

# SmartDMA Hand-Assembly Guides

LCD (basic):

	3	3	2	2		2	2	2	2		1	1	1	1	1		6	5	3	2	0		
LCD	1	0	9	8	3	2	1	0	5	4	3	2	1	6	5	3	2	0	*	+	*	*	*
L	E	X	T	Index 0 Initialization				Index 1 Initialization				Term Usage	Termination Condition				Index 0 Increment Var.	Index 1 Increment Var.					
1																							
1																							
1																							
1																							
1																							

LCD[28:23] or LCD[20:15] or LCD[11:6]	Index-Variable Initialization or Termination-Condition
0nnnnn	for (i = varN; or ; i < varN;
011nnn	for (i = incN; //inc0=var24 or ; i < incN;
101nnn	for (i = extraN; //extra0=var32 or ; i < extraN;
11nnnn	for (i = indexN; or ; i < indexN;

LCD[14:13]	Termination Usage
00	Termination Condition is used with Index 0's Variable in this LCD
01	Termination Condition is used with Index 1's Variable in this LCD
10	Literal-Initialization LCD
11	Termination Condition is not used with this LCD

Inc [31:29]	Comparison
000	Exactly one-time execution
001	<
010	>
011	!=

Inc [31:29]	Comparison
100	==
101	<=
110	>=
111	No comparison (loop forever)

Literal-Initialization LCD:

	3	3	2		1	1	1	1		5	4	3	2		0
LCD	1	0	9	5	4	3	2	1	6	5	3	2	0	*	*
L	B	Bits 27:13 of Literal Initialization Value						Term Usage	Bits 12:0 of Literal Initialization Value						
1									1	0					
1									1	0					
1									1	0					
1									1	0					
1									1	0					

DRD1A (no extensions allowed):

3 3 2 2 2 2 2	2 2 1 1 1 1 1	1	
1 0 9 8 7 6 5	1 0 9 8 7 6 5	0 9	3 2 0

L C D	E X T	T P E	M O P R E	T F R E	I N T	Initiator	R e a d D a t a S i z e	W r i t e D a t a S i z e	S C A L	Memory Write Destination	Memory Write Source	EU Function Number
0	0	0										
0	0	0										
0	0	0										
0	0	0										

DRD2A (initial):

3 3 2 2 2 2 2	2 2 1 1 1 1 1	1 1	
1 0 9 8 7 6 5	1 0 9 8 7 6 5	2 1	8 7 4 3 0

L C D	E X T	T P E	M O P R E	T F R E	I N T	Initiator	R e a d D a t a S i z e	W r i t e D a t a S i z e	S C A L	Execution-Unit-0 Function Number	Execution-Unit-1 Function Number	Execution-Unit-2 Function Number	Execution-Unit-3 Function Number
0	1	1											
0	1	1											
0	1	1											
0	1	1											

DRD2B1(extension):

3 3 2 2 2	2 2 2	1 1 1 1	
1 0 9 8 7	2 1 0	4 3 2 1	6 5 0

L C D	E X T	T P E	r s r v	Memory Write Destination	r s r v	Memory Write Source	Exe. Unit Num ber	Execution Unit Operand 0 Source	Execution Unit Operand 1 Source
0		0	0				0		
0		0	0				0		
0		0	0				0		
0		0	0				0		

DRD2B2(extension):

3 3 2 2 2 2 2	2	1 1 1 1	
1 0 9 8 7 6 5	0	4 3 2 1	6 5 0

L C D	E X T	T P E	r s r v	Exe. Unit Num ber	Execution Unit Operand 0/2/4/6 Source	Execution Unit Operand 1/3/5/7 Source	Exe. Unit Num ber	Execution Unit Operand 0/2/4/6 Source	Execution Unit Operand 1/3/5/7 Source
0		1	0						
0		1	0						
0		1	0						
0		1	0						

Encoding		Write Destination
bit[5]	bits[4:0]	
0	nnnnn	varN = <something>;
1	0nnnn	indexN = <something>;
1	1nnnn	*indexN = <something>;

DRD Memory Write Source Value		Source of Memory-Write Data
bits[6:5]	bits[4:0]	
00	nnnnn	<something> = varN;
01	00nnn	<something> = incN;
01	01nnn	<something> = extraN;
01	10000	Execution Unit 0 Result: <something> = f();
01	10001	Execution Unit 1 Result: <something> = f();
01	10010	Execution Unit 2 Result: <something> = f();
01	10011	Execution Unit 3 Result: <something> = f();
01	101xx	Reserved
01	110xx	Reserved
01	1110x	Reserved
01	11110	Reserved
01	11111	Nothing
10	0xxxx	Reserved
10	10000	Contents of Address Pointed to by EU 0 Result: <something> = *f();
10	10001	Contents of Address Pointed to by EU1 Result: <something> = *f();
10	10010	Contents of Address Pointed to by EU2 Result: <something> = *f();
10	10011	Contents of Address Pointed to by EU3 Result: <something> = *f();
10	101xx	Reserved
10	11xxx	Reserved
11	0nnnn	<something> = indexN;
11	1nnnn	<something> = *indexN;

DRD Operand Source Field Value (all other encodings reserved)		Source providing data
bit[5]	bits[4:0]	
0	nnnnn	varN (N = 0 to 23 only)
0	11000	Execution Unit 0 Result: f()
0	11001	Execution Unit 1 Result: f()
0	11010	Execution Unit 2 Result: f()
0	11011	Execution Unit 3 Result: f()
0	11111	Nothing
1	0nnnn	indexN
1	1nnnn	*indexN