

University of Illinois at Urbana-Champaign
Dept. of Electrical and Computer Engineering

ECE 120: Introduction to Computing

Instructions Illustrated

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slide 1

How Do We Write Instructions?

Previously, we looked at some instruction bits and talked about executing instructions.

It's natural to wonder:

How did those bits get there?

Similarly, when making a peanut butter sandwich:

- Why was the bag closed?
- Where did the bread come from?
- Why was it whole wheat bread?

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slide 2

Put Bits into Memory, Then Execute the Bits

All perfectly valid questions, but be patient!

Our model of programming:

- **Place bits into memory** locations (you'll see how in the lab, and later in class).
- Then **tell the LC-3 to interpret our bits** as instructions.

We **can also put data bits in memory**.

- But be careful!
- The **LC-3 can't tell the difference** between instructions and data. Both are bits.

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slide 3

Let's Illustrate LC-3 Instruction Processing

Let's execute the LC-3 for a few cycles and see how it works.

We'll show a few pieces of the datapath:

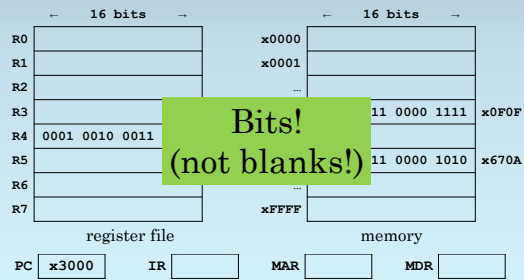
- memory
- register file
- **PC** and **IR**
- **MAR** and **MDR**

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slide 4

What's in the Blank Boxes?

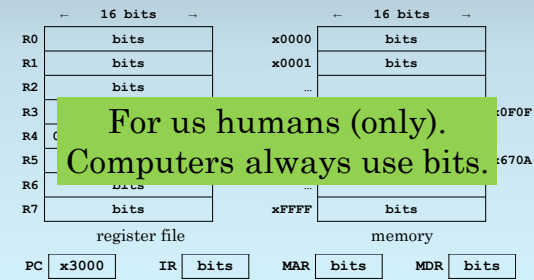


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Why are Some Values in Hex?

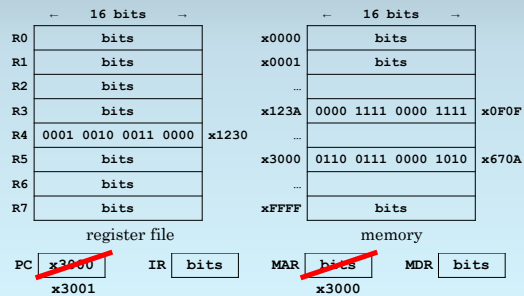


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slide 6

Fetch #1: $MAR \leftarrow PC$, $PC \leftarrow PC + 1$

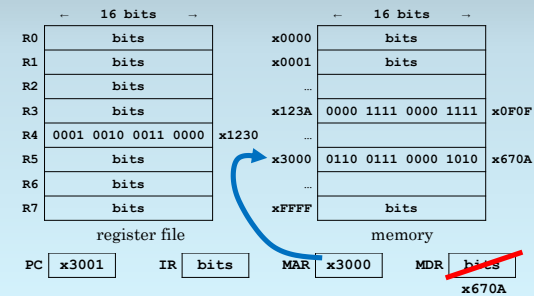


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Fetch #2: $MDR \leftarrow M[MAR]$

