } (src) \ll SHIFT \rightarrow dst$

Status Bits

None

Description

This instruction ORs the *src* with a single data-memory operand *Smem*, a left-shifted 16-bit immediate value *lk*, *dst*, or with itself. The result is stored in *dst*, or *src* if *dst* is not specified. The values can be shifted as indicated by the instruction. For a positive (left) shift, low-order bits are cleared and high-order bits are not sign extended. For a negative (right) shift, high-order bits are not sign extended.

Words	Syntaxes 1 and 4: 1 word
	Syntaxes 2 and 3: 2 words
	Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.
Cycles	Syntaxes 1 and 4: 1 cycle
	Syntaxes 2 and 3: 2 cycles
	Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.
Classes	Syntax 1: Class 3A (see page 3-6)
	Syntax 1: Class 3B (see page 3-8)
	Syntaxes 2 and 3: Class 2 (see page 3-5)
	Syntax 4: Class 1 (see page 3-3)

Example 1

A = *AR3+ A				
	Before Instruction		After Instruction	
A	00 00FF 1200		A	00 00FF 1700
AR3	0100		AR3	0101
Data Memory				
0100h	1500		0100h	1500

Example 2

B = B A << +3				
	Before Instruction		After Instruction	
A	00 0000 1200		A	00 0000 1200
B	00 0000 1800		B	00 0000 9800

Syntax $Smem = Smem \mid \#lk$
 $Smem \mid = \#lk$

Operands $Smem$: Single data-memory operand
 $0 \leq lk \leq 65\,535$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	1	0	0	1	I	A	A	A	A	A	A	A
16-bit constant															

Execution $lk \text{ OR } (Smem) \rightarrow Smem$

Status Bits None

Description This instruction ORs the single data-memory operand $Smem$ with a 16-bit constant lk , and stores the result in $Smem$. This instruction is a memory-to-memory operation.

Note:

This instruction is not repeatable.

Words 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an $Smem$.

Cycles 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an $Smem$.

Classes Class 18A (see page 3-41)
Class 18B (see page 3-41)

Example $*AR4+ = *AR4+ \mid \#0404h$

	Before Instruction		After Instruction
AR4	<div>0100</div>	AR4	<div>0101</div>
Data Memory			
0100h	<div>4444</div>	0100h	<div>4444</div>

Syntax	poly (<i>Smem</i>)																																
Operands	Smem : Single data-memory operand																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	1	1	0	1	1	0	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	0	1	1	0	1	1	0	I	A	A	A	A	A	A	A																		
Execution	Round ($A(32-16) \times (T) + (B)$) $\rightarrow A$ (Smem) $\ll 16 \rightarrow B$																																
Status Bits	Affected by FRCT, OVM, and SXM Affects OVA																																
Description	This instruction shifts the content of the single data-memory operand <i>Smem</i> 16 bits to the left and stores the result in accumulator B. In parallel, this instruction multiplies the high part of accumulator A (bits 32–16) by the content of T, adds the product to accumulator B, rounds the result of this operation, and stores the final result in accumulator A. This instruction is useful for polynomial evaluation to implement computations that take one cycle per monomial to execute.																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.																																
Classes	Class 3A (see page 3-6) Class 3B (see page 3-8)																																
Example	<code>poly(*AR3+%)</code>																																

Before Instruction		After Instruction	
A	00 1234 0000	A	00 0627 0000
B	00 0001 0000	B	00 2000 0000
T	5678	T	5678
AR3	0200	AR3	0201
Data Memory			
0200h	2000	0200h	2000

Syntax $Smem = \text{pop}()$

Operands Smem: Single data-memory operand

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	0	1	0	1	1	I	A	A	A	A	A	A	A

Execution (TOS) \rightarrow Smem
(SP) + 1 \rightarrow SP

Status Bits None

Description This instruction moves the content of the data-memory location addressed by SP to the memory location specified by *Smem*. SP is incremented by 1.

Words 1 word

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles 1 cycle

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes Class 17A (see page 3-38)
Class 17B (see page 3-40)

Example @l0 = pop()

Before Instruction		After Instruction	
DP	<div>008</div>	DP	<div>008</div>
SP	<div>0300</div>	SP	<div>0301</div>
Data Memory			
0300h	<div>0092</div>	0300h	<div>0092</div>
040Ah	<div>0055</div>	040Ah	<div>0092</div>

Syntax
1: *MMR* = **pop()**
2: **mmr**(*MMR*) = **pop()**

Operands *MMR*: Memory-mapped register

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	0	0	0	1	0	1	0	I	A	A	A	A	A	A	A

Execution
(TOS) → *MMR*
(SP) + 1 → SP

Status Bits None

Description
This instruction moves the content of the data-memory location addressed by SP to the specified memory-mapped register *MMR*. SP is incremented by 1.

Words 1 word

Cycles 1 cycle

Classes Class 17A (see page 3-38)

Example AR5 = pop()

	Before Instruction	After Instruction
AR5	0055	0060
SP	03F0	03F1
Data Memory		
03F0h	0060	0060

Syntax $Smem = \text{port}(PA)$

Operands $Smem$: Single data-memory operand
 $0 \leq PA \leq 65\,535$

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	1	0	1	0	0	I	A	A	A	A	A	A	A
Port address															

Execution $(PA) \rightarrow Smem$

Status Bits None

Description This instruction reads a 16-bit value from an external I/O port PA (16-bit immediate address) into the specified data-memory location $Smem$. The \overline{IS} signal goes low to indicate an I/O access, and the \overline{IOSTRB} and $READY$ timings are the same as for an external data memory read.

Words 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an $Smem$.

Cycles 2 cycles (dependent on the external I/O operation)

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an $Smem$.

Classes Class 27A (see page 3-65)
 Class 27B (see page 3-65)

Example `@INDAT = port(05) ; INDAT .equ 60h`

	Before Instruction	After Instruction
DP	<div>000</div>	<div>000</div>
I/O Memory		
0005h	<div>7FFA</div>	<div>7FFA</div>
Data Memory		
0060h	<div>0000</div>	<div>7FFA</div>

Syntax `port(PA) = Smem`

Operands Smem: Single data-memory operand
 $0 \leq PA \leq 65\,535$

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	0	1	1	1	0	1	0	1	I	A	A	A	A	A	A	A
	Port address															

Execution (Smem) → PA

Status Bits None

Description This instruction writes a 16-bit value from the specified data-memory location *Smem* to an external I/O port *PA*. The \overline{IS} signal goes low to indicate an I/O access, and the \overline{IOSTRB} and *READY* timings are the same as for an external data memory read.

Words 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles 2 cycles (dependent on the external I/O operation)

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes Class 28A (see page 3-66)
Class 28B (see page 3-67)

Example `port(7h) = @OUTDAT ; OUTDAT .equ 07h`

Before Instruction		After Instruction	
DP	<div>001</div>	DP	<div>001</div>
I/O Memory			
0005h	<div>0000</div>	0005h	<div>7FFA</div>
Data Memory			
0087h	<div>7FFA</div>	0087h	<div>7FFA</div>

Syntax `push(Smem)`

Operands *Smem*: Single data-memory operand

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	0	1	0	0	1	0	1	1	I	A	A	A	A	A	A	A

Execution (SP) – 1 → SP
(*Smem*) → TOS

Status Bits None

Description After SP has been decremented by 1, this instruction stores the content of the memory location *Smem* in the data-memory location addressed by SP. SP is read during the decode phase; it is stored during the access phase.

Words 1 word

Add 1 word when using long-offset indirect addressing or absolute addressing with an *Smem*.

Cycles 1 cycle

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Classes Class 16A (see page 3-35)
Class 16B (see page 3-37)

Example `push(*AR3+)`

	Before Instruction	After Instruction
AR3	0200	0201
SP	8000	7FFF
Data Memory		
0200h	07FF	07FF
7FFFh	0092	07FF

Syntax	1: push (<i>MMR</i>) 2: push (<i>mmr</i> (<i>MMR</i>))																																
Operands	MMR: Memory-mapped register																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	1	0	0	1	0	1	0	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	1	0	0	1	0	1	0	I	A	A	A	A	A	A	A																		
Execution	(SP) – 1 → SP (MMR) → TOS																																
Status Bits	None																																
Description	After SP has been decremented by 1, this instruction stores the content of the memory-mapped register <i>MMR</i> in the data-memory location addressed by SP.																																
Words	1 word																																
Cycles	1 cycle																																
Classes	Class 16A (see page 3-35)																																
Example	<p><code>push(BRC)</code></p> <table><tr><td></td><td>Before Instruction</td><td>After Instruction</td></tr><tr><td>BRC</td><td><table><tr><td>1234</td></tr></table></td><td><table><tr><td>1234</td></tr></table></td></tr><tr><td>SP</td><td><table><tr><td>2000</td></tr></table></td><td><table><tr><td>1FFF</td></tr></table></td></tr><tr><td>Data Memory</td><td></td><td></td></tr><tr><td>1FFFh</td><td><table><tr><td>07FF</td></tr></table></td><td><table><tr><td>1234</td></tr></table></td></tr></table>		Before Instruction	After Instruction	BRC	<table><tr><td>1234</td></tr></table>	1234	<table><tr><td>1234</td></tr></table>	1234	SP	<table><tr><td>2000</td></tr></table>	2000	<table><tr><td>1FFF</td></tr></table>	1FFF	Data Memory			1FFFh	<table><tr><td>07FF</td></tr></table>	07FF	<table><tr><td>1234</td></tr></table>	1234											
	Before Instruction	After Instruction																															
BRC	<table><tr><td>1234</td></tr></table>	1234	<table><tr><td>1234</td></tr></table>	1234																													
1234																																	
1234																																	
SP	<table><tr><td>2000</td></tr></table>	2000	<table><tr><td>1FFF</td></tr></table>	1FFF																													
2000																																	
1FFF																																	
Data Memory																																	
1FFFh	<table><tr><td>07FF</td></tr></table>	07FF	<table><tr><td>1234</td></tr></table>	1234																													
07FF																																	
1234																																	

Syntax `if (cond[, cond[, cond]]) [d]return`

Operands The following table lists the conditions (*cond* operand) for this instruction.

Cond	Description	Condition Code	Cond	Description	Condition Code
BIO	$\overline{\text{BIO}}$ low	0000 0011	NBIO	$\overline{\text{BIO}}$ high	0000 0010
C	$C = 1$	0000 1100	NC	$C = 0$	0000 1000
TC	$TC = 1$	0011 0100	NTC	$TC = 0$	0010 0000
AEQ	$(A) = 0$	0100 0101	BEQ	$(B) = 0$	0100 1101
ANEQ	$(A) \neq 0$	0100 0100	BNEQ	$(B) \neq 0$	0100 1100
AGT	$(A) > 0$	0100 0110	BGT	$(B) > 0$	0100 1110
AGEQ	$(A) \geq 0$	0100 0010	BGEQ	$(B) \geq 0$	0100 1010
ALT	$(A) < 0$	0100 0011	BLT	$(B) < 0$	0100 1011
ALEQ	$(A) \leq 0$	0100 0111	BLEQ	$(B) \leq 0$	0100 1111
AOV	A overflow	0111 0000	BOV	B overflow	0111 1000
ANOV	A no overflow	0110 0000	BNOV	B no overflow	0110 1000
UNC	Unconditional	0000 0000			

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	1	1	Z	0	C	C	C	C	C	C	C	C

Execution

If (cond(s))
 Then
 (TOS) \rightarrow PC
 (SP) + 1 \rightarrow SP
 Else
 (PC) + 1 \rightarrow PC

Status Bits

None

Description

If the conditions given by *cond* are met, this instruction replaces the PC with the data-memory value from the TOS and increments the SP by 1. If the conditions are not met, this instruction just increments the PC by 1.

If the return is delayed (specified by the *d* prefix), the two 1-word instructions or one 2-word instruction following this instruction is fetched and executed. The two instruction words following this instruction have no effect on the condition(s) being tested.

This instruction tests multiple conditions before passing control to another section of the program. It can test the conditions individually or in combination with other conditions. You can combine conditions from only one group as follows:

- Group 1

You can select up to two conditions. Each of these conditions must be from a different category (category A or B); you cannot have two conditions from the same category. For example, you can test EQ and OV at the same time but you cannot test GT and NEQ at the same time.
- Group 2

You can select up to three conditions. Each of these conditions must be from a different category (category A, B, or C); you cannot have two conditions from the same category. For example, you can test TC, C, and BIO at the same time but you cannot test NTC, C, and NC at the same time.

Conditions for This Instruction				
Group 1		Group 2		
Category A	Category B	Category A	Category B	Category C
EQ	OV	TC	C	BIO
NEQ	NOV	NTC	NC	NBIO
LT				
LEQ				
GT				
GEQ				

Note:

This instruction is not repeatable.

- Words

1 word
- Cycles

5 cycles (true condition)
3 cycles (false condition)
3 cycles (delayed)
- Classes

Class 32 (see page 3-72)

Example

```
if (AGEQ, ANOV) return; return is executed if the accumulator A
; contents are positive and the OVA bit
; is a zero
```

	Before Instruction	After Instruction
PC	0807	2002
OVA	0	0
SP	0308	0309
Data Memory		
0308h	2002	0308h 2002

Syntax $Smem = \text{prog}(A)$

Operands Smem: Single data-memory operand

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	0	1	1	1	1	1	1	0	I	A	A	A	A	A	A	A

Execution $A \rightarrow \text{PAR}$
If $((RC) \neq 0)$
 $(Pmem \text{ (addressed by PAR)}) \rightarrow Smem$
 $(PAR) + 1 \rightarrow PAR$
 $(RC) - 1 \rightarrow RC$
Else
 $(Pmem \text{ (addressed by PAR)}) \rightarrow Smem$

Status Bits None

Description This instruction transfers a word from a program-memory location defined by accumulator A to a data-memory location *Smem*. Once the repeat pipeline is started, the instruction becomes a single-cycle instruction. Accumulator A defines the program-memory location according to the specific device, as follows:

'541–'546	'548
A(15–0)	A(22–0)

This instruction can be used with the repeat instruction to move consecutive words (starting with the address specified in accumulator A) to a contiguous data-memory space addressed using indirect addressing. Source and destination blocks do not need to be entirely on-chip or off-chip.

Words 1 word

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles 5 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes Class 25A (see page 3-59)
Class 25B (see page 3-61)

Example

@6 = prog(A)

	Before Instruction	After Instruction
A	00 0000 0023	00 0000 0023
DP	004	004
Program Memory		
0023h	0306	0306
Data Memory		
0206h	0075	0306

Syntax	reset																																
Operands	None																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	1	1	1	0	1	1	1	1	1	1	0	0	0	0	0
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
1	1	1	1	0	1	1	1	1	1	1	0	0	0	0	0																		
Execution	<p>These fields of PMST, ST0, and ST1 are loaded with the values shown:</p> <table><tr><td>(IPTR) << 7 → PC</td><td>0 → OVA</td><td>0 → OVB</td></tr><tr><td>1 → C</td><td>1 → TC</td><td>0 → ARP</td></tr><tr><td>0 → DP</td><td>1 → SXM</td><td>0 → ASM</td></tr><tr><td>0 → BRAF</td><td>0 → HM</td><td>1 → XF</td></tr><tr><td>0 → C16</td><td>0 → FRCT</td><td>0 → CMPT</td></tr><tr><td>0 → CPL</td><td>1 → INTM</td><td>0 → IFR</td></tr><tr><td>0 → OVM</td><td></td><td></td></tr></table>	(IPTR) << 7 → PC	0 → OVA	0 → OVB	1 → C	1 → TC	0 → ARP	0 → DP	1 → SXM	0 → ASM	0 → BRAF	0 → HM	1 → XF	0 → C16	0 → FRCT	0 → CMPT	0 → CPL	1 → INTM	0 → IFR	0 → OVM													
(IPTR) << 7 → PC	0 → OVA	0 → OVB																															
1 → C	1 → TC	0 → ARP																															
0 → DP	1 → SXM	0 → ASM																															
0 → BRAF	0 → HM	1 → XF																															
0 → C16	0 → FRCT	0 → CMPT																															
0 → CPL	1 → INTM	0 → IFR																															
0 → OVM																																	
Status Bits	The status bits affected are listed in the execution section.																																
Description	<p>This instruction performs a nonmaskable software reset that can be used at any time to put the '54x into a known state. When the reset instruction is executed, the operations listed in the execution section occur. The MP/MC pin is not sampled during this software reset. The initialization of IPTR and the peripheral registers is different from the initialization using RS. This instruction is not affected by INTM; however, it sets INTM to 1 to disable interrupts.</p> <div>Note: This instruction is not repeatable.</div>																																
Words	1 word																																
Cycles	3 cycles																																
Classes	Class 35 (see page 3-74)																																
Example	reset																																

Syntax [d]return**Operands** None

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	1	1	Z	0	0	0	0	0	0	0	0	0

Execution (TOS) → PC
(SP) + 1 → SP

Status Bits None

Description This instruction replaces the value in the PC with the 16-bit value from the TOS. The SP is incremented by 1. If the return is delayed (specified by the d prefix), the two 1-word instructions or one 2-word instruction following this instruction is fetched and executed.

Note:

This instruction is not repeatable.

Words 1 word

Cycles 5 cycles
3 cycles (delayed)

Classes Class 32 (see page 3-72)**Example** return

	Before Instruction		After Instruction
PC	<div>2112</div>	PC	<div>1000</div>
SP	<div>0300</div>	SP	<div>0301</div>
Data Memory			
0300h	<div>1000</div>	0300h	<div>1000</div>

Syntax [d]return_enable

Operands None

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	0	1	Z	0	1	1	1	0	1	0	1	1

Execution (TOS) → PC
(SP) + 1 → SP
0 → INTM

Status Bits Affects INTM

Description This instruction replaces the value in the PC with the 16-bit value from the TOS. Execution continues from this address. The SP is incremented by 1. This instruction automatically clears the interrupt mask bit (INTM) in ST1. (Clearing this bit enables interrupts.) If the return is delayed (specified by the d prefix), the two 1-word instructions or one 2-word instruction following this instruction is fetched and executed.

Note:

This instruction is not repeatable.

