



## **IV. ORGANIZATION OF OTHER COMPUTER SYSTEMS**

Basic Types of CPU





# Basic Types of CPU

- Accumulator-based
- General-purpose Register Type (GPR)
- Stack Machine





# Accumulator-based

- Example: Motorola 6809, 6502 and Intel 8080
- Registers in an Accumulator-based CPU:
  - A (accumulator)
  - PC (program counter)
  - X (index register) – contains address of memory data, serves like MAR for operands
  - SP (stack pointer)
  - Flags register





# Accumulator-based Instruction Set

- Data Transfer

load addr        ;  $A \leftarrow [addr]$

store addr       ;  $[addr] \leftarrow A$

- Arithmetic Operations

add addr         ;  $A \leftarrow A + [addr]$

sub addr         ;  $A \leftarrow A - [addr]$

mul addr         ;  $A \leftarrow A * [addr]$

div addr         ;  $A \leftarrow A / [addr]$





# Accumulator-based Instruction Set

- Logical Operations

and addr            ; A <- A and [addr]

or addr             ; A <- A or [addr]

not                  ; A <- not A

not addr            ; A <- not [addr]





# Accumulator-based Instruction Set

- Program/code sample:

$z := b + c$





# Accumulator-based Instruction Set

- Program/code sample:

$z := b + c$

load b                      ; A <- [b]





# Accumulator-based Instruction Set

- Program/code sample:

$z := b + c$

load b	; A $\leftarrow$ [b]
add c	; A $\leftarrow$ A + [c]







# Accumulator-based Instruction Set

- Program/code sample:

$z := b + c$

load b	; $A \leftarrow [b]$
add c	; $A \leftarrow A + [c]$
store z	; $[z] \leftarrow A$





# Accumulator-based Instruction Set

- Program/code sample:

$z := (b - c) * d$





# Accumulator-based Instruction Set

- Program/code sample:

$z := (b - c) * d$

load b                      ; A <- [b]





# Accumulator-based Instruction Set

- Program/code sample:

$z := (b - c) * d$

load b	; A <- [b]
sub c	; A <- A - [c]





# Accumulator-based Instruction Set

- Program/code sample:

$z := (b - c) * d$

load b	; A <- [b]
sub c	; A <- A - [c]
mul d	; A <- A * [d]





# Accumulator-based Instruction Set

- Program/code sample:

$z := (b - c) * d$

load b	; A <- [b]
sub c	; A <- A - [c]
mul d	; A <- A * [d]
store z	; [z] <- A





## GPR Type

- The most common type of CPU, Intel 80x86 is of this type but with enhanced/modified features.
- Other GPR-type CPUs such as PDP-11:
  - 16-bit registers cannot be “divided” into higher and lower bytes.





# GPR Type

- Registers:
  - R0, R1, R2,... R7
  - In PDP-11, R7 is used as PC and R6 serves as SP
  - PC
  - SP
  - Flags







# GPR Type Instruction Set

- Data Transfer

mov dst, src ; dst <- src

mov dst, [src] ; dst <- [src]

mov [dst], src ; [dst] <- src





# GPR Type Instruction Set

- Arithmetic Operations

add dst, src                      ; dst <- dst + src

sub dst, src                      ; dst <- dst – src

mul dst, src                      ; dst <- dst \* src

div dst, src                      ; dst <- dst / src





# GPR Type Instruction Set

- Logical Operations

and dst, src                      ; dst <- dst and src

or dst, src                        ; dst <- dst or src

not dst                            ; dst <- not dst





# GPR Type Instruction Set

- Program/code sample:

$z := b + c$





# GPR Type Instruction Set

- Program/code sample:

$z := b + c$

mov R0, b           ; R0  $\leftarrow$  [b]





# GPR Type Instruction Set

- Program/code sample:

$z := b + c$

mov R0, b                   ; R0  $\leftarrow$  [b]

mov R1, c                   ; R1  $\leftarrow$  [c]





# GPR Type Instruction Set

- Program/code sample:

$z := b + c$

mov R0, b	; R0 <- [b]
mov R1, c	; R1 <- [c]
add R0, R1	; R0 <- b + c





# GPR Type Instruction Set

- Program/code sample:

$z := b + c$

mov R0, b	; R0 <- [b]
mov R1, c	; R1 <- [c]
add R0, R1	; R0 <- b + c
mov z, R0	; [z] <- R0







