

VU Abstrakte Maschinen i8080.js

Intel 8080
implementiert in
JavaScript/TypeScript

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Ziele

- Intel 8080 implementieren in JS/TS
- Alle Operationen (ohne IN,OUT, EI, DI, RST)
- Simpler Assambler um Programme zu schreiben
- UI in JS (läuft vollständig im Browser)

Specs

- 8 Allgemeine Register (A B C D E H L M)
 - A dient als Akkumulator
 - H L dienen zur Memory-Adressierung
 - M referenziert auf Memory (durch HL adressiert)
- 16 Bit Register Paare (BC, DE, HL, PSW*)
- 16 Bit Stack Pointer und Programm Counter Register
- 5 x 1Bit Flag Register (Carry, Sign, Zero, Parity, Auxiliary)
- 16 Bit Memory Adressen → 64 KB Memory adressieren
- 16 Bit Operationen/ALU (INX, DCX, DAD, LXI, PUSH POP)
- Support für Dezimal Addition

OPCODE

| | x0 | x1 | x2 | x3 | x4 | x5 | x6 | x7 | x8 | x9 | xA | xB | xC | xD | xE | xF |
|----|---------------------------|-------------------------------|-----------------------------|----------------------------|-------------------------------|-----------------------------|-----------------------------|---------------------------|---------------------------|-----------------------------|-----------------------------|-----------------------------|-------------------------------|------------------------------|----------------------------|---------------------------|
| 0x | NOP 1 4 - - - - | LXI B,d16 3 10 - - - - | STAX B 1 7 - - - - | INX B 1 5 - - - - | INR B 1 5 S Z A P - | DCR B 1 5 S Z A P - | MVI B,d8 2 7 - - - - | RLC 1 4 - - - - C | *NOP 1 4 - - - - | DAD B 1 10 - - - - C | LDAX B 1 7 - - - - | DCX B 1 5 - - - - | INR C 1 5 S Z A P - | DCR C 1 5 S Z A P - | MVI C,d8 2 7 - - - - | RRC 1 4 - - - - C |
| 1x | *NOP 1 4 - - - - | LXI D,d16 3 10 - - - - | STAX D 1 7 - - - - | INX D 1 5 - - - - | INR D 1 5 S Z A P - | DCR D 1 5 S Z A P - | MVI D,d8 2 7 - - - - | RAL 1 4 - - - - C | *NOP 1 4 - - - - | DAD D 1 10 - - - - C | LDAX D 1 7 - - - - | DCX D 1 5 - - - - | INR E 1 5 S Z A P - | DCR E 1 5 S Z A P - | MVI E,d8 2 7 - - - - | RAR 1 4 - - - - C |
| 2x | *NOP 1 4 - - - - | LXI H,d16 3 10 - - - - | SHLD a16 3 16 - - - - | INX H 1 5 - - - - | INR H 1 5 S Z A P - | DCR H 1 5 S Z A P - | MVI H,d8 2 7 - - - - | DAA 1 4 S Z A P C | *NOP 1 4 - - - - | DAD H 1 10 - - - - C | LHLD a16 3 16 - - - - | DCX H 1 5 - - - - | INR L 1 5 S Z A P - | DCR L 1 5 S Z A P - | MVI L,d8 2 7 - - - - | CMA 1 4 - - - - |
| 3x | *NOP 1 4 - - - - | LXI SP,d16 3 10 - - - - | STA a16 3 13 - - - - | INX SP 1 5 - - - - | INR M 1 10 S Z A P - | DCR M 1 10 S Z A P - | MVI M,d8 2 10 - - - - | STC 1 4 - - - - C | *NOP 1 4 - - - - | DAD SP 1 10 - - - - C | LDA a16 3 13 - - - - | DCX SP 1 5 - - - - | INR A 1 5 S Z A P - | DCR A 1 5 S Z A P - | MVI A,d8 2 7 - - - - | CMC 1 4 - - - - C |
| 4x | MOV B,B 1 5 - - - - | MOV B,C 1 5 - - - - | MOV B,D 1 5 - - - - | MOV B,E 1 5 - - - - | MOV B,H 1 5 - - - - | MOV B,L 1 5 - - - - | MOV B,M 1 7 - - - - | MOV B,A 1 5 - - - - | MOV C,B 1 5 - - - - | MOV C,C 1 5 - - - - | MOV C,D 1 5 - - - - | MOV C,E 1 5 - - - - | MOV C,H 1 5 - - - - | MOV C,L 1 5 - - - - | MOV C,M 1 7 - - - - | MOV C,A 1 5 - - - - |
| 5x | MOV D,B 1 5 - - - - | MOV D,C 1 5 - - - - | MOV D,D 1 5 - - - - | MOV D,E 1 5 - - - - | MOV D,H 1 5 - - - - | MOV D,L 1 5 - - - - | MOV D,M 1 7 - - - - | MOV D,A 1 5 - - - - | MOV E,B 1 5 - - - - | MOV E,C 1 5 - - - - | MOV E,D 1 5 - - - - | MOV E,E 1 5 - - - - | MOV E,H 1 5 - - - - | MOV E,L 1 5 - - - - | MOV E,M 1 7 - - - - | MOV E,A 1 5 - - - - |