Words 1 word

Cycles 5 cycles
3 cycles (delayed)

Classes Class 32 (see page 3-72)

Example return_enable

	Before Instruction		After Instruction
PC	01C3	PC	0110
SP	2001	SP	2002
ST1	xCxx	ST1	x4xx
Data Memory			
2001h	0110	2001h	0110

Syntax [d]return_fast

Operands None

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	Z	0	1	0	0	1	1	0	1	1

Execution

(RTN) → PC
 (SP) + 1 → SP
 0 → INTM

Status Bits Affects INTM

Description This instruction replaces the value in the PC with the 16-bit value in RTN. RTN holds the address to which the interrupt service routine should return. RTN is loaded into the PC during the return instead of reading the PC from the stack. The SP is incremented by 1. This instruction automatically clears the interrupt mask bit (INTM) in ST1. (Clearing this bit enables interrupts.) If the return is delayed (specified by the d prefix), the two 1-word instructions or one 2-word instruction following this instruction is fetched and executed.

Note:

You can use this instruction only if no call is performed during the interrupt service routine and no other interrupt routine is taken.

This instruction is not repeatable.

Words 1 word

Cycles 3 cycles
 1 cycle (delayed)

Classes Class 33 (see page 3-73)

Example return_fast

	Before Instruction	After Instruction
PC	01C3	0110
SP	2001	2002
ST1	xCxx	x4xx
Data Memory		
2001h	0110	0110

Syntax	$dst = rnd(src)$																																
Operands	src , dst: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>S</td><td>D</td><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	1	1	1	0	1	S	D	1	0	0	1	1	1	1	1
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
1	1	1	1	0	1	S	D	1	0	0	1	1	1	1	1																		
Execution	$(src) + 8000h \rightarrow dst$																																
Status Bits	Affected by OVM																																
Description	This instruction rounds the content of <i>src</i> (either A or B) by adding 2^{15} . The rounded value is stored in <i>dst</i> .																																
	<div>Note: This instruction is not repeatable.</div>																																
Words	1 word																																
Cycles	1 cycle																																
Classes	Class 1 (see page 3-3)																																

Example 1

$B = rnd(A)$

	Before Instruction		After Instruction						
A	<table><tr><td>FF</td><td>FFFF</td><td>FFFF</td></tr></table>	FF	FFFF	FFFF	A	<table><tr><td>FF</td><td>FFFF</td><td>FFFF</td></tr></table>	FF	FFFF	FFFF
FF	FFFF	FFFF							
FF	FFFF	FFFF							
B	<table><tr><td>00</td><td>0000</td><td>0001</td></tr></table>	00	0000	0001	B	<table><tr><td>00</td><td>0000</td><td>7FFF</td></tr></table>	00	0000	7FFF
00	0000	0001							
00	0000	7FFF							
OVM	<table><tr><td></td><td>0</td></tr></table>		0	OVM	<table><tr><td></td><td>0</td></tr></table>		0		
	0								
	0								

Example 2

A = rnd(A)

	Before Instruction		After Instruction						
A	<table><tr><td>00</td><td>7FFF</td><td>FFFF</td></tr></table>	00	7FFF	FFFF	A	<table><tr><td>00</td><td>7FFF</td><td>FFFF</td></tr></table>	00	7FFF	FFFF
00	7FFF	FFFF							
00	7FFF	FFFF							
OVM	<table><tr><td></td><td>1</td></tr></table>		1	OVM	<table><tr><td></td><td>1</td></tr></table>		1		
	1								
	1								

Syntax `src = src \\ CARRY`

Operands `src` : A (accumulator A)
B (accumulator B)

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	0	S	1	0	0	1	0	0	0	1

Execution

(C) → src(0)
 (src(30–0)) → src(31–1)
 (src(31)) → C
 0 → src(39–32)

Status Bits

Affected by C
 Affects C

Description

This instruction rotates each bit of *src* left 1 bit. The value of the carry bit, C, before the execution of the instruction is shifted into the LSB of *src*. Then, the MSB of *src* is shifted into C. The guard bits of *src* are cleared.

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example `A = A \\ CARRY`

	Before Instruction		After Instruction
A	5F B000 1234	A	00 6000 2468
C	0	C	1

Syntax	roltc (<i>src</i>)																																
Operands	src: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>S</td><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	1	1	1	0	1	0	S	1	0	0	1	0	0	1	0
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
1	1	1	1	0	1	0	S	1	0	0	1	0	0	1	0																		
Execution	(TC) → src(0) (src(30–0)) → src(31–1) (src(31)) → C 0 → src(39–32)																																
Status Bits	Affects C Affected by TC																																
Description	This instruction rotates each bit of <i>src</i> left 1 bit. The value of the TC bit before the execution of the instruction is shifted into the LSB of <i>src</i> . Then, the MSB of <i>src</i> is shifted into C. The guard bits of <i>src</i> are cleared.																																
Words	1 word																																
Cycles	1 cycle																																
Classes	Class 1 (see page 3-3)																																
Example	<code>roltc(A)</code>																																

	Before Instruction		After Instruction
A	81 C000 5555	A	00 8000 AAAB
C	x	C	1
TC	1	TC	1

Syntax $src = src // \text{CARRY}$

Operands src: A (accumulator A)
B (accumulator B)

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	0	S	1	0	0	1	0	0	0	0

Execution (C) → src(31)
(src(31–1)) → src(30–0)
(src(0)) → C
0 → src(39–32)

Status Bits Affects C
Affected by C

Description This instruction rotates each bit of *src* right 1 bit. The value of the carry bit, C, before the execution of the instruction is shifted into the MSB of *src*. Then, the LSB of *src* is shifted into C. The guard bits of *src* are cleared.

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example $A = A // \text{CARRY}$

	Before Instruction		After Instruction
A	7F B000 1235	A	00 5800 091A
C	0	C	1

Syntax

- 1: **repeat**(*Smem*)
- 2: **repeat**(#*K*)
- 3: **repeat**(#*lk*)

Operands

Smem: Single data-memory operand
 $0 \leq K \leq 255$
 $0 \leq lk \leq 65\,535$

Opcode

1:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	0	1	1	1	I	A	A	A	A	A	A	A

2:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	0	1	1	0	0	K	K	K	K	K	K	K	K

3:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	0	0	0	1	1	1	0	0	0	0
16-bit constant															

Execution

- 1: (*Smem*) → RC
- 2: *K* → RC
- 3: *lk* → RC

Status Bits

None

Description

The repeat counter (RC) is loaded with the number of iterations when this instruction is executed. The number of iterations (*n*) is given in a 16-bit single data-memory operand *Smem* or an 8- or 16-bit constant, *K* or *lk*, respectively. The instruction following the repeat instruction is repeated *n* + 1 times. You cannot access RC while it decrements.

Note:

This instruction is not repeatable.

Words

Syntaxes 1 and 2: 1 word
 Syntax 3: 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an *Smem*.

Cycles

Syntaxes 1 and 2: 1 cycle
 Syntax 3: 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Classes

Syntax 1: Class 5A (see page 3-11)

Syntax 1: Class 5B (see page 3-11)

Syntax 2: Class 1 (see page 3-3)

Syntax 3: Class 2 (see page 3-5)

Example 1`repeat(@DAT127) ; DAT127 .EQU 0FFFh`

	Before Instruction		After Instruction
RC	<input type="text" value="0"/>	RC	<input type="text" value="000C"/>
DP	<input type="text" value="031"/>	DP	<input type="text" value="031"/>
Data Memory			
0FFFh	<input type="text" value="000C"/>	0FFFh	<input type="text" value="000C"/>

Example 2`repeat(#2) ; Repeat next instruction 3 times`

	Before Instruction		After Instruction
RC	<input type="text" value="0"/>	RC	<input type="text" value="0002"/>

Example 3`repeat(#1111h) ; Repeat next instruction 4370 times`

	Before Instruction		After Instruction
RC	<input type="text" value="0"/>	RC	<input type="text" value="1111"/>

Syntax `[d]blockrepeat(pmad)`

Operands $0 \leq pmad \leq 65\,535$

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	0	0	Z	0	0	1	1	1	0	0	1	0
	16-bit constant															

Execution

1 → BRAF
If (delayed) then
 (PC) + 4 → RSA
Else
 (PC) + 2 → RSA
pmad → REA

Status Bits Affects BRAF

Description

This instruction repeats a block of instructions the number of times specified by the memory-mapped block-repeat counter (BRC). BRC must be loaded before the execution of this instruction. When this instruction is executed, the block-repeat start address register (RSA) is loaded with PC + 2 (or PC + 4 if you use the delayed instruction) and the block-repeat end address register (REA) is loaded with the program-memory address (*pmad*).

This instruction is interruptible. Single-instruction repeat loops can be included as part of block repeat blocks. To nest block repeat instructions you must ensure that:

- ☐ BRC, RSA, and REA are appropriately saved and restored.
- ☐ The block-repeat active flag (BRAF) is properly set.

In a delayed block repeat (specified by the *d* prefix), the two 1-word instructions or the one 2-word instruction following this instruction is fetched and executed.

Note:

Block repeat can be deactivated by clearing the BRAF bit.

This instruction is not repeatable.

Words 2 words

Cycles 4 cycles
2 cycles (delayed)

Classes Class 29A (see page 3-68)

Example 1

```
@BRC = #99
blockrepeat(end_block - 1)

; end_block = Bottom of Block
```

	Before Instruction		After Instruction
PC	1000	PC	1002
BRC	1234	BRC	0063
RSA	5678	RSA	1002
REA	9ABC	REA	end_block - 1

Example 2

```
@BRC = #99 ;execute the block 100 times
dblockrepeat(end_block - 1)
AR1 = data(POINTER)

; initialize pointer
; end_block ; Bottom of Block
```

	Before Instruction		After Instruction
PC	1000	PC	1004
BRC	1234	BRC	0063
RSA	5678	RSA	1004
REA	9ABC	REA	end_block - 1

Syntax `repeat(#lk), dst = 0`

Operands dst: A (accumulator A)
B (accumulator B)
 $0 \leq lk \leq 65\,535$

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	0	0	0	D	0	1	1	1	0	0	0	1
	16-bit constant															

Execution $0 \rightarrow dst$
 $lk \rightarrow RC$

Status Bits None

Description This instruction clears *dst* and repeats the next instruction $n + 1$ times, where n is the value in the repeat counter (RC). The RC value is obtained from the 16-bit constant *lk*.

Words 2 words

Cycles 2 cycles

Classes Class 2 (see page 3-5)

Example `repeat(#1023) , A = 0 ; Repeat the next instruction 1024 times`

Before Instruction		After Instruction	
A	0F FE00 8000	A	00 0000 0000
RC	0000	RC	03FF

Syntax

```
1:  SBIT = 0
2:  ST(N, SBIT) = 0
```

Operands

$0 \leq \text{SBIT} \leq 15$
 $N = 0 \text{ or } 1$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	N	0	1	0	1	1	S	B	I	T

Execution

$0 \rightarrow \text{STN}(\text{SBIT})$

Status Bits

None

Description

This instruction clears the specified bit in status register 0 or 1 to a logic 0. *N* designates the status register to modify and *SBIT* specifies the bit to be modified. The name of a field in a status register can be used as an operand instead of the *N* and *SBIT* operands (see Example1).

Note:

This instruction is not repeatable.

Words

1 word

Cycles

1 cycle

Classes

Class 1 (see page 3-3)

Example 1

SXM = 0 ; SXM means: n=1 and SBIT=8

	Before Instruction		After Instruction
ST1	<div style="border: 1px solid black; padding: 2px; display: inline-block;">35CD</div>	ST1	<div style="border: 1px solid black; padding: 2px; display: inline-block;">34CD</div>

Example 2

st(1,8) = 0

	Before Instruction		After Instruction
ST1	<div style="border: 1px solid black; padding: 2px; display: inline-block;">35CD</div>	ST1	<div style="border: 1px solid black; padding: 2px; display: inline-block;">34CD</div>

Syntax `if (cond) Xmem = hi(src) << ASM`

Operands

src: A (accumulator A)
 B (accumulator B)

Xmem: Dual data-memory operand

The following table lists the conditions (*cond* operand) for this instruction.

Cond	Description	Condition Code	Cond	Description	Condition Code
AEQ	(A) = 0	0101	BEQ	(B) = 0	1101
ANEQ	(A) ≠ 0	0100	BNEQ	(B) ≠ 0	1100
AGT	(A) > 0	0110	BGT	(B) > 0	1110
AGEQ	(A) ≥ 0	0010	BGEQ	(B) ≥ 0	1010
ALT	(A) < 0	0011	BLT	(B) < 0	1011
ALEQ	(A) ≤ 0	0111	BLEQ	(B) ≤ 0	1111

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	0	0	1	1	1	1	S	X	X	X	X	C	O	N	D

Execution

If (cond)
Then
 (src) << (ASM – 16) → Xmem
Else
 (Xmem) → (Xmem)

Status Bits Affected by ASM and SXM

Description

If the condition is true, this instruction stores *src* left-shifted by (ASM – 16). The shift value is in the memory location designated by *Xmem*. If the condition is false, the instruction reads *Xmem* and writes the value in *Xmem* back to the same address; thus, *Xmem* remains the same. Regardless of the condition, *Xmem* is always read and updated.

Words 1 word

Cycles 1 cycle

Classes Class 15 (see page 3-34)

Example

```
if (ALT) *AR3+0% = hi(A) << ASM
```

Before Instruction		After Instruction	
A	FF FE00 4321	A	FF FE00 4321
ASM	01	ASM	01
AR0	0002	AR0	0002
AR3	0202	AR3	0204
Data Memory			
0202h	0101	0202h	FC00

Syntax	saturate (<i>src</i>)																																
Operands	src: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>S</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	1	1	1	0	1	0	S	1	0	0	0	0	0	1	1
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
1	1	1	1	0	1	0	S	1	0	0	0	0	0	1	1																		
Execution	Saturate (<i>src</i>) → <i>src</i>																																
Status Bits	Affects OVsrc																																
Description	Regardless of the OVM value, this instruction allows the saturation of the content of <i>src</i> on 32 bits.																																
Words	1 word																																
Cycles	1 cycle																																
Classes	Class 1 (see page 3-3)																																

Example 1

saturate(B)

Before Instruction

B

71 2345 6789

OVB

x

After Instruction

B

00 7FFF FFFF

OVB

1

Example 2

saturate(A)

	Before Instruction		After Instruction
A	F8 1234 5678	A	FF 8000 0000
OVA	x	OVA	1

Example 3

saturate(B)

	Before Instruction	After Instruction
B	00 0012 3456	00 0012 3456
OVB	x	0

Syntax $dst = src \ll C \text{ SHIFT}$

Operands src, dst A (accumulator A)
B (accumulator B)
 $-16 \leq \text{SHIFT} \leq 15$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	S	D	0	1	1	S	H	I	F	T

Execution

If $\text{SHIFT} < 0$
 Then
 $(src((-SHIFT) - 1)) \rightarrow C$
 $(src(39-0)) \ll \text{SHIFT} \rightarrow dst$
 If $\text{SXM} = 1$
 Then
 $(src(39)) \rightarrow dst(39-(39 + (\text{SHIFT} + 1)))$
 Else
 $0 \rightarrow dst(39-(39 + (\text{SHIFT} + 1)))$
 Else
 $(src(39 - \text{SHIFT})) \rightarrow C$
 $(src) \ll \text{SHIFT} \rightarrow dst$
 $0 \rightarrow dst((\text{SHIFT} - 1)-0)$

Status Bits Affected by SXM and OVM
Affects C and OVdst (or OVsrc, if $dst = src$)

Description This instruction arithmetically shifts src and stores the result in dst or src , if dst is not specified. The execution of the instruction depends on the SHIFT value:

- ☐ If the SHIFT value is less than 0, the following occurs:
 - 1) $src((-SHIFT) - 1)$ is copied into the carry bit, C.
 - 2) If SXM is 1, the instruction executes an arithmetic right shift and the MSB of the src is shifted into $dst(39-(39 + (\text{SHIFT} + 1)))$.
 - 3) If SXM is 0, 0 is written into $dst(39-(39 + (\text{SHIFT} + 1)))$.
- ☐ If the SHIFT value is greater than 0, the following occurs:
 - 1) $src(39 - \text{SHIFT})$ is copied into the carry bit, C.
 - 2) An arithmetic left shift is produced by the instruction.
 - 3) 0 is written into $dst((\text{SHIFT} - 1)-0)$.

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example 1

B = A <<C -5

Before Instruction		After Instruction	
A	FF 8765 0055	A	FF 8765 0055
B	00 4321 1234	B	FF FC3B 2802
C	x	C	1
SXM	1	SXM	1

Example 2

B = B <<C +5

Before Instruction		After Instruction	
B	80 AA00 1234	B	15 4002 4680
C	0	C	1
OVM	0	OVM	0
SXM	0	SXM	0

Syntax `shiftc(src)`

Operands src: A (accumulator A)
B (accumulator B)

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	0	S	1	0	0	1	0	1	0	0

Execution

If (src) = 0
Then
1 → TC
Else
If (src(31)) XOR (src(30)) = 0
Then (two significant sign bits)
0 → TC
(src) << 1 → src
Else (only one sign bit)
1 → TC

Status Bits Affects TC

Description If *src* has two significant sign bits, this instruction shifts the 32-bit *src* left by 1 bit. If there are two sign bits, the test control (TC) bit is cleared to 0; otherwise, it is set to 1.

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example `shiftc(A)`

	Before Instruction		After Instruction
A	FF FFFF F001	A	FF FFFF E002
TC	x	TC	0

Syntax $dst = src \lll SHIFT$

Operands src, dst: A (accumulator A)
B (accumulator B)
 $-16 \leq SHIFT \leq 15$

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	0	0	S	D	1	1	1	S	H	I	F	T

Execution

If $SHIFT < 0$
Then
src($(-SHIFT) - 1$) \rightarrow C
src(31-0) \ll SHIFT \rightarrow dst
0 \rightarrow dst(39-(31 + (SHIFT + 1)))
If $SHIFT = 0$
Then
0 \rightarrow C
Else
src(31 - (SHIFT - 1)) \rightarrow C
src((31 - SHIFT)-0) \ll SHIFT \rightarrow dst
0 \rightarrow dst((SHIFT - 1)-0)
0 \rightarrow dst(39-32)

Status Bits Affects C

Description This instruction logically shifts *src* and stores the result in *dst* or *src*, if *dst* is not specified. The guard bits of *dst* or *src*, if *dst* is not specified, are also cleared. The execution of the instruction depends on the SHIFT value:

- ☐ If the SHIFT value is less than 0, the following occurs:
 - 1) src($(-SHIFT) - 1$) is copied into the carry bit, C.
 - 2) A logical right shift is produced by the instruction.
 - 3) 0 is written into dst(39-(31 + (SHIFT + 1))).
- ☐ If the SHIFT value is greater than 0, the following occurs:
 - 1) src(31 - (SHIFT - 1)) is copied into the carry bit, C.
 - 2) A logical left shift is produced by the instruction.
 - 3) 0 is written into dst((SHIFT - 1)-0).

