DOKUZ EYLUL UNIVERSITY ENGINEERING FACULTY DEPARTMENT OF COMPUTER ENGINEERING

CME2206 COMPUTER ARCHITECTURE

DEUSEM Microoperations And FunctionsREPORT

By İbrahim İsmail Erhan

2015510026

Control Funtion And Microoperations of the DEUSEM

Fetch TO AR←PC

T1 $IR \leftarrow M[AR], PC \leftarrow PC+1$

Decode T2 D0...D63 Decode IR(4..9), $AR \leftarrow IR(0..3)$, $I \leftarrow IR(10)$

Indirect ID'63T3 AR←M[AR]

Memory Referance

OR D1T4 DR \leftarrow M[AR]

D1T5 AC \leftarrow AC v DR, SC \leftarrow 0

AND D2T4 DR \leftarrow M[AR]

D2T5 AC \leftarrow AC \land DR, SC \leftarrow 0

XOR D3T4 DR \leftarrow M[AR]

D3T5 $AC \leftarrow AC \oplus DR, SC \leftarrow 0$

ADD D4T4 DR←M[AR]

D4T5 AC \leftarrow AC + DR, E \leftarrow Cout, SC \leftarrow 0

LDA D5T4 DR←M[AR]

D5T5 AC←DR, SC←0

STA D6T4 $M[AR] \leftarrow AC, SC \leftarrow 0$

BUN D7T4 PC←AR, SC←0

BSA D8T4 $M[AR] \leftarrow PC$, $AR \leftarrow AR+1$

D8T5 PC←AR, SC←0

ISZ D9T4 DR←M[AR]

D9T5 DR←DR+1

D9T6 $M[AR] \leftarrow DR$, if(DR=0) then (PC \leftarrow PC+1), SC \leftarrow 0

JMR D10T4 DR←AR, AC←PC

D10T5 AC \leftarrow AC+DR, E \leftarrow Cout

D10T6 $PC \leftarrow AC, S \leftarrow 0$

Register Referance

l'D63T3 = r	
	B0B15 ← Decode IR(30), S←0
rB2	AC ← 0
rB3	E ← 0
rB4	AC←AC+1
rB5	AC←BUS
rB6	AC←AC′
rB7	$AC \leftarrow shrAC$, $AC(3) \leftarrow E$, $E \leftarrow AC(0)$
rB8	$AC \leftarrow shIAC$, $AC(0) \leftarrow E$, $E \leftarrow AC(3)$
rB10	if(AC(3) = 1) then $PC \leftarrow PC + 1$
rB11	if(AC = 0) then $PC \leftarrow PC + 1$
rB12	if($E = 0$) then $PC \leftarrow PC + 1$
rB1	S ← 0
	rB2 rB3 rB4 rB5 rB6 rB7 rB8 rB10 rB11 rB12

Input-Output

CML

	D63IT3 = p	
Decode		B0B15←Decode IR(30) S←0
INP	pB2	AC←INPR, FGI←0
OUT	рВ3	OUTR←AC, FGO←0
SKI	pB4	if(FGI = 1) then PC \leftarrow PC + 1
SKO	pB5	if(FGO = 1) then PC \leftarrow PC + 1
DSI		
OPP		

rB9

Stack

PSH	D11T4	AR←M[AR]
	D11T5	M[AR]←AC
	D11T6	$M[0] \leftarrow M[0] + 1$
POP	D12T4	$M[0] \leftarrow M[0] - 1$
	D12T5	AR←M[0]
	D12T6	AC←M[AR]
SZN	D13T4	if($M[0] = 0$) then $PC \leftarrow PC + 1$
SPF	D14T4	if(M[0] = 64) then $PC \leftarrow PC + 1$