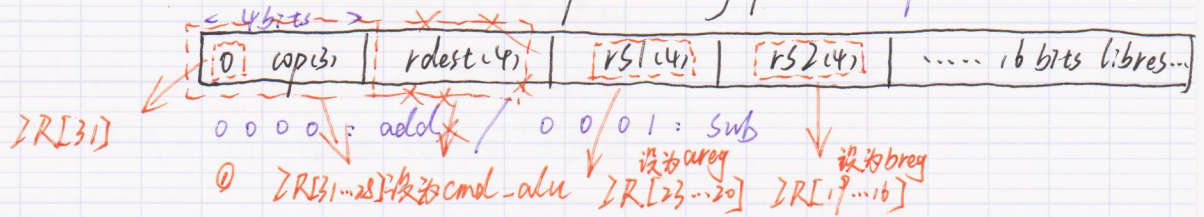


1. Les instructions.

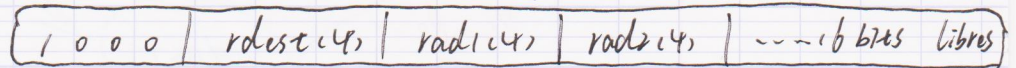
1) Des instructions arithmétiques et logiques : op rs1, rs2, rdest



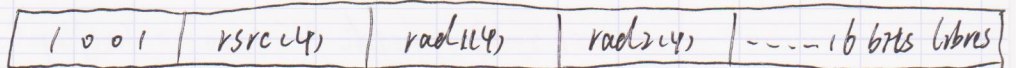
2) L'instruction Set valeur 24, rdest



3) L'instruction load [rad1 + rad2], rdest



4) L'instruction store rsrc, [rad1 + rad2]



5) Les instruction branchement branchement (b-condition-adresse)



déplacement 24 = adresse de branchement - adresse courante  
60

r14 = Le registre PC (Program Counter) : l'adresse de l'instruction

r15 = Le registre IR (Instruction Register) : l'opérateur, l'adresse de l'instruction

Start: PC ← l'adresse de la première instruction

répéter

IR ← [PC] // l'opérateur, l'adresse de l'instruction

exécution de l'instruction

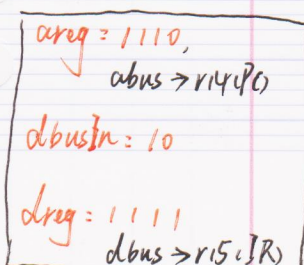
passer à la prochaine instruction : PC ← PC + 1 / PC ← l'adresse de l'instruction

jusqu'à la fin du programme

La forme d'un circuit séquentiel l'architecture du circuit.

1. l'état initial : "fetch"

⇒ 2. l'opération IR ← [PC] "opération", nous passons de l'état "fetch" à "decode"





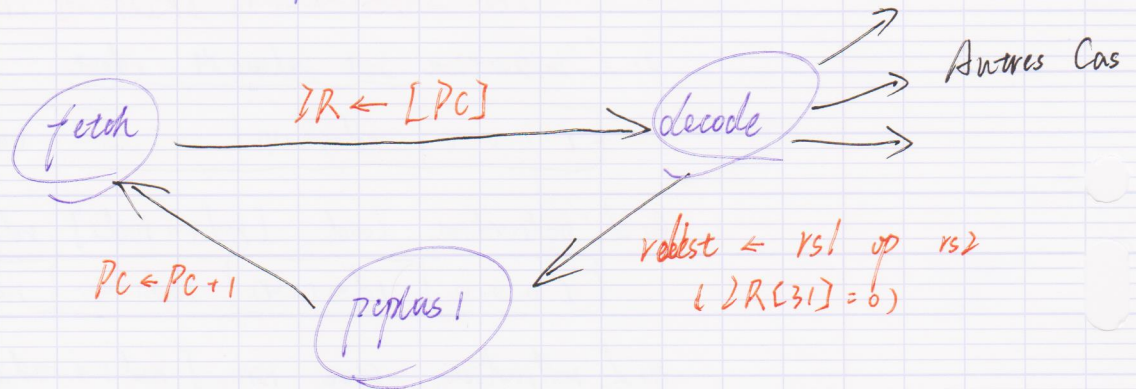
3. "decode" 状态开始, 分为以下几种可能性:

1. Instructions arithmétiques et logiques (即  $IR[31]=0$ )

① 详见第1页同名笔记

② 结果保存  $rdest(2R[2]...24) \Rightarrow dbusIn = 01 \Rightarrow dreg(2R[2]...24)$

③ 进入 "pcplus1" 状态,  $PC \leftarrow PC + 1$



$$areg[3...0] = fetch * "1110" + setflags * IR[23...20] + pcplus1 * "1110"$$

$$breg[3...0] = fetch * "0000" + decode * IR[19...16] + pcplus1 * "0000"$$

$$dreg[3...0] = fetch * "1111" + decode * IR[27...24] + pcplus1 * "1110"$$

$$valcmd[3...0] = fetch * "0000" + decode * IR[31...28] + pcplus1 * "0000"$$

$$dbusIn[1...0] = fetch * "01" + decode * "01" + pcplus1 * "01"$$

$$write = fetch * "0" + decode * "0" + pcplus1 * "0"$$



# Architecture des Ordinateurs

## Instructions.

\* reg: 寄存器  
\* cst: 常数  
\* adr: 地址

add	%ri, reg/cst, %rj	加法	$\%rj \leftarrow \%ri + \text{reg/cst}$
addcc	%ri, reg/cst, %rj	加(进位)	
sub		减法	$\%rj \leftarrow \%ri - \text{reg/cst}$
subcc		减(进位)	
mulcc		乘(进位)	$\%rj \leftarrow \%ri \times \text{reg/cst}$
divcc		除(进位)	$\%rj \leftarrow \%ri \div \text{reg/cst}$
andcc		AND	
orcc		OR	
xorcc	(同或0, 异或1)	异或	
xnorcc	(同或1, 异或0)	同或	
sl		左移	$\%rj \leftarrow \%ri \ll \text{reg/cst}$
srl		右移	$\%rj \leftarrow \%ri \gg \text{reg/cst}$
sethi	val22, %ri	SET	$\%ri \leftarrow \text{val22}$ (无符号 22 bits)
ld	[%ri + reg/cst], %rj	Load	32 bits
ldub			8 bits
st	%ri, [%rj + reg/cst]	STORE	32 bits
stb			8 bits
call	adr	调用	
ba	adr	无条件跳转	
bcond	adr	如果条件成立 (cond) 跳转	
be		Branch Equal (Z)	
bne		Branch Not Equal (not Z)	
bneg		Branch NEgative (N)	
bpos		Branch POSitive (not N)	
bcs		Branch on Carry Set (C)	
bcc		Branch on Carry Clear (not C)	
bvs		Branch on oVerflow Set (V)	
brc		Branch on oVerflow Clear (not V)	
bg	not (Z or (N xor V))	大于时转	Branch on Greater [not (Z or (N xor V))]
bge	not (N xor V)	大于等于时转	Branch on Greater or Equal
bl	N xor V	小于时转	Branch on Less
ble	Z or (N xor V)	小于等于时转	Branch on Less or Equal.

## Branchement →



Synthétiques →

bgu	not (Z or C)	Branch on Greater, Unsigned.
bge	not C	Branch on Greater or equal, <sup>unsigned</sup> .
bcl	C	Branch on less than, unsigned
ble	Z or C	Branch on Less or Equal, Unsigned.
clr %ri	CLEAR	orcl %r0, %r0, %ri
mov %ri, %rj	%rj ← %ri	orcl %ri, %r0, %rj
inc %ri	加1	addcl %ri, 1, %ri
notcl %ri, %rj	%rj ← %ri 的补码	xnorcl %ri, %ri, %rj
dec %ri	减1	subcl %ri, 1, %ri
set val <sub>31...0</sub> , %ri	%ri ← val	sethi val <sub>31...0</sub> , %ri; orcl %ri, val <sub>31...0</sub> , %ri
setq val <sub>31...0</sub> , %ri		orcl %ri, val <sub>31...0</sub> , %ri
cmp %ri, %rj	比较	subcl %ri, %rj, %r0
tst %ri	符号及有无溢出检测	orcl %ri, %r0, %r0
negcl %ri	0 - %ri	subcl %r0, %ri, %ri
nop	无操作	sethi 0, %r0
jmp %ri	跳转到绝对地址	
push %ri	入栈	subcl %r30, 4, %r30; st %ri, [%r30]
pop %ri	出栈	ld [%r30], %ri; addcl %r30, 4, %r30