Words 1 word

Cycles 1 cycle

Classes Class 1 (see page 3-3)

Example 1 $B = A \ll -5$

Before Instruction	
A	FF 8765 0055
B	FF 8000 0000
C	0

After Instruction	
A	FF 8765 0055
B	00 043B 2802
C	1

Example 2 $B = B \ll +5$

Before Instruction	
B	80 AA00 1234
C	0

After Instruction	
B	00 4002 4680
C	1

Syntax `sqdst(Xmem, Ymem)`

Operands *Xmem*, *Ymem*: Dual data-memory operands

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	0	0	0	1	0	X	X	X	X	Y	Y	Y	Y

Execution $(A(32-16)) \times (A(32-16)) + (B) \rightarrow B$
 $((Xmem) - (Ymem)) \ll 16 \rightarrow A$

Status Bits Affected by OVM, FRCT, and SXM
Affects C, OVA, and OVB

Description Used in repeat single mode, this instruction computes the square of the distance between two vectors. The high part of accumulator A (bits 32–16) is squared, the product is added to accumulator B, and the result is stored in accumulator B. *Ymem* is subtracted from *Xmem*, the difference is shifted 16 bits left, and the result is stored in accumulator A. The value to be squared (*A*(32–16)) is the value of the accumulator before the subtraction is executed by this instruction.

Words 1 word

Cycles 1 cycle

Classes Class 7 (see page 3-14)

Example `sqdst(*AR3+, AR4+)`

Before Instruction		After Instruction	
A	FF ABCD 0000	A	FF FFAB 0000
B	00 0000 0000	B	00 1BB1 8229
FRCT	0	FRCT	0
AR3	0100	AR3	0101
AR4	0200	AR4	0201
Data Memory			
0100h	0055	0100h	0055
0200h	00AA	0200h	00AA

Syntax	<div>1: $dst = Smem * Smem [, T = Smem]$ $dst = \textbf{square} (Smem) [, T = Smem]$</div> <div>2: $dst = \textbf{hi(A)} * \textbf{hi(A)}$ $dst = \textbf{square} (\textbf{hi(A)})$</div>																																																																
Operands	<div>Smem: Single data-memory operand</div> <div>dst: A (accumulator A) B (accumulator B)</div>																																																																
Opcode	<div>1:</div> <table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>D</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table> <div>2:</div> <table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>D</td><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	1	0	0	1	1	D	I	A	A	A	A	A	A	A	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	1	1	1	0	1	0	D	1	0	0	0	1	1	0	1
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																																		
0	0	1	0	0	1	1	D	I	A	A	A	A	A	A	A																																																		
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																																		
1	1	1	1	0	1	0	D	1	0	0	0	1	1	0	1																																																		
Execution	<div>1: (Smem) → T (Smem) × (Smem) → dst</div> <div>2: (A(32–16)) × (A(32–16)) → dst</div>																																																																
Status Bits	<div>Affected by OVM and FRCT</div> <div>Affects OVsrc</div>																																																																
Description	<div>This instruction squares a single data-memory operand <i>Smem</i> or the high part of accumulator A (bits 32–16) and stores the result in <i>dst</i>. T is unaffected when accumulator A is used; otherwise, <i>Smem</i> is stored in T.</div>																																																																
Words	<div>1 word</div> <div>Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.</div>																																																																
Cycles	<div>1 cycle</div> <div>Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.</div>																																																																
Classes	<div>Syntax 1: Class 3A (see page 3-6)</div> <div>Syntax 1: Class 3B (see page 3-8)</div> <div>Syntax 2: Class 1 (see page 3-3)</div>																																																																

Example 1

```
B = square(@30)
```

	Before Instruction	After Instruction
B	00 0000 01F4	00 0000 00E1
T	0003	000F
FRCT	0	0
DP	006	006
Data Memory		
031Eh	000F	000F

Example 2

```
B = square(hi(A))
```

	Before Instruction	After Instruction
A	00 000F 0000	00 000F 0000
B	00 0101 0101	00 0000 01C2
FRCT	1	1

Syntax

```

1:  src = src + square (Smem) [, T = Smem]
    src += square (Smem) [, T = Smem]
2:  src = src + Smem * Smem [, T = Smem]
    src += Smem * Smem [, T = Smem]

```

Operands

Smem: Single data-memory operand
src: A (accumulator A)
B (accumulator B)

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	1	1	1	0	0	S	I	A	A	A	A	A	A	A

Execution

(Smem) → T
(Smem) × (Smem) + (src) → src

Status Bits

Affected by OVM and FRCT
Affects OVsrc

Description

This instruction stores the data-memory value *Smem* in T, then it squares *Smem* and adds the product to *src*. The result is stored in *src*.

Words

1 word

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles

1 cycle

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes

Class 3A (see page 3-6)
Class 3B (see page 3-8)

Example 1

B = B + square(@30) , T = @30

	Before Instruction		After Instruction
B	00 0320 0000	B	00 0320 00E1
T	0003	T	000F
FRCT	0	FRCT	0
DP	006	DP	006
Data Memory			
031Eh	000F	031Eh	000F

Example 2

$A = A + \text{square}(*AR3+) , T = *AR3+$

Before Instruction		After Instruction	
A	00 0000 01F4	A	00 0000 02D5
T	0003	T	000F
FRCT	0	FRCT	0
AR3	031E	AR3	031F
Data Memory			
031Eh	000F	031Eh	000F

Syntax	<div>1: $src = src - \text{square}(Smem) [, T = Smem]$ $src - = \text{square}(Smem) [, T = Smem]$</div> <div>2: $src = src - Smem * Smem [, T = Smem]$ $src - = Smem * Smem [, T = Smem]$</div>																																
Operands	<div>Smem: Single data-memory operand</div> <div>src: A (accumulator A) B (accumulator B)</div>																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>S</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	1	1	1	0	1	S	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	0	1	1	1	0	1	S	I	A	A	A	A	A	A	A																		
Execution	<div>$(Smem) \rightarrow T$</div> <div>$(src) - (Smem) \times (Smem) \rightarrow src$</div>																																
Status Bits	<div>Affected by OVM and FRCT</div> <div>Affects OVsrc</div>																																
Description	<div>This instruction stores the data-memory value <i>Smem</i> in T, then it squares <i>Smem</i> and subtracts the product from <i>src</i>. The result is stored in <i>src</i>.</div>																																
Words	<div>1 word</div> <div>Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.</div>																																
Cycles	<div>1 cycle</div> <div>Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.</div>																																
Classes	<div>Class 3A (see page 3-6)</div> <div>Class 3B (see page 3-8)</div>																																

Example 1

$A = A - \text{square}(@9) , T = @9$

	Before Instruction	After Instruction
A	00 014B 5DB0	00 0000 0320
T	8765	1234
FRCT	0	0
DP	006	006
Data Memory		
0309h	1234	1234

Example 2

```
B = B - square(*AR3) , T = *AR3
```

Before Instruction		After Instruction	
B	00 014B 5DB0	B	00 0000 0320
T	8765	T	1234
FRCT	0	FRCT	0
AR3	0309	AR3	0309
Data Memory			
0309h	1234	0309h	1234

Syntax**if (cond) *Xmem* = BRC****Operands***Xmem*: Dual data-memory operandThe following table lists the conditions (*cond* operand) for this instruction.

Cond	Description	Condition Code	Cond	Description	Condition Code
AEQ	(A) = 0	0101	BEQ	(B) = 0	1101
ANEQ	(A) ≠ 0	0100	BNEQ	(B) ≠ 0	1100
AGT	(A) > 0	0110	BGT	(B) > 0	1110
AGEQ	(A) ≥ 0	0010	BGEQ	(B) ≥ 0	1010
ALT	(A) < 0	0011	BLT	(B) < 0	1011
ALEQ	(A) ≤ 0	0111	BLEQ	(B) ≤ 0	1111

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	1	1	1	0	1	X	X	X	X	C	O	N	D

Execution

If (cond)

Then

(BRC) → *Xmem*

Else

(*Xmem*) → *Xmem***Status Bits**

None

Description

If the condition is true, this instruction stores the content of the block-repeat counter (BRC) in *Xmem*. If the condition is false, the instruction reads *Xmem* and writes the value in *Xmem* back to the same address; thus, *Xmem* remains the same. Regardless of the condition, *Xmem* is always read and updated.

Words

1 word

Cycles

1 cycle

Classes

Class 15 (see page 3-34)

Example

if (AGT) *AR5- = BRC

Before Instruction			After Instruction		
A	00 70FF FFFF		A	00 70FF FFFF	
AR5	0202		AR5	0201	
BRC	4321		BRC	4321	
Data Memory					
0202h	1234		0202h	4321	

Syntax
1: $SBIT = 1$
2: $ST(N, SBIT) = 1$

Operands
 $0 \leq SBIT \leq 15$
 $N = 0 \text{ or } 1$

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	1	1	0	1	N	1	1	0	1	1	S	B	I	T

Execution
 $1 \rightarrow STN(SBIT)$

Status Bits
None

Description
This instruction sets the specified bit in status register 0 or 1 to a logic 1. N designates the status register to modify and $SBIT$ specifies the bit to be modified. The name of a field in a status register can be used as an operand instead of the N and $SBIT$ operands (see Example 1).

Note:
This instruction is not repeatable.

Words
1 word

Cycles
1 cycle

Classes
Class 1 (see page 3-3)

Example 1
 $SXM = 1$; SXM means: $N=1$, $SBIT=8$

	Before Instruction	After Instruction
ST1	34CD	35CD

Example 2
 $st(1,8) = 1$

	Before Instruction	After Instruction
ST1	34CD	35CD

Syntax

- 1: $Smem = T$
- 2: $Smem = TRN$
- 3: $Smem = \#lk$

Operands

$Smem$: Single data-memory operand
 $-32\,768 \leq lk \leq 32\,767$

Opcode

1:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	0	1	1	0	0	I	A	A	A	A	A	A	A

2:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	0	1	1	0	1	I	A	A	A	A	A	A	A

3:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	1	0	1	1	0	I	A	A	A	A	A	A	A
16-bit constant															

Execution

- 1: $(T) \rightarrow Smem$
- 2: $(TRN) \rightarrow Smem$
- 3: $lk \rightarrow Smem$

Status Bits

None

Description

This instruction stores the content of T, the transition register (TRN), or a 16-bit constant lk in data-memory location $Smem$.

Words

Syntaxes 1 and 2: 1 word
 Syntax 3: 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an $Smem$.

Cycles

Syntaxes 1 and 2: 1 cycle
 Syntax 3: 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an $Smem$.

Classes

Syntaxes 1 and 2: Class 10A (see page 3-24)
 Syntaxes 1 and 2: Class 10B (see page 3-25)
 Syntax 3: Class 12A (see page 3-28)
 Syntax 3: Class 12B (see page 3-29)

Example 1

@0 = FFFFh

	Before Instruction	After Instruction
DP	<input type="text" value="004"/>	DP <input type="text" value="004"/>
Data Memory		
0200h	<input type="text" value="0101"/>	0200h <input type="text" value="FFFF"/>

Example 2

@5 = TRN

	Before Instruction	After Instruction
DP	<input type="text" value="004"/>	DP <input type="text" value="004"/>
TRN	<input type="text" value="1234"/>	TRN <input type="text" value="1234"/>
Data Memory		
0205h	<input type="text" value="0030"/>	0205h <input type="text" value="1234"/>

Example 3

*AR7- = T

	Before Instruction	After Instruction
T	<input type="text" value="4210"/>	T <input type="text" value="4210"/>
AR7	<input type="text" value="0321"/>	AR7 <input type="text" value="0320"/>
Data Memory		
0321h	<input type="text" value="1200"/>	0321h <input type="text" value="4210"/>

Syntax

- 1: $Smem = hi(src)$
- 2: $Smem = hi(src) \ll ASM$
- 3: $Xmem = hi(src) \ll SHFT$
- 4: $Smem = hi(src) \ll SHIFT$

Operands

- src: A (accumulator A)
 B (accumulator B)
- Smem: Single data-memory operand
- Xmem: Dual data-memory operand
- $0 \leq SHFT \leq 15$
- $-16 \leq SHIFT \leq 15$

Opcode

- 1:
- | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | 0 | 0 | 0 | 0 | 0 | 1 | S | I | A | A | A | A | A | A | A |
- 2:
- | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | 0 | 0 | 0 | 0 | 1 | 1 | S | I | A | A | A | A | A | A | A |
- 3:
- | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | 0 | 0 | 1 | 1 | 0 | 1 | S | X | X | X | X | S | H | F | T |
- 4:
- | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0 | 1 | 1 | 0 | 1 | 1 | 1 | 1 | I | A | A | A | A | A | A | A |
| 0 | 0 | 0 | 0 | 1 | 1 | 0 | S | 0 | 1 | 1 | S | H | I | F | T |

Execution

- 1: $(src(31-16)) \rightarrow Smem$
- 2: $(src) \ll (ASM - 16) \rightarrow Smem$
- 3: $(src) \ll (SHFT - 16) \rightarrow Xmem$
- 4: $(src) \ll (SHIFT - 16) \rightarrow Smem$

Status Bits

Affected by SXM

Description

This instruction stores the high part of *src* (bits 31–16) in data-memory location *Smem*. The *src* is shifted left (as specified by ASM, SHFT, or SHIFT) and bits 31–16 of the shifted value are stored in data memory (*Smem* or *Xmem*). If SXM = 0, bit 39 of *src* is copied in the MSBs of the data-memory location. If SXM = 1, the sign-extended value with bit 39 of *src* is stored in the MSBs of the data-memory location after being right-shifted by the exceeding guard bit margin. The *src* remains unaffected.

Notes:

The following syntaxes are assembled as a different syntax in certain cases.

- ❑ Syntax 3: If *SHIFT* = 0, the instruction opcode is assembled as syntax 1.
- ❑ Syntax 4: If *SHIFT* = 0, the instruction opcode is assembled as syntax 1.
- ❑ Syntax 4: If $0 < SHIFT \leq 15$ and an indirect modifier is equal to one of the Xmem modes, the instruction opcode is assembled as syntax 3.

Words

Syntaxes 1, 2, and 3: 1 word
Syntax 4: 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles

Syntaxes 1, 2, and 3: 1 cycle
Syntax 4: 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes

Syntaxes 1, 2, and 3: Class 10A (see page 3-24)
Syntaxes 1 and 2: Class 10B (see page 3-25)
Syntax 4: Class 11A (see page 3-26)
Syntax 4: Class 11B (see page 3-27)

Example 1

@10 = hi(A)

	Before Instruction	After Instruction
A	FF 8765 4321	FF 8765 4321
DP	004	004
Data Memory		
020Ah	1234	8765

Example 2

*AR7- = hi(B) << (-8)

	Before Instruction	After Instruction
B	FF 8421 1234	FF 8421 1234
AR7	0321	0320
Data Memory		
0321h	ABCD	FF84

Example 3

@10 = hi(A) << (-4)

	Before Instruction	After Instruction
A	FF 8421 1234	FF 8421 1234
SXM	1	1
DP	004	004
Data Memory		
020Ah	7FFF	F842

Syntax

- 1: $Smem = src$
- 2: $Smem = src \ll \mathbf{ASM}$
- 3: $Xmem = src \ll \mathbf{SHFT}$
- 4: $Smem = src \ll \mathbf{SHIFT}$

Operands

src: A (accumulator A)
 B (accumulator B)

Smem: Single data-memory operand

Xmem: Dual data-memory operand

$0 \leq \mathbf{SHFT} \leq 15$

$-16 \leq \mathbf{SHIFT} \leq 15$

Opcode

1:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	0	0	0	0	S	I	A	A	A	A	A	A	A

2:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	0	0	1	0	S	I	A	A	A	A	A	A	A

3:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	1	1	0	0	S	X	X	X	X	S	H	F	T

4:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	1	1	1	1	I	A	A	A	A	A	A	A
0	0	0	0	1	1	0	S	1	0	0	S	H	I	F	T

Execution

- 1: $(src(15-0)) \rightarrow Smem$
- 2: $(src) \ll \mathbf{ASM} \rightarrow Smem$
- 3: $(src) \ll \mathbf{SHFT} \rightarrow Xmem$
- 4: $(src) \ll \mathbf{SHIFT} \rightarrow Smem$

Status Bits

Affected by SXM

Description

This instruction stores the low part of *src* (bits 15–0) in data-memory location *Smem*. The *src* is shifted left (as specified by **ASM**, **SHFT**, or **SHIFT**) and bits 15–0 of the shifted value are stored in data memory (*Smem* or *Xmem*). When the shifted value is positive, zeros are shifted into the LSBs.

Notes:

The following syntaxes are assembled as a different syntax in certain cases.

- ☐ Syntax 3: If $SHFT = 0$, the instruction opcode is assembled as syntax 1.
- ☐ Syntax 4: If $SHIFT = 0$, the instruction opcode is assembled as syntax 1.
- ☐ Syntax 4: If $0 < SHIFT \leq 15$ and an indirect modifier is equal to one of the Xmem modes, the instruction opcode is assembled as syntax 3.

Words

Syntaxes 1, 2, and 3: 1 word

Syntax 4: 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.

Cycles

Syntaxes 1, 2, and 3: 1 cycle

Syntax 4: 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.