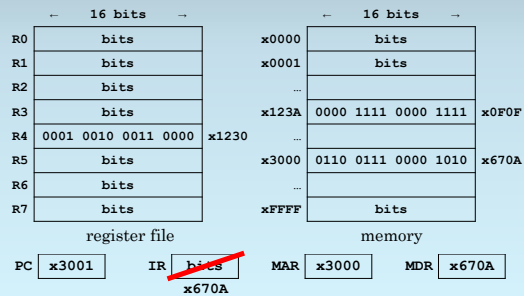


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slide 8

Fetch #3: IR ← MDR

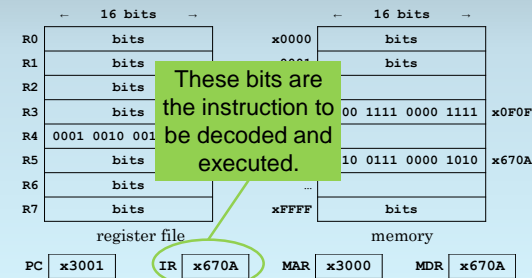


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slide 9

DECODE, then EXECUTE



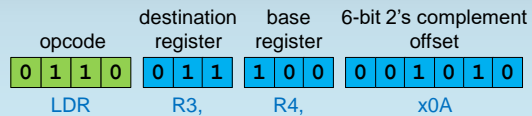
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slide 10

Let's Decode the Instruction

The **IR** has **x670A**. In bits, that's



Which means what? Let's decode it.

$R3 \leftarrow M[R4 + x000A]$

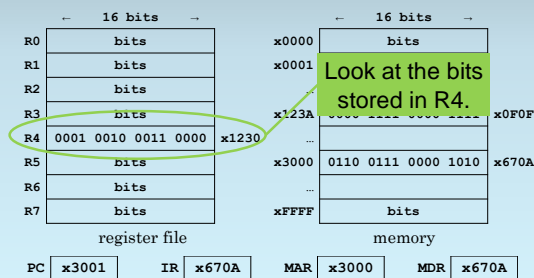
What is the memory address?

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The LC-3 Reads the Bits from R4



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slide 12

Let's Calculate the Memory Address

$R3 \leftarrow M[R4 + x000A]$

R4 is **x1230**.

Adding **x000A**, we obtain ... ? **x123A**

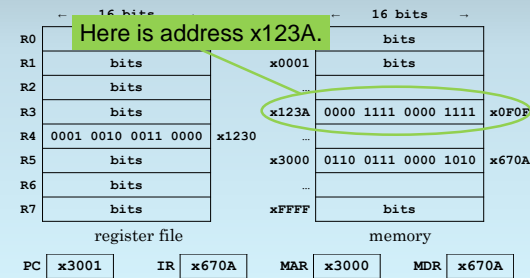
What is stored at memory address **x123A**?

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The LC-3 Reads Memory at x123A



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The LC-3 Stores x0F0F into R3

$R3 \leftarrow M[R4 + x000A]$

R4 is **x1230**.

Adding **x000A**, we obtain ... ? **x123A**

What is stored at memory address **x123A**?

x0F0F

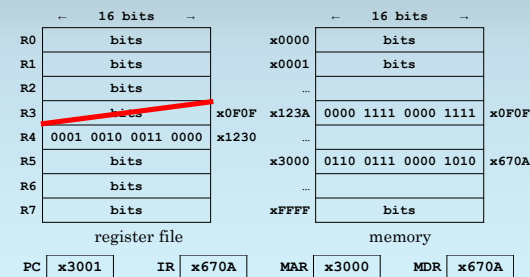
So the LC-3 stores **x0F0F** into **R3**.

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slide 15

The LC-3 Stores x0F0F into R3

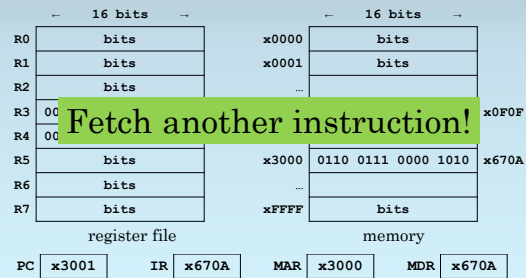


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slide 16

What's Next?