| 6x | MOV H,B 1 5 - - - - | MOV H,C 1 5 - - - - | MOV H,D 1 5 - - - - | MOV H,E 1 5 - - - - | MOV H,H 1 5 - - - - | MOV H,L 1 5 - - - - | MOV H,M 1 7 - - - - | MOV H,A 1 5 - - - - | MOV L,B 1 5 - - - - | MOV L,C 1 5 - - - - | MOV L,D 1 5 - - - - | MOV L,E 1 5 - - - - | MOV L,H 1 5 - - - - | MOV L,L 1 5 - - - - | MOV L,M 1 7 - - - - | MOV L,A 1 5 - - - - |
| 7x | MOV M,B 1 7 - - - - | MOV M,C 1 7 - - - - | MOV M,D 1 7 - - - - | MOV M,E 1 7 - - - - | MOV M,H 1 7 - - - - | MOV M,L 1 7 - - - - | HLT 1 7 - - - - | MOV M,A 1 7 - - - - | MOV A,B 1 5 - - - - | MOV A,C 1 5 - - - - | MOV A,D 1 5 - - - - | MOV A,E 1 5 - - - - | MOV A,H 1 5 - - - - | MOV A,L 1 5 - - - - | MOV A,M 1 7 - - - - | MOV A,A 1 5 - - - - |
| 8x | ADD B 1 4 S Z A P C | ADD C 1 4 S Z A P C | ADD D 1 4 S Z A P C | ADD E 1 4 S Z A P C | ADD H 1 4 S Z A P C | ADD L 1 4 S Z A P C | ADD M 1 7 S Z A P C | ADD A 1 4 S Z A P C | ADC B 1 4 S Z A P C | ADC C 1 4 S Z A P C | ADC D 1 4 S Z A P C | ADC E 1 4 S Z A P C | ADC H 1 4 S Z A P C | ADC L 1 4 S Z A P C | ADC M 1 7 S Z A P C | ADC A 1 4 S Z A P C |
| 9x | SUB B 1 4 S Z A P C | SUB C 1 4 S Z A P C | SUB D 1 4 S Z A P C | SUB E 1 4 S Z A P C | SUB H 1 4 S Z A P C | SUB L 1 4 S Z A P C | SUB M 1 7 S Z A P C | SUB A 1 4 S Z A P C | SBB B 1 4 S Z A P C | SBB C 1 4 S Z A P C | SBB D 1 4 S Z A P C | SBB E 1 4 S Z A P C | SBB H 1 4 S Z A P C | SBB L 1 4 S Z A P C | SBB M 1 7 S Z A P C | SBB A 1 4 S Z A P C |
| Ax | ANA B 1 4 S Z A P C | ANA C 1 4 S Z A P C | ANA D 1 4 S Z A P C | ANA E 1 4 S Z A P C | ANA H 1 4 S Z A P C | ANA L 1 4 S Z A P C | ANA M 1 7 S Z A P C | ANA A 1 4 S Z A P C | XRA B 1 4 S Z A P C | XRA C 1 4 S Z A P C | XRA D 1 4 S Z A P C | XRA E 1 4 S Z A P C | XRA H 1 4 S Z A P C | XRA L 1 4 S Z A P C | XRA M 1 7 S Z A P C | XRA A 1 4 S Z A P C |
| Bx | ORA B 1 4 S Z A P C | ORA C 1 4 S Z A P C | ORA D 1 4 S Z A P C | ORA E 1 4 S Z A P C | ORA H 1 4 S Z A P C | ORA L 1 4 S Z A P C | ORA M 1 7 S Z A P C | ORA A 1 4 S Z A P C | CMP B 1 4 S Z A P C | CMP C 1 4 S Z A P C | CMP D 1 4 S Z A P C | CMP E 1 4 S Z A P C | CMP H 1 4 S Z A P C | CMP L 1 4 S Z A P C | CMP M 1 7 S Z A P C | CMP A 1 4 S Z A P C |
| Cx | RNZ 1 11/5 - - - - | POP B 1 10 - - - - | JNZ a16 3 10 - - - - | JMP a16 3 10 - - - - | CNZ a16 3 17/11 - - - - | PUSH B 1 11 - - - - | ADI d8 2 7 S Z A P C | | RZ 1 11/5 - - - - | RET 1 10 - - - - | JZ a16 3 10 - - - - | *JMP a16 3 10 - - - - | CZ a16 3 17/11 - - - - | CALL a16 3 17 - - - - | ACI d8 2 7 S Z A P C | |
| Dx | RNC 1 11/5 - - - - | POP D 1 10 - - - - | JNC a16 3 10 - - - - | | CNC a16 3 17/11 - - - - | PUSH D 1 11 - - - - | SUI d8 2 7 S Z A P C | | RC 1 11/5 - - - - | *RET 1 10 - - - - | JC a16 3 10 - - - - | | CC a16 3 17/11 - - - - | *CALL a16 3 17 - - - - | SBI d8 2 7 S Z A P C | |
| Ex | RPO 1 11/5 - - - - | POP H 1 10 - - - - | JPO a16 3 10 - - - - | XTHL 1 18 - - - - | CPO a16 3 17/11 - - - - | PUSH H 1 11 - - - - | ANI d8 2 7 S Z A P C | | RPE 1 11/5 - - - - | PCHL 1 5 - - - - | JPE a16 3 10 - - - - | XCHG 1 5 - - - - | CPE a16 3 17/11 - - - - | *CALL a16 3 17 - - - - | XRI d8 2 7 S Z A P C | |
| Fx | RP 1 11/5 - - - - | POP PSW 1 10 S Z A P C | JP a16 3 10 - - - - | | CP a16 3 17/11 - - - - | PUSH PSW 1 11 - - - - | ORI d8 2 7 S Z A P C | | RM 1 11/5 - - - - | SPHL 1 5 - - - - | JM a16 3 10 - - - - | | CM a16 3 17/11 - - - - | *CALL a16 3 17 - - - - | CPI d8 2 7 S Z A P C | |