Classes

Syntaxes 1, 2, and 3: Class 10A (see page 3-24)

Syntaxes 1, 2, and 3: Class 10B (see page 3-25)

Syntax 4: Class 11A (see page 3-26)

Syntax 4: Class 11B (see page 3-27)

Example 1

@11 = A

	Before Instruction	After Instruction
A	FF 8765 4321	FF 8765 4321
DP	004	004
Data Memory		
020Bh	1234	4321

Example 2

*AR7- = B << (-8)

	Before Instruction	After Instruction
B	FF 8421 1234	FF 8421 1234
SXM	0	0
AR7	0321	0320
Data Memory		
0321h	0099	2112

Example 3

@11 = A << 7

	Before Instruction	After Instruction
A	FF 8421 1234	FF 8421 1234
DP	004	004
Data Memory		
020Bh	0101	1A00

Syntax	1: <i>MMR</i> = <i>src</i>
	2: mmr (<i>MMR</i>) = <i>src</i>
Operands	<i>src</i> : A (accumulator A) B (accumulator B)
	<i>MMR</i> : Memory-mapped register

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	0	0	0	1	0	0	S	I	A	A	A	A	A	A	A

Execution (src(15–0)) → *MMR*

Status Bits None

Description This instruction stores the low part of *src* (bits 15–0) into the addressed memory-mapped register *MMR*. The nine MSBs of the effective address are cleared to 0 regardless of the current value of DP or of the upper nine bits of ARx. This instruction allows *src* to be stored in any memory location on data page 0 without modifying the DP field in status register ST0.

Words 1 word

Cycles 1 cycle

Classes Class 10A (see page 3-24)

Example 1 BRC = A

	Before Instruction	After Instruction
A	FF 8765 4321	FF 8765 4321
BRC(1Ah)	1234	4321

Example 2 mmr (*AR1–) = B

	Before Instruction	After Instruction
B	FF 8421 1234	FF 8421 1234
AR1	3F17	0016
AR7(17h)	0099	1234

Syntax

- 1: *MMR* = #*lk*
- 2: **mmr**(*MMR*) = #*lk*

Operands

MMR: Memory-mapped register
−32 768 ≤ *lk* ≤ 32 767

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	1	0	1	1	1	I	A	A	A	A	A	A	A
16-bit constant															

Execution

lk → *MMR*

Status Bits

None

Description

This instruction stores a 16-bit constant *lk* into a memory-mapped register *MMR* or a memory location on data page 0 without modifying the DP field in status register ST0. The nine MSBs of the effective address are cleared to 0 regardless of the current value of DP or of the upper nine bits of ARx.

Words

2 words

Cycles

2 cycles

Classes

Class 12A (see page 3-28)

Example 1

IMR = #0FFFFh

	Before Instruction	After Instruction
IMR	<div>FF01</div>	<div>FFFF</div>

Example 2

mmr(*AR7+) = #8765h

	Before Instruction	After Instruction
AR0	<div>0000</div>	<div>8765</div>
AR7	<div>8010</div>	<div>0011</div>

Syntax $Ymem = hi(src) [\ll ASM]$
 $|| dst = dst_ + Xmem \ll 16$

Operands src, dst: A (accumulator A)
 B (accumulator B)
 Xmem, Ymem: Dual data-memory operands
 dst_: If $dst = A$, then $dst_ = B$; if $dst = B$, then $dst_ = A$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	0	0	0	0	S	D	X	X	X	X	Y	Y	Y	Y

Execution $(src) \ll (ASM - 16) \rightarrow Ymem$
 $(dst_) + (Xmem) \ll 16 \rightarrow dst$

Status Bits Affected by OVM, SXM, and ASM
 Affects C and OVdst

Description This instruction stores src shifted by $(ASM - 16)$ in data-memory location $Ymem$. In parallel, this instruction adds the content of $dst_$ to the data-memory operand $Xmem$ shifted left 16 bits, and stores the result in dst . If src is equal to dst , the value stored in $Ymem$ is the value of src before the execution.

Words 1 word

Cycles 1 cycle

Classes Class 14 (see page 3-32)

Example $*AR3 = hi(A)$
 $|| B = A + *AR5+0\% \ll 16$

	Before Instruction	After Instruction
A	FF 8421 1000	FF 8021 1000
B	00 0000 1111	FF 0422 1000
OVM	0	0
SXM	1	1
ASM	1	1
AR0	0002	0002
AR3	0200	0200
AR5	0300	0302
Data Memory		
0200h	0101	0842
0300h	8001	8001

Syntax	1: $Ymem = hi(src) [\ll ASM]$ $dst = Xmem \ll 16$ 2: $Ymem = hi(src) [\ll ASM]$ $T = Xmem$																																																																
Operands	src, dst: A (accumulator A) B (accumulator B) Xmem, Ymem: Dual data-memory operands																																																																
Opcode	1: <table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>S</td><td>D</td><td>X</td><td>X</td><td>X</td><td>X</td><td>Y</td><td>Y</td><td>Y</td><td>Y</td></tr></table> 2: <table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>S</td><td>0</td><td>X</td><td>X</td><td>X</td><td>X</td><td>Y</td><td>Y</td><td>Y</td><td>Y</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	1	0	0	1	0	S	D	X	X	X	X	Y	Y	Y	Y	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	1	1	0	0	1	S	0	X	X	X	X	Y	Y	Y	Y
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																																		
1	1	0	0	1	0	S	D	X	X	X	X	Y	Y	Y	Y																																																		
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																																																		
1	1	1	0	0	1	S	0	X	X	X	X	Y	Y	Y	Y																																																		
Execution	1. $(src) \ll (ASM - 16) \rightarrow Ymem$ $(Xmem) \ll 16 \rightarrow dst$ 2. $(src) \ll (ASM - 16) \rightarrow Ymem$ $(Xmem) \rightarrow T$																																																																
Status Bits	Affected by OVM and ASM Affects C																																																																
Description	This instruction stores <i>src</i> shifted by $(ASM - 16)$ in data-memory location <i>Ymem</i> . In parallel, this instruction loads the 16-bit dual data-memory operand <i>Xmem</i> to <i>dst</i> or T. If <i>src</i> is equal to <i>dst</i> , the value stored in <i>Ymem</i> is the value of <i>src</i> before the execution.																																																																
Words	1 word																																																																
Cycles	1 cycle																																																																
Classes	Class 14 (see page 3-32)																																																																

Example 1

```
*AR2- = hi(B)
|| A = *AR4+ << 16
```

	Before Instruction	After Instruction
A	00 0000 001C	FF 8001 0000
B	FF 8421 1234	FF 8421 1234
SXM	1	1
ASM	1C	1C
AR2	01FF	01FE
AR4	0200	0201
Data Memory		
01FFh	xxxx	F842
0200h	8001	8001

Example 2

```
*AR3 = hi(A)
|| T = *AR4
```

	Before Instruction	After Instruction
A	FF 8421 1234	FF 8421 1234
T	3456	80FF
ASM	1	1
AR3	0200	0200
AR4	0100	0100
Data Memory		
0200h	0001	0842
0100h	80FF	80FF

Example 3

```
*AR2+ = hi(A)
|| A = *AR2- << 16
```

In Example 3, the load reads the source operand at the memory location pointed to by AR2 before the store writes to the same location. The store reads the source operand of accumulator A before load loads accumulator A.

Syntax

```
1:  Ymem = hi(src) [ << ASM ]  
    || dst = dst + T * Xmem  
2:  Ymem = hi(src) [ << ASM ]  
    || dst += T * Xmem  
3:  Ymem = hi(src) [ << ASM ]  
    || dst = rnd(dst + T * Xmem)
```

Operands

src, dst: A (accumulator A)
 B (accumulator B)
Xmem, Ymem: Dual data-memory operands

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	0	1	0	R	S	D	X	X	X	X	Y	Y	Y	Y

Execution

(src << (ASM – 16)) → Ymem
If (Rounding)
 Then
 Round ((Xmem) × (T) + (dst)) → dst
Else
 (Xmem) × (T) + (dst) → dst

Status Bits

Affected by OVM, SXM, ASM, and FRCT
Affects C and OVdst

Description

This instruction stores *src* shifted by (ASM – 16) in data-memory location *Ymem*. In parallel, this instruction multiplies the content of T by the data-memory operand *Xmem*, adds the value in *dst* (with or without rounding), and stores the result in *dst*. If *src* is equal to *dst*, the value stored in *Ymem* is the value of *src* before the execution of this instruction.

If you use the rnd prefix, this instruction rounds the result of the multiply accumulate operation by adding 2¹⁵ to the result and clearing the LSBs (bits 15–0) to 0.

Words

1 word

Cycles

1 cycle

Classes

Class 14 (see page 3-32)

Example 1

```
*AR4- = hi(A)
||B = B + *AR5 * T
```

	Before Instruction		After Instruction
A	00 0011 1111	A	00 0011 1111
B	00 0000 1111	B	00 010C 9511
T	0400	T	0400
ASM	5	ASM	5
FRCT	0	FRCT	0
AR4	0100	AR4	00FF
AR5	0200	AR5	0200
Data Memory			
100h	1234	100h	0222
200h	4321	200h	4321

Example 2

```
*AR4+ = hi(A)
||B = rnd(B + *AR5+ * T)
```

	Before Instruction		After Instruction
A	00 0011 1111	A	00 0011 1111
B	00 0000 1111	B	00 010D 0000
T	0400	T	0400
ASM	1C	ASM	1C
FRCT	0	FRCT	0
AR4	0100	AR4	0101
AR5	0200	AR5	0201
Data Memory			
100h	1234	100h	0001
200h	4321	200h	4321

Syntax

```
1:  Ymem = hi(src) [ << ASM ]
    || dst = dst - T * Xmem
2:  Ymem = hi(src) [ << ASM ]
    || dst - = T * Xmem
3:  Ymem = hi(src) [ << ASM ]
    || dst = rnd(dst - T * Xmem)
```

Operands

src, dst: A (accumulator A)
 B (accumulator B)
Xmem, Ymem: Dual data-memory operands

Opcode	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	1	1	0	1	1	R	S	D	X	X	X	X	Y	Y	Y	Y

Execution

(src << (ASM - 16)) → Ymem
If (Rounding)
 Then
 Round ((dst) - (Xmem) × (T)) → dst
Else
 (dst) - (Xmem) × (T) → dst

Status Bits

Affected by OVM, SXM, ASM, and FRCT
Affects C and OVdst

Description

This instruction stores *src* shifted by (ASM - 16) in data-memory location *Ymem*. In parallel, this instruction multiplies the content of T by the data-memory operand *Xmem*, subtracts the value from *dst* (with or without rounding), and stores the result in *dst*. If *src* is equal to *dst*, the value stored in *Ymem* is the value of *src* before the execution of this instruction.

If you use the rnd prefix, this instruction optionally rounds the result of this operation by adding 2¹⁵ to the result and clearing the LSBs (bits 15–0) to 0.

Words

1 word

Cycles

1 cycle

Classes

Class 14 (see page 3-32)

Example 1

```
*AR4+ = hi(A)
||B = B - *AR5 * T
```

Before Instruction		After Instruction	
A	00 0011 1111	A	00 0011 1111
B	00 0000 1111	B	FF FEF3 8D11
T	0400	T	0400
ASM	5	ASM	5
FRCT	0	FRCT	0
AR4	0100	AR4	0101
AR5	0200	AR5	0200
Data Memory			
0100h	1234	0100h	0222
0200h	4321	0200h	4321

Example 2

```
*AR4+ = hi(A)
||B = rnd(B - *AR5+ * T)
```

Before Instruction		After Instruction	
A	00 0011 1111	A	00 0011 1111
B	00 0000 1111	B	FF FEF4 0000
T	0400	T	0400
ASM	0001	ASM	0001
FRCT	0	FRCT	0
AR4	0100	AR4	0101
AR5	0200	AR5	0201
Data Memory			
0100h	1234	0100h	0022
0200h	4321	0200h	4321

Syntax	$Ymem = hi(src) [\ll ASM]$ $ dst = T * Xmem$																																																																																																																																																																																																																		
Operands	src, dst: A (accumulator A) B (accumulator B) Xmem, Ymem: Dual data-memory operands																																																																																																																																																																																																																		
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Execution	$(src \ll (ASM - 16)) \rightarrow Ymem$ $(T) \times (Xmem) \rightarrow dst$																																																																																																																																																																																																																		
Status Bits	Affected by OVM, SXM, ASM, and FRCT Affects C and OVdst																																																																																																																																																																																																																		
Description	This instruction stores <i>src</i> shifted by $(ASM - 16)$ in data-memory location <i>Ymem</i> . In parallel, this instruction multiplies the content of T by the 16-bit dual data-memory operand <i>Xmem</i> , and stores the result in <i>dst</i> . If <i>src</i> is equal to <i>dst</i> , then the value stored in <i>Ymem</i> is the value of <i>src</i> before the execution.																																																																																																																																																																																																																		
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	<table><tr><td></td><td colspan="8">Before Instruction</td><td colspan="8">After Instruction</td></tr><tr><td>A</td><td colspan="8">FF 8421 1234</td><td>A</td><td colspan="8">FF 8421 1234</td></tr><tr><td>B</td><td colspan="8">xx xxxx xxxx</td><td>B</td><td colspan="8">00 2000 0000</td></tr><tr><td>T</td><td colspan="8">4000</td><td>T</td><td colspan="8">4000</td></tr><tr><td>ASM</td><td colspan="8">00</td><td>ASM</td><td colspan="8">00</td></tr><tr><td>FRCT</td><td colspan="8">1</td><td>FRCT</td><td colspan="8">1</td></tr><tr><td>AR3</td><td colspan="8">0200</td><td>AR3</td><td colspan="8">0201</td></tr><tr><td>AR5</td><td colspan="8">0300</td><td>AR5</td><td colspan="8">0301</td></tr><tr><td colspan="16">Data Memory</td></tr><tr><td>0200h</td><td colspan="8">1111</td><td>0200h</td><td colspan="8">8421</td></tr><tr><td>0300h</td><td colspan="8">4000</td><td>0300h</td><td colspan="8">4000</td></tr></table>																	Before Instruction								After Instruction								A	FF 8421 1234								A	FF 8421 1234								B	xx xxxx xxxx								B	00 2000 0000								T	4000								T	4000								ASM	00								ASM	00								FRCT	1								FRCT	1								AR3	0200								AR3	0201								AR5	0300								AR5	0301								Data Memory																0200h	1111								0200h	8421								0300h	4000								0300h	4000							
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Syntax	$Ymem = hi(src) [\ll ASM]$ $ dst = Xmem \ll 16 - dst_$																																
Operands	src, dst: A (accumulator A) B (accumulator B) Xmem, Ymem: Dual data-memory operands dst_: If $dst = A$, then $dst_ = B$; if $dst = B$, then $dst_ = A$.																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>S</td><td>D</td><td>X</td><td>X</td><td>X</td><td>X</td><td>Y</td><td>Y</td><td>Y</td><td>Y</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	1	0	0	0	1	S	D	X	X	X	X	Y	Y	Y	Y
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
1	1	0	0	0	1	S	D	X	X	X	X	Y	Y	Y	Y																		
Execution	$(src \ll (ASM - 16)) \rightarrow Ymem$ $(Xmem) \ll 16 - (dst_) \rightarrow dst$																																
Status Bits	Affected by OVM, SXM, and ASM Affects C and OVdst																																
Description	This instruction stores <i>src</i> shifted by $(ASM - 16)$ in data-memory location <i>Ymem</i> . In parallel, this instruction subtracts the content of <i>dst_</i> from the 16-bit dual data-memory operand <i>Xmem</i> shifted left 16 bits, and stores the result in <i>dst</i> . If <i>src</i> is equal to <i>dst</i> , then the value stored in <i>Ymem</i> is the value of <i>src</i> before the execution.																																
Words	1 word																																
Cycles	1 cycle																																
Classes	Class 14 (see page 3-32)																																
Example	$*AR3- = hi(A)$ $ B = *AR5+0\% \ll 16 - A$																																

	Before Instruction	After Instruction
A	FF 8421 0000	FF 8421 0000
B	00 1000 0001	FF FBE0 0000
ASM	01	01
SXM	1	1
AR0	0002	0002
AR3	01FF	01FE
AR5	0300	0302
Data Memory		
01FFh	1111	0842
0300h	8001	8001

Syntax `if (cond) Xmem = T`

Operands Xmem: Dual data-memory operand

The following table lists the conditions (*cond* operand) for this instruction.

Cond	Description	Condition Code	Cond	Description	Condition Code
AEQ	(A) = 0	0101	BEQ	(B) = 0	1101
ANEQ	(A) ≠ 0	0100	BNEQ	(B) ≠ 0	1100
AGT	(A) > 0	0110	BGT	(B) > 0	1110
AGEQ	(A) ≥ 0	0010	BGEQ	(B) ≥ 0	1010
ALT	(A) < 0	0011	BLT	(B) < 0	1011
ALEQ	(A) ≤ 0	0111	BLEQ	(B) ≤ 0	1111

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	1	1	1	0	0	X	X	X	X	C	O	N	D

Execution If (cond)
 (T) → Xmem
Else
 (Xmem) → Xmem

Status Bits None

Description If the condition is true, this instruction stores the content of T into the data-memory location *Xmem*. If the condition is false, the instruction reads *Xmem* and writes the value in *Xmem* back to the same address; thus, *Xmem* remains the same. Regardless of the condition, *Xmem* is always read and updated.

