CS210 Cheatsheet

Logic Gates

AND	$A \cdot B$	NAND	$\overline{A \cdot B}$
OR	$A + B$	NOR	$\overline{A + B}$
NOT	$\bar{A}$	XOR	$A \oplus B$

XOR TRUTH TABLE

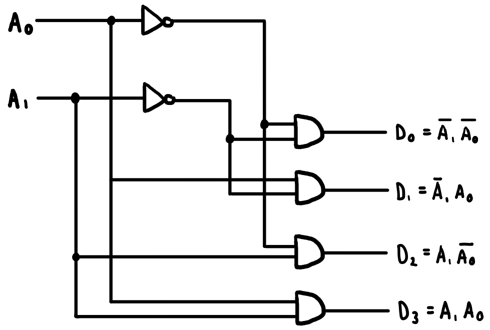
A	B	RESULT
0	0	0
0	1	1
1	0	1
1	1	0

Definitions

Decoders Recognizes specific bit patterns

Multiplexors chooses among various inputs

Example of a decoder

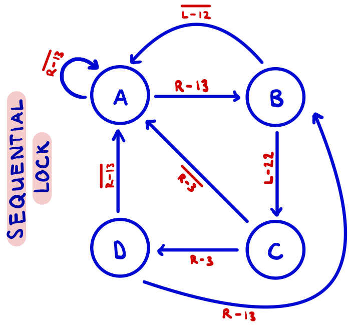


TRUTH TABLE

A_1	A_0	D_0	D_1	D_2	D_3
0	0	1	0	0	0
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	1

State Diagrams

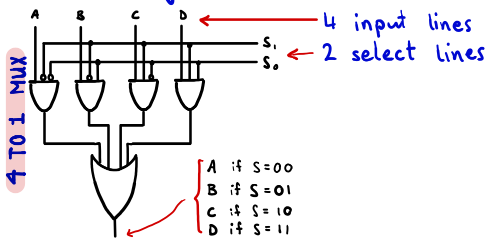
→ Show states and actions that cause transition between states



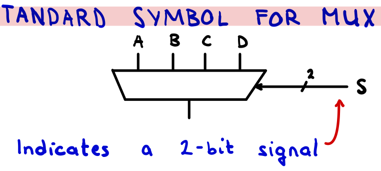
Multiplexer (Mux)

→ A mux has 2^n data inputs, n select lines, and 1 output

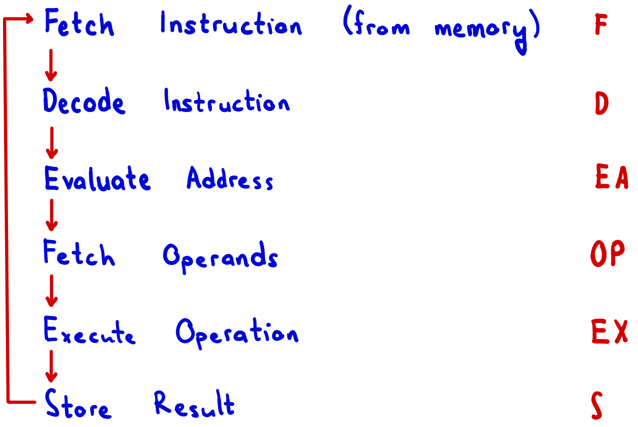
→ The select bits are to "choose" one of the data inputs to flow through to the output



STANDARD SYMBOL FOR MUX



Instruction Processing



Fetch

1) loads next instruction from memory store at address in PC and places into Instruction Register (IR)

2) PC is increment to point to next instruction

Decode

1) Identifies the opcode

2) Depending on opcode, identifies other operands from remaining bits

Evaluate Address - For operations that require memory access, compute address for access

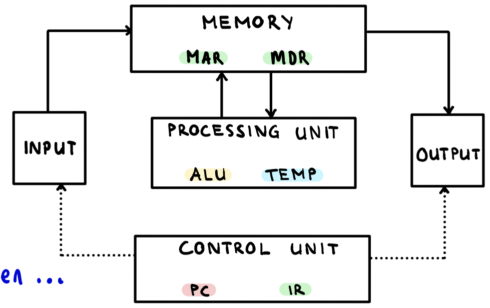
Fetch Operands - Obtain source operands needed to perform operation

Execute - Perform the operation, using source operands

Store - Write results to destination (register or memory)

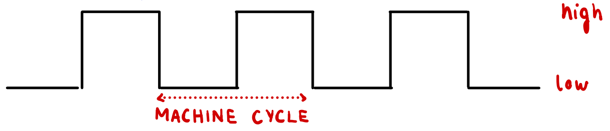
LC3 Written as Von Neumann Model

MAR	Memory Address Register	PC	Program Counter
MDR	Memory Data Register	ALU	Arithmetic Logic Unit
IR	Instruction Register	INPUT	Keyboard/Mouse/...
		OUTPUT	Screen ...