# GPR Type Instruction Set

- Program/code sample:

$z := (b - c) * d$





# GPR Type Instruction Set

- Program/code sample:

$z := (b - c) * d$

mov R0, b                      ; R0 <- [b]





# GPR Type Instruction Set

- Program/code sample:

$z := (b - c) * d$

mov R0, b                   ; R0 <- [b]

mov R1, c                   ; R1 <- [c]





# GPR Type Instruction Set

- Program/code sample:

$z := (b - c) * d$

mov R0, b                   ; R0 <- [b]

mov R1, c                   ; R1 <- [c]

sub R0, R1                  ; R0 <- b - c





# GPR Type Instruction Set

- Program/code sample:

$z := (b - c) * d$

mov R0, b                   ; R0 <- [b]

mov R1, c                   ; R1 <- [c]

sub R0, R1                  ; R0 <- b - c

mov R1, d                   ; R1 <- [d]





# GPR Type Instruction Set

- Program/code sample:

$z := (b - c) * d$

mov R0, b                   ; R0 <- [b]

mov R1, c                   ; R1 <- [c]

sub R0, R1                  ; R0 <- b - c

mov R1, d                   ; R1 <- [d]

mul R0, R1                  ; R0 <- (b - c) \* d





# GPR Type Instruction Set

- Program/code sample:

$z := (b - c) * d$

mov R0, b	; R0 <- [b]
mov R1, c	; R1 <- [c]
sub R0, R1	; R0 <- b - c
mov R1, d	; R1 <- [d]
mul R0, R1	; R0 <- (b - c) * d
mov z, R0	; [z] <- R0





# Stack Machine

- Any computer system that has no general purpose register and simply uses the stack for computations falls on this category.
- Stack Machine Registers
  - PC
  - X, serves as MAR for operands
  - Flags







# Stack Machine Instruction Set

- Data Transfer

push data ; push immediate

push addr ; push memory variable

pop addr ; pop memory variable

pop X ; pop an address





# Stack Machine Instruction Set

- Arithmetic Operations

add           ; push(pop() + pop())

sub           ; push(pop() – pop())

mul           ; push(pop() \* pop())

div           ; push(pop() / pop())





# Stack Machine Instruction Set

- Logical Operations

and                      ; push(pop() and pop())

or                        ; push(pop() or pop())

not                      ; push(not pop())





# Stack Machine Instruction Set

- Program/code sample:

$z := b + c$





# Stack Machine Instruction Set

- Program/code sample:

$z := b + c$

push b





# Stack Machine Instruction Set

- Program/code sample:

$z := b + c$

push b

push c





# Stack Machine Instruction Set

- Program/code sample:

$z := b + c$

push b

push c

add                      ;push(pop() + pop())





# Stack Machine Instruction Set

- Program/code sample:

$z := b + c$

push b

push c

add                   ;push(pop() + pop())

pop z

NOTE: arithmetic expressions should first be translated to post-fix form to easily write a program for a stack







# Stack Machine Instruction Set

- Program/code sample:

$z := (b - c) * d$





# Stack Machine Instruction Set

*Postfix: bc-d\**

- Program/code sample:

$z := (b - c) * d$





# Stack Machine Instruction Set

*Postfix: bc-d\**

- Program/code sample:

$z := (b - c) * d$

push b





# Stack Machine Instruction Set

*Postfix: bc-d\**

- Program/code sample:

$z := (b - c) * d$

push b

push c





# Stack Machine Instruction Set

*Postfix: bc-d\**

- Program/code sample:

$z := (b - c) * d$

push b

push c

sub ; push(pop() - pop())





# Stack Machine Instruction Set

*Postfix: bc-d\**

- Program/code sample:

$z := (b - c) * d$

push b

push c

sub ; push(pop() - pop())

push d





# Stack Machine Instruction Set

*Postfix: bc-d\**

- Program/code sample:

$z := (b - c) * d$

push b

push c

sub ; push(pop() - pop())

push d

mul ; push(pop() \* pop())





# Stack Machine Instruction Set

*Postfix: bc-d\**

- Program/code sample:

$z := (b - c) * d$

push b

push c

sub ; push(pop() - pop())

push d

mul ; push(pop() \* pop())

pop z