Words 1 word

Cycles 1 cycle

Classes Class 15 (see page 3-34)

Example	Before Instruction			After Instruction		
	A	00 70FF FFFF		A	00 70FF FFFF	
	T	4321		T	4321	
	AR5	0202		AR5	0201	
	Data Memory					
	0202h	1234		0202h	4321	

Syntax

- 1: $src = src - Smem$
 $src - = Smem$
- 2: $src = src - Smem \ll TS$
 $src - = Smem \ll TS$
- 3: $dst = src - Smem \ll 16$
 $dst - = Smem \ll 16$
- 4: $dst = src - Smem [\ll SHIFT]$
 $dst - = Smem [\ll SHIFT]$
- 5: $src = src - Xmem \ll SHFT$
 $src - = Xmem \ll SHFT$
- 6: $dst = Xmem \ll 16 - Ymem \ll 16$
- 7: $dst = src - \#lk [\ll SHFT]$
 $dst - = \#lk [\ll SHFT]$
- 8: $dst = src - \#lk \ll 16$
 $dst - = \#lk \ll 16$
- 9: $dst = dst - src \ll SHIFT$
 $dst - = src \ll SHIFT$
- 10: $dst = dst - src \ll ASM$
 $dst - = src \ll ASM$

Operands

src, dst: A (accumulator A)
 B (accumulator B)

Smem: Single data-memory operand

Xmem, Ymem: Dual data-memory operands

$-32\,768 \leq lk \leq 32\,767$

$0 \leq SHFT \leq 15$

$-16 \leq SHIFT \leq 15$

Opcode

- 1:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	1	0	0	S	I	A	A	A	A	A	A	A
- 2:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	1	1	0	S	I	A	A	A	A	A	A	A
- 3:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	0	0	S	D	I	A	A	A	A	A	A	A
- 4:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	1	1	1	1	I	A	A	A	A	A	A	A
0	0	0	0	1	1	S	D	0	0	1	S	H	I	F	T

5:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	1	0	0	1	S	X	X	X	X	S	H	F	T

6:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	1	0	0	0	1	D	X	X	X	X	Y	Y	Y	Y

7:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	S	D	0	0	0	1	S	H	F	T
16-bit constant															

8:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	0	S	D	0	1	1	0	0	0	0	1
16-bit constant															

9:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	S	D	0	0	1	S	H	I	F	T

10:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	S	D	1	0	0	0	0	0	0	1

Execution

- 1: $(src) - (Smem) \rightarrow src$
- 2: $(src) - (Smem) \ll TS \rightarrow src$
- 3: $(src) - (Smem) \ll 16 \rightarrow dst$
- 4: $(src) - (Smem) \ll SHIFT \rightarrow dst$
- 5: $(src) - (Xmem) \ll SHFT \rightarrow src$
- 6: $(Xmem) \ll 16 - (Ymem) \ll 16 \rightarrow dst$
- 7: $(src) - lk \ll SHFT \rightarrow dst$
- 8: $(src) - lk \ll 16 \rightarrow dst$
- 9: $(dst) - (src) \ll SHIFT \rightarrow dst$
- 10: $(dst) - (src) \ll ASM \rightarrow dst$

Status Bits

Affected by SXM and OVM
Affects C and OVdst or OVsrc

For instruction syntax 3, if the result of the subtraction generates a borrow, the carry bit, C, is cleared to 0; otherwise, C is not affected.

Description

This instruction subtracts a 16-bit value from the content of the selected accumulator or from the 16-bit operand *Xmem* in dual data-memory addressing mode. The 16-bit value to be subtracted is one of the following:

- ☐ The content of a single data-memory operand (*Smem*)
- ☐ The content of a dual data-memory operand (*Ymem*)
- ☐ A 16-bit immediate operand (*#lk*)
- ☐ The shifted value in *src*

If a *dst* is specified, this instruction stores the result in *dst*. If no *dst* is specified, this instruction stores the result in *src*. Most of the second operands can be shifted. For a left shift:

- ☐ Low-order bits are cleared
- ☐ High-order bits are:
 - Sign extended if *SXM* = 1
 - Cleared if *SXM* = 0

For a right shift, the high-order bits are:

- Sign extended if *SXM* = 1
- Cleared if *SXM* = 0

Notes:

The following syntaxes are assembled as a different syntax in certain cases.

- ☐ Syntax 4: If *dst* = *src* and *SHIFT* = 0, then the instruction opcode is assembled as syntax 1.
- ☐ Syntax 4: If *dst* = *src*, *SHIFT* ≤ 15, and *Smem* indirect addressing mode is included in *Xmem*, then the instruction opcode is assembled as syntax 1.

Words

Syntaxes 1, 2, 3, 5, 6, 9, and 10: 1 word
 Syntaxes 4, 7, and 8: 2 words

Add 1 word when using long-offset indirect addressing or absolute addressing with an *Smem*.

Cycles

Syntaxes 1, 2, 3, 5, 6, 9, and 10: 1 cycle
 Syntaxes 4, 7, and 8: 2 cycles

Add 1 cycle when using long-offset indirect addressing or absolute addressing with an *Smem*.

Classes

Syntaxes 1, 2, 3, and 5: Class 3A (see page 3-6)
Syntaxes 1, 2, and 3: Class 3B (see page 3-8)
Syntax 4: Class 4A (see page 3-9)
Syntax 4: Class 4B (see page 3-10)
Syntax 6: Class 7 (see page 3-14)
Syntaxes 7 and 8: Class 2 (see page 3-5)
Syntaxes 9 and 10: Class 1 (see page 3-3)

Example 1

A = A - *AR1+ << 14

Before Instruction		After Instruction	
A	00 0000 1200	A	FF FAC0 1200
C	x	C	0
SXM	1	SXM	1
AR1	0100	AR1	0101
Data Memory			
0100h	1500	0100h	1500

Example 2

B = B - A << -8

Before Instruction		After Instruction	
A	00 0000 1200	A	00 0000 1200
B	00 0000 1800	B	00 0000 17EE
C	x	C	1
SXM	1	SXM	1

Example 3

B = A - #12345 << 8

Before Instruction		After Instruction	
A	00 0000 1200	A	00 0000 1200
B	00 0000 1800	B	FF FFCF D900
C	x	C	0
SXM	1	SXM	1

Syntax	$src = src - Smem - \text{BORROW}$ $src - = Smem - \text{BORROW}$																																
Operands	src: A (accumulator A) B (accumulator B) Smem: Single data-memory operand																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>D</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	1	1	1	D	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	0	0	0	1	1	1	D	I	A	A	A	A	A	A	A																		
Execution	$(src) - (Smem) - (\text{logical inversion of } C) \rightarrow src$																																
Status Bits	Affected by OVM and C Affects C and OVsrc																																
Description	This instruction subtracts the content of the 16-bit single data-memory operand <i>Smem</i> and the logical inverse of the carry bit, C, from <i>src</i> without sign extension.																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.																																
Classes	Class 3A (see page 3-6) Class 3B (see page 3-8)																																

Example 1

A = A - @5 - BORROW

	Before Instruction	After Instruction
A	00 0000 0006	FF FFFF FFFF
C	0	0
DP	008	008
Data Memory		
0405h	0006	0006

Example 2

B = B - *AR1+ - BORROW

	Before Instruction	After Instruction
B	FF 8000 0006	FF 8000 0000
C	1	1
OVM	1	1
AR1	0405	0406
Data Memory		
0405h	0006	0006

Syntax	subc(<i>Smem</i> , <i>src</i>)																																
Operands	Smem: Single data-memory operand src: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>S</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	1	1	1	1	S	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	0	0	1	1	1	1	S	I	A	A	A	A	A	A	A																		
Execution	<p>(src) − ((Smem) << 15) → ALU output</p> <p>If ALU output ≥ 0</p> <p> Then</p> <p> ((ALU output) << 1) + 1 → src</p> <p>Else (src) << 1 → src</p>																																
Status Bits	Affected by SXM Affects C and OVsrc																																
Description	<p>This instruction subtracts the 16-bit single data-memory operand <i>Smem</i>, left-shifted 15 bits, from the content of <i>src</i>. If the result is greater than 0, it is shifted 1 bit left, 1 is added to the result, and the result is stored in <i>src</i>. Otherwise, this instruction shifts the content of <i>src</i> 1 bit left and stores the result in <i>src</i>.</p> <p>The divisor and the dividend are both assumed to be positive in this instruction. The SXM bit affects this operation in these ways:</p> <div><input type="checkbox"/> If SXM = 1, the divisor must have a 0 value in the MSB.</div> <div><input type="checkbox"/> If SXM = 0, any 16-bit divisor value produces the expected results.</div> <p>The dividend, which is in <i>src</i>, must initially be positive (bit 31 must be 0) and must remain positive following the accumulator shift, which occurs in the first portion of the instruction.</p> <p>This instruction affects OVA or OVB (depending on <i>src</i>) but is not affected by OVM; therefore, <i>src</i> does not saturate on positive or negative overflows when executing this instruction.</p>																																
Words	1 word																																
	Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.																																
Cycles	1 cycle																																
	Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.																																

Classes

Class 3A (see page 3-6)

Class 3B (see page 3-8)

Example 1`subc (@2, A)`

	Before Instruction		After Instruction
A	00 0000 0004	A	00 0000 0008
C	x	C	0
DP	006	DP	006
Data Memory			
0302h	0001	0302h	0001

Example 2`repeat (#15)``subc (*AR1, B)`

	Before Instruction		After Instruction
B	00 0000 0041	B	00 0002 0009
C	x	C	1
AR1	1000	AR1	1000
Data Memory			
1000h	0007	1000h	0007

Syntax	$src = src - \text{uns}(Smem)$ $src - = \text{uns}(Smem)$																																
Operands	Smem: Single data-memory operand src: A (accumulator A) B (accumulator B)																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>S</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	1	0	1	S	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	0	0	0	1	0	1	S	I	A	A	A	A	A	A	A																		
Execution	$src - \text{unsigned}(Smem) \rightarrow src$																																
Status Bits	Affected by OVM Affects C and OVsrc																																
Description	This instruction subtracts the content of the 16-bit single data-memory operand <i>Smem</i> from the content of <i>src</i> . <i>Smem</i> is considered a 16-bit unsigned number regardless of the value of SXM. The result is stored in <i>src</i> .																																
Words	1 word Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.																																
Cycles	1 cycle Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.																																
Classes	Class 3A (see page 3-6) Class 3B (see page 3-8)																																
Example	$B = B - \text{uns}(*AR2-)$ <table><tr><th></th><th>Before Instruction</th><th>After Instruction</th></tr><tr><td>B</td><td><div>00 0000 0002</div></td><td><div>FF FFFF 0FFC</div></td></tr><tr><td>C</td><td><div>x</div></td><td><div>0</div></td></tr><tr><td>AR2</td><td><div>0100</div></td><td><div>00FF</div></td></tr><tr><td>Data Memory</td><td></td><td></td></tr><tr><td>0100h</td><td><div>F006</div></td><td><div>F006</div></td></tr></table>		Before Instruction	After Instruction	B	<div>00 0000 0002</div>	<div>FF FFFF 0FFC</div>	C	<div>x</div>	<div>0</div>	AR2	<div>0100</div>	<div>00FF</div>	Data Memory			0100h	<div>F006</div>	<div>F006</div>														
	Before Instruction	After Instruction																															
B	<div>00 0000 0002</div>	<div>FF FFFF 0FFC</div>																															
C	<div>x</div>	<div>0</div>																															
AR2	<div>0100</div>	<div>00FF</div>																															
Data Memory																																	
0100h	<div>F006</div>	<div>F006</div>																															

Syntax `trap(K)`**Operands** $0 \leq K \leq 31$

Opcode

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	0	1	0	0	1	1	0	K	K	K	K	K

Execution

(SP) – 1 → SP
(PC) + 1 → TOS
Interrupt vector specified by K → PC

Status Bits None

Description

This instruction transfers program control to the interrupt vector specified by *K*. This instruction allows you to use your software to execute any interrupt service routine. For a list of interrupts and their corresponding *K* value, see Appendix B.

This instruction pushes PC + 1 onto the data-memory location addressed by SP. This enables a return instruction to retrieve the pointer to the instruction after the trap from the data-memory location addressed by SP. This instruction is not maskable and is not affected by INTM nor does it affect INTM.

Note:

This instruction is not repeatable.

Words 1 word**Cycles** 3 cycles**Classes** Class 35 (see page 3-74)**Example** `trap(10h)`

	Before Instruction		After Instruction
PC	1233	PC	FFC0
SP	03FF	SP	03FE
Data Memory			
03FEh	9653	03FEh	1234

Syntax	prog(A) = Smem																																
Operands	Smem: Single data-memory operand																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	1	1	1	1	1	1	1	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	1	1	1	1	1	1	1	I	A	A	A	A	A	A	A																		
Execution	<p>A → PAR If (RC) ≠ 0 Then (Smem) → (Pmem addressed by PAR) (PAR) + 1 → PAR (RC) – 1 → RC Else (Smem) → (Pmem addressed by PAR)</p>																																
Status Bits	None																																
Description	<p>This instruction transfers a word from a data-memory location specified by <i>Smem</i> to a program-memory location. The program-memory address is defined by accumulator A as follows, depending on the specific device.</p> <table><tr><th>'541–'546</th><th>'548</th></tr><tr><td>A(15–0)</td><td>A(22–0)</td></tr></table>	'541–'546	'548	A(15–0)	A(22–0)																												
'541–'546	'548																																
A(15–0)	A(22–0)																																
	<p>This instruction can be used with the repeat instruction to move consecutive words (using indirect addressing) in data memory to a continuous program-memory space addressed by PAR by automatically incrementing PAR. The initial value is set with the 16 LSBs of accumulator A. The source and destination blocks in memory do not have to be entirely on-chip or off-chip. When used with repeat, this instruction becomes a single-cycle instruction once the repeat pipeline is started.</p> <p>The content of accumulator A is not affected by this instruction.</p>																																
Words	<p>1 word</p> <p>Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.</p>																																
Cycles	<p>5 cycles</p> <p>Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.</p>																																
Classes	<p>Class 26A (see page 3-62) Class 26B (see page 3-64)</p>																																

Example

prog(A) = @5

	Before Instruction	After Instruction
A	00 0000 0257	00 0000 0257
DP	032	032
Program Memory		
0257h	0306	4339
Data Memory		
1005h	4339	4339

Syntax `if (cond [, cond [, cond]]) execute(n)`

Operands `n = 1 or 2`

The following table lists the conditions (*cond* operand) for this instruction.

Cond	Description	Condition Code	Cond	Description	Condition Code
BIO	$\overline{\text{BIO}}$ low	0000 0011	NBIO	$\overline{\text{BIO}}$ high	0000 0010
C	$\text{C} = 1$	0000 1100	NC	$\text{C} = 0$	0000 1000
TC	$\text{TC} = 1$	0011 0100	NTC	$\text{TC} = 0$	0010 0000
AEQ	$(\text{A}) = 0$	0100 0101	BEQ	$(\text{B}) = 0$	0100 1101
ANEQ	$(\text{A}) \neq 0$	0100 0100	BNEQ	$(\text{B}) \neq 0$	0100 1100
AGT	$(\text{A}) > 0$	0100 0110	BGT	$(\text{B}) > 0$	0100 1110
AGEQ	$(\text{A}) \geq 0$	0100 0010	BGEQ	$(\text{B}) \geq 0$	0100 1010
ALT	$(\text{A}) < 0$	0100 0011	BLT	$(\text{B}) < 0$	0100 1011
ALEQ	$(\text{A}) \leq 0$	0100 0111	BLEQ	$(\text{B}) \leq 0$	0100 1111
AOV	A overflow	0111 0000	BOV	B overflow	0111 1000
ANOV	A no overflow	0110 0000	BNOV	B no overflow	0110 1000
UNC	Unconditional	0000 0000			

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	1	1	1	N	1	C	C	C	C	C	C	C	C

Syntax n	Opcode N
1	0
2	1

Execution If (cond)
 Then
 Next n instructions are executed
 Else
 Execute nop for next n instructions

Status Bits None

Description

The execution of this instruction depends on the value of *n* and the selected conditions:

- ☐ If *n* = 1 and the condition(s) is met, the 1-word instruction following this instruction is executed.
- ☐ If *n* = 2 and the condition(s) is met, the one 2-word instruction or the two 1-word instructions following this instruction are executed.
- ☐ If the condition(s) is not met, one or two nops are executed depending on the value of *n*.

This instruction tests multiple conditions before executing and can test the conditions individually or in combination with other conditions. You can combine conditions from only one group as follows:

Group 1: You can select up to two conditions. Each of these conditions must be from a different category (category A or B); you cannot have two conditions from the same category. For example, you can test EQ and OV at the same time but you cannot test GT and NEQ at the same time.

Group 2: You can select up to three conditions. Each of these conditions must be from a different category (category A, B, or C); you cannot have two conditions from the same category. For example, you can test TC, C, and BIO at the same time but you cannot test NTC, C, and NC at the same time.

Conditions for This Instruction

Group 1		Group 2		
Category A	Category B	Category A	Category B	Category C
EQ	OV	TC	C	BIO
NEQ	NOV	NTC	NC	NBIO
LT				
LEQ				
GT				
GEQ				

This instruction and the two instruction words following this instruction are uninterruptible.

Note:

The conditions tested are sampled two full cycles before this instruction is executed. Therefore, if the two 1-word instructions or one 2-word instruction modifies the conditions, there is no effect on the execution of this instruction, but if the conditions are modified during the two slots, the interrupt operation using this instruction can cause undesirable results.

This instruction is not repeatable.

Words

1 word

Cycles

1 cycle

Classes

Class 1 (see page 3-3)

Example

```
if (ALEQ) execute (1)
mar(*AR1+)
A = A + A << DAT100
```

Before Instruction		After Instruction	
A	FF FFFF FFFF	A	FF FFFF FFFF
AR1	0032	AR1	0033

If the content of accumulator A is less than or equal to 0, AR1 is modified before the execution of the addition instruction.

Syntax

- 1: $src = src \wedge Smem$
 $src \wedge= Smem$
- 2: $dst = src \wedge \#lk \ll SHFT$
 $dst \wedge= \#lk \ll SHFT$
- 3: $dst = src \wedge \#lk \ll 16$
 $dst \wedge= \#lk \ll 16$
- 4: $dst = dst \wedge src \ll SHIFT$
 $dst \wedge= src \ll SHIFT$

Operands

src, dst: A (accumulator A)
 B (accumulator B)
Smem: Single data-memory operand
 $0 \leq SHFT \leq 15$
 $-16 \leq SHIFT \leq 15$
 $0 \leq lk \leq 65535$

Opcode

- 1:
- | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0 | 0 | 0 | 1 | 1 | 1 | 0 | S | I | A | A | A | A | A | A | A |
- 2:
- | | | | | | | | | | | | | | | | |
|-----------------|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | 1 | 1 | 1 | 0 | 0 | S | D | 0 | 1 | 0 | 1 | S | H | F | T |
| 16-bit constant | | | | | | | | | | | | | | | |
- 3:
- | | | | | | | | | | | | | | | | |
|-----------------|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | 1 | 1 | 1 | 0 | 0 | S | D | 0 | 1 | 1 | 0 | 0 | 1 | 0 | 1 |
| 16-bit constant | | | | | | | | | | | | | | | |
- 4:
- | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 | 1 | 1 | 1 | 0 | 0 | S | D | 1 | 1 | 0 | S | H | I | F | T |

Execution

- 1: $(Smem) \text{ XOR } (src) \rightarrow src$
- 2: $lk \ll SHFT \text{ XOR } (src) \rightarrow dst$
- 3: $lk \ll 16 \text{ XOR } (src) \rightarrow dst$
- 4: $(src) \ll SHIFT \text{ XOR } (dst) \rightarrow dst$

Status Bits

None

Description

This instruction executes an exclusive OR of the 16-bit single data-memory operand *Smem* (shifted as indicated in the instruction) with the content of the selected accumulator and stores the result in *dst* or *src*, as specified. For a left shift, the low-order bits are cleared and the high-order bits are not sign extended. For a right shift, the sign is not extended.

