

King Saud University

College of Computer and Information Sciences Department of Computer Science

CSC 220: Computer Organization

Tutorial 12: CPU Programming

| I. | Where does a computer | add and compare data? |
|----|-----------------------|-----------------------|
| | A) Hard disk | C. Floppy disk |

B) CPU chip D:Memory chip

ANSWER: (B)

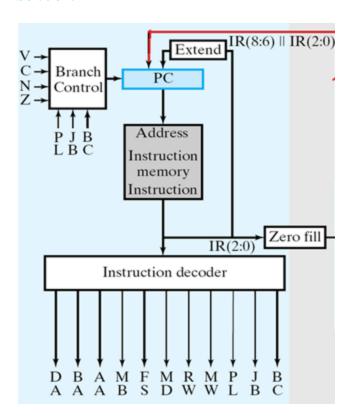
- II. Which of the following registers is used to keep track of address of the memory location where the next instruction is located?
 - A) Memory Address Register
 - B) Memory Data Register
 - C) Instruction Register
 - D) Program Counter

ANSWER: (D)

- Q2: Specify for the following three instruction formats for 16-bit instructions: i) Register, ii) immediate, iii) Jump and branch.
 - i. Register

| 15 | | 9 | 8 6 | 5 3 | 2 0 |
|-----------|-----------------|---|---------------------------|------------------------|-------------------------|
| | Opcode | | Destination register (DR) | Source register A (SA) | Source register B (SB) |
| ii. 15 | Immediate | 9 | 8 6 | 5 3 | 2 0 |
| | Opcode | | Destination register (DR) | Source register A (SA) | Operand (OP) |
| iii. | Jump and Branch | | | | |
| 15 | | 9 | 8 6 | 5 3 | 2 0 |
| | Opcode | | Address (AD) (Left) | Source register A (SA) | Address (AD) (Right) |

Q3. Give the block diagram of a single cycle hardwired control Unit. Solution:



Q4. Consider table 8-8 containing instruction specification for a simple computer. Translate the following instructions into 16-bit binary machine codes

Solution:

| Instruction | Binary machine code |
|-------------------|---------------------|
| ADD R3, R2, R3 | 0000010 011 010 011 |
| LD R5, (R1) | 0010000 101 001 000 |
| LDI R7, 5 | 1001100 111 000 101 |
| BRN R4 AD | 1100001 100 100 001 |
| $(AD = 100\ 001)$ | |

■ TABLE 8-8 Instruction Specifications for the Simple Computer

| Instruction | Opcode | Mne- monic | Format | Description | Status Bits |
|-----------------------|---------|---------------|------------|---|----------------|
| Move A | 0000000 | MOVA | RD, RA | $R[DR] \leftarrow R[SA]^*$ | N, Z |
| Increment | 0000001 | INC | RD, RA | $R[DR] \leftarrow R[SA] + 1*$ | N, Z |
| Add | 0000010 | ADD | RD, RA, RB | $R[DR] \leftarrow R[SA] + R[SB]^*$ | N, Z |
| Subtract | 0000101 | SUB | RD, RA, RB | $R[DR] \leftarrow R[SA] - R[SB]^*$ | N, Z |
| Decrement | 0000110 | DEC | RD, RA | $R[DR] \leftarrow R[SA] - 1*$ | N, Z |
| AND | 0001000 | AND | RD, RA, RB | $R[DR] \leftarrow R[SA] \wedge R[SB]^*$ | N, Z |
| OR | 0001001 | OR | RD, RA, RB | $R[DR] \leftarrow R[SA] \vee R[SB]^*$ | N, Z |
| Exclusive OR | 0001010 | XOR | RD, RA, RB | $R[DR] \leftarrow R[SA] \oplus R[SB]^*$ | N, Z |
| NOT | 0001011 | NOT | RD, RA | $R[DR] \leftarrow \overline{R[SA]}^*$ | N, Z |
| Move B | 0001100 | MOVB | RD, RB | $R[DR] \leftarrow R[SB]^*$ | |
| Shift Right | 0001101 | SHR | RD, RB | $R[DR] \leftarrow sr R[SB]^*$ | |
| Shift Left | 0001110 | SHL | RD, RB | $R[DR] \leftarrow sl R[SB]^*$ | |
| Load Immediate | 1001100 | LDI | RD, OP | $R[DR] \leftarrow zf OP^*$ | |
| Add Immediate | 1000010 | ADI | RD, RA, OP | $R[DR] \leftarrow R[SA] + zf OP^*$ | N, Z |
| Load | 0010000 | LD | RD, RA | $R[DR] \leftarrow M[SA]^*$ | |
| Store | 0100000 | ST | RA, RB | $M[SA] \leftarrow R[SB]^*$ | |
| Branch on Zero | 1100000 | BRZ | RA,AD | if $(R[SA] = 0) PC \leftarrow PC + se AD$, if $(R[SA] \neq 0) PC \leftarrow PC + 1$ | , N, Z |
| Branch on Negative | 1100001 | BRN | RA,AD | if $(R[SA] < 0) PC \leftarrow PC + se AD$, if $(R[SA] \ge 0) PC \leftarrow PC + 1$ | , N, Z |
| Jump | 1110000 | JMP | RA | $PC \leftarrow R[SA]^*$ | |

^{*} For all of these instructions, PC ← PC + 1 is also executed to prepare for the next cycle.

Q5: Assume that variable x is located at the address 283 in data memory contains 5, and variable y is located at the address 284 contains 10. Write an assembly language program to evaluate the equation z = y + (x - 3) where variable z is located at the address 285. **Solution:**

LDI R3, 283

LD R1, (R3)

LDI R2, 3

SUB R1, R1, R2

INC R3, R3

LD R2, (R3)

ADD R2, R2, R1

INC R3, R3

ST (R3), R2