The Clock is a signal which keeps the Control Unit moving. Each clock tick moves the CU to the next step.

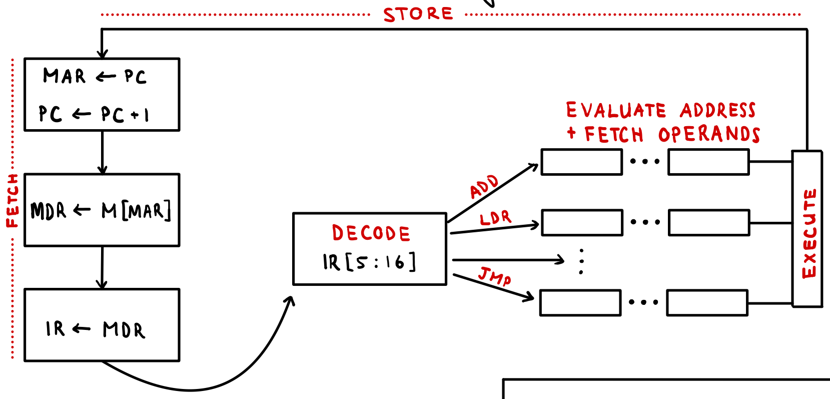
CLOCK GENERATOR CIRCUIT



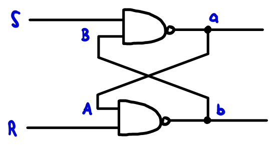
Based on crystal oscillator

Generates Regular Sequence of 0 and 1 logic levels

Control Unit State Diagram



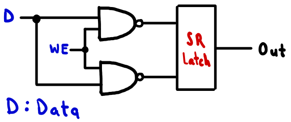
SR - Latch



Used to store 1 bit

- Stands for Set Reset Latch
- Note: Latch is unstable if S=R=0

Gated D-Latch

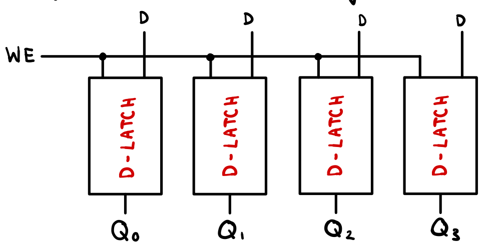


D: Data
WE: Write enable

When WE=0, Latch holds data.

When WE=1, latch is set to value of D.

Registers and Memory Cells



4-BIT MEMORY CELL
OR REGISTER

Memory Circuits

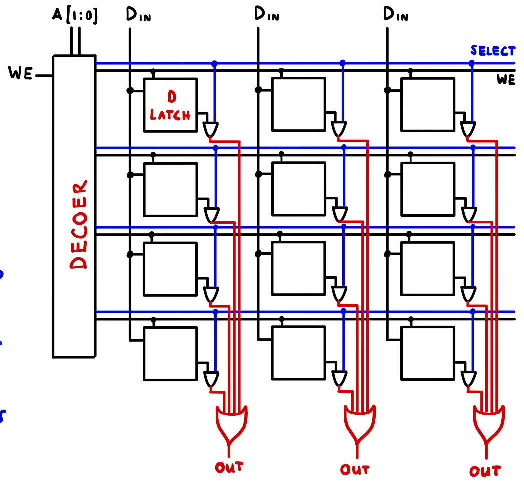
→ Bits are stored in array of D Latches

→ An address is decoded to select a row

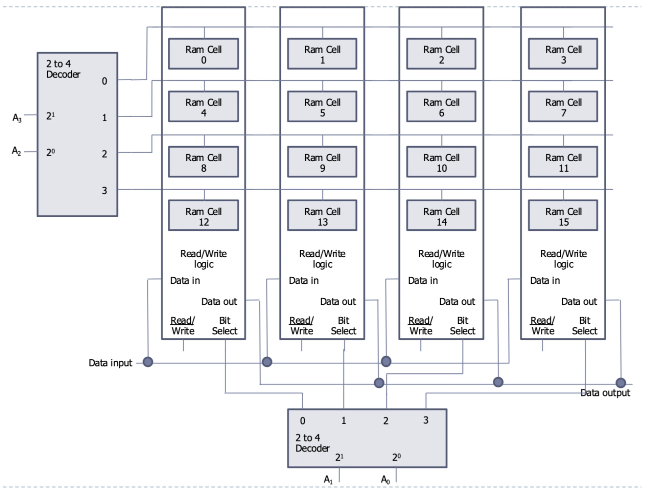
→ WE specifies if we want to retrieve or store a value

→ To write data, data inputs at top.