Words	Syntaxes 1 and 4: 1 word
	Syntaxes 2 and 3: 2 words
	Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.
Cycles	Syntaxes 1 and 4: 1 cycle
	Syntaxes 2 and 3: 2 cycles
	Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.
Classes	Syntax 1: Class 3A (see page 3-6)
	Syntax 1: Class 3B (see page 3-8)
	Syntaxes 2 and 3: Class 2 (see page 3-5)
	Syntax 4: Class 1 (see page 3-3)

Example 1

A = *AR3+ ^ A			
	Before Instruction		After Instruction
A	<div>00 00FF 1200</div>	A	<div>00 00FF 0700</div>
AR3	<div>0100</div>	AR3	<div>0101</div>
Data Memory			
0100h	<div>1500</div>	0100h	<div>1500</div>

Example 2

B = B ^ A << +3					
	Before Instruction			After Instruction	
A	00 0000 1200		A	00 0000 1200	
B	00 0000 1800		B	00 0000 8800	

Syntax	$Smem = Smem \wedge \#lk$ $Smem \wedge= \#lk$																																
Operands	Smem: Single data-memory operand $0 \leq lk \leq 65\,535$																																
Opcode	<table><tr><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>I</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr></table>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	1	1	0	1	0	1	0	I	A	A	A	A	A	A	A
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
0	1	1	0	1	0	1	0	I	A	A	A	A	A	A	A																		
Execution	$lk \text{ XOR } (Smem) \rightarrow Smem$																																
Status Bits	None																																
Description	<p>This instruction executes an exclusive OR of the content of a data-memory location <i>Smem</i> with a 16-bit constant <i>lk</i>. The result is written to <i>Smem</i>.</p> <div>Note: This instruction is not repeatable.</div>																																
Words	<p>2 words</p> <p>Add 1 word when using long-offset indirect addressing or absolute addressing with an Smem.</p>																																
Cycles	<p>2 cycles</p> <p>Add 1 cycle when using long-offset indirect addressing or absolute addressing with an Smem.</p>																																
Classes	Class 18A (see page 3-41) Class 18B (see page 3-41)																																
Example	$*AR4- = *AR4- \wedge \#0404h$																																

	Before Instruction	After Instruction
AR4	0100	00FF
Data Memory		
0100h	4444	4040

Condition Codes

This appendix lists the conditions for conditional instructions (Table A–1) and the combination of conditions that can be tested (Table A–2). Conditional instructions can test conditions individually or in combination with other conditions. You can combine conditions from only one group as follows:

- Group 1: You can select up to two conditions. Each of these conditions must be from a different category (category A or B); you cannot have two conditions from the same category. For example, you can test EQ and OV at the same time but you cannot test GT and NEQ at the same time.
- Group 2: You can select up to three conditions. Each of these conditions must be from a different category (category A, B, or C); you cannot have two conditions from the same category. For example, you can test TC, C, and BIO at the same time but you cannot test NTC, C, and NC at the same time.

Table A–1. Conditions for Conditional Instructions

Operand	Condition	Description
AEQ	$A = 0$	Accumulator A equal to 0
BEQ	$B = 0$	Accumulator B equal to 0
ANEQ	$A \neq 0$	Accumulator A not equal to 0
BNEQ	$B \neq 0$	Accumulator B not equal to 0
ALT	$A < 0$	Accumulator A less than 0
BLT	$B < 0$	Accumulator B less than 0
ALEQ	$A \leq 0$	Accumulator A less than or equal to 0
BLEQ	$B \leq 0$	Accumulator B less than or equal to 0
AGT	$A > 0$	Accumulator A greater than 0
BGT	$B > 0$	Accumulator B greater than 0
AGEQ	$A \geq 0$	Accumulator A greater than or equal to 0
BGEQ	$B \geq 0$	Accumulator B greater than or equal to 0
AOV [†]	$AOV = 1$	Accumulator A overflow detected
BOV [†]	$BOV = 1$	Accumulator B overflow detected
ANOV [†]	$AOV = 0$	No accumulator A overflow detected
BNOV [†]	$BOV = 0$	No accumulator B overflow detected
C [†]	$C = 1$	ALU carry set to 1
NC [†]	$C = 0$	ALU carry clear to 0
TC [†]	$TC = 1$	Test/Control flag set to 1
NTC [†]	$TC = 0$	Test/Control flag cleared to 0
BIO [†]	\overline{BIO} low	\overline{BIO} signal is low
NBIO [†]	\overline{BIO} high	\overline{BIO} signal is high
UNC [†]	none	Unconditional operation

[†] Cannot be used with conditional store instructions

Table A-2. Groupings of Conditions

Group 1		Group 2		
Category A	Category B	Category A	Category B	Category C
EQ	OV	TC	C	BIO
NEQ	NOV	NTC	NC	NBIO
LT				
LEQ				
GT				
GEQ				

Interrupt Locations and Priority Tables

This appendix lists the '54x interrupt locations and priorities for each individual device type.

Table B–1. '541 Interrupt Locations and Priorities

TRAP/INTR Number (K)	Priority	Name	Location	Function
0	1	$\overline{\text{RS}}$ /SINTR	0	Reset (hardware and software reset)
1	2	$\overline{\text{NMI}}$ /SINT16	4	Nonmaskable interrupt
2	–	SINT17	8	Software interrupt #17
3	–	SINT18	C	Software interrupt #18
4	–	SINT19	10	Software interrupt #19
5	–	SINT20	14	Software interrupt #20
6	–	SINT21	18	Software interrupt #21
7	–	SINT22	1C	Software interrupt #22
8	–	SINT23	20	Software interrupt #23
9	–	SINT24	24	Software interrupt #24
10	–	SINT25	28	Software interrupt #25
11	–	SINT26	2C	Software interrupt #26
12	–	SINT27	30	Software interrupt #27
13	–	SINT28	34	Software interrupt #28
14	–	SINT29	38	Software interrupt #29; reserved
15	–	SINT30	3C	Software interrupt #30; reserved
16	3	$\overline{\text{INT0}}$ /SINT0	40	External user interrupt #0
17	4	$\overline{\text{INT1}}$ /SINT1	44	External user interrupt #1
18	5	$\overline{\text{INT2}}$ /SINT2	48	External user interrupt #2
19	6	TINT/SINT3	4C	Internal timer interrupt
20	7	RINT0/SINT4	50	Serial port 0 receive interrupt
21	8	XINT0/SINT5	54	Serial port 0 transmit interrupt
22	9	RINT1/SINT6	58	Serial port 1 receive interrupt
23	10	XINT1/SINT7	5C	Serial port 1 transmit interrupt
24	11	$\overline{\text{INT3}}$ /SINT8	60	External user interrupt #3
25–31	–		64–7F	Reserved

Table B–2. '542 Interrupt Locations and Priorities

TRAP/INTR Number (K)	Priority	Name	Location	Function
0	1	$\overline{\text{RS}}$ /SINTR	0	Reset (hardware and software reset)
1	2	$\overline{\text{NMI}}$ /SINT16	4	Nonmaskable interrupt
2	–	SINT17	8	Software interrupt #17
3	–	SINT18	C	Software interrupt #18
4	–	SINT19	10	Software interrupt #19
5	–	SINT20	14	Software interrupt #20
6	–	SINT21	18	Software interrupt #21
7	–	SINT22	1C	Software interrupt #22
8	–	SINT23	20	Software interrupt #23
9	–	SINT24	24	Software interrupt #24
10	–	SINT25	28	Software interrupt #25
11	–	SINT26	2C	Software interrupt #26
12	–	SINT27	30	Software interrupt #27
13	–	SINT28	34	Software interrupt #28
14	–	SINT29	38	Software interrupt #29, reserved
15	–	SINT30	3C	Software interrupt #30, reserved
16	3	$\overline{\text{INT0}}$ /SINT0	40	External user interrupt #0
17	4	$\overline{\text{INT1}}$ /SINT1	44	External user interrupt #1
18	5	$\overline{\text{INT2}}$ /SINT2	48	External user interrupt #2
19	6	TINT/SINT3	4C	Internal timer interrupt
20	7	BRINT0/SINT4	50	Buffered serial port receive interrupt
21	8	BXINT0/SINT5	54	Buffered serial port transmit interrupt
22	9	TRINT/SINT6	58	TDM serial port receive interrupt
23	10	TXINT/SINT7	5C	TDM serial port transmit interrupt
24	11	$\overline{\text{INT3}}$ /SINT8	60	External user interrupt #3
25	12	$\overline{\text{HPINT}}$ /SINT9	64	HPI interrupt
26–31	–		68–7F	Reserved

Table B–3. '543 Interrupt Locations and Priorities

TRAP/INTR Number (K)	Priority	Name	Location	Function
0	1	$\overline{\text{RS}}$ /SINTR	0	Reset (hardware and software reset)
1	2	$\overline{\text{NMI}}$ /SINT16	4	Nonmaskable interrupt
2	–	SINT17	8	Software interrupt #17
3	–	SINT18	C	Software interrupt #18
4	–	SINT19	10	Software interrupt #19
5	–	SINT20	14	Software interrupt #20
6	–	SINT21	18	Software interrupt #21
7	–	SINT22	1C	Software interrupt #22
8	–	SINT23	20	Software interrupt #23
9	–	SINT24	24	Software interrupt #24
10	–	SINT25	28	Software interrupt #25
11	–	SINT26	2C	Software interrupt #26
12	–	SINT27	30	Software interrupt #27
13	–	SINT28	34	Software interrupt #28
14	–	SINT29	38	Software interrupt #29, reserved
15	–	SINT30	3C	Software interrupt #30, reserved
16	3	$\overline{\text{INT0}}$ /SINT0	40	External user interrupt #0
17	4	$\overline{\text{INT1}}$ /SINT1	44	External user interrupt #1
18	5	$\overline{\text{INT2}}$ /SINT2	48	External user interrupt #2
19	6	TINT/SINT3	4C	Internal timer interrupt
20	7	BRINT0/SINT4	50	Buffered serial port receive interrupt
21	8	BXINT0/SINT5	54	Buffered serial port transmit interrupt
22	9	TRINT/SINT6	58	TDM serial port receive interrupt
23	10	TXINT/SINT7	5C	TDM serial port transmit interrupt
24	11	$\overline{\text{INT3}}$ /SINT8	60	External user interrupt #3
25–31	–		64–7F	Reserved

Table B–4. '545 Interrupt Locations and Priorities

TRAP/INTR Number (K)	Priority	Name	Location	Function
0	1	$\overline{\text{RS}}$ /SINTR	0	Reset (hardware and software reset)
1	2	$\overline{\text{NMI}}$ /SINT16	4	Nonmaskable interrupt
2	–	SINT17	8	Software interrupt #17
3	–	SINT18	C	Software interrupt #18
4	–	SINT19	10	Software interrupt #19
5	–	SINT20	14	Software interrupt #20
6	–	SINT21	18	Software interrupt #21
7	–	SINT22	1C	Software interrupt #22
8	–	SINT23	20	Software interrupt #23
9	–	SINT24	24	Software interrupt #24
10	–	SINT25	28	Software interrupt #25
11	–	SINT26	2C	Software interrupt #26
12	–	SINT27	30	Software interrupt #27
13	–	SINT28	34	Software interrupt #28
14	–	SINT29	38	Software interrupt #29, reserved
15	–	SINT30	3C	Software interrupt #30, reserved
16	3	$\overline{\text{INT0}}$ /SINT0	40	External user interrupt #0
17	4	$\overline{\text{INT1}}$ /SINT1	44	External user interrupt #1
18	5	$\overline{\text{INT2}}$ /SINT2	48	External user interrupt #2
19	6	TINT/SINT3	4C	Internal timer interrupt
20	7	BRINT0/SINT4	50	Buffered serial port receive interrupt
21	8	BXINT0/SINT5	54	Buffered serial port transmit interrupt
22	9	RINT1/SINT6	58	Serial port receive interrupt
23	10	XINT1/SINT7	5C	Serial port transmit interrupt
24	11	$\overline{\text{INT3}}$ /SINT8	60	External user interrupt #3
25	12	$\overline{\text{HPINT}}$ /SINT9	64	HPI interrupt
26–31	–		68–7F	Reserved

Table B–5. '546 Interrupt Locations and Priorities

TRAP/INTR Number (K)	Priority	Name	Location	Function
0	1	\overline{RS} /SINTR	0	Reset (hardware and software reset)
1	2	\overline{NMI} /SINT16	4	Nonmaskable interrupt
2	–	SINT17	8	Software interrupt #17
3	–	SINT18	C	Software interrupt #18
4	–	SINT19	10	Software interrupt #19
5	–	SINT20	14	Software interrupt #20
6	–	SINT21	18	Software interrupt #21
7	–	SINT22	1C	Software interrupt #22
8	–	SINT23	20	Software interrupt #23
9	–	SINT24	24	Software interrupt #24
10	–	SINT25	28	Software interrupt #25
11	–	SINT26	2C	Software interrupt #26
12	–	SINT27	30	Software interrupt #27
13	–	SINT28	34	Software interrupt #28
14	–	SINT29	38	Software interrupt #29, reserved
15	–	SINT30	3C	Software interrupt #30, reserved
16	3	$\overline{INT0}$ /SINT0	40	External user interrupt #0
17	4	$\overline{INT1}$ /SINT1	44	External user interrupt #1
18	5	$\overline{INT2}$ /SINT2	48	External user interrupt #2
19	6	TINT/SINT3	4C	Internal timer interrupt
20	7	BRINT0/SINT4	50	Buffered serial port receive interrupt
21	8	BXINT0/SINT5	54	Buffered serial port transmit interrupt
22	9	RINT1/SINT6	58	Serial port receive interrupt
23	10	XINT1/SINT7	5C	Serial port transmit interrupt
24	11	$\overline{INT3}$ /SINT8	60	External user interrupt #3
25–31	–		64–7F	Reserved

Table B–6. '548 Interrupt Locations and Priorities

TRAP/INTR Number (K)	Priority	Name	Location	Function
0	1	\overline{RS} /SINTR	0	Reset (hardware and software reset)
1	2	\overline{NMI} /SINT16	4	Nonmaskable interrupt
2	–	SINT17	8	Software interrupt #17
3	–	SINT18	C	Software interrupt #18
4	–	SINT19	10	Software interrupt #19
5	–	SINT20	14	Software interrupt #20
6	–	SINT21	18	Software interrupt #21
7	–	SINT22	1C	Software interrupt #22
8	–	SINT23	20	Software interrupt #23
9	–	SINT24	24	Software interrupt #24
10	–	SINT25	28	Software interrupt #25
11	–	SINT26	2C	Software interrupt #26
12	–	SINT27	30	Software interrupt #27
13	–	SINT28	34	Software interrupt #28
14	–	SINT29	38	Software interrupt #29, reserved
15	–	SINT30	3C	Software interrupt #30, reserved
16	3	$\overline{INT0}$ /SINT0	40	External user interrupt #0
17	4	$\overline{INT1}$ /SINT1	44	External user interrupt #1
18	5	$\overline{INT2}$ /SINT2	48	External user interrupt #2
19	6	TINT/SINT3	4C	Internal timer interrupt
20	7	BRINT0/SINT4	50	Buffered serial port 0 receive interrupt
21	8	BXINT0/SINT5	54	Buffered serial port 0 transmit interrupt
22	9	TRINT/SINT6	58	TDM serial port receive interrupt
23	10	TXINT/SINT7	5C	TDM serial port transmit interrupt
24	11	$\overline{INT3}$ /SINT8	60	External user interrupt #3
25	12	\overline{HPINT} /SINT9	64	HPI interrupt
26	13	BRINT1/SINT10	68	Buffered serial port 1 receive interrupt
27	14	BXINT1/SINT11	6C	Buffered serial port 1 transmit interrupt
28–31	–		70–7F	Reserved

Interrupt and Status Registers

This appendix shows the bit fields of the '54x interrupt and status registers. The following table defines terms used in identifying these register fields.