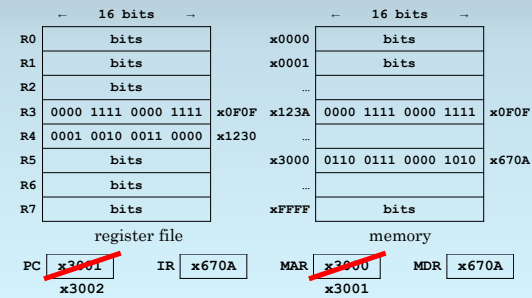


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slide 17

Fetch #1: MAR ← PC, PC ← PC + 1

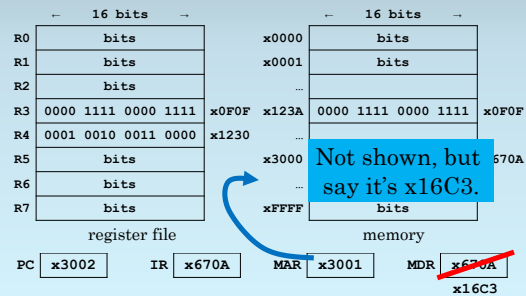


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slide 18

Fetch #2: MDR ← M[MAR]

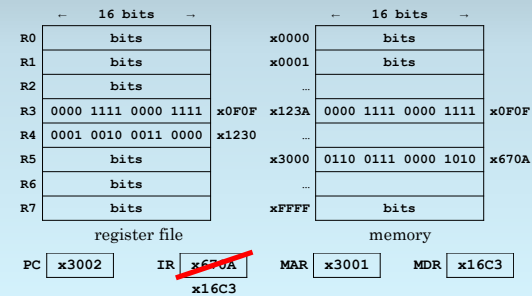


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Fetch #3: IR ← MDR

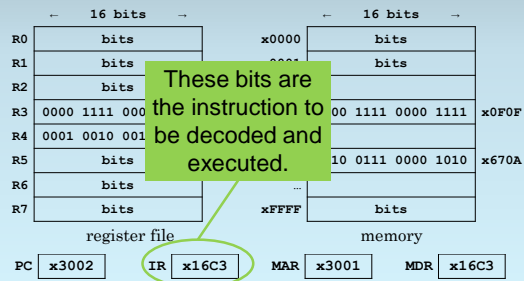


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DECODE, then EXECUTE



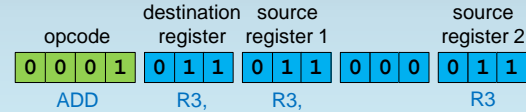
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slide 21

Let's Decode the Instruction

The IR has **x16C3**. In bits, that's



Which means what? Let's decode it.

$$R3 \leftarrow R3 + R3$$

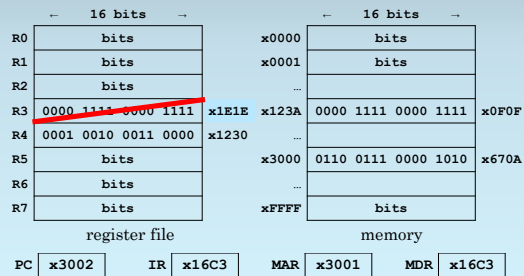
Add **R3** to **R3**, storing the sum back into **R3**.

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The LC-3 Stores x1E1E into R3

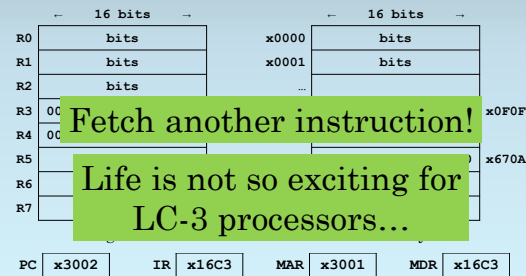


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What's Next?

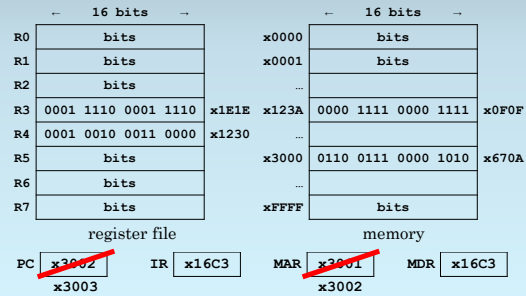


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slide 24

Fetch #1: MAR ← PC, PC ← PC + 1

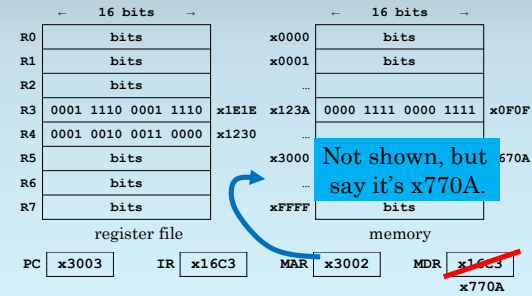


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Fetch #2: MDR ← M[MAR]