Assembler

- 74 Mnemonics
- 2 Passes
- Implementiert in JS/TS mit pegjs
 - <https://pegjs.org/>
 - https://en.wikipedia.org/wiki/Parsing_expression_grammar
- Labels werden im ersten Pass gelesen
- 2 Pass übersetzt und ersetzt Labels mit Sprungadressen

Assembler - Beispiel

```
; Fib(12)
    MVI    A,1
    MVI    B,1
    MVI    D,BH
    LXI    H, MEM
LOOP:
    MOV    C,A
    MOV    M,A
    INX    H
    ADD    B
    MOV    B,C
    DCR    D
    JNZ    LOOP
    MOV    M,A
    HLT
MEM:
```

UI - Angular8

- Minimales UI
- geschrieben mit angular8
- 2 Teile
 - Assembler
 - Prozessor
- Code wird unmittelbar Compiliert und kann dann geladen werden
- Prozessorzustand kann beobachtet werden
- Taktfrequenzen
 - Rechnerabhängig
 - bzw. von 0.5Hz bis 200Hz_(js engine limit *)

* https://developer.mozilla.org/en-US/docs/Web/API/WindowOrWorkerGlobalScope/setTimeout#Minimum_delay_and_timeout_nesting

Demo

<http://i8080.sysvz.org/>