Table C–1. Register Field Terms and Definitions

Term	Definition
ARP	Auxiliary register pointer
ASM	Accumulator shift mode
AVIS	Address visibility mode
BRAF	Block repeat active flag
BRINT, BRINT1, BRINT0	Buffered serial port receive interrupts
BXINT, BXINT1, BXINT0	Buffered serial port transmit interrupts
C	Carry
CLKOFF	CLOCKOUT off
CMPT	Compatibility mode
CPL	Compiler mode
C16	Dual 16-bit/double-precision arithmetic mode
DP	Data page pointer
DROM	Data ROM
FRCT	Fractional mode
HM	Hold mode
HPINT	HPI interrupt
INTM	Interrupt mode
INT0–INT3	External user interrupts
IPTR	Interrupt vector pointer
MP/ $\overline{\text{MC}}$	Microprocessor/microcomputer

Table C–1. Register Field Terms and Definitions (Continued)

Term	Definition
OVA	Overflow flag A
OVB	Overflow flag B
OVL	RAM overlay
OVM	Overflow mode
RINT, RINT0, RINT1	Serial port receive interrupts
Resvd	Reserved
SMUL	Saturation on multiplication
SST	Saturation on store
SXM	Sign-extension mode
TC	Test/control flag
TINT	Internal timer interrupt
TRINT	TDM serial port receive interrupt
TXINT	TDM serial port transmit interrupt
XF	External flag status
XINT, XINT0, XINT1	Serial port transmit interrupts

Figure C-1. Interrupt Flag Register (IFR)

(a) '541 IFR

15-12	11	10	9	8	7	6	5	4	3	2	1	0
Resvd	Resvd	Resvd	Resvd	INT3	XINT1	RINT1	XINT0	RINT0	TINT	INT2	INT1	INT0

(b) '542 IFR

15-12	11	10	9	8	7	6	5	4	3	2	1	0
Resvd	Resvd	Resvd	HPINT	INT3	TXINT	TRINT	BXINT0	BRINT0	TINT	INT2	INT1	INT0

(c) '543 IFR

15-12	11	10	9	8	7	6	5	4	3	2	1	0
Resvd	Resvd	Resvd	Resvd	INT3	TXINT	TRINT	BXINT0	BRINT0	TINT	INT2	INT1	INT0

(d) '545 IFR

15-12	11	10	9	8	7	6	5	4	3	2	1	0
Resvd	Resvd	Resvd	HPINT	INT3	XINT1	RINT1	BXINT0	BRINT0	TINT	INT2	INT1	INT0

(e) '546 IFR

15-12	11	10	9	8	7	6	5	4	3	2	1	0
Resvd	Resvd	Resvd	Resvd	INT3	XINT1	RINT1	BXINT0	BRINT0	TINT	INT2	INT1	INT0

(f) '548 IFR

15-12	11	10	9	8	7	6	5	4	3	2	1	0
Resvd	BXINT1	BRINT1	HPINT	INT3	TXINT	TRINT	BXINT0	BRINT0	TINT	INT2	INT1	INT0

Figure C–2. Interrupt Mask Register (IMR)

(a) '541 IMR

15–12	11	10	9	8	7	6	5	4	3	2	1	0
Resvd	Resvd	Resvd	Resvd	INT3	XINT1	RINT1	XINT0	RINT0	TINT	INT2	INT1	INT0

(b) '542 IMR

15–12	11	10	9	8	7	6	5	4	3	2	1	0
Resvd	Resvd	Resvd	HPINT	INT3	TXINT	TRINT	BXINT0	BRINT0	TINT	INT2	INT1	INT0

(c) '543 IMR

15–12	11	10	9	8	7	6	5	4	3	2	1	0
Resvd	Resvd	Resvd	Resvd	INT3	TXINT	TRINT	BXINT0	BRINT0	TINT	INT2	INT1	INT0

(d) '545 IMR

15–12	11	10	9	8	7	6	5	4	3	2	1	0
Resvd	Resvd	Resvd	HPINT	INT3	XINT1	RINT1	BXINT0	BRINT0	TINT	INT2	INT1	INT0

(e) '546 IMR

15–12	11	10	9	8	7	6	5	4	3	2	1	0
Resvd	Resvd	Resvd	Resvd	INT3	XINT1	RINT1	BXINT0	BRINT0	TINT	INT2	INT1	INT0

(f) '548 IMR

15–12	11	10	9	8	7	6	5	4	3	2	1	0
Resvd	BXINT1	BRINT1	HPINT	INT3	TXINT	TRINT	BXINT0	BRINT0	TINT	INT2	INT1	INT0

Figure C–3. Processor Mode Status Register (PMST)

15–7	6	5	4	3	2	1	0
IPTR	MP/MC	OVLY	AVIS	DROM	CLKOFF	SMUL†	SST†

† Only on the LP devices; reserved bits on all other devices

Figure C–4. Status Register 0 (ST0)

15–13	12	11	10	9	8–0
ARP	TC	C	OVA	OVb	DP

Figure C–5. Status Register 1 (ST1)

15	14	13	12	11	10	9	8	7	6	5	4–0
BRAF	CPL	XF	HM	INTM	0	OVM	SXM	C16	FRCT	CMPT	ASM

Glossary

A

A: See *accumulator A*.

accumulator: A register that stores the results of an operation and provides an input for subsequent arithmetic logic unit (ALU) operations.

accumulator A: One of two 40-bit registers that store the result of an operation and provide an input for subsequent arithmetic logic unit (ALU) operations.

accumulator B: One of two 40-bit registers that store the result of an operation and provide an input for subsequent arithmetic logic unit (ALU) operations.

accumulator shift mode bits (ASM): A 5-bit field in ST1 that specifies a shift value (from –16 to 15) that is used to shift an accumulator value when executing certain instructions, such as instructions with parallel loads and stores.

address: The location of a word in memory.

address visibility mode bit (AVIS): A bit in PMST that determines whether or not the internal program address appears on the device's external address bus pins.

addressing mode: The method by which an instruction calculates the location of an object in memory.

AG: *Accumulator guard bits.* An 8-bit register that contains bits 39–32 (the guard bits) of an accumulator. Both accumulator A and accumulator B have guards bits.

AH: *Accumulator A high word.* Bits 31–16 of accumulator A.

AL: *Accumulator A low word.* Bits 15–0 of accumulator A.

ALU: *Arithmetic logic unit.* The part of the CPU that performs arithmetic and logic operations.

AR0–AR7: See *auxiliary registers*.

ARAU: See *auxiliary register arithmetic unit*.

ARP: See *auxiliary register pointer*.

ASM: See *accumulator shift mode bits*.

auxiliary register arithmetic unit (ARAU): An unsigned, 16-bit arithmetic logic unit (ALU) used to calculate indirect addresses using auxiliary registers.

auxiliary register file: The area in data memory containing the eight 16-bit auxiliary registers. See also *auxiliary registers*.

auxiliary register pointer (ARP): A 3-bit field in ST0 used as a pointer to the currently-selected auxiliary register, when the device is operating in 'C5x/'C2xx compatibility mode.

auxiliary registers (AR0–AR7): Eight 16-bit registers that are used as pointers to an address within data space. These registers are operated on by the auxiliary register arithmetic units (ARAUs) and are selected by the auxiliary register pointer (ARP). See also *auxiliary register arithmetic unit*.

AVIS: See *address visibility mode bit*.

B

B: See *accumulator B*.

barrel shifter: A unit that rotates bits in a word.

BG: *Accumulator B guard bits.* An 8-bit register that contains bits 39–32 (the guard bits) of accumulator B.

BH: *Accumulator B high word.* Bits 31–16 of accumulator B.

BL: *Accumulator B low word.* Bits 15–0 of accumulator B.

block-repeat active flag (BRAf): A 1-bit flag in ST1 that indicates whether or not a block repeat is currently active.

block-repeat counter (BRC): A 16-bit register that specifies the number of times a block of code is to be repeated when a block repeat is performed.

block-repeat end address register (REA): A 16-bit memory-mapped register containing the end address of a code segment being repeated.

block-repeat start address register (RSA): A 16-bit memory-mapped register containing the start address of a code segment being repeated.

boot: The process of loading a program into program memory.

boot loader: A built-in segment of code that transfers code from an external source to program memory at power-up.

BRC: See *block-repeat counter*.

butterfly: A kernel function for computing an N-point fast Fourier transform (FFT), where N is a power of 2. The combinational pattern of inputs resembles butterfly wings.

C

C16: A bit in ST1 that determines whether the ALU operates in dual 16-bit mode or in double-precision mode.

CAB: *C address bus*. A bus that carries addresses needed for accessing data memory.

carry bit (C): A bit used by the ALU in extended arithmetic operations and accumulator shifts and rotates. The carry bit can be tested by conditional instructions.

CB: *C bus*. A bus that carries operands that are read from data memory.

CMPT: See *compatibility mode bit*.

code: A set of instructions written to perform a task.

cold boot: The process of loading a program into program memory at power-up.

compatibility mode bit (CMPT): A bit in ST1 that determines whether or not the auxiliary register pointer (ARP) is used to select an auxiliary register in single indirect addressing mode.

compiler mode bit (CPL): A bit in ST1 that determines whether the CPU uses the data page pointer or the stack pointer to generate data memory addresses in direct addressing mode.

CPL: See *compiler mode bit*.

D

DAB: *D address bus.* A bus that carries addresses needed for accessing data memory.

DAB address register (DAR): A register that holds the address to be put on the DAB to address data memory for reads via the DB.

DAGEN: See *data address generation logic*.

DAR: See *DAB address register*.

DARAM: *Dual-access RAM.* Memory that can be accessed twice in the same clock cycle.

data address bus: A group of connections used to route data memory addresses. The '54x has three 16-bit buses that carry data memory addresses: CAB, DAB, and EAB.

data address generation logic (DAGEN): Logic circuitry that generates the addresses for data memory reads and writes. See also *program address generation logic*.

data bus: A group of connections used to route data. The '54x has three 16-bit data buses: CB, DB, and EB.

data memory: A memory region used for storing and manipulating data. Addresses 00h–1Fh of data memory contain CPU registers. Addresses 20h–5Fh of data memory contain peripheral registers.

data page pointer (DP): A 9-bit field in ST0 that specifies which of 512 128-word pages is currently selected for direct address generation. DP provides the nine MSBs of the data-memory address; the data memory address provides the lower seven bits. See also *direct memory address*.

data ROM bit (DROM): A bit in processor mode status register (PMST) that determines whether part of the on-chip ROM is mapped into program space.

DB: *D bus.* A bus that carries operands that are read from data memory.

direct memory address (dma, DMA): The seven LSBs of a direct-addressed instruction that are concatenated with the data page pointer (DP) to generate the entire data memory address. See also *data page pointer*.

dma: See *direct memory address*.

DP: See *data page pointer*.

DROM: See *data ROM bit*.

E

EAB address register (EAR): A register that holds the address to be put on the EAB to address data memory for reads via the EB.

EAR: See *EAB address register*.

EB: *E bus*. A bus that carries data to be written to memory.

exponent (EXP) encoder: A hardware device that computes the exponent value of the accumulator.

F

fast return register (RTN): A 16-bit register used to hold the return address for the fast return from interrupt instruction.

fractional mode bit (FRCT): A bit in status register ST1 that determines whether or not the multiplier output is left-shifted by one bit.

FRCT: See *fractional mode bit*.

H

HM: See *hold mode bit*.

hold mode bit (HM): A bit in status register ST1 that determines whether the CPU enters the hold state in normal mode or concurrent mode.

I

IFR: See *interrupt flag register*.

IMR: See *interrupt mask register*.

instruction register (IR): A 16-bit register used to hold a fetched instruction.

interrupt: A condition caused by internal hardware, an event external to the CPU, or by a previously executed instruction that forces the current program to be suspended and causes the processor to execute an interrupt service routine corresponding to the interrupt.

interrupt flag register (IFR): A 16-bit memory-mapped register used to identify and clear active interrupts.

interrupt mode bit (INTM): A bit in status register ST1 that globally masks or enables all interrupts.

interrupt mask register (IMR): A 16-bit memory-mapped register used to enable or disable external and internal interrupts. A 1 written to any IMR bit position enables the corresponding interrupt (when INTM = 0).

interrupt service routine (ISR): A module of code that is executed in response to a hardware or software interrupt.

INTM: See *interrupt mode bit*.

IPTR: *Interrupt vector pointer.* A 9-bit field in the processor mode status register (PMST) that points to the 128-word page where interrupt vectors reside.

IR: See *instruction register*.

ISR: See *interrupt service routine*.

L

latency: The delay between when a condition occurs and when the device reacts to the condition. Also, in a pipeline, the delay between the execution of two instructions that is necessary to ensure that the values used by the second instruction are correct.

LSB: *Least significant bit.* The lowest order bit in a word.

M

memory-mapped register (MMR): The '54x processor registers mapped into page 0 of the data memory space.

microcomputer mode: A mode in which the on-chip ROM is enabled and addressable.

microprocessor mode: A mode in which the on-chip ROM is disabled.

micro stack: A stack that provides temporary storage for the address of the next instruction to be fetched when the program address generation logic is used to generate sequential addresses in data space.

MP/ $\overline{\text{MC}}$ bit: A bit in the processor mode status register (PMST) that indicates whether the processor is operating in microprocessor or microcomputer mode. See also *microcomputer mode*; *microprocessor mode*.

MSB: *Most significant bit.* The highest order bit in a word.

O

OVA: *Overflow flag A.* A bit in status register ST0 that indicates the overflow condition of accumulator A.

OVB: *Overflow flag B.* A bit status register ST0 that indicates the overflow condition of accumulator B.

overflow: A condition in which the result of an arithmetic operation exceeds the capacity of the register used to hold that result.

overflow flag (OVA, OVB): A flag that indicates whether or not an arithmetic operation has exceeded the capacity of the corresponding accumulator. See also *OVA* and *OVB*.

overflow mode bit (OVM): A bit in status register ST1 that specifies how the ALU handles an overflow after an operation.

OVLY: See *RAM overlay bit*.

OVM: See *overflow mode bit*.

P

PAB: *Program address bus.* A 16-bit bus that provides the address for program memory reads and writes.

PAGEN: See *program address generation logic*.

PAR: See *program address register*.

PB: *Program bus.* A bus that carries the instruction code and immediate operands from program memory.

PC: See *program counter*.

pipeline: A method of executing instructions in an assembly-line fashion.

pmad: *Program-memory address.* A 16-bit immediate program-memory address.

PMST: See *processor mode status register*.

pop: Action of removing a word from a stack.

processor mode status register (PMST): A 16-bit status register that controls the memory configuration of the device. See also *ST0*; *ST1*.

program address generation logic (PAGEN): Logic circuitry that generates the address for program memory reads and writes, and the address for data memory in instructions that require two data operands. This circuitry can generate one address per machine cycle. See also *data address generation logic*.

program address register (PAR): A register that holds the address to be put on the PAB to address memory for reads via the PB.

program controller: Logic circuitry that decodes instructions, manages the pipeline, stores status of operations, and decodes conditional operations.

program counter (PC): A 16-bit register that indicates the location of the next instruction to be executed.

program counter extension register (XPC): A register that contains the upper 7 bits of the current program memory address.

program data bus (PB): A bus that carries the instruction code and immediate operands from program memory.

program memory: A memory region used for storing and executing programs.

push: Action of placing a word onto a stack.

R

RAM overlay bit (OVLY): A bit in the processor mode status register PMST that determines whether or not on-chip dual-access RAM is mapped into the program/data space.

RC: See *repeat counter*.

REA: See *block-repeat end address*.

register: A group of bits used for temporarily holding data or for controlling or specifying the status of a device.

repeat counter (RC): A 16-bit register used to specify the number of times a single instruction is executed.

reset: A means of bringing the CPU to a known state by setting the registers and control bits to predetermined values and signaling execution to start at a specified address.

RSA: See *block-repeat start address*.

RTN: See *fast return register*.

S

SARAM: *Single-access RAM.* Memory that only can be read from or written during one clock cycle.

shifter: A hardware unit that shifts bits in a word to the left or to the right.

sign-control logic: Circuitry used to extend data bits (signed/unsigned) to match the input data format of the multiplier, ALU, and shifter.

sign extension: An operation that fills the high order bits of a number with the sign bit.

sign-extension mode bit (SXM): A bit in status register ST1 that enables sign extension in CPU operations.

SINT: See *software interrupt*.

software interrupt: An interrupt caused by the execution of a software interrupt instruction.

SP: See *stack pointer*.

ST0: *Status register 0.* A 16-bit register that contains '54x status and control bits. See also *PMST*; *ST1*.

ST1: *Status register 1.* A 16-bit register that contains '54x status and control bits. See also *PMST*; *ST0*.

stack: A block of memory used for storing return addresses for subroutines and interrupt service routines and for storing data.

stack pointer (SP): A register that always points to the last element pushed onto the stack.

SXM: See *sign-extension mode bit*.

T

TC: See *test/control flag bit*.

temporary register (T): A 16-bit register that holds one of the operands for multiply and store instructions, the dynamic shift count for the add and subtract instructions, or the dynamic bit position for the bit test instructions.

test/control flag bit (TC): A bit in status register ST0 that is affected by test operations.

transition register (TRN): A 16-bit register that holds the transition decision for the path to new metrics to perform the Viterbi algorithm.

W

warm boot: The process by which the processor transfers control to the entry address of a previously-loaded program.

X

XF: *XF status flag.* A bit in status register ST1 that indicates the status of the XF pin.

XPC: *See program counter extension register.*

Z

ZA: *Zero detect bit A.* A signal that indicates when accumulator A contains a 0.

ZB: *Zero detect bit B.* A signal that indicates when accumulator B contains a 0.

zero detect: *See ZA and ZB.*

zero fill: A method of filling the low- or high-order bits with zeros when loading a 16-bit number into a 32-bit field.

Summary of Updates in This Document

This appendix provides a summary of the updates in this version of the document. Updates within paragraphs appear in a **bold typeface**.

Page:

Change or Add:

viii Deleted *Trademarks* from page header.