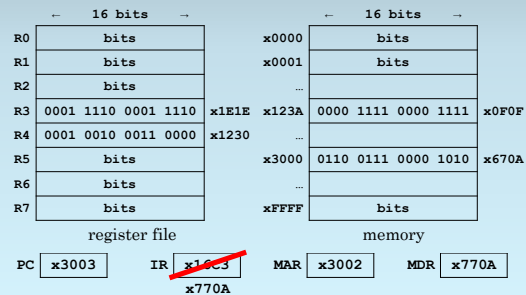


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slide 26

Fetch #3: IR ← MDR

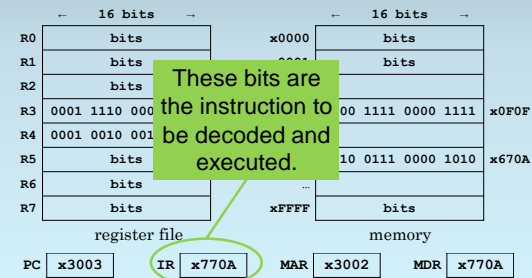


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slide 27

DECODE, then EXECUTE



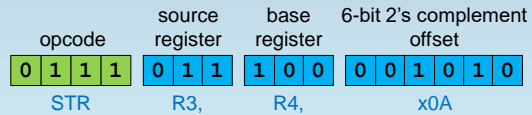
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slide 28

Let's Decode the Instruction

The **IR** has **x770A**. In bits, that's



Which means what? Let's decode it.

$M[R4 + x000A] \leftarrow R3$

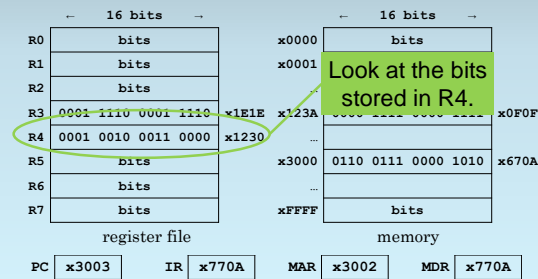
What is the memory address?

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The LC-3 Reads the Bits from R4



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Let's Calculate the Memory Address

$M[R4 + x000A] \leftarrow R3$

R4 is **x1230**.

Adding **x000A**, we obtain ... ? **x123A**

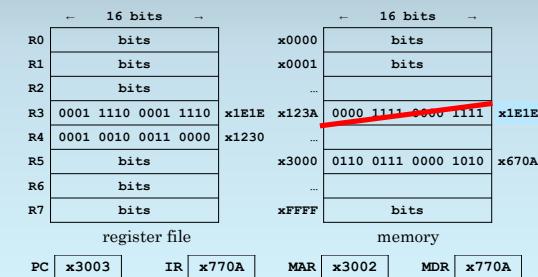
So the LC-3 stores the bits in R3
to memory address x123A.

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slide 31

The LC-3 Writes x1E1E to Memory Address x123A

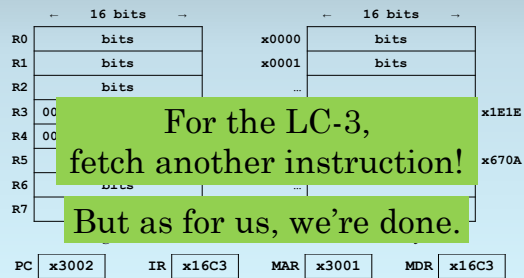


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What's Next?



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Computers Just Execute Instructions

What does that instruction sequence do?

**Multiplies the value at address x123A
by 2** (shifts it left by 1 bit).

What if R3 held something important
before we executed those instructions?

Too bad. Those bits are gone.

The programmer controls the computer.

The **computer just does what it's told**.

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slide 34