→ To read data, data outputs at bottom



2 dimensional Memory



Interface to Memory

LOAD from memory

→ Write address of memory into MAR

→ Send a "read" signal to memory

→ Store contents into MDR

STORE to memory

→ Write data into MDR

→ Write the address to write to in MAR

→ Send "write" signal to memory, copy contents from MDR into location at MAR

Common Trap Routines

vector	symbol	method
x20	GETC	reads a character (no echo) into R0
x21	OUT	output a character (R0) to the console
x22	PUTS	write a string to console. R0 contains pointer to string
x23	IN	same as GETC but echos character
x25	HALT	halts the program

System Calls

→ User program invokes system call

→ Operating System code performs operation

→ Returns control to user program

RTI

Encoding 1000 000000000000

Operations PC ← copied back from OS stack

TRAP

Encoding 1111 0000 trapvector8

Operations 1) PC copied to OS stack 2) New PC = MEM[trapvector8]

Subroutines

→ Lives in user space
→ Performs well defined task
→ Invoked by another program
→ Returns control to main program

De Morgan's Law

OR FORM $\overline{AB} = \overline{A} + \overline{B}$

AND FORM $\overline{A + B} = \overline{A}\,\overline{B}$

JSR

Encoding 0100 1 PCoffset11

Operations 1) R7 ← PC 2) PC ← PC + PCoffset

JSRR

Encoding 0100 0 00 Base 000000

Operations 1) R7 ← PC 2) PC ← PC + Base R

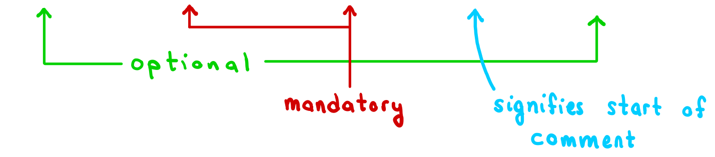
RET

Encoding 1100 000 111 000000

Operations PC ← R7

Assembly Syntax

LABEL OPCODE OPERANDS ; COMMENT

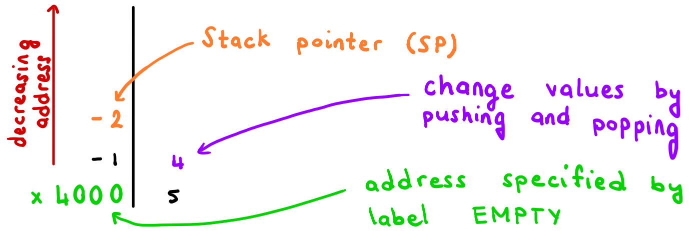


Assembly Keywords

.ORIG	address	specify program start address
.END		
.BLKW	n	allocate n addresses
.FILL	n	fill address with n
.STRINGZ	"string"	allocate n+1 addresses inc null

```
# STACKS
R1 <- Pointer to Stack Pointer
R7 <- Value to Push / Value from Pop

We Push and Pop to the stack using ...
JSR       Pop
JSR       PUSH

**PUSH AND POP**
PUSH      MEM[R1] <- R6
              R6 <- R6 - 1

POP       R6 <- R6 + 1
          R1 <- MEM[R6]

EMPTY     Specifies intial stack pointer
```

Visualising Stacks


decreasing address
Stack pointer (SP)
-2
-1
x4000
4
5
change values by pushing and popping
address specified by label EMPTY

note: popping from stack doesn't delete value, it just changes stack pointer

Overflow and Underflow

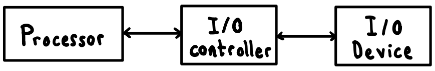
Stack Range: x4000 → x3FFC

Underflow SP > x4000

Overflow SP < x3FFC

I/O Controller

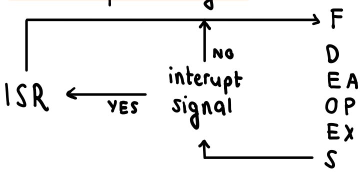
→ Provides necessary interface for I/O devices
→ Takes care of low level, device dependant details
→ It buffer data sent to processor so devices remain in sync



Controller Registers

xFF00 contains 0 value15

Interrupt Cycle



ISR Interrupt Service Routine

Statuses

Controller

0 means controller can change value

1 means controller can't change value

CPU

0 means CPU cannot read value

1 means CPU can read value and change status to 1

Finite State Machine (control unit)

On each machine cycle FSM changes control signals for next phase of instruction processing. Like ...

- → What component drives the bus
- → Which registers are write enabled
- → Which operation should the ALU perform

Global Bus

Set of wires that allow various components to transfer 16 bit data to other components.

One or more components may read data from the bus on any cycle