1–3 Changed hi (A) meaning in Table 1–1, *Instruction Set Symbols and Abbreviations*:

Symbol	Meaning
hi(A)	High part of accumulator A (bits 31 –16)

1–5 Added following symbols to Table 1–1, *Instruction Set Symbols and Abbreviations*:

Symbol	Meaning
-- SP	Stack pointer value is decremented by 1
++ SP	Stack pointer value is incremented by 1
++ PC	Program counter value is incremented by 1

1–8 Added following symbol to Table 1–4, *Operators Used in Instruction Set*:

Symbols	Operators	Evaluation
< < <	Logical left shift	Left to right

2–5 Changed first syntax in Table 2–4, *Multiply-Accumulate and Multiply-Subtract Instructions*:

Syntax	Expression
src = src + T * Smem src += T * Smem	src = src + T * Smem

Changed fifth syntax and expression in Table 2–4, *Multiply-Accumulate and Multiply-Subtract Instructions*:

Syntax	Expression
src = rnd(src + T * Smem)	src = rnd(src + T * Smem)

Page: Change or Add:2–8 Changed following Expressions in Table 2–6, *Application-Specific Instructions*:

Syntax	Expression
lms(Xmem, Ymem)	$B = B + Xmem * Ymem$ $A = A + Xmem \ll 16 + 2^{15}$
poly(Smem)	$B = Smem \ll 16$ $A = rnd(A(32-16) * T + B)$
sqdst(Xmem, Ymem)	$B = B + A(32-16) * A(32-16)$ $A = (Xmem - Ymem) \ll 16$

2–11 Changed following syntax in Table 2–10, *Shift Instructions*:

Syntax	Expression
$dst = src \lll SHIFT$	$dst = src \ll SHIFT \{logical\ shift\}$

2–13 Changed Expressions in Table 2–13, *Call Instructions*:

Syntax	Expression
call src dcall src	$--SP, PC + 1[31] = TOS,$ $PC = src(15-0)$
call pmad dcall pmad	$--SP, PC + 2[41] = TOS,$ $PC = pmad(15-0)$
if (cond [, cond [, cond]]) call pmad if (cond [, cond [, cond]]) dcall pmad	if (cond(s)) then $--SP,$ $PC + 2[41] = TOS, PC = pmad(15-0)$
far call src far dcall src	$--SP, PC + 1[31] = TOS,$ $PC = src(15-0), XPC = src(22-16)$
far call extpmad far dcall extpmad	$--SP, PC + 2[41] = TOS,$ $PC = pmad(15-0),$ $XPC = pmad(22-16)$

Changed Expressions in Table 2–14, *Interrupt Instructions*:

Syntax	Expression
int(K)	$--SP, ++PC = TOS,$ $PC = IPTR(15-7) + K \ll 2,$ $INTM = 1$
trap(K)	$--SP, ++PC = TOS,$ $PC = IPTR(15-7) + K \ll 2$

Page:**Change or Add:**

2–14

Changed Expressions in Table 2–15, *Return Instructions*:

Syntax	Expression
far return far dreturn	XPC = TOS , ++ SP, PC = TOS , ++SP
far return_enable far dreturn_enable	XPC = TOS , ++ SP, PC = TOS , ++SP, INTM = 0
if (cond [, cond [, cond]]) return if (cond [, cond [, cond]]) dreturn	if (cond(s)) then PC = TOS , ++SP
return dreturn	PC = TOS , ++SP
return_enable dreturn_enable	PC = TOS , ++SP, INTM = 0
return_fast dreturn_fast	PC = RTN, ++SP, INTM = 0

Changed following Expression in Table 2–16, *Repeat Instructions*:

Syntax	Expression
blockrepeat(pmad) dblockrepeat(pmad)	Repeat block, RSA = PC + 2[4 ^{ff}], REA = pmad, BRAF = 1

2–15

Changed following Expressions in Table 2–17, *Stack-Manipulating Instructions*:

Syntax	Expression
Smem = pop()	Smem = TOS , ++SP
MMR = pop() mmr(MMR) = pop()	MMR = TOS , ++SP
push(Smem)	--SP, Smem = TOS
push(MMR) push(mmr(MMR))	--SP, MMR = TOS

3–2

Deleted following phrase from *n* definition:(where $n > 2$ to fill the pipeline)

3–3

Changed 14th syntax in second column of Class 1.

dst = *src* <<< *SHIFT*

Example 4

```
A = *AR2+ << 16 + *AR2- << 16      ; after accessing the  
                                       ; operands, AR2 is  
                                       ; incremented by one.
```

4-18/19 Changed Description:

Page:	Change or Add:
4–30	<p>Changed Description:</p> <p>This instruction passes control to the program-memory address (<i>pmad</i>) if the specified condition(s) is met. The two 1-word instructions or the one 2-word instruction following the call instruction is fetched from program memory. If the condition(s) is met, the two words following the instruction are flushed from the pipeline and execution begins at <i>pmad</i>. If the condition(s) is not met, the PC is incremented by 2 and the two words following the instruction are executed.</p> <p>If the call is delayed (specified by the <i>d</i> prefix), the two 1-word instructions or the one 2-word instruction is fetched from program memory and executed. The two words following the delayed instruction have no effect on the conditions being tested. If the condition(s) is met, execution continues at <i>pmad</i>. If the condition(s) is not met, the PC is incremented by 2 and the two words following the delayed instruction are executed.</p>
4–31	<p>Added following paragraph after Example 2:</p> <p>After the memory location has been ANDed with 4444h, the program continues executing from location 1000h.</p>
4–37	Changed Words and Cycles descriptions from Smem to Lmem.
4–38	Changed Example 3 contents of AR3 (after instruction) to 00FF.
4–39	Changed Words and Cycles descriptions from Smem to Lmem.
4–42	Changed Words and Cycles descriptions from Smem to Lmem.
4–44	Changed Words and Cycles descriptions from Smem to Lmem.
4–46	Changed Words and Cycles descriptions from Smem to Lmem.
4–47	Changed Example 1 contents of C (after instruction) to 0.
4–48	Changed Words and Cycles descriptions from Smem to Lmem.
4–49	Changed Words and Cycles descriptions from Smem to Lmem.
4–50	Changed Example 2 contents of C (after instruction) to 1.
4–51	Deleted duplicate page.
4–52	Changed Words and Cycles descriptions from Smem to Lmem.
4–58	<p>Changed Example 1 contents of SP (after instruction) to 110F and Data Memory address 1109h to 110Fh.</p> <p>Changed Example 2 contents of PC (after instruction) to 2000, contents of SP (after instruction) to 110F, and Data Memory address 1109h to 110Fh.</p>

Page:	Change or Add:
4–60	<p>Changed Example 1 contents of SP (after instruction) to 110F and Data Memory address 1109h to 110Fh.</p> <p>Changed Example 2 contents of SP (after instruction) to 110F, contents of Data Memory 1110h (after instruction) to 3005, and Data Memory address 1109h to 110Fh.</p> <p>Added following paragraph after Example 2:</p> <p style="padding-left: 40px;">After the memory location has been ANDed with 4444h, the program continues executing from location 1000h.</p>
4–74	<p>Changed syntax in Example 6:</p> <p style="padding-left: 40px;">Example 6 <code>ASM = @0</code></p>
4–75	<p>Changed Execution:</p> <p style="padding-left: 40px;">(MMR) → dst(15–0) 00 0000h → dst(39–16)</p>
4–80	<p>Changed Description:</p> <p style="padding-left: 40px;">This instruction loads the data-memory value <i>Smem</i> shifted left 16 bits into the high part of <i>dst</i> (bits 31–16). <i>Smem</i> is rounded by adding 2^{15} to this value and clearing the 15 LSBs (14–0) of the accumulator to 0. Bit 15 of the accumulator is set to 1.</p>
4–82	<p>Changed Execution:</p> <p style="padding-left: 40px;">(A) + (Xmem) << 16 + 2^{15} → A (B) + (Xmem) × (Ymem) → B</p> <p>Changed Description:</p> <p style="padding-left: 40px;">This instruction executes the least mean square (LMS) algorithm. The dual data-memory operand <i>Xmem</i> is shifted left 16 bits and added to accumulator A. The result is rounded by adding 2^{15} to the high part of the accumulator (bits 31–16). The result is stored in accumulator A. In parallel, <i>Xmem</i> and <i>Ymem</i> are multiplied and the result is added to accumulator B. <i>Xmem</i> does not overwrite T; therefore, T always contains the error value used to update coefficients.</p>
4–96	<p>Changed Example 3 contents of AR3 (after instruction) to 0100.</p> <p>Changed Example 4 contents of AR3 (after instruction) to 0101.</p> <p>Changed Example 5 contents of AR3 (after instruction) to 00FF and syntax:</p> <p style="padding-left: 40px;">Example 5 <code>mar (*AR3-)</code></p>

Page:	Change or Add:
4-105	<p>Changed syntax in Example 1:</p> <p>Example 1 <code>A = T * @13</code></p>
4-106	<p>Changed syntax in Example 4:</p> <p>Example 4 <code>B = rnd(T * @0)</code></p>
4-111	<p>Changed syntax in Example 1:</p> <p>Example 1 <code>data(8000h) = @10</code></p>
4-115	<p>Changed syntax in Example:</p> <p>Example <code>prog(0FE00h) = @0</code></p>
4-121	<p>Changed syntax in Example 1:</p> <p>Example 1 <code>@5 = prog(0FE00h)</code></p>
4-122	<p>Changed second paragraph in Description:</p> <p>If the accumulator equals FF 8000 0000h, the negate operation causes an overflow because the 2s complement of FF 8000 0000h exceeds the lower 32 bits of the accumulator. If OVM = 1, <i>dst</i> is assigned 00 7FFF FFFFh. If OVM = 0, <i>dst</i> is assigned 00 8000 0000h. The OV bit for <i>dst</i> is set to indicate overflow in either case.</p>
4-125	<p>Changed Example 2 contents of T (after instruction) to 0FF9.</p>
4-130	<p>Changed syntax in Example:</p> <p>Example <code>@10 = pop()</code></p>
4-138	<p>Changed Example contents of PC (after instruction) to 2002.</p>
4-140	<p>Changed syntax in Example:</p> <p>Example <code>@6 = prog(A)</code></p>
4-145	<p>Changed Example 1 contents of A (after instruction) to FF FFFF FFFF.</p> <p>Changed Example 2 contents of A (after instruction) to 00 7FFF FFFF.</p>
4-152	<p>Changed Example 1 contents of PC (after instruction) to 1002 and contents of REA (after instruction) to <code>end_block - 1</code>.</p> <p>Changed Example 2:</p>

	Before Instruction		After Instruction
PC	<div>1000</div>	PC	<div>1004</div>
BRC	<div>1234</div>	BRC	<div>0063</div>
RSA	<div>5678</div>	RSA	<div>1004</div>
REA	<div>9ABC</div>	REA	<div>end_block - 1</div>

Page: Change or Add:

4–161 Changed syntax:

dst = src <<< SHIFT

4–162 Changed syntax in Examples 1 and 2:

Example 1 *B = A <<< -5*

Example 2 *B = B <<< +5*

4–163 Deleted *INTM* from Status Bits.

4–165 Changed syntax in Example 1:

Example 1 *B = square(@30)*

4–166 Changed syntax in Example 1:

Example 1 *B = B + square(@30) , T = @30*

4–168 Changed syntax in Example 1:

Example 1 *A = A - square(@9) , T = @9*

4–173 Changed syntax in Examples 1 and 2:

Example 1 *@0 = FFFFh*

Example 2 *@5 = TRN*

4–175 Changed syntax in Example 1:

Example 1 *@10 = hi(A)*

4–176 Changed syntax in Example 3:

Example 3 *@10 = hi(A) << (-4)*

4–178 Changed syntax in Example 1:

Example 1 *@11 = A*

4–179 Changed syntax in Example 3:

Example 3 *@11 = A << 7*

4–181 Changed Example 2 contents of AR7 (after instruction) to 0011.

4–182 Changed Example contents of AR3 (after instruction) to 0200.

4–184 Added Example 3:

Example 3 **AR2+ = hi(A)*
*|| A = *AR2- << 16*

In Example 3, the load reads the source operand at the memory location pointed to by AR2 before the store writes to the same location. The store reads the source operand of accumulator A before load loads accumulator A.

Page:	Change or Add:
4–185	<p>Changed Execution:</p> $(\text{src} \ll (\text{ASM} - 16)) \rightarrow \text{Ymem}$ <p>If (Rounding)</p> <p>Then</p> $\text{Round}((\text{Xmem}) \times (\text{T}) + (\text{dst})) \rightarrow \text{dst}$ <p>Else</p> $(\text{Xmem}) \times (\text{T}) + (\text{dst}) \rightarrow \text{dst}$ <p>Changed first sentence in Description:</p> <p>This instruction stores <i>src</i> shifted by (ASM – 16) in data-memory location <i>Ymem</i>.</p>
4–186	<p>Changed Example 1 contents of AR4 (after instruction) to 00FF and contents of AR5 (after instruction) to 0200.</p> <p>Changed Example 2 contents of Data Memory 100h (after instruction) to 0001.</p>
4–187	<p>Changed Execution:</p> $(\text{src} \ll (\text{ASM} - 16)) \rightarrow \text{Ymem}$ <p>If (Rounding)</p> <p>Then</p> $\text{Round}((\text{dst}) - (\text{Xmem}) \times (\text{T})) \rightarrow \text{dst}$ <p>Else</p> $(\text{dst}) - (\text{Xmem}) \times (\text{T}) \rightarrow \text{dst}$ <p>Changed first sentence in Description:</p> <p>This instruction stores <i>src</i> shifted by (ASM – 16) in data-memory location <i>Ymem</i>.</p>
4–188	<p>Changed Example 1 contents of AR5 (after instruction) to 0200.</p> <p>Changed Example 2 contents of ASM (before instruction) to 0001.</p>
4–189	<p>Changed Execution:</p> $(\text{src} \ll (\text{ASM} - 16)) \rightarrow \text{Ymem}$ $(\text{T}) \times (\text{Xmem}) \rightarrow \text{dst}$ <p>Changed first sentence in Description:</p> <p>This instruction stores <i>src</i> shifted by (ASM – 16) in data-memory location <i>Ymem</i>.</p>

Page: Change or Add:

4–190 Changed Execution:

(**src** << (ASM – 16)) → Ymem
(Xmem) << 16 – (dst_) → dst

Changed first sentence in Description:

This instruction stores *src* shifted by (ASM – 16) in data-memory location *Ymem*.

4–193 Changed Execution for syntaxes 9 and 10:

9: (**dst**) – (src) << SHIFT → dst
10: (**dst**) – (src) << ASM → dst

4–195 Changed Example 2 contents of C (after instruction) to 1.

4–196 Changed syntax in Example 1:

Example 1 A = A – @5 – BORROW

4–198 Changed syntax in Example 1:

Example 1 subc (@2, A)

4–199 Changed Execution:

src – unsigned (Smem) → src

4–202 Changed Data Memory address 1905h to 1005h and syntax:

Example prog(A) = @5

D–3 Deleted *CNF* definition.

D–4 Deleted *configuration control bit (CNF)* definition.

Changed *DAB address register (DAR)* definition:

A register that holds the address to be put on the DAB to address data memory for reads via the DB.

Changed *DARAM* definition:

Memory that can be **accessed twice** in the same clock cycle.

Changed *data address bus* definition:

A group of connections used to route data memory addresses. The '54x has three 16-bit buses that carry data memory addresses: CAB, DAB, and EAB.

Page:	Change or Add:
D-4	<p>Changed <i>data bus</i> definition:</p> <p>A group of connections used to route data. The '54x has three 16-bit data buses: CB, DB, and EB.</p>
D-5	<p>Changed <i>EAB address register (EAR)</i> definition:</p> <p>A register that holds the address to be put on the EAB to address data memory for reads via the EB.</p> <p>Changed <i>exponent (EXP) encoder</i> definition:</p> <p>A hardware device that computes the exponent value of the accumulator.</p> <p>Changed <i>interrupt</i> definition:</p> <p>A condition caused by internal hardware, an event external to the CPU, or by a previously executed instruction that forces the current program to be suspended and causes the processor to execute an interrupt service routine corresponding to the interrupt.</p>
D-7	<p>Changed <i>overflow mode bit (OVM)</i> definition:</p> <p>A bit in status register ST1 that specifies how the ALU handles an overflow after an operation.</p> <p>Changed <i>pmad</i> definition:</p> <p>A 16-bit immediate program-memory address.</p>
D-8	<p>Changed <i>program address register (PAR)</i> definition:</p> <p>A register that holds the address to be put on the PAB to address memory for reads via the PB.</p>
D-9	<p>Changed <i>software interrupt</i> definition:</p> <p>An interrupt caused by the execution of a software interrupt instruction.</p> <p>Changed <i>temporary register (T)</i> definition:</p> <p>A 16-bit register that holds one of the operands for multiply and store instructions, the dynamic shift count for the add and subtract instructions, or the dynamic bit position for the bit test instructions.</p>

Page: Change or Add:

Reference Card 1, page 2

Changed first syntax:

Syntax	Expression
src = src + T * Smem src += T * Smem	src = src + T * Smem

Changed fifth syntax and expression *Multiply-Accumulate and Multiply-Subtract Instructions*

Syntax	Expression
src = rnd(src + T * Smem)	src = rnd(src + T * Smem)

Reference Card 1, page 4

Changed following Expressions in *Application-Specific Instructions*:

Syntax	Expression
poly(Smem)	B = Smem << 16 A = rnd(A (32-16) * T + B)
sqdst(Xmem, Ymem)	B = B + A(32-16) * A(32-16) A = (Xmem - Ymem) << 16

Reference Card 1, page 5

Changed following syntax in *Shift Instructions*:

Syntax	Expression
<i>dst = src <<< SHIFT</i>	dst = src << SHIFT {logical shift}

Page: Change or Add:

Reference Card 1, page 5

Changed Expressions in *Call Instructions*:

Syntax	Expression
[d]call src	— —SP, PC + 1[3] = TOS , PC = src(15–0)
[d]call pmad	— —SP, PC + 2[4] = TOS , PC = pmad(15–0)
if (cond [, cond [, cond]]) [d]call pmad	if (cond(s)) then — —SP, PC + 2[4] = TOS , PC = pmad(15–0)
far [d]call src	— —SP, PC + 1[3] = TOS , PC = src(15–0), XPC = src(22–16)
far [d]call extpmad	— —SP, PC + 2[4] = TOS , PC = pmad(15–0), XPC = pmad(22–16)

Changed Expressions in *Interrupt Instructions*.

Syntax	Expression
int(K)	— —SP, ++ PC = TOS , PC = IPTR(15–7) + K << 2, INTM = 1
trap(K)	— —SP, ++ PC = TOS , PC = IPTR(15–7) + K << 2

Changed Expressions in *Return Instructions*:

Syntax	Expression
far [d]return	XPC = TOS , ++ SP , PC = TOS , ++SP
far [d]return_enable	XPC = TOS , ++ SP , PC = TOS , ++SP , INTM = 0

Page: **Change or Add:**

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Changed Expressions in *Return Instructions*:

Syntax	Expression
if (cond [, cond [, cond]]) [d]return	if (cond(s)) then PC = TOS, ++SP
[d]return	PC = TOS, ++SP
[d]return_enable	PC = TOS, ++SP , INTM = 0
[d]return_fast	PC = RTN, ++SP , INTM = 0

Changed following Expression in *Repeat Instructions*:

Syntax	Expression
[d]blockrepeat(pmad)	Repeat block, RSA = PC + 2[4], REA = pmad, BRAF = 1

Changed following Expressions in *Stack-Manipulating Instructions*:

Syntax	Expression
Smem = pop()	Smem = TOS, ++SP
MMR = pop() mmr(MMR) = pop()	MMR = TOS, ++SP
push(Smem)	--SP, Smem = TOS
push(MMR) push(mmr(MMR))	--SP, MMR = TOS

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Changed *Indirect Addressing Types With a Dual Data-Memory Operand*:

*ARx	*ARx+
*ARx-	*ARx+ 0%

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